

# A Street guide to the City State of the Invincible Overlord

By Michel Godbout

Anyone who assumed, like I did, that the Seal Maker (#15) was located next to the Balor's Eye (#13) and the Boot and Strap shop (#14) was in for a surprise as this was not the case. In order to speed up game time, this street guide gives instructions to locate a particular place. It can be used by the Judge in order to prepare his next game session but also allows his NPCs to give directions to the PCs on the quickest way to a location.

Here are some of the clarifications I needed to use in order to make things easier to describe.

- Default starting point : I always use a default starting point for a street. For the north-to-south streets I start from the southern end. (Why? Why not!) For the west-to-east streets, I start from the westernmost end.
- Alleys: many buildings are located in the myriad of alleys of the City State. These are not named for obvious reasons. The map would need to be too big, this would add to the confusion and naming them would be time consuming. When alleys are used for locating a building or to help locate a building on a large street, I count the number of alleys on that side of the street starting from the point of origin. Example : (The 4<sup>th</sup> alley on the east side of beggar's street.) Once you have found the alley, follow it and all its tributaries to locate the building. From there you are on your own. Well you don't expect me to do ALL of the work for you, do you?
- In order to simplify things End Gate Road continues east of Wailing Street, located about 100' feet north up from the southern end of Wailing Street. It heads east then turns north where it joins Caravan Street. I did this because the lack of name there complicated the location process. Besides, such strange street configurations exist in the real world. In order to simplify things even more, I have dubbed them West End Gate road and East End Gate Road. As for the street with no name that heads south from Caravan Street towards the now-named East End Gate Road, I have just made it a continuation of the Street of Maelstroms
- The Street of Crafts snakes east and west when it crosses streets so bear that in mind when you locate buildings on that street.

The format used for the locations is as follows:

**Building number, Name**, Main street where found, side of street where located (East, south, north, west)

Nearest crossing street. (When the building is midway from two crossing streets, I use the street nearest the starting point of the main street.)

Particular features (ex: triangular shaped building across the street from the temple)

*Flavour text* : (alleviates boredom)

Here is an example :

**#15- Seal Maker**, Beggar's Street, west side

Twilight Road

West side of the street, next to the third alley

Across the street from the Constable Barracks

*The less than reputable Nery hides in plain sight right across from the constable barracks. Such cheek!*

## A Street guide to the City State of the Invincible Overlord

### **13- the Balor's Eye**, Barter Street, north side

Silk Merchant Road

Rectangular building with a circle in it. North side of the street.

### **14-Boot & Strap**, Barter Street, south side

Silk-Merchant Road

Southern side of the street, across from the Balor's Eye.

### **15- Seal Maker**, Beggar's Street, west side

Twilight Road

West side of the street, next to the third alley, across from the Constable Barracks.

*The less-than-reputable Nery hides in plain sight across the street from the barracks. Such cheek!*

### **16- Constable Barracks**, Beggar's street, west side

Sea Brigand Street

East side of street, between Sea Brigand Street and Twilight Road.

*«The all seeing constables operate fro Beggars Street in order to better police the rabble»- Nery the seal maker.*

### **17- The silver Goblet**, Beggar's Street, west side

Twilight Road

Third alley on the west side of Beggar's Street.

*«Aye lad, take the last alley righ' 'fore Twilight Road, then turn left, then turn right. Confused!? Well... for a pint and a tale, I might find time to take ye there»*

### **18- Phrenologist**, Beggar's street, west side

Brigand's Street

Right at the corner of brigand's street.

*«A phreno-what? Oh! The mate who reads the bumps on your noggin?»*

### **19- Gaming House**, Beggar's Street, east side

Sea Brigand's Street

Located where these two streets meet.

### **20- Locks**, Beggar's Street, west side

Sea Brigand's street

Corner of Sea Brigand's, next to the diagonal alley.

### **21- Kick's Tavern**, Beggar's Street, east side

Hedonist Street

Second building on the right after you pass Hedonist Street.

### **22- Ale Shop**, Beggar's Street, east side

Hedonist Street

Right at the intersection of those streets.

*«Just don't ask Dalkin or Priswinky for a tall drink»*

**23- Tripping Trident Tavern**, Beggar's Street, west side

Sea Brigand's Street

Largest building on the west side between Sea Brigand's and Twilight Road.

**24- Cook**, Beggar's Street, west side

Sea Brigand's Street

Flayen Nanelia's store is located in the diagonal alley that starts at the junction of the two streets and heads southwest towards By-Water Road.

*«Be careful what you answer Flayen if she asks if you want a goose...»*

**25- Messy Massage**, Beggar's Street, east side

Hedonist Street

First alley on you right, just before you reach Hedonist.

**26- Glove Maker**, Festival Street, west side

Slave Market Plaza

To reach the glove maker, you must first go to the Naughty Nannies (#161). Go to the back of the building, through the door.

*«What? 'Course it is a weird way to get there! But, by gum, it's a pleasant way!»*

**27- Pleasure Dome**, Beggar's Street, east side

Murky Street

Access, when permitted, is through the Wild Surf Tavern (#34) or through the building labelled #6.

*«Who cares if it isn't shaped like a dome? Most folks wish they could go there. Those who did, wish they never lef».*

**28- Spear and Shield**, Beggar's Street, east side

Hedonist Street

On the southern corner of Beggar's and Hedonist. Right before the only alley on the east side of the street.

**29- Mouser**, Beggar's Street, east side

Hedonist

Just before the only alley on the east side of the street.

**30- Beggar's Guild**, Beggar's Street, west side

**Fog Street**

Passed the first alley on the western side of the street, right after the glass blower's.

*«Ain't no such place mate»*

**31-Carpenter**, Beggar's Street, west side

Fog Street

First alley on the west side of the street.

*«Tamurad's?.. Sure! Take the alley next to the Glassblower's place. Turn right, then left. Circle the large building on your right. Confused? Sorry! What? Are you daft, I ain't goin' in that neighbourhood, I got a wife and six kids» A not-so-helpful guide*

**32- Glassblower**, Beggar's Street, west side  
Fog Street  
Right next to the first alley on the west side of the street.

**33- Carver**, Beggar's Street, east side  
**Hedonist Street**  
Located between the Wild Surf (#34) and the Mouser (#29).

**34- Wild Surf Tavern**, Beggar's Street  
Murky Street  
Up the street, first tavern on the right.

**35- Bear Trainer**, Fog Street, north side  
Beggar's Street  
Northwest corner of Fog and Beggar's

**36- Gate Keeper**, Belfry Street, north side  
**Prefect Street**  
Across the street from Hell-bridge Temple (#242).  
*Can't miss it. Temple big enough.*

**37- Wall Captain**, Belfry Street, north side  
Prefect Street  
Access to the Captain's office is passed the Gate Keeper's office.  
*«The Captain? Do you have an appointment?»*

**38- Bloody Tusk Banquet Hall**, Wall Street, north side  
Brazier Street  
Diagonally located from the Hell-Bridge Temple (#242)  
*«Act fresh with one o' Halfdan's dancers and your banquet'll be a brass-nuckle sandwich»*

**40- Candle Shop**, Wall Street leading north from Belfry, east side  
Belfry  
Go north to wall street from Belfry, first shop on the right.

**41- Ale Shop**, Brazier Street, east side  
Patriarch Street  
Across the street from the Temple of Hamarkhis (#236).

**42- Saddle Shop**, By-Water Road, west side  
**Twilight Road**  
Near the junction of Twilight and By-Water. Next to the jeweller's on the corner.  
*«You figure he would set up shop near the stable on the corner of Beggar's and Murky but nooo! Now I have to lug this thing all the way down Twilight and Beggar's.»*

**43-Smith**, By-Water Road, west side  
Twilight Road  
House before last before reaching Twilight.

**44- Chainmail**, By-Water Road, west side

Twilight Road

Fourth building before reaching Twilight.

**45- Candle Shop**, By-Water Road, west side

Twilight Street

Two doors on the west side, north of the diagonal alley joining By-water and Twilight.

**46- Blue Dolphin Inn**, By-Water Road, north side

Sea Brigand's Street

Only inn on By-Water.

*On your left, midway between Sea Brigand's and Twilight.*

**47- Smith in Rear**, By Water Road, near the west wall of the city

None

Take the first alley on the west side of By-Water. The shop is located in the buildings close to the west wall.

*Fer a longer but safer way, go to the Grand Gate, make a left n' follow the wall.*

**48- Racketeer**, By-Water Road, east side

Twilight Road

Take the diagonal alley that joins twilight and By-Water.

**49- Flipping Frog Tavern**, By-Water, east side

Sea Brigand's Street

Next to the first alley on the right after Sea Brigand's Street.

**50- Sail maker**, By-Water Road, west side

Sea Brigand's Street

Passed the first alley on the west side, 2<sup>nd</sup> door.

**51- Pet Shop**, By-Water Road, west side

Sea Brigand's Street

First alley west after Sea Brigand's Street.

*«Take the alley to yer left, follow the smell. Ye can't miss it.»*

**52- Wine Shop**, By-Water Road, east side

Sea Brigand's Street

Second door after Sea Brigand's.

*«Smart man that Porter... or quite stupid. He set up shop smack between the Singin' Squid AND the flippin' froggy.»*

**53- Clerk**, Sea Brigand's Street, north side

By-Water Road

First alley on the north side, first door on the left.

**54- Fisher**, Sea Brigand's Street, north side

By-Water Road

First alley on the north side. Make a left then turn right.

**55- Singing Squid Tavern**, By-Water Road, east side

Sea Brigand's Street

Right at the intersection.

**56- Warehouse**, By-Water Road, west side

Sea Brigand's Street

Facing Sea Brigand's at the intersection.

**57- Sword maker**, By-Water road, north side

Sea Brigand's Street

Take the alley that leads to the Marsh Gate. Across from the Overlord's Warehouse.

*«Quite a safe neighbourhood when ya think about it»*

**58- Baker**, By-Water Road, east side

Sea Brigand's Street

Corner of By-Water and Sea Brigand's.

**59- Overlord's Warehouse**, By-Water Road

Sea Brigand's Street

Go down the alley leading towards Marsh Gate.

**60- Sailor**, By-Water Road

Sea Brigand's street

Go down the alley leading towards Marsh Gate, next to the Overlord's Warehouse (#59).

**61- Whips**, By-Water Road, west side

Sea Brigand's Street

Go down the alley leading towards Marsh Gate. Last door on your left before you reach the Overlord's Warehouse (#59).

**62- Cages**, By-Water Road, east side

Sea Brigand's Street

Last door on you right, after passing the third alley on By-Water.

**63- Bazaar**, By-Water Road, east side

Fog Street

Large building after the second alley on the right. Across from the Sea Captain's (164).

**64- Sea Captain**, By-Water Road, west side

Fog Street

Near the water, across from the Bazaar (#63).

**65- Temple of the Toad**, By-Water Road, east side

Fog street

Right after the first alley that joins Beggar's and By-Water.

*«Can't miss it. Big enough!»*

**66- Spears**, By-Water Road, east side

Fog Street

Take the alley after the temple of the toad. It is just around the corner.

**67- By-Water Baths**, By-Water Road, east side

Fog Street

Take the first diagonal alley joining By-Water to Beggar's. Turn right at the first intersection, first door on the right.

**68- Sailor**, Fog Street, north side

By-Water Road

Take the north alleyway midway between By-Water and Beggar's. Turn left at the intersection and follow the path.

**69- Butcher**, Fog Street, north side

By-Water Road

Take the north alleyway midway between By-Water and Beggar's. Turn left at the intersection and follow the path. Located at the next intersection.

**70- Rope maker**, Caravan Street, north side

Fog Street

First door on the right

**71- Starfish Tavern**, Caravan Street

Wailing Street

This building is right at the point of origin of Caravan Street (i.e. westernmost end).

**72- Potter**, Caravan Street, north side

Wailing Street

Fist building on the north side near the Starfish Tavern (#71).

**73- General**, Caravan Street, south side

Wailing Street

Second door on the right after wailing street corner. Across the street from the Reserve's Barracks (#186).

**74- wine Shop**, Caravan Street, south side

Street of Maelstroms

Corner of Maelstrom's and Caravan. Across the street from the Reserve's Barracks (#186).

*«If «sardonic» means smart, then that Sentignak feller is real sardonic all-right. He opened his shop next to them barracks»*

**75- Insect Shop**, Caravan Street,

Wailing Street

To access the shop, one has to go through the Starfish Tavern (#71).

*«Aye! 'T'is a strange place set up shop... 'T'is a strange place period!»*

**76- Funeral Parlor**, East End Gate Road, north side.

Caravan Street

Across from the Smith (#108)

*«Many go in, fewer come out...»*

**77- Glass blower**, Caravan Street, north side

Wailing street

Past wailing street, first alley north.

**78- Tanner**, Wailing Street, east side

Caravan Street

Past East End Gate Road, first alley on your right (east side), go down, turn left at the first intersection.

«'Course it stinks! I tan hides, I don't make perfume»

**79- Courtesan**, Wailing Street, east side

Caravan Street

Past East End Gate Road, first alley on your left (east side), go down, right before the second intersection.

**80- Fisher**, Wailing Street, east side

Caravan Street

Past East End Gate Road, first alley on your right (east side), go down and it is the first door in your right.

«Only feller I know who doesn't mind living near the Tanner's»

**81- Wine Shop**, Caravan Street, south side

Street of Maelstroms

At the intersection of Caravan and Maelstroms.

**82- Shield Maker**, Caravan Street, south side

Street of Maelstroms

East of the wine shop (#81) right after the Street of Maelstroms.

**83- White Wake Inn**, Caravan Street, south side

North-south section of East End Gate Street

Right on the corner of End Gate and Caravan.

**84- Gui(l)ded Abyss**, Caravan Street, north side

Street of Maelstroms

Halfway between Maelstroms and Regal streets.

«Don't let the name fool ye. Place filled with goody-two-shoes. Also next to the city jail, so curb your enthusiasm laddie.»

**85- School of Ancient Knowledge**, Caravan Street, south side

**Regal Street**

Almost halfway between Regal and Maelstrom. Easily found, as it is the largest building on the street.

**86- Reserve's Barracks**, Street of Maelstroms, north side

Caravan Street

Right at the intersection, large rectangular building.

**87- Potter**, Caravan Street, south side

Wailing Street

First door on the right (south) passed wailing.

**88- City Jail**, Caravan Street, north side

East End Gate Road

Facing the intersection of East End Gate and Caravan.

«The second place you don't want to visit, the first one being Perigsen's place» (#76)

**89- Slaver**, Caravan Street, north side  
Regal Street  
Across the street from the School of Ancient Knowledge (#85).

**90- Bell Tower**, Caravan Street, south side  
Regal Street  
Last door on your right before you reach Regal.

**91- Artillery Man**, Caravan Street, south side  
Street of Maelstroms  
Take the first alley south past Maelstroms and turn right at the intersection.

**92- Catapultist**, Street of Maelstroms, west side  
Caravan Street  
Between Caravan and East End Gate Road.

**93- Boat Maker**, Street of Maelstroms, east side  
Caravan Street  
Between Caravan and East End Gate Road.

**94- Siege Engineer**, Street of Maelstroms, west side  
Caravan Street  
Between Caravan and East End Gate Road, next to the Catapultist (#92).

**95- Bonny Black Bear Inn**, East End Gate Road, north side  
Street of Maelstroms  
Right at that intersection.

**96- Lantern Shop**, Street of Maelstroms, north side  
East End Gate Road  
Right at the intersection.

**97- Ghost Chaser**, East End Gate Road, south side  
Street of Maelstroms  
Just before the first alley leading south off East End Gate.

**98- Play Author**, East End Gate Road, north side  
Wailing Street  
Halfway between Wailing and Maelstroms.

**99- Baker**, East End Gate Road, south side  
Wailing Street  
Second door on your right going east.

**100- Soldier**, East End Gate Road, south side  
Wailing Street  
Go through the Baker's shop (#99).

**101- Forester**, West End Gate Road, south side

None

Go to the south wall enclave by the End Gate (#154). Last door on you left when heading east, before reaching the Southern Keep.

**102- Lamplighter**, East End Gate Road , west side

Street of Maelstroms

To find the Lamplighter, take the first alley going south on East End Gate Road, through the Butcher's shop (#103).

**103- Butcher**, East End Gate Road , west side

Street of Maelstroms

First alley going south on East End Gate Road, right across the street from the Hangman (#104).

**104- Hangman**, East End Gate Road, east side

Street of Maelstroms

First alley going south on East End Gate Road, door on the left.

**105- Weaver**, East End Gate Road , south side

Street of Maelstroms

Second door on the south side of the street right after Maelstroms'.

**106- Poet**, East End Gate, south side

Street of Maelstroms

Follow the alley around the Hangman's location (#104). Then turn right. Turn right again at the Weaver's shop (#105).

**107- Dog Trainer**, East End Gate Road, south side

Street of Maelstroms

Second alley going south past the Street of Maelstroms.

Next to the Smith (#108).

**108- Smith**, East End Gate Road, south side

Caravan Street

Largest building on East End Gate Road before the street turns north to meet with Caravan.

*«Roboy is quite a pidgeon....err I mean gambler» Garwyn the Lawgiver*

**109- Concubines**, Constable's Street, south side

Twilight Road

First, take Constable's Street which heads south from across the Summer Palace (#297).

Go down the street, second door on your left.

**110- Lancer's Club**, Constable's Street, south side

Twilight Road

First, take Constable's Street heads south from across the Summer Palace (#297). Go down the street, third door on your left.

**111- Travel Agency**, Constable's Street, north side

Twilight Road

First, take Constable's Street heads south from across the Summer Palace (#297). Go west down the street, turn right twice and left once down the alleyways.

**112- Spears**, Street of Crafts, west side

Silver Street

Right at the three-way intersection of Craft, Silver and Slash Streets.

**113- Wayfarer's Inn**, Street of Crafts, west side

Shady Street

On the corner of Craft and Shady.

*«Ye can find many a thing at Birkaby's; clean beds, good rum, information and if you are not careful, a dagger in yer back». – One eyed Jack, river pirate*

**114- Scribe**, Street of Crafts, west side

Silver Street

Take the alley heading west from Craft to Haggle. Last door on your right, just before the alley turns due north.

*«Toddy Carchimbor don't tolerate no monkey business if you know what I mean.» Aramil the Duelist*

**115- Casks**, Street of Crafts, west side

Silver Street

Take the alley heading west from Craft to Haggle. First door on your right, where the alley turns due north.

**116-Cloaks and Tunics**, Street of Crafts, east side

Shady Street

To get there you must first go through the Tailor's shop (#117) located at the easternmost end of shady street, on Craft Street.

**117- Tailor**, Street of Crafts, east side

Shady Street

Located at the easternmost end of shady street, on Craft Street.

**118- Wine**, Shady Street, north side

Street of Crafts

Door before last when going west on shady.

*«Don't kid yerself. Nitevit is no nitwit.» Daref Two-fingers, thief (retired).*

**119- Glass**, Shady Street, north side

Street of Crafts

Last door on your left when heading west on Shady.

**120- Carpets**, Street of Crafts, north side

None

Located between the Glass blower (#119) and the Perfumer (which has no location number and is the large rectangular building).

**121- Chain & Locks**, Street of Crafts, east side

Haggle Street

The shop is located in the diagonal alley that joins Craft with Haggle Street.

**122- Oil**, Street of Crafts, west side

Haggle Street

The shop is located at the western end of a west-east side street that crosses Craft to join with Haggle. Located next to the Baker (#123) and across from a Tanner (#124).

**123- Baker**, Street of Crafts, west side

Haggle Street

The shop is located at the western end of a west-east side street that crosses Craft to join with Haggle. It sits between the Oil shop (#122) and the Tanner (#124).

*«The smell of his wares isn't enough to block out the smell of the tanner's» a neighbour*

**124- Tanner**, Street of Crafts, west side

Barter Street

Next to the Lamps Shop (#127), located on the corner of Barter and Craft.

**125- Whips**, Barter Street, south side

Street of Crafts

In the alley heading south, on Barter. The shop is the small, square building surrounded by the alley on all sides.

**126- Exotic Food shop**, Damp Street, south side

Street of Crafts

To go there you must take the southern alleyway and proceed into the series of buildings that form a large 'C' shape.

*«Exotic my foot! Rheu just gives fancy names to everyday grub and doubles the price.» -unsatisfied customer*

**127- Lamps**, Street of Crafts, west side

Barter Street

Right on the corner of that intersection.

**128- Clay Pots**, Barter Street, north side

Street of Crafts

Next to the Balor's Eye (#13).

**129- Tinsmith**, Street of Crafts, east side

Damp Street

At the northern end of the Street of Crafts, near the city wall.

**130- Silversmith**, , Street of Crafts, east side

Damp Street

At the northern end of the Street of Crafts, near the city wall

**131- Magistrate's Residence**, Cross Road, north side

None

This one is a little tougher. To get to the Magistrate's, you have to go through the Park of Obscene Statues (#219) which is northeast of the Plaza of Profuse Pleasures. From there go south to the Noble Playhouse (#157), once there go around the playhouse to reach the location.

*«Anyone wanting to see my daughter will have to get by me first» -Rewang the Reconcilor*

**132- Magistrate's Daughter**, Cross Road, north side

None

This one is a little tougher. To get to the Magistrate's daughter, you have to go through the Park of Obscene Statues (#219) which is northeast of the Plaza of Profuse Pleasures. From there, go south to the Noble Playhouse (#157), once there go around the playhouse to reach the Magistrate. If you can make it by the Magistrate, you can reach his daughter.  
*«Anyone wanting to see my daughter will have to get by me first.» -Rewang the Reconcilor*

**133- Oarlock's Up**, Cross Road, east side

Ox-Cart Road

Right on the corner of Ox-Cart.

*«I don't know which provides the best show, Efrailyn or them four pigs.»- Farmer Entwhistle*

**134- Silver Eel Inn**, Cutpurse Row, west side

Street of Shadows

Past the alley on the west side, first door on the left.

**135- Prancing Ki Rin Saloon**, Cutpurse Row, west side

Street of Shadows

Follow the west alley, take a left, then turn right.

*«Whatever you do, don't try the Balrog Blast» -Elmondor the Raven*

**136- Thieves Guild** (erroneously indicated as site # 138) , Old south Road, west side

Guardsman's Road

Past the first western alley on Old South Road. The current location is behind the building labelled #6

*«Ain't no such place mate.» – an old timer*

**137- Crystal Flagon Banquet Hall**, Damp Street, south side

Haggle Street

On the corner of Damp and Haggle.

*«Don't make trouble, the Fourth Company Barracks is right across the street from here» Guido, halfling sorcerer.*

**138- Fourth Company Barracks**, Damp Street, north side

Haggle Street

On the corner of Damp and Haggle.

**139- Wall Captain**, Damp Street, north side

Haggle Street

To get to see the Captain, you must go through the Fourth Company Barracks (#138).

*«The Captain? Do you have an appointment?»*

**140- Stable**, Street of Crafts, east side

None

Take the eastern alley passed the Silver Smith (#130), go east to the courtyard and proceed to the building behind the barracks of the Fourth Company (#138).

141- Assassin's Guild, Regal Street, west side

Caravan Street

Should anyone be foolish enough to go there, the quickest way is through the Sea Hawk Tavern (#220) on the corner of Regal and Caravan.

*«At war with the Thieves Guild? Good! While they are killing each other, honest folk can sleep peacefully» Pious the Avenger, Paladin.*

142- Tanglebone's Tavern, Slash Street, west side

Silver Street

Take the western alley between Dead-Broke and Silver. Go straight to the end of the alley.

143- Below Deck's, Dead-Broke Street, south side

Old South Road

Second door on the right. Past the southern alley.

144- Cut-Throat Inn, Old South Road, west side

Dead-Broke Street

On the corner of those two streets.

*«And a well-deserved name it is.» Opus the One, Fey-Hunter*

145- Slaver, West End Gate Road, south side

Wailing Street

Near the corner of Wailing, at the South Wall enclave.

*«Be careful! You might change from customer to merchandise.» Needle, rogue (no other name given)*

146- Poet, West End Gate Road, south side

Wailing Street

Near the corner of Wailing, at the South Wall enclave.

147- Orator, West End Gate Road, south side

Wailing Street

Near the corner of Wailing, at the South Wall enclave.

148- Poet, West End Gate Road, south side

Wailing Street

Near the corner of Wailing, at the South Wall enclave.

149- Smith, West End Gate Road, south side

Wailing Street

Right at the End Gate.

150- Smith West End Gate Road, north side

Wailing Street

Go through the northern gatehouse at End Gate.

151- Fisher, Wailing Street, south side

West End Gate Road

Take the first alley leading west on Wailing.

152- Barber, Wailing Street, west side

West End Gate Road

The Barber is listed as (#15) on the map. Take the first westbound alley on Wailing. It is found west of the Temple of Pegana (#309).

153- Horse Trainer, West End Gate Road, south side

Wailing Street

To find the Horse Trainer, go through the Smith's (#150) at the northern gatehouse of End Gate (#154)

154- End Gate, West End Gate Road

None

This one is easy enough. Southwest gate of the city.

155- Mask Maker, Festival Street, west side

Plaza of Profuse Pleasures

Last door on the left, as you head north, just before reaching the Plaza of Profuse Pleasures

*«Some fools would call Ponty two-faced.» Anonymous*

156- School of Bards, Festival Street, east side

Plaza of Profuse Pleasures

At the heart of the cultural scene, look for the School adjoining the Plaza and surrounded by the Noble Playhouse (#157), Patrician Theatre (#158) and the Park of Obscene Statues (#219). All doors on the eastside of Festival, between Slave Market Plaza (#264) and the Plaza of Profuse Pleasures lead there.

157- Noble Playhouse, Park of Obscene Statues, south side

None

To get to the playhouse, go through the Park.

*«Scandalous!» (whispers) «We are going there tonight are we not?» Anonymous noblewoman*

158- Patrician Theatre, Festival Street, east side

Plaza of Profuse Pleasures

All doors on the eastside of Festival, between Slave Market Plaza (#264) and the Plaza of Profuse Pleasures lead there.

159- Music Shop, Festival Street, west side

Plaza of Profuse Pleasures

Across the street from the School of Bards (#156).

160- Happy Harpy, Festival Street, west side

Plaza of Profuse Pleasures

Take the second door after Naughty Nannies (#161), through the building labelled 1.

161- Naughty Nannies, Festival Street, west side

Slave Market Plaza

Third door on your left as you head north

*«I am told that many of the gentlemen, who attend the plays at the theatre or playhouse, finish the evening there. Ah to be young again!» Drisblade the ranger (married and retired)*

162- Flowers and Feathers, Festival Street, west side  
Slave Market Plaza  
Second door on the left after you pass the Slave Market Plaza (#264)

163- Artist, Festival Street, west side  
Slave Market Plaza  
First door on the left after you pass the Slave Market Plaza (#264).  
*«Sculptor's portraits are so lifelike, you might find yourself talking to them.» Bilun Gandil, rune wizard.*

164- Lamp & Oil, Fog Street, north side  
By-Water Road  
Going east, first door on your left.

165- Mermaid Tavern, Water-Rat Road, north side  
Murky Street  
At the junction of both streets. You access this building by location 1 on Fog Street.

166- Smith, Fog Street, north side  
Beggar's Street  
Next door to the Bear Trainer (#35).

167- Gouge Eye Inn, Guardsman's Road, south side  
Regal Street  
Heading east, second door on the right.

168- 7<sup>th</sup> Company Barracks, Muggy Street, east side  
Guardsman's Road  
At the corner of both streets.

169- Fletcher, Guardsman's Road, south side  
Muggy Street  
This building is numbered but the name is not printed on the map. It is located next to the 7<sup>th</sup> Company Barracks (#168).

170- Last Ale Inn, Guardsman's Road, north side  
Old South Road  
After the first alley heading north.  
*«The last ale in is often the first one out» Popular expression used by the locals.*

171- Root Hog Tavern, Guardsman's Road, south end  
Old South Road  
Right before the alley on the south side of the street, after Muggy Street.

172- Slave Fire Brigade, Guardsman's Road, south side  
Old South Road  
Located at that intersection.  
*«Bah! How can you trust slaves who own nothing to protect our belongings when there is a fire!» A irate victim of arson*

173- Smith, Old South Road, west side

Guardsmen's Road

Next to the Fire Brigade (#172) and across for the rectangular building housing the armory of the East Wall Enclave.

174- Armorer, Old South Road, west side

Guardsmen's Road

Next to the Smith (#173) and across for the rectangular building housing the armory of the East Wall Enclave.

175- Butcher, Guardsman's Road, south side

None

To find the Butcher, you head south on Muggy Street, turn east along the South Wall and go towards the Wizard's Keep (#360).

176- Rope, Haggie Street, west side

Street of Crafts

Near the East Wall

177- Wigs, Haggie Street, west side

Street of Crafts

Near the East Wall

178- Flesh Shop, Hedonist Street, south side

Beggar's Street

Second door once you are past Beggar's.

*«Only place I know that smells worse than that Tanner on Wailing street.» Saminet the lame, beggar*

179- Fears Shop, Hedonist Street, north side

Beggar's Street

Going down the street from Beggar's, second door on your left

*«Almost went there once but... changed my mind.» Anonymous*

180- Glutton and Gore, Hedonist Street, south side

Beggar's Street

Third door down from Beggar's Street

181- Puppet Shop, Hedonist Street, north side

Beggar's Street

Third door down from Beggar's Street

182- Beat a Slave, Hedonist Street, south side

Plaza of Profuse Pleasures

Fourth door on your right as you head down from Beggar's

*«Wound up there after a long evening at Kick's Tavern. T'was a rude wakeup call...» Hobbs the Dwarven Barbarian*

183- Fetish, Hedonist Street, north side

Beggar's Street

Fourth door on the left, starting from Beggar's Street.

*«No we don't have whips. That is not what we mean by 'Fetish', sir.» -Muddy Vatin*

184- Torture Shop, Hedonist Street, south side  
Beggar's Street  
Fifth door on the right starting from Beggar's Street.

185- Horse Market, Regal Street, west side  
None  
Near the Gate of the Gods(#224)at the south wall of the city.

186- Hot House, Street of Maelstroms, east side  
Tempest Street  
The building at the intersection of those streets.

187- Merchant's Sheriff, Street of Maelstroms  
Tempest Street  
Fifth and sixth door on the eastside of the street

188- Boar's Head Tavern, Murky Street, west side  
Street of Maelstroms  
Take the alley between Murky and Caravan, go the end till the first intersection, it is located on your left.

189- Foot Soldiers Club, Street of Maelstroms, west side  
Caravan Street  
Going north, it is the third and fourth doors on your right.

190- Fortune Teller, Murky Street, west side  
Street of Maelstroms  
Take the alley between Murky and Caravan, go to the end till the first intersection, it is located on your right.

191- Scholar's Inn, Street of Maelstroms, east side  
Caravan Street  
The building is at the corner of those two streets.

192- Smith, Muggy Street, east side  
None  
West of the Gate of The Gods (#224), at the last corner of Murky Street.

193- Armorer, Muggy Street, west side  
None  
West of the Gate of The Gods (#224), at the last corner of Murky Street.

194-Wall Captain, Muggy Street, east side  
Guardsmen's Road  
Next to the 7<sup>th</sup> Company Barracks (#168) which is located at the corner of Muggy and Guardsmen's.

195- Sea God's Temple, Murky Street, north side  
Beggar's Street  
Located at the corner of these two streets.  
*«The sight of the idol is breathtaking» - a recent convert*

196- Stable, Beggar's Street, east side  
Murky  
Across the street from the Sea God's Temple (# 195).

197- Baker, Murky Street, south side  
Beggar's Street  
Across the street from the Stable (#196)

198- Grocer, Murky Street, east side  
Beggar's Street  
Go down Murky Street. After you cross Beggar's Street, take the first alley heading south. It is the first door on your left.  
*« He looks more like a burglar than a grocer» - Bung Barrelhouse, dwarven adventurer.*

199- Dancer, Water-Rat Road,  
None  
As you go north on Water-Rat, take the last alley heading east, the one before the corner at Murky Street. Head east down that alley past two intersections and you are there.

200-Armorer, Murky Street, south side  
Slave Market Plaza  
Last building on the south side of Murky, before it joins the Slave Market Plaza (#264).

201- Rope Maker, Murky Street, south side  
Slave Market Plaza  
Take the alley west of the Armorer (#200) and circle around that store.

202- Mover Bath, Street of Maelstroms, west side  
Murky Street  
Largest building on Maelstroms, north of Murky.  
*«All that bathing... foey! T'aint natural» Smash the barbarian.*

203- Coin Changers, Murky Street, south side  
Street of Maelstroms  
Across the street from Mover Bath (#202), in the alley going south from Murky.  
*«Garn! Which is worse? The one who picks your pocket in the street, or the one who robs you over that counter?» -Lord Karnak, adventurer*

204- 5<sup>th</sup> Company Barracks, Old South Road, east side  
Temple Street  
Near the East Wall Enclave, next to the Armory and the Wall Captain's (#205).

205- Wall Captain, Temple Street, south side  
Old South Road  
Across the street from the Temple of the Gargoyle (#280).

206- Red Axe Inn, Old South Road, west side  
Guardsmen's Road  
Going north on Old South, past Guardsman's, just before the first alley.

207- Pig & Whistle, Old South Road, east side

Temple Street

Corner of Old South and Temple

*«Not a very original name.... there must be an inn called Pig & Whistle in most large cities.» Unknown Know-it-all*

208- Werelord Tavern, Old South Road, east side

Dead-Broke Street

At the corner of Old South and Dead-Broke

*«Cheers!» Ash, Bung, Bilun and Morgoth. Dwarven adventurers and regular patrons.*

209- Open Market, Grimy Street, east side

Street of Crafts, near the north wall

The market place is located near the north wall behind the Balor's Eye (#13)

210-Plant shop, Ox-Cart Road, west side

Cross Road

With its back to the Park of Obscene Statues (#219), this shop is found mid-way down Ox-Cart.

211- Delphia's Delight, Ox-Cart Road, west side

Cross Road

Midway down Ox-cart, located between the Plant Shop (#210) and the Soldier's residence (#212).

212- Soldier, Ox-cart Road, west side

Twilight Road

Door before last, just before reaching Twilight

213- Barracks, North Gate, east side

Belfry

Across from Low Court (#223) on Belfry

214- Rent-A-Slave, Plaza of Profuse Pleasures, southwest

Hedonist Street

Between hedonist and the Carnival of Memories.

*«Better to be the Rentor than the Rente.» -Norwin the Quick*

215-Fur Shop, Plaza of Profuse Pleasures, southwest

Hedonist Street

Next to the Mask Maker (#155) at the end of Festival Street.

216- Velvet Bed or Table, Plaza of Profuse Pleasures, west side

None

West of the Park of Obscene Statues

217- Dancers, Plaza of Profuse Pleasures, west side

Carnival of Memories

Located between the Carnival of Memories (#218) and Velvet Bed or Table (#216)

218- Carnival of Memories, Plaza of Profuse Pleasures, west side

Hedonist Street

This location appears to be a plaza, down an alleyway west of the Plaza of Profuse Pleasures, but it is most likely the building which is just below the number on the map.

219- Park of Obscene Statues, Plaza of Profuse Pleasures, east side

None, since the Park is surrounded by buildings

It is the largest feature of the City State near the north wall.

220- Canon Court, Prefect Street, east side

Ox-Cart Road

At the junction of the two streets.

*«Don't even think about lying when you are there. Full of lie-detecting clerics...» Sad Jake, guilty of perjury.*

221- Merchant Court, Prefect Street, east side

Patriarch Street

Next to the Temple of Toth the Terrible.

222- Royal Court, Belfry Street, south side

Prefect Street

To access the Royal Court, you must first proceed to the Low Court located on Belfry (#223)

223- Low Court, Belfry Street, south side

Prefect Street

This building is surrounded by Belfry, Prefect and Ox-Cart.

224- Gate of the Gods, Regal Street, southern end

None

This is the grand gate located in the middle of the south wall of the City State

225- Gate Keeper, Regal Street, East side

None

Located next to the Gate of the Gods (#225)

226- Master of Monks, Regal Street, west side

None

Next to the Temple of the Spider God (#227)

227- Temple of the Spider God, Regal Street, west side

Caravan Street

Located between the Gate of the Gods (#224) and Caravan Street, the temple is one of the largest buildings on Regal street.

228- Sea Hawk Tavern, Regal Street, east side

Street of Shadows

The tavern is located at the corner of these two streets.

*«Some day, someone will check to see if that parrot speaks the truth.» Peg-leg Drof, river entrepreneur (read pirate).*

229- Water Dog Flop House, Regal Street, west side

Caravan

Located on Regal, it is midway between Caravan and Tempest..

«HEY! I've seen worse so shut you cake hole!» Atwater The Accursed.

230- Tax Collector, Dead-Broke Street, south side

Regal Street

At the corner of Dead-Broke and Regal.

«Pretty ironic that the tax collector sits on Dead-Broke Street,» Malcius the Magnificent

231- Armorer, Tempest Street

Regal

Near the Corner of Tempest and Regal

232- Sorcerer's Supply Store, Regal Street, west side

Silver

On Regal street across from silver.

«He may be pricey, but Athelbruss has anything you may need.... Well, almost!» Coriza the Sorceress

233- Green Goblin Inn, Silver Street, north side

Regal

Across the street from the Mercenary Guild (#258) on Silver.

«Osborn? Never heard of him» Jackpot Klenthorn

234- Marine Barracks, Regal Street, west side

Square of the Gods

At the end of Regal, before the street turns west towards the Square of the Gods

235- She-Devil Tavern, Regal Street, north side

Square of the Gods

East of the Temple of Hamarkhis (#236).

«Fall into sin at Altania's, then head to the Square to atone.» Tal'Raya

236- Temple of Hamarkhis, Square of the Gods

Regal Street

237- Temple of Odin, Square of the Gods

Regal Street

238- Street Coopers, Square of the Gods, south side

None

Across the street from the three temples

239- Temple of Toth the Terrible, Square of the Gods

Regal Street

240- The Drunken Reveler, Cross Road, east side

Square of the Gods

Access to the Reveler is through a series of corridors, in the first building on the south side of the Square of the Gods.

241- Government Bureau, Cross Road, east side  
Square of the Gods  
Next to the Drunken Reveler (#240)

242- Hell Bridge Temple, Patriarch Street, south side  
Prefect Street  
The largest temple of the City State, it is surrounded by Patriarch, Prefect, Belfry and Brazier street.

243- Pirate's Cove Inn, Sea Brigand's Street, south side  
By-Water Road  
Located two doors down Sea Brigand's Street, between By-Water and Beggar's.  
*«Har!» pirate dialect*

244- Tattoo Shop, Sea Brigand's Street, north side  
By-Water Road  
First door down on your left, just before the alley heading north.

245- Warehouse, Sea Brigand's Street, south side  
By-Water Road  
Going east on Sea Brigand's Street, second door on you right.

246- Cook, Sea Brigand's Street, north side  
Erroneously labelled as #24 (trust me!). To find it, take the first alley north on Sea Brigand's Street. Go north until the first alley on your right. It is situated at the corner.

247- Potter, Sea Brigand's Street, south side  
By-Water Road  
Halfway down Sea Brigand's Street, between By-Water and Beggar's, it is the third door on the right.

248- Masher's Gaming House, Sea Brigand's Street, north side  
Beggar's Street  
Third door on your left as you head east on Sea Brigand's Street from By-Water

249- Bell Tower, By-Water Road, east side  
Beggar's Street  
The tower is the triangular shaped building in the diagonal alley that starts from By-Water and joins Beggar's.

250- Light Gable Inn, Sea Brigand's Street, south side  
Beggar's Street  
Firs door on the left when heading west on Sea Brigand's Street from Beggar's.

251- Sword-Rat Resthouse, Street of Shadows, south side  
Regal Street  
Second door on your right as you head eastwards.

252- Dewey Dryad, Street of Shadows, north side  
Regal Street  
Fourth door on you left when you head east on Shadows'.  
*«Beware! Two or three those Whitefire concoctions and those gnoll barmaids start looking good.» Ron Bacon, mystic theurge.*

253- Wild-Boar Tavern, Street of Shadows, north side  
Regal Street  
Halfway down the Street of Shadows from Regal.

254- Cup & Dragon, Cutpurse Row, west side  
Street of Shadows  
First building on the left side of Cutpurse as you head north.

255- Litigation Trickster Guild, Shady Street, north side  
Scud Street  
This large building sits between Scud and Shady streets.  
*«Litigation on Shady. Ironic no?» Gulf the gnome druid*

256- Merchant's Guild, Silk Merchant Street, west side  
Patriarch Street  
Second door on the left when heading north.

257- Tapestry, Silk Merchant Street, east side  
Belfry Street  
On Silk, right across from Belfry.

258- Mercenary guild, Silver Street, south side  
Regal Street  
This is the largest building on the corner of both streets.  
259- Barbarian Shop, Silver street, south side  
Regal Street  
Across the street from the Mercenary's Guild (#258).  
*The official supplier of Smash the barbarian. Shameless plug.*

260- Money Changer, Silver street, south side  
Regal Street  
Across the street from the Mercenary's Guild (#258).

261- Firedrake Mead Hall, Silver street, south side  
Slash Street  
The Hall is located on the corner Silver and Slash.

262- Money Lender, Silver Street, west end  
None  
Located near the east wall.

263- Grub & Grunt, Slash Street, east side  
Hazy Street  
On the Corner of Slash and Hazy.

264- Tax Collector, Slave Market Plaza  
None  
Found right in the middle of the Plaza

265- Bazaar, Slave Market Plaza, northeast side

None

266- Minstrels, Slave Market Plaza, northeast side

None

Go through the Bazaar (#265) to reach the Minstrels.

267- Brass Bazaar, Slave Market Plaza, northwest

Murky Street

268- Winery, Slave Market Plaza, southwest

Murky Street

269- Lust Shop, Slave Market Plaza, east side

Murky Street

270- Accountant, Tempest Street, north side

Street of Maelstroms

This building is quite small. It is labelled as acc't on the map.

271- Bureaucrat, Tempest Street, north side

None

The bureaucrat is in the middle of a maze of small buildings north on Tempest, located northwest of the building labelled '3'

*«Figures. Leave it to a bureaucrat to work from an almost unreachable building» disgruntled citizen*

272- Loan Shark, Tempest Street, south side

Street of Maelstroms

Midway between Maelstroms and Regal.

*«Don't be fooled by his jolly looks. He has a heart of stone.» Frond-the-nine-fingered*

273- Fairbeard's Bakery, Tempest Street, south side

Street of Maelstroms

Listed as 'Potter' on the map. Second door on the right, as you head down Tempest from the Street of Maelstroms.

*«Best loaves in the city!» opinion of an unbiased Halfling*

274- Debtor's Prison, Tempest Street, south side

Regal Street

Down the street from the loan shark's.

*«Ironic isn't it?» a former tenant.*

275- Wanderer's Inn, Tempest Street, north side

Regal Street

To get to the Inn, go through the back of building #2 on Regal.

276- Marble Hall, Tempest Street, north side

Regal Street

Near the corner of Regal and Tempest

*«Never known anyone who accepted Elvamor's Challenge» Ghanirf the Fletcher*

277- Bloody Foam Saloon, Temple Street, east side  
Old South Road  
Near the east wall of the City.  
*«If you ever brawled there you know why the Foam is bloody.» a recent casualty*

278- Sword-Maker, Temple Street, east side  
Old South Road  
Near the east wall of the City.

279- Mindwarp Alehouse, Temple Street, east side  
Old South Road  
Near the east wall of the City.

280- Temple of the Gargoyle, Temple Street, west side  
Old South Road  
This is the largest building on Temple street.

281- Guest Manor, Twilight Road, north side  
By-Water Road  
Next to the Grand Gate.

282- Guards, Twilight Road, north side  
By-Water Road  
Next to the Guest Manor (#281).

283- Jewelers, Twilight Road, south side  
By-Water Road  
At the corner of Twilight and By-Water.  
284- Bazaar, Twilight Road, south side  
By-Water Road  
At the corner of Twilight and By-Water.

285- Silverlight Palace, Twilight Road, north side  
By-Water Road  
You have to be blind to miss this one. The second largest building in the City State.  
Located next to the Cryptic Citadel.

286- Sage's Guild, Twilight Road, south side  
By-Water Road  
The Guild practically takes up the whole city block surrounded by Twilight, By-Water and the diagonal alley that joins those two streets.

287- Crummy Crab Inn, Twilight Road, south side  
By-Water Road  
To get there, you must go through the building marked 1, first door on the right after the alley.

288- Sailors, By-Water Road, east side  
Sea Brigand's Street  
To get to the Sailor's, you have to go through the Silver Goblet (#17). Once you pass Sea Brigand's Street, take the first alley heading east.

289- Couteusean, Twilight Road, north side  
By-Water Road  
Next to the Silverlight Palace (#285).

290- Perfumer, Twilight Road, south side  
Beggar's Street  
Right before the second alley that heads south, when you go from Twilight Road towards Beggar's.

291- Courtesan, Twilight Road, north side  
Beggar's Street  
Across the second alley as you go from Twilight Road towards Beggar's.

292- Goldsmith, Twilight Road, south side  
Beggar's Street  
Next to the building labelled 2 at the corner.

293- Squires and Pages, Triumph Avenue, southern end  
Twilight Street  
On the corner of those streets.

294- Cavalry Club, Twilight Road, south side  
Constable's Street  
Across the street from the Summer Palace (#297)

295- Knights of the Realm, Twilight Road, south side  
Constable's Street  
Across the street from the Summer Palace (#297)

296- Knights, Twilight Road  
Constable's Street  
In front of the Parade Ground. Long rectangular building that follows Twilight. Opens on Constable's Street.

297- Summer Palace, Twilight Road, north side  
Triumph Avenue  
Next to the Cryptic Citadel

298- Bachelor's Club, Twilight Road, south side  
Constable's Street  
Across the street from the Royal Barracks (#300).

299- Banneret's Club, Twilight Road, south side  
Ox-Cart Road  
Across the street from the Royal Cavalry (#301)

300- Royal Barracks, Twilight Road, north side  
Ox-Cart Road  
Near the wall, next to the North Gate.

301- Royal Cavalry, Twilight Road, north side  
Ox-Cart Road  
Near the wall, next to the North Gate.

302- War Council, Twilight Road, south side  
Ox-Cart Road  
Across the street from the Cavalry Stable (#304)

303- Cleric Club, Twilight Road, south side  
Ox-Cart Road  
Across the street from the Cavalry Stable (#304).

304- Cavalry Stable, Twilight Road, north side  
Ox-Cart Road  
Near the wall, next to the North Gate.

305- Mead Hall, Twilight Road, south side  
Ox-Cart Road  
At the corner of those two streets.  
*«The Hall is a nice change from all the barracks and other official type buildings.» Johan, light infantry.*

306- Carpet Shop, Wailing Street, west side  
Slave Market Plaza  
Last building on Wailing before you reach the Plaza.

307- Perfumer, Wailing Street, west side  
Caravan Street  
At the corner of that intersection.

308- Goldsmith, Wailing Street, west side  
Caravan Street  
At the corner of that intersection.

309- Temple of Pegana, Wailing Street, west side  
Caravan Street  
Largest building located on Wailing.

310- Ink, Wailing Street, east side  
Caravan Street  
At the corner of that intersection.

311- Dyer, Wailing Street, west side  
Caravan Street  
Next to the Ink Shop (#310).

312- Cook, Wailing Street, west side  
Caravan Street  
Across the street from the Temple of Pegana (#309).

313- Jeweller, Wailing Street, west side  
None  
Located northwest of the Temple of Pegana (#309).

314- Paddock, Wailing Street, west side  
None  
Located northwest of the Temple of Pegana (#309).  
*«Beware Marken's axe. Folks say he does not use it on wood alone.» John Hayrider, farmer.*

315- Torch Maker, Wailing Street, east side  
East End Gate Road  
Next to the eastbound alley after you pass East End Gate Road

316- Candle Maker, Wailing Street, east side  
East End Gate Road  
Located on the corner that intersection

317- Chain Shop, Wailing Street, east side  
West End Gate Road  
Next to the Temple of Pegana (#309).

318- Slave Master's Guild, Wailing Street, west side  
West End Gate Road  
Next to the Saddle Shop (#320).

319- Tracker, West End Gate Road, south side  
Wailing Street  
Across the street from the Candle Maker located on the corner of Wailing.(#316).

320- Saddle Shop, West End Gate Road, north side  
Wailing Street  
Located next to the Slave Master's Guild (#318).

321- Hunter, West End Gate Road, south side  
Wailing Street  
It is located southwest of the Saddle Shop (#320).

322- Ferd Ferry, Water-Rat Road, south end of street  
West End Gate Road  
Located at the waterfront on the estuary or Roglaroon.

323- Sea Rover Tavern, Water-Rat Road, south end of street  
West End Gate Road  
Right after the first alley going west.

324- Diver for Hire, Water-Rat Road, west side  
None  
Located at the shipyards, next to the Ship Magistrate (#235).  
*«Dangerous profession that» an old fisherman*

325- Ship's Magistrate, Water-Rat Road, south end of street  
West End Gate Road  
Behind the Sea Rover Tavern (# 323), you will find the Sea Magistrate.

326- Ship Builder, Water-Rat Road, south end of the street  
West End Gate Road  
Northwest of the shipyard at End Gate (#154).

327- Tar Shop, Water-Rat Road, south end of street  
West End Gate Road  
Located north of the Ship Builder's (#326).

328- Fisher, Water-Rat Road, south end of street  
None  
There is an alley that follows a south to north direction along the water next to the estuary. He is located across the way from the Ship Builder (#326).

329- Sail Maker, south end of street  
None  
There is an alley that follows a south to north direction along the water next to the estuary. Across the way from the Fisher at (#328).

330- Red Pearl Inn, Water Rat Road, west side  
None  
Located just before the second alley to your left as you head north on Water-Rat from the Ferry (#322).

331- Stronsa Saloon, south end of street  
None  
There is an alley that follows a south to north direction along the water next to the estuary. The Saloon is next to the Sail Maker (#329)

332- Rope Maker, south end of street  
None  
There is an alley that follows a south to north direction along the water next to the estuary. It is located at the northernmost end of the alley.

333- Net Maker, south end of street  
None  
There is an alley that follows a south to north direction along the water next to the estuary. It is located at the northernmost end, next to the Rope Maker (#332).

334- Morkoth Saloon, Murky Street, south side  
Water-Rat Road  
It is the largest building on Murky, just before you reach Slave Market Plaza (#264).

335- Taxidermist, Water-Rat Road, east side  
Murky Street  
Past the third eastern alley, he is north of the Sarcophagus of Admiral Pik (#337).

336- First Born Inn, Water-Rat Road, east side

Murky

The quickest way there is to take the alley north of the memorial to Admiral Pik (#337), head east until you reach the Dancer at (#119), then, head south.

*«I don't understand. He's wrong most of the time, but he is still in business!» Red DeLaTour, fighter extraordinaire.*

337- Sarcophagus of Admiral Pik, Water-Rat Road, east side

Murky Street

Largest building on the east side of Water-Rat Road. Found between the second and third alley.

338- Anchor Shop, Water-Rat Road, east side

Murky Street

Next to the Sarcophagus of Admiral Pik (#337).

*«Do you delive?..» an enquiring customer*

339- Admiral, Water-Rat Road, east side

Murky Street

Take the second eastbound alley, and go around the Anchor Shop (#338).

340- Marine Captain, Water-Rat Road, east side

Murky Street

Located just before the second alley heading east.

341- Carpenter, Water-Rat Road, east side

None

Take the first alley going east and go towards the Barber (#152).

342- Barrel Maker, Water-Rat Road, east side

None

Quickest way there is to go through the back of the Carpenter's (#341).

343- Sail Maker, Water-Rat Road, west side

None

There is an alley that follows a south to north direction along the water next to the estuary. Go to the north end and turn east towards the small plaza.

344- Marine Barracks, Water-Rat Road, west side

None

There is an alley that follows a south to north direction along the water next to the estuary. Fourth building on your left as you head north.

345- Sail Bar, Water-Rat Road, west side

None

There is an alley that follows a south to north direction along the water next to the estuary.

Third building as you head north.

346- Ship Builder, Water-Rat Road, west side

None

There is an alley that follows a south to north direction along the water next to the estuary. Go to the north end, it is the last building on your right, just before the alley heads east towards the small plaza.

347- Laundry, Water-Rat Road, west side

None

There is an alley that follows a south to north direction along the water next to the estuary. Go to the north end. It is the last building on your left.

348- Sea Nymph Inn, Water-Rat Road, west side

None

There is an alley that follows a south to north direction along the water next to the estuary. Go to the north end and turn east towards the small plaza.

350- Barrack Marine, Water-Rat Road, west side

Murky Street

Located just before Water-Rat joins Murky.

351- Sail Maker, Water-Rat Road, west side

Murky Street

Located just before Water-Rat joins Murky.

352- Nets, Water-Rat Road, west side

Murky Street

Located just before Water-Rat joins Murky

353- Sea Food Hearth, Murky Street, south side

Water-Rat Road

This building sits diagonally at the intersection of those two streets.

354- Sea Captain, Water-Rat Road, east side

East End Gate Road

Starting from the corner of that intersection, go north of the first alley heading east.

355- Scribe, Water-Rat Road, east side

East End Gate Road

Starting from the corner of that intersection, take the first alley heading east, third door on your right.

356- Engineer, Water-Rat Road, east side

East End Gate Road

Starting from the corner of that intersection, take the first alley heading east, second door on your right.

357- Wheel Wright, Water-Rat Road, east side

East End Gate Road

Starting from the corner of that intersection, take the first alley heading east, first door on your right.

358- Barrack's 6<sup>th</sup> co. Water-Rat Road, east side

East End Gate Road

Second door on your right when starting at the southern end of Water-Rat Road.

359- Wall Captain, East End Gate Road, north side

Water-Rat Road

Located next to the End Gate (#154) on the north side.

360- Wizard's Keep, Old South Road

Guardsmen's Road

The building sits at the junction of the south and east walls.

361- Southern Keep, None

None

Located in the middle of the south wall of the city, between the End Gate (#154) and the Gate of the Gods (#224).