

City State OF THE WORLD EMPEROR



Judges Guild

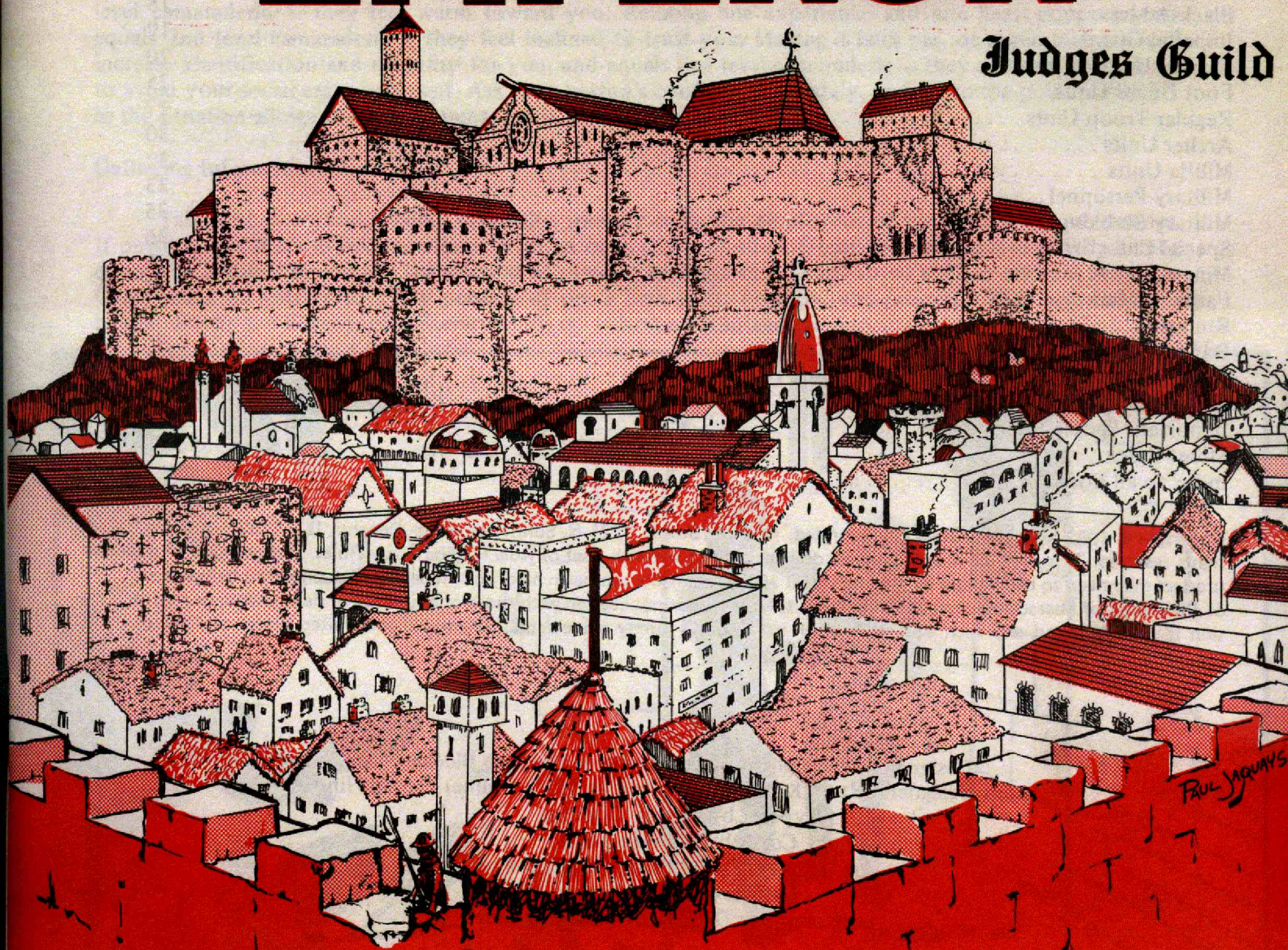


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Play Guides

It is important that played characters interact with NPCs. Friendly casual conversations are the most effective. Needless to say, friendly conversations with drunk employees are especially effective. Roll per Hierarchy table for any undesignated "cache" (assumed to be less than 500 GP). For "special cache" roll appropriate table.

Rumors

One rumor (maximum) can be heard per every two hours in an eatery (food and drink). One rumor per hour can be heard in an inn (food, drink, and beds). Three rumors per hour can be heard in a tavern (drink). One hour of conversation equals four turns of interaction if with different people, or six turns of interaction if with one person. Ten interactions equal one turn. One interaction equals two verbal statements (or questions) and two retorts (minimum). About 50% of rumors are true (Judge's discretion, unless stated T or F).

Establishing Camaraderie

Two jokes plus one round of drink (or other experience in common with those present) equals 1st level camaraderie — they feel warm toward you. Relating one experience and one heart-gripping story equals 2nd level camaraderie — they feel inclined to trust you. Making a faux pas, or social blunder, will increase identification and empathy for you, and equals 3rd level camaraderie — they will rush to your aid to avoid your social embarrassment. Ask for a person's confidence privately, and get to the point as quickly as the situation allows — 4th level camaraderie.

Gathering Information

Talk with everybody, being especially friendly with the employees of inns, taverns, and eateries. If possible, get them drunk, or otherwise in an open frame of mind. Observing marketplace activity can be extremely helpful. Encourage the relating of rumors, new and old. Learn about sudden unusual behavior. Concentrate on getting to know persons of one's own rank, position, and interests. Talk with the right people. Books and libraries (the literary kind) may also be advantageous.



Table VIII A: Encounters

Types of Encounter	Religion	Who Encountered
1) Player initiates conversation	1) Priest	1-7) Human (see SL/Heirarchy table)
2) NPC initiates conversation	2) Priest	8) Roll per Religion
3) Questions/20% chance insults	3) A Worshipper	9) Roll per Quarter
4) Propositions player (below)	4) Bishop	10) Roll Non-Human
5) Special Encounter (below)	5) A Magic User	
6) One Unusual Encounter (below)		
Propositions	Child	Non-Human
1) Dangerous mission/high pay	1) Beggars	1) Wood Elves
2) Work Offer	2) Urchins demand to help for a price	2) Wood Elves
3) Challenged or searched	3) Whispers overheard conversation to a player	3) Wood Elves
4) Offers "good deal"	4) Will squeeze into tight place to spy	4) Trolls (2)
5) Offers mutually beneficial deal	5) Will deliver message unnoticed	5) Hill Giant (1)
6) Sexual	6) Bites player and flees	6) Gargoyles (2)
Special Encounter	Visitor	7) Lycanthropes
1) Has important information	1) Bears message from far country	8) Goblins (10), night only
2) Confirms a rumor	2) Wants to meet secretly with a Prophet	9) Skeletons (5)
3) Wants to introduce player to important person	3) Bears a casket of jewels for Emperor	10) Ghouls (3)
4) Gives player valuable object	4) Brings bad news from the East	11) Imps (like Nixies, except lairs are in deep earth)
5) Offers his expertise	5) Will swap spells (knows exotic spells)	12) Giant Rats
6) Wants to trade valuable book	6) Questions (tests player's honesty)	13) Gnomes
7) Has urgent private information		14) Dwarves
8) Unwittingly drops key information		15) Dwarves
9) Unknowingly gives location of map		16) Halflings
10) Finks on his boss or other higher-up		17) Halflings
Unusual Encounters	Patrol	18) Wood Elves
1) Pickpocketed	1) Asks where "they" went	19) Wood Elves
2) Bit by pig	2) Questions player severely	20) Wood Elves
3) Drunk makes nuisance of himself	3) Knocks player down in pursuit of someone else	
4) Beautiful girl slave begs player's help		
5) Falsely accused before authorities		
6) Bribe offered		
7) Robbed		
8) Attacked		
9) Bored by loquacious socialite		
10) Called to a meeting		
	Women	
	1) Slave (Roll owner's hierarchy)	
	2) Vixen/Houri/Concubine (Roll SL)	
	3) Wife/Lady (Roll hierarchy)	
	4) Barmaid/Dame (Roll Special Encounter)	
	5) Eligible Daughter (Roll SL)	
	6) Underage Girl (Roll hierarchy and Child)	

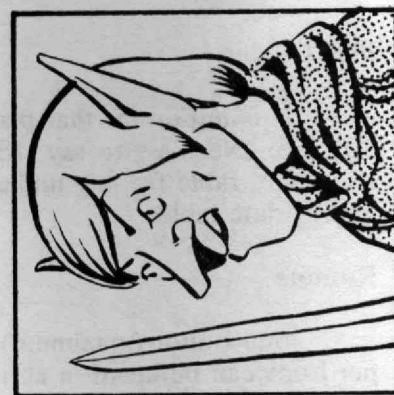


Table VIII B: Encounter By Social Class Hierarchy

Dice % Encounter	Nobility *	Gentlemen *	Military *	Guildsmen *	Merchant *	General *
1 - 20	1	2	3	4 - 5	6 - 7	8 - 10
21 - 32	SLV	CH	FEM	CH	P	Slave
33 - 42	CH	CH	Gladiator	Beggar	CH	Serf
43 - 52	FEM	FEM	Servant/Page	Laborer	Huckster	Villain
53 - 61	P	P	Militia	Apprentice 1 - 4 yrs.	Vendor	Freeman
62 - 69	P	P	Guard	Apprentice 5 - 7 yrs.	Trader	Citizen
70 - 75	V	Parvenu	Patrol	Journeyman	Proprietor	Bureaucrat
76 - 78	V	Arroffiste	Sergeant/Squire	Master Craftsman	Agent	Alderman
79 - 81	FEM	Socialite	Cavalryman	Expert	Entrepreneur	Syndic
82 - 83	FEM	Gentry	Archer	Guildmaster	Magnate	Landowner
84 - 85	Varlet	Magistrate	Seige Engineer	FEM	FEM	Squire
86 - 87	Thane	Boroughmaster	Captain	FEM	FEM	Landgrave
88 - 89	Knight/Baron+	Zhir	Equite	FEM	FEM	Baron+
90	Lord	Zhirquis	Commander General	FEM	FEM	FEM
91	Archon	CH	CH	CH	CH	CH
92	Grandhee	V	V	V	V	V
93	Padishah	Mc	Mc	Mc	Mc	Mc
94	Suzerain	CL	CL	CL	CL	CL
95	Viceroy	MU	MU	MU	MU	MU
96	Empress	BL	BL	BL	BL	FEM
97	Emperor	FEM	FEM	FEM	FEM	FEM
98	Old One	V	V	V	V	FEM
99	Ancient One	FEM	FEM	FEM	FEM	FEM
100	Demi-God	P	P	P	P	FEM
	God	V	V	V	V	FEM

* To dice Class, dice 1 - 10.

FEM (Females) are in the hierarchy listed, but SL (1 - 12) and LVL (1 - 12) must be diced, for all other abbreviations dice 1 - 10 for SL and 1 - 6 for LVL.

Abbreviations

BL - Black Adder
CH - Child
CL - Cleric
FEM - Female
Mc - Mycretian
MU - Magic User
P - Patrol
SLV - Slave
V - Visitor

Quarters

Castle Area
1) Parvenue
2) Baron
3) Magistrate
4) Padishah
5) Thane
6) Lord

Temples
Roll per
"Religion"

Market
PushyHuckster
Inept Apprentice
Child will Trade
Dishonest Vendor
Master Craftsman
Rude Woman

Seafront
Sailor
Storyteller
Sea Captain
Inn Keeper
First Mate
Stevadore

Poor
Shoemaker
Robber
Mercenary
Villain
Beggar
Burgler

*Special
Houri
Teacher
Bard
Jester
Thief
Artist

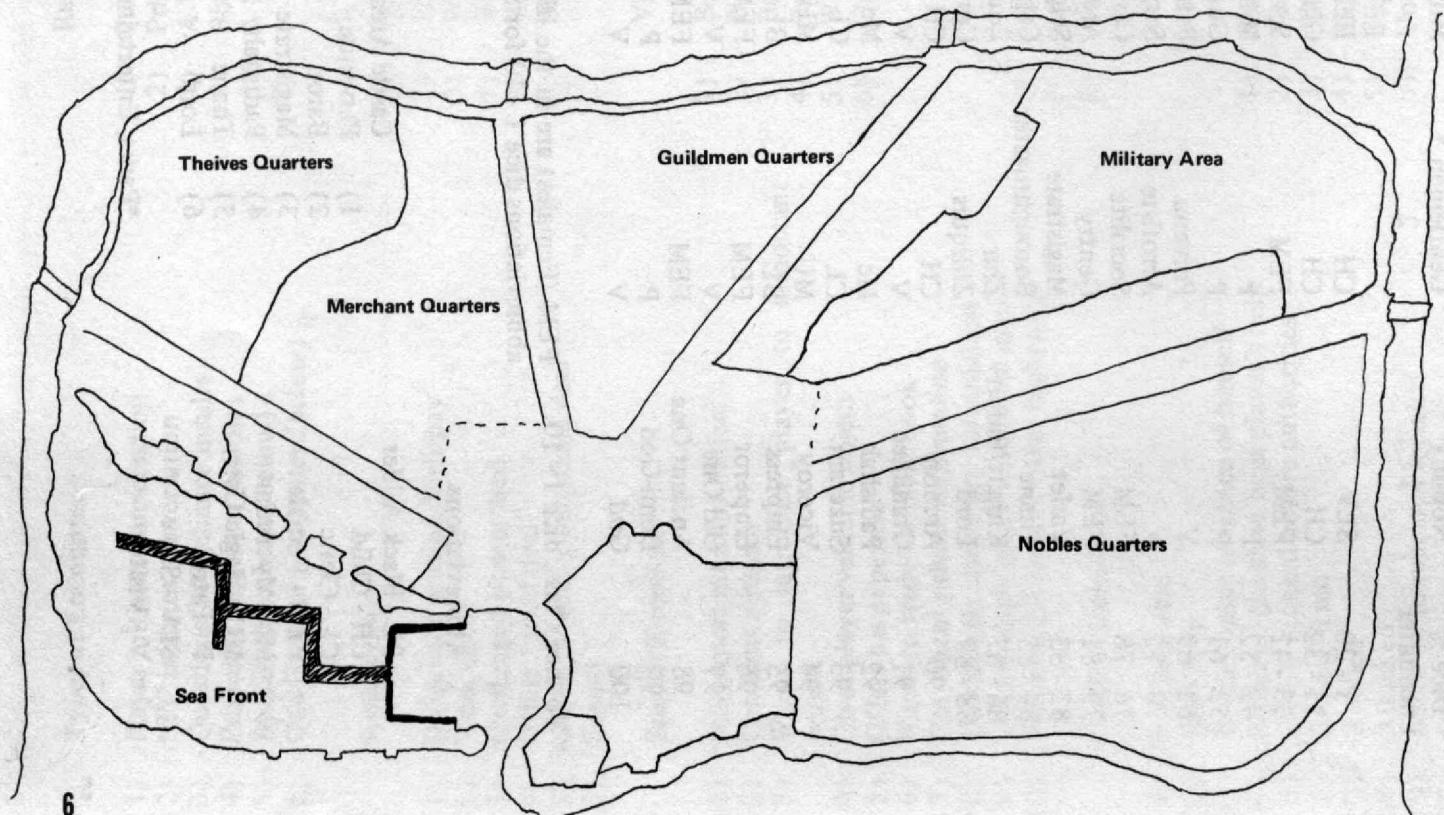
*Parks, Entertainments, Plazas

Table VIII C: Heirarchy - Social

Hierarchy SL*	Nobility	Military	Merchant
	10) Varlet	2) Gladiator	3) Huckster
	11) Thane	3) Servant/Page	4) Vendor
1	12) Knight/Baron +	4) Militia	5) Trader
2	13) Lord	5) Guard	6) Proprietor
3	14) Archon	6) Patrol	7) Agent
4	15) Grandhee	7) Sergeant/Squire	8) Entrepreneur
5	16) Padishah	8) Cavalryman	9) Magnate
6	17) Suzerain	9) Archers	
7	18) Viceroy	10) Seige Engineer	
8	19) Empress	11) Captain	General
9	20) Emperor	12) Equite	1) Slave
10	21) Old One	13) Commander General	2) Serf
11	22) Ancient One		3) Villain
12	23) Demi-God		4) Freeman
13	24) God		5) Citizen
14		Guildsmen	6) Bureaucrat
15		2) Beggar	7) Alderman
16	Gentlemen	3) Laborer	8) Syndic
17	6) Parvenu	4) Apprentice, 1 - 4 years	9) Landowner
18	7) Arrofiste	5) Apprentice, 5 - 7 years	10) Squire
19	8) Socialite	6) Journeyman	11) Landgrave
20	9) Gentry	7) Master Craftsman	12) Baron +
21	10) Magistrate	8) Expert	
22	11) Boroughmaster	9) Guildmaster	
23	12) Zhir		
24	13) Zhirquis		

+ When a Landgrave becomes a Baron, he becomes nobility.

* To dice SL, 5 in 6 dice 1 - 20; every sixth time dice 4 - 24.



Emperor's Palace

Emperor & Empress (see Tiphrodd Temple)

Viceroy Rooms

Character	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Nantarh El-Antaggrah	MU	LE	26	91	9	18	16	18	18	17	18	17	Wand

Suzerain Rooms

Kavar Laanaban	MU	LG	25	122	9	17	15	18	18	18	18	18	Quarterstaff
Fals Fellenbakhi	MU	LE	24	111	9	17	15	18	17	17	18	17	Sceptor

Padishah Rooms

Shah Paharrib Fu	MU	LE	20	105	9	16	17	18	18	16	18	18	Staff
Shah Satyrbis Orcuz	DEM	CE		160	Succubus Polymorphed to Human Form								Sceptor
Shah Kijdawr Aenekosii	Mc	LG	23	127	8	16	17	18	18	17	18	18	Quarterstaff
Shah Dyshim Leayh	MU	N	22	96	9	16	18	18	18	17	18	17	Wand
Shah Abdu Inslar	FTR	N	23	114	2	16	18	17	18	18	18	17	Flail
Shah Drong Dirkah	DEM	CE		165	Type V Demon Polymorphed to Human Form								Sceptor

Emperor's Palace Hex 3528

Waterway tunnels in the rock under the palace are large enough for the Emperor's warships to navigate to the hidden docking areas. Marine barracks at water level include 200 Oarsmen: N, LVL 1, HP: 1 - 8, AC: 7, Spears; 30 Divers: N, LVL 3, HP: 6 - 18, AC: 9, Tridents; 150 Fighters: N, LVL 2 - 7, AC: 6, Spears, Swords; 20 Officers: LE - N, LVL 7 - 14, HP: 10 - 40, AC: 6, Swords, Knives. Several other equally sized shifts are available on call. Armadad Bog, God of Mer Shunna, lives deep in the warship bay and blesses each ship daily as it leaves. Not a one has been lost to storm. There are 400 Palace Guards: N, LVL 4 - 6, HP: 6 - 12, AC: 2, Swords, Spears. The Green Emperor, Hautulin Seheitt, has his rooms on the main floor near the Empress Murielle and Viceroy Nantarh El-Antaggrah. The Viceroy, tall, skinny and bony with large bushy eyebrows and black hair and a severe expression, runs the day-to-day business of the city. The Black Adders, the city patrol and the Zhirquis answer to him as well as the Suzerain. The western three Padishah answer to Kavar and the eastern three to Fals Fellenbakhi. Trade agreements, transportation passage rights, duties and taxes, and province politics and misunderstandings keep the Suzerain busy. Usually no more than one Padishah is present in the city at a time except for High Council. The throne room is exquisite in green jades, emeralds and draperies. Three beautiful mermaids each have room tanks next to the harem quarters. The cellar includes food and wine storage (the best), five strong treasure rooms, magically protected by 22 powerful spells, a magical research room and a garbage pit (rat infested). A long descending tunnel leads deep beneath the palace and water tunnels to three dungeons (10, 11, and 12 LVL Dungeons). At one end of the main hall is an ancient object of art, possibly of great power, triangular in shape (25 inches tall, 5 inches wide at the base and 3 inches thick). It glows with a faint green light. A sign under it promises great wealth to the one who can translate the runes that are on it but no one ever has.



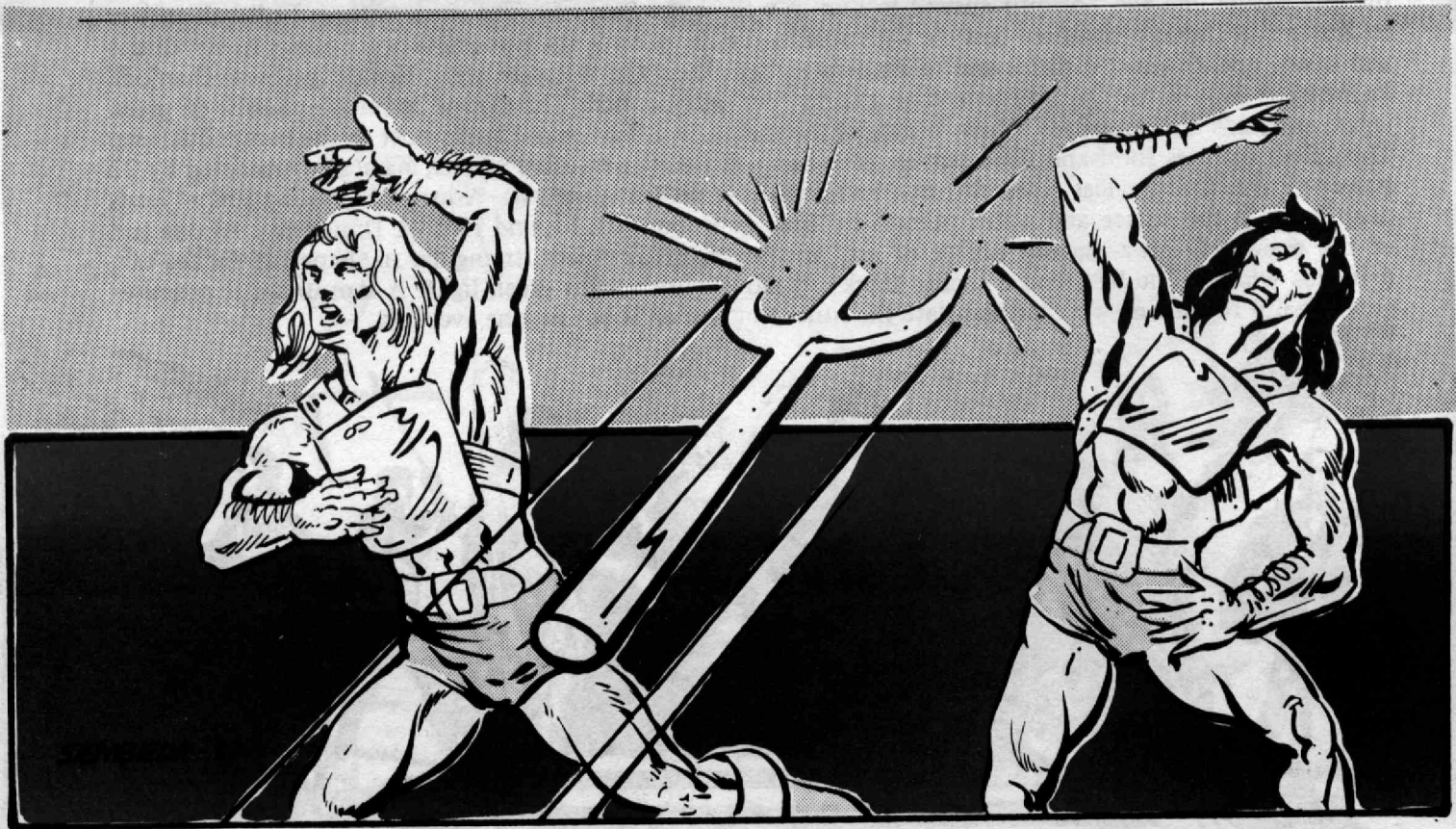
Mer People of the Trident Gulf

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Queen Deleamaka	MU	CG	21	90	9	21	12	18	18	17	18	18	Tric Trac Trident

(Tric Trac Trident contains powers of: Warning; Commanding Water Creatures; Submission; Yearning.)

The Mer people of the Trident Gulf have had a difficult history for thousands of years, dating back even before the beginnings of the Viridian race. Queen Deleamaka dreams of re-establishing the golden years of freedom they had under Reddisorn and Cneninadus but the vast majority of their bondages have been due to the amulet Khetren falling into the wrong hands. The amulet is now in the hands of the God, Armadad Bog. The only way to retrieve it would be through involving several Ancient Ones, Demi-Gods or Gods and that is always dangerous since they have their own ways. Sae Laamer, the very rich and beautiful abode of the Mer people, is located deep in the treacherous sea between the islands Tric and Trac, islands that have their own unsavory reputations. Countless legends and songs have come out of this area such as "Dark Sea, Flying Maid", "The Tale of the Lost Mariner", "The Rock Siren", and "Ol' Fish Tail Blue". Queen Deleamaka has ruled her people wisely for centuries and led them, despite several slaveries, into a more advanced civilization beyond their simple natural tendencies.

She is currently a reluctant "guest" at the palace on a diplomatic mission. Unable to persuade the Emperor to accede to her requests she is about ready to return to Sae Laamer. She is staying in one of the Mermaid tanks next to the harem.



Tiphrodd Temple (Mer Shunna Temple No. 1)

Hautulin Seheitt, God-Priest (The Green Emperor)	MU LE 28	200	9	20	17	20	19	18	19	16	Sceptor of Sa'annak
Murielle Eidn, High Priestess (Empress)	MU LE 26	150	9	19	13	19	18	18	20	18	Mer-Mer-Ring
Indred Agyoq, High Priest	CL LE 21	80	7	15	18	18	17	12	13	14	Staff
Ussit Yeifok, High Priest	CL LE 20	75	7	15	11	17	15	10	11	13	Staff
Garrifuss Percallub, First Priest	CL LE 16	59	7	14	12	16	13	14	6	15	Staff
Mitognossim, First Priest	CL N 15	68	7	13	13	14	12	11	9	9	Staff
Sokkoruk Bomm, Hooded Offerer	FTR LE 13	66	7	11	14	11	9	13	13	5	Dagger
Yaimondar Fenrapthon, Head Sanguinair	FTR LE 13	69	6	10	18	9	9	16	15	4	None

Tiphrodd Temple Hex 3526

Surrounded by mermaid fountains, large crystal lamps and golden spires, the temple itself produces awe. Statues and pools grace all levels inside and every detail is plush. The lowest level of the temple contains only the Shunna statue, Armadad Bog's watery throne room which glistens with emeralds and a passage under the castle's outer curtain under water; the passage leads to the hidden warship bay where Bog lives. Twenty-one terrible Bokthoanids live in the passage and flourish by eating the Purple Scunge that grows there. Bog is always unpredictable but if he gets really angry he will be incredibly vicious and depraved in his malevolence. Bog will defend his God-Priest if he ever needs to. Hautulin Seheitt officially resides in his Palace but he spends a lot of time here. Seheitt has managed to outsmart and out-power all comers but is getting jumpy due to the steady and powerful inroads being made on his power. He finds himself forgetting spells and magical powers, his books and objects of power have all but disappeared and his voice doesn't carry the authority it use to. Seheitt suspects the Three Witches of Marmon as they enjoy collecting items of power. He knows he will have to check them out himself because his spies never come back. He has several plans but needs additional trustworthy, powerful but expendable help to implement them. Seheitt still has the ancient Viridian ability of staying under water for long periods of time, an inheritance of ancient times when the sons of the Mariner Gods married the daughters of the mer people and formed the green Viridian race. This helps immensely in communicating with Armadad Bog in his natural surroundings. Seheitt's Sceptor of Sa'annak raises the user 4 LVLs, shoots magic bolts 30 ft., shoots shrinking ray 15 ft., will electrocute upon touch and scrambles all psionic ability within 50 ft. He keeps it upon his person at all times. Seheitt once knew all MU well-known spells and then some but now he can remember only 50% (roll dice to determine whether he remembers). Seheitts wife, Murielle Eidn, the High Priestess, knows a few spells but doubles the power of any spell Seheitt throws if she is present. Murielle conducts the Mer-Moon sacrifice at full moon in the stone table sacrifice room where the Young Tenders are slain. All of the hundred and one pools inside on ground level are lined with Blue Light Oysters that grow extra large good quality pearls. Ten pools of the 101 contain four weed eels each: HD: 1, HP: 4, AC: 8, 1 - 4/bites kill in one turn, STR 8 for poison. Ten inch green jade mermaids are sold for 50 GP; same inlaid with ivory and gold, 150 GP. Ground level contains several worship areas; it smells from the fish tails sold for the daily flogging. Level two contains the Temple Tenders' quarters and work areas; Level three contains the Young Tenders' training grounds and quarters; temple staff are on level four, priests on level five; the two basements contain storage. The level below that is under water and is visited only with great risk, even with magical gills.

Indred Agyoq, second in command of the temple, keeps 12 Temple Guards each on levels 1 - 5 and 36 on ground level: N - LE, LVL 4 - 6, HP: 10 - 20, AC: 4, +1 Swords. The 20 Sanguinair, the Mer Shunnan strongarm men and blackmail experts are LE, LVL 7 - 10, HP: 21 - 30, AC: 7, Daggers, STR: 16 - 18, CHAR: 3 - 7. Indred has the Black Sama Staff of Dispell Good. Ussit Yeifok is known for his Finger of Death and Darkness spells plus his Staff of Giant Insect Plague. The two First Priests are High Priest assistants. There are 85 Priests: CL, LE, LVL 6 - 16, HP: 18 - 54, AC: 9, Fins, who do the temple scut work. There are 270 Young Tenders: CH, N, LVL 1, HP: 1 - 4, AC: 9, and 65 Temple Tenders: CL, N - CE, LVL 2, HP: 1 - 8, AC: 9.

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

Rune Ki Temple (Shang Ta Temple No. 2) Hex 2626

Qraatin Star, High Bishop	CL	LG	21	80	2	16	16	18	16	18	18	18	The Rune Ki Staff (Lightning Bolt, Triple Power; all CL Staff Powers)
Daxxihdil, Bishop	CL	N	17	75	5	14	17	18	17	16	15	17	The Rune Xe Staff (double powered Staff of Wizardry & Snake Staff)

A tall circular building open to the sky in the middle. There are 600 mats on the floor for adherents to lie upon to face the heavens and to enter their float meditations; if they partake of "The Drinking" the meditation quadruples in time and a higher high is reached. Six orators on constant rotating duty preach forth on etherial subjects in the arena so there is never a break. There are 42 Low Priests and 19 Priests: CL, N, LVL 2 - 12, HP: 4 - 24, AC: 9, Staffs, who assist in the fog making and meditations. Only CL incantations can dispell. Qraatin Star, High Bishop, and Daxxihdil, Bishop, have one official job: To perform the weekly invocations. However, they enjoy looking for and doing good deeds that are visible and that will bring recognition and praise from important people. Large quantities of diamond dust are stored (locked up) just off the fog room as one of the ingredients of the fog making.

Obelisk Zeph (Natchai Temple No. 3) Hex 0619

Wu Ug, Prelate	MU	CE	19	81	9	15	17	18	18	14	18	10	The Blood Staff
Taata Ert, Primate	MU	CE	16	65	9	13	18	17	16	18	17	12	The Root Staff

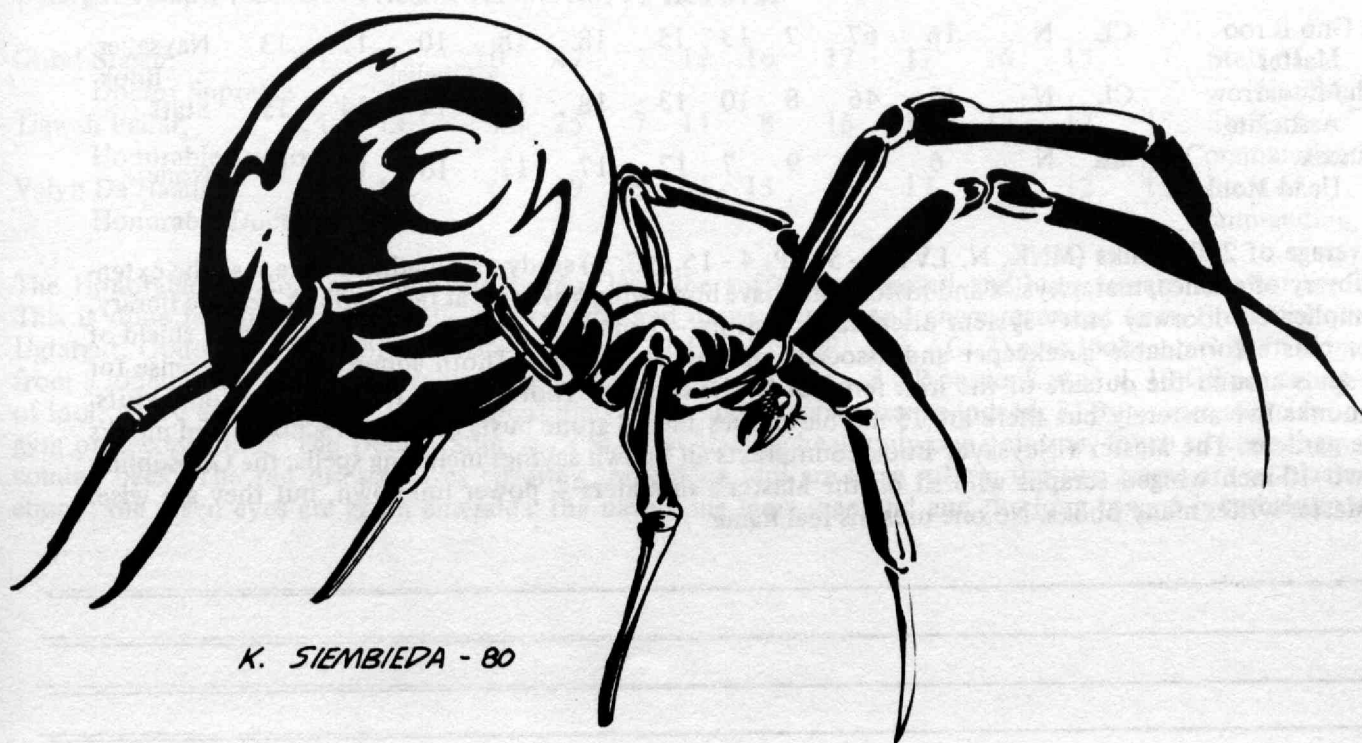
Only two Natchai Obelisks are in the Emperor's lands, the other being Obelisk Feigh between Feather Shoals and Demon Valley, NE of Tak Shire. Fa Pok is the Prelate there. Wu Ug, Prelate, has many strange, eerie powers. He can entice the heart out of any animal or child (handy during the Scarlet Sprinkle); he can put flesh and entrails back on any skeleton (handy in the Menhir Raising); he can hear and understand rock talk. His Blood Staff makes fiends, ghouls and/or zombies form from human blood. Taata Ert, Primate, has a Root Staff that seeks out earth imps, gods and demons. Friendly with Shah Drong Dirkah. Has a collection of valuable demon bells.

Obelisks stand over extensive cave systems and many of the cave rooms are made into temples where the Dalles burials and the Reana Mate Festival Wait take place. One tunnel leads into the depths of the earth, a side tunnel leads to the palace and a certain apothecary shop. There are eight Mages, MU, CE - N, LVL 4 - 9, HP: 8 - 36, AC: 9, Wands. Chasm imps lend Mages power and earth magic in return for sunshine crystal (one of average size worth 115 GP). Sunshine crystal is manufactured in all Obelisks (Alchemy Room) from quartz and certain chemicals that make them glow. All Diaboles are to be avoided and sunshine crystals repel them. Ten crystals make a lamp; renew crystals in eight months. The cavemen of the Eleph Territories have several separate caves in the escarpment near the Obelisk but the connecting tunnels to their quarters have long been sealed off to insure their privacy, a key political move some time back to keep the Elephants happy.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Temple Tempter (Spider Goddess Temple No. 5) Hex 3422													

Blacksting, The Spider Priest	CL	N	17	59	7	14	16	17	18	17	16	17	Staff
Jama Darlit, Priest 1st Web	CL	N	11	38	6	9	18	15	15	17	12	18	Staff
Jama A'Abot, Priest 2nd Web	CL	N	8	25	6	9	16	17	16	16	18	16	Staff

Nephthys, the Goddess of Wealth sometimes appears as a woman but when she appears here it is as a giant spider. She often casts a Weakness spell extending 30 ft. out from her and sucks blood from those that cannot move. Those who have tempted someone to stand within 30 ft. spell range have their LVL doubled if under LVL 4, increased two LVL if LVL 4 and above and rise in the religion hierarchy. Two web tenders CL, N, LVL 7, HP: 28, 31, AC:9 Five Temple Wisps: CL, N, LVL 5, HP 16, 14, 21, 8, 18, AC: 7: 45 Temple Tempters: FTR, N, LVL 1-4, HP 3-18, AC: 7. Much of the inside of the temple, statues, walls, decorations, webs are plated with silver. Blacksting prays (from a distant altar) for the reappearance of his goddess and both Jamas attempt to set up the proper web tremors to attract her. All three have a plentiful supply of Oil of Slickness.



Starlight Temple (Sekerite Temple No. 6) Hex 3521

Saah Faara, High Priestess	CL	LG	13	44	7	15	11	18	15	17	17	16	Staff
Saah Lissta, Low Priestess	MU	LG	8	20	9	13	12	18	18	17	18	8	Wand
Zagrenna Waef, First Maiden	FTR	N	4	14	4	6	17	9	8	16	18	17	Sword

Seker, God of Light (Egyptian Mythos) a strong virile average looking man, likes woman serving him. The temple is small, having three thrones but otherwise bare. First Maiden Zagrenna organizes 25 maidens: FTR, N-CG, LVL 1-4, HP 1-10, AC 7, to organize Sekerites in do-good projects. All Sekerites are taught one spell: Sphere of Protection from Evil. The temple has a large library of scrolls and books of philosophy, magic and religion for those who want to seek out truth. The priestesses tend their god when he appears: otherwise they are seeking out evil to destroy; they have an effective cooperative system worked out with several Mycretians to save youngsters from being sacrificed. They sometimes foil Mer Shunnan Sanguinairs. Coffers hold 3,100 CP.

Thoth Temple (Gnosophim Temple No. 7) Hex 2425

Bran Gno B'roo Master	CL	N	16	67	7	13	15	18	18	10	12	13	Naysayer Book
Az'eh Mindarrow Associate	CL	N	12	46	8	10	13	18	16	14	14	15	Staff
Epiginosk, Head Monk	MK	N	6	19	9	7	17	17	17	16	15	11	None

An average of 200 monks (MNK, N, LVL 2 - 5, HP: 4 - 16, AC: 9) study and meditate here, use the extensive library of science, metaphysics and history and have borrowing privileges at the Starlight Temple library. A complicated doorway entry system discourages visitors — iron gates, a portcullis and a magical shield of power plus a formidable gatekeeper and associate master, Mindarrow. Thoth adherents burn incense for their souls around the outside of the iron fence at MIND stations. Thoth (Supp. IV., page 2) seldom visits. The monks live austere but there are 15 marble statues and 38 stone busts of famous scholars and monks in the gardens. The Master's Naysayer Book counteracts all known sayings including spells; the Gnosophim are two 10-inch winged seraphs who sit on the Master's shoulders — power unknown, but they are wise. The Master writes many books. No one uses his real name.

Hedonae Temple (Tama Hama Temple No. 8) Hex 1513

Ekporneia, The Lady	FTR	CE	16	44	4	12	18	13	10	17	18	19	+5 Sword +3 Dagger
Fajaaja, Most Holy Courtesan	FTR	CE	4	15	5	10	17	15	14	17	18	18	+1 Dagger
Tiskhi Adelloh, Holy Courtesan	FTR	CE	3	12	5	11	18	11	12	14	16	18	Poison Blow Dart

On a slightly raised dais surrounded by devoted worshippers, the Lady and her courtesans reenact fertility rites and the beauty of passion. However, Tama Hama (Goddess, CE, HP: 240, AC: 4) once a year inhabits a FEM worshipper who will then take on all 16 courtesans (FTR, N - CE, LVL 4 - 12, HP: 4 - 40, AC: 5) plus the holy courtesans. At night nude dancers with exotic gossamer flying capes take up the dance floor and others fill up the sama drug drinking rooms or smoke heesh. Whoever dares touch the golden upright spike statue will have strong desire. Dancers merely step over those on the floor. Trained six inch chasmimps pickpocket all valuables they can reach; profits split 60/40 with the temple. Five caches and three special caches on lower levels. Cache of 280 gems at 150 GP and 90 gems at 225 GP in the Lady's room; Tiskhi makes and sells poison blow darts for 30 GP; 55 GP for extra accuracy. All courtesans have them.

Ugtargnt Temple (Seekers of Health Temple No. 9) Hex 3722

Ghraf Stagin, Doctor Supreme	CL	N	10	47	7	13	16	17	17	16	15	17	Staff of Healing
Tigwah Fadar, Honorable Doctor	CL	LE	7	25	7	11	8	16	16	17	17	15	Staff of Commanding
Valyn Da'Haadi, Honorable Doctor	CL	LE	6	19	9	11	15	15	17	10	12	13	Staff of Commanding

The Honorable Doctors and Supreme Doctor lead the suffering, diseased and lame toward a better life. This is done in three ways: 1) By worshipping and drawing hope and encouragement from their idol of Ugtargnt, Goddess of disease, a monstrous demon (DEM, LE, HP: 110, AC: 2) who looks wracked in pain from a hideous disease. It's all really a sham but it fills the coffers - 2 GP per look at idol, 10 GP per touch of idol; 2) By eating right - 150 different diets are available, some strange indeed; 3) By proper exercise - gym on second floor. The Doctor Supreme's Staff of Healing heals only one point per touch to keep them coming back. The red disease hives covering the golden idol are large rubies; the two horns are of black ebony; the seven eyes are green emeralds; the navel, one large diamond and the long tongue is carbelium.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN
Court of the Zhirquis Hex 2418

Sir Aghill the Impatient FTR CE 13 45 5 13 16 15 11 14 16 9 Sword

Sir Aghill is the terror of all law breaking roughnecks and big crime operatives plus, unfortunately, those in the wrong place at the wrong time. Anyone who bothers gentlemen and nobility to an uncomfortable degree will see Sir Aghill. One word from him to the Viceroy and the Black Adders may be out after family, associates or accomplices.

Sir Aghill hates dawdlers, those who hesitate and any sign of weakness. The best bet in handling oneself in court is to speak up in a clear voice, shoot from the hip straightforwardly and be levelheaded. His favorite sentences are the torture chamber and the dungeons.

The Zhirquis might take a bribe but he might not. He does, however, have quite a lush living arrangement with a harem – 13 FEM, FTR, N LVL 1, HP: 1 - 6, AC: 9, Daggers, and five Amazons: FTR, N, LVL 2 - 5, HP: 4 - 24, AC: 5, Spears – that he keeps living well.

A silver and carbelium chest in his private quarters is constantly replenished from the civil Zhir court, now holding 5,170 GP and 520 SP plus jewelry. The Zhirquis is not much impressed with magic except the more powerful sorts as brute strength and political power is what he thinks is superior. Guild-master Hreimar of the Assassin Guild of the City State of the Invincible Overlord is his personal friend and in debt to him personally so this immeasurably increases Sir Aghill's influence and power.

The Zhirquis has scabies; 1 in 10 chance of catching it if one touches what he has touched.

Zhir Court (Civil) Hex 2520

Ghata Arsensandi	FTR N	11	53	7	12	17	15	13	15	15	16	Sword
Kapelan Gwith	FTR LE	10	31	4	12	16	14	14	13	9	11	Dagger
Nuhar Kerason	MU LE	10	84	9	12	13	17	16	14	16	12	Dagger

Handles routine civil cases. Ghata takes all family disputes; Gwith takes property disputes; Nuhar takes all other cases. All proceedings are handled with haste and dispatch – nothing must interrupt happy hour. Eight guard/bouncers: FTR, N, LVL 2 - 5, HP: 9, 5, 12, 16, 7, 11, 7, 14, AC: 4, Spears, Swords. The courtyard contains a gallows and whipping post. The fine vault is located at the center of the sun ray design on the floor; all that can be seen is a slot – the vault can only be reached from below in the first basement.

Zhir Court (Criminal) Hex 2618

Happy Dengar the Crazy	MU CE	11	46	9	12	10	17	5	10	16	17	Axe, Dirk
Aphy the Apt	FTR N	8	40	2	12	15	14	17	13	12	11	Axe
Domo Hessun	CL N	6	28	7	12	11	16	17	9	12	12	Dagger

These are an informal lot; prisoners are always brought in in chains so only four guards are necessary, FTR, N, LVL 2 - 5, HP: 6, 12, 16, 26, AC: 4, Spears, Swords. Happy Dengar the Crazy and Domo drink on the job so Aphy does most of the thinking; Dengar holds court with the other two assisting. Majority vote wins. Minor infractions are held here such as petty thievery, murders of common people and disturbing the peace. Dengar is not predictable. The courtyard contains a gallows and whipping post. All whips have leaded tips and leather handles. No cases are allowed to be resolved via fines. Torture chambers are below. A fortunate sentence is one year's hard labor in the Missing Memory Marshes or the pits of the South Mantle.



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

Bureaucrat

Roos Tashah	FTR	N	7	29	5	6	13	14	12	10	18	10	Sword
Eelm Bandworm	FTR	N	3	18	5	6	15	12	11	14	17	12	Rapier
Bardab Punk	FTR	N	6	29	5	6	14	9	12	15	15	14	Broadsword
Sniddle	FTR	N	5	25	7	5	13	10	11	12	14	15	Dirk
Hochakocha the Fiend	FTR	CE	4	14	7	5	16	12	12	13	12	16	Dagger
Likstak Qutperd	FTR	N	2	12	5	5	14	15	13	16	16	15	Sword

Roos sees that all communications, laws, rules, suggestions and reports pass smoothly between the Guilds and the Government. City entertainments are also regulated. Roos regularly meets with seven magical maidens wearing crowns of silk who dance his nights away in the Fairy Room. Has four valuable stashes.

Bureaucrat

Horton Hayward	FTR	LE	7	34	9	6	15	10	12	13	14	15	Rapier
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Controls permits to sell foreign animals and furs – permits to set up trading stalls and new businesses. Adds 120% to line his own pocket. Three times there have been attempts on his life. His coffers contain 1000 GP plus.

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

Bureaucrat

Eliakim Gerner Mc LG 5 12 9 6 12 14 15 12 15 16 None

Eliakim is an unusual fellow for a bureaucrat. Rather than being obstructive or following the letter of the rules at all costs he sincerely makes an effort to get things done and to help those he comes in contact with.

Bureaucrat

Asgar Buddleshine MU LE 4 7 9 6 8 17 16 10 16 15 Dagger +2

Asgar loves fire and other painful lights and rays and he experiments with fire. He oversees the hiring, firing and payroll of special talent hired for government jobs. Cache.

Bureaucrat

Sherd Pottgum	FTR	N	5	30	5	6	12	12	8	14	14	11	Sword
Lafstor	FTR	CE	4	31	5	5	10	7	9	15	17	10	Flail
Thaenhed	FTR	N	3	10	7	5	13	6	10	15	10	7	Sword
Riklak	FTR	CE	4	25	5	5	12	6	5	14	10	8	Scimitar
Mortsnort	FTR	N	4	27	7	5	14	8	12	16	15	14	Mace
Hafthir the Slick	FTR	N	2	15	7	5	16	9	13	10	13	6	Blackjack

Sherd is in charge of street repair and park maintenance. His help is not very bright and so the City is not exactly always in the best of shape. Two streets have collapsed into the tunnels below. Loves to flog himself with fishtails. Rumor: A wizard's experiment is loose, going about collapsing streets.

Sanitation Department

Pike the Lefty	FTR	LE	4	20	10	6	18	9	8	11	8	10	Lance
Salmon Rudee	FTR	CE	3	16	8	4	11	5	10	8	9	8	Spear

Pike supervises the cleanup crew in the city and arrests residents who continually throw garbage into the streets. Hires rodent specialists when they are needed. PROB 10% of sanitation workers contracting dysentary; 30% PROB contracting fever rash; but pay is good. Salmon Rudee, in charge of the Street Scoopers Section, sees that the constant traffic of animals is cleaned up after; he has a special detachment in each stable area.

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

Tax Collector _____

Aarlen Counter FTR N 5 41 4 7 14 8 10 16 13 7 2-HD Sword

Aarlen is in charge of all taxes related to gates, bridges, toll roads, public baths, stables, and weapons. He keeps a large body of handpicked Mercenaries: FTR, N, 1-3 LVL, 5-24 HP, AC 4, Swords; and six Dwarves; FTR, LG, 1 LVL, 8-9-6-8-4-7 HP, AC 3, Axes near him at all times. The taxes are kept in a stone chest with a Stun Symbol inscribed under the lid, 789 GP, 963 SP, 59 CP. Aarlen secretly catches all gems he gathers in a money belt on his person. The enterprising collector has an excellent selection of appropriated horses for sale at half normal prices (although the former owners have been known to spend as much as six months tracking down unwary buyers).

Tax Collector _____

Daron Strongstage FTR N 4 19 4 7 12 9 8 11 10 9 Shortsword

Daron is very uncomfortable in his official position since he's well-known for his benevolent relatives and especially his patrician father who died a popular hero. Daron has few friends and most view his new position as the young hero's downfall. Daron is secretly accumulating wealth for a revolutionary party. Six Guards: FTR, N, 1 LVL, 3-6-2-5-8-2 HP, AC 3, Swords; flank the doors and Daron's faithful servant, "Useless" Farworm, FTR, N, 3 LVL, 22 HP, AC 9, Sword +1; carefully watch all who enter. The triple locked tax chest is poisoned trapped; 379 GP, 968 SP, 592 CP. Daron collects all birth, death, and conveyance taxes.

Tax & Toll Collector _____

Baghlum A'Hzdwiil FTR LE 9 42 4 7 11 11 11 11 16 14 Scimitar
Abit Yat Lebning FTR N 7 40 2 6 16 10 10 15 10 12 Rapier

Baghlum and his assistant cover both entrances to collect tolls on wheels, horses' legs, number of containers and weapons. Their cut is however much they want to increase the toll base tax that goes to the Emperor. The job is therefore socially ostracizing. Eight caches plus one special cache.

Tax Collector _____

Infriga Silverclaw FTR N 7 50 4 6 9 11 9 15 14 13 Longsword

The daughter of Warchief, this Barbarian woman has risen high in the esteem of the City's Aristocrats since her privateering days. Infriga collects all taxes associated with foreign shipping and privateering. The hook on her left arm conceals a huge Amethyst worth 395 GP. Her mates are an assorted collection of Pirates, Buccaneers, and Mariners; FTR, 1-6 LVL, 28-15-19-26-34-8 HP, AC 6, Scimitars. Her private sloop "The Moon Swan" is fully crewed and provisioned at all times. Her adventurous spirit is not easily held in check by her lucrative position (a reward for capturing an enemy Prince). Infriga longs to investigate the fabled Amazon City where the natives use gold for hitching posts. The banded tax chest contains 715 GP, 548 SP, 676 CP and a poisonous Scorpion.

The Black Adders - LE World Emperor Secret Agency

Limit Team Slapping Fish Inn

1) Riffin Zhard: FTR, LE, Barkeeper; 2) Woodlock Fer: MU, LE, Ghost Chaser; 3) Musi Suleim: CL, LE, Books & Art.

Strike Team The Spitting Spirits Tavern

1) Eleina the Fair, FTR, LE, Head Waitress; 2) Sug, MU, LE, Cloaks & Tunics; 3) Fazhur Pink, CL, LE, Flower Shop.

The Black Adders are two teams of highly trained experts in tracking, sabotage, assassination, and other highly paid dirty work. All six live in the CSWE incognito in other professions, and are known by only the Emperor, Empress, and three others. Each team is composed of three highly LE Mer Shunnas – one high level Magic User, one high level Fighter, and one high level Cleric. The Black Adders are extremely intelligent, extremely resourceful, and extremely effective.



The Imperial Guard

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Equite Mondar Sangalord	FTR	LE	11	65	2	12	17	12	16	10	16	15	Sword of Sharpness

The Imperial Guard, entirely mounted on Barded Heavy Horse and wearing Plate and Shield, is the Elite of the army (even though it carries no missile weapons) and embodies the ideal of everything a Viridistani soldier is supposed to be. To enter as a recruit, one must be nobility or have other political connections. Valiant and skilled warriors from other units who have proven themselves worthy in battle earn the great honor of being transferred into the Imperial Guard. Foreign heroes, hearing of the splendor and glory of the Guard (and the high pay and low risk), are often willing to come and join up for a six-year term. Even a few Gladiators, if their powers and skill are famed throughout the City State and the Green Emperor is in a kind humor (and if none of his court oppose it), are sometimes inducted into the Guard, often with a jump of two or three Social Levels or more. This accounts for the inordinate number of higher-level warriors in the Guard, even though no Guard unit has gone on campaign for over forty years.

The Guard are of course the Emperor's favorites, and every luxury imaginable is showered upon them. Every man is attended by a page boy and 1 - 4 slaves, depending upon his social status and fighting level. The helms of the Elite Guards are fashioned to look terrifying. The effect of seeing an entire Throng in formation is often the equivalent of a Fright spell upon non-allied warriors, non-combatants, and animals. Despite the lavish accoutrements they are busy fourteen hours a day, six days a week, training, drilling and jousting "To keep the blade sharp"; watching their drill is one of the Emperor's favorite past-times. And so, even though their actual combat record has recently been rather brief, the Imperial Guard would prove truly awesome foes should any real threat force their mobilization. It is indicative of the true state of Viridistan that this Guard can draw the best Fighters in the world; they limit the number to only four hundred of them. They are headed by a fierce, expert horseman named Equite Mondar Sangalord who gives orders to ten special unit Captains.

The Green Warlords

Mondra Whip-Tongue	FTR	LE	11	65	0	10	17	12	16	10	16	15	Sword of Sharpness
Captain Sartallo Viridistar	FTR	LE	10	48	2	11	18	15	14	9	15	12+2	Longsword

The most prestigious of the special units is known as The Green Warlords. Captain Sartallo Viridistar, the Captain of the Green Warlords, was a rich, wandering Mercenary Lord but gave it up at the chance of this illustrious position when it was offered. He is a cynical sarcastic rogue whom the Emperor treats as a scintillating wit, much to the dismay of the court. All are equipped with Longswords, some magical. The heroic names in this unit make a long and awe-inspiring list: Barno One-Eye (Align: LE, LVL 8, HP: 30, STR: 18 (65), +2 Longsword, +1 Plate); Gann of the Arena (former Gladiator, Align: N, LVL 6, HP: 36, STR: 17, DEX: 17, +1 Longsword, +1 Plate); Telek the Bold (Align: CG, LVL 7, HP: 25, STR: 17, WIS: 4, DEX: 15, +1 Longsword, +1 Plate); Tonarome Blade Arm (personal Bodyguard of Sartallo, Align: N, LVL 9, HP: 41, STR: 18 (90), DEX: 17, +2 Longsword, +1 Plate); The Faceless One (Hideously disfigured by a Fireball, he always wears a mask which gives him his "Charisma of Mystery"; it is said that his voice will one day command Dark Legions and he will reach to "pluck the world"; Align: LE, LVL 13, HP: 50, STR: 18 (00), DEX: 17, CHAR: 18, +2 Longsword, +2 Plate); and many more, forty all told. This is not the only Imperial Guard Unit that sees action, but The Green Warlords get picked first and so see more action than the other units. Each warrior carries 1 - 6 GP and 5 - 30 SP, and has hidden 6 - 36 GP and 11 - 66 SP. War Chest: 110 PP, 560 GP, 973 SP, Scroll: Mob Charm. 40Page Boys, 80 Houris, 80 Slaves.

Cavalry Barracks

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Barracks V Cavalry (Heavy) _____													
Oaf Potanchus	FTR	N	6	37	3	8	14	7	10	15	9	11	2-Handed Sword

A pretentious slob, Oaf glories in his position as a member of the Cavalry. Somewhat on the dim side, he bullies first and asks questions later. As is usual with this sort of person, his mount looks as if it has been ridden near to death, and his women appear worn out. Frequently he can be found in a corner of the local tavern, giggling to himself and leering at the underage serving girls. He also frequents shops on dark corners in seedy alleys.

Barracks VI Cavalry (Heavy) _____													
Damien the Windbag	FTR	N	3	23	3	8	10	12	4	15	10	8	2-Handed Sword

Damien the Windbag, as might be expected, is a boastful man. He claims to have killed a Red Dragon single handed and to have once been 8th level before a run-in with Spectres. Damien is not at all popular with his troops who consider him a fool. He commands 24 Men: FTR, N, LVL 1, AC 5, HP: 2, 8, 3, 4, 6, 1, 7, 7, 5, 3, 6, 4, 8, 2, 1, 1, 7, 6, 3, 8, 4, 8, 1, 3, Broadswords.

Barracks - VII Cavalry (Lt) _____													
Anson the Hale	FTR	N	4	22	7	7	12	16	5	6	12	12	Scimitar

Anson is known for his intense attention to detail and supervises one of the most effective units in the Empire. His unit disdains Plate Armor and wears light green cloaks. Armed with Composite Bows and Scimitars, they are frequently called out to Reconnoiter Troublesome Areas (PROB 35% per week). The treasure contains 56 GP, 96 SP, and 25 CP.

Barracks - VIII Heavy Cavalry _____													
Himset the Cordial	FTR	LG	7	42	3	8	16	15	16	8	10	12	2-HD Sword

Himset is magnanimous with his subordinates and quickly compliments any display of efficiency. An old Noble, Himset has often interceded with the government on behalf of his men. The unit is armored with Chainmail Tunics and Barded Horses. Lances and Swords are the preferred weapons although many are permitted favorite weapons. The War Chest contains 15 GP, 279 SP, and 54 CP.

Barracks IX Cavalry (MDM)

Armath the Beady-Eyed FTR LE 4 29 4 8 16 8 7 12 8 6 Sword

Armath is fastidious and egotistical. He has been known to have a man strung up by his toes, thumbs, or feet for a slight. Rather than going into too much detail, it is best said that this man is somewhat maniacal. This man is considered dangerous even by the vilest of Clerics. He is, however, a good horseman when not in the clutches of his madnesses. It is rumored that his mother was a prostitute and his father was a Demon.

Barracks X Cavalry (MDM)

Garish Kochilar FTR LE 3 18 4 8 17 5 4 9 10 4 Sword +1

A witless incompetent, Garish is despised by the experienced horsemen of the unit. Unfortunately, Garish is the Viceroy's cousin. His faults: picks his nose in public; belches at weddings; laughs at funerals; has no respect for his horse or his weapons, or anyone else for that matter; gets a stipend from the government of 200 GP a month in addition to his military pay, which he immediately blows on wine, women, and song (not necessarily in that order); has never been known to pay back a loan (of course no one has ever been known to refuse him one on account of his being a dirty fighter). But all of the faults are offset by one thing: he is still the Viceroy's cousin.

Barracks XI Cavalry (MDM)

Blount the Sorrowful FTR N 3 20 4 8 16 12 6 10 10 10 Scimitar

Blount has rarely been known to smile and is well named. An apt commander, he drills his men each day for several hours, and then disappears into the darker areas of the City until early morning. Blount has been known to get into fights in the local taverns, but has never missed a day in drilling his men. When encountered on the street he normally will ignore who he meets, but if pushed he will demonstrate why he is commander of a trained squad of warriors.

Barracks XII Cavalry (Heavy)

Sanfried Rudneck FTR LG 4 28 3 8 13 10 8 8 9 10 2-Handed Sword

Sanfried is very blunt and unaffected in his manners. The horsemen enjoy his humble speech and trust him explicitly. His one fault is that he is superstitious to a high degree and that he hates cats with a passion. He does not live at home with his wife because recently she found a stray cat, and refuses to get rid of it. Sanfried once invented a better stirrup and now lives comfortably off of the proceeds. He enjoys sharing his modest fortune with his companions.

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

Barracks XIV Cavalry (LT) _____

Sasabonsum FTR LE 4 27 7 5 14 11 12 8 9 10 Scimitar
the Duelist

An accomplished duelist, Sass is collecting the scalps of his victims on the mess hall wall. It is thought that he provokes many of these one-sided duels as a way of alternately feeding his ego and venting his frustrations. Like many other members of the realm army he is somewhat superstitious and will often postpone a duel until the omens and soothsayers feel that the time is right. His one big quirk is that he cannot abide to see any weapon or armor which is not in prime condition. This has saved him and his men on many occasions.

Barracks XV Cavalry (LT) _____

Tiway the Awful FTR CE 4 25 7 5 13 10 6 5 15 11 Scimitar

Tiway is awful in many ways. First he is awful to get on with, and secondly he has a poor grasp of battle tactics, whether tactical or strategic. Frequently the Barracks XV group is used to patrol the inner City where their flashing armor and bright banner make the petty Nobility feel at ease, and serve to cover up their poor battle record.

Barracks XVI Cavalry (LT) _____

Witchbender Jarn FTR LE 4 15 7 4 10 12 9 12 15 10 Scimitar

A Commander second to none, Jarn got his name from his somewhat brutal manner of finding and executing suspected witches. Not an overly strong man, he disturbs most people with his feral looks and baleful eyes. Hating the rest of humanity, Jarn isolates himself from the world by covering himself in black and silver trimmed clothes, or his black armor. Often carrying a silver tipped riding crop of flexible black material, he is an expert at using it on the back or face of anyone who he singles out, and often he will beat an "Offender" for reasons only he knows. Most of his men will gladly die for him in battle, mainly because they believe that any death would be better than what he can devise in his warped mind. If he is attacked, his men will defend him, out of fear of course.

Barracks XVII Cavalry (Lt) _____

Buck Makil IX FTR N 5 31 7 6 13 10 12 7 15 13 Scimitar

Short and wiry, Buck is the local champion at wrestling and has an impressive list of victories. He inspires great loyalty in his men who will fight for him like no one has ever fought before. Buck is a tough section Leader with a relatively fast turnover rate, but the survival of the group is the highest in the realm. Since Makil took command, the standard has not been known to touch the ground in battle.

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

Barracks XVIII Cavalry (Lt) _____

Sachem the Surly FTR CG 3 17 7 4 15 10 5 12 15 6 Scimitar

Not strictly a Mercenary group, Barracks XVIII is the highest paid, lowest disciplined group. Sachem has no official title, but fancies that his men are a match for any other group. It is well known that the members of Barracks XVIII are not above mugging and stealing, in the name of justice of course, and are careful to hide this fact from Sachem. Sachem does get on with people to a small degree, but usually is not seen except when he and his men go on parade or patrol. However, Sachem has not been seen for over a month and speculations are rife over who had done away with whom, how, where, when and why.

Barracks XIX Cavalry (Lt) _____

Gareth Kinlord FTR LG 3 17 6 6 13 11 11 14 16 10 Morningstar

Gareth is the sort of man one would think more readily as a scholar than a warrior. He has an amazing repetoire of bawdy songs and jokes with which he entertains the rest of the Barracks. His favorite past-time is writing, poems and ballads which gets him a sizeable addition to his military pay. Gareth always takes his leave time when it is given to him to go to his home village of Sunwatch to visit with the people he left behind.

Barracks - XX Cavalry (MDM) _____

Dalartha Maraset FTR LG 4 20 4 4 12 9 8 11 14 12 Sabre

Up and coming in the fighting profession, Dal is treated rather distantly by many of the other members of Barracks XX Cavalry unit. This is due to the fact that he never removes his helm in public, and even dines in private. It is thought that he has been terribly disfigured in combat at some point and is unwilling to show the scars. There are those among group XX who are not that sure they want to know what is under the helm. Dalartha is somewhat of a moody man, but still has his share of fun, and will often actively seek out a party of adventurers to travel the taverns with. The only thing he can not tolerate is somebody trying to remove or open his helm, and has been known to strike such transgressors down. It is rumored that one night in a dark alley he was jumped and wounded, and rather than use his sword, he merely opened the visor of his helm. It is said that the fear still paled the faces of the men three years later.

Barracks - XXI Cavalry (LT) _____

Galiabrar-Marfestung FTR N 6 31 6 12 12 12 9 13 16 10 Bull Whip

An excellent warrior and good commander, Gali's future is somewhat doubtful because of his continual disagreements with his superiors. A unique commander in some respects, he has outfitted his group in Black Dragon Leather. The Barracks XXI Cavalry group is considered second only to the Barracks XVIII Cavalry group. Galibrar is a trifle hard on his men, but this comes from his enthusiasm. There are vague rumors that the XVIII and the XXI are going to join forces and break away from the Emperor and his control.

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

Barracks - XXII Cavalry (LT) _____

Thomas the Wall Splitter FTR N 3 10 6 6 10 12 9 11 13 16 Longsword

Thomas the Wall Splitter is a good fighter, but he lacks in experience, and is still considered to be in training by the other veteran members of Barracks XXII. He does not object to this view and when not practicing sword work, he is out trying to find experienced warriors to get some tips from. He has a passion for mushrooms, and will travel almost any distance to try a new recipe involving mushrooms. It has been prophecied that these mushrooms he loves so well will be the end of his life one day. He has so far managed to avoid the prophecy. He makes friends well and can make good account of himself in a brawl.

Barracks - XXIII Cavalry (LT) _____

Bellwether Kathar FTR N 3 15 5 14 12 6 13 15 12 11 Flail

Bellwether does his best to command his group of men, and carry on with his job, which is peasant control. He would be better at his post as Commander-Councilor if he did not have the tendency to delight in the carnage he and his elite squad can cause in the countryside.



Foot Guards Barracks

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Barracks - I Heavy Foot Guards

Albian Spiergem	FTR	N	5	40	4	5	13	14	10	10	12	12 Sword +1
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Albian the Unassailable has earned his reputation as a tough and seasoned veteran. His Throng is armed with mixed two-handed weapons and Dirks. The men are very loyal to one another and don't accept new recruits until they prove themselves in some way. Ten slaves keep the Chainmail Tunics bright but the soldiers maintain their own weapons and Helms. The War Chest contains 245 GP, 68 SP, and 314 CP. HO 18%.

Barracks - II Heavy Foot

Natty Ward	FTR	LE	3	19	4	5	17	10	11	13	12	14 Short Sword
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Natty prefers not to have any direct contact with the peasants he is responsible for keeping under control. He, therefore, allows the individual members of his unit considerable freedom in the course of their duties. His guard unit consists of the following 20 men: FTR, LE, LVL 1, AC 4, HP: 6, 8, 4, 2, 5, 3, 7, 5, 1, 7, 6, 5, 4, 2, 3, 8, 7, 4, 3, 5, Short Sword.

Barracks - III Heavy Foot

Splendid Totman	FTR	LG	8	43	4	5	10	8	7	6	14	5 Longsword
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Splendid is well known for his incorruptability and bravery. He has been reported to spend even some of his off duty hours roaming the city looking for trouble causers. His guard unit consists of the following 20 men: FTR, LG, LVL 1, AC 4, HP: 8, 4, 3, 7, 2, 5, 6, 5, 4, 3, 8, 4, 1, 1, 7, 6, 3, 5, 2, 8, Short Sword.

Barracks - IV Heavy Foot Guards

Medart Yeoman- scyld	FTR	LE	4	28	4	5	15	10	10	12	8	7 Scimitar +1
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Medart's unit has the highest desertion rate of any guard unit because of his numerous regulations and severe methods of punishment. Failure to maintain a spotless War Cloak results in being dipped in the Latrine. Medart's "Maulers" (the Throng's nickname) is armed with Polearms. The War Chest is usually empty and unguarded.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Barracks – V. Heavy Foot Guards													

Fairgarrish Warder	FTR	N	5	30	4	5	12	12	12	10	14	13	Short Sword
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This Barracks houses 100 Heavy Foot, armed with 100 Short Bows and Short Swords. Thirty slaves keep their chainmail tunics in good repair. The war chest contains 44 GP, 96 SP, 23 CP in Fairgarrish's room. Transfer PROB 10% per month. Inspection PROB 05% per month. Cholera PROB 10% per week. Demi-Whelp Fenlyn, an old veteran, has a ragged map of the Belmarald Archipelagoes where Elven-knights battle Sea-Dragons.

Barracks – I. Light Foot Guards

Amadis	FTR	LG	6	39	6	5	17	10	7	12	10	11	Spear +1
"The Jade Yoeman"													

This unit of 100 skilled Bowmen are equipped with 50 Short Bows and 50 Composite Bows. Amadis is held in high regard for his heroic rescue of a noble lady sightseer at a battle two years ago. It is said that his superb marksmanship felled 23 Orcs while his unit circled the band of Orcs, capturing the remainder. Treasury: 79 GP, 62 SP, 17 CP. Inspection PROB 10% per week.

Barracks – II. Light Foot Guards

Old Garthag Starman	FTR	LG	5	31	6	5	16	15	6	12	13	10	Short Sword
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Garthag's force is a highly disciplined and well equipped troop of 100 Short Sword with mirror-bright large Shields. Garthag is well liked by his men and he is quick to come to their aid if they get into any mischief. Gossip relates that Garthag has some Elven blood and keeps a leather case with better maps of the Empire than are available to the general staff. The war chest contains 49 GP, 139 SP, and 214 CP. Inspection PROB 02% per week.

Barracks – III. Light Foot Guards

Herik Sergeant	FTR	CE	5	25	6	5	10	10	11	8	6	7	Scimitar
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"Horrible" Herik's unit is somewhat undisciplined yet are ferocious fighters. Trained in riot control, 50 are armed with Spear and Short Sword and the balance with Broadwords (NA: 10 - 60). Treasury: 24 GP, 53 SP, 96 CP. Inspections PROB 10% per week. CRUD PROB 20% per day. Misilicus the Mosseater, an outlander veteran is the informal leader of the unit and consistantly arouses the ire of Herik by complaining of the poor food and rusty weapons of new recruits. Scuffgraf is the official "scrounge" and is often hard-pressed to find sufficient pilferage to fill the larder (Herik gambles away half the food allowance each month). Nubb Starkeye (Herik's bootlicker) is fond of telling tall tales of the Confederacy Tribes and his part in a minor punitive raid he calls "The Tolkmac War of Retribution". Nubb is secretly a spy from the Alkmen State (a Confederacy Tribe to the far north).

Patrol Foot Barracks

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Barracks - I Light Foot

Baliol Sayner	FTR	N	6	22	5	5	15	8	7	17	5	7	Mace
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Baliol performs his job as a patrol with great enthusiasm. He doesn't go out of his way to find lawbreakers but when he does encounter them, he subdues them with what might be called excessive force. Frequently his arrests require medical treatment before they are put in jail. His patrol consist of the following 24 members: FTR, N, LVL 1, AC 5, HP: 8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 6, 6, 5, 5, 5, 4, 3, 3, 3, 2, 2, 1, 1, Maces.

Barracks - II Light Foot

Archibald Shirrefs	FTR	LE	4	21	5	5	10	9	6	16	10	12	Short Sword
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Archibald has an understandable, if unfortunate tendency to enforce the law unequally. Anyone who is aligned with Good will find themselves treated much worse than those who are Neutral or Evil. His patrol consists of the following 24 men: FTR, N, LVL 1 - 4, AC 5, HP: 8, 7, 4, 2, 5, 7, 6, 4, 3, 3, 7, 1, 3, 2, 5, 6, 7, 8, 1, 2, 4, 3, 8, 4, Short Sword.

Barracks - III Light Foot

Balduin Shreeves	FTR	N	4	28	7	5	15	8	9	12	7	10	Spear & Dagger
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Balduin has a rather perverted sense of duty. He gives the impression that he can be bribed successfully, but when the bribe is offered, he arrests the briber on charges of attempted bribery. The members of his patrol do not approve of this policy and can actually be bribed on an individual basis. There are 24 members of his patrol: FTR, N, LVL 1, AC 7, HP: 6, 6, 4, 7, 8, 3, 2, 6, 5, 5, 8, 8, 7, 1, 2, 6, 2, 7, 8, 1, 8, 5, 3, 4, Spears.

Barracks - IV Light Foot

Pyke Baylyff	FTR	LE	4	12	5	5	10	8	9	12	10	10	Short Sword
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Pyke enforces the law to the letter, actively searching for the slightest breaker of the law. He has been known to arrest a man who shouted to a friend for disturbing the peace. His patrol consists of the following 24 members: FTR, N, LVL 1 - 4, AC 5, HP: 8, 8, 8, 8, 7, 7, 6, 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1, Short Sword.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Barracks - V Light Foot													

Artur Bailie	FTR	CE	4	14	5	5	16	16	10	8	12	10	Longsword
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Artur is a fairly nasty sort. He frequently stops passers-by and questions them severely about their activities. Anyone who refuses to answer these questions is beaten up and/or arrested on trumped up charges. Artur's command consists of 24 Patrolmen: FTR, N, LVL 1 - 4, AC 5, HP: 8, 8, 8, 8, 8, 7, 7, 6, 5, 5, 5, 5, 5, 5, 4, 4, 4, 3, 3, 2, 2, 1, 1, Short Sword.

Barracks - VI Light Foot

Byre Senskell	FTR	CG	6	36	5	5	12	7	12	10	11	15	Short Sword
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Byre is a devoted patrolman. He works hard to insure that no serious crimes are committed in his duty area. However, he defines "serious" in his own way. He works hard to stop thefts and assaults but he basically ignores drunks, bums, and minor disorders. His command consists of 24 Patrolmen: FTR, N, LVL 1 - 5, AC 5, HP: 8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 5, 5, 5, 5, 4, 4, 4, 4, 4, 3, 3, 3, 2, Short Sword.

Barracks - VII Light Foot

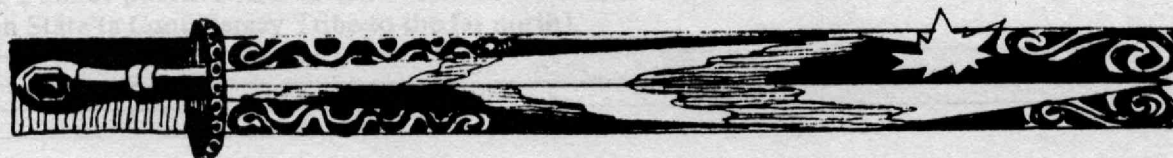
Farquhar Stewart	FTR	N	4	15	7	5	10	6	7	10	12	13	Short Sword
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Farquhar cares very little about day to day happenings and when encountered on patrol, he will ignore almost everything (unless some is around who could report his sloth in which case, he is extremely efficient). He spends his off duty hours drinking. His command consists of the following 24 FTR, N, LVL 1, AC 7, HP: 8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 5, 5, 5, 5, 5, 4, 4, 4, 3, 3, 3, 3, 2, 1, Short Sword.

Barracks - VIII Light Foot

Maxfield Provost	FTR	N	5	32	6	5	12	10	6	8	6	9	Scimitar
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Maxfield is not an honest man. He can be bribed for a couple hundred Gold Pieces into doing anything as long as he isn't likely to get caught. The other members of the patrol are basically the same except they cost less. The patrol consists of 24 members: FTR, N, LVL 1, AC 6, HP: 8, 8, 7, 6, 6, 6, 6, 6, 6, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, 1, 1, 1, Scimitar.



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

Barracks - IX Light Foot _____

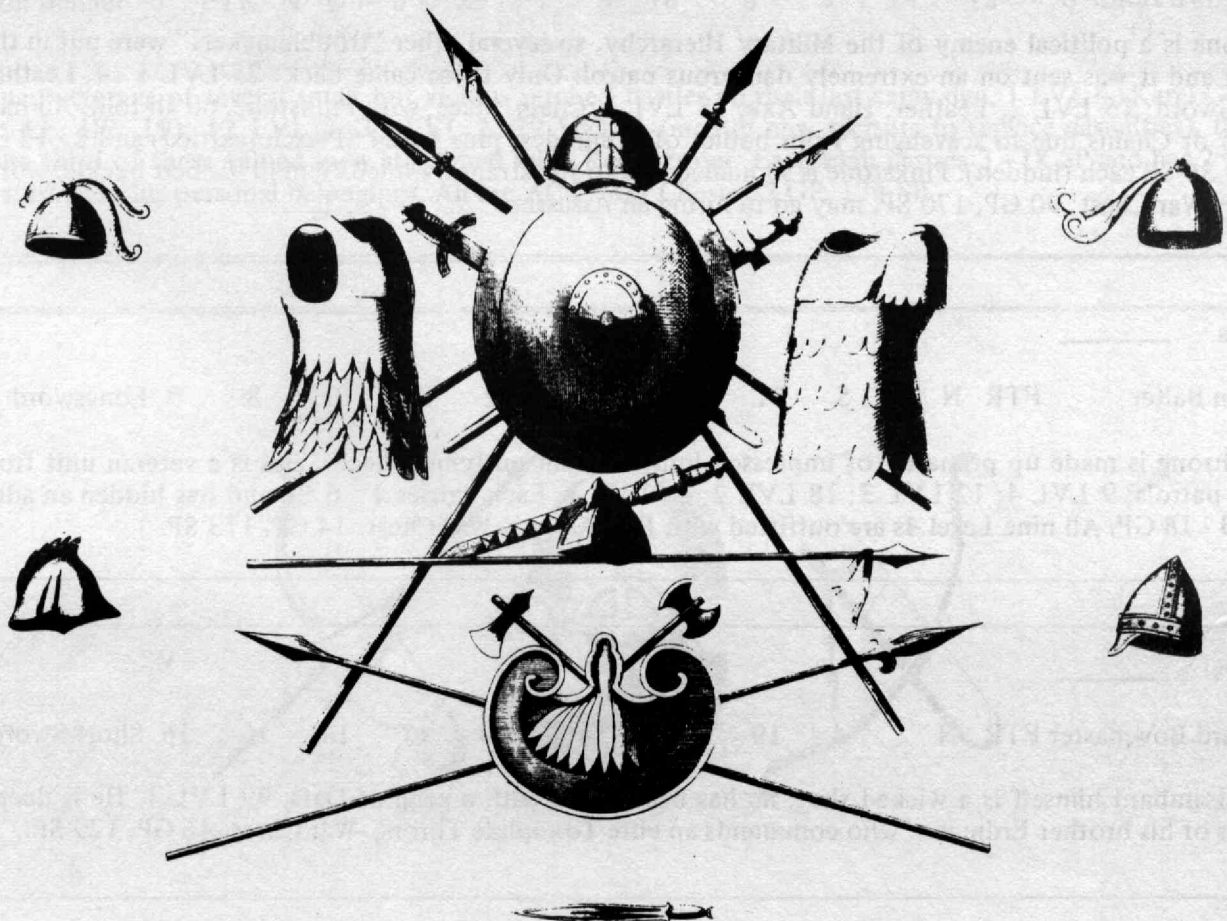
Birger Pretor FTR LE 4 13 6 5 14 10 9 10 9 16 Broadsword

Birger dislikes working at night. If his patrol is encountered during the night it will do nothing unless the situation is very serious. During the day, Birger enforces the law with a zeal equaled by few other officers. Birger is the victim of a curse which requires that he lick his sword clean after he uses it to kill someone. He therefore, attempts to avoid combat himself if at all possible. His patrol consists of the following 24 men: FTR, N, LVL 1 - 4, AC 6, HP: 4, 5, 6, 3, 1, 3, 8, 7, 5, 6, 6, 3, 4, 4, 2, 1, 7, 8, 8, 5, 4, 2, 3, 4, Broadsword.

Barracks - X Light Foot _____

Vannevar Shirrefs FTR N 6 29 7 5 17 6 5 10 7 8 2-Handed
Sword

Vannevar usually patrols at night preferring to operate in the darkness because he has an amulet which gives him infravision. He will take advantage of this ability to remain unseen while observing crimes from a distance. Then he can move in and nail the criminal. His patrol consists of the following 24 men: FTR, N, LVL 1 - 5, AC 7, HP: 7, 5, 1, 4, 1, 1, 6, 4, 3, 5, 4, 6, 1, 8, 5, 6, 7, 1, 8, 4, 1, 3, 4, 5, Short Sword.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Archers													
Coalter Shuter	FTR	LG	6	33	7	9	16	12	10	11	10	12	Short Sword

All armed with Composite Bows. 14 LVL 2 with Leather and Short Sword; 47 LVL 1 - 4 with Leather and Hand Axe; 7 LVL 2 with Leather and Mace; 21 LVL 1 - 5 with no Armor and Hand Axe; 10 LVL 1 with no Armor and Mace. Each carries 4 - 24 SP and has 1 - 6 GP and 5 - 30 SP stashed in his personal gear. Coalter is the third son of a noble who leads adventuring expeditions during off-duty months, he also has a Silver and Sapphire necklace worth 470 GP, and a Protection Ring whose purpose he has not fathomed. War Chest: 77 GP, 109 SP.

Archers

Erdmann Bowmaster	FTR	N	7	37	7	9	15	10	8	14	13	7	Short Sword
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All armed with Composite Bows. 16 LVL 2, Leather, Short Sword, 35 LVL 1 - 8, Leather, Hand Axe; 1 LVL 3, Chainmail, Bastard Sword (Janvel Janson, Align: LE, HP: 15). This elite Throng is outfitted with the Carbelium Red Arrows. Each man carries 5 - 30 SP and has 1 - 6 GP and 4 - 24 SP hidden in his personal gear; Erdmann also carries two Silver Arrows and an Arrow of Death. Erdmann's brother is Sergeant of the Throng of regular Shortbowmen. War Chest: 89 GP, 208 SP.

Archers

Pinkstone Boman	FTR	CE	5	27	7	9	16	17	10	13	13	10	Short Sword
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Pinkstone is a political enemy of the Military Hierarchy, so several other "troublemakers" were put in this Throng and it was sent on an extremely dangerous patrol. Only these came back: 25 LVL 1 - 4, Leather, Short Sword; 16 LVL 2, Leather, Hand Axe; 18 LVL 3, Chain, Mace; with Pinkstone, 60 all told. All have Leather or Chains due to scavenging from bodies of Comrades; plus 4 - 24 SP each (carried) and 2 - 12 GP and 6 - 36 SP each (hidden). Pinkstone is so named due to the strangely hued Gem in his belt buckle, worth 350 GP. War Chest: 90 GP, 170 SP, may go to hiring an Assassin.

Archers

Elhanan Balter	FTR	N	5	31	7	9	10	12	11	10	8	9	Longsword
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This Throng is made up primarily of impressed hunters from outlying villages, and is a veteran unit from several patrols; 9 LVL 4; 12 LVL 3; 18 LVL 2; 60 LVL 1. Each carries 1 - 6 SP and has hidden an additional 3 - 18 GP. All nine Level 4s are outfitted with Red Arrows. War Chest: 14 GP, 113 SP.

Archers

Isambard Bowmaster	FTR	N	4	19	7	9	10	10	11	14	15	16	Short Sword
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While Isambard himself is a wicked shot, he has been stuck with a gang of Oafs, 99 LVL 1. He is deeply envious of his brother Erdmann, who commands an elite Toxophile Throng. War Chest: 16 GP, 129 SP.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Archers _____													
Swain Benbow	FTR	N	8	32	7	9	14	10	12	13	14	12	Composite Bow

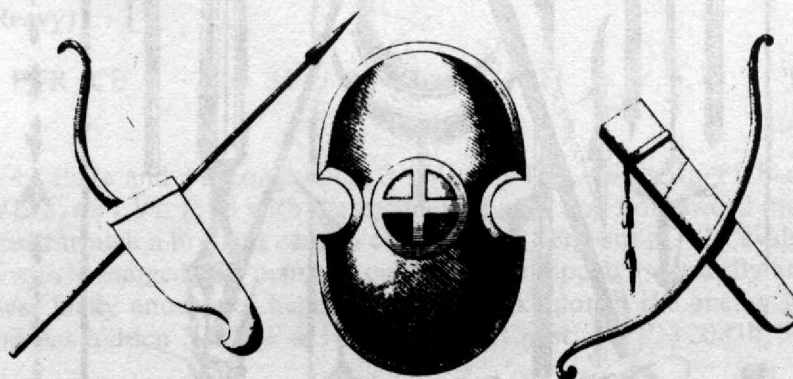
Frequently paired with III Heavy Foot on patrols, Swain's Archers have seen much action without losing many men. An elite force of Marksmen: 8 LVL 3; 16 LVL 2; 75 LVL 4 - 7. Half have Carbelium Arrows. Each man carries 2 - 12 SP and has hidden 3 - 18 SP. War Chest: 33 GP, 109 SP. Swain carries three Silver Arrows and an Heirloom, a 300 GP Diamond Ring.

Archers _____													
Hack Benbow	FTR	N	5	30	7	9	12	10	9	10	12	10	Short Sword

Hack's Throng was severely mauled on its last campaign, and its seasoned core of survivors is slowly being built back up to full strength. 3 LVL 4; 4 LVL 3; 6 LVL 2; 56 LVL 1 replacements; total 70, all AC 7. Each man has 3 - 18 SP, plus 2 - 12 SP hidden in his bedroll, etc. Hack Benbow also has a bag of 221 SP and a 500 GP Ruby, which he scavenged from among the Throng's victims; these are hidden under a loose floorboard. War Chest: 13 GP, 155 SP.

Archers _____													
Jephson Bender	FTR	N	6	25	7	9	16	8	9	14	12	8	Short Sword +1

Seasoned veterans of several small but vicious pitched battles on their last campaign, 1 LVL 4 (Karel Goss, Align: LE, HP: 19); 12 LVL 3; 37 LVL 2; 39 LVL 1 (mostly new recruits to replace casualties), total 80. One third of these valued men are armed with Red Arrows. Each man carries 3 - 18 SP and has 2 - 12 more stashed in his personal belongings. All are AC 7. War Chest: 22 GP, 134 SP.



The Toxophile Militia

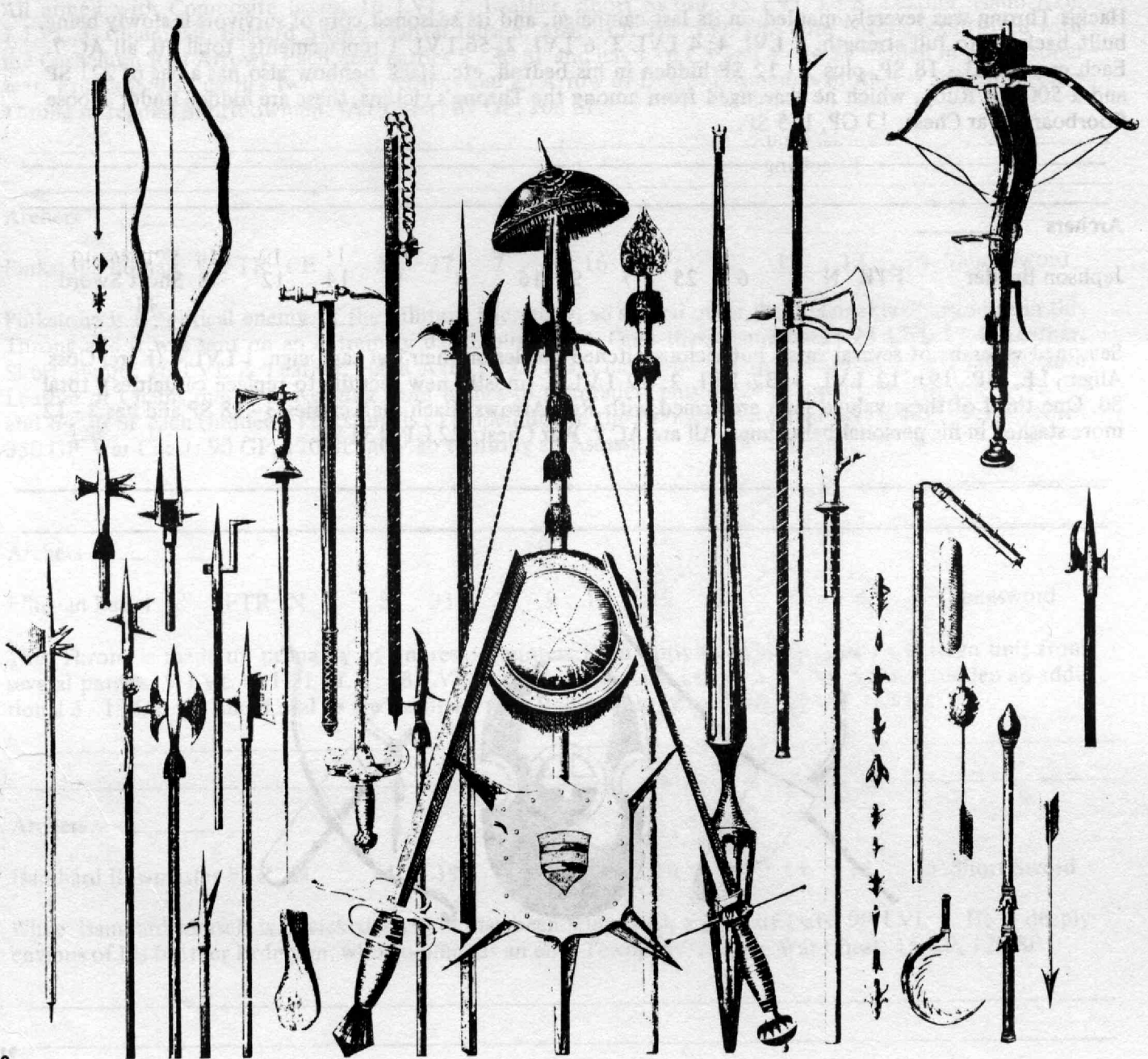
Toxophile Militia are wealthy townsmen and younger sons of Nobles who are impressed for six years of service as follows: Upon impressment each man selects what season of the year he wishes to serve (in most cases the choice is granted). They are then organized into Throngs, which are each called up in a certain season and put in reserve for the rest of the year. Reserve Toxophile Throngs may be called up during any season in a time of obvious crisis (siege etc.).

The Toxophiles are paid as Mercenaries. They supply their own armor (usually of a type selected by the Throng's Sergeant), and their own side arm (Sword, Mace, Hand Axe, etc.), but are equipped by the government with a uniform type of major weapon and tunics bearing certain colors, each Throng therefore having at least this degree of uniformity. During off-duty months the Guildsmen return to their trades and the young Nobles usually ride off in search of adventure.

Heavy Cavalry: Elite Nobility, Bachelor Squires, Men-at-Arms, also some Mercenaries.

Medium Cavalry: Very professional, valuable but not Elite, volunteer Freemen Versatile.

Light Cavalry: Impressed Nomads and hunters, universally despised.



Military	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Captain Raudell	FTR	LE	7	34	4	6	17	10	15	10	15	15	Shortbow Shortsword
Captain Searngi	FTR	LE	6	25	4	6	16	10	14	8	16	15	Shortbow Shortsword

These two men are in charge of two auxiliary Vastthongs of peasant levies. Each leads 39 Regulars armed and equipped the same as themselves. There are five permanent Cadres under each Captain, one for each Throng. Each Cadre consists of one LVL 2 and nine LVL 1, all armed and equipped the same as their Throngs. Each Vastthrong has three Spear and Shield Throngs and two Shortbow and Shield Throngs, all with Leather Armor. The gear is stored here; the primary duty of the Cadres is maintenance, issue and collection of the equipment and training the peasants. Searngi's War Chest: 12 GP, 270 SP. Raudell's War Chest: 14 GP, 256 SP. Everybody else carries 3 - 18 SP and has hidden 1 - 6 GP and 6 - 36 SP.

Military

Eanger Sargint	FTR	N	7	37	5	6	14	13	13	15	8	9	2-HD Sword
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All armed with 2 HD Swords, Chain Byrnies and Helmets. A small but seasoned force, Enger's unit has seen much action without really getting hurt. Each soldier has 4 - 24 SP and has stashed 1 - 6 GP and 5 - 30 SP. War Chest: 77 GP, 310 SP.

Barracks I Cavalry (Heavy)

Pretor the Elder	FTR	N	8	39	2	9	16	10	12	11	10	14	Longsword
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Two LVL 5 Fighters each with +1 Plate and +1 Longsword, two LVL 4 Fighters (one with +1 Plate) five LVL 3 (two with +1 Plate), 24 LVL 2, 66 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Each man carries 1 - 6 GP and 5 - 30 SP and has hidden 6 - 36 GP and 12 - 72 SP. War Chest: 45 PP, 121 GP, 750 SP. Pretor the Elder is next in line for a Captaincy in the Imperial Guard; his brother is one of the Emperor's most trusted advisors, and his eldest son commands the IV Cavalry.

Barracks II Cavalry (Heavy)

Merkalo the Bold	FTR	CE	6	31	2	8	15	11	5	9	9	13	Longsword +1
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1 LVL 5 FTRs with +1 Plate and +1 Longsword; 3 LVL 4 FTRs, two with +1 Plate; 4 LVL 3 FTRs, 2 with +1 Plate; 24 LVL 2, 69 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Merkalo earned his post through a brilliant cavalry charge while Sergeant of VI Cavalry; in actuality he lost control of his horse, which charged; his pennant on the Lance dipped awkwardly and was seen as a signal by his men, and he was lucky enough to happen upon a weak spot in the enemy line. Each man carries 1-6 GP & 4-24 SP and has hidden 5-30 GP & 10-60 SP. War Chest: 10PP, 120 GP, 396 SP; 100 Page Boys 271 Houris.

Barracks III Cavalry (Heavy)

Kuleiman Swiftblade FTR LE 7 40 1 9 18 10 12 12 15 14 Longsword
+2

One LVL 5 Fighter with +1 Plate and +1 Longsword; two LVL 4 Fighters both with +1 Plate; five LVL 3 Fighters (2 with +1 Plate); 21 LVL 2; 70 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Kuleman earned name and fame as leader of a wandering adventure/mercenary band. While I Cavalry is the Emperor's favorite, the Emperor's Wizards obviously have their own favorite; the two LVL 4 Fighters are the twin sons of the eldest Wizard. Each man carries 1 - 6 GP and 4 - 24 SP and has hidden 5 - 30 GP and 10 - 60 SP. War Chest: 10 PP, 131 GP, 440 SP. 100 Page Boys, 335 Houris.

Barracks IV Cavalry (Heavy)

Pretor the Younger FTR N 6 34 1 8 16 10 10 12 14 14 Longsword

Two Level 5 Fighters each with +1 Plate; three LVL 4 Fighters, one with +1 Longsword, one with +1 Plate; six LVL 3, three with +1 Plate; 27 LVL 2; 61 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Pretor is the brightest of the rising young stars of the military; he is only twenty-three years old, and made his mark in the V Cavalry (Heavy) before being transferred to this post. His father commands the I Cavalry (Guards); his Uncle is an advisor to the Emperor. 100 Page Boys, 210 Houris. Each man carries 1 - 6 GP and 4 - 24 SP and has hidden 5 - 30 GP and 10 - 60 SP. War Chest: 12 PP, 100 GP, and 477 SP.

Military

Alsop Ryder FTR N 5 31 5 4 16 8 8 10 6 8 Halbard

All equipped with Halbard, Chainmail Byrnie, Helmet. Accompanied III Toxophile Militia on recent disastrous patrol but was not mauled as severely: Alsop's family has relations in the City State of the Invincible Overlord's Hierarchy and so there was this attempt to be rid of him. Each man carries 2-12 SP and has hidden 3-18 SP. War Chest: 48 GP, 237 SP.



Stables

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

Stables - Imperial Guard-Horse

Aikman Stedmann	FTR N	6	36	6	6	15	10	12	10	7	14	Rapier
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Aikman is a top-notch horseman who, unfortunately, angered his commander by out-doing him in a recent battle. As a result, the commander demoted him and placed him in charge of the stables. Needless to say, Aikman is not happy here. There are four Stable Boys: FTR, N, LVL 1, AC 9, HP: 7, 7, 8, 5, Short Sword. An employee, who is nominally a stable boy, in reality is a spy for the unit's commanders: MU, LVL 2, HP: 7, Dagger. Aikman knows about the spy.

Stables VI-X

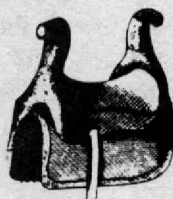
Arnvid Hakoey	FTR N	3	13	7	6	16	8	8	8	12	6	Shortsword
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Arnvid seems to be harboring some grudge or secret constantly. He particularly dislikes non-humans and small animals. Six stable hands and ten indentured servants: FTR, N, LVL 1, HP: 4, 3, 1, 2, 7, 5, 6, 4, 5, 1, AC 8, Daggers; assist Arnvid with the horses of the five squadrons of Cavalry quartered near the stable. He has often tried to become head of the Saddler's Guild (an art he doesn't practice) through his military contacts.

Stables XI - XV Cavalry

Cnud Pullin	FTR N	3	7	4	8	18	8	9	14	6	10	2-Handed Sword
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Cnud was once a member of the Cavalry himself but a mishealed broken leg has made it impossible for him to ride a horse. Now he is in charge of his old unit's stables. He is not at all bitter because he loves just being near horses. There are four Stable Boys: FTR, N, LVL 1, AC 9, HP: 1, 5, 3, 2, Daggers. The four squadrons of Cavalry, whose steeds Cnud attends, are quartered above the stables.



Special Clubs

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

The Viridian Vine Club Hex 3924

Maldevin the Heartless	MU	LE	12	77	9	13	16	15	13	13	17	9	None
Morlar	FTR	CE	10	51	2	10	16	11	17	10	18	10	None
Dragon Breath Gywort	FTR	CE	8	39	2	11	18	10	8	17	13	12	None
Mara Fey	FTR	N	7	28	2	10	9	12	14	15	16	17	Club

An exclusive club for snobbish lower echelon nobility, many who base their station in life on ancient ancestors who were Viridians. Talk centers around the momentous import of whether any members still have any greenish cast to their skin. Maldevin is a high class murderer who keeps his club list weeded. Morlar works his torture chamber equipment with glee and Gywort slips him the names of dissidents too hungry with power or curiosity. Mara is a poison-making expert. The Club cuisine consists of foreign exotic unmentionables known only to the club members. Club fees support the doings, all secret except for the Green Day Parade. Rumors are squelched. Visitors are allowed only on the porch where quick food is sold (5 SP per meal – sughe sprouts and cheese and bread) and in the gallery where the history of the Viridian people is displayed in relief carvings and diaramas. Caches: Maldevin's: In hidden room No. 1) A stolen Fagma goddess 12 foot statue of gold leaf imbedded with 1200 small diamonds and veined with platinum on a five foot hollow copper base in which is concealed (magically) the Mynydaethel Black Cauldron from which the Cauldron-born killers come. Fortunately, Maldevin is unaware of the cauldron's location. Room No. 2) Three special caches – a box, a silver sphere and a book shelf (hollow books). Room No. 3) Two caches – in a two foot horse statue and in a wall vault behind a headboard. Room No. 4) Small room, six foot cube with two small window entrances concealed as vents, contains loose gems, gold, silver, carved and wrought works of the finest art up to two feet deep in places. Morlar's: in stronghold room: +1 Sword, +2 Mace, +1 Spear, Ring of Controlling on a raised dias over which hangs a bell that controls the ring. The bell dias is difficult to move so victims must be brought to this room. Mara's: In flower bin; in pickle jar; poisons hid in spice jars in potion bags. Gywort's: In Emporers Vatchel's coffin.

Green Spear Hunting Club

Sir Brin Baent	FTR	CG	6	27	4	12	10	17	12	15	8	15	Rapier
Sir Attar Attak	FTR	N	8	41	2	12	18	12	14	11	16	6	Sword
Mabrum	FTR	N	5	26	2	12	14	13	13	14	18	12	Sword

The club is open to knights only with the exception of an occasional fierce baron. Other SLs must be accompanied by a member. Monthly dues are 20 GP/month; banquet fees are 10 - 80 GP. The membership is held to a maximum of 300 but there are only 280 members at the moment. An invitation to join may be bought with a 1000 GP contribution to the club board. Ale, 3 SP; Wine, 9 - 16 SP. Rough bark and stone interior, plush furniture and high revelry attract prospective members. No Females allowed on the premises. Two attack dogs: AC 6, HP: 14, 12, guard the door. Caches, behind bar, in keg storage room and beneath the floorboards in each of the five private rooms.

Miner

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Cavemen-Elephant Quarters Hex 0722													
Buh Dussa	FTR	N	8	52	5	4	13	10	12	16	17	18	Club
Rollo Guh	FTR	N	8	20	5	3	13	8	10	11	14	4	Dagger, Pick
Dulf Duh	FTR	N	6	30	5	3	12	3	6	14	14	11	WarHammer
Brocdoc Luzuh	FTR	N	6	15	10	3	5	6	3	12	14	17	Dagger, Pick
Aah Rakbuh	FTR	N	5	20	5	3	5	8	8	12	14	7	Mace
Thorb Fidbuh	FTR	N	3	15	7	3	11	5	7	12	9	3	WarHammer

The Elephant Cavemen are expert miners and are hired by the government to mine Carbelium on Gheulost Island and Marble, Coal and Silver. Therefore, there are always Cavemen in the city, coming and going. The caves in the sea quarters scarf were long ago dug out to give the Elephants a place to feel at home (and keep them out of the way since because of their crude and rough ways, they have long been a problem).

The Natchai Obelisk and Caves are now kept separate to avoid problems. Connecting tunnels have been sealed off.

Buh Dussa, Rollo Guh and Dulf Duh are Elephant clan leaders and are responsible for keeping the peace among these wildmen and generally do a fair job. But their very smelly presence and rude ways offend many city dwellers. Elephants are large, ruddy, hairy and not very bright. They love loud rowdy playmaking, riding the Oc Running Birds and eating (slobbering over) raw meat. They do not understand cultured ways but will viciously defend a fellow Caveman and (often) imagined wrongs.

The Elephants are good workers and are paid in meat and ale. New recruits and replacements arrive from the Elephant Land Caves in late fall and early winter causing much political trouble because of their ignorance and thick heads.

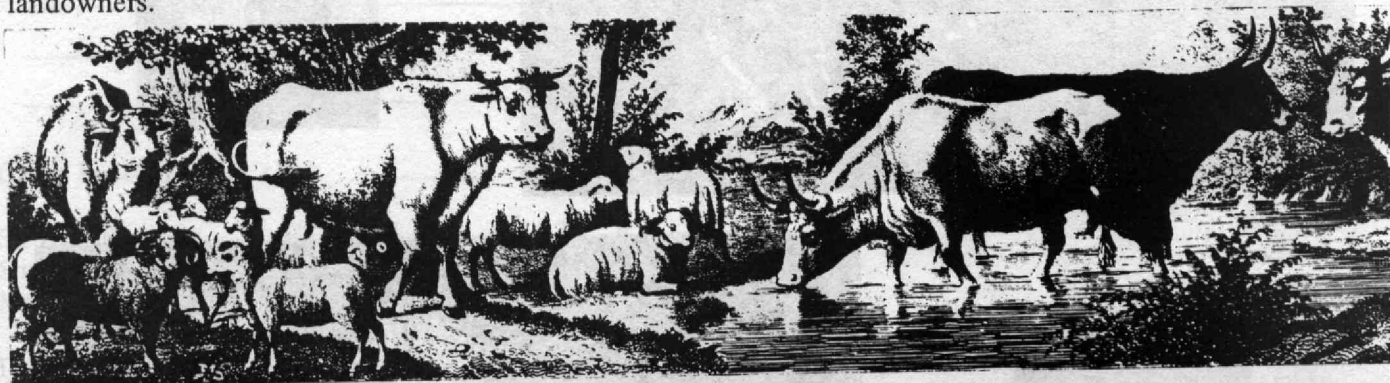


Farmers' Market Hex 2721

Merrost Forjikim	Mc	LG	5	19	8	5	16	7	9	10	12	10	Quarterstaff
Griea	Mc	LG	2	10	8	4	11	10	9	12	11	13	Walking Stick
Thormoddin Weip	MU	N	1	3	9	5	10	15	10	8	12	10	Magic Hammer
Yellowbutton	MU	N	3	10	9	4	8	14	12	7	11	15	Wand
Pokpok	FTR	N	2	4	7	1	15	7	5	17	12	10	Hoe
Rinfin	FTR	N	2	5	7	1	16	6	7	14	10	12	Hoe
Cheetzhi	FTR	N	3	6	7	1	17	5	6	15	14	8	Hoe
Antriq Reper	FTR	CE	3	14	9	4	15	10	7	7	13	10	Long Sword
Antrea	FTR	CG	3	13	8	4	9	13	11	8	10	12	None
Kenesaw Tilyer	FTR	N	1	4	7	4	15	10	11	11	14	12	+1 Sword
Londa Benna	FTR	N	3	13	7	4	10	15	16	12	12	14	Dagger
Akrid	CH	CE	1	6	9	4	7	14	10	10	13	15	None
Moothmouth	CH	N	1	5	9	4	4	11	9	13	14	8	None
Bongist Mawyer	TH	CE	4	9	7	4	10	11	12	8	14	14	Rapier
Makdoggin the Stout	Mc	LG	4	11	8	5	13	10	14	15	13	10	Walking Stick
Toony	Mc	LG	3	8	8	5	10	15	12	10	14	17	Walking Stick
Bell	CH	N	1	4	9	5	6	14	13	13	15	16	None
Donn'l	CH	N	1	3	9	5	9	15	11	13	14	11	None

Market Avenue (Encounter 70% PROB Farmer)

Busy stalls line Market Avenue and the Farmers' Market as the farmers set up every morning bringing fresh food, grain, livestock and in colder seasons, preserved foods. Food and other edible items are the only things that can be sold in the open air; flowers, utensils and all other household and work related items are sold in the shops. The atmosphere is congenial, lively, colorful and smelly. Merrost sells fruits and vegetables. He has an uncontrollable fondness for apples and is usually eating one in season. His wife, Griea helps with the weighing, selling and preserving. Five Halflings: N, LVL 1, HP: 2 - 5, AC 6, Daggers, do much of the planting and harvesting. Cashbox in donkey saddlebags or in Merrost's sash. Thormoddin and Lysander grow and sell mainly vegetables. The MU Thormoddin adds spells to his plants to make them grow bigger but with only marginal success. Lysander also sells herbs, Antriq and Kenesan sell grain; Bongist sells poultry and other fowl, reptiles and fish and Makdoggin sells beef and pork. Flies cover the fresh (?) meat but no one notices. Each farmer has a cashbox (emptyish in the morning but full in the evening). There are many other farmers and many helpers, but peasants cannot sell the fruits of their labors as most of it goes to their landowners.



Rumors

- 1) Someone just stole the Emperor's Sceptor of Sa'annak.
- 2) Shabakan is an Emperor spy.
- 3) The trees at High Court Lodge move at night.
- 4) Greenfast turned a Padishah green last night.
- 5) Herbalists can help flagging ardor.
- 6) Lord Pampajas threw waitress Jyin in the waterfall last week at High Court Lodge.
- 7) A demon was unmasked at the High Court Lodge by a Choking Vine.
- 8) The Slapping Fish Inn is serving dragon toes, 1 GP each.
- 9) A heavy iron kettle was seen floating above the city this morning.
- 10) Beanweather zapped two cutpurses this week and burnt their fingers to a crisp.
- 11) There's a valuable treasure map in the leg of a table somewhere in the city.
- 12) An Orc was seen eating in the Beanery not two hours ago.
- 13) Bluebell will clear a house of all four and six legged pests for 12 GP (guaranteed).
- 14) Three amazons are fighting out front of the Beanery.
- 15) See Barnacle for dangerous work.
- 16) A message-carrying Spyragol Hawk was seen at Yakin Ley last month.
- 17) All finn fish caught recently have been poisonous.
- 18) Greyshark will award a bag of pearls for information leading to the identity of the spy who's been keeping the docking bay closed to contraband.
- 19) The street crews are cleaning up 20 dead Orcs in front of Snake Pit Cellar.
- 20) Hill Giant Hubblegrim is looking for Sotgut to avenge his brothers.
- 21) The military are planning a raid on Snake Pit Cellar.
- 22) An Emperor spy disappeared in the vicinity of the Wayfarer Bard two nights ago.
- 23) Ghaddo and Darzha were seen riding a giant snake in Slithytove at full moon.
- 24) A very green Viridian (?) stranger was seen in the Viridian Vine gallery.
- 25) Morlar's right arm was burnt off in a squabble last night with Maldevin.
- 26) The Black Adders are trying to find an X-ray Ring.
- 27) Ooh-Oh, a zombie, is looking for a certain torturer.

- 28) Watch out for sughe sprouts.
- 29) Five mermaids were seen down by the Abalone Locker awhile back.
- 30) Guards were just tipped off to another load of contraband at the docks.
- 31) Sandy Snailweed is about to sail again (F).
- 32) Rabbithorn is looking for a talented MU student who would like to learn magical recipes.
- 33) Funnun Thornbol is offering 8 SP each for Giant Beetles and 15 SP each for Giant Scorpions.
- 34) Lackhog's ears are twice as big as they used to be.
- 35) The dragon's eye spoke yesterday ON ITS OWN! Whoever finds its mate eye will have riches untold.
- 36) A dragon's two eyes cannot be controlled when they're together as they will seek out the remains of the dragon's body they were in originally.
- 37) Suggon Drup has ordered Tingur Purloin out of town for indiscretions unbecoming a guild member.
- 38) The Targnol Plains Platinum Bell worth "millions" is in a dungeon under Slop and Hop.
- 39) The Red Plague has hit Antil and is moving north.
- 40) The Ghost of Chacjalom the War-Lord Dragon King was seen just north of Grimlon.
- 41) The Ghost of Chacmol the Conqueror Dragon King was seen heading south with forces outside Cronyhag.
- 42) A large band of undead lead by the Ghost of Dragon King Ermid the Ruthless was spotted in the Barradine Ruins.
- 43) General Wulfric the Rogue is leading a "Battle" west, now at the Crossings of Quoth just north of the Grimlon Outlands.
- 44) General Hubar is leading a "Battle" west and approaching Fagamuc.
- 45) Captain Rikter is hiding an Equithrong in Thistledown Forest north of Targnol Port.
- 46) Captain Raask is camped with his Vasthrong not far from the Stickthorn River.
- 47) Five Vasthosts are preparing to leave the City State of the Invincible Overlord environs; includes two Vasthosts of Barbarian Altanians.
- 48) The Pegasi of Gheulost Volk Mountain left when the mining started.
- 49) A Mycretian prophet is due in the City State at any time.
- 50) Carbelium arrowheads can be had for a price by dickering with a beggar outside Amber Tip Inn.
- 51) Rags dressed a Grandhee's wife in a transparent gown but she couldn't tell.
- 52) The three Hags of Marmon were seen in Tak Shire last week.

- 53) Assassins have been frequenting the Bag and Flagon.
- 54) Either very large fish or mermaids have been spotted in the moat.
- 55) The Sanguinair have been asking about missing Mer Shunna mermaids.
- 56) An Orc killer at Red Roc Inn is back again and waiting for challenging employment.
- 57) Gruff Griff says the Orcs at Glass Mountain are much agitated about something.
- 58) Three cattle and five goats were found drained of blood outside the East Gate.
- 59) The patrol did not respond last night to the riot down by the Bag and Flagon.
- 60) Any Dwarf in town will pay 5000 GP for a Blue Dagger made by their great ancestor, Oakenbark.
- 61) Haefinstaff treated 10 cases of Dragon Breath yesterday in the slums.
- 62) Anyone who can outspit Nazzil will win 200 GP or their own personal Orc.
- 63) Varta foretold Seheitt's demise will be by a boy and a mermaid.
- 64) Eleina the Fair is nursing two strangers back to health.
- 65) The Black Adders struck down a loudmouthed cavalryman in the stables last night not far from the riot.
- 66) Fusslings are a delicacy to eat.
- 67) Two succubi were seen about Grog Stop night before last.
- 68) Snarling Peleg, the beggar, got a job at the Grog Stop.
- 69) Twenty thieves and several traders were in a back room at the K'Baiya Club last night.
- 70) A bony Wyvern rattles around Rattlebones Tavern on mid-summer's eve.
- 71) Malkin told a story last night about a little man in a red suit who had a long nose and poof! He appeared. He didn't stay long — there were Elves present.
- 72) The Elephants have dug many tunnels under the city and only they know them all.
- 73) The Eleph Territories are dangerous country — wild men, Unseen Hunters and Barrow Wights inhabit the area.
- 74) A Magic User or Illusionist is being hunted for in the slum quarters by Invincible Overlord spies for crimes against His Lordship.
- 75) An Invincible Overlord spy was unmasked last week in the palace scullery.
- 76) Wolves (werewolves?) can be rented at the Taxing Tox.
- 77) A pack of forty werewolves, forced by spells still holding from a long-deceased Evil High Priest, are guarding his tomb in Dankbark Forest.
- 78) Two waitresses fainted after getting too close to Captain Chantiblu.

- 79) It is not wise to whistle in the Silver Leaf Tavern.
- 80) Two Ogres are stampeding the horses in the stables.
- 81) King Litestar of the Western Lands has offered two Baronies and a Dukeship to the person finding and safely returning his daughter.
- 82) Several giant slugs have been cleaning the streets of refuse.
- 83) Ghalo'ataan is planning an expedition to Mount Garp near Lake Pernicus for the rare Orange-Spotted Hooked-Wing Bat – quite a delicacy – dead that is. s.
- 84) One of the mermaid fountains at Tiphrodd Temple has disappeared.
- 85) Armadad Bog is angry – someone defaced the Mer Shunna statue (F).
- 86) There has been much more warship activity lately than is usual.
- 87) The Mer Shunna priests in the Tiphrodd Temple tower windows are not meditating – they're ogling females.
- 88) The Emperor has been hiding in his temple avoiding his affairs of state.
- 89) Purple Scunge has been eating away at the hulls of the warships.
- 90) The Emperor just ordered cavalry and archers somewhere east.
- 91) The three western provinces' Padishahs have been ordered to the City State with their companies.
- 92) The Emperor is not available for audience; two Kings and a Warlord are cooling their heels, waiting.
- 93) The Emperor can teleport to any spot he's been to before.
- 94) The Emperor is missing.
- 95) A Temple Tender escaped two nights ago; that makes five this month.
- 96) Five giant grasshoppers are attacking a wagonload of hay in the Central Square.
- 97) While practicing their techniques last week, the Sanguinair killed a priest.
- 98) Murielle Eidn loves the taste of blood.
- 99) Doctor Supreme Ghraf Stagin has a bad rash.
- 100) A pickpocketed Lord went berserk in the Hedonae Temple last night and that ended the orgy.
- 101) Tama Hama, Goddess of Fertility, has 14 Demi-God friends who will fight the Emperor.
- 102) Chasm imps can be trained to steal anything they can carry.
- 103) Poisoned blow darts are available at Hedonae Temple.
- 104) The Master of Thoth Temple has written five new spells, all dangerous to the Emperor.
- 105) Az'eh Mindarrow can blow a man's brains out by shouting at him.

- 106) The Stone Busts in the Thoth Gardens give good advice.
- 107) A Monk was seen practicing praying in the moat.
- 108) Twenty Young Tenders are to be rescued tonight.
- 109) Saah Faara heals even Orcs.
- 110) The Zhir Courts sentenced a petty pilferer, an amazon, to being dragged through the streets naked.
- 111) A staff of fear was lost when it mistakenly got made into a broom.
- 112) Three Wink Dogs guard a vast treasure under the palace.
- 113) An extra-large giant spider is sitting on top of Temple Tempter sucking blood out of a horse and its rider.
- 114) Blacksting has a collection of silver webbing in his private quarters.
- 115) Blacksting's Staff makes entangling webs.
- 116) The service is slipping at Arta's.
- 117) Over 200 men fainted at the floor show at Arta's last week.
- 118) According to Malt, disaster is about to strike the Invincible Overlord.
- 119) A child brought in a jar at the bazaar for 3 CP and it turned out to be a Bottle of Many Chemicals.
- 120) Malt is sometimes seen with shadowy types at night.
- 121) A Witch's black cat blinded an Altanian girl at the apothecary shop for dragging her feet.
- 122) Never carry catnip into Morkweb Greenshoot's hut.
- 123) Five cats are killing a Goblin down the street.
- 124) Lorin is too sickly for school, but he sure has strange visitors.
- 125) One of the young messengers at the Palace has an icy stare.
- 126) One of the Temple Tenders shows talent as a Magic User.
- 127) A Cockatrice is looking for his baby son — a very unusual Basilisk.
- 128) Sir Aghill is visiting in the City State of the Invincible Overlord.
- 129) Several high LVL Fighters are planning an assassination plot against the Green Emperor.
- 130) The Zhirquis just threw a whole family into the dungeon for snubbing a Thane.
- 131) Sir Aghill would like to be a Magic User (F).
- 132) Inghar Corwain was beheaded for possessing Elven wine.
- 133) Happy Dengar sentenced a woman to eat 1000 live minnows for vomiting in the street.

- 134) Hooktong invented a Grow Fangs Potion.
- 135) A nosy street urchin bothered Hooktong one too many times and has been holding his nose for three weeks.
- 136) Hooktong hates Whitefire for stealing and now controlling his Homonculous.
- 137) The Natchai Archimage is a mysterious, elusive character; no one has ever seen his face.
- 138) Lightning sometimes crackles along the Palace Walls.
- 139) There is a two-headed Ogre lurking somewhere along Pleasure Alley.
- 140) The Black-Hooded Slinker was about again the last three nights.
- 141) The Emperor's long dead son was brought back to life in a far country and is coming home (F).
- 142) Two Wizards are battling with Lightning Bolts and Fire Balls in the merchants' quarters and badly scorching stalls.
- 143) The Natchai are planning to regain power in the City State: Natch Ur has commanded it.
- 144) Hundreds of fiends and ghouls have been seen climbing the Obelisk Zeph and diving into the ground.
- 145) An Elephan caveman is going berserk and killing loud, carousing Natchai under the Obelisk.
- 146) Sunshine crystal is becoming chic night-time lighting for the rich.
- 147) Thousands of Chasm Imps live below each Natchai Obelisk.
- 148) Millions of Chasm Imps live below each Natchai Obelisk.
- 149) Chasm Imps are responsible for misplaced objects in the home.
- 150) Infighting among the City's archers has caused serious morale problems.
- 151) The City's archers are the only military units that have any morale at all.
- 152) Wu Ug defended himself before the Zhirquis for enticing children into the Natchai caves never to be seen again and talked him into letting him free.
- 153) Wu Ug talks to rocks.
- 154) Taata Ert has been seen convorting with goat demons in forest clearing macabre dances.
- 155) Natchai love blood pudding.
- 156) Quick! Magic Users hide in the back room! Woodlock Fer is walking towards the tavern.
- 157) Thousands of Ogres live in Woodlock's basement.
- 158) Sir Aghill avoids Woodlock Fer.
- 159) Red Ire Spiders are attracted to gold.
- 160) Books on military technique are available in Musi's Books & Art Shop.

- 161) Bad luck curses often go wrong.
- 162) Baby ticks often hide in new cloaks.
- 163) Shimmer tunics help children grow bigger.
- 164) Giant ticks can hypnotize you by dancing.
- 165) The Black Adders have caught over 50 Overlord spies and are still looking.
- 166) Flowers are sometimes deadly (an old saying).
- 167) Grey ooze grows in Blansomfeather Skyvalley's footprints.
- 168) Fazhur Pink's Flower Shop has the perfect flower for protection from muggers, rapists or overly amorous admirers: the Heinous Eyeslap.
- 169) One "Happy Floater" reached six feet above the floor last week in Rune Ki Temple.
- 170) Shang Ta fogs cannot be dispelled by magic.
- 171) Fernlace can heal a broken leg in one morning.
- 172) Fernlace's **Commentary Number Four** is on the evils of Mer Shunna religion it is thought; no one is sure since no one has seen one and Fernlace won't talk about it.
- 173) Take care in digging tunnels under the city or you might flood all of them.
- 174) The Palace cellars are haunted.
- 175) Seven patrolmen are lying dead in front of the Snake Pit Cellar.
- 176) Nine Carbelium-tipped spears are imbedded in the door of the K'Baiya Club.
- 177) A special hoof tax is to be levied on all non-military animal modes of transportation to cut down on traffic in the City State — 3 SP per hoof.
- 178) Three halflings, eight children and one Dwarf were run over by traffic in the City State during the year.
- 179) A couple of Amazons picked up a horse at East Gate and shook the cavalryman off of it.
- 180) Five Varlets lost their nobility papers after passing out in the Spittin Spirits.



Random Rumors

- 1) Two Mermen were seen slithering into Tiphrodd Temple.
- 2) Three visiting Invincible Overlord Dignitaries disappeared in the Emperor's City last week and are still missing.
- 3) The Great Serpent of Zenigamble the Necromancer is on her way to do battle with Iso, the Lake Monster.
- 4) Four Patrolmen were found bludgeoned to death in Central Square with their hearts cut out.
- 5) Eight giant Leeches in Cesspin Bogs are protecting 17,000 GP and three chests of gems.
- 6) Thirty Nixies were just spotted in the Docking Bay.
- 7) A snort of wild Peccaries are loose in the Emperor's grain fields.
- 8) There's a lonesome Dragon's Eye in the dungeon at Talaway.
- 9) Three Invincible Overlord Vasthosts are advancing on the Emperor's City.
- 10) The Invincible Overlord has been loosing many powerful Undead within his lands.
- 11) Smirge, the Eerie Eel, eats three Dragon Worms for its midday meal.
- 12) The Dryads of Shimmertree Vale charmed half a company last month.
- 13) Quickbog has completely sunk under the mud.
- 14) Raknid inhabitants have recently discovered that their giant Spiders hoard gold.
- 15) An Emperor ship has just crashed into the Villaine Cliffs.
- 16) Over 40 Centaurs were spotted in Adder Copse this week.
- 17) A talking, moaning bone is said to be in Bone Hollow.
- 18) Over 200 Berserkers are ransacking Saimon looking for their lost (stolen?) iron Horn of Valhalla.
- 19) A pack of Wink Dogs inhabit Bitter Ridge.
- 20) White Apes have been ambushing travellers in the pass east of Augge.
- 21) A Wyvern lair by Lake Pitts holds a pile of jewelry pieces ten feet deep.
- 22) A circle of dead Mycretians was seen at Holy Mounds.
- 23) One thousand giant Sea Horses sank a ship near Gheulost Island.
- 24) Giant Desert Fire Ants are attacking a Dragon in a cave near Ezrahaddon.
- 25) Carbelium arrowheads have been disappearing.
- 26) A Listening Stone was recently found in the Freeman Fields.

- 27) Zikkinaam the Venal of the Western Lands stored 1000 platinum bars and 250 jars of GP in magically protected tombs at Pamak Illip and Daican. Banshees haunt the tombs.
- 28) A battered Mermaid statue was found on Harpy Scarp.
- 29) A Mud Flollup lives in Utskar Bogs.
- 30) Serd Worms inhabit the hills southeast of the Obsidian Citadel making approach from the east difficult.
- 31) Veldin Gard, a villain, discovered a bush by his field that burns without being consumed.
- 32) Demon dances can be seen in Feigh Forest.
- 33) Minor earthquakes near the Aves Sanctuary meant the Chasm Imps are restless again.
- 34) There's a strange 900 foot long Tree Snake in Adder Copse that Elves are deathly afraid of.
- 35) Twenty floating heads were seen in the Barradine Ruins.
- 36) A new ghost is haunting Lake Pernicus and Stukwrak.
- 37) A jewel studded Skull marks a Dragon hoard at Harkarim.
- 38) Mycretians like Elsenwood.
- 39) There is a thirty level dungeon somewhere around Nho.
- 40) An ancient Demi-God with a trident lives in Ladd River.
- 41) Ships that go down on the Sae Laamer reefs are never seen again and never have survivors.
- 42) Mermaids love to run off with sailors.
- 43) Sailors love to run off with Mermaids.
- 44) The Mer People are training for war in Nereus Firth.
- 45) Beware of Tric and Trac.
- 46) The Freeman Fields are infested with Bog Snakes again.
- 47) The Smoke rising from the Vapor Hills might be Dragon Breath.
- 48) The Pegasi of Gheulost Mountain left when the mining started.
- 49) Three Spectors haunt the Midwall Towers.
- 50) Fifty Kings of old are buried at Crown Knoll.
- 51) The River Flee at For'n South
A treasure be by Shunnan's mouth.
- 52) Thousands of Miniboppits live in the hills west of Yrahm Jakupda; they'll slash your ankles and then ask questions.

- 53) Slippree, shinee, nastee Seridgees live by Sharryn River by Eagol.
- 54) If you hear this sound in the Missing Memory Marshes, you are a dead man: Squidge, squidge, squodge — squidge, squodge, squidge.
- 55) A clan of Ogres have been sighted in Bestial Barrens.
- 56) Strange lights have been emanating from Dacil Vonidar at night.
- 57) Devil Dogs live in the hills of Berserker Wilds.
- 58) There may be a castle in the mountain range south of Crystal Lake that holds a family of Fire Giants.
- 59) Cape Salmo is infested with wererats.
- 60) A treasure of hundreds of minor magical items are said to be hidden in the ruins of Talaway.
- 61) A Mud Flollup lives in Cesspin Bogs.
- 62) Thousands of Witches have been gathering at Cronyhag.
- 63) The Undead of Groth and Bendigroth are more active than usual.
- 64) The buried, forgotten library of Harkarim is still intact and contains a Libram of Silver Magic.
- 65) An island called Trac near Sae Laamer is said to have disappeared 700 years ago but reappears only during storms at full moon.
- 66) Legend of Three Mull Kree:
The Three Mull Kree have darkling guile —
Faer' nether runnel banks they dwell
To spin their straw — Fie! Sparkling pile
Of gilt, ye fetch enchantment fell.
(The Three Mull Kree have done no wrong —
They merely tell their story well.)
It lures the foolish and the strong
To fiendish fangs and hairy hell.
- 67) Rinfaf, a Dwarf of LVL 8 and Agnuslov the Dragon guard the vast treasure of Andvarion, reachable only past the Etherial Door of Stickthorn Boscage.
- 68) Phinna, daughter of Woorsipdrang the Lampmaker, plays with Djinn when her parents visit Moon Tower.
- 69) An Amazon is wrestling a giant Cockroach near Temple Tempter.
- 70) Forty Black Horsemen were spotted on Minq River.
- 71) A merchant ship leaving tomorrow is heading south to Satur and Rallu.
- 72) The Mer-Mer Ring was once in the possession of a Troll woman; it made her more rubbery.
- 73) Fireballs shoot heavenward in the Gigabolt Mountains during the longest and shortest nights of the year.

- 74) A man with invisible hands is bringing six coffins into Sunwatch.
- 75) Fifty or so Wizards, Warlocks and Witches met in Nho last spring.
- 76) The wind has blinded travellers on Zirzus Plain.
- 77) There's a forest fire south of Harkarim raging uncontrollably.
- 78) The Aldeddin Brothers are back in the Brigand Hills again.
- 79) Lizard People inhabit several underwater caves at Lake Pitts.
- 80) Haret, the Harpy of Harpy Scarp, has been seen at Jes and Trenth and points between.
- 81) The Druids in the Gigabolt Mountains have not been seen for a couple of years.
- 82) Hyyap farmers fertilize with bird dung.
- 83) A beautiful Princess is being held captive at the top of Glass Mountain.
- 84) The Barradine Chant:

Walk, walk, walken walk
 Rocky way, walk, walk
 Sight, sight, 'lign the sight
 Moon and spire, sight, sight
 Gleam, gleam, narrow beam
 On the door, gleam, gleam
 Climb, climb, moonlight time
 Up the stairs, climb, climb

Night, night, door of night
 Pass the door, on the right
 Pain, pain, say your name
 Touch the sword, no more pain
 Tower, tower, rock of power
 Fall on rock, rock of power
 Walk, walk, walken walk
 Rocky way, walk, walk

- 85) A Calah sandstorm has unearthed a monstrosly large bronze statue of a rider and his winged horse.
- 86) Gold has been discovered in the Hoary Mountains.



Taverns, Inns & Eateries

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

Madam Sadeera	FTR	N	4	18	6	6	9	16	15	14	17	13	Dagger
Twigna Sela	FTR	CE	4	29	6	5	16	8	10	16	16	8	Dagger
Etalle the Bonny	FTR	N	6	45	2	5	17	10	9	15	14	16	Dagger
Nannom Imsk the Bony	FTR	N	3	14	7	4	6	9	7	7	15	6	Dagger

Madam Sadeera runs a tavern for females only and two hefty oxes guard the door with four pet wolves (a gift from Grey Wolf of the Taxing Tox), HP: 16, 20, 15, 19, AC 7, to turn away all males. The ale is weak but also cheap, 1 CP. The tavern is made of beech wood and 24 dryads inhabit the 24 living beeches that hold up the roof (HP:12-60, AC 2) and they Charm only males. Fifty-four male skeletons are somewhere below the floor (no basement) and under tree roots. Five caches. One large wardrobe of fancy clothes for woman to try on (fun trying on clothes out of SL).

White Egg Tavern

Larbrum the Lusty	FTR	N	5	37	7	6	10	10	11	13	6	7	Rapier
Mennar Dembi	FTR	CE	4	19	7	5	12	11	10	10	8	13	Dirk

Larbrum runs a small sleazy tavern with 6 - 18 patrons present during the day, 20 - 40 NA after sunset. Five bouncers (thugs) FTR, CE, LVL 4, HP: 28, 19, 22, 17, 15, Swords, keep "peace". Five serving girls, FTR, N, LVL 1, HP: 4, 5, 2, 7, Daggers. PROB 20% of muggers outside as you leave. Ale 3 CP. There is 123 GP, 6 gems each 95 GP and 188 SP inside a chest, hidden behind a loose stone in the fireplace. Goblin secret meeting room off basement. Mennar floats eggs in the ale of easy marks for the muggers and gets 15% cut.

Yellow Willow Lodge

Jirnon Bottas	Mc	LG	4	17	8	6	10	15	14	13	10	12	Walking Stick
Myya Crocus	Mc	LG	5	29	8	6	9	16	17	15	12	16	Quarterstaff
Niegeld Ashmarekaun	FTR	N	1	4	8	5	12	10	7	7	15	11	Bardiche
Kaspin Flotar	FTR	N	2	7	5	4	8	7	12	15	16	10	Short Sword
Kian Boesan	FTR	CG	1	5	9	3	12	10	11	8	13	9	Broad Sword
Ganneth Salob	FTR	N	4	13	4	3	14	12	9	10	14	15	Rapier

Jirnon and Myya run the Yellow Willow for sick, weary, abandoned, retired and shore leave sailors. Beds are 3 CP per night. There are lots of beds but not much variety of food. Simple meals, but nutritious and often repetitive, also cost 3 CP. Those that cannot pay are often overlooked. Maximum stay, three weeks. Niegeld and Kaspin are retired sailors who supervise 14 FEM, CL, N or CG, LVL 1, HP: 1, 3, 4, 2, 3, 3, 2, 3, 4, 2, 4, 4, 3, 1, AC: 8, Daggers, maids and spin yarns and care for sick and needy. Caches: Cashbox and till.

Kian and Ganneth are on shore leave and have overrun their stay. Their ship Water Sprite, leaves in two days.

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

The Bywater Firewater

Sanguin Longsayer	MU	N	4	15	9	7	10	15	14	8	16	11	Wand
Pickling Yardarm	BA	CG	4	27	7	7	14	15	15	14	15	13	Crossbow
Snuf Weeds	CL	N	5	17	6	7	12	9	15	10	12	10	Mace
Kuggit Scurf	IL	CE	6	9	7	7	10	16	14	10	17	7	Wand of Fireballs

Visited by sailors, stevedores, patrol and priests, Sanguin Longsayer's Tavern is a jolly happy place like his own personality. Bard Pickling sings pleasant tunes but his accompaniest perfers somber melodies due to his embarrassment over his seizures. Illusionist Scurf provides more levity for the amusement of all. Why all the hilarity? All four are hiding their true identities because of crimes committed in the City State of the Invincible Overlord. Firewater, 13 CP; grog, 2 CP. Six Dwarven guards: FTR, N, LVL 2, HP: 9, 6, 5, 7, 9, 6, AC: 2, Mace, Axe. Pickling is an expert with the Crossbow (has scar on cheek) and Scurf carries a miniature Dragon Worm in a flask in his pocket. Otter furs in back room. Three caches.

Soup and Sop

Sleazy Ughns	FTR	N	3	14	4	6	12	11	10	9	13	7	Axe
Waafiq the Weak	FTR	N	1	2	7	5	16	16	10	8	14	12	Dirk
Knash Heun	FTR	CE	3	7	5	5	10	10	8	6	10	10	Dagger
Jeeldor Duff	FTR	N	4	20	5	5	11	10	12	7	11	8	Dagger
Gutt Slikh	TH	CE	1	4	7	4	8	9	6	11	13	8	Dagger
Fickle Fuggle	FTR	N	1	5	8	4	8	12	12	10	9	9	None
Muss Uggbt	TH	CE	1	6	7	4	10	10	15	15	12	9	Dagger

Sleazy Ughns runs a large operation and in spite of his appearance, sees that it is kept clean. Good location and cheap prices keep it hopping with SL 8 and below. NA 40 - 200. Several thieves find it convenient to work out of Soup and Sop. PROB 3% times SL of being pickpocketed while eating or robbed later. Bread sop free with soup (heavy brown, light brown, millet-rye and corn bread). Soups: Zhirquis Bean Soup: (a lot of noise), 2 CP; Oyster Bisque, 4 CP; Cream of Eel, 3 CP; Trident Gulf Gumbo Special, 4 CP; Ganmaro-Barley, 2 CP; Rat-Lizard Onion, 1 CP; Zirzus Warthog Stew, 1 SP; Leek and Sparrow Broth, 1 CP.

A collection of odd tools in back room: arrowhead breaker/sword bender; flail cutter; axe duller; star metal punch; diamond scratcher. Bag of scratched diamonds and three bent swords under floorboards.

Frog and Toad Lodge

Satidar Limka	FTR	N	5	19	9	6	14	8	7	10	9	6	Short Sword
Tian Barzar	FTR	N	5	19	8	6	15	9	7	10	9	6	Sword

These two stalwars bought the Frog and Toad from their life savings from the city guard. The frog and toad stew is one of the best meals in town (15 SP). Wine, 2 SP. Cashbox in kitchen. A large leering brass toad in the center of the room provides daring sport for would be leachers: if anyone outstares the toad (PROB 2%), he gets Tian's CHAR 18 barmaid, Malza; but if he fails, he passes out for 2 turns.

Hoof and Head Cheese

B'tokim Chop	FTR	CE	2	9	2	6	13	9	6	10	14	8	Dagger
Tishban	MU	CE	1	4	9	6	10	17	8	14	16	10	Dagger
Riimara	FTR	N	1	3	4	4	15	8	7	15	11	6	Dirk

Specializing in entrails and extremities, Tishban hot curries or peppers everything. Turtle snouts, fowl feet, bat wings, dogs tails and salamander heads, 2 CP each; rabbit heads, ass and horse legs, beaver tails and turkey wattles, 3 CP each serving; hog heads, steer entrails, centaur locks, gorgon organs and leech lips, 4 CP. Firewater, 2 CP. B'tokim encourages the surrounding slum dwellers to eat here by cutting prices in half on Third days and all you can eat for 1 CP on Fifth days. No rates on firewater. Two caches.

Fowl and Flavor

Bushy Boushnim	FTR	N	5	38	7	6	15	15	16	14	14	17	Knife
Baht Nroo	FTR	N	1	4	4	5	17	8	6	14	10	5	Dagger
Mara	FTR	N	1	6	5	4	14	10	7	9	16	16	Dagger
Mata	FTR	N	3	12	7	4	8	12	10	8	15	12	Dagger

Bushy loves birds and cooks them well. He can shape-change into a falcon and so he never serves birds of prey. Chicken, 4 SP; Dove, 3 SP; Crow, 4 CP; Pheasant, 2 GP; Grouse, 5 SP; Seagull, 1 SP. Wine, 3 SP, ale, 1 SP.

The Golden Tiger Star, a necklace of immense power and wide renown, was Princess Mara Litestar's downfall. Once a bright young MU student, Mara got greedy and attempted a feat of foolhearty head strongness to master the Tiger Star but it stripped her of all MU ability and lessened her Intelligence, Wisdom, Constitution, and Charisma. Two caches of gems. One special cache.

The Tiger Star necklace lies in a stream in Glint Valley (F). . . A shipment of harpy is on its way in.

Exotic Foods

Ghalo'ataan	FTR	N	16	41	4	7	13	10	12	10	13	7	Dagger
Su'aan	FTR	N	6	25	4	6	14	12	10	14	12	11	Dagger
V'rooti Kah	CL	LG	4	14	7	4	8	8	16	10	10	8	Staff

A tiny shop but well known in well-to-do circles, Ghalo'ataan will order **anything** humanly possible you want to eat and are willing to pay for. Rare White Apes, 1500 GP per steak; giant slug fillets, 85 GP; salamander legs, 27 GP; frog and toad stew, 14 GP with no refunds for the unexpected; green eel, 9 GP; shark fin ribs, 6 GP; hydra head cheese 465 GP; giant beetle crunchies, 5 GP; harpy breast, 6,400 GP. Wine 15 - 20 GP; bubbly, 10 GP.

The basement cold storage has a strange assortment of carcasses and plants. Three triple caches, four special caches, one regular cache and one cache as follows; Fire Sword; Bottomless Water Jug; Gauntlets of Agility; two unusually colored gems, one mounted in a ring and the other in a bracelet; 950 GP in a large stone jar with yellow mold.

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

Ghiddim's Guzzler

Rhupkeep Ghiddim the Drunk	FTR N	4	16	5	6	12	9	9	12	17	9	None
Lamar Tipsi	FTR N	2	10	2	5	17	6	10	14	12	10	Axe
Drane Tall	FTR N	2	9	2	5	15	12	8	10	10	7	Dirk
Stakidal Ae	TH CE	4	18	7	4	10	13	10	7	15	8	Short Sword

Rhupkeep keeps a pickpocket at work at all times and splits 60/40. He and Lamar, both Dwarves, hoard gold statues in 6 underground chambers each worth about 500 - 3000 GP; chambers hold: 3, 15, 87, 44, 29, 8 statues; each chamber guarded by one cockatrice and one basilisk and three traps except one guarded by green slime and one bear (87 statues). Ale 2 CP. Pickpocket booty stored in five caches.

Gold Piece Resthaven

Sir Kalirag Booth	FTR N	8	28	6	12	12	12	12	10	14	17	Short Sword
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Sir Kalirag was knighted by the Emperor some years back for saving his life when His Most Highness choked on a chickenbone. Kalirag liked his innkeeping, however, so he just kept on with it. He did raise his class of clientele served to SL 9 and up. Two bouncers: FTR, N, LVL 3, HP: 18, 10, AC: 7, Clubs; two cooks: FTR, CG, LVL 2, HP: 10, 13, AC: 6. Wine, 6 SP; meals, 20 - 40 SP, are most tasty. Kalirag has 100 GP stashed in each of four caches about his room.

The Wayfarer Bard

Darzha	BD LG	14	44	9	13	11	17	17	16	17	12	Dagger
Ghaddo	Mc LG	25	109	8	18	14	17	18	15	17	18	Quarterstaff
Linah Lee	FTR CG	1	6	6	4	8	12	10	12	15	18	Dirk

A friendly little hole in the wall, guests are entertained by hearty ballads and quintessential epithets and riddles. Simple meals: Black bread and barley soup, 4 CP; bread and cheese, 1 SP; cock and goose stew and biscuits, 2 SP; Mead, 2 CP. Although all social classes are welcome here and do in fact come, beds are cheap, 4 CP. No individual rooms.

Darzha is an old but spritely, battle-scarred bard with vast experience with Viridians, Mycretians, Elves and Magic Users of power. A virtuoso on harp and lute, he is well travelled and well respected as a senior music teacher and entertainer. Darzha is watched constantly by the Green Emperor's spies as the Bard is well known to have a great deep-seated distaste for Viridians. Ghaddo, a cook well known for his talent for wonderful seasonings, is Darzha's constant sidekick and both are often gone for months at a time. Linah Lee runs the Inn then and she is most capable. Money is not kept on the premises except in the change till. No caches. Ghaddo is a recently appointed Mycretian Judge, known in the inner ranks of the faith for his selfless devotion to one of the most potent forces for good in the land, Darzha, and for his iron will to remain cool under pressure.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
High Court Lodge													
Hex 5422													
Zharr Akii Liydala Hu'i	Mc	LG	27	175	8	18	16	18	18	18	18	18	Quarterstaff
Selce Fluvius	FTR	N	14	88	2	7	17	14	12	13	18	10	Mace
Pakarrion Fah	Mc	LG	21	91	8	13	15	17	18	14	18	16	Quarterstaff
Greenfast	MU	CG	16	85	9	8	16	18	16	17	18	15	Wand

The high Court Lodge is a favorite of the higher social classes regardless of religion. The three connected dining rooms surround a small grove of trees and each of the 25 private rooms (10 GP/night) has a central garden of fresh greenery. Three communal rooms, beds 1 GP/night, semi-privacy only, 10 beds per room (one room for females). Non-exotic, common meals well prepared, 1 GP per meal. Valuable caches: 1) Underneath the waterfall in the central grove, buried in solid rock is a golem — only Akii Liydala can loose it to rain destruction upon man, beast or city (HP: 300; all attack throws against the Golem are divided by four); 2) Pakarrion Fah grows the Bird of Paradise flower secretly in his greenhouses and each is worth thousands for its aphrodisiac qualities (it's so rare that only herbalists recognize it); 3) Some of the 67 trees in the grove hold a magical item of power or spell book encased in Sye wood; thus held they can not be detected by any magical means. All of the items have been stolen from the Green Emperor over a period of time, greatly reducing his power nad worrying him considerably. Eighty-seven more items are thus encased in the Holy Cities.

Zharr Akii Liydalla Hu'i is the highest level Mycretian apostle in the CSWE. He is well thought of by most, especially by nobility and gentlemen as he is willing to compromise in many matters as long as his ultimate ends are not disrupted — that of overthrowing the Green Emperor. With other Mycretian help, he is now coming close. Hautulin Seheitt's power is on the brink of collapse. Pakarrion Fah with the help of Fernlace can grow a tree to full height and return it to seed overnight. Greenfast has a special ability to levitate objects but he keeps it a secret; he has one student, a young man. His special effects entertainment at dinner consists of changing the colors of things. Selce Fluvius is a Green Emperor spy but is known by the Mycretians as such; in fact, that's why he was hired.

The Bygate Stop

Rijilla the Hustler	FTR	N	3	15	6	7	16	10	9	17	12	17	Dagger
Kradon Krag (Bouncer)	FTR	N	2	12	2	6	15	7	10	15	13	10	Short Sword
Waddy Blowbush (Barkeeper)	Hflng	N	1	5	2	5	13	10	12	16	15	9	+1 Sword
Hajif Latidd (Flutist)	CL	LG	1	7	7	5	12	9	17	14	12	10	Bludgeon

Located near the Northwest City State Gate, the Bygate Stop quenches the thirst of thirsty travellers. Rijilla the Hustler has hired a gang of boys: CH, N, LVL 1, HP: 1 - 4, AC 9, as pilferers of parked animals and baggage on a 80/20 split (NA 6 - 36). Rijilla loves gaming — HO 90%. Ale, 4 SP; Wine, 8 SP. Tushy Tenska and Bouncy Bunska: FEM, N, LVL 1, HP: 4, AC: 9, CHAR: 17, Daggers; dance the "Bounce" for a few SP. Waddy Blowbush is known for hating Goblins as he lost his favorite uncle, Tilbee Bobble, to them and will pay 3 GP per Goblin head (under the counter). Waddy likes comfort too much to go after them himself. Hajif Latidd plays haunting melodies that make people forget themselves and dream important dreams (40%) or remember lost loves (30%) or visualize the most beautiful and desirable Houris (30%). Kradon hates kids; they stay outside. Pilfered booty stored in hidden room 2nd level down (worth 11,000 GP); money from hocked booty in nine caches.

Slapping Fish Inn Hex 2321

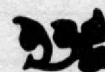
Mermergolden	MU	CE	15	60	9	14	12	15	16	13	18	17	Wand
Riffin Zhard	FTR	LE	21	112	2	13	18	18	16	17	18	13	Dagger
Coupador Pogdog	FTR	N	5	19	2	7	15	11	10	13	14	8	Knife
Jing Ding	FTR	N	2	9	2	5	14	10	10	11	12	12	Sword

Mermergolden is an extremely evil and mean magician who is oily and ingratiating; he'll weasel into your confidence and then destroy you. He keeps several Orkiss demons under his control for the Dance as none of the Mer Shunnan priests are able and Hautulin Seheitt, The God-Priest, cannot be bothered. The Slapping Fish is the official Mer Shunnan inn in the city; it is huge and ornate. It has only private rooms (4 - 8 GP) and exquisite meals (2 - 12), specializing in sarlon fate, runyun steaks and greyhart dauseed ribs. The 30 foot crystal chandeliers and marble walls make dining truly a memorable experience. Three mermaid fountains grace the large entryway. Coupador Pogdog runs the bar most of the time even though Zhard is in charge because Zhard is often away. Jing Ding is an imported chef being paid well to serve customers their unusual requests. Riffin Zhard is an average blank-looking person who gets along with everybody. He tries to offend no one and many think him a push-over. Don't be fooled, though, because Zhard is a member of the Black Adders' Limit Team. He is an expert in hand-to-hand combat (can kill with his bare hands in five seconds), skilled with the dagger, knife and sword, has stealth like a thief, picks locks, and pockets. Although he cultivates a weak look, he is very quick and strong. No one suspects him. The inn is chock full of caches. One in six is a special or very large cache. Intrigue: Bressa Bonsse knows where Mermergolden's Wand is hidden and how to get it. Starnienna is jealous of Peena Supple who hates Hebsil Lae who's blackmailing Peena concerning Coupador Pogdog and Zenorsha the Pretty (a baker). Whitefire (the Apothecary) occasionally visits Mermergolden. Honorable Doctor Valyn Da'haadi of the Health Temple plays Rockbones with Zhard and Bulldarius the Trapper.

The Silver Leaf

Fancy Lancey	FTR	NE	4	12	4	6	16	16	16	10	8	18	Dagger
Hosh Mangor (Doorman)	FTR	N	3	10	4	5	18	10	7	18	15	5	None
Galkerd (Waiter)	FTR	N	1	5	4	5	18	11	7	10	13	10	Dirk
Dreen the Fastidious (Waiter)	FTR	CE	1	4	4	4	14	10	13	9	15	14	Dagger

Lancey is a dude and puts on airs wearing feathers, lace and leaves. He wears a silver leaf in the middle of his forehead. He also has a mean streak and has been known to drug the drinks of troublesome revelers, carve their bellies, and throw them out on the street. Two caches under the counter, two in basement and three in the walls. The Silver Leaf sees a rough type of customer and Hosh, the doorman, is equal to most situations. When Hosh gets in trouble he calls on his friend, Kukgak, an Ogre, who comes up from the basement via rope and pulley when he hears Hosh whistle. Ogre, HP: 33, AC 2. Ale, 3 - 4 CP; Devalla Ale, 2 SP. Plain durable surroundings.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
The Bottomless Mug													
Gatael Noleg	FTR	CG	2	8	5	6	16	18	15	18	9	9	Dagger
Jagger Nykk (Barkeeper)	FTR	N	4	16	2	5	16	12	14	12	13	14	Two-Handed Sword
Xydorn Arrbubber (Bouncer)	FTR	N	2	9	6	5	17	8	15	14	12	10	Rapier
Hibwaena (Waitress)	FTR	N	1	4	7	4	13	12	13	10	14	15	+1 Dagger

Gatael has a platform built up behind the counter on which he walks on his stubs. Jagger serves the front section with no platform. The Bottomless attracts students, merchants, military and guards, NA 20 - 60, LVL 1 - 3, by providing cheap drinks (Ale, 2 CP) and fast service. Eight FEM slaves, FTR, N, LVL 1, HP: 3, AC 9, speed about on bare feet and in the barest of rags. Chest containing assorted lost weapons, a bag of gems and an inner box, poison type 2 trapped, containing 1000 GP, 850 SP, 310 CP. Electrum Halberd by hearth. Bottle of gray ooze on upper shelf.

Amber Tip Inn

Caedfer Arrow-Head	FTR	CG	4	15	2	8	17	13	10	11	18	18	Sword
Fsammetophra (Rags)	MU	CG	5	14	9	7	10	18	15	8	16	12	Dagger
Nekko	FTR	N	8	41	2	5	16	12	14	16	17	10	Short Sword
Zakah Doria	FTR	N	5	15	7	4	16	14	10	17	13	14	Dirk

Caedfer, an ex-metal worker specializing in Carbelium arrowheads, is a perfect specimen of manhood. There is a 90% chance of any women in his vicinity making fools of themselves (40% noisily; 30% in ridiculous conversation; 30% obvious longing looks and sighs). Due to the Innkeeper's frequent absences due to his amorous preoccupations, "Rags" is a quite visible assistant. For the mere asking, Rags will conjure up any sort of fancy clothes (temporary, of course - 1 - 6 hours) a guest may desire. Rags is slightly unpredictable; there is a 5% chance a guest may be embarrassed. From the street, the front of the inn looks plain but the inside is lavish - heavy oak beams hold up a low ceiling, furniture of takwood, draperies of vers and eljab furs from Altania decorate the main room and the frequent alcoves. An amber tipped sword of curious design hangs over the massive stone and takwood fireplace which is said to give good luck to all of pure heart who touch it with another blade. The second floor consist of bunks in an open room and the third floor has private rooms. Nekko gets easily drunk; Zakah is a nymphomaniac. Rags has extensive knowledge about the Wood Elves; he is also forgetful (2 in 6 memories forgotten). Caedfer has an illegal cache of Carbelium arrowheads off a secret tunnel located halfway down the basement stairs. Past the magically camouflaged door, the tunnel is guarded by green slime. There are two pots: One holds the arrowheads and 100 SP; the other holds 250 GP. Smaller caches: 1) Inside fireplace located by twisting carved rose petal just above the center of the mantel; 2) Cash box; 3) In hollow bedstead in Room 40 (3rd floor); and a special cache in Zakah's bedroom in false bottom of wardrobe. Amber Tip specializes in red bottomed leeches garnished with seaweed olives (3 GP) and sauteed bear haunches (4 GP). Beds, 2 GP, Rooms, 3 GP.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Pack and Shack													
Duwali (Innkeeper)	FTR	N	3	14	4	6	16	14	12	10	15	13	Dagger
Bladdin (Chef)	FTR	N	2	12	2	6	18	14	16	16	17	10	MorningStar
Forstin (Waiter)	FTR	N	2	14	2	5	16	13	16	17	15	6	Sword +1
Thornfis (Waiter)	FTR	N	2	15	2	4	16	10	12	17	18	13	Dagger

Duwali and Bladdin, Dwarf brothers, run a small no-nonsense inn of spare accommodations and hearty meals. The inn is made of dark roughly textured wood with little decoration or ornamentation. Beds are 1 SP/night. Raw Fish and Crab Salad, 2 CP; Rabbit, 2 SP; Frog Legs, 3 SP; Pheasant, 1 GP; Duck Soup, 1 SP; Warthog Hoof, Boar Snout and Leek Broth, 1 CP; Black Bread, 1 CP extra; Ale, 3 CP. Caches: 1 GP in bottom of each keg for luck; one bag of assorted gems in wall above kitchen door; basement holds mining gear and 3+ Hammers and Picks and Helms of Light. Off one of the six tunnels leading off the basement (the one heading north) there is a magically concealed Magical Weapon Room: Sword +1, Locating Objects Ability, one Suit of +3 Armor (Dwarf size). Duwali is an expert in mining gems, in dressing pheasant and is knowledgeable about the ways of the old time Viridians, especially their weaknesses. Bladdin regularly uses bat extract and lichen (Green Devil variety) finely chopped as seasoning; he hates mining. Forstin is a big talker and drinker; Dwarf secrets can be squeezed out of him with effort. Thornfis is a burly old fellow with experience fighting Orcs and Elves of all types; he is one of the few who has visited (and escaped) the Marmon Mist Marshes and lived to tell about it which he seldom does. Woodsi and Pipsik: CH, N, LVL 1, HP: 3, 5, secret friends to Eilegstaniel, heir to the Wood Elves' Throne. Thornfis is recently back from the Starrcrag Mountains in the west with news of Dwarf skirmishes with Orcs that are growing more serious. He believes the Green Emperor is giving them too much latitude. Many agree and worry.

Grog Stop													
Fluff the Flabby	Mc	CE	14	30	9	13	14	17	18	16	17	17	Staff
Stark Barlain (Barkeeper)	Mc	LG	5	19	9	7	16	14	16	18	17	14	Staff
Zach Runelight (Bouncer)	MU	CG	2	2	9	6	14	17	15	9	15	14	Dagger
Salah Mana (Waitress)	FTR	N	1	4	7	4	10	10	11	12	11	12	None

Fluff is a Mycretian Guide who specializes in good advice. The troubled from all around come for his words of practical wisdom. Fluffs pet fuzzling, Pszt, rides around on his shoulder all of the time. Pszt trembles when an LE type is near and shakes and chatters when someone near intends on doing harm. Fluff's gift of Spirit Fresh is especially strong (for for 30 turns) and he uses it often for down-and-outers. He also has a special gift of being able to hold any Magic User totally immobile, body and mind, for three rounds (saving throw 50% chance, 33% effective). Stark Barlain enjoys using his Skill Touch gift; he also can add taste and bouquet to his wine, 7 SP. Ale, 2 SP. Zach has a magic big foot (connected to nothing) that will literally kick rowdies out. His floating hand will tap shoulders to warn that the big foot will be next. Two Succubi haunt Zach. Caches: Cashbox in foot stool; 60 GP hidden in Bag of Holding; two bars of silver, 40 GP each, hidden under brick hearth; a bronze open hand hangs on the wall.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
K'Baiya Club													
Siah Coubja (Natchai)	MU	LE	3	15	9	11	15	18	18	15	17	13	None
Madam Maenipat (Barkeeper)	FTR	LE	1	7	7	7	15	14	13	17	17	13	Sword Cane
Lonty Rhong (Waitress)	FTR	LE	1	8	7	5	13	12	10	10	16	13	Dagger
Shayla Tilt (Waitress)	FTR	N	1	1	5	4	12	10	13	14	18	12	Dirk

Popular with merchants and agents, the K'Baiya Club caters to traders, foreigners and other wheeling dealing entrepreneurs. Many a deal is made here and of course many a plot. Siah Coubja hates the Mer Shunnans as only a Natchai can. His psionic powers are great which has made him a rich man. Caches: Five secret rooms off the basement each hold 500 GP worth of jewels, coins, furs, crafted metalwork, statues and valuable weapons. No magical objects. Ale, 1 SP.

Gambol and Frolic

Funnun Thornbol (Innkeeper)	MU	N	5	16	9	6	12	16	17	14	15	4	Dagger
Rabbithorn (Chef)	MU	CG	3	9	9	7	11	17	16	14	16	15	Dagger
Nozak Gar (Barkeeper)	FTR	N	2	15	2	5	17	10	9	17	17	14	Scimitar
Daviera (Headwaitress)	FTR	N	1	3	4	5	15	12	13	11	14	13	Dagger

Funnun Thornbol is an overly creative fun-loving type who keeps his inn hopping with the latest in unusual entertainments. Some recent attractions: a Naiad and Fire Elemental Dance; Pixie Piping Wish Fulfillment Dreams; an International Bards' Harp and Ballad Contest; Magical Watch-Your-Neighbor's Dreams Illusionary plays; the Annual Naked Mud Dance; a Ghoul and Orc Wrestling Match, etc. The large entertainment pit is surrounded with richly decorated tables on elevated steps staggered for perfect viewing – Lighting by candle only. The food is excellent and often unusual. Rabbithorn specializes in magical recipes such as Star Sing Slush (you see blue sparkles before your eyes and hear long-forgotten erotic wistful tunes while swallowing only) and Dragon Breath Curry (you get a knight's nose "view" you-were-there feeling). Magical recipes are 20 GP and up. Peccary Steak, 8 GP; Shark Fin Ribs, 6 GP are house specialties. Nozak Gar has a "standing" bet that whoever can still stand after drinking his Black Bard Bopper can have his daughter, Daviera, for one night. Many have tried but none have succeeded (CON: 18 plus 1 out of 20 luck roll needed). The drink comes with a warning: **Do not chug-lug or you will surely die.** Individual rooms are plush with the finest satin draped beds, ornamental chamber pots cushioned with ermine fur, and private, rooms are in the two basements). Rooms: Small, 6 GP; Large, 15 GP; Suite, 28 GP. There are 50 cots in the cot room upstairs, 1 GP per cot per night. Caches: Hundreds of GPs in the hot springs wishing pool. Vault room contains eight regular caches, two unusual caches plus a trunk that contains Potions of Fire Resistance, Elven Boots and a tiny pincushion (turns into a forest of cactus when placed before an enemy). In the actress' dressing room there is a hidden compartment in the perfume cabinet that holds an effective aphrodisiac perfume and its antidote. Pumptas, the Regal Faun, once left Rabbithorn a solid gold half-sized winged horse but only he knows where it is.

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

Black Star Tavern

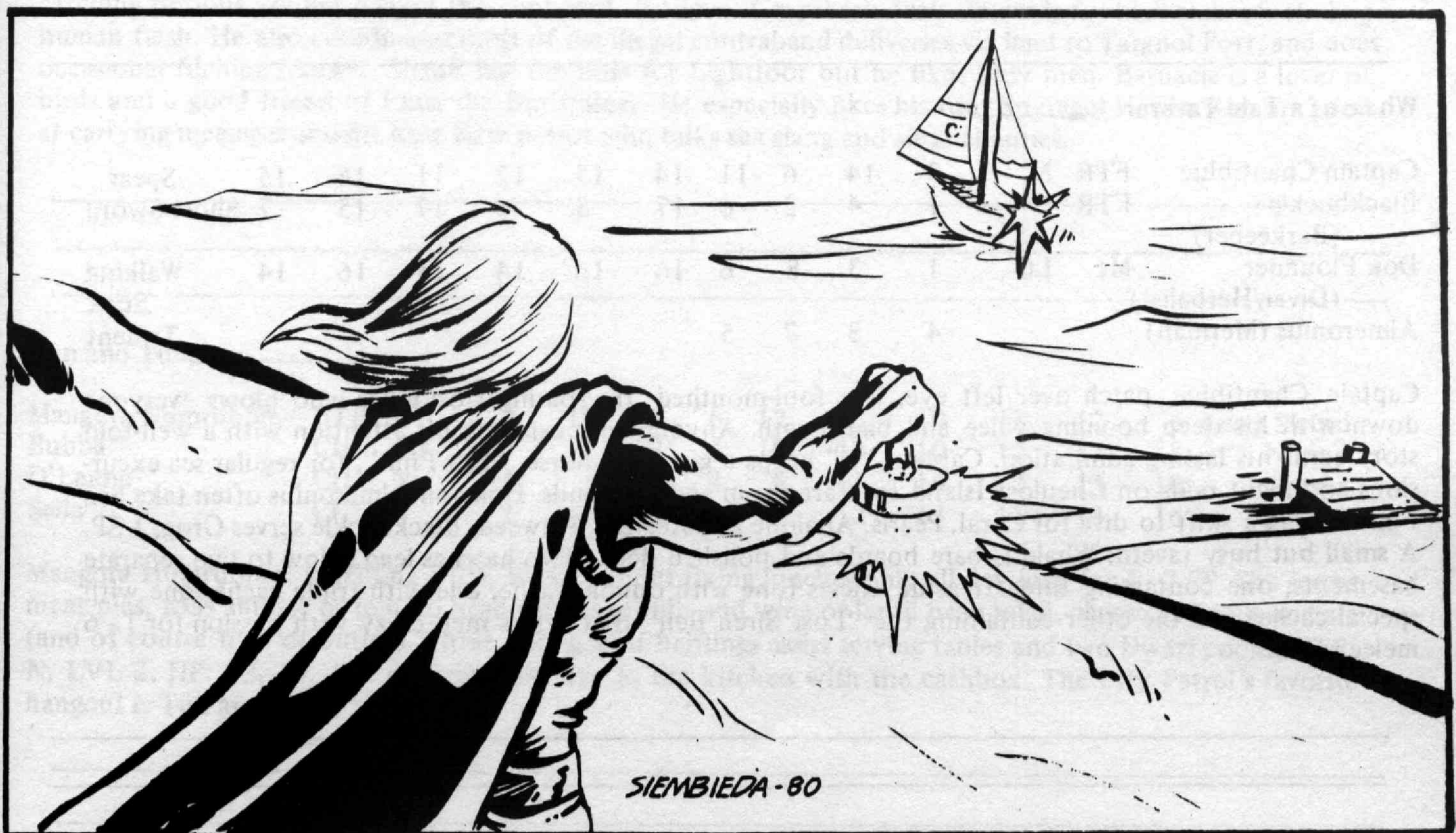
Eriijn Oath-Breaker TH CE 4 13 7 7 10 12 7 8 14 12 Rapier

Powerful firewater 2 CP; ale 1 CP. Thief Eriijn sees into pockets with his Black Star Seeing Stone (disguised as a dispenser handle knob). PROB of being pickpocketed of all valuables on person worth over 25 GP is 80%. There are four rooms in basement, locked and disguised, full of stolen valuables of all kinds worth 60,000 GP. Four basilisks guard the treasures.

Blue Chantey

Pegleg Pistalf MU N 2 10 9 6 10 14 8 8 12 4 Dagger

Pistalf is an old sailor who has dabbled in the magical arts and lost his leg in a nasty battle with a sea monster. Ale is 2 CP per flask, wine 17 SP per bottle. Pistalf has three barmaids: FTR, N, LVL 2, HP: 7, 9, 10, AC: 8, Daggers. A map of a large treasure trove on an unknown island (not on any official maps) is hidden in a chink in his bedroom wall. There is 60 GP under a slab in the cold storage room. A wild monkey lives in one of the empty wine barrels – bite 1 HD.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
The Beanery													
Beanweather the Old	MU	LG	9	35	9	12	14	17	17	14	16	16	Dagger
Bluebell (Wife)	MU	LG	2	9	9	8	7	17	16	9	16	16	Dagger
(Bean Gardener)													
Fetish Longstick	FTR	N	1	5	4	6	16	10	12	15	15	14	Axe
(Cook)													
Zhara	FTR	N	1	3	7	5	15	14	10	8	13	10	Dagger
(Waitress)													
Sarma See	FTR	CG	1	7	7	4	12	10	10	11	14	14	Dirk
(Waitress)													
Rila Toji	FTR	N	1	8	6	4	13	8	9	12	12	9	None
(Waitress)													
Fair Lily	FTR	LG	1	2	7	4	11	11	10	10	12	17	Dagger
(Waitress)													

The Beanery sells nothing but Bean Salad, Bean Soup, Bread, Butter and Jam but it is extremely popular. Salad, 1 CP; Bean Soups: Black Nosed Bean, 2 CP; Lentil-cross Heart Bean, 2 SP; Chock Bean, 1 SP. Cache: Bag of giant bean stalk beans hidden in cold cellar under other seeds. The dining room is large, bright, open, plain and functional. Beanweather is fairly new to the City, having arrived only two years ago. Called by his old friend, Darzha the Bard, to help with an important project, Beanweather has been regularly providing expertise to his friends. He is an expert in Shooting Quiet, and extremely (pin point) accurate Lightning Bolts; his best student is a precocious child, the boy, Lorin. Bluebell makes very good magical smells to entice or to repulse. Longstick is good with herbs, spices and greens to flavor soups. His home-made bread can't be beat. Caches: Two magical potions locked in rigged chest; one Scroll in library hidden in separate hollowed books; Treasure Map in leg of table in far corner - "X" marks the spot in the Valley of the Dead Queens near the source of the River Flee.

Whale of a Tale Tavern

Captain Chantibblue	FTR	N	3	14	6	11	14	15	12	11	16	15	Spear
Blackbuckle	FTR	N	1	4	2	6	17	8	6	17	15	7	Short Sword
(Barkeeper)													
Dok Flounder	Mc	LG	1	3	8	6	16	16	14	15	16	14	Walking Stick
(Diver/Herbalist)													
Almeronius (Merman)			4	8	7	5							Trident

Captain Chantibblue, patch over left eye, is a foul-mouthed, rip roaring storyteller who blows everyone down with his deep booming voice and bad breath. Anyone who can gain his attention with a well-told story earns his lasting admiration. Captain "C" keeps a giant sea horse, "Sea Finn", for regular sea excursions and night raids on Gheulost Island for Carbelem and diamonds. Dok and Almeronius often take Sea Finn towing a skiff to dive for Coral, Pearls, Abalone and Xeansly Seaweed. Blackbuckle serves Grog, 1 SP. A small but busy tavern, Whale is bare boards and polished deck. Two hatches lead below to two separate basements, one containing three treasure chests (one with double cache, one with triple cache, one with special cache) and the other containing the "Lost Siren Bell" that drives men crazy with passion for 1 - 6 melee rounds.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Tavern													
Stillman Burle	FTR	N	1	8	7	6	15	8	10	12	14	15	Short Sword

A small unassuming tavern, Stillman caters mostly to persons who are not overly concerned with what they eat, as long as it tastes good. It is a quiet place, and if trouble arises Stillman will frequently try to handle it himself. The place is decorated with many sketches and various artwork of many and varied birds. The "change box" is guarded by an Owl, and the box has in it 121 SP, 10 CP, and 52 GP. Prices: Meal, 1 SP to 1 GP, depending on quality; Pint of Mead, 7 SP. Customers: NA 3 - 18, Levels 1 - 10.

Baby Coracle Inn

Barnacle the Rat (Innkeeper)	FTR	CE	6	41	2	9	18	14	11	15	16	10	Club
Lightfoot Lien (Cook)	FTR	N	2	8	4	5	15	15	14	17	17	14	Mace
Greyshark Fin (Dealer)	TH	N	4	18	9	8	13	15	14	16	18	17	Dagger
Wench Shalut	FTR	N	1	4	5	4	14	13	14	12	17	16	Dagger

Rough hewn boards, stones, shells and other odds and ends have been slopped together to make a very rustic sea-smelling inn where much more goes on than eating and sleeping. Barnacle the Rat is a tough character and keeps his place relatively safe if not clean. He favors unsavory types, especially thieves, smugglers and treasure hunters. Beds, 4 CP; Minnow Chowder, 2 CP; Abalone Tips, 1 SP; Finn Fish, 4 CP; Seaweed Soup, 1 CP. Caches: Pearls are hid in all the Coyle Shells in the walls. Mermaid intoxicants and fish catching potions are hid behind the cupboard. Intrigue: Greyshark deals fin cards for high stakes including human flesh. He also coordinates most of the illegal contraband deliveries via land to Targnot Port, and does occasional filching himself. Shalut has the hots for Lightfoot but he likes only men. Barnacle is a lover of birds and a good friend of Fluff the Birdtrainer. He especially likes his four Spyragol Hawks who are good at carrying messages and his Kew Kaw parrot who talks sea slang and sings chanties.

Tun and Tubs

Mangora Humrubbin	FTR	N	2	10	8	6	12	15	10	13	12	6	Long Sword
Bubba	CH	CG	1	2	9	4	10	13	10	12	17	8	None
D'Lanna	CH	N	1	3	9	4	6	11	14	12	13	10	None
Sella	CH	N	1	1	9	4	7	12	13	11	14	16	None

Mangora Humrubbin, a halfling FEM, bustles about fixing lunches only all day long for 4 - 7 SP. She serves meat pies, rolls and ale or tomato bean soup, sop rolls and wine or lentil bean salad, cheese and rolls and ale (and of course tubs of butter). Three young waif halflings assist serving tables and two Dwarf cooks, FTR, N, LVL 2, HP: 12, 14, AC: 6, Hammers, stay in the kitchen with the cashbox. The City Patrol's favorite hangout is Tun and Tubs.

Slop and Hop	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Suggon Drup (Innkeeper)	TH	N	13	60	7	7	8	15	7	16	18	5	Mace
Fingers Sam (Barkeeper/Cook)	TH	CE	5	33	7	5	16	15	15	16	17	12	Short Sword
Ugfut (Orc) (Bouncer)	TH	N	4	24	7	4	15	14	10	15	15	8	Dagger +1
Spyyen Slivver (Orc) (Bouncer)	TH	N	2	18	7	4	16	10	8	17	16	6	Hand Axe

Suggon Drup, Heirmaster of the Thieves Guild, has no control over the membership except when they're in his inn. There Suggon rules. There is a miniature 3 level dungeon under the basement filled with terrors and evils, all of which he controls (to the extent that it's possible to control such monstrosities). Yellow Mold grows rampantly on Level 3. The inn from the front is tiny, has two rooms, front and back, but the basement, entered by a hidden staircase in the rear room, has 30 Cot Rooms plus Meeting Rooms. Thieves and other similar cutthroats only are allowed. Any LG or CG alignments to enter have only a 20% chance of leaving with all parts intact. Beds per night, 3 SP; Cots, 1 SP. Ale, 1 SP; Lamb Stew, 1 GP. Fingers Sam cooks only stew and bakes heavy bread but makes a fat, if dangerous, living by pickpocketing his fellow thieves. There are no caches either in the basement or ground level rooms (thieves know better than to store or hide their loot here) but there are untold riches in the dungeons below. One Basilisk guards the tunnel down to the dungeons.

Dragon's Eye Inn

Patcheye the Bluff (Innkeeper)	FTR	N	5	19	7	6	17	9	17	18	10	10	Dagger
Donkslay Bree (Cook)	FTR	N	1	7	2	5	14	5	4	9	14	14	Mace
Nannah Mie (Waitress)	FTR	CE	1	4	7	4	15	14	9	14	13	10	Dirk
Momo Greenstick (Waitress)	FTR	CE	1	1	7	4	13	8	12	9	14	15	Dagger

Even though the ale is cheap and the food terrible, the Dragon's Eye Inn is a tourist attraction and does a steady business. The inn is small and rustic and the many buxom young waitresses (FTR, N, LVL 1, HP: 5, 4, 6, 8, 4, 7, 2, 3, 2, 8, AC 7) keep the atmosphere pleasant. Patchey loves patches but both eyes are good. He is good at most any betting game and knows when to quit. Donkslay is not very bright and there is a 30% chance you'll find something strange swimming in your soup. Leech, 2 CP; Eel, 3 CP, Beetle Soup, 1 CP; Rat and Lizard Stew, 4 CP, Hare, 1 SP. Cots, 4 CP, Beds, 2 SP, 2 CP. HO 60%. The main attraction, however, is the Dragon's Eye on the pedestal in the center of the room. All who dare may ask a boon of it while staring at it. It answers in magical writing on the two flat areas towards the top of the pedestal. 40% chance of it answering. If it answers: 1 in 6, the boon is granted in the best possible way, magnanimously, but you are afflicted with an incurable disease; 1 in 6 the boon is granted but someone you love will have three years of bad luck; 2 in 6, the boon is granted with strings attached; 1 in 6, the boon is granted to an enemy of yours; 1 in 6, the boon is not granted and the situation goes against you very seriously but you will have three years of good luck in other areas. Caches: Under floorboards in far corner from the entrance; inside the pedestal (cast die for amount of booty and add eight Rubies and four large Diamonds); the incense altar in the prayer alcove is made of solid gold with silver trim — it casts a curse on whoever attempts to move it.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
The Abalone Locker													
Sandy Snailweed (Innkeeper)	FTR	N	4	17	6	6	17	17	11	15	12	11	Mace
Muckwork Lea (Cook)	FTR	N	2	9	2	5	16	13	12	14	15	13	Dagger
Fairwave Foam (Waitress)	FTR	N	1	3	9	4	14	12	13	11	15	14	Dirk
Loba Sandcrab (Scribe)	CL	LG	3	19	7	6	15	14	18	16	16	14	Mace

Snailweed is short, strong and wiry and a good friend to the Mer-people. He no longer sails as someone cast a curse on him and he lost five ships in rapid fashion. He's one of the few humans who's met Deleamaka. Abalone shells decorate all the walls and a large strangely-shaped anchor is prominently displayed by the entrance among netting and carved wooden mermaids. Squid, 4 SP; Octopus, 4 SP; Red Bottomed Leeches, 2 GP; Seagull Breasts, 5 SP; Steamed Lobster, 4 GP; Boiled Green Angle Fish Entrails and Pickled Melon Rinds, 6 SP; Silver Eel Suckers (so rare they still kiss — what a shocker!). 8 SP. Bunks, 7 SP, no individual rooms. Caches: Sea trunks in each of the four private staff rooms; a triple unusual cache in a trunk under the wharf at three fathoms. Loba wears an X-ray ring, thereby preventing crimes on the premises (he keeps a close eye on things). He will also write letters for 1 SP per page. All smuggling into the City State is not very successful via ship or boat due to Loba. Items on the menu less than 3 SP have fancy names (like Foilae Somstrous Icterolus or Ignescant Rara Avis Myxomycete) but don't ask what they really are since Muckwork can make anything edible. Muckwork has a penchant for model sailing ships made of rare woods (23 line his room) and furry vixens. Fairwave is still pining her Captain Horndeeep who never came back one wicked winter five years ago. She is getting lonely (finally) after four hopeless search and rescue missions.

The Toasting Toad Guesthouse

Nailfoot the Lame (Innkeeper)	FTR	N	3	17	4	6	14	14	13	11	12	15	Dagger
Nobbin Fisk (Chef)	FTR	N	1	5	7	5	18	14	10	16	15	10	Falchion
Naffrin Bucko (Barkeeper)	FTR	N	1	5	2	5	16	12	12	15	16	15	Longsword

Run by Halflings, this homey little toasty inn is dominated by the huge, formidable fireplace. Tea and Crackers, 1 CP; Rodent Head Soup, 1 CP; Kiwi Legs in Pintz Sauce, 3 SP; Longtail Bass with Club Moss Salad, 2 SP; Savory Seakelp over Sauteed Slug, 1 SP; Roast Mutton and Mint Leaf Butter Dip, 4 SP; Magpie Morsels and Pigeon Pieces, 3 SP; Flatcake and Cream, 2 CP. Nailfoot plays the lute and pipes and knows all the Bards and other musicians of note in the surrounding country. He directs the City Pipers who occasionally rid the City of rats and mice and any mousey or ratty kids. Nobbin Fisk dabbles in alchemy and herb gardening. He also whittles pipes to smoke. Naffrin is a popular psychologist who gives free sound advice to troubled travellers and residents. Beds, 4 SP; Rooms, 1 GP; Ale, 1 SP; Wine, 2 SP. Caches: Cashbox under counter; one of the 124 hanging lanterns has a filled bottom of agates; the two bronze-looking griffon bookends on the mantel are actually made of silver; 600 GP are buried in the wine cellar; an unusual cache of valuable musical instruments are in a false-backed closet in Nailfoot's room.

Toddy Toe Toddle	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Lackhog the Inquisitive (Innkeeper)	FTR	CE	1	7	4	6	11	4	5	15	3	10	Sword
Fubbles (Cook)	FTR	N	1	3	7	5	13	10	8	10	5	12	Axe
Pigknuckle (Waiter)	TH	N	1	2	9	4	13	13	6	13	16	13	Short Sword
Flopsy Mop (Waitress)	FTR	N	1	1	8	3	12	10	7	10	8	15	Dirk

It is incredible that the Toddy Toe Toddle does any business at all but due to the general shortage of inn beds in the City, what they do get is probably due to default. Everyone who works here is extremely inept due to Lackhog's need to surround himself with others worse off than himself. Fubbles spills half of what he cooks every day (he limits himself to soup since that's all he can handle) and buys sopping bread from a nearby bakery — Pigeon and Hare Soup, 3 CP; Rat and Toad Soup, 2 CP; Cream of Turtle, 4 CP; Lentil and Garlic Broth 2, CP. Pigknuckle has yet to steal anything without getting caught but he keeps tripping and falling on his face. Cots, 1 SP; Mats, 2 CP. 20% chance of being bit by a rat during the night (if so, 80% of rigid fever, 2 - 12 days immobile). Lackhog's one saving grace is that he is terribly nosy. He knows "everything" (90% chance) that is going on in the seedy side of town although half of what he "knows" is rumor. He is more than willing to part with information for inflated fees. The only "cache" he has is the many CPs and SPs scattered on the floor among the junk in his room.

The Taxing Tox

Grey Wolf the Sly (Barkeeper)	FTR	CE	5	20	6	6	17	17	18	16	11	9	Dagger
Qatter Eekacheep (Waiter)	FTR	N	1	4	5	4	17	8	10	15	16	8	Blackjack

Thieves, drunks and guards visit the Taxing Tox, NA 3 - 18, but Grey Wolf stays ahead of them by being sly. Mean and nasty and belligerent customers are egged on until the noises arouse Oom, the usually placid 20 foot Cobra, who, when angry, spits accurately. If Oom doesn't get him, Zlat, the friendly resident Anole (HP: 25, AC: 3) will. Qatter, the waiter, is understandably jumpy. Ale: 4 CP. Grey Wolf sees Thrifty Norwoka of the Golden Handle often but doesn't like her conscience about things. He also visits and communicates regularly with a pack of werewolves in Dankbark Forest; Grey Wolf wears gray tunics and cloaks, has gray hair and bushy eyebrows and a rather long nose. He hides ten silver daggers (22 GP each) on his person. Three regular caches.

Hearty Halfling Home

Murgun Big-Dome	FTR	N	1	6	7	6	12	10	6	9	10	10	Short Sword
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Murgun is especially fond of Halflings and his inn is usually packed with them, NA 31 - 36. A naturalist, Murgun specializes in vegetarian dishes.

Rattlebones Tavern	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Grogslap the Messy	FTR	CG	2	14	2	7	12	9	10	15	6	3	Sword
Malkin (Storyteller)	RGR	LG	5	27	7	8	17	16	17	17	15	17	Broadsword
Rhoik One Eye (Waiter)	FTR	N	1	8	5	5	15	11	10	16	17	5	Dirk
Levvon Togg the Complainer (Waiter)	FTR	N	1	7	4	4	18	11	12	16	17	12	Bludgeon

Legend has it that Rattlebones was built on the ancient lair of a bony wyvern whose skeleton reassembles to rampage should anyone disturb his final resting place. Grogslap encourages these tales by rattling bones in his cellar occasionally at midnight. Ale, 4 CP. Malkin knows the ways of the Elephants; he has made their friendship through swapping stories. He is often used as a translator and/or envoy. Malkin also knows the Wood Elves of Elsenwood and out-riddled Oakenthal Heft at Selisengard and thereby bested the berserkers. Caches: 150 GP, one Scroll, one very small bag of assorted jewels in box in secret room between chimney and private quarters.

Mutton Haunch Inn

Protub Red-Eye	MU	LE	4	13	9	6	8	16	10	7	10	4	Dagger
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Proprietor of the Mutton Haunch Inn, Protub is known as the calm in the eye of the storm. While rival businesses close down all around, and competitors disappear, he always stays open and stays out of trouble. The Mutton Haunch Inn is reputed to be an emporium of intriguing recipes brought from far off realms. Frequently the recipes are quite exotic, and it is difficult to tell exactly what one is eating. Protub is always accompanied by a pet Otter, which some people speculate is his familiar. Prices: 5 SP to 5 GP per meal, Ale, 1 SP per pint. Customers: NA 3 - 18, Levels 1 - 10.

The Golden Handle

Thrifty Norwaka	FTR	LG	5	11	5	6	18	9	11	13	13	10	Hammer
Gardi Manta	FTR	N	1	5	3	5	16	10	15	14	12	14	Dirk
Disa Ilairam	FTR	N	1	3	4	4	14	12	10	12	13	8	Hammer
WowasafMadamHouri	FTR	N	1	4	5	4	17	8	8	11	10	10	Hammer

Norwoka is the only tavern keeper in the city known for a variety of drink. Firewater, 1 GP; Wine, 7 SP - 2 GP; Maka, 9 SP; Bubbly, 8 SP; Spirits, 6 SP; Mead, 4 SP; Cider, 1 SP; Ale, 4 CP; Grog, 1 CP. She is also very hefty and strong and can take on any two or three 1st level Fighters. Her all FEM staff appreciate her protection. Four Houris: FTR, N, LVL 1, HP: 3, 5, 7, 8, AC 7. All of the staff wield a wicked Hammer. Two caches, one cache under the basement stairs includes 156 GP, 318 SP, 98 CP, Boots of Speed, two regular Carpets, one Blanket, three Candles and Holders, and Twelve gems.

Red Roc Inn	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Xeerha Wing (Innkeeper)	FTR	CG	3	14	5	6	17	16	15	14	15	13	Mace
Nether Sahal (Chef)	CL	LE	1	6	7	5	15	15	18	17	16	13	Mace
Gruff Griff (Waiter)	FTR	N	1	5	2	4	17	10	14	15	14	10	Dagger
Stryk (Waiter/Orc Killer)	FTR	N	6	24	2	10	18	14	15	10	11	14	Dirk

Nether Sahal will poison anyone for a fee if the cause agrees with him — never via his own cooking, of course. He's much too clever for that. Known for his you-provide-it Roast Griffon, 28 GP; Fried Dragon Legs, 56 GP; and Breast of Red Roc, 15 GP; most can only afford his more modest fare: Gazell Hearts, 7 GP; Boar's Head Cheese, 3 GP; Seagull and Cream Gravy, 2 GP; and Harpy Sand Crab Eye Stalks, 5 GP. Xeerha is a well meaning sort but has fits of wanderlust treasure hunting and is often gone, so the chef takes over. Most everyone fears Stryk. Along with his feared sword, Wingsong, his icy glare is a major weapon (mesmerizes and/or causes "caught by surprise" reaction). In between Orc jobs, Stryk is content to wait on tables. Untalkative. The building is made entirely of red rock, warmed by thick furs everywhere. Beds, 1 GP; Rooms, 6 or 7 GP; Ale, 4 SP; Wine, 7 or 9 SP. Gruff Griff is an Orc and Gnome expert and Stryk's friend. Information can be had about them and their territories for drink, a fee or well-paying and challenging employment.

Morning Star Inn

Ravathene the Lover (Innkeeper)	FTR	N	3	13	3	6	16	15	14	9	7	17	Dagger
Shabakan (Chef)	FTR	N	2	9	5	5	17	14	14	15	14	10	Axe
Pameleth Hrasha (Waitress)	FTR	N	1	2	7	4	13	10	13	12	16	15	Dirk
Ankitarka (Waitress)	FTR	N	1	2	8	4	12	10	12	13	17	15	Dagger

Taking over a deserted temple can be dangerous business but Ravathene took the risk some years back and is now a rich man. The marble columns surrounding the front 3 sides clash with the tiny rough hewn timber door at front center and the gaudy decorations and signs that attract business. Prices are greatly inflated but the ex-temple is located in the perfect central location to attract nobility, worshippers, visitors to the castle and other important people. Beds, 4 GP; Rooms, 8 GP; Wine, 3 GP. A variety of excellent wines is available and the food if not great is good. Mutton in Grapple Leaves, 3 GP; Veal, 7 GP; Horse, 4 GP; Pork & Pigeon Stew, 3 gp; Flatfoot Hound Briquets, 1 GP. There is a brooding evil lurking in one of the 6 purification "basins" on the lower level. These pools are now seldom used as refurbishing attempts lost too many workmen. The Zylgaeth (CE, 88 HP) has 20 tendrils 50 feet long, 2 HD each squeezing capacity, stinger on end of each, 3 HD. The bottom of its basin is lined with bones and gems (worth 30,000 GP). Shabakan is a wheeler-dealer and loves to cache his riches. Ravathene spends most of his earnings on women (esp. higher SLs). Caches: 1) behind the navel gem of the Sordigon God statue; 2) in the broken-looking wine keg in the storeroom; 3) inside the Great Hall chandelier; 4) under the 17th and 26th steps that lead to the second floor. There is a special cache of 3 potions, 1 bag of holding, and 1 pair pair of boots of speed, each in a square box each protected by 3 spring-flung knives when the lid is opened.



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

The Spittin Spirits

Nazzil the Spitter	FTR	CE	5	21	4	7	16	10	8	13	16	4	Longbow
Eleina the Fair	FTR	LE	25	101	4	21	18	18	17	17	17	18	Dagger
Varta	MU	CE	4	16	9	7	16	10	13	14	15	12	Dagger
Wemina Prythor	FTR	N	1	5	9	4	8	14	6	12	15	15	Dagger

Comfortable surroundings with plush furs highlights this tavern that specializes in good wine, 4 - 6 SP, ale, 2 - 3 SP and mead, 4 CP. Comfortable women will wait on your every need. NA + HP 1 - 6.

Nazzil the Spitter can hit a spittoon at 40 feet and is an excellent bowman. He tips his arrows with snake venom and is said to be friendly with Orcs and Trolls. How so ugly a man could have so fair a wife is a constant source of wonderment. Eleina the Fair is known for her great beauty, kindnesses, generosity and needlework. But all is not as it seems since she is actually head Black Adder on the Strike Team. She has unbelievable strength, excellent swordplay and is great with a spear. She has the stealth of a thief, boldness of a Paladin and availability of poisons. She is formidable indeed. Although she looks young, she is an Old One.

Caches: Carbelium arrowheads in vase worth 10,000 GP; secret room in basement with a great variety of weapons; sliding panel in bar hides 900 GP; the 26 needlework pictures hung on the walls contain the life threads of important people.

Intrigue: Varta tells fortunes on the side and has considerable talent. She wants to tell Eleina's but Eleina won't let her. Wemina has big ears and knows Eleina's friendship with Padishah Satyrbis Orcus of Effermath but not its import. Varta does not drink; Wemina gets drunk easily and often.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Last Stay House Barracks													
Amsheddin Talar (Innkeeper)	FTR	N	4	20	5	6	17	9	14	15	12	16	Sword
Bana Badra (Cook)	FTR	N	1	8	4	5	15	12	12	15	17	15	Sword +1
Taminaulk (Head Guard/Bouncer)	FTR	N	2	20	7	4	17	15	14	17	16	13	Longsword
Egniel Fardron (Waitress)	FTR	N	1	6	7	4	10	12	11	11	18	14	Short Sword

Except for the small dining area (few eat here since grub is only packed here for journeys), Last Stay, located just inside the northwest gate, consists of long rows of bunks (3 CP/night) in each of the six interconnected long, rectangular barracks. Any travellers, military, undesirables, aliens are welcome here and there are 60 Guards (FTR, N, LVL 1, HP: 6, AC 4, Clubs) paid by the City State answerable to Taminaulk to keep the peace. Grub Packs per person per day run: 1) Meager, 4 CP; 2) Light Weight, 1 SP; 3) Regular Repast, 2 SP; 4) Ample Ration, 4 SP; 5) Plentitude, 8 SP; 6) Gluttinous, 4 GP. Ale, 1 CP. Egniel Fardron slays most men who see her but she is secretly in love with Amsheddin, the terribly robust, rowdy and blustery innkeeper. Being the sort he is, he hasn't noticed and if he had, he'd only take advantage.

Belt Notch Ale													
Ruddy Blabbit (Barkeeper)	FTR	CG	3	13	3	6	17	7	6	12	16	5	Dagger
Earthdown Soot (Barkeeper)	FTR	N	2	8	2	5	17	12	12	16	16	15	+1 Sword
Donno Felt (Barkeeper)	FTR	N	1	5	2	5	18	10	14	15	16	11	Rapier
Hoimi Muckles (Barkeeper)	FTR	N	3	16	2	5	16	13	13	16	12	14	Dirk

Ruddy sells little cakes with his ale. Ale, 4 CP; Cakes, 1 CP. Like other Halflings, Ruddy likes things comfortable — padded chairs, fireplace, furs, reclining couches. Five guest rooms with feather beds. He is also handy with a Short Axe. Earthdown is known for his down-to-earth dirty jokes and Donno is a speedy messenger. Muckles is an adventurer and loves a challenge.

Three Oaks Guesthouse													
Dellinvor Highlaugh	FTR	N	4	13	9	6	10	10	6	16	14	12	Rapier

Dell, nicknamed Squeeky, lost his right hand and something else in foiling an assassination's attempt on the Suzerain Kavar Laanaban. The grateful Suzerain gave Squeeky a +2 Sword, the inn and 4000 GP. Specializes in venison (20 SP) and bear steaks (18 SP). Rooms, 2 GP. Two cooks, five wenches. Three caches.

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

Long Lover Lodgings

Kargyle Rorrak	Mc	LG	2	9	9	6	10	6	4	13	10	9	None
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Kargyle is a bit haphazard and happy-go-lucky about collecting his fees (2-12 CP/night).

Ale

Dirman Green-Hand	FTR	N	1	2	7	7	15	8	7	10	12	12	Rapier
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Dirman runs an unusual place in that it offers cold ale to it's customers. His brewery is next door to his rather small ale house, so there is usually no lack of supply. The money he makes selling his brew is kept in the brewery itself, with the exception of what he takes in each night. He is fond of sea stories, and will offer a free tankard to any ship's man with a good and believable tale to tell. The till at the end of each night averages 173 SP and maybe one or two GP. Prices: One pint of ale, 1 SP. Customers: NA 1 - 6, Levels 1 - 10.

Bag and Flagon

Floogi the Fat (Innkeeper)	FTR	CE	5	29	5	6	18	6	6	17	14	10	Dagger
Shimsham the Hill Giant (Ass't Innkeeper)		N	8	45									Cudgel
Flatch (Cook)	CL	CE	2	5	5	5	18	9	10	16	14	8	Mace
Gogglefree (Ass't Cook)	FTR	N	1	4	4	4	17	13	12	10	13	12	Short Sword

Floogi's jovial exterior conceals an unhappy interior. His cook, Flatch, is blackmailing him to the tune of 75% of the inn's profits which are considerable. Floogi had made the mistake of leaving his secret room off his living quarters open once and Flatch discovered his captive Mer Shunna mermaid, Memasna, in a specially made water bed tank. Floogi, unhappy with the plight of the mermaids had stolen her from the Mer Shunna Temple in an extremely heroic and well planned escapade but later fell in love with her and kept her. Memasna is happy to be out of the clutches of the Mer Shunnans and is in frequent contact with her Queen, Deleamaka, plotting the overthrow of Armadad Bog. Floogi fears the Sanguinair who have been looking for him for two years. The Bag and Flagon is a "greasy spoon" and cheap. Spider Crisp, 4 CP; Rat Stew, 3 CP; Snake Head Mash, 2 CP; Ale and Snail, 1 SP; Pigeon Soup, 1 CP. There are no private rooms but over 60 beds at 3 CP per night make this the biggest and cheapest place in town. Shimsham the Giant heads a well-trained band of three Hill Giants: N, 8 HD, HP: 50, 32, 28, Damage: 2 - 16; who keep order effectively. Gogglefree will add poison to the soup served any Dwarf. There are three small caches: 1) Cash-box; 2) In the bottom of the flower vase in the entrance; 3) Behind a secret sliding panel in Floogi's desk. Since Floogi showers Memasna with gold, there are 300 GP in the bottom of her tank. A tunnel off the basement leads under the stables and outer wall and into the moat (underwater entrance).

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Easy Breeze Rest													
Yaasef Piztagin (Innkeeper)	FTR	N	1	2	2	6	13	13	13	8	10	16	Axe
Abot Helif (Chef)	FTR	N	1	5	2	5	17	13	10	9	15	17	Bludgeon
Dirkalt Saq (Barkeeper)	FTR	N	1	8	3	4	15	14	12	12	13	13	Sword
Hartienna (Waitress)	FTR	N	1	1	4	4	12	12	15	8	18	14	Dirk +1

The Easy Breeze is known for its feather beds and down pillows. The chef fixes only Fried Fowl of different types, all at 5 SP per meal. The bar, however, has as wide a variety as the best taverns: Ale, 4 CP - 8 SP; Wine, 2 SP - 9 SP, depending on variety. Caches: Cashbox; and Diamond Dust in the hollow stems of two wine glasses.

Copper Cup House

Polybis Beak-Breaker	FTR	N	1	7	9	6	15	10	9	12	13	13	Rapier
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Prices: Nights lodging, 1 - 8 SP; Guests: NA 3 - 18, Levels 1 - 12. Polybis is a portly gentleman given over to frivolity. However, he does run a half-way decent inn. Continually on the prowl for a good joke or clever story, he frequently mingles with the guests, and passes his jokes and tales around. Always cheerful, he makes a point of personally greeting patrons as they come in, and if this is the first time they have visited his place, he gives them their first drink free and has them sign in. The north wall is covered with the names of the patrons, and the date they first entered. About the only subject which will "switch off" Polybis' good humor is that of his cousin, Alexandris Malendri, who vanished several months ago, along with Polybis' favorite Horse. The last any was heard of Alexandris was that he was nearing Yakin Ley. Polybis is unwilling to go into much detail about the disappearance, but will hint that somebody should have the decency to go out and look for Alexandris.

Green Lantern Inn

Kodah Bigfist	FTR	CE	3	12	7	16	16	7	8	6	4	6	Mace
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Guests must watch what they say about the food and lodgings here as Kodah is quick with his left hook and right jab; fortunately he's not very coordinated or accurate. Poorer guests sleep in the Common Room at 4 CP per night. Others will probably wish to pay for a room (less smelly) at 11 SP per night. PROB 15% that persons in private rooms will be robbed and 10% that poorer guests will be shanghied. The chicken, bass and snail are passable; all other main dishes are not. All meals are 3 SP and include wheat custard, hard rolls, garnish and java. Ale, 2 CP per mug is extra. Kodah has three bouncers: FTR, N, LVL 3, HP: 17, 18, 22, AC: 5, Swords, and four serving girls and two cooks: FTR, N, LVL 1, HP: 5, 6, 6, 4, 3, 2, AC: 8, Daggers. Five caches.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Singing Sword Cellar _____													

Praetor Meddan	FTR	CE	3	15	7	6	16	7	7	10	9	5	Morning Star
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A huge and brooding man, Meddan flies into a rage very easily (PROB 33% of rage). His wine is poor and most of his food inedible (PROB 40% of mild food poisoning affecting the lower gastrointestinal tract). Beds, a meal, three tankards of ale and a bottle of wine are all 3 CP each. He has six slaves, two serving girls, and one cook. Two bodyguards: FTR, N, LVL 3, HP: 19, 15, AC: 6, Swords; guard the strongbox (450 GP, 405 SP, 4 PP), bounce rowdies and keep an eye on the mad Desert Raider who sings to his weapons and is chained to the cellar wall.

Eatery _____

Pekmoose the Valiant	Mc	LG	2	8	9	7	8	10	16	15	10	13	None
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Pekmoose will only serve those who claim to be aligned with Good. However, he makes no serious attempt to confirm people's claim so, in effect, anyone may eat here if they are willing to lie about their alignment. Pekmoose enjoys meeting people and can usually be found talking with his customers. He employs two Cooks: Mc, LG, LVL 1, AC 9, HP: 8, 7, no weapons; and four Waiters: FTR, LG, LVL 1, AC 9, HP: 8, 6, 5, 5, Broadsword. Prices: Good Meal, 15 SP; Bad Meal, 1 SP. Customers: NA 2 - 12, Levels 1 - 12.

Sidarris' Place _____

Sidarris Taagra'hban	FTR	N	4	26	2	8	18	14	11	14	17	15	Spear
Ba'hreen Karlama (Barkeeper)	FTR	N	1	4	2	6	18	7	5	14	9	8	Dagger
Shirrah Fettihwa (Bouncer)	FTR	CG	2	17	2	5	18	16	17	15	16	9	Spear
Koona Fatrina (Waitress)	FTR	N	1	7	4	5	14	12	12	17	16	12	MorningStar
Sila Furr (Waitress)	FTR	N	1	8	5	4	16	17	12	15	15	6	Rapier
Llana Rien (Waitress)	FTR	N	1	2	6	4	15	12	14	10	15	11	Dirk
Gniella Mantra (Waitress)	FTR	N	1	3	7	4	15	14	13	11	14	13	Dagger
Tiny Winterspur (Waitress)	FTR	CE	1	8	7	4	14	11	10	10	13	14	Dagger

Sidarris is known for wrestling alligators in the pit in back. Less well known is that he is a scholar in metallurgy, especially metallic dyes and malleability factors. He also likes to discover possible prime mining sites. Good with a spear. Karlama has muscles where his brains should be — the drinks he mixes are never the same. Mixed Drinks, 2 SP; Ale, 3 CP. Shirrah is unpredictable — don't get him angry. But usually he is jovial and a backslapper. Ruddy. Caches: Under alligator pit and in empty ale jug.

Staff and Stag Inn _____

Rimemage the
Keeper CL LG 4 13 7 6 15 12 15 16 10 7 Staff

Rimemage is the sole priest of the Forest God in the city and spends much of his time haranging his guests about the merits of his simple nature religion and the Great Drought to come soon. While the prices are right (2 SP per day), Rimemage has few customers because he keeps a large number of forest animals throughout the inn (and the odor is overwhelming during the summer). Rimemage vows to take any convert wishing to enter the clergy to see the Great Stag himself at Winter Temple upon a mountain near Daican. A particularly vicious weasel, he loves to steal bright objects and hide behind the wall paneling.

Eatery _____

Murgabin XII FTR CG 1 8 9 6 12 6 8 6 10 11 Rapier

Murgabin's place caters mainly to fighting types of all sorts; Monks and Clerics are not preferred customers. The food is good, the drink plentiful and the service is quick. The only disadvantage to this place is that some of the guests might kill for that last slab of beef. This eatery is conveniently located to several of the barracks, and is decked out in a mild military flare, although this is kept to a minimum so that the patrons are encouraged to relax after coming off duty. Often Murgabin himself can be found at a table carousing with friends while his serving wenches try to cope with the chaos. All manner of story telling, boasting, and out and out lying may be heard. Guest: Meals from 1 SP to 1 GP. Customers: FTR, NA 4 - 24, Levels 1 - 10, Levels 1 - 10.

Starlight Helm Inn _____

Alecon Belnap FTR CG 3 15 9 6 8 10 8 9 12 13 Rapier

Alecon himself seems quite discordant with his peaceful inn and indeed he is wont to disappear for months at a time in search of high adventure. Gelann the Halfling; LG, FTR, 1 LVL, 7 HP, AC 9, Dagger; and Askar Loreman; N, FTR, 1 LVL, 7 HP, AC 8, Sword; run the inns during Alecon's sojourns. Rooms 3 SP per night with breakfast. Guests include Marines, Passengers, and Mercenaries; NA, 8-48, LVL 1-3.

The Goose's Gander _____

Angleam the
Protector FTR N 1 2 9 6 9 10 8 12 13 13 Shortsword

Angleam loves to tell tremendous lies and elaborate deceptions. Rooms one GP per week, Beefsteak and Ale 5 SP, and Mead 1 SP. Tundum the Barkeep, FTR, N, 1 LVL, 7 HP, AC 9, Sword. Darts HO 35%.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Luter Tooter Tavern													
D'bujin the Singer	Mc	CG	3	8	8	6	6	17	10	8	14	12	WalkingStick

Music is ever present at the Luter Tooter and is ever relaxing. All well-meaning creatures are welcome.

Snake Pit Cellar

Mongablood Throatbite (Innkeeper)	FTR	LE	6	39	4	9	17	8	6	9	18	4	None
Sotgut Giant Slayer (Bar)	FTR	N	5	23	2	7	17	16	16	18	17	16	Sword +2
Theezil Wolf-Eye (Cook)	FTR	CE	3	20	7	5	17	13	14	14	16	10	Axe

Only the lowest of the low, will even venture into the Cellar as there are often murders here. Mongablood Throatbite is the cause of many of them as he is quite bloodthirsty. Sotgut claims to have killed 20 Giants; no one disputes him. Theezil's favorites are: Eyeball Soup, 2 CP; Head Cheese, 3 CP; Blood Pudding, 1 CP; and Ratsnake Gruel, 3 CP. Caches: The cellar holds the largest collection of weapons in one place outside of the military (good collection of Pit Vipers too).

Tavern - The Bawdy Piglet Alehouse

Ra-Iveral the Dark	FTR	N	3	18	9	6	13	7	8	10	9	9	Longsword
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Ra-Iveral runs a well furnished tavern where drinks are high and the gambling stakes are higher. Cache.

Flogger's Flagon Flophouse

Istipul Malbar	FTR	LE	5	38	9	6	11	8	12	10	10	9	Rapier
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Istipul is horror-stricken by worms and is often terrorized by street Urchins. Rooms 3 SP per night, Furs 4 CP each, Meals/GP, Mead 2 SP, and Concocts 2 GP. Customers include bandits, thieves, and kobolds; NA 6-36, LVL 1-3. Istipul is the head of the Bull Clan and secretly provides the head of the Thieves Guild with information about new-comers to the neighborhood.

Wiz, Domwar and Lock Tavern

Fashlaak the VII	FTR	N	2	10	9	6	12	11	16	5	7	18	None
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Coming from a long line of practical dispensers of wisdom, Fash's advice attracts business from the troubled and hurt. Mycretians visit often to help and are welcome. Two caches.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Shuffle Pad Inn _____

Shava Sleepfast	FTR	N	5	25	2	6	17	10	10	11	3	9	Flail
Akar Flairn	FTR	N	1	3	3	5	14	11	9	12	17	8	Dagger
Somnabulon Fit	TH	N	9	36	7	5	14	11	9	12	17	18	Dagger
Sientib Laana	FTR	N	4	19	5	4	13	12	14	14	15	14	Pike

No one cares what the food is like here because the sleep producing incense burned in the six altars make it difficult to stay awake. All the staff are immune. Sientib relaxes stubborn clients via massage or hypnosis. Beds, 8 SP; meals, 1 GP; sauna, 2 GP. All sleepers feel better in the morning which encourages business. Caches: Beside each of the 80 beds there is a small table with drawers where loot is lifted from the sleepers by Somnabulon Fit, loot that won't be easily missed. 1 - 20% of sleepers' valuables will be lifted, depending on their nature, bulk, amount, etc.

Tankard Temple Inn _____

Morgain Hjemourn	FTR	LG	3	13	9	6	15	8	4	7	12	8	Short Sword
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Morgain is especially proud of his special Scarlet Mead, 7 SP, and provides many weary traveller with comfortable lodgings for 3 GP per day. The "Temple" is renowned for it's 12 Course Meals, 3 GP, and features 11 Dancing Girls, 4 Barmaids, 5 Cooks, and 3 Bouncers. Morgain has information on the latest ships to arrive because many Captains, Merchants, and Ship Masters always drop by here first. NA 8 - 48, LVL 1 - 3. Morgain spent much of his youth on trading vessels and can relate many unusual experiences. A map is hidden behind a mirror in his private quarters depicting an island with a ruined castle and hundreds of strange statues.

Jerkin Jingle Mathouse _____

Timid Noadin	FTR	CG	1	8	9	6	14	8	9	9	12	17	Rapier
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Timid is known for his prudent and cautious nature. He frequently drives off potential customers with his numerous questions and long deliberations. Two Barmaids, three Cooks, and five Scullery Slaves serve up Sea-Food Meals for 2 Gp. Mead 3 SP, Spiced Wine 5 SP, and exotic Teas 2 SP. Customers are Rangers, Clerics, and Merchants; NA 6-36, 1-6 LVL.

Eatery _____

Seeming Tipac	FTR	N	1	7	7	6	10	10	7	7	8	9	Rapier
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Seeming's place, specializes in a variety of kinds of Roast Beef. Some of Seeming's regular customers feel that his beef is the best in the City. He employs one Cook: FTR, N, LVL 1, AC 7, HP: 7, Meat Cleaver; and three Waiters: FTR, N, LVL 1, AC 9, HP: 6, 8, 7, Short Swords. His guests tend to be Fighters; NA 3 - 18, Levels 1 - 4. The prices for a meal range from 2 SP to 3 GP for his finest Roast Beef.

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

Hunter's Trek Lodge

Bossal the Wretch FTR N 3 14 9 6 17 10 8 9 9 10 Rapier

Bossal is completely hairless and rumored to be a devotee of a mysterious sect of fanatics. (He simply hates comments on his orange beard). Flop space, 2 CP per night, Furs, 2 CP per night, PROB 20% of attack by Giant Flea; 1 HD, HP: 4 - 5, Bite: 1 - 2, attack only when sleeping. Customers include Sailors, Students, and Buccaneers; NA 11 - 16; LVL 1 - 2. Bossal awaits his brother who said to wait for him at this port fifteen years ago. His brother is the heir of a petty kingdom to the far west and was driven into exile by an evil Wizard.

Tavern

Ashur Cadel FTR LE 2 9 7 8 16 8 8 6 12 10 Short Sword

Ashur runs a tavern which caters to Blacksmiths, Armorers and other metal workers (NA 2 - 12). There is nothing unusual about the quality or the price of merchandise. Ashur owns a beer mug which detects poison and he will not drink out of anything else. He employs one Barkeeper: MU, N, LVL 1, AC 10, HP: 2, Dagger; and two Waiters: FTR, LE, LVL 1, AC 9, HP: 8, 6, Dirks. Prices: Pint of Ale, 1 SP; Pint of Beer, 5 CP; Pint of Mead, 5 SP. Customers: NA 3 - 18, Levels 1 - 10.

Globe and Goblet Resthouse

Wazir Panj Groze CL N 1 4 9 6 8 12 10 14 12 15 Mace

Panj is the favorite of most of the guards about the City as he is always quick to curry their friendship with a free ale or biscuit. Thieves, traders, and students are the main customers; NA 7 - 42, 1 - 3 LVL. Rooms 4 GP/Week; Meals, 3 SP; Ale, 3 CP; and Laundering, 1 CP each article. Panj is assisted by 4 Barmaids, 2 Cooks, and 9 Slaves. HO 35%. Cache.

Winking Window Inn

Windowinder Wolftracker IL N 2 6 9 6 12 14 14 12 16 16 Dagger

Windy is widely known for his congenial and friendly inn. Innkeeper Hygilac Wideslapper, Halfling, FTR, LVL 1, HP: 1, AC 9, Dirk; oversees the four Halfling Cooks: FTR, LG, LVL 1, HP: 5, 7, 4, 3, AC 9, Daggers; Two Linen Maids: FTR, N, LVL 1, HP: 1, 2, AC 9, None; and four Sword Dancers: FTR, LG, LVL 1, HP: 4, 5, 5, 2, AC 9, Broadwords. Patrons include Mariners, Pilgrims, and Rangers; NA 21 - 26, LVL 1 - 4. Room and Board (six meals per day) is 3 SP per day.

Bed 'N' Down Resthouse

Kahmar the Lanquid FTR N 2 7 9 6 12 9 11 14 10 8 Shortsword

Kahmar is very security conscious in his inn and changes the countersign every evening at sunset (admitting no one till dawn without it). Flop Space, 2 CP, Bedding, 1 CP, and for Stew, 1 SP. Kahmar trades drugged customers to a Troll living in the sewers for money and magical items. Patrons are usually Mercenaries, Slavers, and Brigands, NA 4 - 24, LVL 1 - 4.

Inns

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

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(Sir) Aghill the Impatient - Court of the	Ekporneia (the Lady) - Hedonae Temple	Happy Dengar the Crazy - Zhir Court
Zhirquis		Hookong Ash - Apothecary
B	F	Hautulin Secheitt - Tiphrodd Temple/ Emperor's Palace
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Beanweather the Old - The Beanery	Funnun Thornbol - Gambol and Frolic	
Bluebell - The Beanery	Floogi the Fat - Bag and Flagon	
Bran Gno B'roo - Thoth Temple	Fluff the Flabby - Grog Stop	
Blacksting - Temple Tempter	Fazhur Pink - Flower Shop	
	Fernlace - Herbalist	
C	G	I
Coupador Pogdog - Slapping Fish Inn	Ghaddo - The Wayfarer Bard	Indred Agyoq - Tiphrodd Temple
Caedfer Arrwohead - Amber Tip Inn	Greyshark Finn - Baby Coracle Inn	
Captain Chantiblu - Whale of a Tale Tavern	Greenfast - High Court Lodge	
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D	Grey Wolf the Sly - The Taxing Tox	Jyin - High Court Lodge
Darzha - The Wayfarer Bard	Chalo'ataan - Exotic Foods Eatery	
Daxxihdil - Rune Ki Temple	Ghrat Stag - Ugtargt Temple	K
		Kuggit Scurf - The Bywater Firewater
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Loba Sanderab - The Abalone Locker
Lackhog the Inquisitive - Toddy Toe Toddle
Lorin - Son of Kangmor the Bootmaker

M
Mantarh El-Antaggrah - Emperor's Palace
Murielle Eidn - Tiphrodd Temple/Emperor's Palace
Mongablood Throatbite - Snake Pit Cellar
Mermgolden - Slapping Fish Inn
Maldevin the Heartless - The Viridian Vine Club

Morlar - The Viridian Vine Club
Massac Bluedagger - Assassin
Malkin - Rattlebones Tavern
Musi Sukeim - Books & Art

N
Nazzil the Spitter - The Spittin Spirits

O
Orfellis Maltaran - Magician

P
Pakarrion Fah - High Court Lodge

Q
Qraatin Star - Rune Ki Temple

R
Riffin Zhard - Slapping Fish Inn
Ravathene the Lover - Morning Star Inn
Rabbithorn - Gambol and Frolic
Rags - Amber Tip Inn

S
Sotgut Giantslayer - Snake Pit Cellar
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Shabakan - Morning Star Inn
Sandy Snailweed - The Abalone Locker
Suggon Drup - Slop and Hop
Stryk - Red Roc Inn
Siah Coubja - K'Baiya Club
Saah Faara - Starlight Temple
Sug - Cloaks & Tunics
Shagbark - Herbalist

T
Taata Ert - Obelisk Zeph

U
Ussit Yeifok - Tiphrodd Temple

V
Varta - The Spittin Spirits

W
Whitefire - Apothecary
Wu Ug - Obelisk Zeph
Woodlock Fer - Ghost Chaser

Y
Yaimondar Fenrapphon - Tiphrodd Temple

Z
Zharr Akii Liydala Ha'i - High Court Lodge
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UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly 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 to the list. 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 out 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 below 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 best 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 specific 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 even each campaign within a game system 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 explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward 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 - 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 of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - 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.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the 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 within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - 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	BUFOON
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 CORSELET
BA	BANDED ARMOR
CA	CLEMAL - ARMOR
JK	JACK
SL	STUCCO LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDOLE
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

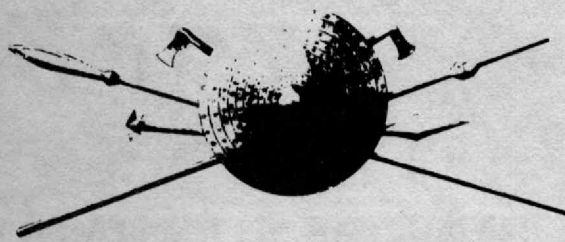
UNIVERSAL FORMAT INFORMATION

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD	
1	SHOULDER GUARDS	3	HOOD
2	BELT	4	TURBAN
4	GIRDLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME
ARM		HEAD MODIFIERS	
1	GLOVES	1	CHEEKGUARD
2	BRACES	1	NECKGUARD
3	ARM BANDS	1	NASALGUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		
LEG		SHIELD	
1	LEGGINGS	4	PARRY WEAPON
2	BOOTS	5	BUCKLER
3	SHINGUARDS	6	TARGET
4	CLEAVES	7	HEATER
5	CUISSES	8	ASPIIS
6	CHAUSES	9	KITE
		12	TOWER



Method: Add all to obtain each piece of armor and total for the whole:

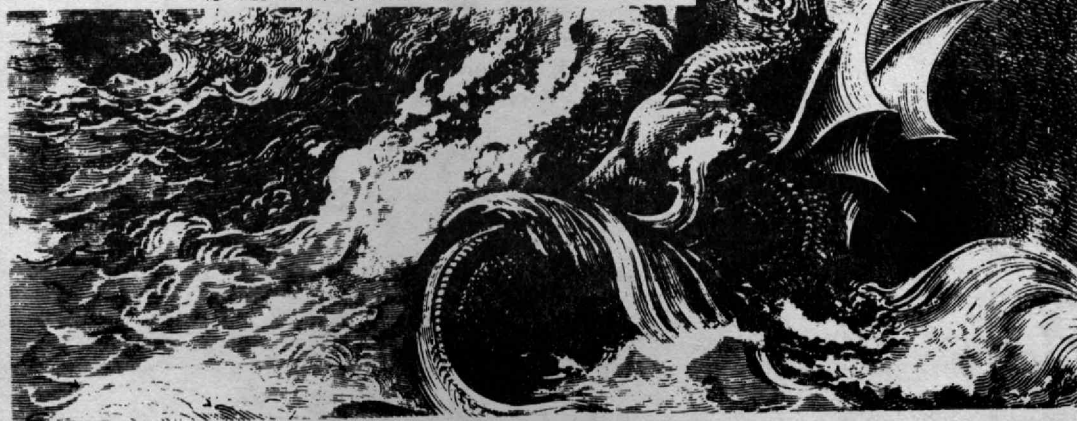
EXAMPLE:
 Tunic made of Gold Ringmail 8 + 7 + 1 = 16
 Heaume made of Steel w/Visor 11 + 2 + 11 + 3 = 27
 Sleeves on Tunic 6 + 7 + 1 = 14
 Tower Shield made of Iron 12 + 10 + 3 = 25
 TOTAL: 082 ARM

ABBREVIATIONS

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICALCUM
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	BLRDICHE
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



CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER	CONSTRUCTION METHOD
1 Silk, Linen, Cloth	---	0 Open
2 Soft Leather, Soft Wood	---	1 Ringmail
3 Felt, Light Fur	---	2 Chainmail
4 Wicker, Heavy Fur	+1	3 Formed Plate
5 Hard Leather, Clay	+1	
6 Hard Wood, Horn, Bone, Onyx	+2	
7 Gold, Copper, Marble, Jade	+2	
8 Electrum, Silver, Bronze	+3	
9 Platinum	+3	
10 Iron	+4	
11 Steel	+4	
12 Adamantite, High Chrome Steel	+5	



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20
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