CITY STATE of the Invincible Overlord

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Fantasy Game System Not Included

Recommended Age—15 and up
CITY STATE
of the
INVINCIBLE OVERLORD
BACKGROUND GUIDELINES

The City State of the Invincible Overlord is ruled by a hereditary monarch and the Senate. There is only a one-third chance per year of a Clanute (Senate) being summoned by the Overlord. The Overlord can overrule any act of the Senate by generally remaining above alignment struggles. He also disbands the Senate, depending on his whim of the moment (1 in 12 chance per day). The Senate consists of 30 - 36 Lords, 12 - 16 Patriarchs (and Evil High Priests), 0 - 5 Wizards, 1 - 4 Druids, 1 - 4 Master Bards, 1 Master of Monks, 1 Ranger Lord, and 1 Paladin Lord. Each alignment group sets in a quadrant of the Stadium. Senators get one vote for every 200 troops at their command, and other Senators receive one vote for every three levels they have advanced. Each Senator supplies the Overlord with Palace Guards: The Temples each supply one Bishop, the Wizards each supply a Magic User (of 2 - 8 Level), the Lords each supply 1 - 6 fighting men (of 3 - 8 Level), etc.
The Overlord himself is Lawful/Evil leaning toward Good, and employs all alignment types in his efforts to maintain a firm power base. Only the highly Lawful types have attempted organized resistance in the past; the attempts have always resulted in a larger following for the Overlord. The strict enforcement (though the Judicial system often provides incommensurate penalties for the level of crime committed) of laws and lack of religious bigotry (the Overlord donates half of all emergency taxes to the Temple) has widened the Overlord’s power. There is a 16% chance per week of an emergency tax of 2 GP per level on Nobles, 1 GP per Level on Gentlemen and Merchants, and 1 SP per Level on all others. In addition, the Overlord’s Secret Police (called the Black Lotus) pervades all social levels to the extent that any organized rebellion will come to his attention (1 in 6 per day), no matter how secret. The Overlord’s Guards: the Overlord himself; Level 20, HP: 69, AC: 2 (Brazaers), Scintillating Robe, 4 Ioun Stones, Rod of Commanding, Vorpal Blade +2, Crown of Telepathy, Ring of Regeneration and Necklace of 9 Missiles. It is rumored that the Mighty Servant of Leuk-o (D&D Supplement No. 3, page 46) guards the treasure rooms. The personal bodyguards includes a Mind Flayer, a Beholder, a Balor, 2 Myrmidon Dwarves and 3 Hell Hounds. An Iron Golem guards the throne room at all times, and a Stone Golem guards the harem. The summer palace is guarded by LG alignment creatures.

Founded 1388 years ago (in 3076 BCCC) by a unification of nomad tribes, the City State has grown to such power as to pay tribute to only one nation located far in the west. The citizens disdain the barbarian Althians to the south, and would be appalled if they knew of their close kinship. To the far north lies Thunderhold, the stronghold of a friendly if distant ally, Nordre Ironhelm, King of the Dwarves.

Over 300 religions are practiced in the City State. The Overlord gives none preference and imposes an occasional tax for all the Temples. The Clergy maintains its own court system and pays no taxes.

An intricate judicial system maintains order in the City State. Constables, Guardsmen, Deputies, Sheriffs, Knights, Marines, and a Secret Police (the Black Lotus) enforce a chaotic but uniform peace on the quarrelsome inhabitants. Alignment hatred is held in abeyance by the more intelligent inhabitants (usually).

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

CHRONOLOGY OF THE DRAGON KINGS

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

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This ends the Chronicles of Dragon Kings and begins the Cycles of Atrabilor. . . . The Great Chasm.

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

Fear: A secret society called Fear (Fraternity for Eradication of Armored Riffraff) seeks to compel fighters below the fourth level to forgo the wearing of Plate Armor. It is rumored that it was founded centuries ago when Plate was first widely used, and considered an unfair advantage. The new impetus of this society is supposedly coming from the Knights of the Inner Circle who guard the fortress surrounding the Cryptic Citadel. The society, usually 90% PROB, only humiliates its captives with yellow dye or foul missiles of filth. There is a basic 20% chance per Plate Armored victim per month of a carefully planned attack inside the City State only. The members wear red hooded robes over Plate Armor and use Maces to subdue their victims.

The Waterfront Quarter is a dank and damp locale to live in. Check for Tuberculosis (2% PROB) once per week for any character stationed or roaming there.

The Mer-Mist Swamp is swarming with mosquitoes, check for Yellow Fever in spring and summer (PROB 4% per 2 days). Likewise, Dearthwood has Giant Ticks, and 80% transmit Spotted Fever if they manage to bite. Giant Ticks are HD: 3, AC: 4, one bite/1 - 4 plus Drain Blood after attacking – 1 – 4).
Barbarian Altanis are nomadic tribesmen who roam the lands of their more advanced ancestors. Same as Nomads (D&D Book 3) except for every 100 in tribe, 2 Shaman act as sub-commanders, and one young female (called Protector) with Psionic Abilities will be present. Protectors can Psionic Blast, Mind Blank, Precognition, and Animal Telepathy (2nd level of mastery). The Altanian Chief, one per tribe, will vary in Hit Dice and ability depending on age - 1 - 15 years - 2 Hit Dice; 16 - 30 years - 6 Hit Dice; 31 - 50 years - 9 Hit Dice; 51 - 100 years - 3 Hit Dice. 9 Hit Dice has Tracking ability as Ranger Lord. 3 Hit Dice can Curse as Sage.

Many of the Barbarians find work in the Mercenary Guild, in spite of the blood hatred with many of the Noble Clans of the City State. Altanian Lords get one vote in the Senate per 400 men at arms. These tribal Lords of South Altanis are known as the Traitor Barons. The three Traitor Barons have abandoned old tribal ways, building strongholds from which to carry on an active slave trade. There are ancient cities never ventured into by the Barbarians because they are considered the home of powerful spirits of the Ancient Ones.

The Wild Orcs of the Purple Claw: The Orcs worship the Blood Stained God (D&D Supplement IV) and are led by an Amazon Queen/Priestess: Fighter/Cleric, Chaotic Evil, Level 10, HP: 42, AC: 6, +2 Chaotic Sword, +1 Bow. The Orcs challenged to cut off all supplies to the City 14 years ago, and were finally beaten back when the City established a redoubt across the river. Although the redoubt guards were slain to a man, the Queen of the Wild Orcs was killed, and the Orcs retired to crown her daughter. Since then, the Overlord has successfully appealed to the Druids to protect his Woodmen brave enough to live adjacent the Dearthwood. No one has located the Orc's stronghold, although many expeditions have been lost attempting it.

The Goblin Reservation: The Goblins, 40 - 400, live in a separate section outside the walls of the town in a huge tunnel complex. They are permitted to work in the City, but must be outside the walls by sundown. The administration seeks to prevent further tunneling inside the walls since a Royal party was interrupted by a drunken Goblin mob who tunneled into a ballroom last spring. Wine is illegal to sell to Goblins within the town. The Goblins are theoretically ruled by a Goblin king, Simskat the Splendid, and his bodyguards. Simple the Skad, as the Thieves are known to call him, has been rumored to still do some tunneling, for very high fees, secretly within the walls. The reserve is secretly connected to the large tunnel/dungeon system under the town. The king possesses a hoard of 680 GP, 1200 SP, and 3900 CP. Hidden in the depths, and known only by him and his bodyguards, is the master plan of the tunnels made by the Goblins (crudely drawn) with vague references to other passages.

* It is against the law for any Merchant or Innkeeper, etc. to make change unless he has a Moneychanger's License. Patrons asking for change are threatened with legal action.
* Every establishment has Slave Grooms (1 - 4) to guard horses for patrons. Most (PROB 80%) have extra Slaves (2 - 12) to perform menial tasks.
* By the name of each street, there is probability chance of an 'encounter' peculiar to that street; this chance is rolled on alternate turns (on the turn that the normal encounter is not rolled). Notice that having one or more comrades will reduce the basic chance, per comrade, for some street encounters. A six-sided die is rolled and upon a 'six', one then rolls the percentage listed by each specific street for the unique encounter chance.
* In daylight, there will be 3 - 18 pedestrians and 1 - 6 horsemen in the street. No stranger will interfere with, or aid another, even if the law is broken. Alleys are always empty unless encounter is rolled; there is a 20% PROB of blockage by wagons, horses or goods, and a 10% PROB of an object dropped from above per turn. Distances 10 - 60 feet.
* Gambling is done by exceeding 0 - 100% dice roll of establishment game plus house odds. Players have 'Gaming Skill', +3 - 18%. Characters sleeping in Armor must roll for Crud - PROB 20% per night.
* Intoxicants (unless otherwise noted) cause drunkenness anytime the number of drinks exceeds the character's Constitution. Drunks have temporary loss of 1 - 6 on Intelligence and Wisdom characteristics, and 1 - 10 on Dexterity, but Strength is increased 1 - 4 (actual Penalty and Strength Bonus should not be disclosed). During fights roll 'Confusion'.
* Non-played characters have been assigned alignments: LG: Law/Good; LE: Law/Evil; LG: Good/Chaos; CE: Chaotic/Evil; and N: Neutral. While in the City State it is considered a social repugnance to use alignment language publicly. Only Common and Altanian are used, the latter considered a base tongue. Fear of the law and bloody riots keep alignment hostilities in check (usually). However, the legal system makes some allowance for alignment hatred. Generally any resident has a 20% PROB of being a given alignment.

Abbreviations


BARTER STREET

PROB 38% of being surrounded by Street Urschins demanding 1 CP each to go away

The Balor's Eye

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<tr>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
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<th>SLO</th>
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<td>10</td>
<td>12</td>
<td>85</td>
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| Crusty Bubulis

Bubulis has a Wand of Fireballs and a Scroll of Disintegrate hidden under his blue cloak. He rarely ventures out of his quarters (Hold Portal on door). Granting Eudeina the Belladancer; FTR, N, LVL 2, HP: 3, AC: 9, Dagger; Vederburn the Minstrel: BA, N, LVL 3, HP: 5, AC: 9, Dagger; and a 36 girl floor show brings customers of every class (open dusk to dawn), NA: 70 - 120, LVL 1 - 12. Rizome the Barkeep: FTR, LVL 4, HP: 13, AC: 9, Sword, Wine, 5 GP: Mead, 4 GP: Roast Leech, 15 GP: Snake Stew, 12 GP: Beaver Tail, 27 GP: Frog Legs, 17 GP, Knucklebones House Odds, 38%; Rat Race House Odds, 28%; Shell Game House Odds, 19%; Fortune Wheel House Odds, 49%; Cestus House Odds, 60%. Legend: the Cauldron-Born...an army of synthetic Giants being created by a Lich in the Dearthwood.

Boot & Strap

<table>
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<th>Karugy One-Eye</th>
<th>FTR</th>
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<th>14 +1Dagger</th>
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Notorious Bootmaster - 28 pairs PROB 20% of fit, 3 GP each (double for Dwarves). Large Battle Axe over counter; Strongbox: 14 SP, 28 CP; 1 - 6 GP on person. Alidar, huge Ogre wife: HD: 4 + 1, HP: 26, AC: 5. Trapdoor to pit opening into tunnels below city. Four kegs of wine, flask of oil, roast pig, cloak hanging on peg has key to strongbox. Map to 3000 GP hidden in the Despot Ruins. Customers include Bandits, Thieves, and Ogres, NA: 1 - 6, LVL 1 - 6. Sign over door 'Elves & Halflings Axed on Sight in Shop'. Rumor: Adolescent Wench is being dragged by her hair south on Slash Street by an Ogre named Gothmog. Rumor: Two drunken Rogues possessing a Staff of Power are slumped over a horse tie (actually two dying Sages).
Beggars’ Street
PROB 70% of Beggar Acasting for Alms

Seal Maker

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<tr>
<th>Name</th>
<th>Class</th>
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<td>Nerw Brazoroth</td>
<td>MU</td>
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<td>12</td>
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<td>Dagger</td>
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Brazoroth doubles his income by heading a secret coven of Witches within the City. As Warlock, he receives ‘gifts’ totaling 280 GP per month. . . . in addition to his income from Gold Seals, 160 GP; Silver Seals, 70 GP; and Wooden Seals, 15 GP. . . . invisible in room, 1600 GP in trunk guarded by a Poisonous Snake: Class 4, HP: 1, AC: 6, 12 CP, 34 SP, in box.

Constables’ Barracks

Bull Jirelmore

FTR LE 5 27 4 8 13 8 4 17 10 15 +1 Mace

The ‘Bull’ personally command the 310 - 360 Constables of the City State (one of their problems). He is known for rash decisions and lack of planning. Each Constable is permitted 1 - 3 Slaves, a large footlocker for their garrish clothes, and a personal set of well chains for detaining prisoners for questioning, 1 - 6 days. The Constables receive 10 GP per month, but each must donate 1 GP to a Temple, 1 GP to the Constables’ Ball fund, 1 GP toward Bull’s birthday gift, and spend a minimum of 3 GP per month on clothes (soiled being sold for 1 - 6 SP). Gambling, drinking, shouting, swearing, running, and sneezing in the barracks is punished by a fine of 2 GP per offense. 21 - 26 patrols are always out and the barracks will be occupied by 10 - 100 Constables: FTR, LG - LE, LVL 1, HP: 8, AC: 7, Spear and Mace; 20 - 120 Slaves: FTR, N - LG, LVL 1, HP: 6, 2, 5, 6, 1, 3, 1, 2, 2, 4, AC: 9, Daggers; and 2 - 12 Prisoners. The Constables’ Ball fund chest, 3236 GP, is hidden in Bull’s room. Each Constable’s chest has 2 - 12 CP, 4 - 24 SP and 1 - 4 GP. A poisoned trapped false bottom in Bull’s chest contains 4 pieces of Jewelry, 200 GP each; 6 Gems, 50 GP each; 340 SP and 275 GP. Rumor: A Dolphin has appeared in the By-Water Road Bath. Rumor: a Djinn is coming south on Constable’s Street. Rumor: A Hill Giant is wading across the Estuary on the wrecked bridge.

The Silver Goblet

Bakrog the Beastly

FTR N 9 28 9 8 11 12 10 17 6 10 Sword

Bakrog is assisted by Trifrid Thornwik: FTR, N, LVL 4, HP: 12, AC: 9, SL: 3, Dagger; who oversees four Barmaids and three Dwarfren Acratables: N - CE, HD: 1, HP: 5, 2, 3, 1, 2, 3, 1, Daggers; frequented by Nobles, Tradesmen, and Trappers, NA: 11 - 16, LVL 1 - 6, House Odds: 5%. Renowned Frog Legs, 2 CP; Otter Stew, 5 SP; Lizard Steaks, 2 GP. Rumor: Horrifying shrieks frighten draft animals on Ox Cart Road outside the Plant Shoppes.

Phrenologist

Tarneknar Pollie

MU N 10 26 9 6 6 14 15 16 8 8 Dagger

Can make short forecasts (one week in advance) of future events effecting the customer whose head bumps he studies for one hour. He charges 10 GP per customer (60% accurate) for vague information. Tarneknar has a secret teleport to 5 levels below where his laboratory containing 1,600 GP and 2 Potions of Giant Strength are hidden in a cage.

Gaming House

Verstain the Renegade

FTR LE 6 24 9 5 11 9 8 7 11 4 Sword

Verstain operates his business with the aid of 15 Kobolds: HD: ½, AC: 7, HP: 2, 1, 3, 3, 1, 3, 1, 2, 2, 3, 1, 1, and ten Footpads: CE, LVL 2, HP: 3, 8, 2, 5, 3, 3, 2, 2, 4, 4. Knucklebones House Odds, 20%; Wheel of Fortune House Odds, 10%; Rat Race House Odds, 20%; Frog Jump House Odds, 40%; Wrestling House Odds, 30%; Catus Fighting House Odds, 15%; Cup and Pea House Odds, 45%; Coin Toss House Odds, 16%; frequented by Bandits and Guards, NA: 20 - 30, LVL 1 - 3. Legend of the Citadel of Agrat (Lich stronghold) wherein can be found the ‘Empire Stone’ worth 40,000 GP. Rumor: Count Ruudkleb the Razor, a mad killer, has just been released from prison.

Locks

Scopogradon

FTR LE 5 18 9 6 10 12 15 5 10 14 Dagger

Noted for super-strong locks (STR: 18 - 00 to break) selling for 100 - 600 GP. 60 CP and 15 SP in cashbox; 550 GP in triple-locked chest in room chained to steel post.

Kick’s Tavern

Kick Lanabol

MU N 7 17 9 6 13 16 10 11 14 13 Dagger

Kick has an exotic dancer, Jenisha of Rumpf: N, LVL 1, AC: 9, HP: 3, CHAR: 17, which brings him customers of every walk (occasionally blocking traffic outside). Ten Slaves and two Cooks in blue smocks serve up boney platters of Bear Bacon free (5 GP cover charge). PROB of Gripe, 20%, frequently by any, NA: 60 - 120, LVL 1 - 12. 670 GP in chest. Rumor: A Lucky Troll named Ezzorix just won 650 GP at Masher’s Gaming House.
Ale Shop

Dandy Damaragel  
FTR  
LG  
9  
22  
9  
6  
12  
4  
4  
6  
11  
7  
Sword

Dandy sells Dwaven Ale imported from Thunderhold - 8 quart kegs, 10 GP, two Halflings, Dalkin Longtoes and his wife Priswinky: LG, LVL 1, AC: 9, HP: 5, 1, Daggers, aid Dandy. 36 GP in box.

Tripping Trident Tavern

Magloc Nippy  
FTR  
LG  
4  
19  
7  
6  
8  
9  
14  
11  
12  
Sword

Nippy is fond of adventure tales and sets up free drinks for same. He formerly served aboard a ship which was captured by worshippers of a sea god, and taken to the Temple for sacrifice. Upon escaping, Nippy made a map for which he will accept an equal share. Customers are Brigands, Buccaneers, and Pirates, NA: 4 - 24, LVL 1 - 4. House Odds: 08%. Rumor: Giant Rats are swarming on small parties venturing down Tempest Street.

Cook

Flaxen Nanielia  
FTR  
LG  
3  
6  
9  
4  
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9  
8  
8  
10  
14  
Cleaver

Customers flock to her shop for Roast Goose, 2 CP, each noon...friends of the Constables, Stables 58 SP, 210 CP.

Messy Massage

Rettha the Stroke  
FTR  
CG  
5  
15  
9  
7  
12  
9  
12  
9  
9  
16  
Dagger

Ponderona Purba  
FTR  
CG  
4  
12  
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13  
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13  
11  
6  
Dagger

Liewalik Wamig  
FTR  
CE  
3  
10  
9  
5  
6  
5  
10  
7  
15  
None

Customers are beaten with Herbs, given an Oil Bath, scraped, and pounded for 4 SP each. PROB 10% of Fractured Ribs. Ten Slaves: FTR, N - CG, LVL 1, HP: 1, 2, 2, 3, 2, 5, 5, 2, 5, 3, AC: 9, Swords. Customers include Guardsmen, Buccaneers, and Sailors, NA: 20 - 120, LVL 1 - 6, waiting in line - four at time only. Cashbox has 3 GP, 204 SP, 15 CP. Each female wears 30 - 180 GP in Jewelry. Rumor: A Child Ghost is haunting the School of Ancient Secrets. Reward of 250 GP promised for exterminators.

Glovement

Shelgrave the Sewer  
FTR  
N  
4  
15  
9  
5  
8  
11  
13  
7  
15  
10 +1 Dagger

Shelgrave is famed for his gloves of varied materials: Mouseskin, 3 SP; Minx, 4 SP; Bear Skin, 2 SP; Deer Skin, 5 SP; Others, 1 - 12 SP, PROB of Having, 15% per week. Cashbox: 35 GP, 142 SP, 14 CP, Secretly an informer for the Overlord’s secret service, the Black Lotus. A paper describing illegal gatherings in the sewers is hidden in his cloak. Rumor: Every third night water rises out of the river and sweeps Guardsmen off the top of the Southern Keep.

Pleasure Dome

Liar Mukang  
MU  
CG  
6  
12  
9  
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13  
Wand of Fear

Mukang is reputedly a far eastern Prince who fears Snakes as much as he loves wild tales. He is sought by the Borin, a Water Naga of completely Snake form, which hates him. Visitors are shackled and led before Mukang to tell their tale - successful repartee results in 15 days of winning, dining, and entertainment as a guest. Failure results, PROB 50% in being beat unconscious and tossed into the street. 216 Slave Guards: FTR, N - CG, LVL 2, HP: 7, 5, 8, 9, 5, 7, 10, 6, Two-handed Swords; 40 Harem Girls, 26 Dancers, 8 Minstrels, and Guests, NA: 3 - 18, LVL 2 - 12. Mukang's chambers contain a Crystal Ball, Ebony chest, 3850 GP, poison trap - Type 5, full of silk clothes, and a carved Teakwood chest containing a Potion of Growth. Rumor: A Kopasacinth (Water Gargoyle) kidnapped Captain Fremath of the Marsh Gate and escaped into the Mermist Swamp; ransom of 400 GP is offered by his sergeants.

Spear & Shield

Slim Simoorg  
MU  
CE  
1  
2  
7  
3  
8  
16  
12  
13  
12  
13  
Dagger

Known for excellent Spears and poor Shields (30% split upon being hit), Simoorg uses four aged Fighters to make his wares: FTR, N - LE, LVL 3, HP: 9, 14, 27, 16, AC: 9, Swords. Simoorg has recently purchased the shop and wishes to sell it for 8,300 GP. He has 220 GP hidden in his trunk, Sign posted for Weapon Makers, 2 SP per day. Spears, 2 - 12 GP, Shields, 6 - 36 GP. Legend of the Owlbear Shield: A +2 Shield protected by a pack of Owlbeares living in a cave 10 miles northeast, formerly owned by a famed Werebear.

Mouser

Dirty Davisher  
FTR  
CG  
7  
36  
8  
6  
13  
6  
16  
12  
14  
8  
Sword

Davisher uses traps, poisons, and his 'pipes of the sewers' to rid houses of Mice and Rats (he also supplies meat for Orc banquets) charging a flat 400 GP fee, placing his services beyond the reach of most citizens. Davisher claims to have seen tiny Rats using miniature Crossbows, Spears, and Torches, walking on two legs. Pet Leopard: HD: 3.
Beggars' Guild

Master Zeckfral Beggar N 6 28 9 1 9 11 14 9 12 7 Dagger Smoothie Lastcon Beggar CG 3 11 9 1 6 13 8 14 14 16 Dagger Strumpet Sengorn Beggar N 2 3 9 1 13 10 12 12 8 9 Club Soapy Mort Beggar CE 4 8 9 1 10 9 6 15 6 7 Cane Paup Skinny Beggar N 3 9 9 4 12 9 7 6 9 Dagger

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

Carpenter

Cowering Tamurad FTR N 5 24 9 7 16 14 15 8 10 16 Sword

Having been robbed ten times in the last year, Tamurad has hired two Mercenaries: FTR, N, LVL 3, HP: 16, 20, AC: 6, to guard his meager 320 SP, 510 GP hoard. Furniture, 3 - 18 GP.

Glassblower

Anphisbir the Dim FTR CG 4 15 9 4 5 9 11 13 15 10 Dagger

Anphisbir is an expert Craftsman of Bottles and Lenten Glass Windows, which keep him busy supplying Temples and Magic Users. His prized possession is a Potion of Giant Strength, given him by a customer, and 280 SP, 590 GP hidden in a jar.

Carver

Bellarop the Cudgel CL LG 4 16 9 6 11 4 11 16 9 7 Mace

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

The Wild Surf Tavern

Lindworm Oyveloor FTR LG 6 20 9 6 13 10 7 7 11 11 Handaxe

Lindworm has 12 female Slaves who operate the tavern which caters to Sailors, Artisans, and off-duty Constables, NA: 21 - 27, LVL 1 - 8. Rooms, 2 GP per night including Servant; Shambling Mound Salad, 2 CP; Beaver Tail Roast, 4 SP. House Odds: 2%. Rumor: A Giant Stag Beetle: HD: 6, AC: 3, has escaped from the Overlord's Zoo.

Bear Trainer

Drelorlac Longwalk RGR LG 4 13 7 5 9 15 12 6 11 7 Spear

Drelorlac has 3 Dancing Bears, 2 Watch Bears, and 1 Acrobatic Bear: HD: 6, AC: 5, HP: 21, 30, 37, 23, 19, 18, costing 300 GP, 400 GP each, and 500 GP, respectively. Drelorlac goes frequently on long treks, followed by his bears. 20 GP in Cabinet.

BELFRY STREET

PROB 26% of Attack by 1 - 6 Stirges, LVL 4, HD: 1, AC: 7, 1 - 3/Attack + 1 - 4/Melee Round Blood Drain

Gate Keeper

Gate Keeper

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<td>Thinway Abun</td>
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Thinway is intrusted with the companion key, 150 GP, to the North Gate. Four Dwarves: Bobar, Berkal, Bomashe and Bungri: FTR, LG, LVL 2, HP: 5, 4, 12, 10, AC: 4, Axes. 88 GP, 40 SP, 110 CP in a locked Trunk. Friend of Prince Gilsonyagazinat and Llangwellan the Wizard. PROB 10% of Visitors. Rumor: The Wailing Street Dyer is hiring Fighters, 120 GP each.

Wall Captain

Wall Captain

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<tr>
<td>Banbag Steadyfoot</td>
<td>FTR</td>
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Banbag Steadyfoot: Halfling, TH, LG, LVL 6, HP: 11, AC: 7, +1 Dagger. Banbag has been seeking information on Kemul the Ogre who destroyed his father's Manor. Chest: 54 GP, 210 SP, 346 CP; five Silver Tankards, 140 SP each; Sack containing six Stakes and a Mallet. Legend of Ermanarik the Old King: Despot whose ruins stand outside - to return from the dead to avenge himself against the Nobles.
Bloody Tusk Banquet Wall

Halfdan the Smiter

FTR  CE  4  30  9  6  10  11  15  10  15  12  2-handed Sword

Though very old and mute, Halfdan does a roaring business with Fighters of every Class: NA: 42 - 52, LVL 1 - 6; who flock to view his twelve Belly Dancers and hear the latest 'Toasts of Valor'. Each group is given its turn to toast a comrade-at-arms, and depending on the outrageousness of the Sake is cheered or tossed out, PROB 30% Charisma of Toaster. Meat, 3 CP; Whale Blubber, 2 CP; Eel Steaks, 1 SP; PROB of Grippe 25%; Roast Pig, 1 GP. Halfdan has been known to spike drinks (ST- 5, Unconscious 2 - 12 hours) for a few coins. *Legend of the Antechamber of Gems: A chamber, six levels below the City, with gem-encrusted walls (false). Legend of Bandvares the Thinker: A Sorcerer who plays chess with real Fighters in a village 60 miles west. Legend of the Endless Winbarrel: A nexus point to an underwater city of fabulous wealth, inhabited by Sea Monsters. Legend of Sakarra: The Pyramid Tomb of a Sea King on the eastern shore, 400 miles southeast.*

Armerer

Karovan the Old Marshal

FTR  CG  5  24  7  6  17  6  9  3  15  14  2 Sword

Famed for twice-forged Iron, scarred and one-eyed, solemn. Tabard of Gold, 1250 GP, hidden beneath forge. Chest holds ragged War Cloak, Boots, and Backpack with 153 GP, 211 SP, 52 CP. Iron Helm, 12 GP; Handaxe, 4 GP; Broadsword, 13 GP; Rapier, 10 GP; Scimitar, 17 GP; Two-handed Sword, 20 GP; Plate, 62 GP (7 - 42 days); Shield, 20 GP. Renverch the Brawny: FTR, N, LVL 3, HP: 10, AC: 9, Hammer. Chained Chest: 160 GP, 437 SP, 35 CP, a Bottle of Green Wine, nine Iron Spikes, Mace, and a Pouch containing an Efreet Rapier. 10 GP each. *Legend of the City of Shadows: An Altanian ghost city ruled by a Balor and his army of Shadows 120 miles southwest. Rumor: The Captain of the Palace Guard was killed last night by a Mind Flayer in the Singing Squid Tavern.*

Candle Shop

Calpernis the Deaf

FTR  N  6  26  9  7  7  14  8  7  15  11  1 Dagger

Candles, 10 per 1 CP. Special Orders, 1 - 6 SP and 1 - 4 days. Arseniana, Daughter: FTR, CG, LVL 2, HP: 10, AC: 9, Dagger; wears Jewelry, 250 GP. Cashbox: 33 SP, 314 CP. *Rumor: A Grand Ball is to be held in the Plaza of Profuse Pleasures to celebrate the Prince's birthday.*

**BY-WATER ROAD**

PROB 60% Run off Road by Horse Racing Pages; Run Over PROB 10%/3 - 18 Hits

**Saddle Shop**

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<tr>
<th>Wagonmaster Muspil</th>
<th>Class</th>
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Muspil is noted for Wagon Trappings and Carriage Craft. He has six Slaves: FTR, LE - N, LVL 1, HP: 4, 2, 1, 2, 3, 7, AC: 9, Dagger; two Craftsmen: FTR, N, LVL 2, HP: 6, 13, AC: 9, Spears; and 690 CP, 742 SP, 178 GP hidden in a pit below a pile of saddles, 21 - 26 GP.

**Smith**

Skinny Otfril

FTR  N  4  10  9  5  13  12  8  11  13  14  2 Sword

Skinny has 14 Dogs, fanatically loyal: HD: %: 2, 1, 1, 1, 3, 2, 1, 1, 3, 3, 2, 1, 3, AC: 8, Bites/1 - 2. Stable, 2 SP per day; Shoes, 3 SP. 27 GP, 58 SP, 125 GP hidden in rafters. Skinny will stable unusual animals for 15 GP per day. *Rumor: Horses to be confiscated.*

**Chainmail Shop**

Merryman Grayling

FTR  N  3  19  9  6  13  9  11  10  11  12  2 Dagger

Specializes in custom-made suits of intricate design. Tunics, 50 GP; Suits, 120 - 240 GP plus 2 - 12 days. Merryman stores 115 Chainmail Tunics for the government; loves Salt Pork and Light Ale snacks; carries 15 CP, 28 SP, and 5 GP. Fastolph: Halfling, LG, LVL 3, HP: 5, AC: 7, Sword; guards 450 GP Idol. *Legend of the Pirates' Palace: Fleet Commander who was exiled and built an extravagant Jewel-crusted Palace 85 miles northeast on a coastal bluff.*

**Candle Shop**

Remy the Mariner

CL  LE  3  8  5  7  8  11  7  7  10  Mace

Sells Candles made of unusual tallow types for Temple uses - and special Gas Emitting types, Mace, 1 GP per Taper. Remy is protected by the God, Harmaklius, according to his sign.

**Blue Dolphin Inn**

Rhino Rudigore

FTR  N  2  7  3  6  15  12  8  13  12  11 Dagger

Bartender Koris Brightips: DEM, FTR, CG, LVL 2, HP: 4, AC: 9, Dagger; sings. Customers include Freeman, Sailors, and Nobles: NA: 4 - 24, LVL 2 - 12. Rhino's Trunk (poison trapped) contains 1500 SP and 1300 GP. Snakes fried in Bear Fat, 3 SP; Wolf Stew, 2 CP; Room, 1 SP, Furs, 2 CP. House Odds: 5%. *Legend of the Flying Citadel: Storm Giants Castle in Harridan Gap.*

**Smith in Rear**

Jolly Naben

FTR  CE  6  18  9  4  8  11  10  15  9  9 Hammer

Sabra Naben, Daughter: DEM, CE, LVL 2, HP: 3, AC: 8, Dagger, CHAR: 16. Shoes Horses, 1 CP; Stable, 1 CP per night. Jolly is given to fits of 'prospecting fever', and knows the area around the Dwarven Mines quite well. Life savings include two Saddles, 35 CP, and 7 SP in Cashbox. His Nag, Fly-tail, has a fake Unicorn Horn, and mirror by Tinker Sandbur.
Racketeer
Squeaky Werter FTR CE 7 22 5 7 5 8 11 13 9 10 +1 Sword

Protection and Blackmail money keeps Squeaky's small Force of 28 Bandits: FTR, CE - LE, LVL 1, HP: 2, 1, 3, 2, 6, 1, 4, 2, 3, 4, 2, 1, 3, 6, 7, 2, 3, 5, 8, 7, 4, 3, 4, 2, AC: 8, Swords. Being the Thane of a Senator has kept him from the gallows, so far. Nasty Kathenk: FTR, LE, LVL 4, HP: 24, AC: 4, Sword; guards the Counting Room wherein 1604 GP, 3508 SP, and 1786 GP are stored; the door has been Wizard Locked. Picky, Crafty, Slick, Fingers, Shifty.

Flipping Frog Tavern
Pug Shadbolt FTR LE 6 21 9 5 12 14 14 9 10 14 Sword

Concoctions of Caviar and Salmon, 1 GP per meal, brings Sailors and Buccaneers: NA: 3 - 18, LVL 1 - 6; to view Exotic Dancer, Saucy Vezida Vales: FEM, FTR, N, LVL 2, HP: 3, AC: 9, Dagger, CHAR: 14. Rooms, 2 SP; Furs, 5 CP; Giant Ticks infest 50% of rooms: NA: 1 - 3, HD: 3, HP: 10, 15, 13, AC: 4, Hit is Drain 4 per melee round; 80% cause Spotted Fever: Incubation, 3 - 9 days; Duration, 10 - 14 days; Recovery, 5 - 10 days; Fatal, 45%; Insanity, 5%. Shadbolt will pay 10 GP to be rid of them. He has 250 CP, 128 SP, 810 GP hidden under the floor.

Rumor: A travel-stained and bandaged Fighter is riding up By-Water Road with a Dragon's Horn tied to his back.

Sailmaker
Longwithy FTR LG 4 20 9 4 8 19 7 7 9 Club

An Ancient Mariner turned Cleric, upon being rescued by a Sea Goddess and studying at her Temple for fifteen years, Longwithy awaits the appearance of a curly-headed, one-sandalied Stranger to give his ten Prayer Beads to. The Marines protect this 'Holy Man' because his Goddess protects the Estuary.

Pet Shop
Chilly Goorhorn FTR LG 2 5 9 3 12 9 14 17 5 8 Dagger

The Pet Shop has Frogs, 2 CP; Leeches, 3 CP; Snakes, 1 - 6 CP; Spiders, 1 CP; Weasels, 1 SP; Boars, 4 GP; Skunks, 2 SP; Owls, 4 SP; Dogs, 1 GP; Cats, 1 GP; and Birds, 2 - 8 SP. Chilly will pay 1 - 6 GP for non-dangerous Unusual Pets. Although Usual Pets are usually in stock, PROB 60%. Unusual Pets are difficult to come by, PROB 10%. Chilly's own Pets: a Leopard: HD: 4, HP: 23, AC: 8; a Baboon: HD: 2, HP: 5, AC: 9, Claw: 1 - 3, and Bite: 2 - 7; a Ram: HD: 2, HP: 14, AC: 8, Bite: 1 - 2, Butt: 2 - 7; guards hidden Cashbox: 181 GP, 98 SP, 60 CP; hidden under the counter.

Wine Shop
Porter Borowrain FTR N 3 12 9 6 11 11 9 14 5 14 +2 Sword

Rare and strange Wines from distant lands mingle with local Wines in this brightly painted shop costing 1 - 12 GP per Quart; Intoxication PROB 1% - 20%. 680 Bottles and Flasks worth 4000 GP. Porter is knowledgeable about the Caravan Routes south. 1263 CP, 340 SP and 45 GP hidden in a Wine Flask.

Clerk
Kistovet the Councillor CL LE 7 16 4 7 12 9 14 14 4 12 Mace

Knowledgeable about the wordage necessary for letters of supplication to the nobility, 420 GP.

Fisher
Wharf-Rat Peerl FTR LE 6 20 9 6 5 11 13 9 4 7 Dagger

Peerl spends his hard-earned coins on his pet Crocodile: HD: 3, HP: 15, AC: 7, Bite: 1 - 6; and Daughter, Oliveena: CHAR: 17; both wear 200 GP in Jewelry. 10 - 60 Fish, 1 CP each, and 30 CP, 12 SP are hidden in the cupboard.

Singing Squid Tavern
Sir Wingstan FTR LG 4 14 6 6 11 16 16 11 13 9 Dagger

Barman Captain Torbak: LVL 3, HP: 15, AC: 9, Sword; ten Barmaids, and an Elven Toubador, Faynor: LVL 2, HP: 10, AC: 9, Dagger; Customers: NA: 10 - 40, LVL 1 - 6; includes Fishers, Sailors, and Trappers. 165 GP, 50 SP, 240 CP in trunk; House Odds 05%.

Warehouse
Lankeen Blare FTR N 10 39 9 6 10 7 8 8 11 14 Flail

Lankeen oversees 20 Slaves: FTR, LVL 1, HP: 7, 3, 4, 4, 2, 3, 5, 3, 2, 1, 2, 2, 3, 2, 1, 5, 4, 5, 2, 1, AC: 9, Dagger armed. Stores include 1600 Javelins, 500 Wallets, 6000 Stakes, 400 Slings, and 300 Sandals in Wooden Crates. All doors are barred. 60 GP, 210 SP, 17 CP in a Backpack.

Sword Maker
Fierce Bohoik FTR CE 2 9 4 5 10 8 17 9 7 13 +1 Sword

Bohoik's shop is stocked with 215 Swords noted for delicate balance. Rapiers, 13 GP; Dirks, 6 GP; Broadswords, 15 GP; Scimitars, 17 GP; Shortswords, 11 GP; and Two-Handed Swords, 30 GP. His treasure includes 1600 SP and 578 GP in a Bag of Holding.
Baker

Tinker Sandbur  FTR  CG  3  8  6  4  12  14  15  7  12  10  Dagger

Hailing widely known for Pastries, 1 CP; Traveling Bread, 2 CP; and Roast Pheasant, 1 SP. Tinker gets his nickname from the gadgetry which bedecks his shop: an Automatic Door Closer operated by a Parrot; a Fan operated by a caged Weasel; an Icing Stirrer rotated by Monkey power; a Wind-driven Mechanical Fly-shooer; and a Canary Oven Timer. His worldly wealth consists of 167 CP, 22 SP, and 15 GP hidden in a large Cookie Jar. Tinker loves stories of Elves.

Overlord’s Warehouse

Tudball the Overseer  FTR  N  11  26  9  8  15  9  15  14  11  7  Sword
Gamwell the Knave  FTR  CE  3  7  6  4  14  10  8  6  10  5  Dagger

Stores include a Trebauchet, two Onagers, ten Cauldrons, forty Barrels of Oil, ten Barrels of Wine, 80 Swords, 175 Light Crossbows, 85 Crossbows, 20 Saddles, 56 Parises, and 726 Kegs of Ale. Fifteen Slaves: FTR, N-CE, LVL 1, HP: 3, 2, 1, 4, 3, 5, 1, 1, 2, 4, 7, 3, 4, 6, 5, Daggers.

Rumor: A baby Gorgon wrapped in a sheepskin was found at the foot of Groaning Falls.

Sailor

Curly Slinard  FTR  CG  5  20  9  5  12  12  13  12  8  8  Sword

Curly became wealthy upon befriending a Cyclops five years ago on an island. He will sell the map for 1,500 GP. His prize possession is a Javelin of Lightning; 456 SP, 387 GP are hidden in his statue of the Toad God. Loves gambling; House Odds 10%.

Whips

Lash Jammet  FTR  CE  6  22  4  6  8  9  10  13  10  8  Flail

His 12’ Whip/Flail has 5 Gems on the handle; sells quality Whips, 15 GP each, and tests each on his hapless customers till they scream how excellent it is. Dusty cashbox, but 30 SP, 110 GP hidden under a loose board in the floor. Jammet is rumored to be insane.

Cages

Trapper Kistotain  MU  CE  7  11  9  6  10  13  12  12  7  14  Dagger

Kistotain keeps 4 Charmed Dwarves working to exhaustion on a large variety of Cages; 10 GP/10’ x 10’ section, (double for 1” bars); A Zombie: HD: 1, AC: 8, HP: 4, 1 - 8/hit; guards the trapdoor leading to Kistotain’s room. Amulet of ESP, 1,566 GP, 10 Gems.

Bazaar

Hippotier the Kind Ogre  Mage  CE  5+2  29  4  7  13  11  7  6  14  16  Horn

Polymorphed into kindly looking old gentleman; Invisible-Fly-Dark, 1” radius, Regenerate 1 per melee round 1 Charm Person, 1 Sleep, 1 Cold, HD: 8. If hungry, PROB 30%, will invite a customer to lunch. Hippotier sells Jewelry: NA: 430, each 120 GP; Cooking Utensils made of Iron and Silver, NA: 36, each 140 SP; Incense, 1 CP; and Perfumes, 27 Bottles, each 25 GP. Four Charmed Guards: FTR, N - CG, LVL 3, HP: 18, 12, 12, 8, AC: 9, armed with Two-Handed Swords, guard the shop. Six Altanian Slaves: FEM, FTR, N, LVL 1, HP: 2, 1, 6, 1, 3, 5, Dagger armed, aid customers, and an Ape, ‘Rozana’: HD: 4, HP: 19, AC: 9, Bite: 1 - 4, Choke: 1 - 6; guards the private quarters of Hippotier, wherein a trunk containing 608 SP, 595 GP and a Potion of Healing is hidden under a wicker table. Hippotier will befriend strangers for weeks before . . . .

Rumor: A Gypsy Chief, called the Love Bandit, has just kidnapped a Captain’s Daughter.

Sea Captain

Rother Tortrix  FTR  N  5  16  6  6  4  11  8  10  10  11  Morning Star

Rother is a personal friend of the local Archdruid, and will arrange a meeting for 20 GP. He has a privateer’s Letters of Marque, but rarely uses them since his ship, the ‘Whistling Rogue’, was sunk by a Water Elemental due to curse by a Shaman he killed; 43 SP, 270 GP.

Temple of the Toad

Kudrun the Peaceful  CL  LE  7  16  3  8  9  8  3  13  9  12  Staff


Spears

Veldek the Vulgar  MU  CG  6  12  9  4  9  10  11  10  8  15  Dagger

Veldek has a group of ten aged Fighters: N-CG, LVL 2, HP: 6, 9, 15, 10, 3, 7, 12, 9, 8, 6, AC: 9, Spear; to manufacture custom Spears 4 - 40 GP. He is unusually loud and grossly fat, loves garish jewelry-wearing, two 150 GP, 530 SP, 25 GP in cashbox. Enjoys epic poems. Rumor: A Water Nymph was sighted across from the Goblin Reserve on the Dearthwood bank.
By-Water Bath

Enist Cuspidor  FTR    LG  4   11  9   5   10  14  9  12  8  9  Dagger

Aided by 14 Bath Boys and 26 Bath Girls, Enist serves any Human, even Dwarf Folk, 2 SP. Customers must aid in turning away Orcs, Trolls, or Goblins, PROB 10%. NA: 1 - 6 per Bath. Chest behind wall, 175 GP. Rumor: Ruddy Drubber the Archer just inherited a Mansion and Helmet.

Sailor

Helmsman Parzival  FTR    CG  6  22  9  3  9  6  17  8  13  14  Scimitar

Parzival is an excellent Navigator and has many charts of little known waters. Works only on a Commission basis, 200 GP per month. His treasure is a 'Magic Fish' which always points north, and 30 CP, 52 SP, 29 GP hidden in his straw mattress. Crippled Boy Servant.

Butcher

Narren Hig  FTR    CE  6  26  9  7  12  6  16  14  9  18  2 Handed Sword

"Bones" Narren hates Vagrants, Dwarves, and Plumed Hats (attacks on sight). Venison Hams, 3 CP; Whole Pig, 1 SP; Chicken, 1 CP; Rabbit, 2 CP; Smoked Sausages, 10 for 1 CP (Cholera PROB 02% per meal); Rat Chops, 5 for 1 CP; Beaver Cuts, 20 per 1 CP; Otter Tongues, 1 CP; Other, PROB 10%. Under several carcasses, "Bones" has hidden 368 GP, 520 SP and 320 GP by a ladder. Rumor: a giant, hairy Biped, 8' tall, was seen stalking the party one street back.

Rope Maker

Udol Melk  FTR    LG  5  17  9  6  17  10  12  7  13  11  11  Dagger

Udol's four Daughters contribute hair and skill to his products. His Ropes are carried by Nobles, as well as Mountaineers. 1 CP per foot. A 60 GP Gem is hidden in his pouch, and his Cashbox contains 50 CP, 17 SP, and 15 GP. Sign posted offering 100 GP for Elven Rope.

BRAZIER STREET

PROB 30% of Delay 1 - 6 Turns by Vendors and Jucksters: NA: 2 - 12, LVL 1 - 6

Ale

| Class | Align | LVL | HP | AC | SL | STR | INT | WIS | CON | DEX | CHAR | WP
|-------|-------|-----|----|----|----|-----|-----|-----|-----|-----|-----|-----|
| Asielomar | FTR | N | 6 | 20 | 8 | 5 | 15 | 7 | 11 | 6 | 14 | 6 | Sword

Asielomar is fond of relating his confrontation with the 'Keeper of the North Winds' on Thunder Crag. Misha, Lord of the Wind Giants: LVL 15, HP: 189, AC: 1, a double Air Elemental; unaffected by Missiles or Spells cast in air, that can call upon 1 - 20 Air Elementals for aid, Supplement IV, page 55. Misha became drunk on the heady fumes of Asielomar's purple ale, which allowed a hasty escape from his gigantic cave. Ale Kegs (8 quarts): Gold, 5 GP; Brown, 7 GP; Purple, 10 GP. Stock includes 3 - 18 Kegs each. 170 GP, 27 SP, 55 CP hidden in an oak keg covered with barley. Brisandi, daughter: MU, LG, LVL 2, HP: 6, AC: 9, CHAR: 17, Dagger; wants to return to Misha's lair for a huge diamond, bigger than... Rumor: A beggar was found frozen stiff outside the Moneyender's on Silver Street.

CARAVAN STREET

PROB 30% for Blackage by Caravan Departing or Arriving; Delay 5 - 30 Turns

Starfish Tavern

| Class | Align | LVL | HP | AC | SL | STR | INT | WIS | CON | DEX | CHAR | WP
|-------|-------|-----|----|----|----|-----|-----|-----|-----|-----|-----|-----|
| Walrus Habroton | FTR | CG | 2 | 5 | 7 | 7 | 17 | 9 | 13 | 13 | 12 | 12 | Mace

Belastina the Barmaid: FTR, N, LVL 1, HP: 3, AC: 9, Dagger; Methymna the Cook: FTR, LG, LVL 1, HP: 6, AC: 7, Sword. Belastina desires an escort to the Fortune Teller across the Conquerors River, and will steal Walrus's Strongbox, 10 GP, 56 CP, as a Stake. Guests include Slavers Bandits, and Sailors: NA: 10 - 40, LVL 1 - 2. Rooms, 4 GP per week; Shark Steaks, 3 CP; Rum Toddy, 2 SP; Ale (sour), 2 CP. House Odds 19%.

Potter

| Class | Align | LVL | HP | AC | SL | STR | INT | WIS | CON | DEX | CHAR | WP
|-------|-------|-----|----|----|----|-----|-----|-----|-----|-----|-----|-----|
| Mandalor Cyris | FTR | N | 3 | 11 | 9 | 5 | 10 | 7 | 9 | 15 | 12 | 10 | PSY

Roykin the Swift: FTR, CG, LVL 2, HP: 9, AC: 9, Sword; and Kraugiltar the Wood-Elf: FTR, CG, LVL 2, HP: 9, AC: 8, Spear; aid Mandalor Kraugiltar, once stationed in the Watchtower, desires to search for a Troll Hoard and Magic Sword behind the Rainbow Falls. Hidden in the False Bottom of a huge clay pot is 105 GP, 87 SP, and 428 CP. Rumor: Corpse found drained of all blood was found on Fog Street 5 minute ago.

General

Wulfric the Rogue  FTR   N  14  52  4  13  12  12  13  14  10  15 +2 Sword

Boots of Traveling and Leaping, and a Helm of Brilliance, make Wulfric the envy of the War Council. Blithe Noriena: FEM, FTR, N, LVL 3 HP: 8, AC: 9, CHAR: 17, +1 Dagger; Runt Rathgar: Dwarf, FTR, N, LVL 6, HP: 17, AC: 4, +1 Hammer; ten Slaves: FTR, N - CE, LVL 1, HP 5, 4, 2, 3, 6, 1, 2, 3, 1, 6, AC: 9, Spears; four Mercenaries: FTR, N - CG, LVL 3, HP: 11, 6, 15, 20, AC: 4, Sword, guard the building. A chainec Chest, 524 GP, 8550 SP, 710 CP; 2 Flasks of Oil, and a Magic Bow is hidden under the gaming table.
Reprisal To Bribe (6-sided)
1 Wants more coins (2 x original amount) and be set free or move to Reprisal No. 4.
2 Wants more coins (5 x ) or move to No. 5.
3 Wants more coins (10 x) or move to No. 6.
4 Use original level of punishment and bribe returned.
5 Use original level of punishment and bribe lost.
6 Increase original level by one and charged with Bribery.

Whipped: Roll 8-sided die for Level of Punishment.

<table>
<thead>
<tr>
<th>LVL</th>
<th>Damage*</th>
<th>Bribe**</th>
<th>Reprisal***</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Silk Cord</td>
<td>1</td>
<td>--</td>
</tr>
<tr>
<td>2</td>
<td>Rope</td>
<td>1 - 3</td>
<td>10</td>
</tr>
<tr>
<td>3</td>
<td>Belt</td>
<td>1 - 6</td>
<td>40</td>
</tr>
<tr>
<td>4</td>
<td>Whip</td>
<td>2 - 12</td>
<td>60</td>
</tr>
<tr>
<td>5</td>
<td>Wire</td>
<td>3 - 18</td>
<td>100</td>
</tr>
<tr>
<td>6</td>
<td>Cat</td>
<td>4 - 24</td>
<td>160</td>
</tr>
<tr>
<td>7</td>
<td>Whip</td>
<td>5 - 30</td>
<td>180</td>
</tr>
<tr>
<td>8</td>
<td>Flail</td>
<td>6 - 36</td>
<td>200</td>
</tr>
</tbody>
</table>

* Damage shown is total.

Tortured: Roll 8-sided die for Level of Punishment.

<table>
<thead>
<tr>
<th>LVL</th>
<th>Damage*</th>
<th>Bribe**</th>
<th>Reprisal***</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Quickly</td>
<td>1 - 6</td>
<td>--</td>
</tr>
<tr>
<td>2</td>
<td>Hot Foot</td>
<td>1 - 6, Move -4''</td>
<td>50</td>
</tr>
<tr>
<td>3</td>
<td>Tickling Torment</td>
<td>Insane 3 - 18 turns</td>
<td>70</td>
</tr>
<tr>
<td>4</td>
<td>Stoning</td>
<td>1 - 100</td>
<td>100</td>
</tr>
<tr>
<td>5</td>
<td>Mild</td>
<td>3 - 18, CHAR - 1</td>
<td>140</td>
</tr>
<tr>
<td>6</td>
<td>Moderate</td>
<td>4 - 24, CON - 1</td>
<td>200</td>
</tr>
<tr>
<td>7</td>
<td>Extreme</td>
<td>5 - 30, DEX - 1</td>
<td>250</td>
</tr>
<tr>
<td>8</td>
<td>Severe</td>
<td>6 - 36, STR - 1</td>
<td>400</td>
</tr>
</tbody>
</table>

Drawn and Quartered, Impaled, Beheaded and Hanged: are all self-explanatory.

Humiliated: Chance to bribe is Charisma stated as a percentage, if successful - each 10 GP reduces Level of Punishment by one (up to a maximum reduction of 3 levels), if bribe fails - roll Reprisal to Bribe Chart.

1 Carry 50 lb. Candle down every street.
2 Regal Street Crawl - lose one Social Level on Regal Street for one month.
3 Expectorate Gauntlet - Lose 3 Social Levels on Street designated by Magistrate for two months.
4 Jackass Drag - Chance of 1 - 6 points of Damage per turn.
5 Public Dunking - Lose one Social Level for one month.
6 Yellow Striped - Lose 2 Social Levels for 2 months.
7 Loss of Station - Lose 3 Social Levels for 3 months.
8 Branded as Coward - Lose 2 Social Levels, Charisma - 2.

Impressed: Interpleader has 30% chance of obtaining a -1 to die roll; 10% chance of -2 to die roll.

1 Marines 6 Constable
2 Cavalry 7 Wall Repair
3 Militia 8 Road Repair
4 Ship Crew 9 Warehouse
5 Garrison 10 Street Scoopers

(Length of Impressed is either permanent or usual tour of duty, e.g., Ship Crew - one voyage.)

Flayed: Roll 6-sided for Punishment.

<table>
<thead>
<tr>
<th>LVL</th>
<th>Bribe**</th>
<th>Reprisal***</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>One Day</td>
<td>30</td>
</tr>
<tr>
<td>2</td>
<td>3 Days</td>
<td>45</td>
</tr>
<tr>
<td>3</td>
<td>9 Days</td>
<td>100</td>
</tr>
<tr>
<td>4</td>
<td>13 Days</td>
<td>140</td>
</tr>
<tr>
<td>5</td>
<td>19 Days</td>
<td>160</td>
</tr>
<tr>
<td>6</td>
<td>21 Days</td>
<td>190</td>
</tr>
</tbody>
</table>

Convicted is tied to lamppost, suffers 1 - 4 Hit Points per day, and taken down each night.
This is the scene at the Waterfront
White Wake Inn

Molmat the Base  
FTR    LE   5 35  9 7 8 12 11 15 9 9 +1 Dagger

Cashbox: 128 GP, 79 SP, 140 CP, hidden below counter with a Battleaxe. Vestoste Gerit: FTR, CE, LVL 5, HP: 27, AC: 3, Sword; and Harkil the Troll: HD: 6 + 3, HP: 20, AC: 4, Regenerate 3 per melee round, Claw: 1 - 4, Bite: 1 - 8. Frequented by Ogres, Pirates and Students: NA: 6 - 36, LVL 1 - 6. Rooms, 4 CP per night; Meals, 2 SP; Medd, 1 SP; Fried Catfish, 3 SP; Horse Meat Pies, 1 GP. House Odds 26%. Rumor: A Madman in outlandish garb was seen jumping to the building top outside.

Guided Abyss

Amren Sparrowhawk  
FTR    LG  4 21 9 7 15 8 11 12 13 7 +1 Sword

Amren is very puritanical, and drunks are quickly tossed into the street. Dorkin Stoutarm: Amren Sparrowhawk FTR LG

School of Ancient Knowledge

Martthin the Tutor  
MNK    LG   5 17 6 6 13 17 18 9 16 12 Sword

Master Arik  
MNK    LG   5 9 6 6 12 15 17 8 18 10 Sword

Randomar the Expositor  
MNK    N    3 7 8 4 16 10 15 3 15 11 Dagger

Domnie Bredane  
MNK    LG   4 12 7 4 15 9 15 9 16 11 Dagger

Otlar the Monitor  
MNK    CG   2 4 8 4 18 8 16 6 15 7 Sword

Preceptor Ermert  
MNK    LG   3 11 8 4 15 12 17 13 16 5 Dagger

Mentor Wikgar  
MNK    N    4 5 7 4 12 6 17 8 15 9 Dagger

Preceptor Dircib  
MNK    LG   3 9 8 3 12 11 17 14 17 12 Mace

Redrath the Turnkey  
FTR    LG  4 12 5 6 12 9 5 11 12 9 Mace

Krom the Prolocutor  
MNK    N 3 7 8 4 14 6 16 10 15 6 Dagger

Tours are discouraged, but a donation of 20 GP permits visitors (weaponless) to observe the 15 Novices, 8 Initiates, 6 Disciples, and 3 Immaculates exposing the 468 unfinished Noble offspring to the Burning Light of Truth. The Athenaeum of Ancients Tablets, Annals, and Legends is alleged to exist seven levels below the school. Rumor: A fast riding Messenger was dispatched to inquire about an invasion of the Westlands by an army of Inhuman Winged Apes.

Barracks Reserve

Captain Garvan  
FTR    N  7 19 4 10 16 10 14 11 15 15 +1 Sword

Sergeant Trannon  
FTR    LG  4 18 9 8 10 7 5 9 12 10 Battleaxe

Sergeant Swyang  
FTR    N  5 27 7 8 12 9 7 12 12 13 Mace

Hakon Forkbeard  
FTR    CG  4 15 7 5 14 9 10 14 9 8 Sword

The Reserve Barracks houses 200 Garrison Foot, and 100 - 400 Militia as emergency holding Force for Riots, PROB 10% per week; Insurrections, PROB 01% per Season; or Assaults against the City, PROB 02% per Season. 100 Swordsmen, 100 Spear and Daggers, 10 - 80 Light Crossbows, 10 - 80 Pikes, 20 - 120 Catapultists, and 80 Slaves. Company Chest: 32 CP, 145 SP, 310 CP in the Captain’s room. Transfer, PROB 10% per month; Cholera, PROB 05% per day, except winter. House Odds 26%.

Potter

Alemtor  
FTR    LE  6 20 5 7 10 8 12 7 9 13 Sword

Crocks, Jugs, Tankards, Mugs and Vessels of all sizes, 7 - 12 CP each, line Alemtor’s walls. While posing as indigent, he has become wealthy planting not pots, but whatever his customers have to dispose of. In his cellar, 250 GP, 75 SP, 175 CP are planted beside the former owner of the shop. Rumor: Coachman Wadikin will be apprenticed by the Merchant Court to anyone donating 20 GP to the Court Clerk today.

City Jail

Red Knafnar  
FTR    N  5 29 5 7 10 7 15 10 13 9 Sword

Podun One-Eye  
FTR    LE  4 26 5 6 8 14 16 6 12 11 Mace

Redrath the Turnkey  
FTR    LG  4 12 5 6 12 9 5 11 12 9 Mace

Kwilken Nolte  
FTR    CG  3 15 5 5 14 11 10 6 11 10 Mace

Customers are quickly chained (double if high strength) and sorted by social level. SL: 1 - 5 are taken to the 3rd Level Dungeons, PROB 30% per day of Giant Rats: SL: 6 - 10 are taken to the 2nd Level Dungeons, PROB 20% of CRUD/Day; and SL: 10+ are given menus and a clean (if small) cell. 21 - 30 Constables: FTR, LVL 1, HP: 8, AC: 7, Maces, guard each level. Rumor: Two cabmen are dueling over a Weaver girl in the White Wake Inn.

Slaver

Alobrege Ruta  
FTR    LE  6 22 7 6 12 12 8 13 10 5 Flail

Ruta the Revenger never forgets a slight (and his gigantic nose brings him many). His speciality is providing highly trained Slaves with unusual skills, PROB 10% per month of type desired, at triple normal price (see Manumission Table). Five Wererats: HD: 3, HP: 11, 10, 16, 15, 13, AC: 7, 1 - 8 with Sword, Bite: 1 - 3, guard Ruta’s 3 - 18 skilled Slaves. 78 GP, 340 SP, 57 CP in Cashbox, and collection of 128 Silver Dragon Statuettes, 280 SP each. Rumor: Women gathering wood near Dearthwood are being kidnapped by Sire Bland the Coward, and carried off to his Manor.
Bell Tower

Minadoc Hjalke . FTR CG 3 15 9 4 8 4 11 8 10 12 Dagger
Black Dog Garth . FTR N 2 13 9 3 13 10 6 14 15 8 Scimitar

Black Dog carries two Perals, 50 GP each, 20 SP, 5 CP, and does all the shopping for his half-witted friend Minadoc the Bellringer. He would sacrifice a Pearl to be rid of the 3 - 18 Stigres: LVL 4, HD: 1, HP: 1, 5, 4, 6, 5, 2, 5, 7, 8, 1, 5, 6, AC: 7, Bite: 1 - 3, plus 1 - 4 per melee round Blood Drain; which gather at the Tower just before dawn (when the bell must be rung).

LARGE ALLEY SOUTH OF CARAVAN STREET
PROB 35% of Mud Delaying 4 - 24 Turns

Artillery Man

Eliadorn the Wood Elf

Artillery Man

An expert of known prowess, Eliadorn is often attached to armies requiring long ranging skills on a contract basis, 10 GP per day. His keen sight adds +2 HP per War Engine under his personal supervision. Fond of Hunting, there is only a PROB 15% of catching him home on any one day. 575 GP, 631 SP, 270 CP are hidden under his stone floor, inscription on Iron Box declares his intention to personally skin any Thieves.

Catapultist

Larin Vestmar

Vestmar receives a and 216 Three trained Bears : HD : 1, 19, 12, 5, 20, 8, 14, 13, 10, 6, 14, 15 8 Scimitar

This Lama of Varuna: Demi-God of Cosmic Law and Justice, turns (if

Akelos

An expert of known prowess, Akelos is often attached to armies requiring long ranging skills on a contract basis, 10 GP per day. His keen sight adds +2 HP per War Engine under his personal supervision. Fond of Hunting, there is only a PROB 15% of catching him home on any one day. 575 GP, 631 SP, 270 CP are hidden under his stone floor, inscription on Iron Box declares his intention to personally skin any Thieves.

Catapultist

Larin Vestmar

Vestmar receives a Royal Stipend, 26 GP/Month, for inspecting the wall defenses once a week. Although he has descended into the tunnel complex below the city to the 4th Level and can forsworn, PROB 40% Cumulative/LVL below. 15 GP, 56 SP, 19 CP hidden in a straw mattress. Legend of the Ring Matholivirfan the Master Wizard: A +2 Ring of Protection worn by a Medusa on the 3rd Level.

Boatmaker

Akefos the Gifted

This Master Craftsman will build any small craft desired. Dinghy, 90 GP; Dory, 80 GP; Skiff, 120 GP; Canoe, 95 GP; or Outrigger, 150 GP; Reputedly highly skilled, his boats take on water PROB 10% per turn, sinking the craft, PROB 20% per turn (-2% per Bail). 540 GP, 110 SP, and 216 CP are hidden in the False Bottom of his unfloatable Rowboat, in his room.

Siege Engineer

Dicron Big-Knife

Dicron takes charge of difficult Siege operations, assuming his acting rank of Captain when in the field. His knowledge of Siegecraft has made him valuable military friends. He can gain promotions, PROB 15%, but once for each individual, 10 - 60 GP per Attempt. 32 GP, 45 SP, 140 CP, and a Manual of Puissant Skill at Arms (FTR + 1 Level, MU -10,000 Experience Points) are hidden in a pit full of Green Slime: HD: 2, HP: 7, Cure Disease in a stone chest.

Bonny Black Bear Inn

Anhar the Abnormal

Three trained Bears: HD: 6, HP: 14, 19, 13, AC: 5, Claw: 1 - 3 or Bite: 2 - 8 plus Hug: 2 - 16 on 18+: entertain the guests who dine on Roast Lion, 1 SP; Fried Rabbit, 2 SP; and Grog, 3 CP. Andraciena: FEM, FTR, CG, LVL 2, HP: 3, AC: 9, Dagger, is Anhar’s only employee. Rooms, 2 SP, Cashbox: 20 GP, 35 SP, 10 CP. Frequent by Berserkers, Bandits, and Pirates: NA: 6 - 36, LVL 1 - 4. House Odds 36%. Rumor: A 30’ Sphere of Darkness is moving east on Caravan Street; actually a Type II Demon: HD: 9, HP: 37, AC: -2, Claw: 1 - 3 or Bite: 1 - 4, 55% Resistant to Magic, Fear, Levitate, Detect Invisible, Telekinesis, Gate.

Lantern Shop

Amertarn the Poor

Copper Lanterns, 1 GP each. Amertarn tries to feed 15 homeless Urchins who flock to his shop for tales of adventure. Cashbox: 6 GP, 14 SP, 53 CP.

Ghost Chaser

Brengwan

This Lama of Varuna: half-God of Cosmic Law and Justice, Supplement IV, page 11, has developed an exorcism which is dependent upon intervention by Varuna to say Ghosts: CG - CE, HD: 10, HP: 10 - 80, AC: 8/ E Therereal, Magic, Saving Throw or Age 10 years, and Flee 2 - 12 turns (if below LVL 9, Magic Jar Spell or 10 - 40 per Touch if semi-Corporeal, AC: 0). Most flee before the rite is complete. PROB 10% of all wealth for his future Temple before exorcising. 15 PP, 7 EP, or 25 GP are hidden in his Hauberk.

Play Author

Trevampear the Arrogant

Plays, Songs, and Gladiators Programs, 3 - 18 GP each. Five Slaves: FEM, FTR, N, CG, LVL 1, HP: 4, 5, 5, 4, 5, AC: 9, Daggers, were given to him by Nobles. Ring, 265 GP, 213 CP in a leather pouch, and three trunks full of Writings. Rumor: An actress was grabbed off the stage by a horrible creature that carried her into the Sewer System outside the Noble Theater.
Baker

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

Known for Cakes, Pies, and Tarts, 3 CP each, Anzilan is kept busy day and night. Halflings Balgrim and Barley: LG, FTR, LVL 2, HP: 6, 3, AC: 9, Daggers; Cashbox: 47 GP, 24 SP, 1256 CP. Legend of the Alluring Death: An Amazon (CHAR: 18) that entices travelers on the Rosestone Road to their death.

Soldier

Cador the Old FTR N 2 11 9 3 8 7 17 14 13 10 Dagger

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

Forester

Alencon Coppice FTR CE 4 17 9 3 8 11 10 12 6 9 Sword

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

Lamplighter

Popul Fangal OGRE CE 4+1 26 5 6 18 6 4 16 11 5 1 -10/ Fist

Vexed at being spoken to, this sloven giant will not open his door to a visitor without setting his Heavy Crossbow trap. Five Kobold Slaves: HD: ½, HP: 1, 3, 4, 3, 2, AC: 8, Bite: 1 - 4, guard his 210 GP, 10 SP, 15 CP hoard piled on the table. Rumor: Green Dencaster the Wasteral discovered himself badly hungover atop the Wizard Keep's Spire, and is offering 50 GP to Rescuers.

Butcher

Thicort FTR N 32 11 6 4 14 8 16 12 12 11 2 Handec Sword


Hangman

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

Bracers of Defense, AC: 2, Rope of Entanglement (2 - 8 man-sized), HP: 20, AC: (only 20 Hits); and Mute the Mute Gnome: CE, HD: 1, HP: 7, AC: 5, +1 Hammer, Boots of Speed (24" Move). 742 GP, 78 SP, 230 CP, four Gems, 100 GP each, are hidden inside a collection of 48 Skulls, 10 GP Standard; Deluxe, 28 GP. New Rope, Scaffold, and Trumpets.

Weaver

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

Twilliana the She-Dwarf: FTR, N, LVL 3, HP: 9, AC: 9, Dagger. Tapestries depicting Battle Scenes, 5 GP per square yard, 148 GP, 56 CP in Cashbox.

Poet

Danddel Ffaid BA LG 3 6 9 5 9 15 13 12 11 13 Sword

Poverty stricken; Songs, 1 CP; Sagas, 2 CP; and Poems, 5 for 1 CP. 37 CP hidden in a ragged cloak.

Dog Trainer

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

Trains any dog to do amazing tricks, PROB 10%, cumulative per week. Ten pet Dogs: HD: 1, HP: 6, 6, 5, 4, 6, 5, 1, 1, 4, 6, AC: 8, Bite: 1 - 4, 3 GP, 45 SP, 40 CP in the Fireplace.

Smith

Madman Robuy FTR N 4 16 7 6 10 7 8 10 10 7 Hammer

Stable 2 SP per day. Loves to Gamble. House Odds 40% (maximum 31 - 36 SP per week). Legend of the King Pegasus: Six Stallion Herd Leader in the Majestic Mountains near Nimbus Tor.
The Concubines are protected by their Slaves and (just a scream away) 2 - 12 Knights: LVL 1 - 12; AC: 9; Swords. 32 - 42 Women with 1 - 6 Slaves, each share the quarters. Each has 600 GP x 100 in Gold or Jewelry, and many are prone to use poisoned weapons, PROB 30%. Constable Patrols appear regularly, PROB 15% per turn - 'looking for Thieves and Bugbears'. Rumor: Four drunken Halflings have been chained to the roof of the Constable's Barracks for 2 days.

Lancer's Club

Korbric Stalgar

The Lancer's is run by the five Stalgar Brothers; Fran: FTR, LVL 6; HP: 22; AC: 6; Plenar: FTR, LVL 4; HP: 12; AC: 8; Trouic: FTR, LVL 4; HP: 18; AC: 9; Mittrok: FTR, LVL 3; HP: 14; AC: 6. On any given night, 10 - 60 Cavalrymen are filling their bellies with the local Brew; Mead, 3 CP. Flustag; FTR, LVL 5; HP: 27; AC: 7; is fond of tossing wayward Orcs out the door and relating his encounter with Barbarians in the Frozen Wastelands...trapped in a Boxed Canyon, 2 against 100; charged 2 against 100; cutting blindly until exhausted, 2 against 100. ...finally winning, we all agreed "they were the meanest 2 Barbarians we ever faced." Dues: 2 SP per month. Cashbox: 137 GP, 45 SP, 120 CP. House Odds 18%.

Travel Agency

Morlacod Thulan

Morlacod offers escorted Stagecoach, 1 GP per five miles; Pegasus (3 max.) Flights, 20 GP per five miels, and Windwalking, 50 GP per five miles, all once a week. By special arrangement, 1 - 6 days, Teleportation is available, 800 GP per five miles, and in the event of a disaster, Thulan is named beneficiary in every passenger's will. A machine installed by a predecessor is connected by a shaft and pulleys with a Mind Flayer four levels below. Troublesome customers are shoved into the shaft (cubicle with false bottom), Thulan believes to work off their debts, and the Mind Flayer. In turn, arranges schedules via notes from the machine. PROB 30% of Reservation per week; PROB 45% of Late Stage, 2 - 12 hours. Ten Slaves: FTR, N - LG, LVL 1; HP: 4, 6, 4, 1, 6, 1, 2, 1, 5, 6; AC: 7 Swords. In Thulan's room: 1580 GP, 3465 SP, 248 CP hidden in Sleeping gas-trapped Wooden Idol of Mercury. Rumor: Asilotor the Saint is forming an expedition to rescue the Female Survivors of an Orc raid on a caravan 40 miles south.

STREET OF CRAFTS

PROB 35% of Blockage by Carts Delaying 4 - 16 Turns

Spears

Norfred the Dart

Silver Sword, 170 SP, hates all Chaotic or Anarchistic types. Spears, 1 GP; Pikes, 5 GP; Halberds, 7 GP; and Pole Arms, 8 GP. Being fervently legalistic, Norfred keeps the Constables and Deputies busy with his complaints. Rumored to be opposed to the Overlord, he is actually an agent of the Black Lotus. 48 GP, 122 SP, 413 CP hidden in the basement; Cashbox: 6 GP, 45 SP, 20 CP. Rumor: Wigary Lomig, a Bishop of the Spider God, is hiring Fighters, 5 GP per day.

Wayfarer Inn

Birkaby Long-Arm

The Wayfarer is noted for its cleanliness; customers must have their clothes laundered upon entering by the Slaves, 1 GP. Rooms, 6 GP per week, including Breakfast of Worm Bread and Goat Cheese; Lunch of Otter Chops; and Supper of Ox Sausages. Ale, 3 SP, and Rum, 6 SP, is extra. Patrons are Bandits, Pirates, and Mercenaries: NA: 10 - 60, LVL 1 - 6. Rumor: An identical twin of a party member is searching for the member to kill him; actually a Clone.

Scribe

Toddy Carchimbor

Carchimbor wears the Ape skin garb of the Priests of Hanuman the Accursed: HD: 16, HP: 200, AC: -1, 7 - 41 per Strike; Giant Ape form, Supplement IV, page 46. A Prayer Bead on a Necklace, 345 GP, puts him in direct communication with his God. Scrolls, 5 GP, Short Notes, 1 GP. A Scroll of Protection from Lycanthropes, 508 GP, 152 SP, 533 CP, and a Gold Axe, 50 GP, are locked in his Wood Chest; Cashbox: 26 GP. Rumor: A 'walking stack of baskets' with two riding Cats is lurking in the alley across the street; actually an Umber Hulk.

Casks

Lidget Mestor

Corpluent and talkative, Lidget supplies work for six Craftsmen: FTR, N - LG, LVL 1; HP: 1, 4, 6, 1, 6, AC: 9; Daggers. Casks, 1 CP each; Kegs, 3 for 1 CP. Cashbox: 13 GP, 42 SP, 479 CP. Rumors: A Priestess of Harmakhis is to be sacrificed tonight at the Temple. A large Baboon with 'Wings of Flying' just landed on the roof across the street; actually a Clakor: HD: 8, HP: 44, AC: -8, two Paws, 4 - 32 per Paw, Supplement IV, page 57. A Spirit Lamp bought at the Brass Bazaar by a Swineherd turned out to be an Efreet Bottle (false). A Hunting Dog brought back a Pegasus feather above Oracle Lake - 2 miles in the Troll Fens.
**Cloaks & Tunics**

Irmugar the Cunning  FTR  LG  3  15  9  7  16  15  11  8  8  13  Sword

Cloaks, 1 SP; Tunics, 2 SP; double for Wool, triple for Silk. Irmugar got his nickname by outsmarting a Titan who halted a whole battle for 16 days. His pride is a +1 Cloak of Protection disguised to look common (given him by the Titan). Ten Craftsmen: FTR, N - LG, LVL 1, HP: 1, 8, 5, 8, 3, 5, 6, 4, 1, AC: 9, Dagger. A locked Trunk: 57 GP, 33 SP, 15 CP, Flail, Quiver of 20 Arrows, and a Composite Bow. A Silver Shield, 170 SP, hangs over the hearth. *Rumor: A play in the Noble Playhouse has just ended in a riotious audience tearing off their clothes and leapfrogging down Festival Street.*

**Tailor**

Gadichan Hejey  FTR  LG  1  2  9  6  11  9  12  11  10  7  Dagger

Gadichan’s Talking Dog, ‘Slobones’, has never been beaten at Draughts. ‘Slobones’ often ‘goes off hunting’, as he actually is a sub-adult Golden Dragon: LG, HD: 10, HP: 30, MU, LVL 1 - 3, 10 each, 3 - 36 per Bite, 1 - 4 per two Claws. Bark-clothe Loin Clothes, 1 CP; Robes, 7 CP; Togas, 8 CP; Skullcap, 1 CP; Conical Hat, 4 CP; Gambeson, 7 CP; Turbans, 3 CP; Pentaloons, 6 CP; Short Coats, 5 CP; Gowns, 9 CP; 2 x for Lines, 3 x Wool, and 4 x for Silk. Each is handmade, 3 - 18 days. Cashbox: 13 GP, 72 SP, 135 CP. Gadichan frequently reduces his price 1 - 6 CP for customers his Dog happens to like.

**Wine**

Nitevit Klaizator  FTR  N  10  39  9  5  11  4  6  16  8  12  9  Sword

Hunchbacked and pallid, Klaizator uses a Cane Sword to limp around. Wines flavored with Spices, Herbs, Flowers, and insects, 1 - 6 per narrow-mouthed bottle, depending on how much Nitevit wants to keep it. Fourteen Women Craftsmen: CHAR: 15 - 18, dancing in the giant Wine Vat brings Spectators: FTR, NA: 4 - 24, LVL 1 - 6. Spectators are charged 1 CP each. False Bottom in Vat contains 2260 GP, 662 SP, 358 CP and the Cashbox has 11 GP, 5 SP, 15 CP.

**Glass**

Gawfrin Wild-Hair  FTR  LE  6  10  9  7  13  14  18  12  8  9  9  Dagger

Toilet Jars, Drinking Vessels, Jugs, and Bottles, 3 SP each, made from intricate molds keep the furnace and four Craftsmen: FTR, LE, LVL 1, HP: 6, 5, 3, 7, AC: 9, Daggers; busy every night. Cashbox: 26 GP, 410 SP, 123 CP. Gawfrin’s friend, Cadedyfon the Deathless: MU, LE, LVL 9, HP: 23, AC: 9, Wand of Paralyzation, visits him frequently PROB 20% per turn. *Rumor: A Weaverbird is pleading for help outside the Wayfarer Inn; A Polymorphed Dwarf-Thief (ungrateful).*

**Carpets**

Ar-Naney the Cruel  FTR  LE  5  24  7  6  13  9  14  13  13  13  9  Flail

Cursing and beatings keeps Ar’s 42 Slaves working 14 hours a day. He is rumored to be the only Master who has had repeated runaways. Rush Mats, 3 CP; Flaxen Rugs, 3 CP; Wool Carpets, 2 CP; line his overstocked shelves. Cashbox: 42 GP, 31 SP, 42 CP. Dusty Cigfaleina, Daughter: FTR, N, LVL 2, HP: 7, AC: 9, CHAR: 15, Dagger, is kept prisoner in her room. She knows about the female Vampire Ar-Naney protects in his cellar. The coffin contains two Jewelry, 1200 GP each, and a Ring of Water Walking. *Rumor: An ornament vendor is being robbed by two Trolls in the Open Market.*

**Chains & Locks**

Thetistor Wonker  FTR  CE  7  28  4  6  13  7  10  14  16  8  Dagger

It is whispered that five Complaining Customers have become Skeletons chained to a wall to see if they could break their chains. Normal Chains, STR 17, 1 SP per foot; Double Chains, STR 18(00), 3 SP per foot; Triple Chains, STR 20, 9 SP per foot; Shackles, same as Chains except in Gold; Fetters, double Chain price in Gold; Locks, triple Chain price in Gold. Special orders require 3 - 18 days. Bronze Chest, triple locked and Poison Type 3 trapped contains 29 GP, 345 SP, 37 CP, and a Garnet (hidden in secret lid compartment) worth 1000 GP. *Rumor: An Ogre has just tossed the Keeper of the Boar’s Head Tavern in a Stew Pot and is salting him.*

**Oil**

Hasok the Old  FTR  CE  5  13  9  7  5  13  10  5  8  13  Dagger

Flasks of Oil, 3 GP, and Cauldrons of Oil, 240 GP. Three Orc Slaves: CE, HD: 1, HP: 4, 5, 7, AC: 6, Swords. In the cellar, a Cauldron of boiling Oil with 45 GP, 10 SP, 345 CP in the bottom. *Rumor: A Basket Weaver is being pursued up Old South Road by a Demon: HD: 8, HP: 35, AC: 0, Type f, 1 - 4 per two Claws, 1 - 8 per two Talons or 1 - 6 per Bite, Magic Resistant 50%, Telekinesis - 2000 GP, Dark 5’ Radius.*

**Baker**

Kazanit White-Shoulder  FTR  N  4  13  9  6  11  6  17  10  7  10  Sword

Kazanit supplies Black Bread for Military Units, 1 CP per loaf. Four Daughters, Tejelina, Dokarina, Pialinna, Umphina: FTR, N, LVL 1, HP: 3, 6, 5, 3, AC: 9, CHAR: 16, Daggers. Cashbox: 61 GP, 55 SP, 656 CP. *Rumor: A Barrow Wight: HD: 3, HP: 11, AC: 5, LVL/Hit, has occupied the cellar of the Firedrake Mead Hall.*
Tanner

Dogleg Halwili  FTR  LE  5  22  9  7  14  13  9  14  10  17  Sword

Dogleg supplies Bootmakers, Armories, and Tailors; 1 CP per square yard of Leather. He works 32 Goblins: HD: 1 - 1, HP: 5, 4, 5, 1, 5, 5, 6, 2, 1, 4, 4, 6, 3, 3, 5, AC: 6, Dagger, at his four large vats. Very suspicious, he only opens the doors for business reasons. His pride is a 6’’ Troll named Cexrix: HD: 6 + 3, HP: 39, AC: 4, 1 - 4 per Claw, 1 - 8 per Bite, which guards his chest containing 365 GP, 7562 SP, 465 CP, and a piece of Jewelry worth 560 GP. Rumor: A Statue is walking out of the Mindwarp Ale House; actually a Stone Golem on an errand: HD: 15, HP: 60, only +2 Weapons, 3 - 24 per Strike.

Whips

Bullwhip Oddeith

FTR  N  4  10  9  5  12  5  14  14  5  8  Dagger

High ability with Whip, striking as a +2 Flail with normal damage. Fond of showing tricks at his Slaves’ expense. ‘’Whips, 3 GP; 12’’ Whips, 5 GP; 20’’ Whips, 10 GP. Cashbox: 13 GP, 46 SP, 6 CP. Five Slaves: FEM, FTR, LVL 1, HP: 1, 4, 5, 7, 5, AC: 9, Daggers, in shackles. A Map to 5500 GP buried in Mermaid Swamp is hidden under the counter. Rumor: Two Dwarves are duelling over a Wench at the Pig & Whistle, and one has a Magical Hammer (+1).

Exotic Food Shop

Rheu Dather

CL  LG  6  18  9  8  6  11  15  11  9  16  Staff

A Bishop of Idun, Rheu seeks to glorify food by supplying exotic cuisine to the Rich so he can nourish the Poor. Bat’s Eyes, 1 CP; Mutton Chops, 2 CP; Chili, 8 CP; Slug Eggs, 3 CP; Tortoise, 4 CP; Sugared Beetle Brains, Chopped Lizard Tails, Barbecued Owlbear Ribs, 1 GP; Griffin Nibbles, 2 CP; and Cockatrice stuffed with Olives, Snake Eggs, and Baby Squids, 5 GP. Seven Wenches: FTR, N - LG, LVL 1, HP: 5, 6, 6, 1, 5, 6, 5, AC: 9, CHAR: 14+, Dagger. Cashbox: 57 GP, 250 SP, 421 CP. Haniena, Daughter: FTR, LG, LVL 2, HP: 3, AC: 9, CHAR: 15, wears Jewelry, 150 GP. Shoppers are Nobles, Merchants, and Clerics: NA: 2 - 12, LVL 1 - 12. Rumor: A Huntsman has captured a Giant Spider across the river from the Southern Keep.

Lamps

Spyridan the Eagle

FTR  LE  5  13  9  7  6  6  7  13  13  7  Dagger

Spyridan’s shop is filled with Lamps of intricate design: Copper, 4 GP; Iron, 10 GP; Silver, 18 GP; Incense Burners, Half Price; Tinder Boxes, 8 GP. Two Trolls, Swontris and Mjavirix: HD: 6 + 3, HP: 29, 24, AC: 4, 1 - 4 per two Claws or 1 - 8 per Bite, assist Spyridan. The 15 Silver Lamps worth 270 GP, 32 SP, 53 CP, and 155 CP are stored in a huge Bronze Burner that has a Sleep Symbol, ST twice, inscribed under the cover. It is said that a sideline of Spyridan is the selling of Thieves to Harinya the Hunchback to render down for candles. Rubrina the Slave Girl: FTR, N, LVL 1, HP: 3, AC: 9, CHAR: 14. Bly Foxasar: Craftsman, FTR, N, LVL 2, HP: 13, AC: 9, Sword, will bet 5 GP he can drink anyone under the table when off work at the Starfish Tavern — capacity of 16 drinks. Rumor: A Halfling has just jumped over the wall behind the Bloody Foam.

Clay Pots

Buga Garzelit

FTR  N  5  21  9  7  12  13  11  7  9  12  Dagger

Infested with Lice, PROB to Catch 40% within 10’, Buga specializes in huge Pots, 1’ - 6’ high, 1 CP per foot; Lids, 1 CP. Gwartina, Wife: FTR, N, LVL 3, HP: 4, AC: 9, CHAR: 7, Sword. Six Sons, Benzlit, Efnislit, Welit Bone-lip, Dyfelit the Ruthless, Otilit, Uchildit Cross-beard: FTR, N, LVL 4, HP: 8, 17, 7, 18, 13, 12, AC: 9, Swords, all unusually lazy. Cashbox: 3 GP, 1 SP, 25 CP. In his attic, Garzelit has stored war mementos in a Banded Chest: Greaves, Bronze Shield, Silver Swords, 17 GP and a Magic Carpet which flies South every full moon to hover over a glimmering rock which points to a buried Tomb full of Treasure. Instructions are woven into the Carpet, but Garzelit cannot read them. Rumor: A dying Magic User with a Rapier in his back is calling for his son (same description as one of the Player-Characters).

Tinsmith

Barsak the Dwarf

FTR  CG  4  21  8  6  9  11  11  12  11  11  Hammer

Barsak and his friend Gurgalin: Dwarf, FTR, N, LVL 3, HP: 15, AC: 9, Dagger, shape Pots, Pans, and Jewelry (half the price of Iron) for Peasants and Commoners. Grugalin loves gifts and relates to each bestower. Inside the furnace, a Trap Door leads to a small tunnel wherein a Silver Banded Chest, 140 SP, contains 1537 GP, 240 SP, 25 CP. The Legend of the Devil Outlaw and the City of Brass: An evil Dwarf-Thief captured by an Efreet and carried off to a city where the King of Efreets and Djinns lives, 560 miles west. Rumor: A thatched roof is ablaze at the Bonny Black Bear Inn.

Silversmith

Agar the Abstruse

FTR  LG  6  19  9  7  11  15  14  9  12  13  Sword

Agar is a renowned Hero of the City, having once rescued a fleet of ships from the gaping jaws of a Sea Monster by sacrificing his Holy Sword, ‘‘Slender Sleep’’. In a Stone Coffer which requires a total STR 40 to move: 31,815 SP, 236 GP, 24 CP are stored. Five Silver Dragons, 5 GP each, and Silver Plate Armor, 84 GP, are hanging on the walls. Silver Tankards, 10 GP each. Four Halfling Fire-Keeper: FTR, LG, LVL 1, HP: 5, 5, 6, 1, AC: 9, Daggers. A mutual protection pact brings help from the Tinsmith, and vice versa.
CROSS ROAD
PROB 40% of Enraged Ox: HD: 3, AC: 8, -12 per Horn, Attacking Nearest in Party

Magistrates Residence

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Known for his aesthetic displays, fond of banquets, Rewang is rumored to be a high-ranking member of the Sacred Owl Clan. His hobby is determining minor legal infractions, such as mud-tracking, by strangers. A Gold Chest, 2780 GP, filled with 750 GP, and 4 Jewels, 500 GP each, (invisible) is under his bed. Eight Slaves and occasionally, PROB 45%, 2 - 12 Mercenaries guard his home. *Rumor: A hoard of Giant Beetles devouring everything in its path has just swarmed over the Mermist Wall.*

Daughter

Deotina the Spinster

Wand of Illusion, Potion of Fire Resistance, and a Scroll of Protection from Magic is hidden in the false bottom of her table; a spring latch brings them quickly to hand. Wears 360 GP in Jewelry and a Mask of Silver, 275 SP, when confronted by Males. Pet Spider: HD: 2, HP: 14, AC: 6, 1 - 3 per Bite plus Webs, Saving Throw -5. *Rumor: An Armored Wagon containing 175,000 GP has just overturned at the Crossroad and Malestron’s Corner (it’s empty).*

Oarlock’s Up

Zhasar the Langan

Four Dancing Pigs and Efrailyn, the Leopard Woman, an Exotic Dancer: MU, N, LVL 2, HP: 5, AC: 9, Dagger, CHAR: 17; provide the entertainment for Nobles, Knights and wealthy Merchants: NA: 31 - 36, LVL 1 - 2. Festive boards of Vegetables fried in Bear Fat, Crayfish Puree, Grub Pies, Camel Consomme*, and Blue Grog, PROB 15% of Drunkeness cumulative, are included in the cover charge of 2 GP each. Cashbox: 555 GP, 36 SP, 25 CP. Hidden in the fireplace are 2 EP behind a loose brick. Two Cooks and four Barnmaids in harem dress: LVL 1, HP: 6, 1, 5, 2, 3, AC: 9, Daggers. House Odds: 25%. *Rumor: A Basilisk has wreaked havoc in Naughty Nannies, 400 GP offered.*

CUTPURSE ROW
PROB 40% of Robbery Attempt if Alone (-10% per Comrade)

Silver Elk-eyes

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Psionic Blast 20 or Dominion 1 per LVL per turn. Bartender Mondgrí the Elf: FTR, CG, HD: 3, HP: 15, Dagger; Djas the Bellydancer: N, HD: 1, HP: 3, AC: 9, has the Ancient Heirloom of the Tiger Clan (+1 N Sword) guarded by pet Panther: N, HD: 3, AC: 8, 1 - 3 per Claw, 1 - 8 per Bite; four Barnmaids: N - CG, HD: 1, HP: 3, 1, 2, 4; Pegleg Sabor the Cook: FTR, CG, HD: 2, HP: 9, Sword, two Emeralds in Wooden Leg, 50 GP each. Customers are Thieves, Bandits, Mercenaries: NA: 20 - 36, LVL 1 - 6. Chest in Baidar’s room: 110 GP, 95 SP, 40 CP. Falchion with Jaspur Pommel, 143 GP; Mail Shirt; Lock enchanted to change to Cobra if opposite Alignment: HD: 2, HP: 5, LVL 2, Poison; Stone Idol of Odin. Rooms, 4 SP per night; Meals, 2 GP; Mead, 1 SP. House Odds: 10%. *Rumor of retaliation by Clan of the Venerate against the Clan of the Host on Caravan Street tonight.*

Prancing Ki-Rin Saloon

Grotesque Jagyuk the Orc

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Ten Orc Slaves: HD: 1, HP: 5, 4, 6, 4, 1, 6, 1, 5, 1, AC: 6; five Dancers: FEM, FTR, N, HD: 1, HP: 4, 2, 4, 1, 1, AC: 9, Daggers; famed for drink, Balrog Blast, 2 GP (10% PROB Drunkeness non-cumulative); Ale, 1 SP; Meals, 1 CP. 4% PROB of Typhus. Patrons include Trolls, Goblins, fugitive Goblins and Brigands: NA: 6 - 36, LVL 1 - 6. Trolls rob Humans, PROB 80% if present. Jagyuk has an entrance to a tunnel complex below Gaming Table. 50 GP, 25 SP, 210 CP hidden in Lair, guarded by Orcs. *Rumors: A Knight of the Inner-Circle to be Yellow-striped in the Plazo of Profuse Pleasures.*

Thieves Guild

Kaffatela-The Hound of Death TH

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Sword +4, Boots of Speed, numerous Daggers of Throwing (100 - 600 Silvers each), +2 Dagger worth 1,300 GP. Fond of Dogs, six guard passage to his quarters, and two 3 Hit Die Wolves in his room. Frequently switches meeting places in the Labyrinthine, multi-level ancient Fortress of the Guild. The 12' thick walls once protected an ancient religion devoted to Thieves. Many levels and secret passages haven’t been seen for centuries, unless the glowing eyes of the old Master Thieves ambling upon Skeleton legs are counted. They hold the new order in disdain and hatred for having forgotten their god and deeds. Even the brash new order will not venture to explore the moaning depths.

The Lesser Thieves: At any time in the City State, 10 - 20 Thieves, 20 - 30 Master Pilferers, 20 - 40 Pilferers, 30 - 40 Sharpers, 30 - 50 Cutpurser, 40 - 60 Burglars, 50 - 80 Robbers, 60 - 120 Footpads and 100 - 200 Apprentices are busy plying their trade or celebrating. Although all entrances are not known to the Fortress, three main entrances are guarded by a Thief, two Master Pilferers and 2 - 12 others of Level 1 - 6, AC: 7, Sword armed with Nets above ambush points. At any meeting, 10 - 16 Thieves and 20 - 26 Master Pilferers will be present; Lesser Thieves by invitation only. Everyone pays the Guild 50% of each Hit until the 3rd level, when it drops by 10% per level thereafter, 10% minimum. For this the Master Thief maintains an uneasy reasoning with the Rulers, pays bribes to the Lord Prefect, and provides safe hideways for offenders being sought. It is a capital offense to bring a woman into the Fortress. There is also a basic 10% chance per month of a government mission.

Andrid the Master Pilferer

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<td>10</td>
<td>16</td>
<td>+1 Sword</td>
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Robber Baron having 10 Cutpurser and 20 Burglars under him for a 50% cut. Chime of Opening for large profit undertakings, trusting no-one with it; Very thin, hawk-like nose; +1 Sword; 9 Light Horses; Sorcerer’s Cup and Mowert Bath. He is rumored to possess 4 - 6000 GP, five Slavegirls, and two Slaveguards. Rents second story of Wild Flail Inn. Owes 15,800 GP.
The headquarters with 18 Female
Singing Skald
bad eye.
Fassith the Tight-Lipped TH
42
Ferocious in battle, Tragdon ignores his men, trusting that his reputation
different
Wall Captain
Krevos the
LVL
8, HP: 12, 5,
[vertex to 30]
Serves as a gift from a grateful Djinni. The Strongbox contains 1536
Sharpers
Two Master Plifers and two Plifers: Melmoth the Wanderer and Ibben the
Poet: LVL 8, HP: 12, 26; Rackham of Gambar and Barteley: LVL 7, HP: 9, 23. Each carries a jeweled Weapon due to lack of permanent hideout.
Vathak's Sword, 5600 GP, and Dagger, 160 GP. Frequent the She Devil Tavern and the Happy Harpy.

Vathak the Thief
TH
CG
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25
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17
17

Jeweled Weapons

Thin, mustache, dark hair, black garb. Collector for the Guild. Two Master Plifers and two Plifers: Melmoth the Wanderer and Ibben the Poet: LVL 8, HP: 12, 26; Rackham of Gambar and Barteley: LVL 7, HP: 9, 23. Each carries a jeweled Weapon due to lack of permanent hideout. Vathak's Sword, 5600 GP, and Dagger, 160 GP. Frequent the She Devil Tavern and the Happy Harpy.

Fassith the Tight-Lipped
TH
CE
9
16
6
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9
10
7
8
10
5
None

Pockmarked and greasy; little liked but loyal to Guild; betrays friends for favors; sole friend, Slevyos; spends much time in Goblin Reserve where he headquarters with 18 Female Goblins, much to the amusement of other Thieves; widely known Trap Maker and Ambusher.

Slevyos the Scoundrel
TH
CE
9
24
6
6
13
8
7
14
16
6
+1 Sword

Scar-faced and one eye; Slavegirl and crippled Slaveboy (beats in public); +1 Sword; Leather Chest: 300 GP, 1200 SP, Gem, 1500 GP, hidden in bad eye. Silver Eel Inn, two Ogre Guards.

Shadow Hawk
TH
N
40
6
6
15
13
7
13
17
17
+1 Sword

Mysterious; Girdle of Giant Strength (HP: 28); +1 Sword; 10 - 60 Gems sewn in Cloak, dark brown garb; works alone (contracts 8000 GP +); Falcon, 'Banshee', trained to attack or pick up items upon whistle; frequents Waterfront; switches Inns often; Golden Lamprey Inn for dinner.

DAMP STREET
PROB 16% of Attack by Werewolves (One per Member in Party) at Night

Crystal Falgon Banquet Hall

Lampoon Tryfineri

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

MU
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9
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11
14
17
17
Dagger

Nobles and Gentlemen: NA: 11 - 16, LVL 1 - 12, only are admitted to this exclusive eating place. Roast Turkey, Venison, Spiced Ham, 19 different Soups, and 19 rare Wines are served with each meal, 10 GP. Ten Slaves, 19 topless Serving Maids, four Cooks, and two Wine Stewards. It is said that Lampoon received the Hall as a gift from a grateful Djinni. The Strongbox contains 1536 GP, 23 SP, 44 CP. Rumor: The Overlord is visiting the Ghost Chaser to persuade him to purge the Royal Stables.

Barrack 4th Co.

Serg. Jakamar Bow-Back
FTR
CG
4
23
7
8
14
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10
12
5
6
Sword

Jakamar's Unit is highly disciplined, slow, and given to arguments. 35 Swordsmen, 40 Light Crossbowmen, 25 Archers, 15 Catapultists, 42 Militia Pikemen, and 37 Slaves. Treasury: 176 GP, 42 SP, 248 CP. Inspections, PROB 03% per week. Crud PROB 18% per day. Grippe PROB 10% per Meal. House Odds: 27%. Rumor: A family of Werewolves have been discovered in the cellars across the street.

Wall Captain

Tragdon the Tall
FTR
LE
5
9
9
10
12
13
12
8
11
11
Sword

Ferocious in battle, Tragdon ignores his men, trusting that his reputation will inspire them to action when necessary. Gossip says that he keeps a Gnoll Concubine which is fond of Human flesh. Three Slaves: FTR, LE, LVL 2, HP: 7, 5, 4, AC: 4, Swords, guard his room. Chest with 211 GP, 450 SP; 215 SP; Elven Boots; Gold chased Buckler, 157 GP; Ivory Collar with a 15' Gold Chain, 68 GP; and Silver Stirrups, 76 SP. Rumor: A troop of Mercenaries pursued by a band of Harpies is charging through the North Gate.

Stable

Gwalciber the Guide
FTR
CG
5
26
9
6
13
11
9
11
10
15
Spear

A retired Cavalry Guide, Gwalciber vaguely recalls the general lay of the land up to 200 miles east. Groom and Stable, 6 CP per night; Shoes, 5 CP. Five Stable Hands: N - CG, FTR, LVL 1, HP: 6, 2, 3, 2, 7, AC: 9, Daggers. Strongbox: 42 GP, 45 SP, 122 CP hidden in hayloft. Rumor: A flying Mushroom is passing over the City. Rumor: An Albino Eunuch is buying every Female Slave available (false). Rumor: A beautiful woman standing in a boat in the middle of Oracle Lake cries for help every third night; actually a Ghost. Rumor: A Gargoyle leaped from a balustrade on the back of a Player's Horse.
The Assassin Guild is rumored to be favored by the Black Lotus. In fact most of the secret police are Guildmembers, and most assignments are for the Government. One Chief Assassin, 2 Senior Assassins, 5 Assassins, 8 Executioners, 18 Thugs, 29 Docoits, 43 Cutthroats, 62 Slayers, 110 Murderers, 145 Killers, and 216 Apprentices operate within 500 miles of the City. Executioners and above (except Hreimar) are on permit salary for the Overlord.

Tanglebones Tavern

Karstak Nyr

FTR LE 3 14 9 7 10 14 15 13 11 11 10 Sword

Two Barmaid Trolls: HD: 6 + 3, HP: 27, 24, AC: 4, 1 - 4 per Claws, 1 - 8 per Bite; three Scullery Slaves: FTR, N, LVL 1, HP: 3, 6, 3, AC: 9, Daggers; Peerless Pulchiena the Belly Dancer: FTR, N, LVL 2, HP: 4, AC: 9, Dagger. Rooms, 10 GP per week, includes a Bath by Serving Maids, Alligator Milk, and Fried Trout each day. Mead, 3 CP; Laundry Service, 2 CP. Rorik Kulder, a Wereboar, is a permanent guest. Customers are Thieves, Brigands, and Trolls: NA: 6 - 36, LVL 1 - 12. House Odds: 19%. Rumor: An Alchemist who claimed to have discovered the secret of transforming Copper into Gold has been taken to the Palace.

Bellowdeck's Inn

Sangrel the Flowery

TH CE 4 11 9 5 7 10 11 11 9 4 10 +1 Dagger

Gnolls, Pirates, and Bandits: NA: 32 - 42, LVL 1 - 4, pay 4 SP each per week for a Room; Potluck Stew, 1 CP, PROB of Grippe, 15%; Rum, 2 SP; Grog, 1 SP; Ale, 2 CP. Five Barmaids, three Maids, and two Slave Guards: FTR, N - CE, HP: 1, 6, 2, 6, 1, 6, 4, 1, 7, 2, AC: 9, Daggers. Strongbox: 21 GP, 36 SP, 56 CHP hidden in a secret closet inside Sangrel's room. Torches, 2 CP. House Odds: 25%. Rumor: A Halfling has been found guilty of ogling a Courtesan and will be drawn and quartered in the Outer Ramparts.

Cut-Throat Inn

Long Vran Verusbel

FTR CE 4 9 9 6 16 12 10 12 11 6 Sword

Long Vran is said to operate the cleanest and deadliest Inn within 200 miles. Berserkers, Buccaneers, and Brigands: NA: 41 - 46, LVL 1 - 6, flock here to exchange tips and strike dark bargains. Rooms, 1 SP per night; free Sour Ale; Wine, 2 SP; Biscuits and Water Gravy, 1 CP. PROB 15% of Attack per Turn, PROB 20% of Robbery per Night. Rumor: A secret Cult of religious fanatics are kidnapping lone pedestrians on Shady Street.

END GATE ROAD

PROB 20% of Impressed for Stable Cleaning and Weapon Sharpening

Slaver

Castig Sun-Hiker

FTR CE 7 44 3 8 10 12 6 10 9 9 Sword

Castig is the only Slaver to send his Caravans into the mountains north of the City State, and is the only source of Dwarven Slaves. Many Dwarf kin hate him for this reason. Ten Mercenary Guards: LVL 1 - 6, AC: 4, Swords, guard his room wherein 600 CP, 978 SP, and 596 GP is locked in a Brass Chest with 12 Gems, worth 50 GP each, embedded in the lid.

Poet

Bergrin the Loafer

BA CE 3 6 5 5 14 11 12 10 14 10 Dagger

This Bard is rumored to be favored by the Overlord himself, and only works for Social Level 6 or higher personages. His commissions run 120 SP per Social Level of Customer. Bergrin spends everything he earns at the Drunken Reveler, and is asleep more often than awake; 45 SP.

Orator

Anoletine the Bore

FTR LE 5 21 8 6 11 13 14 17 11 13 Dagger

Anoletine's dull intonation has distracted many a crowd while Cutpurses flagrantly robbed his audiences. PROB to Distract 70% per ten minute turn. His fees are 20 GP per ten minutes. If given the chance, will talk for ten minutes before saying anything; 120 SP.

Poet

Gavcard the Pauper

BA CG 3 14 6 5 13 12 8 15 15 10 None

Gavcard is so harmless and poor that he goes unarmed. Famed for his companions, the Ventriloquist Brothers, three talented Halflings: TH, N, LVL 2, HP: 6, 4, 4, AC: 9.
Buk lives in constant fear of a malignant and evil Being which stalks him every third night. Never seen, the Being sends forth a Fear Wave that penetrates the stoutest walls. This began one year ago, upon the acquiring of an unusual coin (Demon’s Amulet) in Buk’s stash (356 GP), unknown to him. He offers 350 GP to anyone freeing him of it.

Menakem is assisted by five Apprentice Smiths, and thereby offers same day service. Shoes, 2 CP; Stable Care, 1 SP per day; Ornate Trappings, 10 - 30 GP. A Gold Horseshoe (316 GP) is hidden in Menaken’s tool box with the key to his Cashbox: 138 CP, 556 SP, 15 GP.

Babok the Gar has secretly hidden away a 5000 GP Gold Pearl in his Sword hilt, and knows many Mermen (and Maids) on a first name basis.

Dodeckorth, a former Wagonmaster, is familiar with the nearby Hamlets of Altania and three Nomad Chieftains. His reputation is due to vicious shaves. Rumors: A terrifying Ghost has appeared in the Bloody Tusk Banquet Hall, 500 GP offered.

Curly can train Horses to obey ‘whistle commands’ (see Horse Market Command Table) in 20 weeks, less the Intelligence of the Horse in weeks. Being extremely lazy, he will only take one order at a time, and isn’t ready to work again until he has wasted the fee, 255 GP, in riotous living, 1 - 6 weeks. Only one roll is permitted per mount; further training not possible. Cashbox: 3 CP, 2 SP. Rumor: A heavily laden Pirate Ship has just docked for repairs, ‘The Flying Jaguar’.

Blasphemous malcontent, bent on promoting harmony and generosity, Vikan protests constantly. Two Sergeants: HD: 3, HP: 10, 14, AC: 4, Swords; 30 Foot, 48 Catapults, 60 Crossbow, 40 Archers, 32 Militia, 24 Slaves, Visiting Knights, 1 - 6; PROB 10% per day.

Wood, Clay, Wax, and Paper Masks used for masquerades, 1 - 6 GP; Disguises, 7 - 12 GP; or Ceremonies, 13 - 24 GP, adorn this shop. Customer Disguises costing 100 - 600 GP and 4 - 24 days are detectable 25% (-1% INT, and -5% per 10') per turn. 125 GP, 535 SP, 400 CP hidden in east wall. Rumor: Bugbears were seen lurking in the nearest alley stalking the party.

The Master Bard of the Canaith College, carries a Fochlucan Harp (Charm +1%) and his song will Charm PROB 140% - 5% per Level above 4. Bards gain one Level per year; 21 - 30 Bards, LVL 1 - 6, will always be present. Rumor: A Master Bard is being held captive by Tritons five miles down in the Estuary.

The Actor’s Guild charges a flat fee of 2 GP, and every applicant is guaranteed a bit part. PROB -1% per week of +1 Social Level; Success assures a leading role, PROB 05% per week of +2 Social Level. 20 Slaves, 46 Actors. PROB 20% of Flop Play, -1 Social Level per week. Rumor: Lizardmen have seized the Alatan wife of Ferd the Ferryman.
### Patrician Theater

**Rumor:** The Overlord has hired ten foreign Magic Users to ESP for rebellious thoughts. No Gentlemen and Nobility can perform in this theater, and all bonus and penalties for Social Level progression are doubled. Costume fees are stiff, 10 - 60 GP, depending on part; and selectivity keeps competition high, PROB 20% of Acceptance/Play. Plays run 3 - 18 weeks; Flops, 3 - 10; and Hits, 11 - 18. 55 Slaves, 62 Actors, and 15 Craftsmen are supported by the 7 - 12 SP admission price or three performances per day.

### Music Shop

**Snaps' Pickins**

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### Happy Harpy

**Muliena the Lioness**

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<th>FTR</th>
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**Giggling Rebiana**

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Impetuous Femmes to fit every taste are promised to the customers which pay admission price or three performances per day.

### Naughty Nannies

**Pratling the Gnat**

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**Madam Omelantra**

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**Blazedra the Tigress**

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**Frail Melisela**

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**Savage Fymlyn**

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**Chastiena Cheek**

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Pratling and Madam Omelantra supply customers with the 'nannies' of their choice, 10 - 40 per day. Two Albino Bodyguards: N, LVL 3, HP: 18 - 21, AC: 4; Swords; accompany Omelantra everywhere. Banquets, 70 - 120 GP, complete with Dancing Girls, 2 GP each, plus 2 SP per guest. 35 Female Slaves and 16 Vixens wearing 10 - 60 GP in Jewelry each. Customers include Mercenaries, Guardsmen and Bandits, NA: 10 - 60, LVL 1 - 6. Pratling's locked room contains a poison powered Chest of 2570 GP, 7300 SP, 1285 CP, five Gems worth 100 GP each, 2 Jewelry worth 300 GP each, and twin daughters of the End Gate Captain (drugged). Rumor: Five Houris were shrunk to 2" high and carried off by rats.

### Flower & Feather Shop

**Dywal Cut-Beard**

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Big Dywal loves flowers and often, PROB 30%, refuses to sell what the customer wants. Pansies, Daffodils, Nasturtiums, Tulips, Lilies, Lilacs, and Wild Roses, 1 CP each. His line of feathers is popular with army units: Stige, Parrot, etc., 1 SP; Roc, Eagle, and Giant Class, 1 GP each. Dywal possesses a Purple Lotus, powder paralyzes 1 - 12 days, Supplement IV, page 51. In his room, Daughter, Ursuliena: LVL 1, AC: 9, Dagger; and Chest with 27 GP, 145 SP, 515 CP. Rumor: Twin sisters are hiring soldiers of fortune for a journey to a wild, desolate country to rescue a family heirloom - a Dragon Sword.

**Artist**

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Scultor can render any Painting desired in 1 - 6 days, 7 - 12 GP; Very popular with the Nobles who arrange marriages at a distance; miniature Broach Portraits customarily exchanged afterwards. Scultor is aided by six Apprentice Painters: FTR, LVL 1, HP: 5, 3, 4, 2, 6, 7, AC: 9. His strongbox has 115 GP, 78 SP, 295 CP, and a 100 GP Ring. Rumor: A Knight has been unhorsed and set upon by a gang of 5 - 30 Bandits on Wailing and Caravan corner.

### Lamp & Oil

**Vathak the Proprietor**

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Vathak and his Artisan, Chunnhanty Berblot: FTR, N, LVL 3, HP: 10, AC: 9, Sword; sell Tinder Boxes, 5 SP; Flint, 2 CP; Oil Flasks, 1 GP; Lanterns, 12 - 17 GP; Torches, 2 CP each; Candles, 1 CP each; and Wick, 1 CP per 10'. One Lamp (soot covered) is actually Gold, 1386 GP.
Mermaid Tavern

Walsie Nadix, Exotic Snake Dancers: FTR, N, LVL 1, HP: 4, 3, AC: 9, Daggers; entertain Gentlemen, Guildsmen, and Bucaneers: NA: 10 - 20, LVL 1 - 6. Lobster, 2 CP; 'Sea Foam' Mead, 1 GP, 5% PROB Drunkeness; Rooms, 2 GP; Furs, 2 CP. Jenida, Nineena, Winsome Gintit, and Miarila: FEM, TH, N, LVL 4, Daggers, Pickpocket 35%; provide Room Service for Cavalrymen, Sailors, and Pirates: NA: 3 - 18, LVL 1 - 6. House Odds: 5%. Rumor: A runaway Noble's Groom has just stolen a Horse, 400 GP and a +1 Sword.

Smith

Murgat the Drunk

Stable, 2 SP per day; Shoes, 3 SP; Groom, 1 CP. Murgat is drunk 50% of the time, and if drunk upon stabling a new Horse might, PROB 40%, sell the Horse within the hour. He has five Stable Slaves: FTR, N, LVL 1, HP: 2, 3, 5, 6, AC: 9, Dagger armed. Murgat usually, PROB 60%, has 1 - 6 Nags (Light Horses - 2") for sale; if drunk, PROB 80% of 1 - 6 Medium War Horses for sale. Fond of talking to drink-bearing customers, he relates, . . . Legend of Koretina and the Bator Feast: A beautiful Sorceress condemned to Slavery by a Demon she conjured in the Howling Hills. A second drink brings . . . Rumor: The Taverner of the Red Axe Inn was attacked by a Vampire on Temple Street last night. A third drink yields . . . Legend of Madronard the Peddler: A crazy Cart Peddler of the Moorlands that pays Gold for red rocks. Rumor: Some lucky Hunters have just entered Marsh Gate with a captive Wyvern.

GRIMY STREET

PROB 25% of Cholera (except in winter)

GUARDSMAN'S ROAD

PROB 20% Questioned by Guardsmen

Gouge Eye Inn

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<tr>
<th>Class</th>
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Rooms, 4 SP per night; Furs, 3 CP each; Meals, 2 GP; Drinks, 1 SP; Longpig is (Bite: 1 - 8) a House Specialty. LG Guests are bedded in room with Grey Ooze in closet: HD: 3; HP: 9; AC: 8, does 2 - 16 points. Four Orc Slaves: HD: 1; HP: 2, 5, 4, 2; AC: 6, armed with Swords. Customers include Guardsmen, Kobolds and Bandits: NA: 5 - 30, LVL 1 - 6. Two Slave Musicians: N, HD: 1; HP: 3, 4; and Dancer, Jingling Gowyna: FEM, N, HD: 1; HP: 2; AC: 9; CHAR: 16. Thief in night (PROB 30%), LVL 1 - 6. Cook, Malrig the Stout: N, HD: 3; HP: 8; STR and CON of 17. Daxrik's Troll hoard is hidden in the tunnels below the Inn.

Barracks 7th Co.

Wall Captain Bricit

FTR N 8 41 4 7 17 13 14 8 12 12 Flail/ Sword


Fletcher

Ghanirf the Barve

FTR LG 6 30 7 4 11 15 13 8 18 12 Crossbow/ Dagger

Specializes in Crossbows and Quarrels, 10% PROB of other Bow types. Ghanirf has a +1 Bow and 18 GP hidden in his ceiling. Cashbox: 16 CP, 6 SP, 4 GP. Legend of the Phantom Bowmen: Wights in the Redoubt of the Dead protect their burial mounds. Rumor of a new Gate Tax, 5 GP per creature.

Last Ale Inn

Jimgran the Wanderer

FTR CG 3 6 6 5 13 15 5 9 8 12 Sword

Frequented by Militia, Traders, Berserkers: NA: 3 - 18, LVL 1 - 4. Cashbox has 5 GP, 6 SP, 4 CP. Jimgran has 50 GP Necklace. Legend of the Glittering Gate: Dimensional nexus in Mermist Swamp to Avalon, the Kingdom of King Arthur.

Root Hog Tavern

Anaran the Tavernkeeper

FTR N 2 13 9 6 10 11 9 10 11 8 Dagger

Culmen the Cabalist

IL N 4 9 9 7 7 16 8 7 15 5 Dagger

Frequented by Bowmen, Militia and Bandits: NA: 4 - 24, LVL 1 - 4. Meals, 3 CP. Culmen is owner of the Tavern posing as a Guest. Culmen hypnotises guests to clean place at night. . . badly fatigued in morning. He has a Map to City of Gold, in Altania, to ransom life if need be (it's fake).

Slave Fire Brigade

Slavemaster Makcalet

FTR CE 2 8 4 4 14 10 7 6 4 10 Flail

Thirty Slaves: HD: 1 - 2. Makcalet has 60 GP hidden on person. Makcalet can borrow a Jar of Endless Water from the Wizard in the Keep, if conditions warrant the risk. He has many Orc friends and is rumored that he smuggles Weapons and Wine across the river to them.

28
Cat

Rogatine the Scout  
RGR -  LG - 4 20 7 4 12 13 12 16 7 8  
Sword

Stable, 1 SP per day; Shoes, 2 SP. 100 GP hidden on person. Legend of the Green Eyes of Bast (Idol of Bast - Cat Goddess, D&D Supplement IV, page 6): Worshipped by Weretigers about 140 miles inside Dearthwood.

Armorer

Shaiorkth The Elder  
FTR -  LG - 4 16 9 6 13 11 9 16 6 7  
Dagger

Two Assistants, Godwin and Fialer: HD: 2, HP: 12, 13, AC: 9; six Slaves: HD: 1, HP: 4, 2, 8, 1, 3, 7. Repairs or can build only specific (non-magical) equipment - 30% PROB. Sharikorth has a Bar of Gold, 290 GP, hidden under the floor. Strongbox: 20 GP, 68 SP, 120 CP. Legend of the Red Death: Shadows predict the entrance to the Tomb of the Old King in the Despot Ruins. Rumor of Orc riot on Dead-Broke Street.

Alley Butcher

Santotak  
FTR  
CE -  4 14 9 7 16 10 10 16 6 7 2  
Handed Sword


HAGGLE STREET

PROB 45% Of Discord In Party

Laksham The Perverse  
Class -  Align -  LVL - HP - AC - SL - STR - INT - WIS - CON - DEX - CHAR - WPN
FTR -  CE -  5 13 9 6 9 7 5 13 11 17  
Dagger

Rope, 1 CP per foot; Double Rope, 3 CP per foot. Laksham is likely to question customers about everything and anything, being extremely noisy... upon reaching the end of his rope... he apologizes that he has been strung out and tied up in business. Anyone who can untie a giant knot displayed gets 200 feet of free rope. Rumor: A Brick Maker has uncovered a large Tomb in the Farmer’s Bane while digging clay.

Wigs

Llarvalyn Derlith  
FTR  
N -  4 19 9 6 10 9 11 9 7 11  
Sword

Doing a brisk business with Nobles and Thieves, Llarvalyn’s Wigs of Human Hair, 1 - 6 GP each, can scarcely be detected, PROB 03% per turn, cumulative. Four Kobold Workers: CE, HD: ½, HP: 3, 1, 1, 3, AC: 7, Daggers. 57 GP, 62 SP, 161 CP are hidden in a double locked Trunk in the cellar. Rumor: A Vixon on a frightened Horse is bolting down the street.

HAZY STREET

PROB 25% Of Fog Permitting Only 2’ Vision

HEDONIST STREET

PROB 40% Of 3-18 Houris Detaining 6-36 Turns

Flesh Shop

Dray Crambas  
Class -  Align -  LVL - HP - AC - SL - STR - INT - WIS - CON - DEX - CHAR - WPN
FTR -  CE -  6 9 4 4 14 11 15 4 15 7  
Dagger

Dray sells the Skins of all types of creatures (leftovers from the Sorcerer’s Supply Shop) for 10 - 100 GP each; will pay 1 - 6 per HD of creature. Availability PROB 10% less 1% per HD of creature. The smell causes all customers to Save vs. Poison or be ‘Stunned’ 2 - 12 turns. Dray keeps 167 SP, 24 GP hidden in a Dwarf Hide. Rumor: Giant Ants have just tunneled out of Scud Street alley pavement.

Fear Shop

Windy Jape  
MU -  CE -  6 12 9 6 5 16 7 10 15 10  
Dagger

Ploy Mahgan  
IL -  NF -  6 4 10 9 6 17 16 9 16 6  
Dagger

The customers are guaranteed the ‘scare of their life’ for 10 - 60 GP, and are usually well satisfied. Windy has a Wand of Fear for difficult cases, and should a particularly brave customer befuddle the partners, they lower the stripped and chained customer slowly, headfirst, into a 40’ pit containing Black Pudding: HD: 10, HP: 46, AC: 6, 3 - 24 melee rounds. Should this ploy fail, will summon a Type I Demon: HD: 8, HP: 39, AC: 0, 1 - 4 per two Claws, 1 - 8 per two Talons, 1 - 6 per Bite; and tell the Demon to ‘scratch’ the customer’s back. No unhappy customers have been known to leave this shop (alone). Rumor: Four Varlets are pelting pedestrians on Oxcart Road from the roof of the Darlocks with rotten eggs.

Glutton & Gore

Dumpy Frignac  
FTR -  CG -  4 14 9 7 15 4 4 17 6 14  
Dagger

Culpulent and generous, Frignac’s largesses includes vienuts of Beaver Cheese, viands of Wild Dog Fricassee, Snake Eyes, Baboon Broth, Cum-quats, Raisin Pudding, Weasel Wassall, Harpy Egg Omelets, Rat Milk, Roast Boars, Toad Shiskabobs, Slug Hash, Crocodile Consomme’, Lizard Puree, and Skunk Pie. All you can eat for 67 GP (70 GP with Sweets and Condiments). Dumpy has hidden his 36 GP and 12 Gems, 50 GP each, in a Pastry. Rumor: A Giant Octopus is crawling over the wall of the East Wall Enclave.
Puppet Shop

Dreak the Shrimp FTR N 5 17 9 6 13 8 8 14 10 7 Dagger

Dreak supplies Human Puppets, stunted slaves given years of training, for exorbitant prices. A system of cord commands will cause two diminutive (2' to 3') puppets to perform complex actions: dance, sing, steal, juggle, etc. Puppets cost 600 - 3600 GP, with small Males bringing the highest prices. 520 GP, 170 SP, 300 CP are hidden inside a wooden puppet. Rumor: A forest fire has driven swarms of wild animals to the Conqueror River.

Beat-Slave

Heinous Vagiot FTR CE 4 25 4' 5 11 6 13 13 9 12 Flail

Vagiot is a Clansman of the 'Thrashers', and does an active business with Trolls, Hobgoblins, and Gnolls who contest with Slaves in feats of Strength, Dexterity, and games of Skill. The Slaves aren't permitted to win, 1 SP per contest. Rumor: A group of Bandits ransacked every room in the Flipping Frog Tavern making off with ever valuable there.

Fetish Shop

Muddy Vatrin FTR CG 6 19 7 5 10 12 16 16 6 11 Dagger

Covered with mud, Vatrin claims that every object in his strange shop has magical powers (as he waves his giant feather), most to Comfort, some to give Advice, and a few to Protect. Banners, Pantaloons, pointed Slippers, Brooches, giant Pillows of odd shapes, ruffled Collars, stuffed Animals, Horse Blankets, polished Pebbles - PROB 10% of Luckstone, Plumes, Trinkets, and Brooches. Vatrin has 548 GP, 430 SP and 125 CP hidden inside a Chest enchanted to open only for him. 65 pips to destroy. Rumor: Griffons attacked the Horse Market killing 60% of all Horses there.

Torture Shop

Hiss Basilar FTR LE 5 39 1 7 11 10 9 15 11 4 Mace

Hiss hasn't many customers, although his prices are low, 1 CP per Social Level per turn. He has been known to pay the customers if CHAR 13+ and Female. Customers generally just tour the shop out of curiosity, although a few bored Courtesans are supposed to have submitted to the 'Tickling Torment'. 60 GP, 167 SP, 240 CP hidden in an Iron Maiden. Rumor: A Philosopher of the School of Ancient Knowledge has discovered a nexus point.

Horse Market

Bumpkin Winterbur FTR N 5 19 9 7 12 12 13 13 11 11 Sword

A shrewd dealer, 200% of price less Charisma of buyer in 10% increments. Availability and prices follow. Mares: Half price. Rumor: A Herd of Wild Horses led by a Giant White Stallion was sighted 10 miles west of the City galloping south.

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<th>Color</th>
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<tr>
<td>Return Home</td>
<td>3) Dapple</td>
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<tr>
<td>Find Master, 120&quot; range</td>
<td>4) Marked</td>
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<tr>
<td>No Noise</td>
<td>5) Cream</td>
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<tr>
<td>Find Water, 100&quot; range</td>
<td>6) Buff</td>
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<tr>
<td>Warn of Danger, 5&quot; range</td>
<td>7) Gray</td>
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<tr>
<td>1) Come (within Hearing)</td>
<td>8) Black</td>
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<td>2) Return Home</td>
<td>9) Silver</td>
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<tr>
<td>4) No Noise</td>
<td>11) Chestnut - Double Price*</td>
</tr>
<tr>
<td>5) Find Water, 100&quot; range</td>
<td>12) White - Triple Price*</td>
</tr>
<tr>
<td>6) Warn of Danger, 5&quot; range</td>
<td></td>
</tr>
</tbody>
</table>

Special (Roll Defect Again for 1, 2, and 7)

01 - 30 Obey's Whistle Commands (1 - 6)
31 - 50 High Jumper (3' - 9') x 10' x 40'
51 - 60 Speed +1"
61 - 70 Speed +1" + High Jumper Plus 5'
71 - 80 Speed +2" + High Jumper Plus 10'
81 - 90 "Telepathic (Range 60')
91 - 00 "Speaks Common, Semi-Intelligent

<table>
<thead>
<tr>
<th>Commands</th>
<th>Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>Come (within Hearing)</td>
<td>2) Painted</td>
</tr>
<tr>
<td>Return Home</td>
<td>3) Dapple</td>
</tr>
<tr>
<td>Find Master, 120&quot; range</td>
<td>4) Marked</td>
</tr>
<tr>
<td>No Noise</td>
<td>5) Cream</td>
</tr>
<tr>
<td>Find Water, 100&quot; range</td>
<td>6) Buff</td>
</tr>
<tr>
<td>Warn of Danger, 5&quot; range</td>
<td>7) Gray</td>
</tr>
<tr>
<td>1) Come (within Hearing)</td>
<td>8) Black</td>
</tr>
<tr>
<td>2) Return Home</td>
<td>9) Silver</td>
</tr>
<tr>
<td>3) Find Master, 120&quot; range</td>
<td>10) Gold</td>
</tr>
<tr>
<td>4) No Noise</td>
<td>11) Chestnut - Double Price*</td>
</tr>
<tr>
<td>5) Find Water, 100&quot; range</td>
<td>12) White - Triple Price*</td>
</tr>
</tbody>
</table>

Rare Type

<table>
<thead>
<tr>
<th>1) Pegasus</th>
<th>Injury - PROB</th>
</tr>
</thead>
<tbody>
<tr>
<td>2) Unicorn</td>
<td>Diseased 40%</td>
</tr>
</tbody>
</table>
| 3) Hippogriff | 90% Wounds 50%
| 4) Dire Wolf | Charmed 25%
| 5) Sea Horse | Geased 20%
| 6) Ki-Rin | Insane 15%
| 7) Griffon | Berserk 15%
| 8) Dolphin | Stoned 10% |
| Cer. Parasites 06% | Int. Devourer 03% |
### Hot House

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lady Amphibia</td>
<td>FTR</td>
<td>N</td>
<td>5</td>
<td>25</td>
<td>9</td>
<td>6</td>
<td>8</td>
<td>12</td>
<td>11</td>
<td>11</td>
<td>11</td>
<td>17</td>
<td>Dagger</td>
</tr>
</tbody>
</table>

Sauza, 3 CP; Bath, 4 SP; Massage, 3 SP. Twelve Assistants: FEM, FTR, N - CG, LVL 1. HP: 3, 1, 2, 5, 5, 3, 2, 2, 3, 5, 5, 3; AC: 9; Swords. Customers include Constables, Nobles, and Gentlemen: NA: 4 - 24, LVL 1 - 8. Jewelry, 1250 GP; Cashbox: 45 GP, 420 SP, 545 CP. Rumor: The Overlord is forming a new Vasthrong and assembling a large Fleet to attack the Seven Golden Cities in the Isles of Llaeruskwoerth.

### Merchant Sheriff

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Varstegan</td>
<td>FTR</td>
<td>CG</td>
<td>6</td>
<td>28</td>
<td>7</td>
<td>6</td>
<td>11</td>
<td>13</td>
<td>11</td>
<td>11</td>
<td>14</td>
<td>+1 Sword</td>
<td></td>
</tr>
</tbody>
</table>

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

### Boar’s Head Tavern

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beleoptar</td>
<td>FTR</td>
<td>CE</td>
<td>3</td>
<td>10</td>
<td>9</td>
<td>6</td>
<td>9</td>
<td>9</td>
<td>12</td>
<td>8</td>
<td>12</td>
<td>9</td>
<td>Mace</td>
</tr>
</tbody>
</table>

The Boar’s Head is famed for its extravagant Cuisine: 14 Course Meal, 2 GP; and clean Rooms, 4 GP per week. Six Barmaids, 7 Cooks, and 16 Slaves are here. Beleoptar has personal knowledge of a Coven of Vampires who operate blatantly in this quarter. Every room is lined with Mirrors, every door has a Wooden Cross, and Garlic lines the windows. Customers include Halflings, Magic Users, and Hunters: NA: 3 - 18, LVL 1 - 6. Chest has 240 GP, 548 SP, 37 CP, and a stuffed Owl with 14 Gems, 10 GP each, inside. Rumor: A wagon has just run down an ancient Sage whose dying gaps are for a group of soldiers-of-fortune to avenge him against the Demon, Rofaura the Origination.

### Foot Soldiers’ Club

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Klagen Drel</td>
<td>FTR</td>
<td>N</td>
<td>4</td>
<td>17</td>
<td>7</td>
<td>6</td>
<td>10</td>
<td>11</td>
<td>8</td>
<td>11</td>
<td>11</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

Gutteral din and loud curses from the 70 - 120 cavorting off-duty Footmen. Hurlled bottles, PROB 15% per turn, 1 - 6 subdual damage, and berserk Drunks: NA: 1 - 6, LVL 1 - 4, are the usual entertainment. PROB of Attack, 20% per turn, since Dancers refuse to enter this club. House Odds: 22%. Rumor: A talking Bone was lost in a scuffle at the Guilded Abyss ten minutes ago.

### Fortune Teller

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gislarper</td>
<td>MU</td>
<td>N</td>
<td>6</td>
<td>13</td>
<td>9</td>
<td>6</td>
<td>5</td>
<td>16</td>
<td>10</td>
<td>9</td>
<td>15</td>
<td>10</td>
<td>+2 Dagger</td>
</tr>
</tbody>
</table>

A Crystal Ball provides the income to support Gislarper’s experiments into Gaseous forms. His son, Scaramar the Naive: MU, N, LVL 2. HP: 4; AC: 9, desires to seek... Legend of the Embellished Chimes of the Morbid Minstrel: A Chime of Opening in the Temple of Pegana. A Potion of Gaseous Form, a Scroll of Wind Walking hidden in Lab. Merwina the Litha, Gislarper’s Vixen wife: FEM, FTR, N, LVL 2; HP: 8; CHAR: 18, wears a 350 GP Necklace and Jeweled +1 Dagger, 240 GP. Cashbox: 129 GP, 68 SP, 5 CP. Rumor: Jack O’Taviet, a Boatman, has located a sunken Gallean loaded with Silver Bars, and seeks investors and partners at the Seahawk Tavern.

### Scholar’s Inn

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
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<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skyliit Jingar</td>
<td>FTR</td>
<td>CE</td>
<td>9</td>
<td>34</td>
<td>9</td>
<td>9</td>
<td>9</td>
<td>10</td>
<td>9</td>
<td>11</td>
<td>10</td>
<td>14</td>
<td>Sword</td>
</tr>
</tbody>
</table>

Skyliit attracts Thieves, Traders, and Students: NA: 6 - 36, LVL 1 - 4, by providing a gathering place for Houris: NA: 4 - 24, LVL 1 - 4, Bri-manos the Ranter: FTR, LE, LVL 6; HP: 40; AC: 3, +1 Mace; Ordal: Dwarf, FTR, N, LVL 3; HP: 10; AC: 5, Hammer; and five Slaves: FTR, N - CG, LVL 1; HP: 2, 1, 7, 3, 2; AC: 9. Chest with 1550 GP, 240 SP buried in cellar; Cashbox: 43 GP, 57 SP, 50 CP. Rooms, 5 GP per week; Meals, 1 SP; Ale, 2 CP; Furs, 1 CP each. House Odds: 15%. Rumor: Coachman Wadikin, a striding lad, will be apprenticed by the Merchant Court to anyone donating 20 GP to the Court Clerk today.

### MUGGY STREET

PROB 40% Of Peasants Begging For Food, Delaying 3-18 Turns

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Smith</td>
<td>FTR</td>
<td>N</td>
<td>5</td>
<td>16</td>
<td>9</td>
<td>7</td>
<td>9</td>
<td>12</td>
<td>13</td>
<td>12</td>
<td>4</td>
<td>11</td>
<td>Hammer</td>
</tr>
</tbody>
</table>

Stable, 2 SP per day; Shoes, 3 SP. Ironfist has 210 GP hidden in a stone chest under a wall. Rumor: A Halfling just disappeared after walking out the door.

### Armorner

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Long Llefdein</td>
<td>FTR</td>
<td>N</td>
<td>5</td>
<td>21</td>
<td>9</td>
<td>7</td>
<td>11</td>
<td>7</td>
<td>13</td>
<td>14</td>
<td>9</td>
<td>16</td>
<td>Sword</td>
</tr>
</tbody>
</table>

Repairs of all types, PROB 60%, 2 - 12 days, 10 - 60 GP. Specializes in Platemail Armor, 51 - 56 GP, 7 - 42 days; Shields, 10 GP. Bwalinar the Dwarf: FTR, N, LVL 3; HP: 18; AC: 5, Hammer. Hoard of 545 GP, 45 SP, 23 CP hidden under the anvil. Rumor: A Magistrate has just been assassinated.

### Wall Captain

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buskin Hychdin</td>
<td>FTR</td>
<td>LE</td>
<td>5</td>
<td>25</td>
<td>9</td>
<td>10</td>
<td>9</td>
<td>17</td>
<td>6</td>
<td>11</td>
<td>15</td>
<td>+1 Sword</td>
<td></td>
</tr>
</tbody>
</table>

Buskin is convinced that a major war is brewing so he continually seeks to hire new recruits. Sergeant Cicetar: FTR, LE, LVL 4; HP: 12, AC: 6, Sword. Chest containing 283 GP, 53 SP, 55 CP, Poison Type II trapped. Silver Mace, 90 GP, over hearth.
MURKY STREET

PROB 20% of Giant Leech Dropping On; HD: 2, HP: 6, 9, 4, 15, 8; AC: 8, Bite: 2-12 Plus Level Drain Per Round; Cure Disease Necessary

Sea God Temple

<table>
<thead>
<tr>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Negardis the Upright</td>
<td>CL</td>
<td>LG</td>
<td>13</td>
<td>34</td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>9</td>
<td>17</td>
<td>6</td>
<td>14</td>
<td>12</td>
</tr>
</tbody>
</table>

Manannan, God, LG, LVL 16, HP: 250, AC: -2, Trident. Draws moisture from body - one third of Hit Points - saving throw applicable, +5 Sea Shell Armor if battle, summons any sea creature to aid him. Manannan will intervene for Negardis, PROB 86%, if he sacrifices a Manta Ray Cloak (Breathe Under Water, Move: 12", and fights as 12 HD Manta Ray if released). Negardis will do this only if the City State is assaulted from the Estuary. Two Lamas, two Bishops, two Curates, four Vicars, eight Adeptes, and sixteen Acolytes administer the daily ceremonies. Beneath the idol, a chamber containing the Patriarch's quarters where only the Lamas are permitted. A Gold Pearl worth 7000 GP, Good for one additional Cleric Spell, rests in the hand of a miniature Idol, 8560 GP, and 158 Gems, each 100 GP, and 25 Gems, each 200 GP, line the bottom of an aquarium containing a Weed Eel: HD: 1, HP: 4; AC: 8, 1 - 4 per Bite, kills in one turn, saving throw -8 for Poison; and a Chest with a Potion of Healing (2 - 7 hits); Ivory Cane, 410 GP; Seal of the Council of Law, Good Clerics, 42 SP; and 235 GP, 122 SP, 20 CP in a leather pouch. The Clergy are armed with Tridents, AC: 4.

Stable

Coster Pinworm | FTR | N | 5 | 14 | 7 | 5 | 10 | 8 | 9 | 13 | 12 | 13 | Sword          |


Baker

Mirab Gold-Bread | FTR | CE | 3 | 10 | 9 | 6 | 11 | 7 | 11 | 15 | 10 | 13 | Sword          |

Famed for pastries, 1 SP each; Iron Bread, 1 SP. Dally Pinkie, Daughter: FEM, CE, CHAR: 18, Dagger. Cashbox: 25 GP, 15 SP.

Grocery

Gandway the Tycoon | FTR | N | 2 | 9 | 8 | 5 | 14 | 13 | 4 | 15 | 11 | 10 | Sword          |

Honey, 1 SP per gallon; Chickens, 2 CP; Pig, 1 SP; Beef, 1 GP; Iron Rations, 2 GP. Four Workers: HD: 1, HP: 3, 7, 2, 3, AC: 9, Daggers. Customers, any: NA: 2 - 12, LVL 1 - 6. Gandway has 369 GP hidden in a crate.

Dancer

Wench Delfansa | FTR | CG | 3 | 5 | 9 | 6 | 15 | 8 | 6 | 5 | 7 | 13 | Dagger          |

Delfansa and her 'sisters', Bumps Clorina: CG, LVL 2, HP: 3, AC: 9; Brazen Belina: CG, LVL 1, HP: 3, AC: 9; and Laychina the Bundle: CG, LVL 1, HP: 2, CHAR: 16; perform exotic tableaus for Banquets and occasionally a Temple Rite. They are very knowledgeable about the Noble class, fees range from 20 - 70 GP per Evening, 280 GP in Jewelry and 157 GP, 46 SP in Chest.

Armorer

Harytun Iron-Face | FTR | CG | 4 | 12 | 8 | 5 | 11 | 9 | 12 | 12 | 8 | 14 | Hammer          |

Rash and impetuous, Harytun is an expert maker of Polearms, 30 - 180 GP each, with inscriptions and engravings. Sneebles, a pet Blink Dog.

Rope Maker

Denek Dardside | FTR | LE | 3 | 5 | 6 | 4 | 13 | 7 | 9 | 8 | 14 | 11 | Sword          |

Slib the Hobgoblin: HD: 1 + 1, HP: 5, AC: 5; oversees Denek's four Slaves: N - LE, HD: 1, HP: 2, 1, 5, 2, AC: 9, armed with Daggers. Rope, 1 CP per foot; Double Rope, 1 SP per foot. 540 CP in Cashbox.

Mover Bath

Porkey Tover Dwarf | FTR | N | 6 | 29 | 7 | 9 | 16 | 10 | 7 | 14 | 9 | 17 | +2 Hammer |

The Mover Bath is a Public Bathhouse for Humanoids only with a graduated fee (free to Royalty): 1 GP for Town Guardsmen; 3 GP for Guildmembers; and 10 GP for all others unless Charisma below 9 - add 5 GP per point below 9. Ten Guardsmen: AC: 4, HD: 2, armed with Halberds and Daggers, guard the four entrances. Patrons range from 20 - 80 during the day and 40 - 90 during the night; 60% being off duty Guardsmen, 20% Guildsmen, and 10% Royalty. Rarely will Royalty be present without 2 - 12 Guards of LVL 2 - 4. Porkey Tover, a Myrmidon, runs the Bath with four Amazon Helpers: HD: 3, AC: 9, armed with Daggers; plus 20 - 25 Women Servants. Tover wears a rich Belt, rumored to be Magical, and carries a 3000 GP Scabbard and a +1 Sword. Mover the Crooked, a 3 HD Village Priest of Pegana: AC: 8, HP: 11, normal Staff; won the Bathhouse in a game of chance at Tamaulipas Gaming House. Mover knows the secret passages below Tover's personal quarters, and plans to tunnel in when he is absent. 5800 GP are hidden in Porkey's bed; an Amazon Statue of Gold, worth 1300 GP, is in a Wood Chest, with a Map of the dungeons below the Patrician Theater. Bath Boys, 2 CP; Bath Girls, 1 SP; Towels, 1 CP. Rumor: A tunnel beneath the main pool leads to an immense underground cavern - if you can survive a 80' fall.
Coin Changer

Zastor Specie  
FTR  LE  5  24  3  7  12  7  6  11  10  15  Sword

Keeps four Mercenaries  LVL 3, HP: 15, 27, 21, 17, AC: 4, Swords; to guard his 6 PP, 26 EP, 2640 GP, 3786 SP, 16320 CP. Change costs one tenth of total.

OLD SOUTH ROAD
PROB 36% of Mosquito Swarm, Spring and Summer, PROB 04% of Yellow Fever

Barrack 5th Co.

Sergeant Taliezin the Bold  
Class  Align  LVL  HP  AC  SL  STR  INT  WIS  CON  DEX  CHAR  WPN
FTR  LE  6  33  9  8  10  8  12  313  14  9  Sword

42 Swordsmen, 56 Spears, 15 Archers, 24 Militia Light Crossbowmen, 27 Slaves. Treasury: 74 GP, 41 SP, 12 CP. Inspection PROB 40% per week. Rumor: The Company will soon be off on operations in the far east.

Wall Captain

Parbast the Daring  
FTR  LE  4  20  7  10  15  9  5  15  10  10  +2 Sword


Red Axe Inn

Thaji the Orc-Slayer  
FTR  N  6  23  9  6  6  14  16  11  8  16  Handaxe

Hates Orcs with particular viciousness, having lost his family in an Orc raid. Rooms, 6 SP per week; Crocodile Steaks, 1 SP; Mead, 2 CP. Six Slaves, four Maids, and a Cook:  FTR, N - CG, LVL 1, HP: 3, 4, 2, 3, 6, 5, 3, 2, 2, 3, AC: 9, Daggers. Thaji pays 1 SP per Orc Head (secretly). Customers are Guardsmen, Hunters, and Trappers: NA: 21 - 26, LVL 1 - 4. Rumor: An Armorer near the Gate of the Gods is being robbed by two Cutpurses.

Pig & Whistle

Parand the Unbeliever  
FTR  CG  4  20  9  6  7  11  9  10  4  13  Sword

Rooms, 1 GP per week; Ham and Cider, 4 SP; Ale, 3 CP; Wine, 2 SP. Lolliana the Fervid, Bountiful Normiena, and Bushy Bunscha: Exotic Dancers, FEM, FTR, CG, LVL 1, HP: 4, 4, 5, AC: 9, CHAR: 17, Handaxes; Frowin Strong-Arm the Barkeep:  FTR, N, LVL 3, HP: 15, AC: 9, Sword. Strongbox: 76 SP, 140 CP. Gambling Room: Pig Fights, House Odds 25%; Knucklebones, House Odds 16%; and Splitting, House Odds 19%. Merchants, Pilgrims, and Brigands: NA: 7 - 42, LVL 1 - 6. Rumor: A Mountain has disappeared 120 miles south of the City.

Warelord Tavern

Rogry Algas  
FTR  LG  5  24  5  4  12  7  14  6  8  5  Sword

The principle meeting place of Dwarves when in the City. Cashbox: 70 GP, 127 SP, 732 CP; three Onyx Gems, 100 GP each - poison trapped (pull latch out), Poison Class 3. Rogry claims to have buried a comrade-at-arms beneath the 5th Company Barracks with a fortune in Gold because the Dwarf-Hero saved the whole troop from a Hill Giant. Customers include Dwarves, Guardsmen, and Traders: NA: 8 - 64, LVL 1 - 4. Vegetarian Meals, 3 CP; Mead, 2 CP; Rooms, 3 GP per week. Rumor: A Dwarf-Hero has returned to the City after going off to seek a +3 Hammer, and vowing never to return without one.

Open Market

Mosay Stag-Shank  
FTR  N  7  25  9  3  8  3  9  12  8  9  Sword

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

Nafdelin the Irascible  
FTR  CE  6  21  6  4  8  12  9  13  7  12  Handaxe

A leech, can stop bleeding providing shock recovery of 1-4 points — 1 SP.

Dremidan the Lame  
FTR  N  4  13  9  3  10  11  8  13  7  12  Dagger

Haircuts 2 CP (1 if long); sells hair to wigmakers. 12 SP, 17 CP.

Manegyr Big-Nose  
FTR  CE  6  24  9  3  6  16  10  5  12  14  Dagger

Carver of figures 1 CP; faces free if angered. Free peeks at Medusae head, 36 CP.

Amar Maedron  
MU  4  10  9  3  4  17  10  14  9  7  Dagger

Camels 46 GP each, 4 in poor condition; 2 Slavers, FTR, HP: 1-3, AC: 9, Daggers. 15 GP, 25 CP.

OX-CART ROAD
PROB 40% Of Dung Delaying 1-6 Turns

Plant Shoppe

<table>
<thead>
<tr>
<th>Plant</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
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<tr>
<td>Salenr Tepfana</td>
<td>FTR</td>
<td>LE</td>
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<td>12</td>
<td>Sword</td>
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</table>

Two Apprentices: FTR, LE: 2, 7, AC: 9, Daggers. Man-eating Plant: HD: 3, HP: 10, AC: 8, 1 - 3 per Tendril to subdue; subdued are swallowed in one round, 2 - 12 melee rounds; thereafter from Acid. A Yellow Lotus, powder from one - light Unconscious, from 2 - Death, Saving Throw -9; Supplement IV, page 51. Tepfana does an active trade in Orchids, Mums, and Laurels, 3 CP each. Cashbox has 5 GP, 36 SP, 214 CP. His room contains an Iron Snuffbox with Tobacco and 15 large Seeds, a Potion of Plant Control in a Chest full of manure, and a Map (30% accurate) of the Dearthwood. Rumor: A Mason working on the wall at the Refuse Grounds was attacked by Giant Sumatran Rats.

Delphia’s Delight

Delphia the Tender

| Delphia the Tender | MU | N | 5 | 10 | 9 | 7 | 10 | 14 | 15 | 11 | 9 | 17 | +1 Dagger |


Saddler

Aqular the Esoteric

| Aqular the Esoteric | FTR | LE | 4 | 8 | 7 | 7 | 7 | 9 | 10 | 9 | 16 | 6 | Sword |

Aqular is assisted by five Gnolls: HD: 2, HP: 4, 5, 11, 7, 8, AC: 5; and Jargnt the Stealthast: FTR, CE, LVL 4, HP: 18, AC: 9, Hammer, Master Craftsman. Saddles, 36 - 360 GP; Saddlebags, 6 - 36 GP; and Harnesses, 5 - 50 GP; PROB 30% of Failure at inopportune moments. The Cashbox is hidden in a pile of leather straps: 52 GP, 13 SP, 120 CP. Rumor: A naked Serving Maid is being chased south down Belfry Street by two Trolls.

Barracks

Sergeant Bredal

| Sergeant Bredal | FTR | LG | 7 | 31 | 8 | 8 | 13 | 15 | 10 | 11 | 8 | 13 | Sword |

This Reserve Unit is responsible for augmenting the North Gate and forays to break up riots resulting from Gladiator Games and Grand Tourneys. 20 Light Crossbow, 20 Shortbow, 20 Swordsman, 30 Spears, and 26 Slaves. Bredal is fond of wrestling and offers Leaves, Drinks, and an occasional GP to winners. The Company Cache contains 235 GP, 46 SP, 136 CP. Rumor: A Silver-bound Sea Chest with a Map to 16520 SP was stolen from the Sea Captain on By-Water Road...equal shares promised for return.

PLAZA OF PROFUSE PLEASURE

PROB 15% Of Dancing Sickness... 31-40 Hours Until Unconscious, 1 - 6 Days or Cure Disease

Rent-A-Slave

| Tup Dory the Drover | FTR | LG | 4 | 8 | 9 | 9 | 11 | 9 | 15 | 4 | 13 | 11 | +1 Sword |

Tup rents Slaves at Manumission (Slave price) in CP per day, but the Slave price in GP is held ‘on deposit’ in case damaged goods are returned. Special Skills or Abilities asked for, PROB 10% weekly: Defect, PROB 30%; and Unusual Types, PROB 20%. Tup owns four Merchant Ships, 20 Slaves, and 1335 GP, 245 SP, 460 CP in his room. His room has a Symbol of Fear over the door. Rumor: The Great Serpent of Zennigamble the Necromancer is hiring Fighters at the edge of Mermist Swamp.

Fur Shop

Herald Varklet

| Herald Varklet | RGR | LG | 7 | 22 | 9 | 8 | 17 | 16 | 18 | 16 | 17 | 15 | +1 Sword |

Specializes in supplying exotic Furs to Nobles and Gentlemen - ranging from Leopard, Jaguar, Lion Tiger, 10 - 60 GP; to Sabre-toothed Tiger, Dire Wolf, Giant Skunk, and Giant Mink, 70 - 120 GP. Companions include libretto the Halfling: FTR, LVL 3; Gilandor the Elf: FTR, LVL 2; and Feraki the Hill Giant: HD: 8. 6840 GP, 575 SP, 170 CP in Bag of Holding. Rumor: Weird Chants and throbbing Drums are heard near Farmers Bane every night.

Velvet Bed or Table

Crackers Rastiknor

| Crackers Rastiknor | FTR | N | 6 | 25 | 9 | 8 | 14 | 6 | 12 | 7 | 11 | 12 | Sword |

Crackers gives his customers the choice between a 46 course repast of Exotic Fare, 240 GP, 11 - 16 hours; or a Sauna, Massage, Milk Bath, Grog, and elaborately furnished Room, 170 GP per day. 160 Female Slaves (all Dagger armed); Morgana the Matron: Ogre, FEM, HD: 4 + 1, HP: 10, AC: 5, Damage: 1 - 10 with Cane Sword, greets all Guests: NA: 2 - 16, LVL 2 - 12. Rastiknor keeps his Gold Chest: 2350 GP, 1680 SP, 2500 CP; filled with 20 poisonous Scorpions: HD: 1, AC: 7, Poison Type 5. Rumor: A group of Mermen riding Giant Seahorses were seen in Oracle Lake last week.
Dancers

Cenachis the Bare  FTR  N  2  4  9  5  9  10  16  16  17  16  Dagger
Ember Ochter  FTR  CG  1  2  9  4  4  7  9  14  18  17  None
Jugs Karizna  FTR  CG  3  6  9  6  10  16  12  9  16  16  Dagger
Fluttering Bizet  CL  LE  2  5  9  4  3  14  17  16  17  2 & Sword

Funeral, Ceremonial, and Theatrical Dances, 40 GP; Masquerades, Mummeries, and Pageants, 60 GP; Macabre, Exotic, and Orgiastic, 80 GP.

Each of the 16 Dancers wears 10 - 80 GP in Jewelry. Rumor: A Concubine of Senator Damboanga has fled with a Warrior and a Necklace of seven Missiles.

Carnival of Memories

Cascade Brunwood  MU  CE  8  19  9  7  12  14  9  6  11  17  Dagger

Brunwood, with the aid of a foaming pink brew from his cauldron, implants by suggestion memories you’ll never forget’, 15 GP per customer per level. His ministrations have been known to aid cowardly Fighters, fainthearted Lovers, and produce Delusions of Grandeur in Wretches. Rumor: The Undertaker behind the White Wake Inn has prepared strange rites for a Magician’s Funeral; hiring mourners for 3 CP.

Park of Obscene Statues

Hal the Debased  FTR  LE  7  37  9  5  11  10  13  14  10  10  +2 Sword

The Overlord’s Forester collects fees at the main gate, 2 CP per Social Level (Houris triple), with the aid of his 25 Kobolds: HD: ½, HP: 2, 4, 2, 3, 1, AC: 6, Spears. Within the park, PROB 10% per turn, Robbers, drunken Rogues, Houris, capering Trolls, and Vixens roam in groups of 2 - 12. A Dryad: N, HD: 2, HP: 13, AC: 5, Charm Person, saving throw -2, Dagger (1 - 4); is rumored to entice lone tipplers into following her. This is supposedly the reason this much wooded area has been left unscathed in the middle of the City to float through the park, and is considered the safest way to tour it. An unconfirmed report that a Sect devoted to Pan: God, LVL 13, HP: 250, AC: -2, Voice of Rod of Beguiling, Fear spell, Shout stunts 1 - 4 per melee round (no saving throw), Fist damage: 3 - 30, Supplement IV, page 17; uses the central park area as dusk thins the usual number of customers at that hour. Rumor: An Aerial Servant seized two Amazons here five minutes ago.

PREFECT STREET

PROB 10% of an Efreet Jumping Down from a Roof and Stealing any Item

Canon Court

Magistrate Gungrat

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Frowning Bashnak, the Clerk: Cleric, LG, LVL 3, HP: 7, AC: 3, Mace; Immortal Ponnizer, the Executioner: Cleric, LE, LVL 6, HP: 16, AC: 7, Staff of Withering; Tyrant Pidenoptar, the Inquisitor: Cleric, LG, LVL 4, HP: 9, AC: 4, Hammer; Perintor, the Scribe: Cleric, LE, LVL 3, HP: 10, AC: 7, Mace; and Guards: Clerics, LG - LE, LVL 2, HP: 5, 2, 10, 8, 7, 12, 5, 6, 9, 11, AC: 5, Maces. Ten Servants, 14 Chests full of records, and one Chest with 2540 GP, 12368 SP, 6398 CP. Rumor: The Undertaker behind the White Wake Inn has prepared strange rites for a Magician’s Funeral; hiring mourners for 3 SP.

Merchant Court

Magistrate Avuthan

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</table>

Gusbert Fortnam, the Clerk: FTR, CE, LVL 4, HP: 12, AC: 5, Sword; Big Ulhiq, the Mentor: FTR, LG, LVL 4, HP: 24, AC: 9, Dagger; and 3 - 18 Deputies: FTR, N - CG, LVL 2, HP: 9, 6, 15, 9, 13, 12, AC: 6, Spears. Triple locked Iron Chest: 148 GP, 1675 SP, 3458 CP. Rumor: A Doorkeeper at the Overlord’s Guest Manor was changed to a pig by a visiting Hamlet Chief’s Steward.

Royal Court

Chief Magistrate Talingar

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<td>11</td>
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<td>+1 Hammer</td>
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Hurbart, the Clerk: FTR, N, LVL 5, HP: 32, AC: 9, Sword; Fats Ichor, the Balliff: FTR, LE, LVL 4, HP: 27, AC: 7, Two-handed Sword; Komrast, the Executioner: FTR, LE, LVL 6, HP: 47, AC: 9, Battleaxe; Magistrate Sabrentor: FTR, N, LVL 7, HP: 24, AC: 9, +1 Sword. 15 Slaves, 6 - 36 Constables, 8 Guardsmen, and 10 - 100 Spectators, LVL 1 - 12. Two Iron bound Chests (Poison Type 3 trapped): 6756 GP, 14882 SP, 3415 CP. Rumor: The Out-Throw Inn is ablaze from an incredible brawl during which an Efreet appeared from a bottle possessed by a Musician.

Low Court

Magistrate Afubar

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<tr>
<th>Class</th>
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Overstern Afubar is especially sympathetic with Women, changing his disposition 3D3 in her favor. Mazamora, the Clerk: FTR, LG, LVL 8, HP: 25, AC: 9, Dagger. Zurirm, the Eradicator: FTR, LE, LVL 9, HP: 47, AC: 7, Battleaxe; Cutalamar, the Balliff: FTR, LE, LVL 3, HP: 15, AC: 5, Mace; Wild Porbandar, the Scribe: MU, CG, LVL 4, HP; 6, AC: 9, Dagger. 20 - 120 Spectators, LVL 1 - 6, 1 SP each; 12 Slaves, 2 - 12 Constables, and 4 Guardsmen. Granite Chest chained to pillar: 1507 GP, 3152 SP, 13310 CP. Rumor: Thirty Galley Slaves were set free by the new Captain of the Witch-Ship, Farnamite of the Silverfang.
<table>
<thead>
<tr>
<th>Gate of the Gods</th>
<th>Class</th>
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<tr>
<td>Captain Rimegard</td>
<td>FTR</td>
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<td>14</td>
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<td>17</td>
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<td>+2 LE Sword</td>
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</tbody>
</table>

Four Sergeants: FTR, LE, HD: 3 - 4, HP: 20, 16, 24, 10, AC: 4, Sword. 50 Foot, 30 Crossbow, 40 Archer, 24 Trebaucher, 50 Militia, 46 Slaves; +2 Morale due to tradition that 3 Gods have ordained the safety of this gate; 20 Cauldrons of Oil, 4 Dart Throwers, 2 Onagers, cache of ten +1 Arrows known only by Captain; Treasury: 140 GP, 65 SP, 100 CP; Toll: 1 - 6 CP, 2 - 12 SP, 1 - 6 GP, depending on displayed wealth (AC, Baggage, etc.); Inspection PROB 30% per Week; House Odds: 10%.

Gatekeeper

Armigar the Cat

Crafty friend of the Patriarch of Thoth and Master of Monks, Sigtun; two Halfing companions, Klicker and Klankert: FTR, LG, HD: 2, HP: 6, 7, AC: 4, Swords; Armigar has 30 GP in Helmet, Gate Key, 150 GP, will work only if used with companion key qf Gate Captain, trusted Bureaucrat.

Master of Monks

Sigtun the Rustic

Ring of Water Walking, +1 Spear on wall, Key to Library on 150 GP Necklace, Jade Chest, 300 GP, contains 5 EP, and 6 PP in false bottom of Clothing Chest, two Immaculates: LG, H, HD: 4, HP: 10, 7, AC: 7, LVL 4, SL: 5, 6; guard Sigtun's room. Monks guard and teach the students in the School of Ancient Knowledge while worshipping the Spider God. Map to the dungeons below the Temple is hidden in an invisible niche on the west wall of Sigtun's room. . .Dagger trap.

Temple of the Spider-God

Psinar of the Outlands


Seahawk Tavern

Boffin the Claw

Five Gems hidden in Hook in left hand, Sword has gold hilt, 120 GP; Parrot recites location of 5000 GP treasure buried on Devils Cauldron Island; Patrons include Bandits, Brigands, and Bucaneers: NA: 30 - 40, LVL 1 - 4; Crooked games run by three Trolls. House Odds: 50%.

Water Dog Flop House

Artawer the Accursed

Kidnaps drunk patrons for Slaver around corner on Caravan Street, two Slave Guards: FTR, N, HD: 1, HP: 2, 6, AC: 6; Cream of Unborn Octopus Soup, 3 CP; Flop space, 1 CP; Furs, 2 CP; PROB 30% of attack by Giant (Sumatran Rat): HD: 2, HP: 5, 9, 6, 9, Bites: 1 - 3; attack when sleeping, PROB 05% per night if Gripe. if Furs rented, PROB 20% pernight of Crud. Customers include Sailors, Students, Bucaneers: NA: 10 - 60, LVL 1 - 2; Cashbox in Fur pile: 10 GP, 34 SP, 52 CP, Dagger.

Tax Collector

Waxrik the Magnificent

Waxrik has purple jacket, red pants, yellow trimmed, four Gnoll Assistants: LE, HD: 2, HP: 14, 16, 11, 10; Semper, Markem, Nimord, Eldo, in red feathered hats, red shirts, yellow pants, purple trimmed; AC: 5, Maces. Eight Gnome Slaves: CE, HD: 2, HP: 12, 5, 8, 10, 13, 8, 5, 7, AC: 5, Swords, in yellow jumpuits with red caps; counting room has 2000 GP on table, lever on table opens pit in corridor floor, speaking room has many paintings of Waxrik and Overlord behind podium double-locked door for prisoners, collection room has large lockbox slotted 400 GP, 230 SP, 1500 CP, and secret passage to Waxrik's room where daughter of impoverished gentleman, Evanil: CHAR: 16, is held; secret passage to treasure room. Customers include any, NA: 4 - 24, SL: 1 - 9; Constables' Patrol PROB 10% per turn, armored wagon and two Knights outside, PROB 10% per turn, 2 - 12 Guards.
Armorer

Keep-Lord Ruparl White Beard FTR N 6 13 5 4 10 12 10 14 12 14 Hammer

Four Assistants, Gollen, Harondar, Eidak, and Kelos: FTR, HD: 1, HP: 4, 3, 1, 5, AC: 9. Chainmail, 30 GP; Iron Helm, 10 GP; Mail Guard Mask, 5 GP; Mail War Mask, 4 GP; Mail Neck-Guard, 2 GP, Hand Axe, 3 GP; Battle Axe, 7 GP; Hackle, 10 GP; Broad Sword, 12 GP; Short Sword, 10 GP, Scimitar, 14 GP: Two-Handed Sword, 15 GP; Dirk, 5 GP; Belt Knife, 4 GP; War Dagger, 5 GP; Plate, 50 GP (4 - 24 days). Ruparl lost ten levels to a Spectre in the burial grounds trying to retrieve a highly magical Sword in a tomb. Person Quarters: 30 GP, 120 SP, 80 CP, in iron box with Dagger trap; two Daughters, Nina and Welda: FTR, N, HD: 1, HP: 2, 3, CHAR: 15, 17; other items PROB 40% of being out. Rumor of wild Orc raid on slave caravan going on. Legend of the Sword-pact Breakers: Zombies kept alive by an evil Witch who is the ancestor of the original whom the Zombies wronged.

Sorcerors Supply House

Athelbrus the Affable MU N 6 19 9 6 7 15 8 10 10 16 +1 Dagger

Wand of Fear, four Assistant Mediums: MU, N - CG, HD: 1, HP: 2, 3, 1, 2, AC: 9. Alilill, Lysirk, Fretek and Hkyirktd; Grutyl the Homunculul: HD: 2, HP: 4, AC: 7. Bite 1 - 3 and Sleep; six Slave Goblins: HD: 1 - 1, HP: 2, 1, 4, 3, 4, 4, AC: 6, Talons 1 - 4; Gizzards Livers, Talons, Horns, various Monster Parts, 5 GP per HD of Monster; whole Cadavers of Monsters, 3 - 18 GP per HD of Monster; Manuals, Books, Scrolls, in unknown tongues. 10 - 60 GP; Minerals, 4 - 24 GP per vial; Potion Ingredients, too - 600 Ingredients, too.

Green Goblin Inn

Jackpot Klenthorn FTR CG 4 18 7 4 13 9 13 10 10 9 Sword

Cashbox: 88 GP, 19 SP, 60 CP, hidden in closet protected by Bloody Head Rawbones: Skeleton, HD: 1, HP: 8, AC: 7, Spear; Parten Cahor: Elf, FTR, N, HD: 3, HP: 24, AC: 4, Flail; Hedin the Gambler Dwarf: FTR, N, HD: 3, HP: 11, AC: 5, SL: 4, Hammer; Brunela the Amazon: FTR, N, HD: 2, HP: 10, AC: 6; Customers include Mercenaries, Barbarians, and Elves: NA: 10 - 20, LVL 1 - 8; Room 3 GP; Meals, 4 SP; Drinks, 1 SP, House Odds: 12. Rumor: Goblins attacking five Hour is on Road.

Marine Barracks

Captain Fairweather Landor FTR CG 4 22 5 10 7 10 14 7 13 13 +1 Dagger

Sargeant Mattrick the Sabre-Wolf: FTR, CG, HD: 3, HP: 17, AC: 5; Sargeant Polli the Rover: FTR, CG, HD: 4, HP: 16, AC: 5, Swords; 60 Crossbow, 40 Swordsmen, 40 Spearmen, 20 Catapultists, 15 Slaves; Aischinar One-Arm: FTR, N, HD: 3, HP: 12, AC: 6. Marines are assigned to ships PROB 10% per month, Unit Morale +2, Company Treasury: 65 GP, 540 SP, 70 CP. Legend of the Ancient Terror: Highly intelligent Blue Dragon 120 miles southwest of City State with a Dwarven Artifact in hoard.

She-Devil Tavern

Shantra of Altenia Female FTR CG 4 10 8 9 14 8 10 17 18 Scimitar

Gold Hilted, 130 GP; 20 assorted Barmaids, Dancers, Servants: all FEM, FTR, N - CG, HD: 2, HP: 13, 4, 10, 4, 9, 9, 4, 12, 11, 3, 13, 5, 3, 3, 7, 14, 8, 6, 11, AC: 9, Daggers; Allena and Celiana, twin Dancers, CHAR: 17, perform with Chadden the Doppleganger: N, HD: 4, HP: 22, AC: 5, doubles as a Bouncer. Shantra has an Amulet Bracelet, 50 SP, hidden in her room, summons Succubi Phelanexes: Demon, CE, HD: 6, HP: 27, AC: 9, Talons 1 - 3, LVL per Kiss, Ethereal, Charm, ESP, Clairaudience, Clairvoyance, Suggestion, Shapechange, Gate, Dark 5' radius; needs adventurers for expedition to the Glory Hole Dwarf Mine, map to Level 3 where 100 - 300 Gems outcropping is shown, highly secret politically sensitive, secret passage to Alley northwest of Shantra's room; Meals, 2 GP; Ale, 1 SP; Roast Wyvern Tongue, 4 GP; House Odds: 5%. Rumor: Wizard of the Great Desert at Guilded Abyss.

Temple of Haramkhis

Harmakhis God God CE 17 200 -2 -- 18 18 18 18 18 18

See Donn God of Death, Supplement IV, page 19, appears every evening for Human sacrifice and ceremony; Masked Clerics: LVL 4 - 9, administers the rites; 60 Adept guards the Temple and an unknown number of Demons rule over the administrators in the absence of the god.

Temple of Oden

Ralibarn the Wise CL LG 13 32 2 12 16 12 17 7 9 14 +3 Mace

Odin: God, LG, LVL 18, HP: 300, AC: 2, Psionic, Magic User, and Cleric Spells, see page 22, Supplement IV. 46 Adepts, 16 Priests, 4 Vicars, and 140 Berserkers protect the Temple. Odin only appears if intervening.

Street Scoopers

Gormal the Fragrant FTR N 3 20 6 6 8 7 4 7 12 11 Sword

Twenty Hetmen (Foremen) Overseers: FTR, CE - N, HD: 2 - 1, HP: 4, 2, 1, 2, 3, 3, 6, 1, 4, 2, 3, 3, 4, 4, 2, 1, 3, 6, 2, AC: 6; 60 Workers and Slaves. Workers only carry tools unless Prisoner of Court. CRUD PROB 70%.
Temple of Thoth the Terrible

Thoth

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Thoth has Psychic abilities, see page 2, Supplement IV, animate idol once a week, and if intervention asked by High Priest Krongil the Prudent. 3 Llamas, 7 Bishops, 9 Curates, 13 Vicars, 21 Priests (visit only PROB 10% per Priest), 21 Adepts, and 49 Acolytes comprise the Clergy. Merchants guard the entrances: NA: 10 - 20, LVL 1 - 6.

The Drunken Reveler

Modread the Mangler


Government Bureau

Atmoit the Tenth Thane

Bendigo the Clan Chief

Brodag the Too-less

Mitokris

Azathotharn the Scribe

Orlac the Great

Eratak the Third

Players venturing here never obtain service, only passed from Undersecretary to Scribe, to Clan Chief, to Minister of Subtleties, to Recorder of Mysteries, to Head Curator, to Vice Prefect, to Justice of the City State, to Undersecretary again. Constables guard ever door, and 60 - 120 Slaves on urgent missions appear in the halls every hour. Anyone foolish enough to make the complete circuit might be arrested for Spying, PROB 30%, or sent to the Exchequer of Whores and Heirs, PROB 30%, who is Sarikler the Mum: FTR, CE, HD: 6, AP: 26, AC: 9, SL: 6, whose Touch causes Leprosy as a Mummy. Rumor: Minister Plenipotentiary of the World Emperor arriving.

Hell-Bridge Temple

A suborder of the Temple of Thoth, this Temple's hegemony is protected by the Covenant of Rain by order of the Overlord. It is devoted to the protection of the Baleful Eye of Morg, having changed allegiance during the First Age to Neutral, leaning toward Lawful Evil.

It is the special worship place of the Assassin's Guild, which is exempt from taxation for this reason. The Guild consider it a tax none the lesser and pay the tithe grudgingly. The Temple provides weather services for the City State, and shows little respect for it's worshippers, except the Berserker Guards which augment the protection of the sanctuary. About 30 Berserkers and 20 Acolytes are present until sunset, when they are joined by 30 - 40 Berserkers for the hour long ceremonies. 20 Vestal Virgin Dancers, 20 Acolytes, 4 Bishops, 8 Priests, 2 Llamas, and 1 Evil High Priest named Statinsxor the Inquisitor comprise the known clergy. The Temple uses 21 Criminals and Slaves per week for sacrifices. Worshippers file into the Temple in pairs wearing purple hooded robes of the sect, chanting prayers. Inside they buy a small red candle for 1 GP, and shuffle into the sanctuary. Infiltrators are detected by the four Berserkers who sell the candles. The sanctuary is huge with large serpentine pillars, and seats up to 200. The 20 Berserker Guards are HD: 1, AC: 6, armed with Halberds and Swords. A Llama: HD: 6, AP: 2, HD: 22, armed with a Staff of Striking, is always present with two Bishops: HD: 5, armed with Silver Staffs, and four Evil Priests: HD: 3, armed with Maces, AP: 2, on the altar.

The idol is a 16' Bronze Eye covered with Gold Plate (50 GP per turn to remove) worth 120,000 GP. It is supported by three legs worth 16,000 SP each, and encrusted with 400 Opals each. The idol is the repository of Morg's Eye, and legend says it still possesses the power to command should it see unencumbered. The Temple is lighted by candles in candlesticks of Silver, worth 3000 SP each, of which twenty line the altar. The candles are laced with a drug which heightens the effect of pain inflicted on the visitors. Special gifts are placed in the Bronze bowl in front of the altar, 10 - 20 GP, 120 - 240 SP. A Jade Dagger lies on the altar. Silver cords radiate from the idol to the ceiling worth 100 SP each.

The 20 Acolytes: HD: 1, AC: 4, armed with Maces, wear red robes over their armor while in the sanctuary. They sit in the front row chairs. The Llama and the Sacrifices enter from the east door, while the Dancers come from the west door. Torture instruments are below the altar stone. The 30' ceiling has a 3' hole to allow the toxic fumes to escape, with 1" bars.

A) The Caretakers: Four Zombies: AC: 2, wearing Plate and armed with Swords (one +1 N Sword), Move: 6", HD: 8, AP: 16, 22, 36, 54, guard the entrance to the Temple area. Password 'Battlelight' to be uttered while backing into the opening, or the entrance will close. Four stone Troll heads, filled with oil, light the passageway which is very wet and cold. An Acolyte with a message is waiting on a stone seat for his Adept Master: AC: 4, HP: 3, Mace, Scroll reads: 'From his Magnificence to the inept and most inefficient Underling...Bring me the head of the accursed Thief by the sixth bell tomorrow, or you shall be the next Chosen One.' Seal of the Evil High Priest.

B) The Green Audience Chamber: Occupied by fat Bishop, Fargus: HD: 5, AP: 14, AC: 5, waiting an audience with an Evil High Priest on promotion, Onyx box gift (300 GP) with Gem (800 GP) and wears an Amulet of ESP, Staff of Withering, and a pair of Brass Knuckles, Silver Helm with 15 Gems worth 10 GP each. The Bishop knows the secret passages above, and the presence of an Invisible Stalker: HD: 8, AC: 3, HP: 45, guarding the Evil High Priest secret passage. The room is concave and domed with florescent stars on the ceiling, one of which is an observation post for the Evil High Priest. The furnishings consist of an ornately carved table depicting Servant Girls, and one large inlaid Throne (10 GP per turn can be chipped out) worth 670 GP.

C) The Temple Vestals: 16 Girls (Human) awaiting the next ceremony in the sanctuary. All Dancers possess 60 - 120 GP in Jewelry, and have Silver Daggers strapped to their legs. Two cords hanging by a tapestry on the wall will summon their Goblins kept in the pit below the water fountain, 1 - 6 per turn for 10 turns: AC: 6, no weapons. Delphia, the headmaster, knows the passages on this level...very loyal to the Evil High Priest...will attempt to dupe and aid in capture of any.
D) The Treasury: An Evil Llama: HD: 6, AC: -1, +1 Mace, with Ring of Protection +1, guards the trove. The area isn't lighted, and the walls are 20' thick. This two personal Evil Priests guard the triple-locked iron door outside: HD: 3, AC: 2, HP: 10, 16, Maces; the larger having +3 Hit Probability due to Strength. The treasure is four Chests: 3000 CP, 2000 SP, 12 pieces of Jewelry; 11000 GP, four pieces of Jewelry, two Gems; Bag of 30 Gems, Gold Scabbard with +2 N Sword worth 3800 GP, map to treasure room of Temple of Thoth, Elven Cloak, two Walkie Talkies charged for ten uses, Scroll written in Altanian for Walkie Talkies directions, Necklase of Prayer Beads, Potion of Polymorph Self, and in secret compartment, a Gold Helm worth 3200 GP and a Wand of Illusion protected by a poison trap; 20 sacks with 2000 CP and 50 SP each.

E) The Personal Quarters: The Evil High Priest, Statinstor: HD: 9, HP: 54, AC: 5 (Bracers of Defense), +2 Mace, +2 Hit Probability due to Strength, +1 Shield on wall, Efreet Bottle on table. A Vestal, Jerisha: HP: 2, AC: 9. Personal library contains a Book of Vile Darkness, Manual of Delightful Atrocities, and the Necronomicron of Mad Alhazarid. The manual makes one expert torturer, being able to extract the truth from any, PROB 10% per turn, with equipment; and the Necronomicron will convert one to any chosen class as long as the possessor reads it once per week, but it will change Lawful to Neutral and Neutral to Chaotic. The Library is hidden behind a Gold Idol worth 300 GP invisible on the wall. The iron door is double locked from the inside, and will only admit Chaotic creatures unless dispelled. The door has a brass hand protruding from it which will animate and fly at anyone trying to open the door without turning it palm down, choking the offender in 2 - 12 turns as Aerial Servant. The hand is AC: 2, 40 Hits to destroy. Warning in four languages above portal. Necklace of Gems worth 800 GP in wood box under bed. Chest with poison needle trap has old clothes, backpack with iron rations, rope, spikes, mallet and stakes, belladonna, and garlic. Leather pouch with 200 Gems, 30 GP, 10 SP, Silver Flail, and Steel Mirror below grey and silver Cloak, Wine Flask, and a Lantern. On shelves, six Flasks of Oil, Potion of Healing, and Pitcher.

SCUD STREET
PROB 16% of Attack by 3 - 18 Irate Peasants Due to Insulted Daughter

SEA BRIGAND'S STREET
PROB 35% Seizure by Ship's Impress Gang: NA: 3 - 18, LVL 1, -5% per Friend

Pirates Cove Inn

| Class | Align LVL | HP | AC | SL | STR | INT | WIS | CON | DEX | CHAR | WPN |
|-------|-----------|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| Crusty Makadmer | FTR | N | 5 | 19 | 9 | 6 | 10 | 11 | 14 | 8 | 9 | 10 | Sword |

Crusty spends most of his time tracing down treasure tales and sending expeditions out to retrieve the booty. His Bartender, Angis Turnbal: FTR, N, LVL 3, HP: 11, Dagger; has a map to 7000 GP buried on an island 200 miles northeast of the city. Frequentd by Pirates, Buccaneers, and Sailors: NA: 8 - 64, LVL 1 - 4. Rooms, 2 SP per night; Rum Cakes, 1 SP; Ale, 3 CP.

Tattoo Shop

Sadinen Scuttle | FTR | CG | 7 | 35 | 9 | 5 | 11 | 11 | 10 | 14 | 15 | 13 | Darts |

Sadinen relates wild tales of the high seas (all lies) while artistically needling his customers. Tattoos cost 1 CP to 20 GP, depending on style, and take 5 turns to 5 days. Sadinen wears his major wealth, a Gold Necklase worth 250 GP, and an Emerald Earring worth 100 GP. Rumor: A Sea Hag is searching for some item a player has across the street.

Warehouse

Satyril Stern | Wertiger | N | 5 | 29 | 3 | 9 | 10 | 6 | 16 | 8 | 5 | 15 | Dagger |

Satyril conceals his true nature from the 15 Slaves: N - CE, LVL 1, AC: 9; HP: 4, 1, 1, 6, 7, 3, 2, 3, 8, 3, 7, 5, 5, 5, 1; and three Guards: FTR, CG, LVL 2, AC: 6; HP: 10, 12, 7, Swords. The Warehouse stores include Honey, Grain, Oil, Wheels, and Ballista. Satyril has 780 SP and 167 GP hidden in his trunk's false bottom.

Cook

Scortch Protacaus | FTR | N | 4 | 13 | 8 | 6 | 13 | 6 | 14 | 12 | 13 | 13 | Mace |

Scortch is a former army cook, and would soon starve to death if not for his famous beef jerky used on long marches; rations for one week, 2 GP; 650 GP are hidden in his oven.
Drang the Patron

Drang spends his income supporting many Poets and Artists. Pots are 6 -24 CP each, 15 SP hidden in clay hanging pot, 155 CP hidden in planter.

Masher's Gaming House

Masher Meryl

Masher owns several other smaller businesses as well as the Gaming House. His manager, Rykman, is an unexposed Vampire: HD: 7, AC: 2, HP: 27; twelve Croupiers: N - CE, LVL 2, AC: 9, HP: 5, 3, 14, 10, 9, 7, 9, 8, 11, 12, 9, 6, Daggers; three Bouncers: FTR, N, LVL 3, AC: 4, HP: 15, 17, 12, Sword armed; Roulette, House Odds 6%; Battle Race, House Odds 10%; Dancing Tankards, House Odds 8%; Knucklebones, House Odds 10%; Scorpion Fights, House Odds 25%; Ape Wrestling, House Odds 16%; Ball Dunk, House Odds 30%; Troll Jump, House Odds 5%; Lucky Draw, House Odds 15%; Spinning Trident, House Odds 10%. Frequented by Knights, Gentlemen, and Dwarves: NA: 31 - 36, LVL 2 - 12, Masher has 1570 SP, 2300 GP hidden in his room. Rumor: A Giant Leech: HD: 2, AC: 8, has been crawling into Waterfront Rooms and feasting.

Belltower

Ulfidas

A recluse, Ulfidas has spent the past 30 years contemplating leaves. He will pay 1 -6 SP for good specimens. First hand knowledge on Bat gatherings at midnight forces him to sleep in the cold lower floors of the Tower.

Light Gale Inn

Huggy Sobrun

Warbling Sobrun

These two brothers returned from campaigning with a considerable fortune, and soon after bought the Inn for an amazing sum. Some gossips claim they looted an ancient Temple whose location the brothers will never reveal. Roast Duck, 3 CP; Spider Pudding, 1 CP; and Green Beer, 2 SP; Rooms 4 SP per night. Frequented by Merchants, Hunters, and Militia: NA: 11 -16, LVL 1 -6. Sign posted for a seafaring Spy; ask for Mountain Goblin at Singing Squid. Rumor: Dogon, a Mermaid-Priest, is offering 5 GP per day for Fighters at the Sea Rover.

STREET OF SHADOWS

PROB 30% of Robbery Attempt if Alone (-10%/Comrade)

Sword-Rat Resthouse

Masterin Hoary-Head

Complains loudly about bed-bugs. Floorspace, 1 SP per night; Furs, 1 CP extra; two Ogres, Mib and Kur: N, HD: 4 +1, HP: 10, 8, AC: 5; Cashbox: 10 GP, 37 SP, 30 CP. Mercenaries and Barbarians: NA: 10 -16, LVL 1 -6, Thief PROB 10%, LVL 1 -6, Sleep PROB 30%; Rumor: Noble's Daughter kidnapped by Wererats in Square of the Gods, reward 1300 GP for return, held for high ransom.

Dewy Dryad

Rymlyn


Wild-Boar Tavern

Garrick One-Eye

Ten Barmaid Slaves: FTR, N - LE, HD: 1, HP: 2, 5, 1, 2, 4, 3, 3, 1, 2, 5, AC: 9, Daggers; four Scullery Slaves: FTR, N, HD: 1, HP: 4, 5, 4, 2, Short Swords; two Cooks: FTR, N, HD: 2, HP: 6, 5, AC: 7, Swords. Two-Handed Sword hidden under counter, 20 SP, 15 CP on person, 110 GP hidden in Boar's head above bar, will relate Legend of the Druid Stone: Pilgrim-place of Druids . . . large meteorite . . . for 2 -12 GP. Patrons include Barbarians, Bandits, and Berserkers: NA: 1 -6 each. Pig Roast, 1 GP; Ale, 1 SP; Entertainment: Bullfrog Bertha: FEM Orc, HD: 2, HP: 10, AC: 5; and her two Bellydancers: FEM Slaves, N, HD: 1, HP: 1, 3, Daggers; Gormets roll for Cholera, PROB 2% per meal. House Odds 25%.

Cup & Dragon

Lucky Cuss Morgans

Halfling tells about launching Private Prickly over the wall with a Mangonel, Luckstone Necklace under armor; four Halfling Servants: FTR, LG, HD: 2, HP: 4, 3, 6, AC: 7. Renenet Goddess of Good Fortune (in disguise) is the exotic Dancer once per week, Supplement IV, page 6: LG, HD: 1, HP: 100, AC: -2. all Lawful patrons (that night) will make any saving throw necessary in her view, will leave if fight begins; Minstrel Halfling: Bard, N, HD: 2, HP: 4, AC: 9; and a Poet Halfling: FTR, LG, HD: 1, HP: 3, AC: 8; recite Legend of Victory Bridge . . . site of famous battle. . . .20 course Meal, 6 GP; Drinks, 2 SP each; Carousers include Thieves, Wayfarers, and off-duty Guardsmen: NA: 10 - 20, LVL 1 - 6; Morgran's private hole under the kitchen has 78 GP, 127 SP, 150 CP in bowl. House Odds 40%.
Litigation Tricksters Guild

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

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

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

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

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

Job Opportunities

<table>
<thead>
<tr>
<th>Examination Required to Obtain</th>
<th>Major Governmental Bureaucracies</th>
<th>Job Level</th>
<th>No. of Jobs</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) General Clerk Registrarial Examination</td>
<td>1) Bureau of the Archives</td>
<td>1) Clerk</td>
<td>210 - 260</td>
</tr>
<tr>
<td>2) General Scribe Prosalical Examination</td>
<td>2) Bureau of the Census</td>
<td>2) Scribe</td>
<td>170 - 220</td>
</tr>
<tr>
<td>3) Archives Agent Athenaeum Examination</td>
<td>3) Bureau of Agriculture</td>
<td>3) Agent</td>
<td>110 - 160</td>
</tr>
<tr>
<td>4) Census Agent Archival Examination</td>
<td>4) Bureau of Order (traffic, etc.)</td>
<td>4) Bureaucrat</td>
<td>20 - 70</td>
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<tr>
<td>5) Agriculture Agent Discretionary Examination</td>
<td>5) Bureau of Order (traffic, etc.)</td>
<td>5) Curator</td>
<td>7 - 12</td>
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<tr>
<td>6) Order Agent Prefectural Examination</td>
<td>6) Bureau of War</td>
<td>6) Prefect</td>
<td>2 - 8</td>
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<tr>
<td>7) Punishment Agent Officious Examination</td>
<td>7) Bureau of Revenue</td>
<td>7) Undersecretary</td>
<td>1 - 6</td>
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<tr>
<td>8) War Agent Litigious Examination</td>
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<td>8) Minister</td>
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<td>9) Revenue Agent Syphocanthic Examination</td>
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<td>10) General Bureaucrat Archical Examination</td>
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<td>11) General Curator Fiduciary Examination</td>
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<tr>
<td>12) General Prefect Arbitrarial Examination</td>
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</table>

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

Noted Barristers:

<table>
<thead>
<tr>
<th>Spellbinder Sanghen</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
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<tr>
<td>Prolocutor Peshwell</td>
<td>FTR</td>
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<td>Artillero the Articulate</td>
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<tr>
<td>Iyllera the Improvisator</td>
<td>TH</td>
<td>CE</td>
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<tr>
<td>Huld the Haranguer</td>
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<td>9</td>
<td>Dagger</td>
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SILK MERCHANT STREET

PROB 15% of Accusation of Theft by Vendor; 1 - 6 LVL

Merchant's Guild

<table>
<thead>
<tr>
<th>Eccentric Takvar</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
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<tr>
<td>Shambismo Parhed</td>
<td>FTR</td>
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<td>Emwilet Wart</td>
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<td>Sleepy Suardy</td>
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<td>Sword</td>
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The Merchant Magnates meet once a month to determine prices, promotions, and the division of spoils. Each member must pay double his Social Level per month in CP to operate any business within the walls of the city. The Guild maintains a sheriff and deputies for the protection of members. Mongers: SL: 6 and higher; must also register their business profits. Any member accepting higher than a 20% return on investment (unless possessing a monopoly granted by the Overlord, per month) is tried for treason in the Merchant Court. Rumor: an Ent was sighted walking north along the bank of the Conqueror River.

Tapestry

<table>
<thead>
<tr>
<th>Hiyat Mudib</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
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<td>13</td>
<td>Scimitar</td>
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</tbody>
</table>

Hiyat employs 85 workers, and maintains a huge stock of tapestries to warm the coldest chambers. Motifs depicting Wood Nymphs, Sea Battles, and Religious Rites are the most popular: 2 GP per square foot, double and 1 - 6 weeks for special orders. Sordid Erlan and Wisaty Rakhad: FTR, N, LVL 4, HP: 13, 14, AC: 4, Spears; guard Mudib's room. Lockbox: 568 GP, 753 SP, 213 CP; Trunk: Elven Cloak, Backpack with eight Opals, 500 GP each, hidden in secret panel, and a text in Altanian describing Legend of Jade Breastplate, an artifact which reflects all Breath Attacks which is buried in the Redoubt of the Dead.
The Guildmaster has a special permit from the Overlord to maintain a force of 100 - 300 within the walls of the city during their training period. Citizens are permitted to do temporary jobs as long as they maintain their monthly dues, 1 CP each. The sergeant of each unit is paid an amount equal to the whole unit’s pay, which he splits with Tregardis. Cavalry Sergeant Marcham: FTR, LG, LVL 8, HP: 43, AC: -1, Sabre, Unit: ‘The Death Heads’; Cavalry Sergeant Tor Protag: FTR, N, LVL 7, HP: 31, AC: 2, Sword, Unit: ‘The Armoured Juggernauts’; Lt. Cavalry Sergeant Fleet-footed Stepfin: FTR, N, LVL 5, HP: 21, AC: 6, Broadsword, Unit: ‘The Lightning Stroke’; Heavy-foot Sergeant Mors Yasaf: FTR, N, LVL 8, HP: 41, AC: +1, Sword, Unit: ‘The Hedgehogs’; Pike Sergeant Mainer May: FTR, LE, LVL 5, HP: 27, AC: 4, Dagger, Unit: ‘The Porcupines’; Medium-foot Sergeant Balnek of Altania: FTR, N, LVL 4, HP: 19, AC: 4, Battle Axe; Seige Sergeant Renzam: FTR, LE, LVL 8, HP: 39, AC: 2, +2 Sword and Crossbow of Distance, Unit: ‘The Moles’; Archery Sergeant Gaysiaen: FTR, N, LVL 5, HP: 27, AC: 5, Sword and five +1 Arrows, Unit: ‘Death Clouds’; Sapper Sergeant Kasnar the Engineer: FTR, LG, LVL 6, HP: 26, AC: 6, Sword, Unit: ‘The Hulks’; Training Sergeant Tawang Kanlow: FTR, N, LVL 8, HP: 41, AC: 7, +1 Sword, Unit: ‘The Knight Watchmen’. Apprentices receive 3 CP per day; Journeymen, 1 SP per day; and Guildsmen, 1 GP per day. All Horsed Units double pay when employed, PROB 20% per month; Bodyguards, PROB 15% per week. Trained specialists receive triple pay. The War Chest of Tregardis contains 2442 GP, 6350 SP, 7521 CP, five Tiger Eye Gems, 500 GP each, two Sapphires, 1000 GP each, and a Gold Mace, 90 GP. The Sergeant’s War Chest: 200 - 1200 GP, 100 - 800 SP, 60 - 360 CP. Each chest guarded by eight Mercenaries: FTR, N, LVL 1 - 6, AC: 4, Swords. Rule infractions are punished by the Guild being beyond the legal system unless citizen’s are involved. Unemployed are given bunks, stone soup and sour ale (1 cup a day). House Odds: 26%. Rumor: A Juggler across the street just dropped a ball, and it cracked open to reveal a baby Green Dragon. Rumor: The Secret Police is searching for an NPC on suspicion of spying (same description, different person). Rumor: A group of three drunken Amazons are standing off 20 Constables at the Balor’s Eye.

**Mercenary Guild**

<table>
<thead>
<tr>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
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<th>WIS</th>
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<tr>
<td>Tregardis the Thunderer</td>
<td>FTR</td>
<td>N</td>
<td>10</td>
<td>59</td>
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<td>17</td>
<td>15</td>
<td>11</td>
<td>17</td>
<td>11</td>
<td>17</td>
<td>+2 Sword</td>
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</tbody>
</table>

An easily angered Berserker; six Gnome Assistants: CG, LVL 1, HP: 4, 2, 6, 4, 5, 1, AC: 5, Swords. Leather Armor custom-made, 46 GP and 1 - 3 weeks; Giant Leeches, 10 GP; Snakes, 1 SP; Javelins, 3 SP; Belts and Scabbards with Silver studs, 2 GP. Brogard has 18 GP, 38 SP, 115 CP, and a fake treasure map to a Citadel containing an Amethyst of mammoth size, 50,000 GP (will sell for 250 GP), hidden in a stuffed crocodile. Bandits, Mercenaries, and Sailors: NA: 2 - 12, LVL 1 - 4. Rumor: A fast lasting ten days has been declared for tomorrow starting at midnight.

**Barbarian Shop**

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

An easily angered Berserker; six Gnome Assistants: CG, LVL 1, HP: 4, 2, 6, 4, 5, 1, AC: 5, Swords. Leather Armor custom-made, 46 GP and 1 - 3 weeks; Giant Leeches, 10 GP; Snakes, 1 SP; Javelins, 3 SP; Belts and Scabbards with Silver studs, 2 GP. Brogard has 18 GP, 38 SP, 115 CP, and a fake treasure map to a Citadel containing an Amethyst of mammoth size, 50,000 GP (will sell for 250 GP), hidden in a stuffed crocodile. Bandits, Mercenaries, and Sailors: NA: 2 - 12, LVL 1 - 4. Rumor: A fast lasting ten days has been declared for tomorrow starting at midnight.

**Money Changer**

| Knafer Ketil | MNK | LG | 4 | 9 | 7 | 7 | 14 | 9 | 15 | 16 | 17 | 12 Sword |

Copper Clerk Tejil, Silver Clerk Parek, Gold Clerk Rodabar: FTR, N, LVL 2, HP: 13, 9, 6, AC: 4, Spears. Ketil charges 10 CP to change any type of coin, but EP and PP require 6 - 36 turns as he must get the proper amount from his moneynporter friend, which costs an additional 10%. Rumor: A Philosopher advocating the breaking of all weapons is stirring up a crowd in the Slave Market.

**Fire Drake Mead Hall**

| Whelp Roarbek | FTR | CG | 5 | 20 | 7 | 12 | 7 | 12 | 14 | 13 | 11 | 17 Battle Axe |

Wears an Electrum Helm, 340 GP, when introducing Torch Dancers, ten Amazons: FTR, N - LG, LVL 2, HP: 8, 7, 7, 13, 6, 7, 4, 15, 8, 14, 5, 14, AC: 9, Daggers. Four Minstrels, two Halfling Cooks, and five Slaves: FTR, N, LVL 1, HP: 4, 5, 1, 4, 2, AC: 9, Daggers. Bread and Crab, 3 GP; Hydra Toe Stew, 2 SP; Salmon Fillets, 5 SP; Meat (triple tanker), 1 GP; PROB 20% of Drunkeness cumulative. Any customer refusing to sing is bounched. Singers are Mercenaries, Nomads, and Guardsmen: NA: 70 - 120, LVL 1 - 4. Meathed Gilfath the Dwarf: FTR, LG, LVL 4, HP: 24, AC: 7, Handaxe, tells: Legend of the Cunning Mounse: A polymorphed Hero who discovered a miniature palace populated by civilized Mice beneath a woodpile near Ferd’s Ferry. Rumor: An epic poem thought to be fiction has been proven true by the divers’ find of an incredible City beneath the Sea.

**Money-Lender**

| Muelash Behdar | FTR | CG | 8 | 46 | 9 | 9 | 9 | 14 | 13 | 7 | 13 | 11 +1 Scimitar |

Will lend coins to only Men, Dwarves, or Halflings: 25 GP times their Social Level for same number of weeks as Charisma at 10% interest. Each repaid loan will double the amount up to a maximum of 2000 GP. Legal action is taken in the event of overdue payment. Ten Concubines, 20 Slaves, 16 Mercenaries: LVL 1 - 6, AC: 5, Swords; and two old comrades-arms, Kepal and Elstads: FTR, LG, LVL 4, HP: 14, 17, AC: 4, Scimitars. The vault contains 7810 GP, 12715 SP, 6160 CP, 34 Amber Gems, 10 GP each, 46 Aquamarines, 50 GP each, 6 Bloodstones, 100 GP each, and 2 Opals, 500 GP each. It is protected by a Stun Symbol, 150 LVLS, and a Discord Symbol, ST - 10. The vault is made of 3” iron, triple locked, and 3” beyond a barred cage, ST 16, and double locked. The Thieves’ Guild has guaranteed the safety of the vault due to Muelash’s monthly donations. Legend of the Quaking Mountain: A crag over the cave complex of quarreling Fire Giants, 230 miles west.
SLASH STREET
PROB 17% of Attack by Giant Wasp: HD: 3, HP: 12, 5, 11, 13, AC: 5, Neutralize Poison 24 Hours

Grub & Grunt

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<tr>
<td>Mitjar Big-Bones</td>
<td>FTR</td>
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Harsh and sweaty MitjarBelows at his quaking Serving Maids (he pays them double), 6 Wenches, 2 Cooks, and 4 Scullery Workers: FTR, N - CG, LVL 1, HP: 3, 5, 6, 8, 6, 1, 3, 5, 6, 6, 6, AC: 9, Daggers. Boar Snouts, 2 CP; Toad Bellies, 1 CP; Wolf Tongue Sausage, 1 CP; Ale, 4 CP; Herbal Tea, 1 CP; and Pecan Pie, 2 CP. Patrons include Guardsmen, Merchants, and Traders: NA: 10 - 40, LVL 1 - 4. 144 GP, 64 SP, 456 CP hidden in a stuffed Skunk. Cashbox has 3 GP, 12 SP, 53 CP. Rumor: A gigantic Merchant Ship was scuttled with over a million in Gold Bullion 30 miles east of the Estuary mouth.

SLAVE MARKET PLAZA
PROB 10% of Attack by Irate Bidder, 2 - 12 Level

Tax Collector

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<td>Gnarling Guikarn</td>
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Guikarn collects the royal tax (10%) on all sales of Slaves in the plaza. Stages are set out 7 - 12 each day, and the Slaves are placed on the 'blocks' for the inspection of buyers. Roll twice on Ad Table each block (once for specialists). Determine Slave price by Manumission Table only after a customer agrees to buy. Adjust price upwards 3 - 18 GP to reflect bidding. Customers refusing to pay must still pay the royal tax. Rumor: Langar the Hoard, a Fire Giant, is demanding to see an NPC at the Outer Ramparts within 10 minutes.

Bazaar

Hodatli of Altania

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Hodatli sells Musical Instruments, Bangles, Beads, and Brass Gongs, 1 - 12 GP. a Gold Key, 20 GP, around his neck leads to the Minstrel's Guild: Admission, 3 CP, Neutrals only. Aldova: FTR, LE, LVL 2, HP: 6, AC: 9, Dagger; and five Craftsmen: FTR, N - LE, LVL 1, HP: 3, 7, 4, 1, 6, AC: 7, Swords. Rumor: A sensuous Countess has just lost her purse to a Troll on Prefect Street.

Minstrels

Amlith the Riotous

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The Minstrels' Guild is limited to Neutrals and players of exceptional skills: PROB of Bard 10%, PROB Acrobat 20%, PROB Juggler 15%, PROB of Tumbler 30%, PROB Ventriloquist 12%, PROB of Imitator 14%, PROB of Presager 11%, (Vague Predictions PROB 10 - 80% accuracy), PROB of Orator 13%, and PROB of Photographic Memory 12%. Dues are 1 SP per month per Social Level, which includes free lodging and potato soup. NA: 31 - 40, LVL 1 - 6. The Minstrels exchange information on generous Nobles and gamble constantly, House Odds: 35%. Rumor: Sir Alertarn the Bloodsucker has cornered a Medusae at the Beast Healer’s on Ox-Cart Road.

Brass Bazaar

Zog the Mutant

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Zog has the ability to Psionic Blast like a Mind Flayer. His shop is stocked with Brass Chests, Copper Pots, Silver Curios, Gold Chains, Bronze Tubs, Silver Mirrors, and Exotics worth 9850 GP. Dorienna: FEM, FTR, HD: 2, HP: 10, AC: 9, Dagger; and seven Slaves. Wand of Fireballs, 210 GP hidden in an incense burner.

Winery

Cetmiot

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Florid Cetmiot samples his own imported stock overmuch. Wine Quarts, 2 - 12 GP each; Gallons, 6 - 36 GP. A Curate of Aeger, Supplement IV, page 28.

Lust Shop

Veli the Rank

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<td>+1 Sword</td>
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Meddler in a filthy cloak - asks many questions. Veli guarantees to provide the means to satiate the lust of any desire; actually a drug and hypnotist plant posthypnotic suggestions, fee 200 - 1200 GP. 350 GP hidden in a stone idol of Bragi.
TEMPEST STREET
PROB 30% of Attack by a Pack of Wild Dogs: NA: 10 - 60, HD: 1, 1 - 4/Bite

Accountant

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<tr>
<td>Vinegarface Arb</td>
<td>FTR</td>
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A disgraced General, Arb has found little happiness in his new profession. Seven Scribes, 10 Orc Slaves: LE, HD: 1, HP: 5, 2, 1, 7, 8, 4, 3, 1, AC: 5, 1 - 10/Hit. Poison trapped chest containing 1460 GP, 641 SP, 1042 CP is hidden under a pile of Scrolls, Books and Tablets. Rumor: An unconscious Patriarch is being robbed in the Square of the Gods.

Bureaucrat

Orak the Ravisher: TH CE 8 17 7 5 14 12 13 10 17 10 Sword
Oratara the Registrar: FTR CE 3 10 9 4 13 15 13 15 3 8 Dagger
Officer Drarix: Troll CE 6+3 24 4 4 16 6 5 18 12 4 Mace

Orak issues Boat and Hunting permits, 7 - 12 GP each. He frequently condemns Boats for repairs and then certifies them for 10 - 60 GP. Four Slaves: FTR, N - CE, LVL 1, HP: 1, 3, 5, 2, AC: 9, Daggers; guard his locked Chest: 785 GP, 310 SP, 834 CP. Rumor: An island 50 miles south of Bretzel appears once a week.

Loan Shark

Pretender Sabrakarn: FTR N 6 27 9 8 10 16 17 12 11 6 Scimitar

A robust and joking fat man of keen insight. Sabrakarn will loan any creature 10 GP times their Hit Die times their Social Level. He makes them sign in blood, subrogating their registered interest results in a double loan if demanded. He personally forewarns the borrower that his amulet controls Orcus, the Demon Prince: HD: 10, HP: 136, AC: -8, Supplement III, page 35, and welchers are never seen again. 15 Mercenaries: LVL 2 - 12, AC: 3, Swords, guard Sabrakarn's quarters. Three pet Hodags: HD: 4, HP: 16, 9, 18, AC: 2, Damage: 3 - 18/Bite, Poison Type 8; in his Dagger trapped Storage Pit: 16,780 GP, 5,260 SP, 23,450 CP, 17 EP, 7 PP, 14 Zircons, 50 GP each, 3 Sapphires, 1000 GP each, and an Emerald, 50,000 GP. A Stun Symbol, 150 LVLS, is on the iron door affecting all but Neutrals.

Baker

Bilko Fair-Beard: FTR CG 2 11 9 5 11 6 5 11 6 13 Dagger

A Halfling given to fits of generosity and laughing. Two Halfling Assistants, Roverbard and Bagstoney: FTR, LG, LVL 1, HP: 3, 5, AC: 9, Daggers. Bilko is wont to dice for double-or-nothing for his brown loafs, 1 CP each, House Odds 60%. A Mace is hidden under the counter with a Strongbox containing 10 GP, 62 SP, and 112 CP. Rumor: A seventy year old corpse is walking down Prefect Street moaning an NPC’s name.

Debtors Prison

Lord Rygar: FTR CE 10 47 -3 9 15 16 3 16 15 14 +1 Sword

Rygar’s +2 Plate, +2 Shield, Ring of Invisibility, and Amulet of ESP makes him an expecially feared madman. Tanar the Conjurer: HD: 2, HP: 7, AC: 9 unless wearing his Cloak of Protection +1. The Prison Guards are 45 Naga Orcs: AC: 6, HD: 1, Spears. The Guard Captains are AC: 4, HD: 2, armed with Scimitars. The lowest level of the prison is reserved for the diseased inmates, then the insane, then the Ill, then the prisoners capable of work, and on ground level, the debtors with money or influence outside the walls of use to Rygar, living in relative luxury. The mad King, his real name being Grandon the Corsair, is a prisoner driven insane by torture designed to make him reveal the location of the Delfina, a Pirate Sloop scuttled in shallow water carrying 15,000 GP, 26,000 Silvers in bar form (52), and 12 Jars of Oil worth 180 GP each. No method was found to break him. . . . and he was thrown in the insane level and forgotten three years ago. Grandon is HD: 3, Sailor-Fighter (can captain small ships). Tragg, a 2 HD Caveman, is also held on this level. Gnarlag, a 4th Level Fighter, is being wined and dined by Ryger on the first level to obtain his services in the capture of a young Noble’s wife, although Gnarlag owes 858 GP in taxes. In all, 1438 prisoners are guarded, of which 560 are ill and 300 (no one knows how many for certain) are estimated still alive in the disease level. Rygar’s hoard consists of 480 GP, 350 SP, 120 CP, 2 PP, and the armory of the guards. Guards carry 1 - 6 GP.

Wanderer’s Inn

Brooding Heylon: FTR LG 3 9 7 6 14 7 7 8 12 5 Dagger

Dour-faced Heylon is given to long spells of despair since his daughter, Yianena was carried off by a Troll, Roast Duck, 1 SP; Goat’s Milk, 1 CP; Ale, 2 CP; Rooms, 5 GP per week. Five Halflings: FTR, LG, LVL 1, HP: 3, 4, 1, 3, 6, AC: 9, Daggers; 125 GP, 410 SP, 534 CP in Cash-box. Customers include Brigands, Caravan Drivers, and Traders: NA: 21, 26, LVL 1 - 6. House Odds 15%. Rumor: A stampeding Bull is raging down Deadbrooke Street with a child on it’s back.

Marble Hall

Elvamor the Elf: FTR CG 4 19 9 6 16 11 10 7 13 14 Sword

Elvamor sells Sculptures and Figurines of woodland animals, the loot of his encounter with a Medusae, 7 - 12 GP each. A famous Archer, +4 Hit Points, he has a standing offer of 50 GP to anyone who can outshoot him. Desires to help his fierynd Heylon, but needs a party as the Troll lives in the Redoubt of the Dead. 120 GP, 55 SP, 218 CP, +1 Bow in Leather Chest. Rumor: A bounty of 150 GP is offered for Ormrik the Knav, a Sorcerer last seen at the Red Axe Inn.
Bloody Foam

Hangharid Golden-Hand

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Hangharid's saloon is frequented by Militia, Traders and Sailors: NA: 7 - 42, LVL 1 - 4. Four Minstrels, two Barmaids, and Cockroach Bengurd the Barkeep: FTR, N - CE, LVL 1, HP: 6, 4, 2, 4, 1, 3, 6, AC: 9, Dagger. Cashbox: 16 GP, 7 SP, 67 CP. Mead, 2 CP. Rumor: A Sabre-toothed Tiger escaped from the Overlord's Zoo and is coming this way; it is treason to harm Zoo animals: HD: 4, HP: 23, AC: 7, Damage: 1 - 4/2 Claws, 2 - 12/Bite.

Sword Maker

Sword Seitergud

FTR       LG       6       25       9       6       15       16       8       11       9       13       Sword

Saber, 4 GP; Cutlass, 5 GP; Broadsword, 6 GP; Rapier, 5 GP; Falchion, 7 GP; Scimitar, 8 GP; Short, normal price; Medium, double; Long, triple. Custom-made Swords, 10 - 60 GP and 4 - 24 days. Scabbards: Leather, 1 GP; Iron, 3 GP; Silver, 5 GP; Gold, 50 GP - all except Leather, 2 - 12 days. Four Dwarven Craftsmen: FTR, LG, LVL 1, HP: 5, 8, 6, 2, AC: 7, Swords. Cashbox: 75 GP, 73 SP, 66 CP. Rumor: Six Constables are laying unconscious in front of the Pig and Whistle.

Mindwarp Ale House

Klevator Bur

FTR       N       3       17       5       5       9       12       13       12       4       11       Dagger

Fond of telling wild tales, only one of which is true. Legend of the Wishing Founts of the Paragon Caverns: Wishes granted if item of real worth to the giver deep beneath Nimbus Tor. Dellira Lovelocks the Belly Dancer: FTR, LG, LVL 1, HP: 4, AC: 9, CHAR: 16, Dagger. Light Ale, 1 CP, and Dragon Breathe Ale, 1 GP. Rumor: A Granik, White-Cloak the Druid, is hiring Fighters for a two week mission at the Red Axe Inn.

Temple of the Gargoyle

Arghrasmak

God       CE       15       160       -3       20       18       18       18       18       18       Bite/ 10 - 40

Laghur, the Evil High Priest: LE, LVL 11, HP: 47, AC: 0, +2 Flail; five Priest, 20 Adept, and 38 Acolyte protect the Temple of their living god. It is said that when the god snores loudly, in your mind you will forget everything you ever knew. Three sacrifices are necessary to rouse the god, whereupon the tithe is thrown into the nest upon which he sits. The pit is said to contain over 125,000 GP in Gems, Jewelry and coins, as well as some magical items which are non-Clerical. Arghrasmak can animate the seven Stone Gargoyles decorating the Sanctuary.
Thane Ribbentrop's pale face and pet Wild Dogs: HD: 1, HP: 4, 2, 7, AC: 8; frightens the Housekeepers, Slave Girls, and Guards into strict obedience. The manor is always occupied by 1 - 4 visiting Nobles. Ten Squires guard the premises: FTR, N - CE, LVL 2, HP: 7, 5, 6, 9, 3, 4, 6, 1, 3, 1, AC: 6, Swords; in addition to Noble Retainers. Rumor: A Giant Snake swallowed four children in the alley behind the Last Ale Inn.

Guard's

Hathor the Bald
FTR
N
6
22
1
8
13
15
3
7
14
11 +2 Sword

Master of Sword-play, a Captain of the Royal Guard, Hathor commands 124 of the most vicious Fighters in the realm: N - CE, LVL 3, HP: 15, 11, 3, 7, 15, 7, 8, 11, 6, 13, 13, 15, 7, 10, 15, 12, 8, 16, 15, 14, 9, 15, 11, AC: 4, Spear and Sword armed. Hathor's unit is +3 on Morale, and second only to the Knights in prowess - all trained elite veterans. Rumor: Hathor has challenged all takers to a 500 GP Cudgel match, winner take all.

Jeweler

Dukas Prem
FTR
N
6
27
9
7
15
4
11
10
11
16 Dagger

Merry young Scion of a Noble house, Dukas caters to Gentlemen and Nobles: NA: 2 - 12, LVL: 2 - 12; his Jewelry, 16,870 GP, is protected by twenty Dwarves: FTR, N - LE, LVL 1, HP: 1, 2, 2, 7, 5, 3, 2, 5, 2, 7, 5, 8, 2, 7, 7, 5, 7, 6, 1, AC: 4, Crossbow and Hammer armed. Rumor: A Halling is being used for target practice by Archers in the East Wall Enclave.

Bazaar

Apthon the Gaudy
FTR
CG
5
25
8
6
15
7
12
16
9 Sword

Begemmed Bracelets, Jade Knives, Jars of Caviar, Marble Sculptures, Jeweled Cushions, Purple and Gold Robes, and Ivory Chests line the shelves of Apthon. He wears a red plumed cap and white leather breeches with a white silk cape lined with gold. Nine Rings worth 700 GP each, and one Ring of Human Control. His ten Amazon Guards dress disarmingly as Harem Girls, except for their silver-hilted Swords: FTR, CG, LVL 2, HP: 13, 3, 2, 5, 9, 10, 9, 13, 3, AC: 9, (one with Boots of Speed). 120 SP, 698 GP, and ten Gems in a Caviar Jar. Rumor: A Fighter has just been thrown through the wall of the Green Goblin Inn on Regal Street.

Silverlight Palace

Chamberlain Coedawl
MU
LE
7
16
4
16
6
17
9
9
15
12 +2 Dagger

Major-Domo Gwaual
FTR
N
10
56
2
13
17
8
8
14
13
10 Mace

Head Scribe Ulfbart
CL
LE
8
34
3
12
9
12
10
13
7
13 Staff

Viceroy Rathswth
FTR
CG
9
39
5
14
16
16
12
10
15
12 +3 Sword

Steward Morgadon
MU
CE
4
8
9
12
10
7
9
12
17
15 Wand of Cold

Minister Vergilartn
FTR
N
6
19
2
16
5
7
7
13
11 Flamming Sword

Commander Pryderin
FTR
LG
6
37
8
14
18
8
6
15
16
17 +1 Sword

Treasurer Giffaethy
MU
LE
8
16
9
12
12
16
18
10
15
18 Staff

Housecarl Rhycaff
FTR
N
5
20
3
8
15
6
10
11
11
16 Battle Axe

Besides the Overlord's bodyguard and the 'Regulators', a secret force dedicated to the Overlord's safety, the Knights of the Inner Circle, maintain four Guards in each room and hall: FTR, N - LE, LVL 5, HP: 30, 9, 12, 8, 32, 39, 25, 40, 37, 26, 20, 19, 11, 7, 38, 24, 8, 21, 35, 33, 16, 15, 12, 16, 18, AC: 2, Halberd and Sword armed. The Royal Guard stations two Guards at each door and four at each entrance: FTR, N - CE, LVL 3, HP: 16, 12, 4, 8, 14, 6, 7, 10, 5, 14, 14, 15, 9, 23, 22, 20, 23, 17, 8, 19, 20, 13, 5, 8, 10, 7, 14, AC: 4, Spears and Sword; and patrols the grounds in groups of 8 to 12, depending on circumstances (PROB of encounter, 50% per turn). Visitors desiring an audience must be interviewed and approved by the nine Nobles listed (extracting 10 - 60 GP each) and wait 3 - 18 days plus 1 - 6 hours in waiting alove; PROB 40% Overlord is indisposed (after waiting) and procedure must be repeated. Supplicants can state their desires in writing (Scribe Ulfbart, 30 - 180 GP) and upon waiting 2 - 6 weeks receive a reply, usually asking for more information. The Harem is guarded by 18 Amazon Warriors: FTR, N, LVL 3, HP: 12, 17, 8, 11, 15, 14, 20, 12, 12, 7, 15, 13, 9, 16, 8, 18, 11, AC: 6, Spears; and five Eunuchs: FTR, LE, LVL 5, HP: 29, 15, 23, 27, 29, 5, Scimitars. Two Bachelor Squires: N - CG, LVL 2, HP: 11, 7, 10, 12, 5, 13, 8, 8, AC: 6, Swords, guard each official and one Body Squire: N - LE, LVL 1, HP: 5, 3, 5, 7, 3, 6, 6, 8, 4, 8, AC: 7, Daggers; are assigned to each Noble. 10 Musicians, 2 Bards, 20 Grooms, 15 Footmen, 2 Falconers, 3 Painters, 17 Noble Courtiers, 17 Pages, 4 Huntsmen, 2 Almoners, 5 Cooks, 10 Clerks, 40 Hand Slaves, 2 Carpenters, 33 Harem Girls, 26 Retainers, 3 Jesters, 6 Acrobatbs, 15 Garden Slaves, and 20 House Slaves. The Constables are charged with patrolling the garden and pool area also, in pompous finery, PROB of encounter, 1/6, NA: 12, FTR, N, LVL 1, HP: 8, AC: 7, Spears and Maces. An Honor Guard of four Marines guard each gate: FTR, N, LVL 3, HP: 16, 12, 19, 10, AC: 4, Swords. The Stable always contains 10 Slaves, 2 Smiths, 2 Captains and two Squads of 10 Medium Cavalrymen. The Zoo is guarded by 30 Garrison: FTR, N - LE, LVL 2, HP: 15, 7, 8, 12, 11, 12, 13, 9, 11, 2, AC: 6, Spears; and patrolled by Sheriff's Deputies, PROB of encounter 1/3, NA: 6, FTR, N, LVL 1, HP: 7, 1, 5, 1, 6, AC: 7, Morning Stars. No weapons are permitted in the Throne Room except a Ceremonial Short Sword or Dagger. No Armor is permitted for visitors anywhere inside the palace, except Nobles and Courtiers. The Overlord has three Simulacrumms of himself, and frequently uses them to avoid meetings, PROB of Simulacrum 1/3. An emergency force of high level Magic Users, Clerics, Fighters and Druids on standby.
Sages Guild

Polonar the Profound  SG  LG  1  2  9  6  4  16  18  7  7  10  Dagger
Speciality: Living Things; Botany, PROB to Know 20%, young and fond of women and reptiles.

Learned Varixion  SG  LG  3  3  9  6  3  14  11  8  7  13  None
Speciality: Supernatural; Metaphysics, PROB to Know 40%, studied with the Wizards of Qay.

Gigex the Erudite  SG  LE  4  7  9  6  4  15  12  7  10  12  Staff
Speciality: Living Things; History, PROB to Know 35%, graduate of the School of Ancients.

Omnicent Zentobis  SG  LG  4  7  9  6  8  16  15  4  3  14  Dagger
Speciality: Living Things; Botany and Zoology, PROB to Know 60%, from Mermist Swamp.

Duglartega Emeritus  SG  LG  3  9  9  6  5  17  11  8  6  13  Cane
Speciality: Physical; Geography, PROB to Know 40%, spent 69 years traveling with circus.

Shrewd Cleandor  LE  2  9  6  7  15  13  9  3  12  Dagger
Speciality: Living Things; Medicine and Sociology, PROB to Know 65%, bewhiskered and jolly.

Clever Claudor  SG  LG  5  4  9  6  6  4  14  13  6  9  8  None
Speciality: Physical; Geology and Mineralogy, PROB to Know 86%, quick-tempered and slow.

Shrewd Macrinos  SG  LE  1  7  9  6  11  16  18  7  10  6  None
Speciality: Living Things; Sociology, PROB to Know 20%, loves to gamble, in debt 90 GP.

Angordis the Venerable  SG  LG  4  4  9  6  7  16  17  9  8  13  Bone
Speciality: Supernatural; Ethics and Folklore, PROB to Know 60%, huge mustache, tall, 7’.

Ghastly Vomazon IV  SG  LG  6  12  9  6  6  18  14  7  6  4  Dagger
Speciality: Physical; Mineralogy, Chemistry, Astronomy, PROB to Know 65%, bulging eyes.

Edrocan the Aged  SG  LE  5  11  9  6  5  17  12  8  3  10  Staff
Speciality: Living Things; Medicine and History, PROB to Know 86%, cannot move by self.

Sages can be hired for 2000 GP per Level per Month. Interviews cost 5 SP for very brief questioning. See Blackmoor, Supplement III, page 50. The Sages are served by 20 young female Slaves. The Guild Treasury: 15,000 SP, 25,500 GP, 1,450 PP, 312 EP; is protected by a prismatic sphere, two Invisible Stalkers: HD: 8; HP: 42, 49, AC: 3 - 16/Hit; and Curse causing any who enter with a ‘thieving heart’ to lose 2 - 12 Charisma Points permanently.

Crummy Crab Inn

Greasy Lappet  FTR  LE  5  14  2  7  15  12  8  10  7  12  Dagger


Sailor

Northang Boarch  FTR  N  4  18  9  5  11  7  9  12  10  14  Mace

This tar knows everyone on the Waterfront; solicitor, 100 - 400 GP per week; saving for Merchant Ship, 960 GP at Goldsmiths; 48 GP and 27 SP on person.

Courtesan

Tasso Garnet  MU  CG  6  20  9  7  12  14  10  12  11  18  Dagger

Is widely rumored to be the Overlord’s favorite and might, PROB 40%, obtain +2 bonuses on ‘boons’ and grants, fee in Jewelry (700 - 1100 GP) minimum. Wears 4600 GP in Gems and Jewelry. 40 Slaves, 15 Palace Guards, Banquet every other week; NA: 200 - 1200, LVL 3. Rumor: All Supplicants and Courtesans must wear silk stockings and give a 100 GP gift today. Rumor: Green Slime has infested the alley behind the Pig & Whistle trapping a Houri and her four Slave Girls.

Perfumer

Glubb Neebling  AL  LG  4  14  9  8  17  12  9  14  11  13  Dagger

Neebling serves the Nobles and Gentlemen Hierarchies exclusively - others can keep walking says Redruth the Rotund: FTR, CG, LVL 6, HP: 29, AC: 2; +1 Sword. Perfumes, 20 - 120 GP; Cashbox: 456 GP, 930 SP, 140 GP.

Courtesan

Cedrena the Prig  FTR  CG  5  20  9  8  11  7  15  13  3  18  Dagger

Cedrena is fond of charging strangers with ‘ogliling’, and goes out of her way to make sure to look. Three Dwarf Jugglers, four Halfling Guards, and three Hand Maidens accompany her everywhere. 2860 GP in body Jewelry, and 48 Coral Gems, 10 GP each, in a Gold Box, 380 GP. Ten Palace Guards are assigned to her quarters. Rumor: Viscount Corilack has just given the Overlord a list of 100 suspected rebels.
Goldsmith

Thogar Akmid  FTR  LG  6  40  9  7  15  13  10  7  14  17  Hammer

Pious Thogar donates 80% of his income to the Temple of Odin. While a fair Artisan, he has found banking more profitable, 3 SP per 1000. He stores the Bullion in Bag of Holding and places it (89,580 GP) in a 6' thick iron Chest, 4' x 3' x 3' high. Should the ten locks be picked, only a complex combination of depressed latches will prevent poison -8 ST, Sleping Gas -3 ST, or an explosion (6 - 36 Damage) leaving the Chest unopened. Four Dwarves: FTR, LG, LVL 2, HP: 6, 3, 5, 4, AC: 6; guard Thogar's shop. Rumor: A naked Amazon riding a Giant Tiger has entered the Gate of the Gods.

Squires & Pages

Sir Rokhar the Oppressor  FTR  LG  7  25  12  16  10  7  17  14  16  17  Sword

One-eyed, seasoned veteran, iron stern, and grim, charged with overseeing 80 - 90 rude, rough, unruly, quarreling Noble Esquires ranging from 8 - 20 years old. Pages, 8 - 14, serve the Dames of the Court; Body Squires, 15 - 16, serve the Nobles; Household Squires, 17 - 18, serve the Knights and train at the Swordmaster's Camp; and Bachelor Squires serve as attached Palace Guards, govern the younger Squires, and attend Knights on campaigns. The Chief Captain Squire, Till the Prankster: CE, LVL 4, HP: 12, AC: 9; Sword; make life miserable for the younger Squires. The Bachelor Squires are always on alert for emergency duty. No Squire would dare wear Plate until he received his Knight's Spear.

Calvary Club

Sir Gerimandor  FTR  N  4  13  7  12  10  5  10  8  17  Sword

The club is open to all Mounted Troops, but caters primarily to the Mounted Bow: NA: 4 - 24, N - CG, LVL 1 - 2, AC: 9, Daggers; Light Lancers: NA: 2 - 12, LG - N, LVL 1 - 2, Swords; Royal Calvary: NA: 3 - 18, N - CE, LVL 1 - 4, AC: 7, Swords; Bachelor Squires: NA: 1 - 6, LG - N, LVL 1 - 8, AC: 9, Sword. Dues are 4 GP per month and Ale is 2 CP per Flagon. Club Chest has 115 GP, 20 SP. House Odds: 10%.

Knights of the Realm

Sir Hosman  FTR  CG  6  21  8  10  13  11  17  13  13  14  Sword
Sir Karolmed IV  FTR  N  3  13  3  10  8  12  15  12  12  13  Sword
Sir Towell the Great  FTR  N  7  34  8  10  12  16  9  8  11  16 +1 Sword
Sir Sifrim Rondel  FTR  LE  10  45  9  10  13  17  11  18  13  9  Dagger
Sir Domand  FTR  CG  4  14  9  10  14  7  12  10  9  9  Sword
Sir Garbel the Younger  FTR  CE  11  25  8  10  12  14  16  16  8  12  Sword
Sir Wismarel  FTR  CG  11  33  9  10  14  13  11  14  15  Dagger
Sir Severn the Blessed  FTR  N  4  17  8  10  13  15  17  13  16  9 +1 Sword
Sir Methuen  FTR  CE  7  24  9  10  10  16  10  13  14  8  Dagger

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

Knights' Quarters

Sir Gallus  FTR  CE  11  42  9  11  14  8  11  16  13  18  Sword
Sir Trafor  FTR  LE  10  60  9  10  16  18  13  11  14  10  Dagger
Sir Hangor  FTR  LE  3  12  4  10  8  12  10  10  11  13  Sword
Sir Mlosek  FTR  CG  3  15  9  10  15  12  11  10  13  11  Sword
Sir Kanston  FTR  LG  3  7  9  10  10  7  11  9  13  10  Sword
Sir Blankered  FTR  N  8  43  9  10  11  5  15  9  13  10  Sword
Sir Jenpal of Crake  FTR  LG  11  35  9  10  10  10  15  14  15  14  Dagger
Sir Zach the Heir  FTR  N  12  56  9  10  10  10  6  12  14  12  Dagger
Sir Pavane  FTR  N  7  19  3  10  12  14  13  14  11  14 +1 Sword

The 'Quarters' are the Barracks of the Knight-Errants who have sworn fealty to the Overlord. While not obligated to serve by law, these drifters are always the first to volunteer for campaigns. Veterans are often, PROB 20% per Action, promoted to the Knights of the Inner Circle, the elites which are given indoctrination ceremonies and quarters permanently in the Fortress Rhamandron. There is a separate chance per act of 'extreme bravery', of promotion on the battlefield to Knight Banneret, PROB 15%, which permits the Valiant a +20% adjustment in his application for a bookland grant or fife upon his oath of allegiance to the Overlord. Valiants not promoted to Bannerets are given the rank of Bachelor, if already a veteran of three campaigns. Bachelors are also created by bookland grants to Nobles, who automatically gain the Knight Bachelor rank and obligation. The Knight Errants: NA: 40 - 240, Any Align, LVL 1 - 12, HP: 44, 36, 65, 16, 8, 10, 55, 38, 7, 9, 9, 50, 45, 52, 28, 25, 7, 16, 27, 34, 16, 23, 44, 33, 12, 20, 47, 52, 40, 34, AC: 2 - 9, Swords; spend most of their time practicing, arguing, dueling, and gambling. House Odds: 20%. The Knight's basic unit is the 'Lance' of five men: the Knight (in Plate), his Squire (in Chain or Leather), his Page (in Leather), and two Mounted Bowmen (Leather Armor, few are trained to fire from horseback). Ten Lances make a Squadron (50 Horsemen) and ten Squadron make an Equithrong (500). Rumor: A Herald of a Viking Chief has demanded aid in repelling a siege-ring at his Citadel 40 miles down the Estuary, without success.
### Summer Palace

<table>
<thead>
<tr>
<th>Chamberlain Omatyn</th>
<th>MU</th>
<th>LG</th>
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<th>12</th>
<th>12</th>
<th>Dagger</th>
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<tbody>
<tr>
<td>Head Scribe</td>
<td>CL</td>
<td>LG</td>
<td>7</td>
<td>17</td>
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<td>9</td>
<td>10</td>
<td>Mace</td>
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<tr>
<td>Steward Olefat</td>
<td>FTR</td>
<td>CG</td>
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<td>13</td>
<td>+2 Sword</td>
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<tr>
<td>Treasurer Quevetar</td>
<td>MU</td>
<td>LG</td>
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<td>31</td>
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<td>+1 Dagger</td>
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</tbody>
</table>

The Overlord's complete retinue (see "Silverlight Palace"), except LE and CE Alignment types, take up residence with him here in the worst heat of the summer. The same procedures are followed, except the Entrance Guards are always tripled. Because of space limitations, visitors usually pitch tents in the parade ground while awaiting the Overlord's return to the other Palace where he 'holds audiences,' 2 - 12 weeks. Only Social Level 7 or higher are granted audiences in the Summer Palace. Subterranean chambers and corridors connect the two Palaces.

Rumor: The Overlord has granted one wish to anyone wise enough to interpret a nightmare.

### Bachelors' Club

<table>
<thead>
<tr>
<th>Sir Savon the Griffin</th>
<th>FTR</th>
<th>N 11</th>
<th>36</th>
<th>9</th>
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<th>+1 Sword</th>
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</thead>
<tbody>
<tr>
<td>Sir Brisol</td>
<td>FTR</td>
<td>CG 5</td>
<td>26</td>
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<td>Sword</td>
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<tr>
<td>Sir Gansen</td>
<td>FTR</td>
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<td>42</td>
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<td>Dagger</td>
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<tr>
<td>Sir Stedgel</td>
<td>FTR</td>
<td>N 12</td>
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<td>Dagger</td>
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<tr>
<td>Sir Triscos</td>
<td>FTR</td>
<td>CG 5</td>
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<td>Sword</td>
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<tr>
<td>Sir Egart the Fonnelling</td>
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<td>Sword</td>
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</table>

The Bachelor's Club is divided into two distinct groups, the Professional Soldiers and the Nobles (grantees), which hold each other in disdain. The Nobles often bring their Retainers to the club, much to the Professionals' chagrin. Dues are 15 GP per month, and Banquet fees are extra 100 - 600 GP. The Bachelors: NA: 70 - 120, Any Align, LVL 2 - 16, HP: 10, 6, 24, 30, 48, 49, 40, 36, 15, 20, 5, 36, 14, 40, 27, 9, 8, 19, 26, 45, 53, 17, 11, 34, 29, AC: 2; Swords; have a complex code of ethics or 'Noblesse Oblige' which deports the use of magic in warfare, especially 'mass' spells; encourages the taking of helpless captives prisoner for ransom, and service to the Dames and Laides of the City State.

Rumor: Two immense Dragons (Red and White) beneath the Tower of a Wizard of the North are slowly shaking the Tower apart; reward 100- 600 GP. One wish, if wise enough to interpret a nightmare.

### Bannarets' Club

<table>
<thead>
<tr>
<th>Sir Kawood</th>
<th>FTR</th>
<th>CG 6</th>
<th>23</th>
<th>9</th>
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<th>+1 Sword</th>
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<tbody>
<tr>
<td>Sir Tragg the Jaunty</td>
<td>FTR</td>
<td>N 16</td>
<td>58</td>
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<td>+2 Sword</td>
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<tr>
<td>Sir Cornius</td>
<td>FTR</td>
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<tr>
<td>Sir Batan the Stout</td>
<td>FTR</td>
<td>N 12</td>
<td>52</td>
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<tr>
<td>Sir Kirmister</td>
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<td>+1 Sword</td>
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</table>

The Bannarets' permit only Social Level 12 or higher visitors and a banquet held almost every night for thealmighties of the City State. Dues are 56 GP per month, and Banquet fees are 200 - 1200 GP. The Bannarets: NA: 3 - 18, LVL 2 - 16. Rumor: Ballast loaders are being hired for 2 GP per day by the captain of the 'Paradise Man-O-War for the Royal Navy.

### Royal Barracks

<table>
<thead>
<tr>
<th>General Hubar</th>
<th>FTR</th>
<th>N 8</th>
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<td>Captain Raak</td>
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<td>CE 10</td>
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<tr>
<td>Captain Hoyar the Gallant</td>
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<tr>
<td>Captain Raulis</td>
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<td>Sergeant Capelan</td>
<td>FTR</td>
<td>CE 3</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>15</td>
<td>11</td>
<td>9</td>
<td>10</td>
<td>8</td>
<td>2-hand</td>
<td>Sword</td>
</tr>
<tr>
<td>Sergeant Kerawan</td>
<td>FTR</td>
<td>N 2</td>
<td>5</td>
<td>9</td>
<td>8</td>
<td>8</td>
<td>17</td>
<td>8</td>
<td>11</td>
<td>13</td>
<td>11</td>
<td>Sword</td>
</tr>
<tr>
<td>Sergeant Klivor Plunk</td>
<td>FTR</td>
<td>N 8</td>
<td>27</td>
<td>9</td>
<td>8</td>
<td>5</td>
<td>14</td>
<td>11</td>
<td>12</td>
<td>9</td>
<td>11</td>
<td>Mace</td>
</tr>
</tbody>
</table>

The Barracks House, 1500 Foot, organized in 100 man 'Throns' (companies). Each Throng is commanded by a Sergeant and five Sergeants are commanded by each Captain. Wall Captains are assigned two extra Sergeants because the Garrison Troops are frequently augmented by equal number of Militia and Peasant Levies during an emergency. Regular Captains are permitted an Orderly, two Arms Bearers, and 1 - 6 other Servants. Each Throng has 40 Slaves: FTR, LVL 1, AC: 9, HP: 7, 4, 1, 4, Swords; to carry arms and supplies enough for a two week march.

Five Throns are called a 'Vastthrong', and 2 - 8 Vastthongs plus 1 - 4 Equithrongs (Horse Regiments of 500) are called a 'Battle'. Battles with more Horse than Infantry are not as common. A Battle is usually augmented to a total of approximately 500 troops, by the attachment of Mercenaries, Militia, Peasant Levies, Engineering Companies, Knights, Bachelor Squires and Men-at-Arms (Men-at-Arms include Noble Retainers and volunteer Freemen who possess Arms and Armor). A Battle is always accompanied by 400 - 240 camp followers, including Hucksters, Laborers, Houris, Concubines and Noble Sightseers. The baggage is always protected by a Throng of Regulars. Three Battles are called a 'Vasthost' or Army.

The Overlord generally maintains at least two Vasthost in the field at all times. These reflect the essentially dual nature of his Army. One Vasthost is made of predominately Regular Army types, most of whom have a long heritage in the military, with many units' histories dating to tribal times. The other semi-permanent Vasthost is made up mostly of Nobles, Knights and Mercenaries, 60%, which acts as a counterbalance to the Regulars. Due to Knighthood's relatively recent and currently popular creation, there is a certain amount of animosity that has built up between the factions, and has come close to bringing the City State to the brink of Civil War. Because of the increasingly feudal nature of the society, the Overlord now trusts his Noble Army little more than the Regulars. Needless to say, the two Armies fight poorly together, except in dire emergencies. After a successful campaign, any Vasthost that advances to the City State will usually be given another mission right away. If the force fails to respond to new orders, the cautious Overlord will cut off its supplies, fearing its immense power.
Following is a comparison of Units and their equivalent Leaders:

<table>
<thead>
<tr>
<th>Regular Army</th>
<th>Unit Number and Type</th>
<th>Noble Army</th>
</tr>
</thead>
<tbody>
<tr>
<td>(no equivalent Unit)</td>
<td>Lance (5 Horsemen)</td>
<td>Knight</td>
</tr>
<tr>
<td>Sergeant</td>
<td>Throng (100 Horsemen)</td>
<td>Knight</td>
</tr>
<tr>
<td>Sergeant</td>
<td>Vastthrong (500 Horsemen)</td>
<td>Sergeant</td>
</tr>
<tr>
<td>Captain</td>
<td>Equithrong (500 Horsemen)</td>
<td>Captain</td>
</tr>
<tr>
<td>Captain</td>
<td>Battle</td>
<td>Knight Bachelor</td>
</tr>
<tr>
<td>General</td>
<td>Vasthost</td>
<td>Knight Banneret</td>
</tr>
<tr>
<td><strong>Army Commander</strong></td>
<td>Army of the City State</td>
<td>Noble, Social Level: 11 - 14</td>
</tr>
</tbody>
</table>

* Due to the regular army’s loss in status, a Captain General has about the same Social Level as a Battle Commander, as do the plethora of auxiliary Generals.

** The Overlord commands the entire army at all times, except in major wars where control is turned over to the Regular Army Commander who is Commander Tergo Di Brag i: N, LVL 15, HP: 58, AC: 0 [+2 Plate], SL: 14, STR: 14, INT: 11, WIS: 8, CON: 9, DEX: 13, CHA: 16, +2 Lance.

The five Throns of each Vastthrong are Pike and Dirk, Broadsword, Halberd, Longbow and Dirk, and Light Crossbow. However, many units, especially the Regulars, are short on Crossbows; requests are granted, PROB 30%, and -5% per extra day asked for. All Footmen are required to maintain their Leather Armor (and Shield if Broadsword) on a pay of 2 GP per month, double if on campaign. Promotion to the Royal Guards is possible after one campaign. PROB is same as CHAR, stated as a percentage per act of bravery. Inspection, PROB 40% per week. PROB of going on Campaign, 5% per week; Escort, PROB 10% per week; Practice, PROB 40% per week; PROB of new Sergeant, 10% per week. House Odds: 12%.

The Armory contains: 800 Pikes, 960 Broadswords, 450 Halberds, 1500 Spears, 300 Poleaxes, 540 Short Bows, 120 Long Bows, 380 Light Crossbows, 70 Heavy Crossbows, 45 Battle Crosses, 2440 Dirks, 6480 Arrows, 3600 Quarrels, 600 Large Shields, 870 Medium Shields, and 1100 Small Shields. Each Throng stations five guards over their section of the quarters. The company chests average 10 - 80 GP, 100 - 600 SP and 20 - 120 CP. Training is done at the training camp outside the North Gate. After one year, each Footman gains +1 Hit Probability, with his Throng's weapon - Pike and Dirk for example. Rumor: A Vastthorn on the east coast has been ordered disbanded and supplies cut off because a General sought to equip his whole Army in Chainmail. Rumor: A Slave Corps of Archers are being assembled by Militia at March Gate.

Royal Cavalry

<table>
<thead>
<tr>
<th>Captain Kriggs</th>
<th>FTR</th>
<th>LE</th>
<th>7</th>
<th>20</th>
<th>5</th>
<th>12</th>
<th>18</th>
<th>14</th>
<th>11</th>
<th>13</th>
<th>14</th>
<th>9</th>
<th>Sword</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain Rikker</td>
<td>FTR</td>
<td>LG</td>
<td>16</td>
<td>42</td>
<td>7</td>
<td>12</td>
<td>12</td>
<td>7</td>
<td>7</td>
<td>11</td>
<td>8</td>
<td>11</td>
<td>+1 Sword</td>
</tr>
<tr>
<td>Light Horse Lancers Equithrong - 500 strong.</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Captain Kovalny</td>
<td>FTR</td>
<td>LG</td>
<td>10</td>
<td>34</td>
<td>9</td>
<td>11</td>
<td>10</td>
<td>14</td>
<td>15</td>
<td>8</td>
<td>16</td>
<td>8</td>
<td>Sword</td>
</tr>
<tr>
<td>Mounted Bow Equithrong - 500 strong.</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Sergeant Kerastan</td>
<td>FTR</td>
<td>N</td>
<td>12</td>
<td>38</td>
<td>5</td>
<td>10</td>
<td>15</td>
<td>12</td>
<td>11</td>
<td>13</td>
<td>15</td>
<td>Sword</td>
<td></td>
</tr>
<tr>
<td>Sergeant Siskan</td>
<td>FTR</td>
<td>N</td>
<td>7</td>
<td>30</td>
<td>3</td>
<td>10</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>16</td>
<td>13</td>
<td>Sword</td>
</tr>
<tr>
<td>Sergeant Whitkar</td>
<td>FTR</td>
<td>N</td>
<td>8</td>
<td>29</td>
<td>4</td>
<td>10</td>
<td>9</td>
<td>13</td>
<td>16</td>
<td>14</td>
<td>12</td>
<td>Sword</td>
<td></td>
</tr>
<tr>
<td>Sergeant Bidlar of the Elder</td>
<td>FTR</td>
<td>CG</td>
<td>9</td>
<td>37</td>
<td>5</td>
<td>10</td>
<td>11</td>
<td>18</td>
<td>16</td>
<td>9</td>
<td>14</td>
<td>10</td>
<td>Sword</td>
</tr>
</tbody>
</table>

Each Equithrong is maintained at 60% of full strength at all times, PROB of Leave, 30%. The troops must maintain their own arms, and each is permitted one Slave, PROB 45%. The Royal Cavalry considers itself the elite branch, and generally makes life miserable for the Lancers and Bowmen. Inspection, PROB 50% per week; Campaign, PROB 00% per week; Escort, PROB 15% per week; Transfer, PROB 04% per month. On a pay of 18 GP per month, the Cavalry spends most of each day gambling, House Odds: 28%; Fighting, PROB 30%; and sneaking out for a night of revelry. Those befriending their Sergeant, PROB same as Charisma stated as a percentage, are unofficially excused from service until an inspection. Rumor: A baby Red Dragon is being sold in Slave Market Plaza, actually a Doppleganger.

War Council

| General Rudneck | FTR | LG | 9 | 39 | 7 | 14 | 12 | 18 | 15 | 18 | 14 | 15 | +1 Sword |
| General Paugler | FTR | LE | 6 | 25 | 7 | 13 | 9 | 18 | 18 | 14 | 15 | 17 | +1 Axe |
| General Tadashe | FTR | N | 14 | 34 | 6 | 13 | 16 | 15 | 9 | 12 | 10 | 11 | Sword |

Daily Couriers keep the staff of Strategists busily preparing reports, ordering supplies, borrowing funds, and issuing suggestions to fielded units. The Generals can, PROB 10%, issue direct orders to Captains and Sergeants countermanding the orders of the Army Commander, unless the Overlord. A secret function is the maintaining of a strike force of 10 Heavy Horse, 20 Medium Horse, and 20 Light Horse Lancers in each of 12 Cities within one day's ride of the City. These units are fanatically loyal to the Overlord, and a Raven Messenger will bring them to his aid. Ten Knights: LVL 1 - 12, AC: 2; Swords; guard the chambers at all times. Four Gold Plates, 300 GP each; 12 Silverware, 8 SP each; and a Gem-studded Map/Table, 410 Gems, 10 GP each. Rumor: A Unit of Footmen have discovered an ancient Tomb wherein lies a war engine of unreasonable design near the mouth of the Estuary.

Cleric Club

| Eadwart the Rondo | CL | LE | 5 | 13 | 3 | 8 | 9 | 12 | 9 | 12 | 8 | 11 | + Staff |
| Rendap Rim | CL | LG | 5 | 16 | 5 | 7 | 13 | 12 | 12 | 7 | 13 | 14 | + Staff |
| Cealwin the Loyal | CL | LG | 9 | 22 | 6 | 12 | 13 | 12 | 11 | 5 | 10 | 6 | + Staff |
| Gloomy Hengest | CL | LE | 9 | 22 | 9 | 12 | 14 | 7 | 11 | 10 | 13 | 9 | + Staff |
| Redolent Yabbelow | CL | LE | 5 | 14 | 4 | 10 | 16 | 10 | 13 | 10 | 11 | 15 | + Staff |

Only Clerics with magical Staves can join the Cleric’s Club, and for this reason, it is very limited in membership. Dues are 60 GP per month, and each member must supply four Servants or Entertainers. It is considered very bad form to mention any deity or religious matter while in the club. The Overlord himself has been known to attend the monthly Feast of Plenitude and Prosperity, PROB 10%. The fourteen members send the Overlord a Gold Chain one link longer each year (36 links, 5 GP each) on his birthday. Clerical guests are welcome if brought by a member, extra for 10 GP each. 20 Slaves, 38 Servants, 9 Dancers, 3 Minstrels and 6 Cooks.
Cavalry Stable

Hertogan the Spur  
FTR  LE  10  40  9  8  8  13  12  9  11  10  +1 Spear

Hertogan is charged with maintaining 2000 Studs of the Royal Cavalry and most of the Knights. Many Knights stable their own horses elsewhere. The Overlord's pasture and nearby farms can supply an additional 200 - 1200 mounts in an emergency. Hertogan is aided by the Cavalrymen who work in 200 man shifts, 4 hours long, around the clock. 90 Groom Slaves, 14 Harness Slaves, and 32 Feeding Slaves alternate between their regular duties and the filling of manure wagons for farmers. The Beast Healer is a frequent visitor. No maintenance fees are charged the Cavalry, but Hertogan is very vocal about Knights who fail to tip him every month 1 - 6 GP. Rumor: A Gold Saddle is being carried by six Halflings down Ox-Cart Road.

Mead Hall

Elinstone of Sward  
FTR  N  4  19  5  6  10  6  8  8  14  12  +1 Sword

These comrades spent five years campaigning together in the same Pike Throng. It is supposed that they brought back a small fortune in booty . . . . the truth lies in Elinstone's Djinn Bottle and some fast bargains struck on the way home. Customers are all Military types: NA: 21 - 30, LVL 1 - 8, Roast Octopus, 3 SP; Stewed Leeches, 2 CP; Beaver Steaks, 1 SP; Mead, 1 CP. 20 Gold Cups, 220 GP each, hidden in the attic. Rumor: A vulgar Hobgoblin has enslaved a Baroness in the Bell Tower on Regal Street.

WAILING STREET

PROB 30% of Lone Pedestrian Being Sold into Slavery Unless Recognized, PROB Same as Social Level Stated as a Percentage

Carpet Shop

<table>
<thead>
<tr>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dame Cerry</td>
<td>MU</td>
<td>CG</td>
<td>3</td>
<td>13</td>
<td>9</td>
<td>7</td>
<td>10</td>
<td>9</td>
<td>13</td>
<td>9</td>
<td>13</td>
<td>11</td>
</tr>
</tbody>
</table>

Gusty and extremely long-winded; ten Workers: LG, HD: 1; HP: 4, 3, 2, 3, 1, 1, 6, 7, 5, 4, AC: 9, Daggers. 350 CP, 149 SP, 128 GP in Cashbox, 300 GP Jewelry in trunk by back wall.

Perfumer

Plump Ponwer  
FTR  CG  2  7  8  6  12  14  6  13  9  15  Sword

Ponwer has wide connections throughout the government, and is an excellent source of forged documents (1000 - 10,000 GP and 3 - 18 days). Perfumes, 5 GP per bottle, 2,300 Bottles; 260 SP, 700 GP hidden under flagstone in fireplace. Five Elves: LVL 1, HP: 4, 6, 3, 4, 6, AC: 6.

Goldsmith

Eitiak the Rebel  
Gnome  LE  3  7  5  6  12  10  10  6  8  11  Hammer

Thinks CG residents should be banished. . . . extremely fine work, double normal costs; 68 CP, 57 SP, 3870 GP in poison-trapped Vault Pit - six trained Cobras inside -Saving throw -6, banking 5 SP per 1000 GP. Mungo: Gnome, N, LVL 2, HP: 9, AC: 5, Handaxe; guards Eitiak's back. Rumor: Player is being sought by a jealous suitor and his companions.

The Temple of Pegana

Shortly after arriving aboard the Merchant Ship, Cakmar, the sermon of paradoxes presented by Mung the High Priest of the Gods of Pegana caused a revolt among the Craftsman against the Warrior-dominated ruling faction. In the turbulence, Mung revealed his trump card, the Beast of Mung: a 14 Hit Die monster that breathes Octopus, 3 SP; Stewed Leeches, 2 CP; Beaver Steaks, 1 SP; Mead, 1 CP. 20 Gold Cups, 220 GP each, hidden in the attic. Rumor: A vulgar Hobgoblin has enslaved a Baroness in the Bell Tower on Regal Street.

The Clerical Staff consists of fifteen AdeptS: HD: 2, AC: 6; to command the Guardsmen and officiate at ceremonies. Each has one first level spell and a Silver Mace as a badge of office. They command 40 Acolytes: HD: 1, AC: 7, armed with Slings, Nets, and Garroting Ropes. There is a 50% chance that any encounter will be a patrol of 1 Adept and 6 Acolytes.

The Acolytes pay a band of 30 Mercenaries to guard the single entrance to the Temple from ground level. One 6th Level: AC: 2, +2 Sword, and +1 Shield; two 4th Level: AC: 4, +1 Swords. Balance: 2 HD Veterans: AC: 6, armed with Spears and Daggers. The AdeptS' quarters has a cache of 14 pieces of Jewelry, 26 Gems, and 38 GP. Each has 2 - 12 GP and 10 - 100 SP and CP hidden in his bedding. The Acolytes have two pieces of Jewelry and 16 GP hidden in a stone floor in their quarters. One Acolyte wears Boots of Speed unknown to the others; Flash is his nickname and he is used for all messages.

The Library contains 68 volumes of forgotten lore, 35 in languages unknown. Two AdeptS are allowed, posted here for protection, and there is a 30% chance of 1 - 3 others at any time during the day.
Ink
Dalgak the Bull  FTR  LE  2  8  9  5  11  10  11  8  8  12  Sword
Abrupt and closed-mouth, soft-hearted; 29 handicapped 'former' Slaves, extremely poor; Ink Pots, 5 CP; Quills, 2 CP per quart; Paper, 28 GP per foot. 56 CP, 20 SP, 3 GP in purse.

Dyer
Hellif Wolfbane  MU  LE  3  11  9  4  4  16  6  11  12  8  Dagger
Cursing his bad luck, Wolfbane often abandons his work for weeks at a time to go adventuring. Ten Slaves: N - CE, HD: 1, HP: 5, 4, 3, 6, 2, 5, 2, 3, 2, 2, AC: 9, Daggers. 487 CP, 780 SP, 835 GP in Cashbox hidden in vat of putrid smelling concoction. Hates all Lycanthropes.

Cook
Lash Kalin  FTR  N  4  15  9  6  10  4  10  14  14  13  Mace
Wielding his stone rolling pin as a Mace, Lash has often served penniless customers with lumpy noggins. Halflings (6-3.6) are always in line for his Cookies and Pies, 2 CP each. 30 CP in Cashbox. 450 GP baked in a large loaf.

Jeweler
Strong Thintway  MU  LG  7  15  9  7  17  12  9  6  T1  10  Dagger
Five Mercenaries: FTR, N, LVL 2, HP: 8, 5, 4, 14, 7, AC: 4, Swords; guard Thintway’s stock of Jewelry, 1560 GP. Strongbox: 630 GP, 111 SP, 663 CP.

Paddock
Marken Santar  FTR  CE  5  23  9  6  17  6  10  14  15  7  Battle Axe
Clears brush and timber for farmland under contract, 10 GP per acre. Ma Santar: FEM, FTR, CE, LVL 3, HP: 19, AC: 9, Handaxe. 128 GP hidden in an iron box buried in the cellar.

Torch Maker
Rakstor the Rat  FTR  N  4  13  7  4  13  6  10  9  9  9  Sword
Rakstor has much information to sell on caverns beneath the city, especially entranced locations. His Resin Torches sell for 1 SP each, double for 'blessed' torches (burn green). 60 CP, 35 SP, 20 GP in box. Has secret agreement with Wererats to forewarn. Rumor: Jailbreak by two Halflings and a Dwarf last seen on Murky Street.

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

Chain Shop
Gravy Parnavy  FTR  CE  6  20  9  5  13  11  6  4  9  11  Sword
Fat and moody, Parnavy often neglects business for a hot game of Knucklebones. 'Come back tomorrow'. Light Chain, 1 CP per foot; Medium Chain, 2 SP per foot; Heavy, 1 GP per foot. Gold Chain worth 570 GP hidden above door in a stuffed Raven over the entrance.

Slave Masters' Guild
Ragolet the Ruffian  FTR  CE  9  28  7  7  8  7  8  7  11  10  +1 Sword
Grizzly and given to wild banqueting, Ragolet’s commission permits him to tax each Slave Master the 'pick of the crop' (best Slave) once a year. 40 Slaves guard a Harem of 20 exotic women from distant lands. 860 GP hidden in private rooms. 20 Gold Plates. Barred windows. Rumor: Ambush by Bandits set for drunks on Caravan Street.

Tracker
Braknor the Bushmaster  FTR  CG  3  9  5  3  9  8  10  11  14  10  Long Bow
Braknor is very knowledgeable about the Dearthwood up to 10 miles east of the city. He frequently contracts to guide parties for 10 GP per day. Braknor's Bloodhound can pick up any trail within three days, PROB 60%. The Tracker's sole treasure is a +1 Arrow.
Saddle Shop

Mithrad the Seedling

Mithrad loves to juggle horseshoes for customers. His helpers include 15 Craftsmen: FTR, N - CG, HD: 1, HP: 6, 5, 6, 3, 3, 1, 5, 3, 2, 4, 8, 4, 7, 1, 1, AC: 9, Dagger. His reputation for expert work and amiable nature has made Mithrad quite wealthy. Saddles, 25 - 250 GP; Saddlebags, 10 - 100 GP; Harness, 5 - 50 GP; 280 CP, 768 SP, 2870 GP hidden beneath floor.

Hunter

Rattlesnake Colet

Rattlesnake has explored Mermaid Swamp and often scores a big kill bringing him a windfall from the Sorcerer's Supply House - his regular customer. 68 SP, 79 GP under bed in the old musty, dingy bedroom at the end of the hall on the left.

WALL STREET

PROB 20% of Falling Stone (4 - 24) Hitting Random Member of Party

WATER RAT ROAD

Ferd Ferry

Ferrymaster Ferdworthy is known for his 26 children by two Barbarian wives (one of which lives across the Esturary). The Altanians treat him with grudging respect because he brings trade goods over with small parties, 1 GP per Customer. Rumor: The 'Seeker', a mysterious passenger using the Ferry once or twice a year, was just returned with a huge bundle (stays at the Mermaid Tavern), actually a Magic User who explores the Ruined Cities of Altanis.

Sea Rover Tavern

Trader Retek

Zadon the Fury

Crazyman Carg

Trader Retek is an aged Pirate turned Trader (Redbeard Retek). Zadon, his first mate, runs the shop, and Crazyman, another crony, runs the bar. The Tavern provides quarters for one ship's crew each night, turning away all others. Sailors, Buccaneers, or Pirates: NA: 20 - 80, LVL 1 - 3, plus one Captain, LVL 5. Retek has a Chest full of 12,000 SP and 128 GP hidden below the counter in his shop. The shop features Silver Daggers (10 for 100 GP), and Sea Shells. House Odds: 10%. Rumor: Run, the Cruel Goddess of Death: HP: 200, AC: 2; pulled a Karakan Man'O'War below the waves at the Estuary Mouth, 'Rat-Rock Reefs'. Rumor: Twin Altanian Slave Girls, CHAR: 18, to be auctioned off in Slave Market Plaza.

Diver For Hire

Thallatharius

Only opening at night, Thallatharius wears a water-suit; contracts generally 50 GP plus share of Booty, fights only for equal share. Trapdoor has water-filled tunnel to Estuary. Large tub of water in room. Four water-breathing pellets (good for two hours) for sale at 100 SP each. Tub contains a pet Giant Crab: HD: 3, HP: 12, AC: 2; guarding 110 SP Necklace and 50 GP in Silver Chest. Legend of Wood Island: Home of a Water Nymph with a highly Lawful Sword hidden away.

Ship Magnate

Balinoka the Fay

Balinoka has 20 - 26 Mercenaries: LVL 1 - 6, AC: 4; guarding his premises at all times, 14 Personal Slaves, and two Ogre Bodyguards: HD: 4 + 1, HP: 8, 12, AC: 5. Balinoka has a pink and green loun Stone which can absorb ten 1 - 4 Levels Spells; 200 GP, 42 SP, 2 EP; and an Efreet Bottle on his person. He owns four Merchant Ships, and possesses a hoard worth 26,000 GP.

Ship Builder

Skaronis

Fourteen Freeman Workers, twenty Slaves, and ten Gnolls assist Skaronis who is very unreliable. He carries a Ring of Movement (Fly in Water); five Pearls, 200 GP each; +1 Shield; and a Map to 7,000 GP hidden below the Sea Nymph Inn. Rumor: Skaronis has just purchased a lame baby Dragon.

Tar Shop

Ardeb the Glum

Grim, black figure, lost friends to the Gaze of a Basilisk who stalks him at night. 48 GP.
Fisher

Ghouly Mab-Dwarf  FTR  N  4  20  9  3  10  12  11  12  9  12  Sword

Owns three small Boats, six Gnoll Slaves, 380 GP, 170 SP on person. Friends include ‘Salty’ Tarkas and ‘Bottles’ Scargre: FTR, N, LVL 2, HP: 16, 12, AC: 9, Dagger.

Sail Maker

Captain Blood  FTR  LG  3  14  6  3  10  11  8  11  6  13  Trident

Widely-traveled, gnarled and bent, very old. The Captain claims to have been made old prematurely by a Sail Maker.

Red Pearl Inn

Syleri the Spellbinder  IL  N  8  22  9  7  11  16  9  13  16  14 +1 Dagger

Is known for pranks (occasionally a lifted valuable) by using improved Invisibility (once per week, 10’ range), and often journeys forth on an adventure which might be an elaborate prank. Innkeeper Tarkal: FTR, LVL 3, HP: 9, AC: 7, Sword; runs the Inn with four Cooks: FTR, LG, LVL 2, HP: 11, 8, 5, 13, AC: 9, Swords; and five Barmaids: FEM, FTR, N, HD: 1, HP: 6, 5, 3, 2, 1, AC: 9, Daggers; Mariena the Belly Dancer. Frequented by Sailors, Buccaneers and Pirates: NA: 10 - 16, LVL 1 - 6. House Odds: 20%. Legend of the Honey Pot of Nnuuurn’c: God, FTR, LVL 20, AC: -3, HP: 124 (see Supplement IV, page 55); feeding place Temple in Ruins of Altanian City 300 miles south.

Rope Maker

Kandoy Pegleg  FTR  CE  4  19  9  6  11  8  13  5  8  11  Sword

Ropes, 2 CP per foot. Kandoy’s treasure is a Rope of Climbing; climbs any direction and fastens/unfastens itself on command; hidden in his attic protected by a highly poisonous Class 4 Snake.

Net Maker

Salty Humar  FTR  CG  2  6  9  7  13  6  8  12  10  3  Dagger

Nets, 1 CP per square foot. Four Craftsmen: FTR, N - CG, LVL 1, HP: 4, 1, 5, 5, AC: 9, Daggers. Cashbox: 45 SP, 61 CP. Rumor: A Donkey is chasing a Dog through the Stronsa Saloon.

Morkoth Saloon

‘Thump’ Cripir  FTR  LE  3  11  5  4  15  13  10  15  9  13  Mace

Cripir has ten Kobold Slaves: HD: ½, HP: 3, 1, 1, 2, 4, 3, 2, 1, 2, AC: 7, Dagger armed; Charl Beardtongue, the Cook: FTR, N, LVL 3, HP: 15, AC: 9, Sword armed; has a map to the Temple of the Git. Frequented by Buccaneers, Pirates, and Sailors: NA: 10 - 60, LVL 1 - 4. Strongbox has 400 SP, 55 GP; upstairs, 400 CP. House Odds: 10%.

Taxidermist

Laughing Tawm  CL  LG  7  19  5  9  15  8  16  8  12  Club

A Lama of Silvanus the Forest God, Tawm spends most of his time in the forests. His Silver Idol of Silvanus is worth 16,000 SP, and Tawm carries 3 - 18 GP; his companion Gabby Chiggle: Halfling, FTR, LG, LVL 3, HP: 9, AC: 7; often runs the shop. Stuffed Animals, 1 - 10 GP.

First Born Inn

Pyrom the Charlatan  FTR  CE  3  9  9  6  10  10  14  14  5  9  Sword

Pyrom, an Astrologer, PROB 30% accurate, one month in advance, 50 GP per Prediction. Durdar, the Alchemist, sells Potions on request, PROB 10% of having, 2560 GP each. Flakis, ‘The Longhunter’, rarely guides parties into the mountains, 3600 GP per month. This trio of owners will rent rooms to only Social Level 4 or higher, 2 GP per week, including Beefsteak breakfast and ‘all the ale you can drink’. Guests include Sages, Magic Users, and Clerics: NA: 3 - 18, LVL 2 - 12; 18 Female Slaves and 4 Mercenary Guards: FTR, N, LVL 3, HP: 16, 10, 17, 9, Swords; guard the doors (Hold Portal cast at Dusk). Chest containing 1528 GP, 476 SP, and 120 CP, hidden in crate in the storage room.

Legend of the Demon Tongue: Mountain Pass with stone gate to hidden Valley of Amazons and Pegasi (Harpies and Unicorns).

Legend of Slave Lake: Slaves being sold to underwater city. Rumor: Enemy knows for pranks (occasionally a lifted valuable) by using improved Invisibility (once per week, 10’ range), and often journeys forth on an adventure which might be an elaborate prank. Innkeeper Tarkal: FTR, LVL 3, HP: 9, AC: 7, Sword; runs the Inn with four Cooks: FTR, LG, LVL 2, HP: 11, 8, 5, 13, AC: 9, Swords; and five Barmaids: FEM, FTR, N, HD: 1, HP: 6, 5, 3, 2, 1, AC: 9, Daggers; Mariena the Belly Dancer. Frequented by Sailors, Buccaneers and Pirates: NA: 10 - 16, LVL 1 - 6. House Odds: 20%. Legend of the Honey Pot of Nnuuurn’c: God, FTR, LVL 20, AC: -3, HP: 124 (see Supplement IV, page 55); feeding place Temple in Ruins of Altanian City 300 miles south.
Sarcophagus of Admiral Pik

Gruesome Talienar  CL  LG  16  49  4  6  16  10  17  18  14  5 +1 Hammer

Talienar's Snake Staff is always nearby to protect the Sarcophagus of this famed Lawful Superhero of the City State. Talienar has created a Clay Golem: HD: 12, HP: 50, Damage: 4·32, Move: 7", only affected by +1 or greater blunt weapons, two Strikes per melee round after the first melee round for duration of three melee rounds; to aid him in his holy charge. Pilgrims are welcome, and gifts are deposited in a 1' x 2' shaft to the vault below. Talienar himself receives 1 SP per Pilgrim to maintain himself. Within his strongbox (hidden behind a loose stone) are 4286 CP, 43 SP, 18 GP, a Gold Lamp (1250 GP), and a Scroll of Raise Dead Fully. Unknown to Talienar, a Spectral CE, HD: 6, AC: 2, Damage: +2 LVL/HIt; and three Ghouls: CE, HD: 2, AC: 6, Damage: 1-3/Claw, 1-4/Bite and Paralyze (except Elves); have occupied the vault exposed by burrowing Thieves. The vault contains 9646 GP, 5430 SP, 458 CP, a +1 LG Sword, and a Ring of Invisibility hanging on the bow-string of a +1 Magic Bow.

Anchor Shop

Orsoy the Miser  FTR  LG  4  12  9  4  6  14  11  9  10  10 Dager

Vile appearing, yet gentle, Orsoy's kindness to a Sea Elf was rewarded by a Necklace of Water Breathing (2½ days, then ½ of rest) worth 16,800 GP. Anchors, 10 - 60 GP, depending on size. Orsoy has two Freeman Smithies: FTR, LG, LVL 2, HP: 10, 7, AC: 9, Hammers; employed. Sign up for sailors: The Merchant, 'Iron Maiden', departing next week for southern ports, 2 GP per month'. Under the forge: 168 GP, 245 SP, and 27 CP locked in Leather Chest.

Admiral

Varlik the Patriot  FTR  N  10  70  3  13  12  13  7  9  12  9 Sword

Veteran and Hero of many sea battles, Varlik has many friends: NA: 2-12, LVL 1-6; and spends lavishly on parties and banquets. Two iron-bound Chests: 30,450 GP.

Marine Captain

'Pigfish' Leeper  FTR  LG  7  24  6  10  10  10  17  11  8  5 Mace

Brutal and exacting - Pigfish's constant companion is a Wild Dog: HD: 1, HP: 6, AC: 7. The Captain spends most the day purchasing supplies and is Paymaster for the Marines. Six Sergeants: LVL 3 - 6, AC: 4, guard 14,000 GP, 7000 SP, 1400 CP.

Carpenter

Balfor the Warped  FTR  N  3  18  9  5  11  13  12  7  10  17 Sword

Balfor has a pet Wolf: HD: 2, HP: 12, AC: 7; pet Bear: HD: 4, HP: 14, AC: 8; and a pet Giant Snake: HD: 3, HP: 12, AC: 9. His cashbox contains 40 SP, 7 GP, and a broken Key.

Barrel Maker

Oathron 'Crawly'  FTR  LG  4  16  8  5  10  10  7  11  12  11 Hammer

'Crawly' a former prospector - knows the Dwarf-Lands very well - 5 SP per question. Ten Freemen work for 'Crawly': FTR, LG - N, HD: 1, HP: 3, 2, 2, 6, 4, 3, 1, 1, 7, AC: 9.

Sail Maker

Lumbar of Oricha  FTR  LE  3  12  4  3  15  10  10  15  15  12 Sword

Leader of a group of Waterfront Toughs - Bandits: NA: 2-12, LVL 1, HP: 3, 4, 1, 7, 8, 5.

Marine Barracks

'Dogfish' Nanter  FTR  LG  4  14  3  4  14  12  11  7  8  4 +1 Sword

Hideous appearance, gentle and friendly, frightens dogs and cats. Sergeant Gawin: FTR, CG, HD: 2, HP: 10, AC: 5; 20 Crosbow, 20 Swords­men, 30 Spears, 10 Slaves.

Sail Bar

Hinkal the Lizard  FTR  CE  2  11  5  4  6  12  11  15  17  7 Sword


Ship Builder

Demiol the Drunkard  FTR  CG  4  20  5  6  12  11  10  11  7  12 Hammer

Notorious for wild parties, 20 Freemen, 30 Slaves, 590 GP hidden in Chest; Medallion of ESP.
Laundry
Greun Guffaw  FTR  CG  3  9  8  4  15  11  15  12  17  10 Dagger

Kindly; 42 Slaves: N - CG, LVL 1, AC: 9, Daggers; Leather sacks of Clothes, 690 CP, 230 SP, 3 GP.

Sea Nymph Inn
Hammerhead Mihail  FTR  N  6  30  9  6  12  9  10  12  13  11 Sword

Hammerhead has a Magic Conch Shell which summons 1 - 6 Mermen as a Horn of Valhalla; 15 Slaves: FTR, N, HD: 1, HP: 4, 4, 2, 1, 6, 7, 5, 3, 4, 4, 8, 3, 4, 4, 1, AC: 9, Daggers; 6 Barmaids: FTR, N - CG, HD: 1, 6, 5, 5, 6, 2, AC: 9, Daggers. Room and 2 Meals, 1 GP; Attack by Giant Rats PROB 30% per night. Guests include Sailors, Marines, Passengers in port: NA: 2 - 40, LVL 1 - 4. Cashbox: 120 CP, 340 SP, 20 GP. House Odds: 20%.

Rumor: Cavalry seeking a Thief who stole a Dapple Warhorse with full saddlebags - 40 GP reward for capture.

Sea Captain
Anharik the Scourge  FTR  CE  4  24  5  9  13  7  8  12  8  14 Flail

Owns the ship, 'Laurelin', blinded by a Sea Monster but Psionic Ability to see with palms of hands. Eight faithful Gnoll Servants: HD: 2, HP: 10, 5, 4, 9, 12, 9, 11, 4, AC: 5. Legend of the Talismar Sword of Hoary Harig: Dwarf Hero of Thunderhold.

Sail Maker
Harar the Windbag  FTR  N  3  14  8  4  12  11  10  8  11  8 Dagger

Ale guzzler; four Slaves: N - CE, LVL 1, AC: 9, Daggers. He has 15 GP and 240 SP. Rumor: Ferry all but sunk by a Sea Turtle in the Estuary. Rumor: Captain Amharik hiring crew at 1500 GP per Head (false).

Nets
Nets
Vernik (Mumble)  FTR  N  4  20  7  4  10  4  10  12  12  15 Sword

Seeks revenge on Rackateer for kidnapped Daughter. Three Freemen: N, LVL 1, HP: 2, 2, 8, AC: 8; Vernik will offer life's savings (310 GP and 40 SP) for return of Daughter.

Sea Food Hearth
Battalin Talmen  FTR  N  4  22  9  4  14  13  13  7  9  13 Sword

Merciless and ferocious to 15 Halfling Slaves. Exotic foods: Sandshark Steaks, 2 GP; Cuttlefish, 5 SP; Swordfish, 5 GP; Walrus Pie, 3 SP; Sea Horse Legs, 10 GP; Genuine Bloody Marys, 2 GP. Customers include Marines, Sailors, and Pirates: NA: 5 - 30, LVL 1 - 4. Cashbox: 213 GP, 670 SP, 50 CP.

Sea Captain
Roenar Kavin  FTR  LE  5  36  7  10  10  13  9  12  14  9 Sword


Scribe
Shertak the Gladiator  FTR  N  3  10  9  4  11  11  12  9  14  10 Dagger

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

Engineer
Krock Cordaban  FTR  CE  5  34  9  6  8  8  8  9  9  11 Mace

Likes Mead, Drunkeness PROB 30% per day; Ardorina, his daughter, CHAR: 17. 40 GP and 30 SP on person.
Wheelwright

Andar the Immortal  FTR  N  4  30  9  4  13  11  11  8  14  9  Hammer

Has a Potion of Longevity hidden in a wood table. Jonnen the Assistant: N, LVL 3, HP: 13, AC: 9; Gimp the Wood Elf: CG, LVL 3, HP: 9, AC: 9; Chanar Razza: N, LVL 2, HP: 10, AC: 9; and Pisky Longpockets: Halfling, CG, LVL 2, HP: 6, AC: 9; all Dagger armed. Andar has 150 GP, 40 SP, and 300 CP in till.

Barrack 6th Co.

Koryari the Brawler  FTR  N  4  26  5  8  14  6  9  14  6  11  Sword

Usually choking with fury; Sergeant Bagong: CG, LVL 2, HP: 12, AC: 6; and Sergeant Roopeg Agare: LG, LVL 4, HP: 16, AC: 9, Swords. 38 Foot, 20 Crossbow, 30 Archers, 10 Slaves. Treasury: 10 GP, 26 SP, 3 CP. Demotion PROB 30% per week. Rumor: A traffic accident on Caravan Street upset a cage releasing 46 wild Orcs.

Wall Captain

Vadis Croaker  FTR  N  6  12  5  10  5  13  8  13  14  12  Flail

Wears a Medallion of ESP, and is a Noble. Retainers include Relf Vimmie: N, LVL 4, HP: 17, AC: 5, Mace; Pug Bedar: CE, LVL 3, HP: 7, AC: 5, Sword; and Portly Komat: CE, LVL 2, HP: 10, AC: 5, Sword.

Wizards Keep

Llangwellan the Blue  MU  LG  15  29  4  12  7  18  16  10  15  13  +1 Dagger

Llangwellan maintains a small army of 115 Amazon Warriors and various conjured (and manufactured) Monsters to keep his oath of protection for the Keep. Simulacrums, Golems, Homonuculai, and Phantasmal Forces confront invaders. Judicious use of Magic Mouths, Secret Passages, Symbols and Traps have made it impossible to determine where the innermost chambers of the Tower are hidden.

Southern Keep

Paramswarn the Red  MU  CE  16  37  2  10  10  17  13  12  11  14  +2 Dagger

An army of Trolls, Ogres, Guardsmen, and conjured Monsters are maintained by Paramswarn. The four Catapults atop this Keep are rumored to be enchanted to an accuracy and distance double normal. It is a capital offense for Guardsmen to leave this Keep once assigned there. No one can be certain what terrors await transgressors in this fabled stronghold. It is rumored that Paramswarn is an uncle of the Overlord.
GUIDELINES AND RULES

Boons and Duties

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

2) Billet Soldiers 01 - 100 (Space plus 1 GP each per month) Not in Command.
3) Forced Loan to Overlord 1000 - 10000 GP (PROB Repayment same as Social Level stated as a percentage each month.
4) Benevolence - Free will gift of 1000 - 6000 GP (Dangerous to turn down as subsequent rolls are -5) to Overlord.
5) Military Appointment - 2 - 12 weeks - Campaign per Judge.
6) Council of Conspirators Appointment - Must ferret out a traitor or insurrection plot in one month or drop 1 - 6 Social Levels.
7) Underlord Appointment - Emissary to outlands to collect tax and tribute (Commission same as Social Level).
8) Previous Duties Lifted (2 - 7) - All Duties.
9) Previous Boon Revoked (10 - 12) - One Boon.
10) Grant of Monopoly (50% return on investment per month until revoked).
11) Judicial - Judge any rival on 'treason' (Only Judges' bonus affected).
12) Bookland Grant (Building in City or 1 - 6 acres outside)

Wills

There is an estate tax of 10% (60% if relative had a monopoly) and a 50% chance that any magical item is confiscated for state protection. Magic items not confiscated are taxed based on highest total value 10%. Wills are registered for 10 GP fee. Unregistered Wills are considered void.

Women

The following tables are used upon encountering women to determine the presence of any comrades, etc. Regardless of the “Type of Encounter”, a successful “Repartee” usage will allow a check of the woman’s “Inclination” towards the player, after the woman’s basic “Disposition” and attendant modifier has been noted. Assuming a successful “Inclination” roll (4 or higher), the player may obtain a relationship by paying the Gift Cost. This relationship requires another Gift, which will entitle for the duration shown. Players dissatisfied with their inamorata’s “Inclination” towards them, may pay another Gift Cost (which will not cost towards extension of duration) to allow a reroll, one reroll per week. Likewise, a player who was unable to establish the liaison because of an Inclination roll of 1 - 3, must first roll a successful Request Granted roll before rerolling the woman’s Inclination towards him. Players may establish as many liaisons as they are able, but the possibility of disclosure is equal to the other inamorata's Social Level stated as a percentage, per week.

<table>
<thead>
<tr>
<th>SL</th>
<th>Hierarchy</th>
<th>Title</th>
<th>Charisma**</th>
<th>No. of Comrades</th>
<th>There is a separate chance of each of the following Comrades appearing:</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 - 18</td>
<td>Noble</td>
<td>Dame*</td>
<td>+ or 1 - 6</td>
<td>3 - 18</td>
<td>Comrades</td>
</tr>
<tr>
<td>4 - 12</td>
<td>Gentlemen</td>
<td>Lady*</td>
<td>+2</td>
<td>2 - 12</td>
<td>1</td>
</tr>
<tr>
<td>1 - 4</td>
<td>Military</td>
<td>Amazon</td>
<td>-2</td>
<td>1 - 4</td>
<td>2</td>
</tr>
<tr>
<td>1 - 7</td>
<td>Guildmen</td>
<td>Madam</td>
<td>0</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3 - 9</td>
<td>Merchant</td>
<td>Mistress</td>
<td>+1</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>1 - 8</td>
<td>General</td>
<td>Wench</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

* There is a separate chance that any Dame or Lady in distress will be aided by 1 - 4 Knights if noted, PROB 10% per melee round.

** All women have a basic 1/6th chance of having +1 to 6 Charisma and -1 to 4 Strength (except Amazons).

Note: Women wear double the Carried Gold GL in Jewelry.

Special - May be any Hierarchy (except as noted)
Barmaid: CHAR +2, Merchant or General only, Social Level 1 - 4
Concubine: Common Law Wife, excluding Nobles, Social Level 1 - 12
Courtesan: Loose Dame, CHAR +3, Social Level 6 - 11, many are supplicants to Court
Godess: Dice Inclination -4 if not same alignment as player, Social Level 20
Houri: Always Willing, Social Level 1 - 6, halve Gift Cost for purposes of extending liaison
Shrew: Vocal Feminist, adamantly pure, Social Level 2 - 16
Vixen: Always 'Capricious' by Inclination, Social Level 2 - 16

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

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

Living in a Warrior dominated society, most, PROB 60%, of the women have been given Fighter training. Some study at the monastery, in the Temples and Ancient Schools to become other classes. Almost all (PROB 85%) carry some type of weapon, usually a Dagger. Players who persist in annoying an aloof woman are attacked by her companions, Slaves, Escorts, Guards and herself, striking to disfigure as well as kill.

A Daughter's Social Level is that of her father's, minus 1 - 4. Determine Father's Hierarchy, etc, as normal. A daughter whose idolater has made a Special Request requiring her father's action, must first roll to see if she agrees to the request and if positive, rolls to see if her father agrees - using the same percentage, minus 5%.
### Woman's Disposition

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

*Shrew uses 1 - 4 die

**Adjustment to Inclination roll

### Woman's Inclination Towards Player:

<table>
<thead>
<tr>
<th>Inclination</th>
<th>Gift Cost**</th>
<th>Duration</th>
<th>Request Granted***</th>
</tr>
</thead>
<tbody>
<tr>
<td>Loathe*</td>
<td>-</td>
<td>3 - 18 Weeks</td>
<td>-</td>
</tr>
<tr>
<td>Dislike†</td>
<td>-</td>
<td>2 - 12</td>
<td>1%</td>
</tr>
<tr>
<td>Alotof†</td>
<td>0</td>
<td>1</td>
<td>10</td>
</tr>
<tr>
<td>Sympathetic</td>
<td>10 GP</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Interested</td>
<td>8</td>
<td>1 - 4</td>
<td>20</td>
</tr>
<tr>
<td>Playful</td>
<td>7 - 12</td>
<td>1 - 6</td>
<td>30</td>
</tr>
<tr>
<td>Capricious</td>
<td>1 - 6</td>
<td>7 - 12</td>
<td>10 - 40</td>
</tr>
<tr>
<td>Fondness</td>
<td>2</td>
<td>20</td>
<td>50</td>
</tr>
<tr>
<td>Infatuation</td>
<td>1</td>
<td>26</td>
<td>75</td>
</tr>
<tr>
<td>Passionate</td>
<td>1</td>
<td>30</td>
<td>90</td>
</tr>
</tbody>
</table>

* Gift Cost shown is multiplied times woman's Social Level.

** Specific Requests may be made only once each.

† Already Engaged: It is assumed that negative inclinations are the result of previous engagements, and require checking present suitor’s action (if any):

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

### Houri Garb

Houris often dress in unusual attires to attract attention:

- Beggar Girl
- Page
- Shepherdess
- Slave Girl
- Amazon
- Wood Nymph
- Sea Nymph
- Schoolgirl
- Priestess
- Mermaid

Type: Roll on Chart 2 under Advertising.

### Tress Tints* Complexion Height Vital Statistic

| 01 - 30 | Brunette | Dusky Olive 4’3” 22” |
| 31 - 50 | Blonde   | Bronze 4’6” 23” |
| 51 - 85 | Auburn   | Milky White 4’9” 24” |
| 86 - 77 | Sable    | Ebony 5’0” 25” |
| 78 - 82 | Silver   | Red 5’3” 26” |
| 83 - 85 | White    | Yellow 5’6” 27” |
| 86 - 90 | Sky Blue | Pale Blue 5’9” 28” |
| 91 - 94 | Light Green | Downy Golden Fur* 6’0” 29” |
| 95 - 97 | Lilac    | Feather Down** 6’3” 30” |
| 98 - 99 | Iridescent  | Scaled*** 6’6” 31” |
| 00 Bald | Transparent to Bone 6’9” 32” |

* For Daughters adjust by minus 30%; for Houris adjust by plus 30%.

** Also has Feline tail

*** Half Mermaid

### Female Characteristics:

Each of the following columns should be rolled separately.

<table>
<thead>
<tr>
<th>Age</th>
<th>01 - 60 Woman flattered, does not mention player-lothario.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>61 - 80 Player is mentioned, but present suitor doesn’t care.</td>
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<td></td>
<td>81 - 90 Jealous suitor seeking player.</td>
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<td></td>
<td>91 - 99 Suitor and friends seeking player.</td>
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<tr>
<td></td>
<td>00 Demon lover enraged.</td>
</tr>
</tbody>
</table>

### Houris often dress in unusual attires to attract attention:

- Beggar Girl
- Page
- Shepherdess
- Slave Girl
- Amazon
- Wood Nymph
- Sea Nymph
- Schoolgirl
- Priestess
- Mermaid

Type: Roll on Chart 2 under Advertising.

### Oaths and Promises

Breach of Promise is judged by the High Sheriff without formal trial (below Social Level 8). Oaths require a payment of 1 GP minimum to extract. Oath Breakers are permitted trial by Combat, or given the rack and scaffold if judged guilty (check reaction).

### Proclamations: Carry the Force of Law and are Posted in the Plazas and at the Gates, PROB 30% per Week

1. Insurrection: No armor one week
2. Submission: Register Allegiance
3. Special Bounty for Outlaw
4. Head Tax on Non-Citizens (1 GP each)
5. Gladiator Games and Grand Tournies
6. All Temples receive Special Tax, 4 SP
7. Heroic Soldier made Knight
8. No Fires or Lights tonight
9. Noble's Death - Festivals tonight
10. Birth of Prince
The Council of High Treason

Any armed force not controlled by the Overlord within the City State exceeding 200 men-at-arms will automatically cause the commander to be charged with treason by the Council of Conspirators. The Council consists of 20 - 120 Nobles who each have the power to charge treason and oversee the arrest. First arrest attempt shall be made by Constables, then Guards, then Retainers of the Nobles (12 each), and last by the Assassins' Guild since an automatic death sentence is imposed at this point. If all fails, the Overlord is notified and an army despatched to eliminate the traitors. This doesn't preclude other attempts made simultaneously by the Black Lotus (Secret Police), the Infiltrator and Informer Force, the High Sheriff, or Bounty Hunters.

Commoners' Calendar

<table>
<thead>
<tr>
<th>Commoner's Month of:</th>
<th>Prevailing Temperature</th>
<th>Major Festival</th>
<th>Pardon Month: (Yellow Moon Dog) The Overlord can be petitioned for pardon for any crime, PROB is Double Social Level stated as a percentage. Petitioners not pardoned are often exiled beyond the Gates (note that an exile caught inside the City will be considered an 'outlaw' for purposes of trial), the PROB of being exiled is 30% plus Social Level of interpleader (if any).</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) The Snow Leopard</td>
<td>30</td>
<td>Viking Feast of Odin</td>
<td>Odin (Supplement IV, page 22)</td>
</tr>
<tr>
<td>2) The Howling Winds</td>
<td>40</td>
<td>Masquerade of the Maidens</td>
<td>Modron*</td>
</tr>
<tr>
<td>3) The Crocodile</td>
<td>50</td>
<td>'Imbolc' - Festival of Spring</td>
<td>Brignd (Supplement IV, page 20)</td>
</tr>
<tr>
<td>4) Portly Pomp</td>
<td>60</td>
<td>'Balduen' - Fete of Brilliant Fire</td>
<td>Mabon**</td>
</tr>
<tr>
<td>5) Yellow Moon Dog</td>
<td>70</td>
<td>Festivity of Frenzy (war fever)</td>
<td>Thoth (Supplement IV, page 2)</td>
</tr>
<tr>
<td>6) Midsummer's Eve</td>
<td>80</td>
<td>'Daghdanadasah'</td>
<td>Daghdha (Supplement IV, page 18)</td>
</tr>
<tr>
<td>7) Vineyard Bounty</td>
<td>75</td>
<td>The Orgy of the Spirits</td>
<td>Harmakia***</td>
</tr>
<tr>
<td>8) The Crimson Dragon</td>
<td>70</td>
<td>'Samhain' - Carnival of Summer's End</td>
<td>Teutates****</td>
</tr>
<tr>
<td>9) The Regal Serpent</td>
<td>60</td>
<td>'Quetzenasadasah'</td>
<td>Quetzalcoatl (Supplement IV, page 60)</td>
</tr>
<tr>
<td>10) The Silent Scream</td>
<td>55</td>
<td>'Lughnasadas' Harvest Feast</td>
<td>Lugh (Supplement IV, page 21)</td>
</tr>
<tr>
<td>11) The Sky Woman</td>
<td>50</td>
<td>The Great Hunt</td>
<td>Apollo (Supplement IV, page 13)</td>
</tr>
<tr>
<td>12) The White Wolf</td>
<td>40</td>
<td>Orgy of Consumation</td>
<td>Fenris Wolf (Supplement IV, page 31)</td>
</tr>
</tbody>
</table>

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

Beggars

Rich Source of Local Information and Predictions

<table>
<thead>
<tr>
<th>Die Roll/Level*</th>
<th>Chance of Knowing Information</th>
<th>Veracity of Prediction</th>
<th>Minimum Price Necessary</th>
<th>Players may ask for either Information or Prediction after handing over their coins. Judge then rolls Beggar's minimum price secretly. If price was met, roll chance of Information/Prediction being correct. If it was not met, there is no chance of being correct (they will always answer regardless). Only information about the town and only Predictions about the giver will be answered. It is important that players have only sketchy knowledge about price and chances. Roll Specialists Features (per No. 5 Ads) to personalize the Beggar.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Beggar</td>
<td>5%</td>
<td>--</td>
<td>1 - 6 GP</td>
<td></td>
</tr>
<tr>
<td>2 Beseecher</td>
<td>9%</td>
<td>--</td>
<td>2 - 12 CP</td>
<td></td>
</tr>
<tr>
<td>3 Panhandler</td>
<td>14%</td>
<td>1%</td>
<td>1 - 6 SP</td>
<td></td>
</tr>
<tr>
<td>4 Vagabond Chantier</td>
<td>20%</td>
<td>4%</td>
<td>2 - 12 SP</td>
<td></td>
</tr>
<tr>
<td>5 Almsman</td>
<td>26%</td>
<td>6%</td>
<td>1 - 6 GP</td>
<td></td>
</tr>
<tr>
<td>6 Holy Seer</td>
<td>32%</td>
<td>12%</td>
<td>2 - 12 GP</td>
<td></td>
</tr>
<tr>
<td>(7) Guildmaster</td>
<td>50%</td>
<td>26%</td>
<td>3 - 60 GP</td>
<td></td>
</tr>
</tbody>
</table>

While Beggars are actually 'Guildsmen', 1st level Beggars start at Social Level 1. All Beggars are required to pay 20% of their earnings to the Guild. In return, they get gruel twice a day and a place to sleep on a first come, first flopped basis. Social Level 1 Beggars are not allowed in the Guild Hall between dawn and dusk as a general rule, which often precludes them getting a good night's flop space.

CHARACTERISTICS USE

Occasionally a player will claim that his 'unusually high' ability would allow him to attempt extraordinary, if not impossible tasks - like bending iron bars. Almost as often, a player with below average abilities will want to try the same things. We offer the following as a simple guideline for handling such attempts.

At Judge's option, a player may attempt a task, and be successful if he rolls the ability being tested as a percentage or less. For example, a Fighter with a Strength of 15 attempts to roll back a large boulder, rolling a 14%, he would be successful. If a player is testing an ability other than his prime requisite, a 'failure' result will end his attempt altogether. However, a player testing his prime requisite may keep trying (that is, keep rolling) regardless. However, upon any roll of doubles, regardless of success or failure, the player is considered to have 'strained' himself. Having strained himself, he can no longer test that ability for 1 - 4 days. Also, his Hit Probability is reduced by one if Strength or Dexterity was being tested, or spells are delayed by one turn if Intelligence or Wisdom was being tested, and so on.

On extremely difficult tasks (like bending iron bars, or figuring out a maze) more than one successful result should be necessary before the entire feat is complete (those bars bend 1" at a time). Tests involving Intelligence or Wisdom might require many turns per attempt.
GUIDELINES TO THUNDERHOLD, CASTLE OF THE DWARVEN KING

Background

The Dwarves of Thunderhold originated at the Majestic Fastness, deep in the Majestic Mountains. However, they were routed by the Dragon, Analagorn and its three young.

The Dwarves journeyed north to the Sunstone Caverns, rumored to possess a lode of Mithril. There they found and defeated an army of Gnolls who held the Caverns and the adjacent Castle.

In olden times, the Castle was the stronghold of a hardy race of men called the Moonrakers, many descendants of which now live in the Castle Village (population 600). The Moornakers traded with an earlier tribe of Dwarves located in the two dungeons outside the Castle. With time and outside invaders, the Moonraker/Dwarven alliance eventually broke down in the face of Gnoll invasion led by the Evil Wizard, 'Lychin', and the Minotaur/Priest, 'Bragash'. The present Dwarves and their leader, 'Nordre Iron-Helm' destroyed the Gnolls and their Wizard, but the Minotaur escaped deep into the Sunstone Caverns.

At present, the Dwarves' attempts to clear more of the Sunstone Caverns and the other cave have proceeded slowly. In addition to strengthening the Castle's defenses, they have started tunnels beneath the central keeps. Dwarven population of Thunderhold — 2000.

The Dwarven King maintains close ties and trade with the City State - for example, he supplies Armormen to the City, Workers for the Mines to the Northeast, and Troops. Although not a Tributary Lord, the King gets a vote in the Senate of eight, and has a mutual protection alliance. The Dwarves generally worship 'Goibhnie', Blacksmith of the Gods, per Supplement IV, page 19 (HP: 250, AC: -5, HD: 12).

It is rumored that a god called, 'Emig XXV', died near the Thunderhold two years ago and gave birth to a mortal named 'Defect'. The mortal and a portion of the dead Emig was supposedly sold to the Overlord for a considerable sum. This rumor was probably started to explain the fire which began leaping from the Cryptic Citadel to mortal kind, and a portion of the dead Emig was supposedly sold to the Overlord for a considerable sum. This rumor was probably started to explain the fire which began leaping from the Cryptic Citadel to...
<table>
<thead>
<tr>
<th>Shops/Taverns A - N are Dwarves</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
<th>SL</th>
<th>STR</th>
<th>INT</th>
<th>WIS</th>
<th>CON</th>
<th>DEX</th>
<th>CHAR</th>
<th>WPN</th>
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<tbody>
<tr>
<td>A) Nyi</td>
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<td>Dagger</td>
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<td>B) Nithri</td>
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<td>C) Austri</td>
<td>FTR</td>
<td>N</td>
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<td>D) Vestri</td>
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<td>E) Nain</td>
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<td>Hand Axe</td>
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<td>F) Northri</td>
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<td>G) Vindalf</td>
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<td>CE</td>
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<td>10</td>
<td>+1 War</td>
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<td>H) Rathsvith</td>
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<td>J) Nar</td>
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<td>K) An</td>
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<td>Dagger</td>
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<td>M) Althjof</td>
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<tr>
<td>N) Draupnir</td>
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<td>Hand Axe</td>
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<tr>
<td>(Don't Forget: All Dwarves +4 levels when making Saving Throes!)</td>
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</table>

<table>
<thead>
<tr>
<th>Shops/Taverns O - Y are all Humans (unless otherwise noted)</th>
<th>Class</th>
<th>Align</th>
<th>LVL</th>
<th>HP</th>
<th>AC</th>
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<tbody>
<tr>
<td>O) Ni-Weser-Re the Aged</td>
<td>Sage</td>
<td>LG</td>
<td>20</td>
<td>50</td>
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<td>7</td>
<td>6</td>
<td>18</td>
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<td>15</td>
<td>Numerous 869 years old. Will not fight except in self-defence. Employment Bonus: three Rings, +2 Plate and 5000 GP; per Month: 2000 GP, one Scroll and one Magic Item; per Question: 1000 GP and one Magic Item. Exceptionally knowledgeable with History and Astronomy as major areas of study. Combined Magic User/Cleric. Hero against the Race of the Worms, Dwarf-friend, preoccupied with charting of Stargates, rides Golden Reptile, and frequently disappears for weeks at a time - Silver Whistle will summon.</td>
</tr>
<tr>
<td>P) Hroprtr</td>
<td>FTR</td>
<td>CG</td>
<td>2</td>
<td>12</td>
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<td>Dagger</td>
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<td>Q) Lysir</td>
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<td>9</td>
<td>Sword/Mace</td>
</tr>
<tr>
<td>R) Brune</td>
<td>FTR</td>
<td>N</td>
<td>6</td>
<td>21</td>
<td>7</td>
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<td>Dagger/Spear</td>
</tr>
<tr>
<td>Specializes in Horses and Bears.</td>
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<tr>
<td>S) Rimgerd</td>
<td>FTR</td>
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<td>9</td>
<td>10</td>
<td>Sword</td>
</tr>
<tr>
<td>T) Border Warders' Barracks (All Dwarves):</td>
<td>FTR</td>
<td>N</td>
<td>5</td>
<td>34</td>
<td>0</td>
<td>8</td>
<td>17</td>
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<td>13</td>
<td>15</td>
<td>9</td>
<td>14</td>
<td>+2 Sword</td>
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<tr>
<td>Sergeant Onar</td>
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<tr>
<td>+1 Shield and +1 Dwarven Plate; +2 Hit PROB/ +2 Damage due to Strength.</td>
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<tr>
<td>Valiant Bakalin</td>
<td>FTR</td>
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<td>4</td>
<td>22</td>
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<td>7</td>
<td>15</td>
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<td>12</td>
<td>8</td>
<td>12</td>
<td>Morning Star</td>
</tr>
<tr>
<td>Hero of Axe Banner Legion (300 Elite Dwarven Axemen), occasionally patrols with Onar.</td>
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<tr>
<td>Border Warders: Number 100, constantly patrol Rorystone Road, Vagabond Trail and area in groups of 7 - 12.</td>
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<td>U) Rigsmai</td>
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<td>Dagger/Mace</td>
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<tr>
<td>V) Hilton</td>
<td>FTR</td>
<td>N</td>
<td>5</td>
<td>26</td>
<td>8</td>
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<td>12</td>
<td>12</td>
<td>Bow/Spear</td>
</tr>
</tbody>
</table>
Zagrath, Spectre

Tribunal of Sunstone

33 Gems and full and a pit between him and the menace. The last engagement cost him his friend and Magic User who blasted a considerable section of the ceiling and tenant he trusts (or who can abide his appearance), so he

Gorgomat the Prisoner: White corridors, Bragrash has scratched his symbol- two Horns with a Brass Gong to sound the alarm.

AC:

worship him and roam his territory, NA: 1

Carpen

and +3 to Damage due to

Turn of Mining in the large Chambers (59 and 514). Many of the Chambers 15-18; 56

Thrandil the

Hirelings:

Gundar Beardbottom FTR

Mithril Lode (M Rooms) have been exhausted. Many of the Chambers close to the entrance have been depleted. Likewise, much of the Mithril Lode (M Rooms) have been exhausted.

Bragrash the Minotaur: STR: 18, INT: 9, WIS: 6, CON: 12, DEX: 9, CHAR: 6, WPN: Scimitar, HD: 6, HP: 36, AC: 6, Align: CE, +3 Hit PROB and +3 to Damage due to Strength. Commands a troop of 19 Ghouls: CE, HD: 2, AC: 6, HP: 14, 7, 13, 5, 8, 12, 7, 13, 17, 3, 6, 14, 8, 10, 3, 12, 10, Paralyze all (except Elves) by Touch, two Claws each 1 -4, or one Bite each 1 -4.

Bragrash craves Human flesh, especially Female - for feasts, he loathes to partake of the Ghouls' savory meat. In his Lair (U17), are eating utensils made of Copper (each 8000 CP), Silver Dining Cups (each 2000 SP), 20 Pieces of Jewelry, and a flask of Oil; on a shelf is two week's Rations for one person, four Torches, and 50' of Rope; and leaning against the wall, a Heavy Crossbow, a Poison 4 Trap.

Gorgomat the Prisoner: White Dragon, HD: 6, Very Old (270 years), two Claws each 1 -4, one Bite each 2 -16 or (on 6+) Breathe Cold 3' x 8' for 36 pills, talks, sleep PROB 60%. Being trapped in this dungeon 120 years ago has not sweetened Gorgomat's disposition. The Gnolls worship him and roam his territory, NA: 1-6; PROB 20% searching for Rats and other tidbits to his liking. The Gnolls: HD: 2, HP: 5, 3, 9, 8, 8, 9, 3, 12, 12, 12, AC: 5, armed with Sword for 1-8; have contributed much Gold to Gorgomat's icy horde of 13,000 CP, 60,000 SP, 40,000 GP, 33 Gems and 20 Jewelry. Gorgomat will return to the hordes 60% PROB per turn.

The Sunstone Caverns have been rarely ventured into since the discovery of Zagrath. These wealthy mines are known to produce 1 -4 Gems per turn of Mining in the large Chambers (S9 and S14). Many of the Chambers close to the entrance have been depleted. Likewise, much of the Mithril Lode (M Rooms) have been exhausted.

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Bragrash the Minotaur: STR: 18, INT: 9, WIS: 6, CON: 12, DEX: 9, CHAR: 6, WPN: Scimitar, HD: 6, HP: 36, AC: 6, Align: CE, +3 Hit PROB and +3 to Damage due to Strength. Commands a troop of 19 Ghouls: CE, HD: 2, AC: 6, HP: 14, 7, 13, 5, 8, 12, 7, 13, 17, 3, 6, 14, 8, 10, 3, 12, 10, Paralyze all (except Elves) by Touch, two Claws each 1 -4, or one Bite each 1 -4.

Bragrash craves Human flesh, especially Female - for feasts, he loathes to partake of the Ghouls' savory meat. In his Lair (U17), are eating utensils made of Copper (each 8000 CP), Silver Dining Cups (each 2000 SP), 20 Pieces of Jewelry, and a flask of Oil; on a shelf is two week's Rations for one person, four Torches, and 50' of Rope; and leaning against the wall, a Heavy Crossbow, a Poison 4 Trap.

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The Oracle of Kubastis

Visitors daring to question the Oracle (01) are confronted with the awesome spectacle of a 30’ wide by 60’ high Brass Idol that speaks and throws a Pyrotechnic Shower out of his eyes. Believers leave their earthly wealth at the Idol’s feet, and back out quickly! In case they return too quickly, the Theurgist inside the Idol has a level which will dispense Sleeping Gas into the Temple from all sides, enveloping the whole chamber in two melee rounds (saving throw -4). Nikelas of the Second Serendipity Order of Thirlingonak the All-knowing: MU, LVL 4, HD: 2 + 1, AC: 9, HP: 6; spends most of his time and wealth trying to duplicate the feats of a renowned master. He is assisted by Llydain the Seer: MU, LVL 2, HD: 1 + 1, AC: 9, HP: 4; and three Mediums, Morfin, Ansany and Tirangel the Greedy: MU, LVL 1, HD: 1, AC: 9, HP: 3, 2, 4, who occupy the laboratory behind the hollow statue (02).

Nikelas and his Goblin Servant, Shadow: HD: 1, AC: 6, HP: 6, Sword armed; live in the rough-hewn cave north of the Oracle (03). Unknown to his assistants, Nikelas has a retreat much more highly furnished, accessible from the Temple area through a passage in the northeast of his secret retreat. The secret passage opens by pulling down on the carven Wyvern’s nose. Pulling down the stone nose of the carved Troll’s head releases a Sleep Gas which fills the chamber in one turn (saving throw -4).

Access to the two northwestern chambers was made more difficult when the floor of the connecting chambers caved in to an underground river. Luckily the water rose no further. In those northwest chambers (04 and 05) are the festering remains of Nikelas’ living experiment period. Green Slime has occupied some of the quivering masses, but others crawl slowly around like blind Slugs, subsisting on fungus and mold. Nikelas is loathe to return for the three valuable Potions left in the main laboratory.

Zagrath: Align: CE, LVL 12, HP: 68, AC: 2, STR: 14, INT: 9, WIS: 8, CON: 10, Dex: 16, CHAR: 12, WPN: +2 Sword, Moves 15” and Flies 30”. Zagrath continually roams the Mines (Z1 -10) adjacent to the Tomb (Z17) which houses his earthly remains. Zagrath seeks his long lost companion Dog, the only friend he ever loved. Ten Skeletons aid Zagrath, being his former minions of the once mighty War Lord. Within his limited realm, lies the Tomb of Prince Consort of Harsaland, a well preserved Mummy which wears the Royal Crown yet.

Muakruar the Unblust: A Hill Giant, HD: 8, HP: 38, AC: 4; 2 -16 per Hit; lives with his wife, Maughar; a Hill Giantess, HD: 8, HP: 41, AC: 4, 2 -16 per Hit; and spoilt son, Muakar: a Hill Giant, HD: 2, HP: 12, AC: 4; 1 -8 per Hit. The family has a pet 5-headed Hydra: HD: 5, HP: 30, 1 -6 per Bite per Head; which Muakar is usually leading on a 25’ Gold Chain worth 5500 GP. The one bright spot of Muakruar’s unhappy life is the pact he has with some Wererats, which provide his table with tasty morsels of Orc, Goblin Shiskabobs, and tostee Humans for dessert (rolled in sugar). His pains include counting out his miserly wife’s piles of shining Coins - 1000 CP, 8000 SP, 15000 GP and 25 PP. His son has learned to use his +1 Axe and Wand of Illusion. Muakruar has been attempting to read a Scroll of seven Spells for many years now.

The Tribunal of Chaos

This Court is the stage of many quizzical paradoxes. It supposedly metes out justice to various Chaotic factions which supply Judges, Guards and Executioners. In fact, it always depends on the dominant (most powerful) faction at the time of trial which verdict is voted. While decisions are binding, actual punishment is often overlooked to avoid open war between factions. Since there are always three Judges, the verdict is never undecided. However, a Judge may elect to ‘sell’ his title at any time, and often does to the faction of the defendant. The position of the Judge can be sold only for a greater amount than originally paid, each being worth about 5000 GP. The factions desiring the trial pay each of three Judges 50 GP per day, which considerably lengthens trial time.

The factions include Orcs, Wererats, Wereboars, Trolls and Ogres. Executioners are always Trolls, while Guards are primarily Orcs and Ogres. The Wererats always have a Judgeschip packet. Wereboars frequently carry messages, and are generally the most influential (most feared). In the Courtroom (C3) 20 Orc Guards: HD: 1, AC: 6, HP: 5, 4, 4, 5, 2, 3, 2, 1, 1, 6, 5, 6, 5, 3, 2; 2, 2, 4, 5, Sword armed; six Troll Executioners: HD: 6 + 3, AC: 4, HP: 28, 24, 34, 33, 34, 29; four Wereboar Messengers and one Wereboar Executioner: HD: 4 + 1, AC: 4, HP: 14, 12, 18, 23, 29, Spear armed; two Wererat Judges and 10 Wererat Guards: HD: 3, AC: 7, HP: 14, 10, 8, 16, 15, 13, 12, 14, 11, 7, 5, 20, Sword armed; 22 Ogre Guards and one Ogre Judge: HD: 4 + 1, AC: 5, HP: 19, 10, 31, 24, 9, 28, 32, 33, 21, 20, 17, 10, 8, 18, 23, 20, 22, 28, 18, 18, 12, 10, 12, Morning Star armed.

A Guard of two Ogres: HP: 26, 22; and one Troll: HP: 28; is always posted in unused rooms (C1) along with the approach to the Courtroom. Each faction has base of operations near the Courtroom to watch over their faction's interests. The Orcs maintain 30 Guards in a large room (C8) to the south: HP: 6, 7, 5, 4, 8, 2, 3, 1, 1, 3, 5, 2, 3, 4, 6, 7, 8, 1, 2, 1, 3, 4, 6, 7, 8, 6, 2. Only ten Orcs will be sleeping, eating or gambling at any one time.

The Wereboars maintain a pack of 20 in the huge room to the north (C2): HP: 13, 30, 15, 26, 17, 23, 18, 21, 19, 24, 17, 27, 15, 28, 14, 29, 13, 30, 12. The leader possesses a +1 Chaotic Sword and a +1 Shield.

The Trolls being the least numerous, headquarters in the two smaller Chambers (C10 and C11) and usually number about a dozen, NA: 11-16, HP: 26, 23, 25, 29, 30, 21, 15, 39, 16, 32, 16, 34, 20, 19, 17, 21. It is assumed that the Mind Flayer: HD: 8 + 3, AC: 5, HP: 37; which visits the Trolls’ quarters every other week, is somehow in charge of the Trolls. It is during these visits that the room just north of Trolls Quarters (C12) is occupied.

The Wererats’ Colony is northeast of the Courtroom (C26). Thirteen Wererats: HD: 13, 11, 10, 14, 10, 15, 9, 16, 8, 10, 12, 11, 7; five Giant Rats: HD: 2, AC: 6, HP: 4, 8, 3, 9, 12, one Bite for 1 -3; and forty Rats: HD: ½, AC: 5; HP: 1 each, 1 point of Damage per Bite; occupy the large Chamber. Small holes line the room’s walls (1” diameter) from which Rat Messengers run to and fro.

The Ogre Clan usually has a family group of 1 -6 in each of the three large Chambers (C13, C14, C15) just east of the Courtroom: HP: 18, 15, 19, 12, 24, 11, 18, 25, 9, 33, 22, 16, 15, 14, 23, 17, 20, usually unarmed but doing 1 -10 Damage per Blow. The Ogres take especial pride in their wealth, and easily buy a Judgeship when necessary.

The Judges’ Inner Chambers are west off the Courtroom (C1). Four Orc Servants occupy the Chamber at all times: HP: 2, 3, 1, 3. Two defendants’ pens are located north and south (C9 and C16) of the east end of the Courtroom. A hidden Chamber in the center of the east Courtroom wall is a Teleport to the ‘High Court of Chaos’ five levels below (!). A small interrogation Chamber (C4) is located at the west end of the Courtroom. North and east of the Wererats Colony are Rooms (C24, C28, C29) in which the Wererats have stored much of their Booty. Only Rat tracks in the dust indicate recent occupation of these ancient Chambers, having only recently been discovered by the Rats themselves. West and north of the Wererats’ Colony are the Tombs of a forgotten tribe of Gargoyles, wisely left unexplored by the Rats.

Players caught trespassing in this area are generally tried in the City State manner, except they receive an automatic adjustment of -6 if different Alignment, and -8 if opposite Alignment. If Wererats predominate the Tribunal, a ransom of 100 - 600 GP per level of the player will be demanded in lieu of sentence. All possessions are confiscated, and cannot be used for ransom. There Wererats and Wereboars frequently kidnap residents of Thunderhold to be tried for uncommitted crimes.
PROSIAC POEMS & PROVOKING PROSE

At midnight...Torches and Pikes you must bring
To remove the ash covering,
Beware the Slime and gnashing Song
Of others in chamber lost so long.

When bells chime and Acolytes sing
Beware the flutter in the air,
Beyond the idol climb the stairs
To find the greatest treasure there.

In a dark blue crater
Wrapped in brush and tree of green,
Lives a prestidigitator
And the biggest Gnoll you've seen.

In barren Altania and around
The Shield-Maidens' terrible fleet,
Towering above and beneath the ground
A forbidding fortress not made for feet.

Below the Mists of the Mountains
Under the Rocks of the Sun,
Lies a Cavern full of Fountains
With Wishes granted one by one.

The Fire-Flies glowing bright
Lead the way throw the warm
and Mermist night,
To the Giants of the Storm.

After the long and cold retreat
The Witch-Queen deigned to take her seat,
By the ancient Sleeping River clear,
Where Harpies singing Charm the ear.

Down the road in the twilight glow
Warily over the darkened Troll Fen,
Follow the stream against it's flow
To find the Holy Sword lost to men.

These should be introduced by Minstrels and Bards
singing in Taverns or around campfires after the
Judge has filled out the outlines of a session based
on them.

SHOCK RECOVERY

We are presenting three different rule systems to be used with players who have been wounded. These are actually rules from very diverse campaigns, and are not necessarily usable together - choose your own.

1) After fighting, a melee a player may regain 1 - 4 of his lost Hit Points, binding his wounds - as long as he performs on other action first (you'd be surprised by how many players rush to the treasure while they're bleeding all over). A player reduced to zero or below, considered to be bleeding to death, may also regain 1 - 4 Hit Points if a fellow player binds his wounds before performing any other action. A player at 0 or less is immobile and unable to do anything. This 'shock recovery' roll is allowed only once, and at the end of any melee where the player actually lost Hit Points. The roll may not raise the player above his normal Hit Points.

2) This rule does not allow the player any recovery roll as above, but rather determines how long a player may survive at 0 or less Hit Points. The player rolls two dice and subtracts the number of Hit Points below zero he is. The other players now have this many turns to get to the mortally wounded player with Potions, etc. Again, the wounded player cannot do anything while 0 or less.

3) Like the second rule, this rule only determines how long the player has before he 'bleeds to death'. A player at 0 or less Hit Points rolls the same number of six-sided dice as his Hit Dice. The score rolled is the number of turns his fellows have to administer to him.

GUARDS AND GARRISON TROOPS

There are four types of 'G' troops to be encountered, in each case 2 - 24 will be encountered. Roll 4-sided die:

1) Guards - AC: 4, Armed with Swords and Maces, generally of 3rd level.
2) Guardsmen - AC: 4, Armed with Swords, generally of 2nd level.
3) Garrison Troops - AC: 6, Armed with Swords and Spears, 1st level.
4) Militia - AC: 5, Armed with Spears, 1st level.

SPECIAL ENCOUNTERS
(Additional Specifics)

Vigilantes Searching for:
1 - 2 Fighter(s)
3 Magic User
4 Cleric
5 Thief
6 Special (roll below)

Special Victims:
1 Dwarf
2 Elf
3 Orc/Goblin
4 Troll/Warnerat
5 Giant Animal(s)
6 Giant Insect(s)

Any players encountering Vigilantes might be mistaken for prey (PROB 50%) if they fit general description diced for above.

Result of Capture:
1 Tar and Feather (Damage 1 - 2 points)
2 Relied of all Possessions carried
3 Hung upside down from lamppost
4 Facial Disfiguration (-2 CHAR)
5 Beat Unconcious (-4 CHAR for 4 - 24 days)
6 Weighted and thrown in the Estuary

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"Social Level" is a function of social esteem and clout. The Social Level chart is used to determine exactly who is encountered. Likewise, you can determine a Non-Played Character's Social Position (rerolling on G, C or W) by rolling a 6-sided dice to determine which Hierarchy he belongs to and then 20-sided to find his exact position there. Players can be assigned a Hierarchy and Social Level (SL), or rolled for (though it is best to use a 4-sided dice, plus one, for the Social Level roll). As there are many ways of increasing your 'social esteem' it is entirely up to the Judge as to when a player may go up Social Levels. For example, a player who is an Armorner might take over a year per Social Level to attain Master Craftsman, while another player of the 'Gentry' might attain 'Chevalier' simply by shelling out 100,000 GP to sponsor at Gladiatorial Festival. Maintaining a Mistress of higher Social Level, Heroic acts, Quests performed, and altruistic acts are all reasonable means to upward mobility. While the society is predominately Human, various other races (like Dwarves, Goblins, Ogres) have a place on the Social Level Changing Hierarchies: Players who have attained the highest level in Hierarchies 3 - 6 may move (with a loss in Social Level) to the "Gentlemen" Hierarchy, Social Level 6 (Gentry) by sponsoring a Festival costing 10 - 60,000 GP. Likewise, a Gentleman reaching "Pretender" (Social Level 8) may move to "Thanx" (Noble Social Level 7) after proving, having a 100,000 GP land investment, offering complete allegiance and succeeding in rolling a 50% 'acceptance' chance. Failing in that, the "Pretender" loses 1 Social Level and must amass 50% more investment than last time, to try again.

While many of the Social Level names like "Gentry" are names for general classes or examples of specific types, the upper-ends of each Hierarchy may become contestable. For example, though there may be a dozen Patriarchs (and Evil High Priests), if two Patriarchs of Odin' show up, there's going to be a struggle. All Social Level 5 and up are considered Citizens.

GENERAL GUIDELINES

Serf work a farm owned by a Noble and can't leave freely (must dice as 'Slave').

Villains pay a rent to their Lord equal to double tax rate on a fixed basis.

Military: Note that a Sergeant commanding 100 Footmen had little more Social Esteem than the Cavalrymen (Horses weren't cheap). A Knight Bachelor would command a Regiment of 500 Horsemen (a third of which might be Plate armored Knights, the rest being Medium and Light: made up of the Knights' Squires and Horse-Archers who would fire on foot). The King, Prince or a Knight Banneret might command (but rarely control!) a 'Battle' of 5000 Troops. While in an organized society, a man with Plate armor might be considered a 'Man at Arms' if he joined a military unit, a pure Barbarian society would base its Social Esteem directly onto Experience Levels. Likewise, the Plate armor owner would probably have some contractual understanding (periods of service, fees) with his Lord, the Barbarians' (including Berserkers, Amazons) vows would be to their Tribe.

Gentlemen are a privileged class with either land or authority but without claim to the Noble's ruling power. First Level Clerics start at Social Level 4 of this Hierarchy, move up to Social Level 6 at 3rd Level, become Social Level 7 at 5th Level and Social Level 9 at 6th Level. Clerics may not switch Hierarchies and should be required to choose some God or Religion (see D&D Supplement IV).

Nobles lease their land to Gentlemen and Knights, and in return receive allegiance, taxes. More powerful Nobles may in turn lease to other Nobles, though powerful Barons owing little allegiance to a King was not uncommon. Thus, the man on top's ability to unite and lead all of the factions in a time of need was his greatest function.

QUESTIONED BY GUARDS OR CONSTABLES

Matrix the Result of a six-sided Die Roll and a ten-sided Die Roll

<table>
<thead>
<tr>
<th>Guard's Action:</th>
<th>1 Suspect Party of</th>
<th>2 Inquire Party of</th>
<th>3 Command Party to</th>
<th>4 Search Party's</th>
<th>5 Shake Down for</th>
<th>6 Impress one Day to</th>
<th>7 Helps Party</th>
<th>8 Offer Party</th>
<th>9 Demand</th>
<th>10 Ask for</th>
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<tbody>
<tr>
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OFFENSIVE LOCUTION
(Attacking with Words)

There are two forms of verbal attacks - Repartees and Witicisms. Any character class may attempt a 'Repartee', though the receiver of the Repartee must be able to understand the language of the speaker. Only the sub-class 'Buffoon' may use both Repartees and Witicisms (again, he must use a language understandable to the receiver).

It is important to note that while all Humans know Common, only 20% of all other intelligent creatures know the Common tongue. 70% of all intelligent creatures know Altalian, the Peasant/Barbarian tongue. 30% of semi-intelligent creatures know one or the other. Unless the player states otherwise, it must be assumed that he is using common.

Repartee

Any player may give up his round to 'repartee'. He may not move or make any other action. PROB of success is his Charisma and Intelligence added together stated as a percentage optionally, those of either Noble or Gentleman Hierarchies may add their Social Level to their Charisma and Intelligence). A successful Repartee will stop all meleeing and charging characters in earshot, for 1 - 6 rounds (Judge rolls in secret). Both sides may move, but may make on offensive action. A successful enemy repartee will negate a friendly repartee; and will last only one round. Two friendly repartees initiated in the same round will negate each other, regardless of success. While a repartee may stop an attacker, it will not give impetus in ensuing rounds.
Witicisms

All in earshot of a 'Witicism' must make a 'saving throw' vs. the witicism or be affected. The Receiver must roll on three six-sided dice, his 'Charisma' or higher, to resist the attack. A successful witicism gives the impetus to the Buffoon to strike or act first. Characters not making their saving throw are taken aback for 2 - 8 rounds, immobilized and unable to perform any action. However, removing any possession from a defender racked with laughter will automatically sober him.

Buffoons

A subclass of Fighter, a Buffoon's prime requisite is Charisma, which must be below average. In addition, his Strength must be below average, and Wisdom above average. He automatically succeeds at repartee (unless surprised), and his quick wit has honed witicisms to an art. A Buffoon may use only a Dagger.

<table>
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<tr>
<th>Level</th>
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<th>Witicisms Per Day</th>
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<tr>
<td>1</td>
<td>Fool</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Clown</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>Punster</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>Jester</td>
<td>6</td>
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</table>

Frequently, Buffoons are found working in conjunction with Bandits or Racketeers to immobilize a Party while the low Charisma cohorts relieve it of valuables.

POISON

An Alchemist (or Wizard) must do three things in order to produce a usable Poison Potion: 1) Research the exact formula; 2) Get a supply of the major component; and 3) Distill the components per the formula.

To research a particular Poison type, each 100 GP multiplied by the type level equals a 20% chance of success, per week, accumulative. Therefore, type '0' (Belladona) costs nothing to research the formula, as it is common knowledge among the Alchemists. However, type '7' (Wyvern venom based poison) would require 2100 GP for a 60% PROB of success in researching the formula and exact components. Cost is double for Alchemists.

While Belladona, Opium, and Arsenic should be generally available (in a large town's Sorcerer's Supply House or similar, a per week PROB of 80%, 40% and 20% respectively, is reasonable), the various venoms of types 3 - 9 should be accessible in the marketplace only 5% to 10% PROB per week (and then only enough for a few Potions). The only other recourse, is to find and defeat the monster in question; then, each monster will only supply enough venom for one Potion.

Special distilling equipment and minor components cost a total of 1000 GP to purchase. It goes without saying that a relatively secure workshop must be obtained also. With the formula researched, and the distilling cost (shown below) paid, any of the poison types may be distilled in one week. Alchemists' distillation costs are half that shown on the chart (the chart shows the Wizard's cost). An Alchemist may hire three assistants, and thus work on two projects at once. Hiring more than three will not allow any further increase. All Alchemical research and distillation must be done on a full-time basis, reckoned in weeks. Thus, work interrupted by excursions into the wilderness or the dungeons will be lost. However, at the Judges's option, a several hour excursion into town will be allowed.
POISON EFFECTS

<table>
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<tr>
<th>Poison Type</th>
<th>Major Component</th>
<th>Rounds Delayed</th>
<th>Points of Damage Per Round/No. of Rounds*</th>
<th>(In Addition to Damage) Effect when Saving Throw***</th>
<th>Per Potion Distill Cost</th>
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<tr>
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<tr>
<td>7</td>
<td>Wyvern</td>
<td>2</td>
<td>7/7</td>
<td>Paralyzed</td>
<td>700 GP</td>
</tr>
<tr>
<td>8</td>
<td>Water Naga</td>
<td>1</td>
<td>8/8</td>
<td>Coma**</td>
<td>800 GP</td>
</tr>
<tr>
<td>9</td>
<td>Purple Worm</td>
<td>0</td>
<td>9/9</td>
<td>Coma**</td>
<td>900 GP</td>
</tr>
</tbody>
</table>

* If Saving Throw is not made, figures show Damage Points received per round and number of rounds suffered. If Saving Throw is made, halve figures shown (drop fractions) - being Damage received.

** In addition to Damage received and Coma effects, -1 on Dexterity, permanently, is suffered.

*** Effects shown last according to size:

- Man-Sized: 1 - 10 days
- Ogre-Sized: 12 - 48 hours
- Dragon-Sized: 6 - 36 rounds

When Saving Throw is made, only half Damage occurs - no Ill, Coma, etc. When Saving Throw is not made, special effects below occur in addition to Damage:

Half Actions: All actions: Spells, Speech, Movement are performed at half rate or are delayed a round, at Judges option.

Move Halved: All actions: Spells, Speech, Movement are performed at half rate or are delayed a round, at Judges option.

Coma: is Unconscious, thus no actions, etc.

III: is Unconscious most of the time and no actions; limited Movement allowed, per Judge.

Paralyzed: Conscious but no actions are allowed.

Delay of a certain number of rounds will occur before any Damage is suffered, or any special effects, per above chart.

Poisons can only be placed on weapons by Alchemists. The Poison stays potent for one week, and becomes ineffective after causing six Hits. Each Poison Potion will treat ten small weapons or three large ones. Attempting to strike a specific point (such as a head or body) with a Poisoned Weapon reduces Hit Probability by -4. Generally, pits in the upper dungeon levels (with Poisoned Spikes) will have type 1 - 6.

ATTACK REASONS

There will be many encounters where the players will be attacked, with obscure purpose. Unless an overriding reason has already developed (e.g. the players encounter Guardsmen after setting fire to a Tavern), then roll on the following table. Higher Social Level types will generally have ‘companions’ who will hasten to do their Liege’s bidding. Roll a 20-sided Die.

<table>
<thead>
<tr>
<th>Capture Reason</th>
<th>1 Mistaken Identity</th>
<th>11 Doesn’t like Player’s NPC*</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 To Sacrifice</td>
<td>2 Doesn’t like Player’s Class*</td>
<td>12 Doesn’t like Player’s Clothes*</td>
</tr>
<tr>
<td>3 To Sell as Slave</td>
<td>4 Alignment Hatred</td>
<td>13 Thinks Player looks Sneaky</td>
</tr>
<tr>
<td>5 To Ransom</td>
<td>5 Race Hatred</td>
<td>14 Interfering with Plans</td>
</tr>
<tr>
<td>6 To Impress into Unit/Work Detail</td>
<td>6 Robbery/Confiscation</td>
<td>15 In the Way</td>
</tr>
<tr>
<td>7 Lust*</td>
<td>7 Lust*</td>
<td>16 Drunk</td>
</tr>
<tr>
<td>8 Temporary Insanity/Berserk</td>
<td>8 Temporary Insanity/Berserk</td>
<td>17 Religious Hatred</td>
</tr>
<tr>
<td>9 Imagined Slight</td>
<td>9 Imagined Slight</td>
<td>18 Revenge</td>
</tr>
<tr>
<td>10 Clan Hatred</td>
<td>10 Clan Hatred</td>
<td>19 Jealousy</td>
</tr>
</tbody>
</table>

Attacks that are starred (*) will generally have the enemy attempting to subdue the player(s), while all others have a 30% PROB of being a subdual attempt. It is important to note that ‘Intelligent Monsters’ will not attempt an attack upon a superior party, being content to lob a cobblestone instead, perhaps.

COMPANIONS

With every personage of Social Level 6 and above, there will be a certain number of ‘companions’ equal to the suggested LVL GL range. For example, a Count and a Bureaucrat both will have from 1 to 12 companions. These companions will be from 1 to 6 Social Levels lower than their Liege. Nobles and Gentlemen will also have Bodyguards equal in number to their party size.
**MANUMISSION TABLE**

(Slave Price)

Prices shown are Gold Pieces based on the Abilities: Low/Medium/High. Add 10 GP for each skill or special ability. Subtract 10 GP for each defect. Slaves encouraged to commit a crime (such as escaping) will raise an alarm 50% of the time due to fear of being caught and lack of interest in being an escapee.

<table>
<thead>
<tr>
<th>Ability</th>
<th>Boy</th>
<th>Girl</th>
<th>Man</th>
<th>Woman</th>
<th>Slave Owner</th>
<th>Adjust</th>
<th>Request</th>
<th>Without</th>
<th>With</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>0/1/2</td>
<td>0/0/1</td>
<td>1/4/9</td>
<td>0/1/2</td>
<td>Agreeable</td>
<td>Half</td>
<td>50%</td>
<td>50%</td>
<td>10%</td>
</tr>
<tr>
<td>Intelligence</td>
<td>2/3/4</td>
<td>0/1/2</td>
<td>2/4/6</td>
<td>2/3/4</td>
<td>Agreeable</td>
<td>Half</td>
<td>20%</td>
<td>20%</td>
<td>10%</td>
</tr>
<tr>
<td>Wisdom</td>
<td>2/3/4</td>
<td>2/3/4</td>
<td>2/3/4</td>
<td>1/2/3</td>
<td>Average</td>
<td>Normal</td>
<td>20%</td>
<td>30%</td>
<td>10%</td>
</tr>
<tr>
<td>Constitution</td>
<td>0/1/2</td>
<td>0/1/2</td>
<td>3/6/8</td>
<td>1/2/3</td>
<td>Greedy</td>
<td>Double</td>
<td>20%</td>
<td>20%</td>
<td>40%</td>
</tr>
<tr>
<td>Dexterity</td>
<td>1/2/4</td>
<td>2/3/4</td>
<td>2/4/8</td>
<td>2/3/6</td>
<td>Taskmaster</td>
<td>Triple</td>
<td>5%</td>
<td>5%</td>
<td>60%</td>
</tr>
<tr>
<td>Charisma</td>
<td>0/0/1</td>
<td>2/4/9</td>
<td>0/1/2</td>
<td>3/6/9</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**QUARTERS**

The following Quarters' Locations are general guidelines, useful mainly when rolling an encounter per Quarter Location. The Common Quarter is E4 through H4, and everything to the South. The Thieves' Quarter is J4 to L4, and everying South. The Merchants' Quarter is J5 to L5, and North (to the wall). The Seafront Quarter is B6 to D6, and everything South. The Noble Quarter is the Northwest corner of the City and bounded by the other Quarters.

**SOCIAL LEVEL / CITY ENCOUNTER**

There is a 1/6 chance of an encounter every other turn.

<table>
<thead>
<tr>
<th>Type of Encounter</th>
<th>Unusual</th>
<th>Who Encountered</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Attacked by Surprise</td>
<td>1 Troll</td>
<td>1-4 Men (see &quot;3&quot; SL)</td>
</tr>
<tr>
<td>2 Attacked</td>
<td>2 Paladin</td>
<td>4 Questions Player(s)</td>
</tr>
<tr>
<td>3 Slanders/Insults</td>
<td>3 Shadows</td>
<td>5 Propositions Player(s)</td>
</tr>
<tr>
<td>4 Questions Player(s)</td>
<td>4 Harpies</td>
<td>6 Special Encounter (below)</td>
</tr>
<tr>
<td>5 Propotions Player(s)</td>
<td>6 Llamasau</td>
<td>6 Roll per Quarter</td>
</tr>
</tbody>
</table>

**Heirarchy**

<table>
<thead>
<tr>
<th>LVL</th>
<th>GL</th>
<th>SL</th>
<th>Noble</th>
<th>Gentlemen</th>
<th>Military</th>
<th>Guildsmen</th>
<th>Merchant</th>
<th>General</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>1</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Gladiator</td>
<td>(Beggar)</td>
<td>G</td>
<td>Slave</td>
</tr>
<tr>
<td>2-16</td>
<td>2</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Page/Servant</td>
<td>Laborer</td>
<td>G</td>
<td>Serf</td>
</tr>
<tr>
<td>1-6</td>
<td>3</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Militia</td>
<td>Apprentice</td>
<td>Huckster</td>
<td>Villain</td>
</tr>
<tr>
<td>1-12</td>
<td>4</td>
<td>G</td>
<td>Constable</td>
<td>Recruiter/Mercenary</td>
<td>Journeyman</td>
<td>Trader</td>
<td>Citizen</td>
<td>1-6 GP</td>
</tr>
<tr>
<td>2-24</td>
<td>5</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>High Born</td>
<td>Man At Arms</td>
<td>Expert</td>
<td>Monger</td>
</tr>
<tr>
<td>1-12</td>
<td>6</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Thane</td>
<td>Chevalier</td>
<td>Cavalrymen</td>
<td>Proprietor</td>
</tr>
<tr>
<td>1-12</td>
<td>7</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Aristocrat</td>
<td>Prentender</td>
<td>Sergeant/Engineer</td>
<td>C</td>
</tr>
<tr>
<td>2-24</td>
<td>8</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Knight</td>
<td>Magistrate</td>
<td>Squire/Aide</td>
<td>C</td>
</tr>
<tr>
<td>2-24</td>
<td>9</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Count</td>
<td>Chief Magistrate</td>
<td>Knight/Captain</td>
<td>C</td>
</tr>
<tr>
<td>2-24</td>
<td>10</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Baron</td>
<td>Lord Mayor</td>
<td>Knight Bachelor</td>
<td>C</td>
</tr>
<tr>
<td>2-24</td>
<td>11</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Viscount</td>
<td>Patriarch</td>
<td>Knight Banneret</td>
<td>C</td>
</tr>
<tr>
<td>2-24</td>
<td>12</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Duke</td>
<td>General</td>
<td>C</td>
<td>W</td>
</tr>
<tr>
<td>2-24</td>
<td>13</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Earl</td>
<td>Army Commander</td>
<td>C</td>
<td>W</td>
</tr>
<tr>
<td>2-24</td>
<td>14</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Senator</td>
<td>C</td>
<td>C</td>
<td>W</td>
</tr>
<tr>
<td>2-24</td>
<td>15</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Royal Minister</td>
<td>C</td>
<td>C</td>
<td>W</td>
</tr>
<tr>
<td>2-24</td>
<td>16</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Prince</td>
<td>C</td>
<td>C</td>
<td>W</td>
</tr>
<tr>
<td>2-24</td>
<td>17</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>Queen</td>
<td>C</td>
<td>C</td>
<td>W</td>
</tr>
<tr>
<td>2-24</td>
<td>18</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>King/Overlord</td>
<td>C</td>
<td>C</td>
<td>W</td>
</tr>
<tr>
<td>2-24</td>
<td>19</td>
<td>G</td>
<td>G</td>
<td>1</td>
<td>God</td>
<td>C</td>
<td>C</td>
<td>W</td>
</tr>
</tbody>
</table>

G - Guard or Garrison  C - Constable Patrol  W - Woman
Special Encounter
1 Expectorated Upon
2 Dishwater From Above
3 Meathook From Above
4 Chamber Pot Emptied Upon
5 Clay Pot Hits (Stun 1 - 4 turns)
6 Brick Hits (Unconscious 2 - 12 turns)
7 Runaway Carriage (may dodge)
8 Street Caves in 1 - 6 feet
9 Impress Gang Grabs Player
10 Wererat Kidnaps
11 Beggar
12 Drunks
13 Messenger
14 Performer
15 Lamplighter
16 Buffoon
17 Vigilantes
18 Town Crier
19 Fugitive
20 Hypnotist

Proposition
Adjust for Charisma
1 Challenge
2 Search
3 Task/Mission
4 Work Offer
5 Sexual
6 Kidnap Player

Women
1 in 6 have +1 to +6 added to Charisma
1 Slave (Roll Owner's Heirarchy)
2 Vixen/Houri
3 Concubine (Roll Heirarchy)
4 Amazon (Roll Military Social Level)
5 Daughter (Roll Heirarchy)
6 Barmaid/Lady/Dame/Goddess

Constables of the City State are characterized by their bumbling ineptitude. They usually patrol in groups of 2 - 12 but this does not increase their basic chance of spotting an escapee (which is the escapee's Social Level stated as a percentage chance). Each is armed with a Spear with a small pennant flying and a Mace , AC : 7. Constables are 1 HD but all have 8 HP due to special selection of stout Constitution types. Foppishly dressed, the overly proud Constables will rarely attempt to raise their Social Level as that would require leaving the bottom rung of the Gentleman's Heirarchy for Deputy Sheriff in the General Heirarchy.

Guildsmen would include almost all skilled workers. However, not all would have a strong Guild-type organization, as all of the trades grew from Barbarian ancestry. Note that Guildsmen (except Beggars) start at Social Level 2, Laborer. Roll a six-sided and a ten-sided dice, to determine specific Guildsmen (for example: a '6' and '8' would be '68'- Wheelwright).

1) Official and Fiducial
1 Moneylender
2 Moneychanger
3 Tax Collector
4 Banker
5 Court Clerk
6 Bureaucratic

2) Services
1 Teacher
2 Maid/Butler
3 Bathboy
4 Doorman/Bouncer
5 Wet Nurse
6 Barkeeper
7 Porter/Bearer
8 Messenger
9 Secretary/Aide
10 Attendant
11 Cook
12 Warehouseman

3) Handler/Trainer
1 Shepherd
2 Cowpoke
3 Horse trainer
4 Animal trainer
5 Bird trainer
6 Gladiator Trainer

4) Performers
1 Dancer
2 Actor
3 Minstrel
4 Jester/Buffoon
5 Puppeteer
6 Circus Performer
7 Fortune teller
8 Orator

5) Clerical*
1 Stockboy
2 Clerk
3 Head Clerk
4 Manager

6) Miscellaneous
1 Leech (Doctor)
2 Undertaker
3 Pawnshopkeeper
4 Zookeeper
5 Tavernkeeper
6 Innkeeper
7 Launderer
8 Barber
9 Butcher
10 Baker
11 Candlestickmaker
12 Hunter
13 Pipeweed Grower
14 Wagoner
15 Hypnotist
16 Town Crier
17 Lamplighter
18 Mountaineer
19 Fisherman
20 Trapper

*Roll for Merchant/Employer

General Heirarchy: Roll six-sided die to determine Villain, Freemen and Citizens' Job type, and again for specific Job.
Merchants (Roll two dice for type)
Common 2 - 8
Rare 9 - 11
Extraordinary 12

Common
1 Food Stuffs
2 Wine
3 Beer
4 Clothing
5 Small Livestock
6 Rope
7 Tools
8 Seeds and Seeds

Rare
1 Armor
2 Weapons
3 Foundry
4 Horses
5 Cattle
6 Shipyard
7 Leather Goods
8 Wagon Caravan
9 Hotelier
10 Spices

Extraordinary*
1 Magic Weapons
2 Magic Armor
3 Magic Items
4 Magic Scrolls and Books
5 Unusual Potions
6 Fantastic Creature
7 Fantastic Creature Eggs
8 Fantastic Creature Parts

* Should Possess 1 - 4 Items

Merchant's Social Level is based roughly on their business investment: 10 GP: SL 3; 100 GP: SL 4; 1000 GP: SL 5; 10,000 GP: SL 6; 75,000 GP: SL 7; 250,000 GP: SL 8; and 1,000,000 GP: SL 9.

CRIME, TRIAL AND PUNISHMENT

Procedure: Adjust for Crime and Circumstances. Subtract Social Level of Defendant from that of the Victim (result might be a minus) - add (or subtract) to adjustments so far. Roll on Weather, Magistrate's and Legal Trickster's Dispositions Charts. Check if Defendant would like to Donate to Court Clerk, cross-indexing Defendant's Charisma. Use total to adjust 20-sided die roll.

Before trying, give the defendant a chance to move the trial to another court if he so desires - 50% chance of success. Gentlemen and Nobles may request the 'Right to Trial by Combat' if the Royal Court is used.

Crime Charged
Desertion, Expectorate on Gentlemen, Trip Soldier, Foul Road -0
Probation Violator, Slap, Bad Puns, Ogling, Bribery, Drunk -1
Escapee, Property Damage, Vagrant, Trespass, Disorderly -2
Fugitive, Steal Property, Arson, Pauper, Manslaughter, Rape -3
Bandit, Harm Person, Kidnap, Blackmail, Extortion, Speeding -4
Outlaw, Kill Person, Treason, Tax Evasion, Expectorate on Noble, Raid Harem, Climb City Wall -5

Magistrate's Disposition
1 Angry -4
2 Busy -3
3 Irritated -2
4 Hangover -1
5 Bored -0
6 Interested +1
7 Sympathetic +2
8 Amiable +3

Litigation Trickster's Disposition
(Hiring costs 2 - 40 GP)
1 Didn't Show Up -1
2 More Pay Desired +2
3 Court Jester +1
4 Concerned +2
5 Lucid +3
6 Eloquent +4
7 Inspired +5
8 Tear Filled Speech +6

* Additional Pay Permits Reroll

Donations to Court Clerk
Player's Charisma
10 - 99* 100 - 999* 1000 - 2000*
Low +1 +2 +3
Average +2 +3 +4
High +3 +4 +5

* Low Court Coinage is Silvers; Royal Court is 1 - 6 times price in Gold. Other Courts is in Gold. (Each 1000 GP thereafter adds +1, but beneficial judgements are split with the court).

Weather
1 Raining -3
2 Drizzling -2
3 Foggy -1
4 Cloudy +1
5 Clear +2
6 Sunny +3
7 Stinking +1
8 Stinking -1

* Note and Reroll
The Courts

All cases come to The Low Court but it cannot try Social Level 6 or higher. The Royal Court can try any type of case except Cleric Defendants; the Royal Court gives all cases a +2 adjustment. The Canon Court gives Clerics and all others who successfully impose Divine Intervention a +4 adjustment. The Canon Court never imposes Punishments No. 1 through No. 6 (treat as imprisoned instead). The Canon Court excludes all Witnesses, Interpleaders and Tricksters. Clerics are never sold into Slavery, Impressed or Apprenticed - use Humiliated instead. The Merchant Court cannot impose Punishments No. 1 through No. 6 (it refers the case to the Royal Court for retrial the following week). Those accused of Property Damage or Theft receive a -3 in the Merchant Court.

Criminal Classification

Chargéd: Awaiting trial in 3 - 18 days; in jail, no bail.
Convict*: Serving sentence such as 'Probation'.
Escapee*: First Escape, has price on head: 1 - 6 CP.
Fugitive*: Second Escape, has price on head: 1 - 6 SP.
Bandit*: Third Escape, has price on head: 1 - 6 GP.
Outlaw*: Fourth Escape (and up), has price on head: 10 - 60 GP (+10 · 60 GP per each escape over fourth).

* Must roll to see if recognized when encountering Constables only. Others could recognize but will not take action.

Right to Trial By Combat

No magic is allowed. Only Swords and Shields may be used. To prevent an unfair duel, the Magistrate may appoint an opponent of equal Hit Die and Ability. No substitution may be made for the Defendant. The winner is dismissed. The defeated survivor is sentenced normally. Judicial duels are held in the Square of the Gods. (Normally dueling is legal providing both parties have witnesses to verify willingness.)

Cases Involving Characters of Different Alignments

Where adjudged that 'Alignment Hatred' motivated the crime, there is 16% PROB the case will be dismissed for those of different Alignments, and 33% PROB for those who are opposite.

Verdict/Punishment

<table>
<thead>
<tr>
<th>Adj. Die</th>
<th>Punishment</th>
<th>Approximate* Hit Points Guarding</th>
<th>Chance to Bribe** Guards</th>
<th>Chance of Escape</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Drawn and Quartered</td>
<td>110</td>
<td>1%</td>
<td>1%</td>
</tr>
<tr>
<td>2</td>
<td>Impaled or Beheaded</td>
<td>100</td>
<td>1%</td>
<td>2%</td>
</tr>
<tr>
<td>3</td>
<td>Hanged</td>
<td>90</td>
<td>2%</td>
<td>3%</td>
</tr>
<tr>
<td>4</td>
<td>Tortured</td>
<td>70</td>
<td>2%</td>
<td>4%</td>
</tr>
<tr>
<td>5</td>
<td>Flayed</td>
<td>50</td>
<td>3%</td>
<td>5%</td>
</tr>
<tr>
<td>6</td>
<td>Imprisoned</td>
<td>30</td>
<td>4%</td>
<td>6%</td>
</tr>
<tr>
<td>7</td>
<td>Whipped</td>
<td>20</td>
<td>3%</td>
<td>7%</td>
</tr>
<tr>
<td>8</td>
<td>Gauntlet</td>
<td>20</td>
<td>3%</td>
<td>8%</td>
</tr>
<tr>
<td>9</td>
<td>Enslaved</td>
<td>15</td>
<td>2%</td>
<td>9%</td>
</tr>
<tr>
<td>10</td>
<td>Impressed</td>
<td>10</td>
<td>1%</td>
<td>10%</td>
</tr>
<tr>
<td>11</td>
<td>Jailed</td>
<td>20</td>
<td>4%</td>
<td>11%</td>
</tr>
<tr>
<td>12</td>
<td>Humiliated</td>
<td>15</td>
<td>2%</td>
<td>12%</td>
</tr>
<tr>
<td>13</td>
<td>Stocks</td>
<td>10</td>
<td>1%</td>
<td>13%</td>
</tr>
<tr>
<td>14</td>
<td>Apprenticed</td>
<td>--</td>
<td>--</td>
<td>14%</td>
</tr>
<tr>
<td>15</td>
<td>Fined</td>
<td>20</td>
<td>1%</td>
<td>15%</td>
</tr>
<tr>
<td>16</td>
<td>Probation</td>
<td>--</td>
<td>--</td>
<td>16%</td>
</tr>
<tr>
<td>17</td>
<td>Court Costs</td>
<td>30</td>
<td>--</td>
<td>17%</td>
</tr>
<tr>
<td>18</td>
<td>Case Dismissed</td>
<td>--</td>
<td>--</td>
<td>18%</td>
</tr>
<tr>
<td>19</td>
<td>Favorable Judgement</td>
<td>--</td>
<td>--</td>
<td>19%</td>
</tr>
<tr>
<td>20</td>
<td>Beneficial Judgement</td>
<td>--</td>
<td>--</td>
<td>20%</td>
</tr>
</tbody>
</table>

* Multiply number shown by player's Hit Dice = approximate number of Hit Points guarding till punishment fulfilled.

** Percentage chance per 100 GP offered to buy freedom from Guards prior to being turned over to Executioner, Master or Jailer.

*** Once a month player may attempt an escape. Percentage shown times player's Hit Die is chance of success (player becomes 'Escapee').

Judgements for the Defendant

Favorable Judgement: Receive amount rolled on Fines Chart.

Beneficial Judgement: Receive rolled on Fines Chart times Social Level of Plaintiff.

Case Dismissed: 50% chance of +1 or -1 (Verdict Die Roll adjustment) in a future trial.
JUDGEMENTS AGAINST THE DEFENDANT

Court Costs: Pay 1 - 100 GP.

Probation: Roll Length of Sentence Chart. Requires Convicted to report to City Jail once a week. Drunkenness, wearing armor or carrying any weapon but a Dagger is prohibited. Chance of Informer, 1 in 12, extends Probation one month per occurrence.

Fines: Roll eight-sided dice and pay below.

1. One Copper
2. One Silver
3. One Gold
4. Ten Gold
5. One Hundred Gold
6. One Thousand Gold
7. Five Thousand Gold
8. All Possessions*

* Interpleader can save 1 - 6 Items.

Length of Sentence: Length rolled below is used for Probation and Jailed. Length rolled below is doubled and used for Apprenticed and Imprisoned. (10-sided dice)

1. One Day
2. Ten Days
3. Thirty Days
4. Sixty Days
5. Ninety Days
6. Six Months
7. One Year
8. Two Years
9. Three Years
10. Four Years

Apprenticed: Roll Length of Sentence and double. Roll Merchant or Guild type for Master. Roll Master's Type as Slave off is treated as special request per day requested. Jnr returning in time limit is treated as Escapee.

Stocks: Located in Slave Market Plaza. Length of time: 2 - 12 days. Each day there is a separate chance of Damage 1 - 6 (1 in 10) and a loss of 1 Social Level for two weeks (1 in 10).

Enslaved: Roll to whom sold (eight-sided die). Slavery or until the player buys his freedom (previous Social Level is reinstated).

1. Gladiator
2. Quarry or Mines
3. Merchant or Farmer
4. Prostitute or Knight
5. Overlord's Zoo or Stable
6. Beggar or Streetcorner
7. To Plaintiff
8. Other - Social Level 7 - 13

Guantlet: Roll eight-sided die for Level of Punishment.

<table>
<thead>
<tr>
<th>LVL</th>
<th>AC</th>
<th>Move</th>
<th>Length</th>
<th>Strikers</th>
<th>Stumble</th>
<th>Bribes**</th>
<th>Reprisals**</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>12'</td>
<td>60'</td>
<td>10 - 60</td>
<td>10%</td>
<td>10</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>18'</td>
<td>60'</td>
<td>10 - 60</td>
<td>8%</td>
<td>5</td>
<td>6%</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>24'</td>
<td>60'</td>
<td>10 - 60</td>
<td>6%</td>
<td>10</td>
<td>10%</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td>30'</td>
<td>60'</td>
<td>10 - 60</td>
<td>4%</td>
<td>15</td>
<td>18%</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td>30'</td>
<td>80'</td>
<td>10 - 80</td>
<td>4%</td>
<td>40</td>
<td>28%</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td>10'</td>
<td>80'</td>
<td>10 - 80</td>
<td>12%</td>
<td>80</td>
<td>40%</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td>8'</td>
<td>100'</td>
<td>10 - 100</td>
<td>18%</td>
<td>120</td>
<td>60%</td>
</tr>
<tr>
<td>8</td>
<td></td>
<td>6'</td>
<td>100'</td>
<td>20 - 120</td>
<td>24%</td>
<td>200</td>
<td>80%</td>
</tr>
</tbody>
</table>

(Each Striker that hits causes 1 Hit Point Damage; Stumble is percentage chance of falling down, per turn.)

** Bribes: is Gold Piece sum shown is amount required to reduce punishment one level. However, you must roll to see if Head Executioner finds out (see next footnote). A player may attempt to continue to reduce level of punishment, risking Reprisal chance each time. Once Reprisal is rolled, no further reduction is possible.

*** Reprisal: is chance of someone finding out Bribe has been offered. If so, roll for following table:
Reprisal To Bribe (6-sided)
1 Wants more coins (2 x original amount) and be set free or move to Reprisal No. 4.
2 Wants more coins (5 x ) or move to No. 5.
3 Wants more coins (10 x) or move to No. 6.
4 Use original level of punishment and bribe returned.
5 Use original level of punishment and bribe lost.
6 Increase original level by one and charged with Bribery.

Whipped: Roll 8-sided die for Level of Punishment.

<table>
<thead>
<tr>
<th>LVL</th>
<th>Damage*</th>
<th>Bribe**</th>
<th>Reprisal***</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silk Cord</td>
<td>1</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Rope</td>
<td>1 - 3</td>
<td>10</td>
<td>2%</td>
</tr>
<tr>
<td>Belt</td>
<td>1 - 6</td>
<td>40</td>
<td>4%</td>
</tr>
<tr>
<td>Whip</td>
<td>2 - 12</td>
<td>60</td>
<td>6%</td>
</tr>
<tr>
<td>Wire</td>
<td>3 - 18</td>
<td>100</td>
<td>8%</td>
</tr>
<tr>
<td>Cat</td>
<td>4 - 24</td>
<td>160</td>
<td>6%</td>
</tr>
<tr>
<td>Whip</td>
<td>5 - 30</td>
<td>180</td>
<td>10%</td>
</tr>
<tr>
<td>Flail</td>
<td>6 - 36</td>
<td>200</td>
<td>16%</td>
</tr>
</tbody>
</table>

* Damage shown is total.

Tortured: Roll 8-sided die for Level of Punishment.

<table>
<thead>
<tr>
<th>LVL</th>
<th>Damage*</th>
<th>Bribe**</th>
<th>Reprisal***</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quickly</td>
<td>1 - 6</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Hot Foot</td>
<td>1 - 6, Move -4&quot;</td>
<td>50</td>
<td>7%</td>
</tr>
<tr>
<td>Tickling Torment</td>
<td>Insane 3 - 18 turns</td>
<td>70</td>
<td>10%</td>
</tr>
<tr>
<td>Stoning</td>
<td>1 - 100</td>
<td>100</td>
<td>14%</td>
</tr>
<tr>
<td>Mild</td>
<td>3 - 18, CHAR -1</td>
<td>140</td>
<td>20%</td>
</tr>
<tr>
<td>Moderate</td>
<td>4 - 24, CON -1</td>
<td>200</td>
<td>28%</td>
</tr>
<tr>
<td>Extreme</td>
<td>5 - 30, DEX -1</td>
<td>280</td>
<td>40%</td>
</tr>
<tr>
<td>Severe</td>
<td>6 - 36, STR -1</td>
<td>400</td>
<td>60%</td>
</tr>
</tbody>
</table>

Drawn and Quartered, Impaled, Beheaded and Hanged: are all self-explanatory.

Humiliated: Chance to bribe is Charisma stated as a percentage, if successful - each 10 GP reduces Level of Punishment by one (up to a maximum reduction of 3 levels), if bribe fails - roll Reprisal To Bribe Chart.

1 Carry 50 lb. Candle down every street.
2 Regal Street Crawl - lose one Social Level on Regal Street for one month.
3 Expectorate Gauntlet - Lose 3 Social Levels on Street designated by Magistrate for two months.
4 Jackass Drag - Chance of 1 - 6 points of Damage per turn.
5 Public Dunking - Lose one Social Level for one month.
6 Yellow Striped - Lose 2 Social Levels for 2 months.
7 Loss of Station - Lose 3 Social Levels for 3 months.
8 Branded as Coward - Lose 2 Social Levels, Charisma - 2.

Impressed: Interpleader has 30% chance of obtaining a -1 to die roll; 10% chance of -2 to die roll.

1 Marines 6 Constable
2 Cavalry 7 Wall Repair
3 Militia 8 Road Repair
4 Ship Crew 9 Warehouse
5 Garrison 10 Street Scoopers

(Length of Impressed is either permanent or usual tour of duty, e.g., Ship Crew - one voyage.)

Flayed: Roll 6-sided for Punishment.

<table>
<thead>
<tr>
<th>LVL</th>
<th>Bribe**</th>
<th>Reprisal***</th>
</tr>
</thead>
<tbody>
<tr>
<td>One Day</td>
<td>30</td>
<td>--</td>
</tr>
<tr>
<td>3 Days</td>
<td>45</td>
<td>1%</td>
</tr>
<tr>
<td>9 Days</td>
<td>100</td>
<td>3%</td>
</tr>
<tr>
<td>13 Days</td>
<td>140</td>
<td>4%</td>
</tr>
<tr>
<td>19 Days</td>
<td>160</td>
<td>7%</td>
</tr>
<tr>
<td>21 Days</td>
<td>180</td>
<td>9%</td>
</tr>
</tbody>
</table>

Convicted is tied to lampost, suffers 1 - 4 Hit Points per day, and taken down each night.
ADVERTISING

Ads cost 1 - 600 GP per week (they are torn down after that). Servitors must be paid in advance for a specific number of weeks search, this increases their chance of finding Specialists by 2% cumulative per week. Specialists and Men At Arms (hereafter called ‘Fighters’) who answer the ad, per the charts, will accept the job offer based on two dice ‘reaction’ roll - adjusted for generosity and work environment (pluses may be given for minor bonuses like Mead on Saturdays and so on). Advertising player being of different class or alignment, require negative adjustments. When advertising, a player may be as specific as he likes, e.g., asking for a Neutral 4th Level Elf Thief; however, this will reduce the ultimate chances to less than 1/10th of 1% in many cases. Players with long and highly specific ads should be required to write it all down each week. If numerous Specialists or Fighters show up and none or few are hired, there ought to be a reaction roll to gauge the ‘crowd’s reaction’ to the slight. An uncertain result might require the player to pay 1 SP (or 1 - 6 GP for Specialists) per applicant as a ‘travelling recompensation’. A negative result might mean a mob action (however, the player should rarely be permanently harmed as a result). See Charts for basic chances of ad being answered.

Specialists (Optional - 30%)

Type: If Type is specified but is not rolled below - Ad is unanswered. If not specified, roll anyway.

01 - 60% Man
61 - 75% Elf, Half-Elf or Goblin
76 - 90% Dwarf or Orc
91 - 99% Halfling, Gnome or Gnoll
00 Extraordinary (Giant, Balor, etc.)

Alignment: If Alignment is specified but not rolled - Ad is unanswered. If not specified, don’t roll.

01 - 20% Law
21 - 60% Neutral
61 - 90% Chaotic
91 - 00% Judge Decision

Number Answering: If Ad is answered roll for number answering.

1 Roll 'A'
2 Bad L Leg
3 Bad R Leg
4 Bad L Arm
5 Bad R Arm
6 Roll 'B'

A
1 Facial
2 L Ear
3 R Ear
4 L Eye
5 R Eye
6 Big Nose
B
1 Fat
2 Thin
3 Tall
4 Small
5 Stutters
6 Owns Magic Item

Specialist Features and Scars (Optional - 30%)

First Specialized/Minority

<table>
<thead>
<tr>
<th>Level</th>
<th>Bonus</th>
<th>Number of Specialists Answering</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 - 50%</td>
<td>+10</td>
<td>1 +1</td>
<td></td>
</tr>
<tr>
<td>51 - 65%</td>
<td>+20</td>
<td>2 +1</td>
<td></td>
</tr>
<tr>
<td>66 - 80%</td>
<td>+30</td>
<td>3 +1</td>
<td></td>
</tr>
<tr>
<td>81 - 90%</td>
<td>+40</td>
<td>4 +2</td>
<td></td>
</tr>
<tr>
<td>91 - 99%</td>
<td>+50</td>
<td>5 +3</td>
<td></td>
</tr>
<tr>
<td>00</td>
<td>+60</td>
<td>6 +3</td>
<td></td>
</tr>
</tbody>
</table>

(Non-Fighters - add 20)

Adjust Above:

+2% for each
* Bonus Offered
* Famously Generous (triple pay)
* Repeated Ad (week after first)
* Only one Listing in Ad
* Coastal Village for Seamen/Captain

- 2% for each
* Village under 300
* Infamously Notorious (poor pay)
* Different Alignment
* Multi-level Specialist asked for
* Non-Coastal Village for Seamen/Captain

Training Fighters Origin (Optional)

Roll for each group:

01 - 40% Mercenary
41 - 65% Barbarian*
66 - 85% Irregular**
86 - 95% Bandit***
96 - 00% Brigand****

* Barbarians are always trained and may get +10% Morale Class.
** Irregulars subtract 10% on Morale Class roll and -20% to Armor Class roll.
*** These fellows are unreliable and will probably lie and say they’re Mercenaries.

Untrained Fighters are men applying without any military experience; therefore they never have Armor or Weapons and always have Green Morale. They must go through training school to acquire Trained/ Green Morale.

Armor Class: Roll per Specialist or group of Fighters:

01 - 30% None
31 - 70% Leather
71 - 95% Chainmail
96 - 00% Platemail

Lots of armor are used; a player is supposed to have some type of armor at least 25% of the time.

Weapon Class: Roll per Specialist or group of Fighters:

01 - 40% Swords
41 - 60% Mixed
61 - 75% Two-Handeds
76 - 90% Pole Arms
91 - 00% Pikes

Hosmen usually have Lances; Archers/Crossbowmen have Daggers on up to Battle Axes.
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Brazier Street 14
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Cut Purse Row 23

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Dim Street 25
Dead Broke Street 25

End Gate Street 25

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Fog Street 27
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Hazy Street 29
Hedonist Street 29

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Crystal Flagon 24
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