

Judges Guild

Revised Edition

CITY STATE

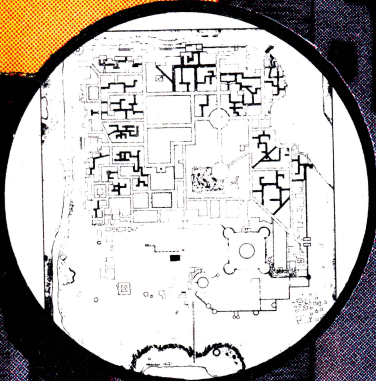
of the

Invincible Overlord

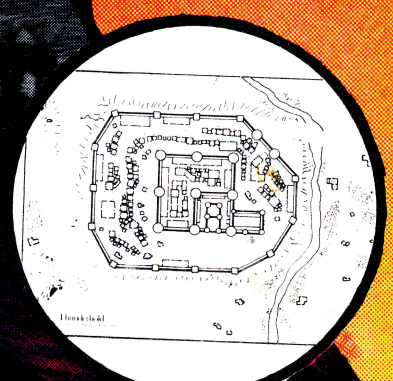
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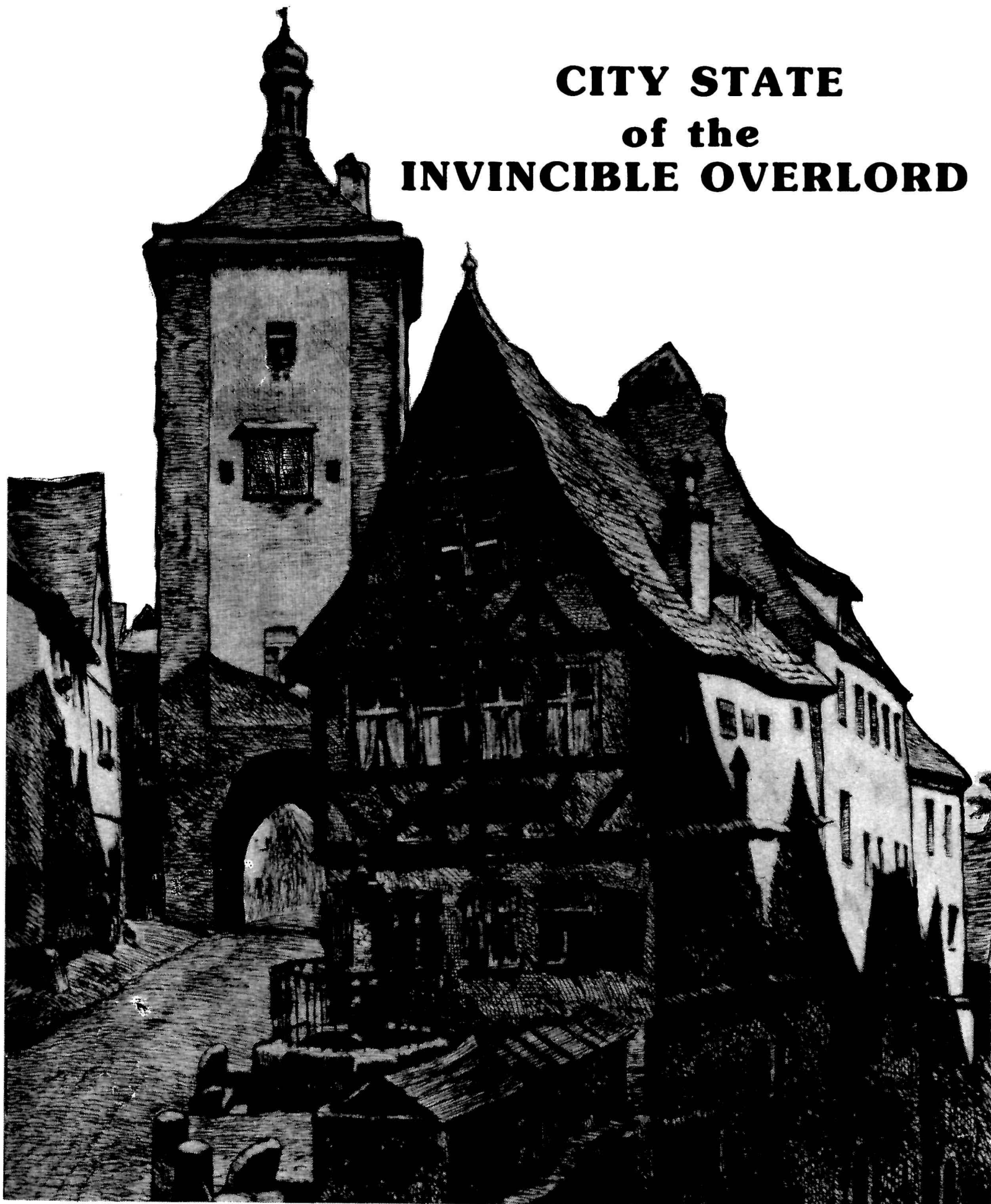
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CITY STATE
of the
INVINCIBLE OVERLORD



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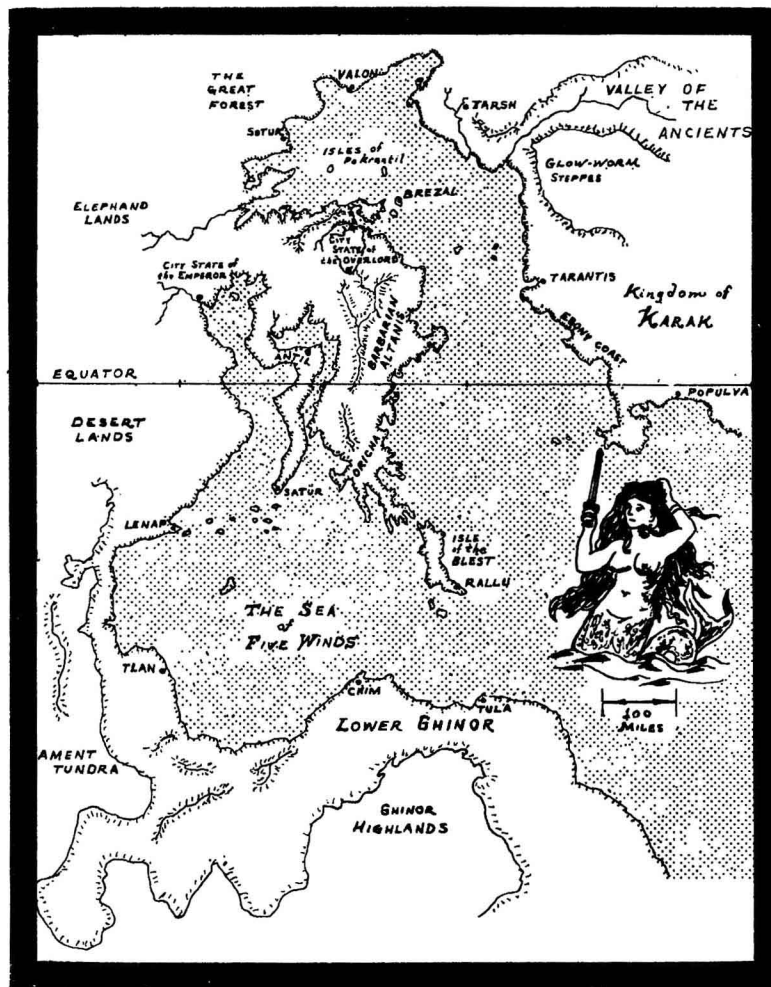
GUIDE to the CITY STATE

by Bob Bledsaw and Bill Owen

Art by Ken Simpson and Ed Perry

A Special Thanks to Norma Bledsaw
for long hours of typing and inspiration

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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 Patriarches (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 (Bracers), 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 1358 years ago (in 3075 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 Altanians 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.

The Broken Datum Cycles	BCCC	Chronology of Kings - 52 Year Cycles	
The Shifting Lands	575	Var+++++ +++++Klar	Captain +++++ of 5 +++++
The Toppled Megalith	679	Sc+++ Tazakel of +++994	4+++ +++++ Sten+++++
The Shifting Suns	783	Kukalkin the Preserver	Bitol the Engin++++ King
The Cataclysm of the Turtle	887	Itzlazam the Strong	Camwritan the Priest-King
The Lost Beasts	991	Golden Anothezam	Tregwar the Magnanimous
The Serpeant People	1095	Ahkan Chane the Wizard	Cajalan the Progenitor
The Great Migration	1199	Queen Alumienna	Governor General Tepinar
The Barbarous Horde	1203	Aftar the Fire-Dog King	Menestor the Defender
The False Wars	1307	Ermid the Ruthless	Flamesnar the Barbarian
Separation and Division	1411	Under-King Ledgeys	Llmanogan of the Red Stone
The False Sun	1515	Carondinas the Dragon King	Drakomian the Kind
Volcanoes and Liars	1619	Damermid the Talon	Emperor Grongyrfeng
The Death God	1723	Ontemac the Bald	Carondinas the Usurper
Infinite Destruction	1827	Aymaran the False King	Akenothezam Silver-Brow
The Lost Moon	1931	Lamat of the Emerald Worm	Manikon the Sea Dragon
The Quaking Mountains	2035	Polassar the Colonizer	Kundal of the Flame
Wind War of +++++ ++++++	2199	Kukalan of the Storm	The Between Time Kings
Rainstorm of Red +++++	2303	Gucumat the Weakling King	Chacjalom the War Lord
Shedding of the Old	2407	Chacmol the Conqueror	Chulain the Demigod
The Seeking	2511	Hamentor the Wise	Hamentor the Old
Markab Returning	2615	Balor the Shield	Wulfrikan of the Flight
Markab Codice Breaking	2719	Ermanarik the Boy King	Ermanarik the Valiant
Raging of the Blue Dragon	2823		
Muror Beneath the Waves	2927		

This ends the Chronicles of Dragon Kings and begins the Cycles of Atrabiloran. . . .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, Ralibarn 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 violator) 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 game week for any character stationed or rooming 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, 3 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 tributary 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 Woodsmen 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, Simskatk the Splended, 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 60%) 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, GC: 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

SL: Social Level; LVL: Experience Level; GL: Guideline; HD: Hit Dice; NA: Number Appearing; HP: Hit Points; FEM: Female; FTR: Fighter; MU: Magic User; CL: Cleric; TH: Thief; IL: Illusionist; BA: Bard; RGR: Ranger; DR: Druid; MNK: Monk; AL: Alchemist; SG: Sage; GP: Gold Pieces; SP: Silver Pieces; CP: Copper Pieces; EP: Electrum Pieces; PP: Platinum Pieces; WPN: Weapon; PROB: Probability; STR: Strength; INT: Intelligence; WIS: Wisdom; CON: Constitution; DEX: Dexterity; CHAR: Charisma; PSY: Psionic Ability; AC: Armor Class; ALIGN: Alignment.

BARTER STREET

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

The Balor's Eye

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Crusty Bibulis	MU	N	5	10	9	7	11	17	12	13	10	12	Dagger

Bibulis 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). Grunting Eudeina the Bellydancer; 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, 29%; 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

Karugy One-Eye	FTR	CE	3	13	7	5	13	9	8	14	14	14	+1 Dagger
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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. Aliadar, 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 Gothmag. 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 Accosting for Alms

Seal Maker

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Nervy Bnazoth	MU	N	5	12	9	7	10	15	17	12	12	9	Dagger

Brazoth 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 Jirelmor	FTR	LE	5	27	4	8	13	8	4	17	10	15	+1 Mace
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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 wall 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
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Bakrog is assisted by Trifid Thornwik: FTR, N, LVL 4, HP: 12, AC: 9, SL: 3, Dagger; who oversees four Barmaids and three Dwarven Acrobats: 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 Polli	MU	N	10	26	9	6	6	14	15	16	8	8	Dagger
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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

Verstagin the Renegade	FTR	LE	6	24	9	5	11	9	8	7	11	4	Sword
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Verstagin operates his business with the aid of 15 Kobolds: HD: ½, AC: 7, HP: 2, 1, 3, 3, 1, 3, 1, 1, 2, 2, 2, 3, 1, 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%; Cestus 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 Ruudleb the Razor, a mad killer, has just been released from prison.*

Locks

Scopgradon	FTR	LE	5	18	9	6	10	12	15	5	10	14	Dagger
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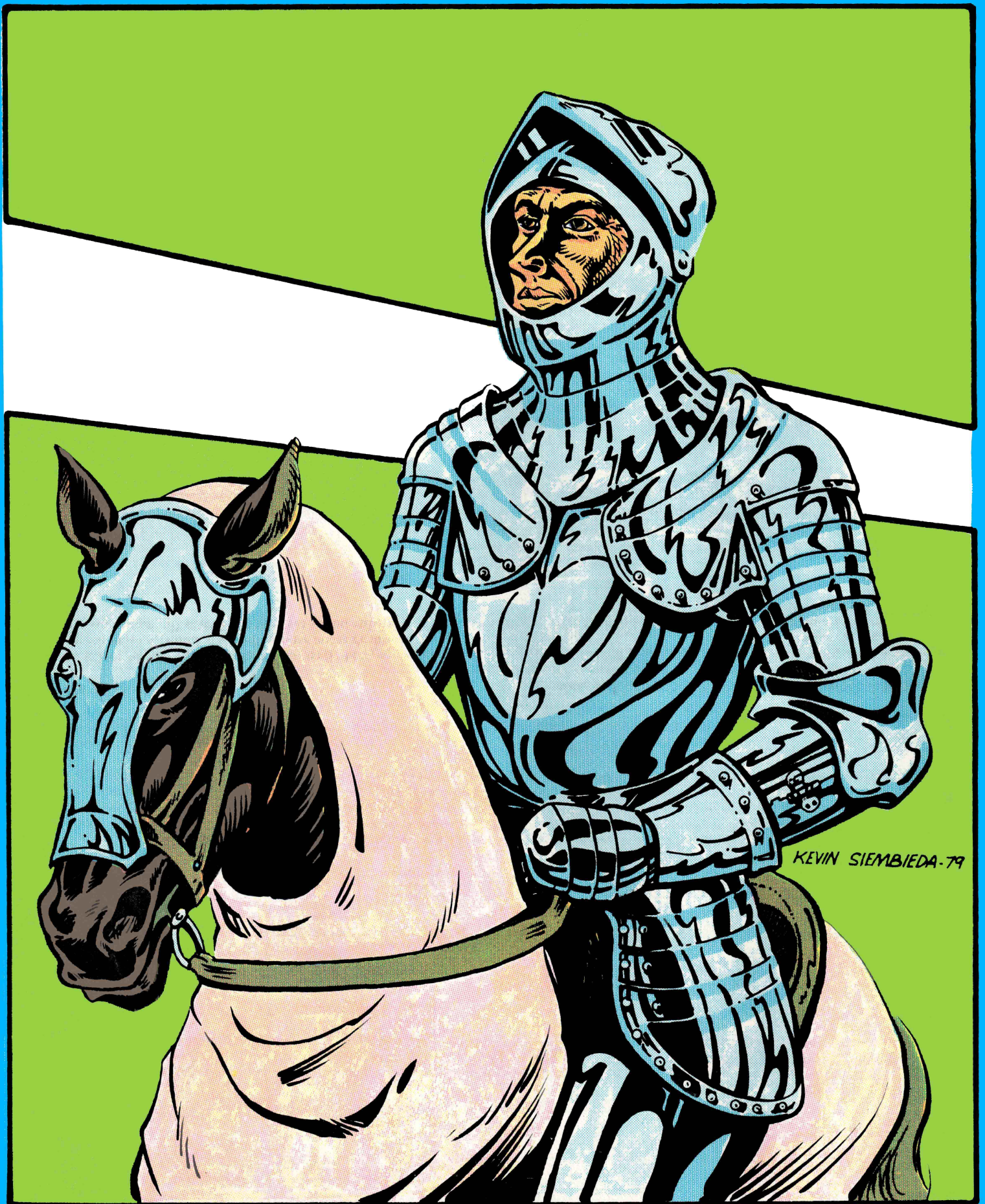
Noted for super-strong locks (STR: 18 - 00 to break) selling for 100 - 600 GP. 50 CP and 15 SP in cashbox; 550 GP in triple-locked chest in room chained to steel post.

Kick's Tavern

Kick Lanabol	MU	N	7	17	9	6	13	16	10	11	14	13	Dagger
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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 Grippe, 20%, frequented 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.*

SIR TRAGG THE JAUNTY



Ale Shop

Dandy Damaragel	FTR	LG	9	22	9	6	12	4	4	6	11	7	Sword
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Dandy sells Dwarven 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	6	8	9	14	11	12	Sword
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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	13	9	8	8	10	14	Cleaver
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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	9	4	13	13	9	13	11	6	Dagger
Liewalik Wamig	FTR	CE	3	10	9	5	6	5	10	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.*

Glovemaker

Shelgrave the Sewer	FTR	N	4	15	9	5	8	11	13	7	15	10 +1	Dagger
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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	9	14	14	11	10	9	13	Wand of Fear
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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 wining, 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 Kopoacanth (Water Gargoyle) kidnapped Captain Iremath 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
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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 Owlbears 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
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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	1	4	12	9	7	6	9	Sword
													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
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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
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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
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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
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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
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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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Thinway Abun	FTR	N	5	15	9	9	12	11	6	7	10	14	Sword

Thinway is entrusted with the companion key, 150 GP, to the North Gate. Four Dwarves: Bobar, Berkal, Bomash 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 Glisonyagazinat and Llangwellan the Wizard. PROB 10% of Visitors. *Rumor: The Wailing Street Dyer is hiring Fighters, 120 GP each.*

Wall Captain

Sarwan the Hairless	FTR	LG	7	33	4	10	13	13	8	17	15	14	Sword
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Banbag Steadyfoot: Halfling, TH, LG, LVL 6, HP: 11, AC: 7, +1 Dagger. Sarwan 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
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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 Saga, is cheered or tossed out, PROB 30% Charisma of Toaster. Mead, 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.*

Armorer

Karovan the Old Marshal	FTR	CG	5	24	7	7	17	6	9	3	15	14	Sword
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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. Renvarch 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 Efrete Bottle, and seven Turquoise Gems, 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	Dagger
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Candles, 10 per 1 CP. Special Orders, 1 - 6 SP and 1 - 4 days. Arsieniana, 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Wagonmaster Muspil	FTR	CE	7	30	9	6	9	13	18	10	12	7	Sword

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 Otrfil	FTR	N	4	10	9	5	13	12	8	11	13	14	Sword
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Skinny has 14 Dogs, fanatically loyal: HD: ½, HP: 2, 1, 1, 1, 3, 2, 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 CP 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	Dagger
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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: Halfpling, 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	8	11	7	7	10	Mace
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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
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Bartender Koris Brightips: FEM, 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
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Sabra Naben, Daughter: FEM, CE, LVL 2, HP: 3, AC: 9, 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
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Protection and Blackmail money keeps Squeaky's small Force of 28 Bandits: FTR, CE - LE, LVL 1, HP: 2, 1, 3, 3, 2, 2, 6, 1, 4, 2, 3, 3, 4, 2, 1, 3, 6, 7, 2, 2, 3, 5, 8, 7, 4, 3, 4, 2, AC: 6, Swords. Being the Thane of a Senator has kept him from the gallows, so far. Nasty Kathank: FTR, LE, LVL 4, HP: 24, AC: 4, Sword; guards the Counting Room wherein 1604 CP, 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
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Concoctions of Caviar and Salmon, 1 GP per meal, brings Sailors and Buccaneers: NA: 3 - 18, LVL 1 - 6; to view Exotic Dancer, Saucie 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; Recuperation, 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	CL	LG	4	20	9	4	8	8	19	7	7	9	Club
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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-sandaled 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
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The Pet Shop has Frogs, 2 CP; Leeches, 3 CP; Snakes, 1 - 6 CP; Spiders, 1 CP; Weasels, 1 SP; Boars, 4 CP; 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
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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
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Knowledgeable about the wordage necessary for letters of supplication to the nobility, 420 GP.

Fisher

Wharf-Rat Pearl	FTR	LE	6	20	9	6	5	11	13	9	4	7	Dagger
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Pearl 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
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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. 155 GP, 56 SP, 240 CP in trunk; House Odds 05%.

Warehouse

Lankeen Blare	FTR	N	10	39	9	6	10	7	8	8	11	14	Flail
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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
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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
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Halfling 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-shooter; 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 Trebuchet, two Onagers, ten Cauldrins, forty Barrels of Oil, ten Barrels of Wine, 80 Swords, 175 Light Crossbows, 85 Crossbows, 20 Saddles, 56 Parises, and 728 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
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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
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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
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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, 1,556 GP, 10 Gems.

Bazaar

Hippotier the Kind Ogre	Mage	CE	5+2	29	4	7	13	11	7	6	14	16	Horn 1 - 12
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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
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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
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The Hierachy consist of 15 Acolytes: N-LE, LVL 1, AC: 6, Staffs; 4 Adepts: LE, LVL 2, AC: 6, Maces; 2 Vicars: LE, LVL 4, HP: 10, 12, 21, 16, AC: 4, Maces; and Curate Raperner: LE, LVL 5, HP: 22, AC: 3, Mace. The God lives in Mermist Swamp and protects the harbor.

Spears

Veldek the Vulgar	MU	CG	6	12	9	4	9	10	11	10	8	15	Dagger
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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-waring, 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
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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
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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
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"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 CP, 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	Dagger
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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	WPN
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, N, 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	WPN
Walrus Habroton	FTR	CG	2	5	7	7	17	9	13	13	12	12	Mace

Belestina the Barmaid: FTR, N, LVL 1, HP: 3, AC: 9, Dagger; Methymna the Cook: FTR, LG, LVL 1, HP: 6, AC: 7, Sword. Belestina 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

Mandalor Cyris	FTR	N	3	11	9	5	10	7	9	15	12	10	PSY
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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 minutes ago.*

General

Wulfric the Rogue	FTR	N	14	52	4	13	12	12	13	14	10	15	+2 Swor
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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 chained Chest, 524 GP, 6350 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.

LVL	Damage*	Bribe**	Reprisal***
1 Silk Cord	1	--	--
2 Rope	1 - 3	10	2%
3 Belt	1 - 6	40	4%
4 Whip	2 - 12	60	6%
5 Wire	3 - 18	100	8%
6 Cat	4 - 24	160	6%
7 Whip	5 - 30	180	10%
8 Flail	6 - 36	200	16%

* Damage shown is total.

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

LVL	Damage*	Bribe**	Reprisal***
1 Quickly	1 - 6	--	--
2 Hot Foot	1 - 6, Move -4"	50	7%
3 Tickling Torment	Insane 3 - 18 turns	70	10%
4 Stoning	1 - 100	100	14%
5 Mild	3 - 18, CHAR - 1	140	20%
6 Moderate	4 - 24, CON - 1	200	28%
7 Extreme	5 - 30, DEX - 1	280	40%
8 Severe	6 - 36, STR - 1	400	60%

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.

LVL	Bribe**	Reprisal***
1 One Day	30	--
2 3 Days	45	1%
3 9 Days	100	3%
4 13 Days	140	4%
5 19 Days	160	7%
6 21 Days	180	9%

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
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Cashbox: 126 GP, 79 SP, 140 CP, hidden below counter with a Battleaxe. Vestoste Gerit: FTR, CE, LVL 5, HP: 27, AC: 3, Sword; and Harlik 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; Mead, 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
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Amren is very puritanical, and drunks are quickly tossed into the street. Dorkin Stoutarm: FTR, N, LVL 7, HP: 24, AC: 4, Sword; Captain Smelot: FTR, LE, LVL 4, HP: 20, AC: 7, Sword; Yellow Jack the Cook: FTR, CG, LVL 3, HP: 13, AC: 7, Dagger; Gweniena the Emboiler: FEM, FTR, N, LVL 2, HP: 4, AC: 9, CHAR: 18, Belly Dancer whose Dance of Incredible Feats makes some customers faint, PROB 25% per turn for three turns, and +7% final turn. Customers include Buccaneers, Slavers, and Monks: NA: 32 - 42, LVL 1 - 6. Boiled Catfish, 3 CP; Venison Roast, 2 CP; Ales, 1 SP; Rooms, 15 CP per week. Amren's Chest contains 90 GP, 110 SP, 75 CP. House Odds 17%. *Rumor: A Beggar claims to know the secret entrance to the High Prefect's Quarters for the Royal Court wherein Gold Plates and Cups are used.*

School of Ancient Knowledge

Marthin the Tutor	MNK	LG	5	17	6	6	13	17	18	9	16	12	Sword
Master Arik	MNK	LG	5	9	6	8	12	15	17	8	18	10	Sword
Randomar the Expositor	MNK	N	3	7	8	4	16	10	15	3	15	11	Dagger
Dominie 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 Ermbert	MNK	LG	3	11	8	4	15	12	17	13	16	5	Dagger
Skiot the Abecedarian	MNK	N	2	3	8	4	13	5	15	15	15	14	Dagger
Mentor Wikgar	MNK	N	4	5	7	4	12	6	17	8	15	8	Dagger
Disciplinarian Ulm	MNK	LG	3	9	8	3	12	11	17	14	17	12	Mace
Prelector Dirgib	MNK	CG	2	2	8	4	13	13	15	10	18	6	Dagger
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 unpolished 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 Swyarg	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 - 60 Light Crossbows, 10 - 60 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

Alemator	FTR	LE	6	20	5	7	10	8	12	7	9	13	Sword
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Crocks, Jugs, Tankards, Mugs and Vessels of all sizes, 7 - 12 CP each, line Alemator'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
Poldun 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%/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

Alobroge Ruta	FTR	LE	6	22	7	6	12	12	8	13	10	5	Flail
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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 Peralas, 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 Stirges: 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Elidorn the Wood Elf	FTR	LG	4	20	7	5	8	11	10	12	7	12	Sword

An expert of known prowess, Elidorn 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	FTR	N	6	27	5	5	12	13	14	10	8	6 +1	Dagger
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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 forewarn, PROB 40% Cumulative/LVL below. 15 GP, 56 SP, 19 CP hidden in a straw mattress. *Legend of the Ring Matholivifran the Master Wizard: A +2 Ring of Protection worn by a Medusae on the 3rd Level.*

Boatmaker

Akelos the Gifted	FTR	N	3	7	9	35	10	8	10	9	7	10	Hammer
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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 Bailer). 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	FTR	LE	5	16	9	6	7	14	10	10	12	15 +1	Sword
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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	FTR	LG	4	16	9	5	18	10	9	9	18	7	Sword
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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. Andrasciana: 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. Frequented 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	FTR	LG	3	15	9	4	5	12	12	13	10	13	Dagger
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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	CL	LG	7	29	5	6	12	15	15	13	9	14	Mace
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This Lama of Varuna: Demi-God of Cosmic Law and Justice, **Supplement IV**, page 11, has developed an exorcism which is dependent upon intervention by Varuna to slay Ghosts: CG - CE, HD: 10, HP: 10 - 80, AC: 8/Ethereal, 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	FTR	CE	3	7	9	5	14	14	6	11	9	17	Sword
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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, 255 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
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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 Roy-stone Road to their death.*

Soldier

Cador the Old	FTR	N	2	11	9	3	8	7	17	14	13	10	Dagger
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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
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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
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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: 1/2, HP: 1, 3, 4, 3, 2, AC: 6, 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 Handed Sword
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Specializes in Swine, 1 SP, and Lambs, 3 SP, cut to order. Three Dwarf Apprentices: N, LVL 1, HP: 5, 4, 6, AC: 7, Daggers; and a pet Wolf, Red Fang: HD: 2, AC: 7, Bite: 1 - 6. 43 GP, 27 SP, 235 CP in a Lambskin Knapsack.

Hangman

Travor	FTR	N	6	25	2	5	16	12	11	9	15	13	+1 Sword
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Bracers of Defense, AC: 2, Rope of Entanglement (2 - 8 man-sized), HP: 20, AC: (only 20 Hits); and Moby 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
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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
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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
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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
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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.*

CONSTABLES' STREET
PROB 15% of Being Arrested for Loitering

Concubines

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Trudiena Lai	FTR	LG	4	13	9	9	8	7	11	10	12	15	Dagger
Carloyn Mara	MU	LE	4	12	9	10	11	12	13	16	8	14	None
Cielarah	FTR	N	3	10	9	7	10	9	14	14	11	16	Dagger
Jurismiena	FTR	CE	6	23	9	5	7	8	12	11	15	17	Dagger
Laella the Light	FTR	CG	1	4	9	6	6	9	8	8	10	17	None

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	FTR	N	5	17	9	5	16	13	5	12	16	13	Sword
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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; Trouiric: 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

Morlacad Thulan	FTR	LG	6	15	8	6	8	13	12	13	11	15	Sword
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Morlacad offers escorted Stagecoach, 1 GP per five miles; Pegasus (3 max.) Flights, 20 GP per five miles, 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Norfred the Dart	FTR	LG	5	23	4	4	17	14	11	8	16	8	+2 Spear

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	FTR	LE	9	38	5	6	15	12	10	16	10	13	Sword
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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	CL	LE	4	15	5	5	10	9	16	7	14	15	Mace
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Carchimbor wears the Ape skin garb of the Priests of Hanuman the Accursed: HD: 15, 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	FTR	CG	4	12	6	9	11	15	11	16	7	14	Dagger
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Corpulent and talkative, Lidget supplies work for six Craftsmen: FTR, N - LG, LVL 1, HP: 1, 4, 6, 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 Clakar: 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 Efrete 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
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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, 3, 5, 8, 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 riotous audience tearing off their clothes and leap-frogging down Festival Street.*

Tailor

Gadichan Hejey	FTR	LG	1	2	9	6	11	9	12	11	10	7	Dagger
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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-cloth Loin Clothes, 1 CP; Robes, 7 CP; Togas, 8 CP; Skullcap, 1 CP; Conical Hat, 4 CP; Gambeson, 7 CP; Turbans, 3 CP; Pantaloon, 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. *Rumor: A special 10 GP Tax is to be levied against all non-citizens.*

Wine

Nitevit Klazator	FTR	N	10	39	9	5	11	4	6	16	8	12	Sword
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Hunchbacked and pallid, Klazator 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	Dagger
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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	9	Flail
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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 overstuffed 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
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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
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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 I, 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-Shaft	FTR	N	4	13	9	6	11	6	17	10	7	10	Sword
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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
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Dogleg supplies Bootmakers, Armorers, and Tailors; 1 CP per square yard of Leather. He works 32 Goblins: HD: 1 - 1, HP: 5, 4, 5, 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 Caerix: 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
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High ability with Whip, striking as a +2 Flail with normal damage. Fond of showing tricks at his Slaves' expense. 7' 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 Mermist Swamp is hidden under the counter. *Rumor: Two Dwarves are dueling 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
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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; Tortoises, 4 CP; Sugared Beetle Brains, Chopped Lizard Tails, Barbecued Owlbear Ribs, 1 GP; Griffon 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
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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 Mavjarix: 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 GP, 53 SP, 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
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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, Benzelit, Efnislit, Welit Bone-lip, Dyfelit the Ruthless, Otirlit, Uchidlit 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
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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 Efrete and carried off to a city where the King of Efreets and Djinn 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
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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 Coffin which requires a total STR 40 to move: 31,615 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-Keepers: 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, 2 - 12 per Horn, Attacking Nearest in Party

Magistrates Residence

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Rewang the Reconciler	MU	N	7	19	9	9	9	16	11	7	15	8 +1	Dagger

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 Jewelry, 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	ME	CE	4	6	9	6	8	17	10	9	12	12	Dagger
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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	MU	N	5	12	9	7	11	11	13	8	10	13	Dagger
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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 Drunkenness 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 Barmaids 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 Eel Inn

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Baidar Grey-Eyes	FTR	CG	4	20	9	7	17	10	4	15	7	8	PSY S21

Psionic Blast 20 or Dominion 1 per LVL per turn. Bartender Mondgri the Elf: FTR, CG, HD: 3, HP: 15, Dagger; Djela 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 Barmaids: N - CG, HD: 1, HP: 3, 1, 2, 4; Pegleg Sabtor 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 Jasper 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	FTR	CE	3	10	6	4	16	7	9	17	8	3	Morning Star
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Ten Orc Slaves: HD: 1, HP: 5, 4, 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 Drunkenness non-cumulative); Ale, 1 SP; Meals, 1 CP. 4% PROB of Typhus. Patrons include Trolls, Gnolls, fugitive Goblins and Brigands: NA: 6 - 36, LVL 1 - 6. Trolls rob Humans, PROB 60% 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 Plaza of Profuse Pleasures.*

Thieves Guild

Kaflatela-The Hound of Death TH		N	10	18	2	7	16	14	10	10	17	16 +2	Dagger
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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 Labyrinth, 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 Cutpurses, 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 hideaways 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	TH	CE	8	14	6	5	12	10	6	10	16	12 +1	Sword
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Robber Baron having 10 Cutpurses and 20 Burglars under him for a 50% cut. Chime of Opening for large profit undertakings, trusting none with it; Very thin, hawk-like nose; +1 Sword; 9 Light Horses; Sorcerer's Cup and Mover 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.

Zorm the Gristle-Dome	TH	N	8	27	6	5	17	4	6	17	16	14	+2 Sword
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Two Sharpers and 20 Footpads for 10% cut, very loyal, Sharpers plan and have pick of Booty. Zorm has +2 Sword, +1 Dagger, 2000 GP, 1300 SP, 14000 CP hidden in the Workgang's Flophouse basement. Prather Longarm the Sharper: LVL 6, HP: 15, +1 Sword, Trap Detecting ability, and Crazy Karwin the Sharper: LVL 6, HP: 17, INT: 7, very brave. Secret entrance to hideout.

Vathak the Thief	TH	CG	9	25	6	6	12	12	10	8	17	17	Jeweled Weapons
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Thin, mustache, dark hair, black garb. Collector for the Guild. Two Master Pilferers and two Pilferers: Melmoth the Wanderer and Ibbon the Poet: LVL 8, HP: 12, 26; Rackham of Gambar and Bartleby: 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. Frequents the She Devil Tavern and the Happy Harpy.

Krevos the Successor	TH	N	9	26	6	6	14	12	5	15	17	14	+2 Dagger
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Chief Lieutenant of Kaflatela, fat, +2 Dagger (Dirk) and Sword. 10 Cutpurses, 15 Burglars, 20 Robbers, 28 Footpads, and 64 Apprentices, demands 10% from any in his territory, or be sold into Slavery minus an eye or two. Hristamiles the Sorcerer, close friend, Pleasure Dome and Singing Skald Tavern, basement hideout behind 5' wine vat. Guards: three Cutpurses.

Fassith the Tight-Lipped	TH	CE	9	16	6	6	9	10	7	8	16	5	None
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Pockfaced 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 Scounderal	TH	CE	9	24	6	6	13	8	7	14	16	6	+1 Sword
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Scar-face 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	9	40	6	6	15	13	7	13	17	17	+1 Sword
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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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Lampoon Tryfineri	MU	N	4	10	9	7	7	11	14	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	11	10	12	5	6	Sword
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Jakamar's Unit is highly undisciplined, sloven, 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 cellar across the street.*

Wall Captain

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

Gwalcibar the Guide	FTR	CG	5	26	9	6	13	11	9	11	10	15	Spear
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A retired Cavalry Guide, Gwalcibar 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.*

DIM STREET
PROB 30% of Fog Permitting Only 5' Vision

DEAD-BROKE STREET
PROB 47% of Being Blinded by Swarming Flies, 2 - 12 Turns

Assassin Guild

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Guildmaster Hreimar	AS	N	14	47	2	12	16	16	10	12	10	15	+2 Sword

The Guild maintains close ties with 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	10	Sword
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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 Wulder, 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	11	11	9	4	10	+1 Dagger
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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 CP 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
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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

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

Bergin the Loafer	BA	CE	3	6	5	5	14	11	12	10	14	10	Dagger
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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. Bergin 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
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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
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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.

Smith

Buk Harval	FTR	CG	5	22	8	7	8	8	15	12	17	15	Dwarf Hammer
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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.

Smith

Menakem	FTR	LG	6	27	9	6	11	12	11	6	15	14	Dagger
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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.

Fisher

Yaridar Babok	FTR	LG	6	21	9	8	6	6	11	12	7	12	Sword
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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. He has a Sloop and two Boats.

Barber

Dodeckorth the Fiend	FTR	N	4	14	9	5	12	10	6	13	11	13 +1	Dagger
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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.*

Horse Trainer

Curly Curdmal	FTR	N	3	5	7	5	9	14	12	6	18	9	Spear
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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'.*

End Gate

Vikan The Violent	FTR	LG	4	19	5	8	11	11	5	15	5	13	Sword
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Blasphemous malcontent, bent on promoting harmony and generosity, Vikan protests constantly. Two Sergeants: HD: 3, HP: 10, 14, AC: 4, Swords; 30 Foot, 48 Catapultists, 60 Crossbow, 40 Archers, 32 Militia, 24 Slaves, Visiting Knights, 1 - 6, PROB 10% per day.

FESTIVAL STREET

PROB 20% of 'Razing' (Harassment) by Party of Nobles: NA: 17 - 22, LVL 1 - 12 (Attack only if Insulted)

Mask Maker

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Ponty the Sly	FTR	CG	5	34	4	6	15	17	15	5	7	8	Dagger

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.*

School of Bards

Atlark the Hairy	BA	N	12	46	7	9	14	16	17	15	16	16 +2	Sword
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The Master Bard of the Canaith College, carries a Fochlucan Harp (Charm +10%) 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.*

Noble Playhouse

Sterling Sike Carew	FTR	LG	5	23	9	2	4	6	7	5	6	14	Dagger
Fiddle Tantarak	FTR	CG	4	17	9	10	12	9	11	14	10	18	Sword
Peripat the Player	IL	N	3	14	9	5	7	18	14	7	8	14	Dagger
Heroic Herval	FTR	CE	7	37	7	9	11	9	5	13	14	16	Dagger

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 Altanian wife of Ferd the Ferryman.*

Patrician Theater

Snooty Bloodroot the Slimy	FTR	LE	5	17	9	8	4	11	16	10	9	18	Dagger
Custos Primskeg	CL	LG	8	24	9	12	9	6	12	7	7	16	Hammer
Tragic Wilfred	FTR	LE	4	15	9	6	15	9	5	10	10	14	Sword

Only 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. *Rumor: The Overlord has hired ten foreign Magic Users to ESP for rebellious thoughts.*

Music Shop

'Snaps' Pickins	FTR	CE	4	21	9	4	11	9	8	10	17	10	Dagger
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Snaps provides tutelage, 1 CP per lesson, and sells Mandolins, Lyres, Lutes, Flutes, Trumpets, Cymbals, Gongs, Drums, and Bells, 1 - 100 GP. His prized possession is an Iron Horn of Valhalla, hidden near his Cashbox: 75 GP, 210 SP, 165 CP. *Rumor: A Lich occupies the Wizard Keep, and holds 256 Girls captive (false).*

Happy Harpy

Muliena the Lioness	FTR	CE	4	18	9	7	8	15	8	14	15	17	Dagger
Roienna the Doe	FTR	CG	2	9	9	6	7	12	14	7	8	18	None
Giggling Rebienna	FTR	N	3	7	9	5	10	5	7	7	12	16	Dagger

Impetuous Femmes to fit every taste are promised the customers which pay 10 - 60 GP each to Muliena. Ritual Tea, 2 GP per cup, is expected by the Star Performers. 15 Female Experts, 16 Female Slaves, and 2 - 12 Constables. Muliena wears 2160 GP in Jewelry. *Rumor: An Assassin has murdered Earl Pellintad of Sward, a Rebel Leader.*

Naughty Nannies

Pratling the Gnat	FTR	LE	3	6	7	6	7	14	9	6	14	7	Sword
Madam Omelantra	FTR	CE	3	12	9	5	8	13	13	9	9	13	Dagger
Blaziena the Tigress	FTR	N	3	9	9	5	10	10	12	13	7	15	Dagger
Frail Melisela	FTR	CG	2	3	9	4	6	17	6	14	14	16	Dagger
Savage Fymlyn	FTR	LG	4	7	9	5	9	12	18	15	12	16	None
Chastiena Cheek	FTR	N	3	6	9	4	8	13	16	7	15	17	Dagger

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 trapped 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	FTR	LG	6	23	9	5	17	9	10	8	12	12	Sword
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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: Stirge, 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

Scultor the Minaturist	FTR	LE	5	37	9	5	10	8	7	11	16	14	Hammer
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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. Sculor 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.*

FOG STREET

PROB 10%/Day Of A 'Blinding Fog' Affecting Sight For 1-6 Days

Lamp & Oil

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Vathak the Proprietor	FTR	N	6	15	9	6	6	7	9	12	13	9	Dagger

Vathak and his Artisan, Chumhanty 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	FTR	LE	5	14	9	8	11	18	11	9	11	10	Sword
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Kalila and Clissina, Exotic Snake Dancers: FTR, N, LVL 1, HP: 4, 3, AC: 9, Daggers; entertain Gentlemen, Guildsmen, and Buccaneers: NA: 10 - 20, LVL 1 - 6. Lobster, 2 CP; 'Sea Foam' Mead, 1 GP, 5% PROB Drunkenness; Rooms, 2 GP; Furs, 2 CP. Jenida, Nineena, Winsome Gingit, and Mirila: 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	FTR	N	3	10	5	5	11	3	12	9	12	12	Hammer
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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, 2, 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 Balor 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Daxrik	Troll	CE	6+3	18	4	4	13	7	10	13	11	6	Claws/1-4

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
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THE BITTER TONGUE: Two Sergeants: HD: 3, HP: 12, 19, AC: 4, armed with Swords, 30 Foot, 40 Crossbowmen, 25 Archers, 15 Slaves. Treasury: 50 GP, 30 SP. Inspection PROB 20% per week.

Fletcher

Ghanirf the Barve	FTR	LG	6	30	7	4	11	15	13	8	18	12	Crossbow/ Dagger
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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
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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
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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.

Smith

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

Shaikorth The Elder	FTR	LG	4	16	9	6	13	11	9	16	6	7	Dagger
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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
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Holvar the Cleaver: FTR, CE, HD: 2, HP: 11, AC: 7, SL: 4, Sword; ten Orc Slaves: CE, HD: 1, AC: 6, Daggers. Hook lone pedestrians from roof and pull up for tomorrow's cold-cuts.

HAGGLE STREET PROB 45% Of Discord In Party

Rope

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Laksham The Perverse	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 nosey. . . 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 gigantic 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 Derliþ	FTR	N	4	19	9	6	10	9	11	9	7	11	Sword
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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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Dray Crambas	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	N	4	10	9	6	17	16	9	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 Oarlocks with rotten eggs.*

Glutton & Gore

Dumpy Frignac	FTR	CG	4	14	9	7	15	4	4	17	6	14	Dagger
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Corpulent and generous, Frignac's largess includes victuals of Beaver Cheese, viands of Wild Dog Fricassee, Snake Eyes, Baboon Broth, Cumquats, Raisin Pudding, Weasel Wassail, 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

Dreek The Shrimp FTR N 5 17 9 6 13 8 8 14 10 7 Dagger

Dreek 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 Females 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-A-Slave

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

Vaqiot 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 Vatrín FTR CG 6 19 7 5 10 12 16 16 6 11 Dagger

Covered with mud, Vatrín claims that every object in his strange shop has magical powers (as he waves his giant feather), most to Comfort, some to Console, some to give Advice, and a few to Protect. Banners, Pantaloon, pointed Slippers, Broaches, giant Pillows of odd shapes, ruffled Collars, stuffed Animals, Horse Blankets, polished Pebbles - PROB 10% of Luckstone, Plumes, Trinkets, and Bracelets. Vatrín 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 13 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.*

	Weekly PROB	NA	GP Price	Defect PROB	Defect
1) Donkeys and Roundsies	60%	3 - 18	10	40%	01 - 20 Half-Speed
2) Pack Mules and Harness Nags	50%	4 - 24	20	30%	21 - 40 Spooky
3) Ponies, Palfreys	40%	3 - 18	30	20%	41 - 50 Unbroken
4) Light Horses	40%	2 - 12	40	20%	51 - 60 Blind
5) Medium War Horses	30%	2 - 12	100	10%	61 - 70 Diseased
6) Heavy War Horses	20%	1 - 6	200	10%	71 - 80 No Jumps
7) Draft Horses	50%	5 - 30	30	20%	81 - 90 No Teeth
8) One Only Rare Type, 200 - 1200 GP - Injured					91 - 00 Special

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

01 - 30 Obeys 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

Commands

1) Come (within Hearing)
 2) Return Home
 3) Find Master, 120" range
 4) No Noise
 5) Find Water, 100" range
 6) Warn of Danger, 5" range

Color

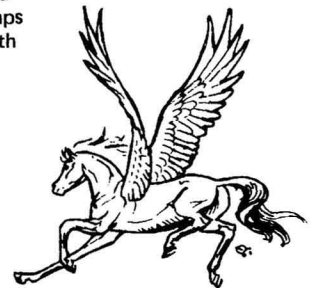
2) Painted
 3) Dapple
 4) Marked
 5) Cream
 6) Buff
 7) Gray
 8) Black
 9) Silver
 10) Gold
 11) Chestnut - Double Price*
 12) White - Triple Price*

Rare Type

1) Pegasus
 2) Unicorn
 3) Hippogriff
 4) Dire Wolf
 5) Sea Horse
 6) Ki-Rin
 7) Griffon
 8) Dolphin

Injury - PROB

Diseased 40%
 90% Wounds 50%
 Charmed 25%
 Geased 20%
 Insane 15%
 Berserk 15%
 Stoned 10%
 Cer. Parasites 06%
 Int. Devourer 03%



STREET OF MALESTROMS

Hot House

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Lady Amphibia	FTR	N	5	25	9	6	8	12	11	11	11	17	Dagger

Sauna, 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 Vasthron and assembling a large Fleet to attack the Seven Golden Cities in the Isles of Llaeruskwoerth.*

Merchant Sheriff

Varstegan	FTR	CG	6	28	7	7	11	10	13	11	11	14	+1 Sword
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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

Beleroptar	FTR	CE	3	10	9	6	9	9	12	8	12	9	Mace
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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. Beleroptar 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 gasps are for a group of soldiers-of-fortune to avenge him against the Demon, Rofaura the Origination.*

Foot Soldiers' Club

Klagen Drel	FTR	N	4	17	7	6	10	11	8	11	6	6	Sword
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Guttural din and loud curses from the 70 - 120 cavorting off-duty Footmen. Hurling 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

Gislamar	MU	N	6	13	9	6	5	16	10	9	15	10	+2 Dagger
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A Crystal Ball provides the income to support Gislamar'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 Lithe, Gislamar'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 Galleon loaded with Silver Bars, and seeks investors and partners at the Seahawk Tavern.*

Scholar's Inn

Skylit Jingar	FTR	CE	9	34	9	9	9	10	9	11	10	14	Sword
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Skylit 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; Ordalf 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, 240SP 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 stripling 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

Smith

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Ironfist Wledrin	FTR	N	5	16	9	7	9	12	13	12	4	11	Hammer

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

Armorer

Long Llefdein High-Head	FTR	N	5	21	9	7	11	7	13	14	9	16	Sword
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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

Buskin Hychdin	FTR	LE	5	25	9	10	9	9	17	6	11	15	+1 Sword
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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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Negardis the Upright	CL	LG	13	34	3	12	10	9	17	6	14	12	Trident

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 Adepts 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
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Coster has 5 Freeman: HD: 1, HP: 2, 3, 3, 4, 2, AC: 9, Daggers. Shoes, 1 SP each; Groom and Stable, 1 SP per night. Fuzzy Belijcek: Dwarf, N, LVL 3, HP: 7, AC: 4, Hammer. 30 GP, 50 SP hidden in hay.

Baker

Mirab Gold-Bread	FTR	CE	3	10	9	6	11	7	11	15	10	13	Sword
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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
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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
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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 tableaux 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, 45 SP in Chest.

Armorer

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

Movert Bath

Porkey Tover Dwarf	FTR	N	6	29	7	9	16	10	7	14	9	17	+2Hammer
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The Movert 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 - 60 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. Movert 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. Movert 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 bedding; 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 50' fall.*

Coin Changer

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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Sergeant Taliezin the Bold	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
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Sergeant Dunath the Balk: FTR, CE, LVL 3, HP: 19, AC: 5, Sword; Hiafrod Frayrolf: FTR, CE, LVL 3, HP: 14, Handaxe; four Guards: FTR, N - CE, LVL 1, HP: 4 each, AC: 6, Spears. Joyieta, Daughter: FTR, CE, LVL 1, HP: 4, AC: 9, Dagger. Chest: 346 GP, 64 SP, 144 CP, Electrum Sword worth 340 GP, 20 Agates, 10 GP each.

Red Axe Inn

Thajzi Orc-Slayer	FTR	N	6	23	9	6	6	14	16	11	8	16	Handaxe
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Hates Orcs with particular viciousness, having lost his family in an Orc raid. Rooms, 5 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, 6, 5, 3, 2, 2, 3, AC: 9, Daggers. Thajzi 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
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Rooms, 1 GP per week; Ham and Cider, 4 SP; Ale, 3 CP; Wine, 2 SP. Lollina 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 Spitting, House Odds 19%. Merchants, Pilgrims, and Brigands: NA: 7 - 42, LVL 1 - 6. *Rumor: A Mountain has disappeared 120 miles south of the City.*

Werelord Tavern

Rogry Algas	FTR	LG	5	24	5	4	12	7	14	6	8	5	Sword
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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
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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
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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
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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
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Carver of figures 1 CP; faces free if angered. Free peeks at Medusae head, 36 CP.

Amar Maedron	MU	CG	4	10	9	3	4	17	10	14	9	7	Dagger
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Camels 46 GP each, 4 in poor condition; 2 Slavers, FTR, HP: 1-3, AC: 9, Daggers. 15 GP, 25 CP.

The Open Market swarms with Hawkers and Vendors selling Chestnuts, Vegetables, Hot Tamales, Fake Maps, Crippled Slaves, Rush Sandals, Watered Wine, Dung Chips, Firewood, Baskets, Copper Weapons, Fruit, Herbs, Roasted Crickets, Flowers, Drums, and Soiled Garments. PROB of Common Item not Listed 15%. Movement through this area causes Delay of 7 - 42 turns and chance of Separation, PROB 30%. A Constable Patrol is stationed at the main entrance. Crowd includes any class: NA: 200 - 1200, LVL 1 - 12. *Rumor: A decaying Manor in Dearthwood is the scene of a wild celebration by wild Orcs (obviously drunk). Rumor: A Dervish Caravan is entering the Gate of the Gods with many red-skinned Slaves.*

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

Plant Shoppe

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Salenr Tepfana	FTR	LE	3	6	9	6	7	6	10	11	9	12	Sword

Two Apprentices: FTR, LE: 2, 7, AC: 9, Daggers. Man-eating Plant: HD: 3, HP: 10, AC: 8, 1 - 3 per Tendrils 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	MU	N	5	10	9	7	10	14	15	11	9	17	+1 Dagger
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Roast Chicken, Turkey and Pheasants, 3 CP each, brings customers from all over the City: NA: 7 - 42, LVL 1 - 12. Delphia is assisted by six Skeletons: HD: ½, HP: 3, 2, 1, 2, 2, AC: 7, Swords; and two Halflings, Bandorabas and Hamdir: FTR, LG, LVL 2, HP: 11, 7, AC: 9, Daggers. Delphia's quarters contain a Broom of Flying, and a Amulet of ESP hidden in a candle holder, and 321 GP, 6150 SP, 632 CP in a Brass Chest. *Legend of the Wolfstone Orm: An adult Red Dragon whose hoard contains the 'Banner Disc', incites fearlessness in Fighters within its 30' glowing ring. Legend of Swithiod's Bane: An adult Green Dragon of Dearthwood, called the Great Gryf, carries off singing travellers for entertainment. Legend of Guttorm the Green Death: A very old Green Dragon of Mermist Swamp with 'Jaguar Paw', a +3 Neutral Sword, and 'Gouger', a +2 Dagger in his hoard. Legend of the Flame of Norvi-Ridge: A sub-adult Dragon which searches for a Magic User Tutor.*

Saddler

Aqualar the Esoteric	FTR	LE	4	8	7	7	7	9	10	9	16	6	Sword
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Aqualar is assisted by five Gnolls: HD: 2, HP: 4, 5, 11, 7, 8, AC: 5; and Jargnt the Steadfast: 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	FTR	LG	7	31	8	8	13	15	10	11	8	13	Sword
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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 Swordsmen, 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 16350 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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 Zenigamble the Necromancer is hiring Fighters at the edge of Mermist Swamp.*

Fur Shop

Herald Varklet	RGR	LG	7	22	9	8	17	16	18	16	17	15	+1 Sword
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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	FTR	N	6	25	9	8	14	6	12	7	11	12	Sword
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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, 1580 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	16	17	Cane

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 - 60 GP in Jewelry. *Rumor: A Concubine of Senator Damboanega has fled with a Warrior and a Necklace of seven Missiles.*

Carnival of Memories

Cascade Brunwod	MU	CE	8	19	9	7	12	14	9	6	11	17	Dagger
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Brunwod, 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. 290 GP, 570 SP in invisible Chest, 640 CP in Cashbox. *Rumor: The City Jail is on fire, and the prisoners weren't released to escape the flames.*

Park of Obscene Statues

Hal the Debased	FTR	LE	7	37	9	5	11	10	13	14	10	10	+2 Sword
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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 State. Small boats can be rented, 5 CP, 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 stuns 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Magistrate Gungrat	CL	N	8	26	9	9	14	11	10	11	10	14	Hammer

Frowning Bashnak, the Clerk: Cleric, LG, LVL 3, HP: 7, AC: 3, Mace; Immortal Ponmizer, 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, 5398 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	FTR	N	8	23	9	9	10	12	15	13	15	8	Hammer
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Gusbert Fortnam, the Clerk: FTR, CE, LVL 4, HP: 12, AC: 5, Sword; Big Ulhig, 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	FTR	N	10	38	9	10	14	15	12	14	11	12	+1 Hammer
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Hurbart, the Clerk: FTR, N, LVL 5, HP: 32, AC: 9, Sword; Fats Ichor, the Baliff: FTR, LE, LVL 4, HP: 27, AC: 7, Two-handed Sword; Komrearter, 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, 14982 SP, 3415 CP. *Rumor: The Cut-Throat Inn is ablaze from an incredible brawl during which an Efreet appeared from a bottle possessed by a Musician.*

Low Court

Magistrate Afubar	FTR	N	6	27	9	9	11	6	8	13	13	14	Hammer
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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. Zurim, the Eradicator: FTR, LE, LVL 9, HP: 47, AC: 7, Battleaxe; Cutalamar, the Baliff: 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-Star Merchant Ship, Farmantle of the Silverfang.*

REGAL STREET
 PROB 30% Knocked to Ground if on Foot - 10% if Horsed - By Traffic

Gate of the Gods

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Captain Rimegard	FTR	LE	8	38	4	10	14	12	6	16	17	14	+2 LE Sword

Four Sergeants: FTR, LE, HD: 3 - 4, HP: 20, 16, 24, 10, AC: 4, Sword. 50 Foot, 30 Crossbow, 40 Archer, 24 Trebuchet, 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	FTR	LG	5	18	7	9	17	17	12	5	8	7	Hammer
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Crafty friend of the Patriarch of Thoth and Master of Monks, Sigtun; two Halfling companions, Klicker and Klanker; 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 of Gate Captain, trusted Bureaucrat.

Master of Monks

Sigtun the Rustic	MNK	LG	13	29	0	10	16	8	17	9	16	14	+1 LG Sword
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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, N, 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	CL	LG	10	20	2	12	12	9	16	11	8	10	Staff
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Diety is Nephtlys Goddess of Wealth: LG, LVL 10, HP: 100, AC: -2; per **Supplement IV**, page 4. Bishop Farntum: LG, LVL 6, HP: 14, AC: 4, Mace; three Vicars: LG, LVL 4, HP: 13, 9, 23, 14, AC: 4, Mace; 6 Adepts: LG, LVL 2, HP: 2, 4, 6, 2, 9, 7, AC: 5, Hammers; 38 Acolytes: N - LG, LVL 1, AC: 6, Staffs.

Seahawk Tavern

Boffin the Claw	FTR	CE	2	11	7	5	11	10	15	16	12	6	Hook Left Hand
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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 Buccaneers: NA: 30 - 40, LVL 1 - 4; Crooked games run by three Trolls. House Odds: 50%.

Water Dog Flop House

Artawer the Accursed	FTR	N	2	11	5	4	14	6	8	6	7	5	2-Handed Sword
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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, Bite: 1 - 3; attack when sleeping, PROB 05% per night of Grippe. If Furs rented, PROB 20% per night of Crud. Customers include Sailors, Students, Buccaneers: NA: 10 - 60, LVL 1 - 2; Cashbox in Fur pile: 10 GP, 34 SP, 52 CP, Dagger.

Tax Collector

Waxrik the Magnificent	Troll	LE	6+3	32	4	6	13	10	5	14	8	7	Flail
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Waxrik has purple jacket, red pants, yellow trimmed, four Gnomish 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 jumpsuits 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
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Four Assistants, Gollen, Harondar, Eldak, 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.*

Sorcerers Supply House

Athelbrus the Affable	MU	N	6	19	9	6	7	15	8	10	10	16 +1 Dagger
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Wand of Fear, four Assistant Mediums: MU, N - CG, HD: 1, HP: 2, 3, 1, 2, AC: 9, Ailill, Lysirk, Fretek and Hykirtod; Grutyl the Homuncului: 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; Gizards 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, 100 - 600 GP; Golem Kits (less book), 1000 - 10000 GP; unlisted item PROB 05% per week, 160 GP hidden in Bag of Holding.

Green Goblin Inn

Jackpot Klenthorn	FTR	CG	4	18	7	4	13	9	13	10	10	9	Sword
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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, HF: 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 Houris on Cross Road.*

Marine Barracks

Captain Fairweather Landor	FTR	CG	4	22	5	10	7	10	14	7	13	13 +1 Dagger
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Sargeant Mattick 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 Spears, 24 Catapultists, 15 Slaves; Aischinar One-Arm: FTR, N, HD: 4, 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 Altania	Female	FTR	CG	4	10	7	8	9	14	8	10	17	18	Scimitar
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Gold Hilted, 130 GP; 20 assorted Barmaids, Dancers, Servants: all FEM, FTR, N - CG, HD: 2, HP: 13, 4, 10, 4, 4, 9, 9, 4, 12, 11, 3, 13, 5, 3, 3, 7, 14, 8, 6, 11, AC: 9, Daggers; Aliena and Celiana, twin Dancers, CHAR: 17, perform with Chakdan the Doppelganger: N, HD: 4, HP: 22, AC: 5, doubles as a Bouncer. Shantra has an Amulet Bracelet, 50 SP, hidden in her room, summons Succubi Phebanlexa: 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 Dwarven 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 Haramakhis

Haramakhis	God	God	CE	17	200	-2	--	18	18	18	18	18	18
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See Donn God of Death, **Supplement IV**, page 19, appears every evening for Human sacrifice and ceremony; Masked Clerics: LVL 4 - 9, administer the rites; 60 Adepts guard 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
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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
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Twenty Hetmen (Foremen) Overseers: FTR, CE - N, HD: 2 - 1, HP: 4, 2, 1, 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	God	CG	15	225	-2	18	18	18	18	18	18	18	
Krongil the Prudent	CL	CG	14	36	2	12	9	17	17	10	12	16	Staff

Thoth has Psionic abilities, see page 2, **Supplement IV**, animates 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. Mercenaries guard the entrances: NA: 10 - 20, LVL 1 - 6.

The Drunken Reveler

Modread the Mangler	FTR	N	5	26	9	7	18	11	9	9	12	12	Dagger
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Poison Pek the Bartender: FTR, N, LVL 2, HP: 4, AC: 9. Signs posted for Sailors for the Sea-Queen Merchant Ship. Captain Gretonas departing in three days for the Ebony Coast and the Far Western ports. Young Nobles, Knights and Bandits: NA: 20 - 30, LVL 1 - 8. House Odds: 10%. *Lair of the White Worm Legend: White Dragon and hoard with captive Hero 60 miles north in Dwarven Mountain territory. Rumor of a public flailing of a Cupbearer who spilled wine on a Magistrate.*

Government Bureau

Atmoit the Tenth - Thane	FTR	LG	9	28	9	7	15	7	10	11	7	9	Sword
Wendigor the Clan Chief	FTR	LE	8	33	9	6	10	11	9	13	15	9	Sword
Brodag the Toe-less	FTR	LG	4	7	6	6	13	10	8	13	9	10	Sword
Mitokris	MU	LE	4	10	9	6	4	15	9	8	14	10	Dagger
Azathotharn the Scribe	MU	LG	2	4	9	6	10	14	10	5	9	6	Wand of Cold
Orlac the Great	Troll	CE	6+3	36	4	6	17	7	4	16	12	5	Morning Star
Eratak the Third	FTR	N	5	20	7	6	14	6	10	14	10	7	Sword

Players venturing here never obtain service, only passed from Undersecretary to Scribe, to Clan Chief, to Minister of Subtleness, 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: 4, HP: 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 less 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 Statinstor the Inquisitor comprise the known clergy. The Temple uses 21 Criminals and Slaves per week for sacrifices. Worshipers 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, AC: 2, HP: 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, AC: 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 victims. 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 chanting. 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.

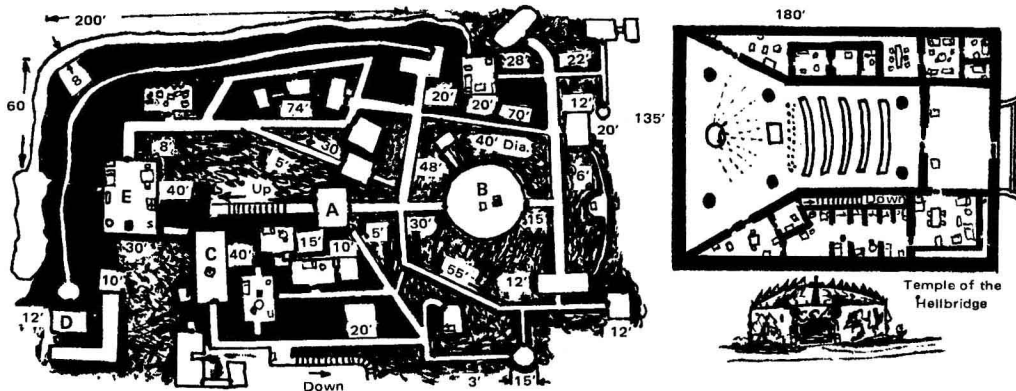
A) The Caretakers: Four Zombies: AC: 2, wearing Plate and armed with Swords (one +1 N Sword), Move: 6", HD: 8, HP: 16, 22, 36, 54, guard the entrance to the Temple area. . Password 'Battlelight' to be uttered while backing into the opening, or the Zombies attack. Four stone Troll heads, filled with oil, 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, HP: 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, Necklace 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, Efrete 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. Frequented 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
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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 Necklace 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

Satryal Stern	Werctiger	N	5	29	3	9	10	6	16	8	5	15	Dagger
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Satryal 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. Satryal has 780 SP and 167 GP hidden in his trunk's false bottom.

Cook

Scotch Protacus	FTR	N	4	13	8	6	13	6	14	12	13	13	Mace
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Scotch 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.

Potter

Drang the Patron FTR N 5 18 9 5 10 11 14 5 12 15 Dagger

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 FTR LE 8 39 9 9 18 9 8 11 7 10 Dagger

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 CL LG 3 12 7 5 11 9 14 12 11 8 Staff

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 FTR CG 4 15 9 5 16 12 3 6 10 14 Sword
Warbling Sobrun FTR CG 3 13 9 5 10 11 10 12 11 13 Dagger

These two brothers returned from campaigning with a considerable fortune, and soon after bought the Inn for an amazing sum. Some gossipers 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 Merman-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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Masterin Hoary-Head	FTR	N	3	14	6	5	16	10	6	10	8	6	Mace

Complains loudly about bed-bugs. Floorspace, 1 SP per night; Furs, 1 CP extra; two Ogres, Mib and Kurg: 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 FTR N 3 9 9 6 8 11 8 5 14 16 +1 Dagger

Three Gnoll Barmaids with Short Swords on back: CE, HD: 3, HP: 6, 4, 4, AC: 5, Rymlyn wears a 66 GP Necklace, 5 GP Ankle Bracelets, 26 GP, 28 SP, 14 CP hidden in vase with pet Scorpion. Bandits, Deputies, and Thieves: NA: 6 - 36, LVL 1 - 6. White Fire drink is potent, 30% PROB drunkenness cumulative, mistress of Sheriff. *Rumor: Large War Galley docking from Isles of Pokrantil.*

Wild-Boar Tavern

Garrick One-Eye FTR LE 4 14 7 6 14 8 7 12 4 5 Dagger

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 Morgran TH N 3 5 7 6 14 15 9 6 15 12 +2 Dagger

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%.

SHADY STREET
PROB 40% of Being Given 3 CP By a Kindly Old Trickster

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 amiably 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	Examination Required to Obtain	Major Governmental Bureaucracies	Job Level	No. of Jobs
1) General Clerk	Registrarial Examination	1) Bureau of the Archives	1) Clerk	210 - 260
2) General Scribe	Prosiacal Examination	2) Bureau of the Census	2) Scribe	170 - 220
3) Archives Agent	Athenaeum Examination	3) Bureau of Agriculture	3) Agent	110 - 160
4) Census Agent	Archival Examination	4) Bureau of Order (traffic, etc.)	4) Bureaucrat	20 - 70
5) Agriculture Agent	Discretionary Examination	5) Bureau of Punishment (courts)	5) Curator	7 - 12
6) Order Agent	Prefectural Examination	6) Bureau of War	6) Prefect	2 - 8
7) Punishment Agent	Offiousness Examination	7) Bureau of Revenue	7) Undersecretary	1 - 6
8) War Agent	Litigious Examination		8) Minister	1
9) Revenue Agent	Sycophantic Examination			
10) General Bureaucrat	Archical Examination			
11) General Curator	Fiduciarial Examination			
12) General Prefect	Arbitrarial Examination			

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:

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Spellbinder Sanghen	MU	LG	5	12	9	6	8	14	10	11	13	12	Dagger
Prolocutor Peshwell	FTR	N	4	18	7	5	13	12	8	9	10	13	Short Sword
Artillero the Articulate	FTR	LE	3	13	9	4	9	11	14	8	7	10	Dagger
Iyllera the Improvisatorio	TH	CE	6	17	7	4	7	13	9	14	15	14	Dagger
Huld the Haranguer	FTR	CG	6	24	9	6	9	16	12	7	9	9	Dagger

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

Merchant's Guild

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Eccentric Takvar	FTR	CG	2	9	9	9	9	4	12	11	10	10	Morning Star
Shambismo Parhed	FTR	CE	7	25	9	9	12	6	11	13	6	12	Sword
Emwilet Wart	FTR	CE	8	28	7	9	13	9	6	18	10	13	Dagger
Sleepy Suardy	FTR	LG	8	22	9	9	12	9	6	10	13	9	Sword

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

Hiyat Mudib	FTR	CG	9	24	5	6	6	10	6	4	11	13	Scimitar
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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 deflects all Breath Attacks which is buried in the Redoubt of the Dead.*

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

Mercenary Guild

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Tregardis the Thunderor	FTR	N	10	59	0	9	17	15	11	17	11	17	+2 Sword

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 Protgart: FTR, N, LVL 7, HP: 31, AC: 2, Sword, Unit: 'The Armoured Juggernauts'; Lt. Cavalry Sergeant Fleet-footed Stepsin: FTR, N, LVL 5, HP: 21, AC: 6, Broadsword, Unit: 'The Lightning Stroke'; Heavy-foot Sergeant Mors Yafat: FTR, N, LVL 8, HP: 41, AC: 4, +1 Sword, Unit: 'The Hedgehogs'; Pike Sergeant Mainar 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 Gaxyen: 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.*

Barbarian Shop

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

Knafar Ketil	MNK	LG	4	9	7	7	14	9	15	16	17	12	Sword
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Copper Clerk Tejil, Silver Clerk Parek, Gold Clerk Rodabar: FTR, N, LVL 2, HP: 13, 9, 6, AC: 4, Spears. Ketil charges 10% to change any type of coin, but EP and PP require 6 - 36 turns as he must get the proper amount from his moneylender friend, which costs an additional 10%. *Rumor: A Philosopher advocating the breaking of all weapons is stirring up a crowd in the Slave Market.*

Firedrake Mead Hall

Whelp Roarbek	FTR	CG	5	20	7	12	7	12	13	14	11	17	Battle Axe
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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, 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 CP; Hydra Toe Stew, 2 SP; Salmon Fillets, 5 SP; Mead (triple tankard), 1 GP; PROB 20% of Drunkenness cumulative. Any customer refusing to sing is bounced. Singers are Mercenaries, Nomads, and Guardsmen: NA: 70 - 120, LVL 1 - 4. Meathead Gilfath the Dwarf: FTR, 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 Bahdar	FTR	CG	8	46	9	9	9	14	13	7	13	11	+1 Scimitar
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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-at-arms, Kepal and Elstad: 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Mitjar Big-Bones	FTR	CG	5	16	9	7	14	13	11	15	8	16	Sword

Harsh and sweaty Mitjar belows 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, 5, 6, 8, 6, 1, 3, 5, 6, 4, 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Gnarling Guikarn	FTR	N	4	15	7	7	17	10	10	6	14	8	Scimitar

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 Horrid, a Fire Giant, is demanding to see an NPC at the Outer Ramparts within 10 minutes.*

Bazaar

Hodatli of Altania	FTR	LE	5	19	9	6	10	12	10	8	11	12	+1 Sword
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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	FTR	N	3	7	9	6	8	10	8	9	13	12	Dagger
Slesbert the Intoner	FTR	N	5	15	9	5	14	8	11	10	11	9	Dagger
Budbredi	FTR	N	6	22	9	5	13	12	10	8	7	12	Dagger

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 - 60% 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	MU	CG	4	14	9	7	14	10	10	7	8	10	PSY
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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

Cetmriot	CL	LE	5	18	4	5	6	14	16	9	7	7	Mace
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Florid Cetmriot 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	FTR	N	3	8	7	6	15	9	16	13	6	8	+1 Sword
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Meddler in a filthy cloak - asks many questions. Veli guarantees to provide the means to sate 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Vinegarface Arb	FTR	LE	8	41	9	7	5	10	10	13	5	5	Dagger

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, 4, 3, 1, AC: 5, 1 - 10/Hit. Poison trapped chest containing 1450 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
Ratgara the Registrar	FTR	CE	3	10	9	4	13	15	13	15	3	8	Dagger
Officer Draxrix	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
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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 will (the whole fortune) over to him in the event of death. Repayment in ten weeks at 20% 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: -6, **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
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A Halfling given to fits of generosity and laughing. Two Halfling Assistants, Roverbard and Bagstone: 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
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Rygar's +2 Plate, +2 Shield, Ring of Invisibility, and Amulet of ESP makes him an especially 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 wine and dined by Rygar 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 460 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
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Dour-faced Heylon is given to long spells of despair since his daughter, Yianiena 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 Deadbroke 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
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Elvamor sells Sculptures and Figurines of woodland animlas, 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 firend 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 Knave, a Sorcerer last seen at the Red Axe Inn.*

TEMPLE STREET

PROB 58% of Temporary, 2 - 12 turns, Amnesia - One Random Member of Party

Bloody Foam

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Hangharid Golden-Hand	FTR	N	3	17	9	6	9	12	13	12	4	11	Dagger

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: 19 GP, 7 SP, 67 CP. Mead, 2 CP. House Odds: 20%. *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

Sten Seitergud	FTR	LG	6	25	9	6	15	16	8	11	9	13	Sword
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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
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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. PROB of Drunkenness 55%, cumulative. Customers include Dwarves, Gnolls, and Bandits. Cashbox: 65 GP, 54 SP, 22 CP. House Odds: 23%. *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	150	-3	20	18	18	18	18	18	18	Bite/ 10 - 40
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Laghar, the Evil High Priest: LE, LVL 11, HP: 47, AC: 0, +2 Flail; five Priest, 20 Adepts, and 38 Acolytes 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.



TWILIGHT ROAD

PROB 30% of a Parade by Guardsmen, Militia, Calvary, Knights, or a Nobles' Retainers Forcing Off Road

Guest Manor

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Plump Ribbentrop	FTR	LE	9	36	9	7	13	9	14	5	8	10	Dagger

Thane Ribbentrop's pale face and pet Wild Dogs: HD: 1, HP: 4, 3, 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, 5, 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
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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
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Merry young Scion of a Noble house, Dukas caters to Gentlemen and Nobles: NA: 2 - 12, LVL: 2 - 12; his Jewelry, 15,870 GP, is protected by twenty Dwarves: FTR, N - LE, LVL 1, HP: 1, 2, 2, 7, 5, 3, 2, 2, 5, 2, 7, 5, 8, 2, 7, 5, 7, 6, 1, AC: 4, Crossbow and Hammer armed. *Rumor: A Halfling is being used for target practice by Archers in the East Wall Enclave.*

Bazaar

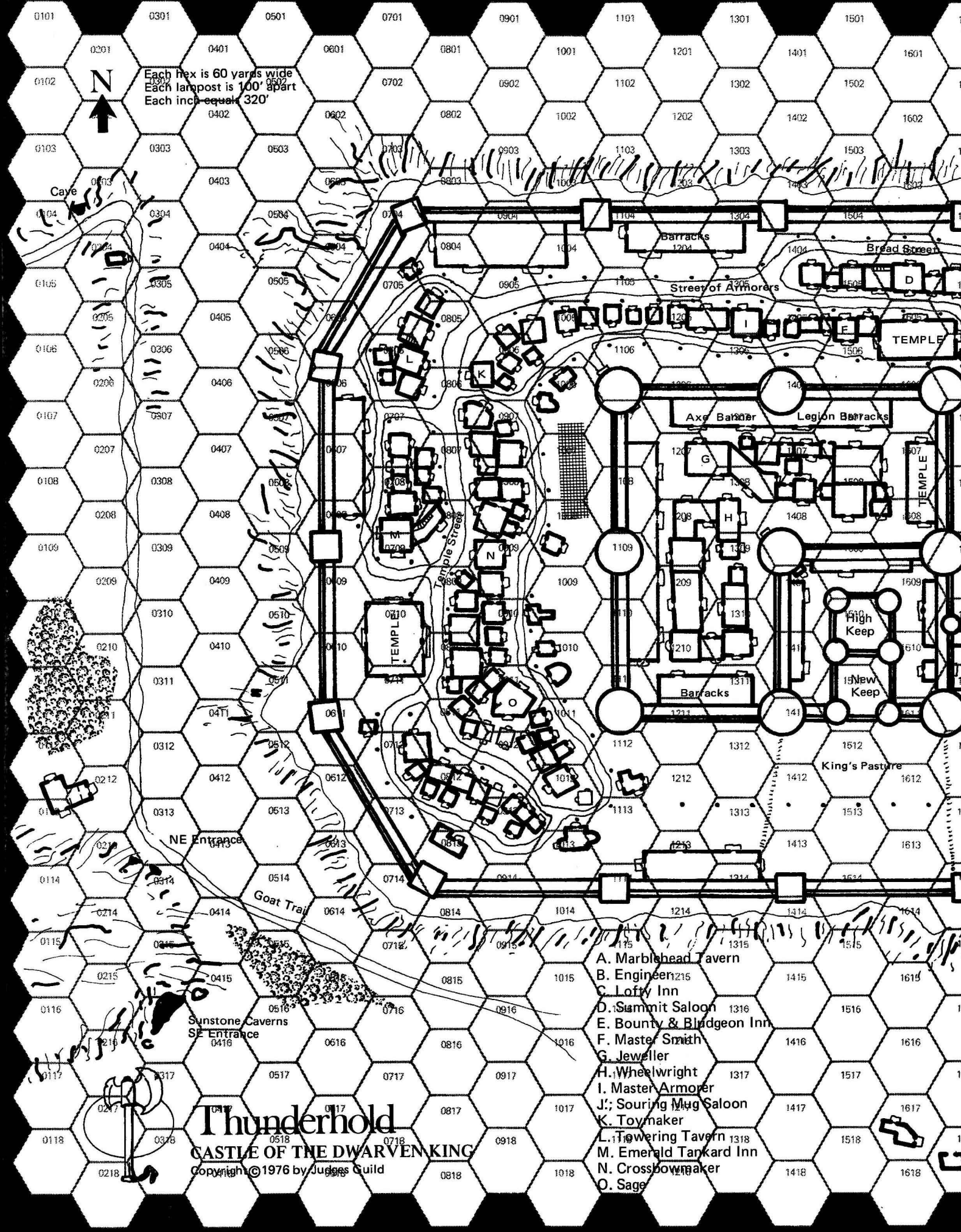
Aphthon the Gaudy	FTR	CG	5	25	8	6	15	7	12	16	13	9	Sword
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Begemmed Bracelets, Jade Knives, Jars of Caviar, Marble Sculptures, Jeweled Cushions, Purple and Gold Robes, and Ivory Chests line the shelves of Aphthon. He wears a red plumed cap and white leather 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, 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	17	4	16	6	17	9	9	15	12	+2 Dagger
Major-Domo Gwaul	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 Rathsvith	FTR	CG	9	39	5	14	16	16	12	10	15	12	+3 Sword
Steward Morgadan	MU	CE	4	8	9	12	10	17	9	12	17	15	Wand of Cold
Minister Vergiltarn	FTR	N	6	19	2	16	15	9	7	7	13	11	Flaming Sword
Commander Pryderin	FTR	LG	6	37	8	14	18	8	6	15	16	17	+1 Sword
Treasurer Gilfathevy	MU	LE	8	16	9	12	12	16	18	10	15	18	Staff
Housecarl Rhycarl	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 6 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 alcove; 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, 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, AC: 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 Almoneers, 5 Cooks, 10 Clerks, 40 Hand Slaves, 2 Carpenters, 33 Harem Girls, 26 Retainers, 3 Jesters, 6 Acrobats, 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, 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 Simulacra 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.



Each hex is 60 yards wide
Each lamppost is 100' apart
Each inch equals 320'

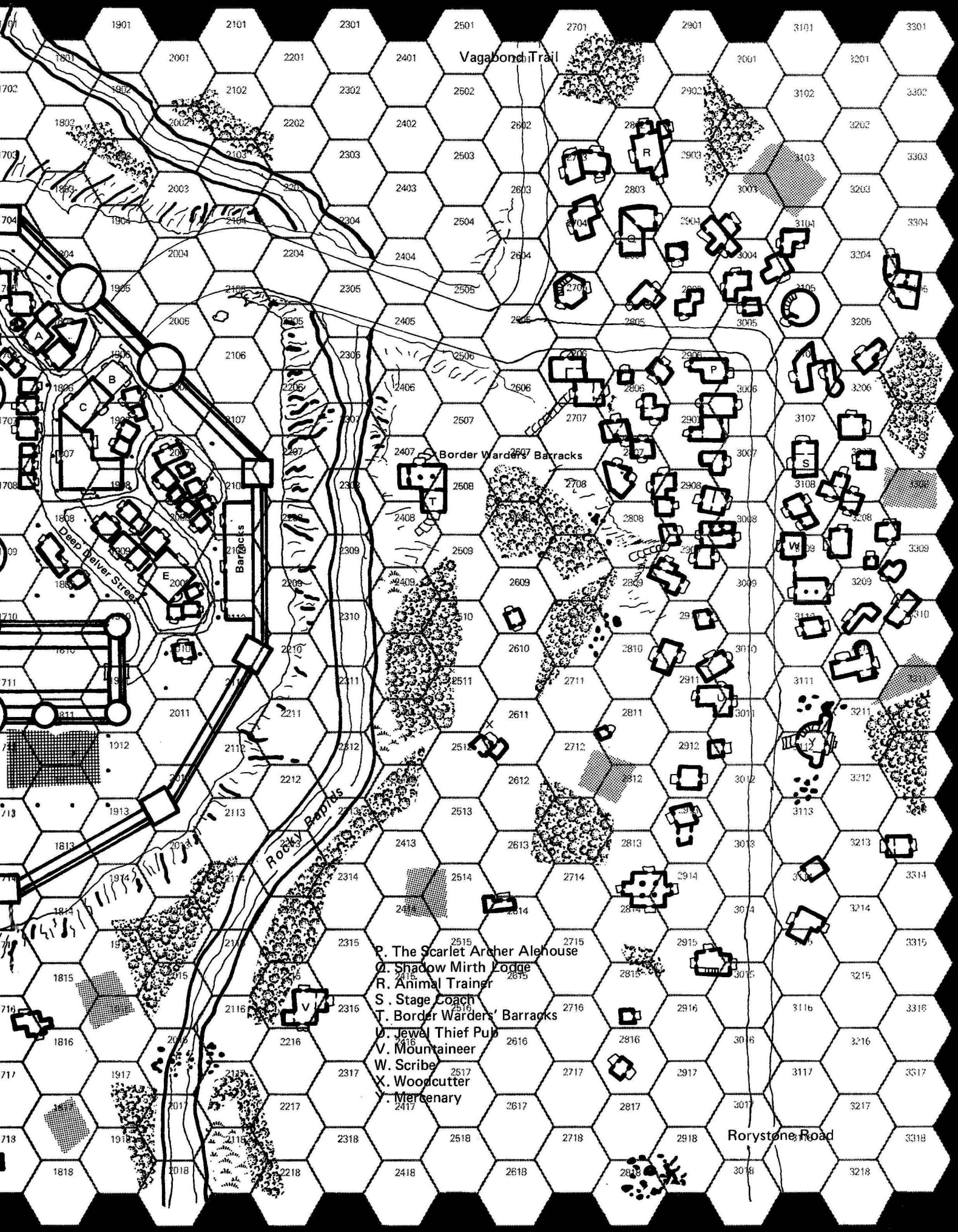


Thunderhold

CASTLE OF THE DWARVEN KING

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- A. Marblehead Tavern
- B. Engine
- C. Lofty Inn
- D. Summit Saloon
- E. Bounty & Bludgeon Inn
- F. Master Smith
- G. Jeweller
- H. Wheelwright
- I. Master Armorer
- J. Souring Mug Saloon
- K. Toy maker
- L. Towering Tavern
- M. Emerald Tankard Inn
- N. Crossbow maker
- O. Sage



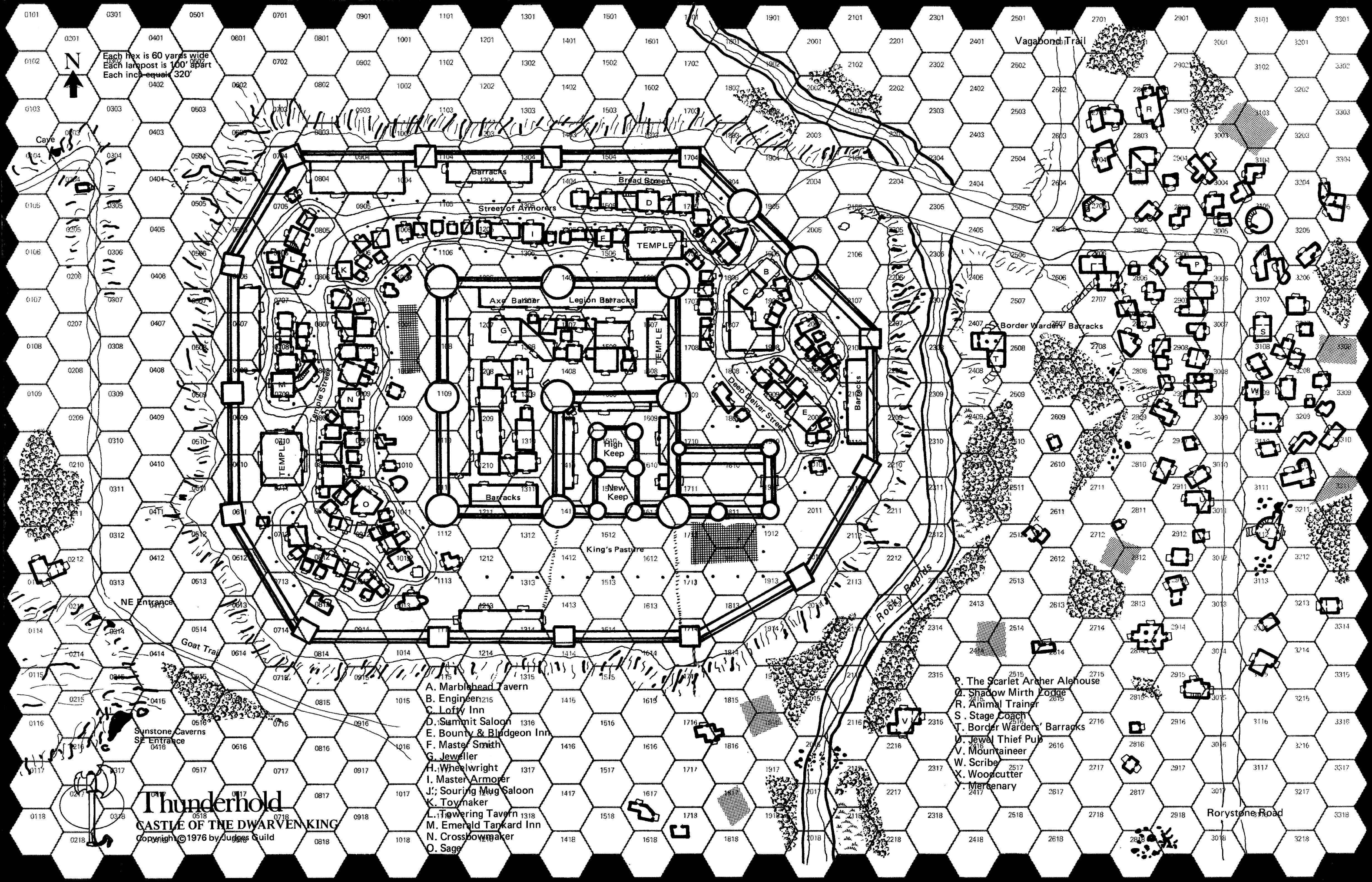
Vagabond Trail

Border Warders' Barracks

Rocky Rapids

Rorystone Road

- P. The Scarlet Archer Alehouse
- Q. Shadow Mirth Lodge
- R. Animal Trainer
- S. Stage Coach
- T. Border Warders' Barracks
- U. Jewel Thief Pub
- V. Mountaineer
- W. Scribe
- X. Woodcutter
- Y. Mercenary



Each hex is 60 yards wide
Each lamppost is 100' apart
Each inch equals 320'



Vagabond Trail

Cave

Barracks

Bread Street

Street of Armors

TEMPLE

Axe Banner

Legion Barracks

TEMPLE

High Keep

New Keep

King's Pasture

Rocky Rapids

Border Warders' Barracks

NE Entrance

Goat Trail

Sunstone Caverns
SE Entrance

Thunderhold
CASTLE OF THE DWARVEN KING
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- A. Marblehead Tavern
- B. Engineer's
- C. Lofty Inn
- D. Summit Saloon
- E. Bounty & Bludgeon Inn
- F. Master Smith
- G. Jeweller
- H. Wheelwright
- I. Master Armorer
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- L. Towering Tavern
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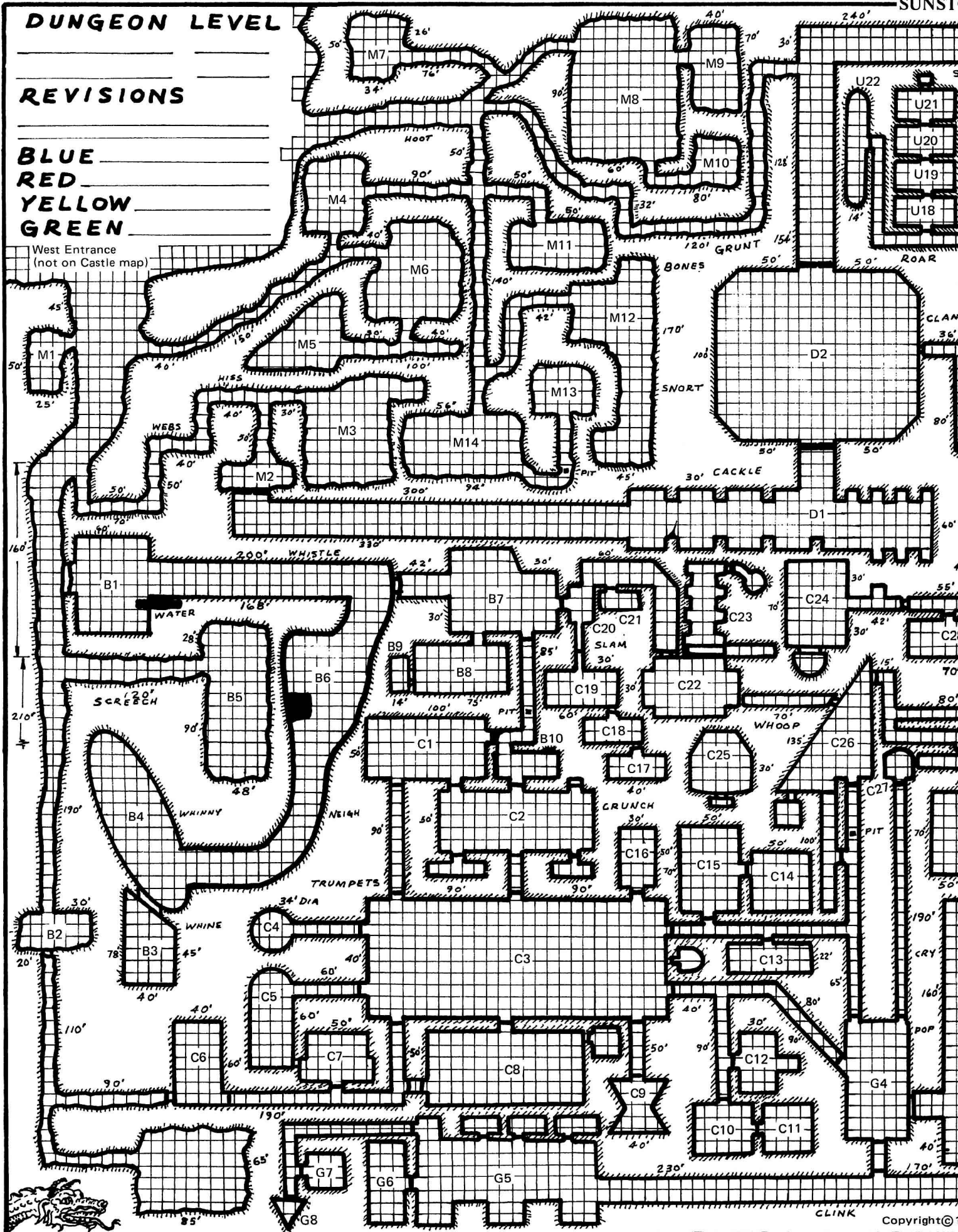
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- Y. Mercenary

Rorystone Road

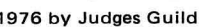
REVISIONS

BLUE _____
RED _____
YELLOW _____
GREEN _____

West Entrance
(not on Castle map)



SE Entrance



DUNGEON LEVEL

REVISIONS

BLUE

RED

YELLOW

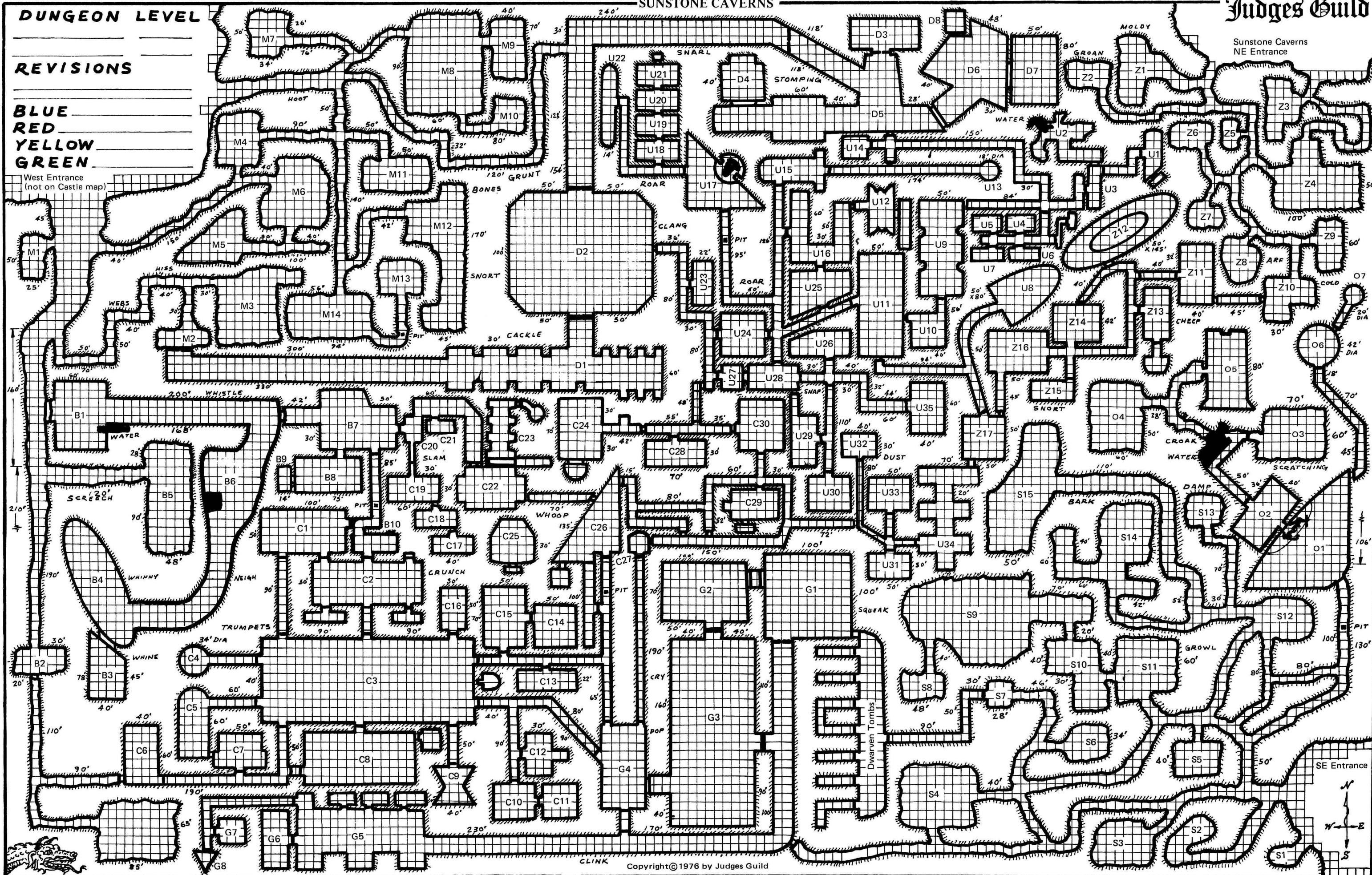
GREEN

West Entrance
(not on Castle map)

SUNSTONE CAVERNS

Judges Guild

Sunstone Caverns
NE Entrance



Sages Guild

Polonar the Profound	SG	LG	1	2	9	6	4	16	16	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 Qey.													
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.													
Omniscient Zenotabis	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.													
Kuromar the Light	SG	LE	6	2	9	6	7	15	13	9	3	12	Dagger
Speciality: Living Things; Medicine and Sociology, PROB to Know 65%, bewhiskered and jolly.													
Cleaver Cleandor	SG	LG	5	4	9	6	4	14	13	6	9	8	None
Speciality: Physical; Geology and Mineralogy, PROB to Know 86%, quick-tempered and slow.													
Shrewd Macrinus	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, 4 - 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
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Greasy's Barmaid, 'Overeasy' Blamor: FEM, N, LVL 1, HP: 3, AC: 9, CHAR: 17. Rooms, 5 SP per week; Crab Dinner, 2 GP. Frequented by Bandits, Guardsmen, and Gentlemen: NA: 10 - 100, LVL 1 - 6. Twelve Slave Guards: FTR, LVL 2, AC: 6, Swords. Chest: 385 GP. *Rumor: A renowned Yeoman claims to have wounded a Roc on the Moonraker Moorlands.*

Sailor

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

Courtesan

Cedrena the Prig	FTR	CG	5	20	9	8	11	7	15	13	3	18	Dagger
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Cedrena is fond of charging strangers with 'ogling', 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
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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 (89,560 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, Sleeping 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
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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 Frankster: 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	10	12	10	5	10	8	17	Sword
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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 Domanid	FTR	CG	4	14	9	10	14	7	12	10	9	9	Dagger
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	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 Galius	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 Miosek	FTR	CG	3	15	9	10	15	12	11	10	13	11	Sword
Sir Kanston	FTR	LG	3	7	9	10	7	9	11	13	10	12	+1 Sword
Sir Blankerd	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 Zech 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 Rhamsandron. 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, 15, 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

Chamberlain Omatyn	MU	LG	9	9	9	15	16	11	6	6	12	12	Dagger
Head Scribe	CL	LG	7	17	7	11	7	13	11	13	9	10	Mace
Steward Olefat	FTR	CG	6	19	4	12	9	10	8	15	11	13	+2 Sword
Treasurer Quevetar	MU	LG	10	31	9	12	11	12	13	12	12	10	+1 Dagger

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

Sir Savon the Griffon	FTR	N	11	36	9	11	11	10	15	17	11	14	+1 Sword
Sir Brislor	FTR	CG	5	26	4	11	11	10	10	15	14	16	Sword
Sir Gansen	FTR	LG	11	42	9	11	16	11	16	11	15	10	Dagger
Sir Stedgel	FTR	N	12	39	9	11	17	16	11	15	14	14	Dagger
Sir Tricson	FTR	CG	5	26	3	11	9	10	9	9	17	14	Sword
Sir Egart the Fonnelling	FTR	N	3	11	4	11	12	9	12	15	8	10	Sword

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, 16, 15, 20, 5, 36, 14, 40, 27, 9, 8, 19, 26, 45, 53, 34, 17, 11, 34, 29, AC: 2, Swords; have a complex code of ethics or 'Noblesse Oblige' which deplores 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 promised. House Odds: 10%.*

Bannarets' Club

Sir Kawood	FTR	CG	6	23	9	12	13	14	15	10	15	16	+1 Sword
Sir Tragg the Jaunty	FTR	N	16	58	9	12	15	14	9	11	16	8	+2 Sword
Sir Cornuis	FTR	N	6	29	9	12	14	17	12	10	10	17	Dagger
Sir Batan the Stout	FTR	N	12	52	4	12	13	14	8	16	14	11	+1 Sword
Sir Kirmistar	FTR	CE	8	31	9	12	14	16	14	16	12	12	+1 Sword

The Bannarets' permit only Social Level 12 or higher visitors and a banquet held almost every night for the almighties of the City State. Dues are 56 GP per month, and Banquet fees are 200 - 1200 GP. 15 Guardsmen, 28 Slaves, 3 Cooks, 4 Minstrels, 2 Belly Dancers, and Visitors: 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

General Hubar	FTR	N	8	31	4	13	13	9	13	16	10	8	Sword
Captain Raask	FTR	CE	10	53	6	10	9	12	12	11	18	14	+1 Spear
Captain Hoyar the Gallant	FTR	N	10	46	6	10	11	10	11	10	14	12	Sword
Captain Raulis	FTR	N	11	49	9	10	8	11	10	5	12	15	+1 Sword
Sergeant Capelan	FTR	CE	3	10	9	8	15	11	9	9	10	8	2-handed Sword
Sergeant Kerawan	FTR	N	2	5	9	8	8	17	8	11	13	11	Sword
Sergeant Klivor Plunk	FTR	N	8	27	9	8	5	14	11	12	9	11	Mace

The Barracks House, 1500 Foot, organized in 100 man 'Throngs' (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 Throngs are called a 'Vasthron', and 2 - 8 Vasthrons 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 'Vast-host' or Army.

The Overlord generally maintains at least two Vasthosts 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:

Regular Army	Unit Number and Type	Noble Army
(no equivalent Unit)	Lance (5 Horsemen)	Knight
Sergeant	Squadron (50 Horsemen)	Knight
Sergeant	Throng (100 Footmen)	Sergeant
Captain	Vasthron (500 Footmen)	Captain
Captain	Equithron (500 Horsemen)	Knight Bachelor
General	Battle	Knight Banneret
Captain General*	Vasthost	Noble, Social Level: 11 - 14
Army Commander**	Army of the City State	Overlord**



* 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 Bragit: N, LVL 15, HP: 58, AC: 0 (+2 Plate), SL: 14, STR: 14, INT: 11, WIS: 8, CON: 9, DEX: 13, CHAR: 16, +2 Lance.

The five Throngs of each Vasthron 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 Broadwords, 450 Halberds, 1500 Spears, 300 Poleaxes, 540 Short Bows, 120 Long Bows, 380 Light Crossbows, 70 Heavy Crossbows, 45 Battle Axes, 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 Vasthost 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

Captain Kriggs	FTR	LE	7	20	5	12	18	14	11	13	14	9	Sword
Royal Cavalry Equithron - 300 Light, 150 Medium, 50 Heavy.													
Captain Rikter	FTR	LG	16	42	7	12	12	7	7	11	8	11	+1 Sword
Light Horse Lancers Equithron - 500 strong.													
Captain Kovany	FTR	LG	10	34	9	11	10	14	15	8	16	8	Sword
Mounted Bow Equithron - 500 strong.													
Sergeant Kerastan	FTR	N	12	38	5	10	7	15	12	11	13	15	Sword
Sergeant Siskan	FTR	N	7	30	3	10	13	11	10	9	16	13	Sword
Sergeant Whitkar	FTR	N	8	29	4	10	9	9	13	16	14	12	Sword
Sergeant Bidlar of the Elder	FTR	CG	9	37	5	10	11	18	16	9	14	10	Sword

Each Equithron 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 06% 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 Doppelganger.*

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 Tadash	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 Citadels 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 Staffs 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 Plentitude and Prosperity, PROB 10%. The fourteen members send the Overlord a Gold Chain one link longer each year (35 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
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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 Halfings down Ox-Cart Road.*

Mead Hall

Elinstone of Sward	FTR	N	4	19	5	6	10	6	8	8	14	12	+1 Sword
Riverman Jesmig	FTR	N	4	16	9	5	11	13	11	8	6	11	Dagger

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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Dame Cerry	MU	CG	3	13	9	7	10	9	13	9	13	11	Dagger

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
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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
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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 Craftsmen 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 Sleep Gas 3" and is AC: 2. The parties reached a truce after three years of civil war, winning the freedom of the Craftsman's Guild from all governmental regulations and taxation. The following 46 years has seen a gradual reversal of these freedoms, and it is rumored that Mung will soon end the truce.

Mung the Sinister: A 10th Level Evil High Priest, bald, Robe of Blending, Staff of Healing, and Gauntlets of Ogre Power, HP: 34, HD: 8 + 1. Summons the Beast with an Amulet called the Sign of the Mirrow. . . Large Sapphire worth 2,500 GP. The Book of Wonder, which describes the three Gods of Pegana: Mana, Yood, Sushai, will reduce repercussions by 10% for Chaotic Wishes involving food, wood or mud. In his quarters, Mung has several jars of pickled Orc feet which he feeds the Beast to keep him awake. . . the Beast tends to sleep ½ the time unless fed to stay awake for two hours, and disobedient 50% of the time instead of his usual rate of 10%.

Severec Babkib: The second in command of the Temple, being the Evil Curate, HD: 4 + 1, obese and blustering, promoted primarily for his formidable array of magical items. . . and gifts. He has +2 Plate and a +3 Shield, a Staff of Withering, and an Amulet of ESP. The Sword of Welleran, a Vorpal Blade, is held captive in a box of iron, being +2 Lawful. The Bag of Holding under his palet contains a Potion of Longevity, Eyes of Charming, and 120 Gems. The room is protected by a Flesh Golem, HP: 40; ordered to attack anyone not whistling shrilly before entering the room. Severec also hired the Wizard Cthulhu to enchant certain doors and pits versus Lawful and Neutral alignments on the passage to his quarters.

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 1 - 6 Acolytes.

The Craftsmen 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
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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

Heliff Wolfbane	MU	LE	3	11	9	4	4	16	6	11	12	8	Dagger
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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
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Wielding his stone rolling pin as a Mace, Lash has often served penniless customers with lumpy noggins. Halflings (6 - 36) are always in line for his Cookies and Pies, 2 CP each. 30 CP in Cashbox. 450 GP baked in a large loaf. Lash owns 16 Light Horse Racing Ponies, stabled at the Murky Street Stable. Enjoys gambling on races. House Odds: 10%.

Jeweler

Strong Thintway	MU	LG	7	15	9	7	17	12	9	6	11	10	Dagger
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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
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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
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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
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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
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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
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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
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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	FTR	CE	1	6	5	3	12	8	16	12	7	15	Dagger
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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	FTR	CE	3	7	7	4	7	14	13	5	15	11	Sword
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Rattlesnake has explored Mermist 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

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Ferdworthy	FTR	LG	5	29	6	5	10	9	8	6	12	8	Sword

Ferrymaster Ferdworthy is known for his 26 children by two Barbarian wives (one of which lives across the Estuary). 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	FTR	LE	6	19	2	5	10	9	7	15	12	5	+1 Sword
Zadon the Fury	FTR	CE	3	15	4	4	13	7	13	14	9	9	Sword
Crazyman Carg	FTR	CE	3	13	4	4	9	9	10	9	11	13	Dagger

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: Ran, 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	Merman	N	2	7	3	3	16	6	8	16	15	10	Trident
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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 GP each. Tub contains a pet Giant Crab: HD: 3, HP: 12, AC: 2; guarding 110 GP 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

Balinoika the Fay	FTR	CE	8	34	5	9	10	14	8	7	8	11	+1 Sword
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Balinoika 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. Balinoika has a pink and green Ioun Stone which can absorb ten 1 - 4 Levels Spells; 200 GP, 42 SP, 2 EP; and an Efrete Bottle on his person. He owns four Merchant Ships, and possesses a hoard worth 26,000 GP.

Ship Builder

Skaronis	FTR	CE	6	28	1	7	13	15	6	11	9	12	Dagger
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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	FTR	N	3	16	6	5	11	4	9	16	9	5	Sword
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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
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Owens 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
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Widely-traveled, gnarled and bent, very old. The Captain claims to have been made old prematurely by a Staff wielded by a Cleric. His hoard consists of 400 CP, 170 SP, 42 GP, and a map to 16,000 GP hidden in the Majestic Mountains (in ruins protected by Gargoyles). Blood also owns a small Skiff, two Slaves, three Daughters. *Legend of the Demon Tongue: Mountain Pass with stone gate to hidden Valley of Amazons and Pegasi (Harpies and Unicorns).*

Red Pearl Inn

Sylperi the Spellbinder	IL	N	8	22	9	7	11	16	9	13	16	14 +1	Dagger
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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 Nnuuurrr'c'c: God, FTR, LVL 20, AC: -3, HP: 124 (see Supplement IV, page 56); feeding place Temple in Ruins of Altanian City 300 miles south.*

Stronsa Saloon

Imp Carpal	MU	CG	4	8	9	5	13	12	11	6	10	7	Dagger
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Foundling adopted by Waterfront Denizens, highly developed sense of humor and hideous scowl (rumored to be insane). Carpal has 'Wee Mindam': FTR, LVL 3, HP: 20, Sword, as a constant companion. Patrons include Marines, Fishers, and Elfs: NA: 20 - 26, LVL 1 - 4. Squid Steaks, 5 GP; 10 FEM Slaves, 2 Exotic Dancers. House Odds: 10%. *Legend of Slave Lake: Slaves being sold to underwater city. Rumor: Enemy of non-player character has arrived on Merchant Ship vowing to kill him on sight. . .fear evident.*

Rope Maker

Kandoy Pegleg	FTR	CE	4	19	9	6	11	8	13	5	8	11	Sword
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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
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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
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Cripir has ten Kobold Slaves: HD: ½, HP: 3, 1, 1, 2, 4, 3, 2, 1, 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. Strong-box has 400 SP, 55 GP; upstairs, 400 GP Cup. House Odds: 10%.

Taxidermist

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

Pyom the Charlatan	FTR	CE	3	9	9	6	10	10	14	14	5	9	Sword
Durdar Tawag	AL	CG	5	7	9	7	12	13	3	14	9	11	Dagger
Flakis Boarck	RGR	LG	2	10	9	5	8	11	8	5	7	12	Dagger

Pyom, 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.

Sarcophagus of Admiral Pik

Gruesome Taliendar	CL	LG	16	49	4	6	16	10	17	18	14	5	+1 Hammer
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Taliendar's Snake Staff is always nearby to protect the Sarcophagus of this famed Lawful Superhero of the City State. Taliendar 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. Taliendar himself receives 1 SP per Pilgrim to maintain himself. Within his stongbox (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 Taliendar, a Spectre: 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	Dagger
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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, CG, 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
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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
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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
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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
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'Crawly' a former prospector - knows the Dwarf-Lands very well - 5 SP per question. Ten Freeman work for 'Crawly': FTR, LG - N, HD: 1, HP: 3, 2, 2, 6, 4, 3, 1, 1, 1, 7, AC: 9.

Sail Maker

Lumbar of Oricha	FTR	LE	3	12	4	3	15	10	10	15	15	12	Sword
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Leader of a group of Waterfront Toughs - Bandits: NA: 2 - 12, LVL 1, HP: 3, 4, 1, 7, 8, 5.

Marine Barracks

'Dogfish' Nantar	FTR	LG	4	14	3	4	14	12	11	7	8	4 +1	Sword
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Hideous appearance, gentle and friendly, frightens dogs and cats. Sergeant Gawin: FTR, CG, HD: 2, HP: 10, AC: 5; 20 Crosbow, 20 Swords-men, 30 Spears, 10 Slaves.

Sail Bar

Hinkal the Lizard	FTR	CE	2	11	5	4	6	12	11	15	17	7	Sword
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Squat, hairy - sells drunken patrons to a Coven of Vampires, PROB 40%. Four Slave Guards: FTR, N - CE, LVL 1, HP: 2, 7, 4, 4, AC: 6. Patrons include Pirates, Bandits, and Thieves: NA: 8 - 14, LVL 1 - 4. Ale, 2 SP; Ribald songs by Barmaids (6). House Odds: 35%. *Rumor: A rumor of Pirates recruiting for Rogne River Pirate Stronghold.*

Ship Builder

Demiol the Drunkard	FTR	CG	4	20	5	6	12	11	10	11	7	12	Hammer
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Notorious for wild parties, 20 Freeman, 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
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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
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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; 5 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
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Owns the ship, 'Laurelin', blinded by a Sea Monster but Psionic Ability to see with palms of hands. Eight faithful Gnomish Servants: HD: 2, HP: 10, 5, 4, 9, 12, 9, 11, 4, AC: 5. *Legend of the Talisman: Sword of Hoary Harig: Dwarf Hero of Thunderhold.*

Barrack Marine

Warthog Jodhpur	FTR	LG	6	30	6	9	13	5	12	7	10	6	Sword
Sergeant Vastisar	FTR	LG	3	8	6	8	7	10	11	15	10	11	Sword

40 Crossbow, 60 Swordsmen, 35 Spears, 24 Catapultists, 10 Slaves, Ghouly Sarvatix: FTR, CG, HF: 3, HP: 13, AC: 9. Phebiana: Spearman, FEM, FTR, LG, LVL 1, HP: 3, AC: 7; is a runaway Harem Girl in disguise. Warthog is always riding. . . threatening demotion to the Militia. If the waterfront is attacked in force, the Captain has orders to immediately bring the Sea God's Priesthood to the water's edge, protecting them at all costs. Company Treasury: 42 GP, 415 SP, 58 CP; Armory of 20 Light Crossbows, 5 Heavy Crossbows, 215 Quarrels, 55 Short Swords, and 47 Spears in basement. *Rumor: Giant Rats in the basement barracks killed four recruits in their sleep, PROB 40% per night: NA: 2 - 12, HD: 2, AC: 8. Rumor: A badly treated Harem Girl is actually a 'Charmed' Princess of the Meadow Elves.*

Sail Maker

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

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

Seeks revenge on Rackateer for kidnapped Daughter. Three Freeman: 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
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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

Roemar Gavin	FTR	LE	5	36	7	10	10	13	9	12	14	9	Sword
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Expert on Commission to the Overlord. Four Gnome Slaves: HD: 1, HP: 4, 1, 2, 7, AC: 5.

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
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Likes Mead, Drunkenness 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 Razz: N, LVL 2, HP: 10, AC: 9; and Pisky Longpockets: Halffling, CG, LVL 2, HP: 6, AC: 9; all Dagger armed. Andar has 150 GP, 40 SP, and 300 CP in till.

Barrack 6th Co.

Koryarl 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, Homonuclear, 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) **Judiciar** - 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 "Reparte" 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 extend 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.

SL	Hierarchy	Title	Charisma**	No. of Comrades	There is a separate chance of each of the following Comrades appearing:
6 - 18	Noble	Dame*	+ or 1 - 6	3 - 18	
4 - 12	Gentlemen	Lady*	+2	2 - 12	
1 - 14	Military	Amazon	- 2	1 - 4	
1 - 7	Guildsmen	Madam	0	2	
3 - 9	Merchant	Mistress	+1	1	
1 - 8	General	Wench	0	0	

- Comrades**
- 1) Slaves 30% PROB
 - 2) Companions 20% PROB
 - 3) Escorts 20% PROB
 - 4) Guards 30% PROB

* 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

Goddess: 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 dowry (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. Wenchs are generally carefree and often, PROB 35%, aid their wooers 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:

Inclination	Gift Cost**	Duration	Request Granted***
1) Loathe*†	--	3 - 18 Weeks	--
2) Dislike*†	--	2 - 12	1%
3) Aloof*†	--	0	2
4) Sympathetic	10 GP	2	10
5) Interested	8	1 - 4	20
6) Playful	7 - 12	1 - 6	30
7) Capricious	1 - 6	7 - 12	10 - 40
8) Fondness	2	20	50
9) Infatuation	1	26	75
10) Passionate	1	30	90

** 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.

Modifiers to Inclination Roll:

Charisma 13 - 16	+1
17	+2
18	+3

Alignment is: Different -2, Opposite -3
Player has higher Social Level - 1/3 to 1/2
Diff. of Social Level's. Player has lower
Social Level - 1/2 Diff. in Social Level's.



Houri Garb

Houris often dress in unusual attires to attract attention:

- 1) Beggar Girl
- 2) Page
- 3) Shepherdess
- 4) Slave Girl
- 5) Amazon
- 6) Wood Nymph
- 7) Sea Nymph
- 8) Schoolgirl
- 9) Priestess
- 10) Mermaid

Female Characteristics: Each of the following columns should be rolled for separately.



Age

(Elves multiply 1 to 6 times)

01 - 60 21 - 30 years

61 - 75 18 - 20

76 - 90 17

91 - 99 16

00 Dice % dice again for age, however, woman considered 99 9/10% pure.

Type: Roll on Chart 2 under Advertising.

Tress Tints*	Complexion	Height	Vital Statistic	CHAR	VS + Bust	VS + Waist	Total Bust plus Hips
01 - 30 Brunette	Dusky Olive	4' 3"	22"	3	0	5 - 30"	+6 - 36"
31 - 50 Blonde	Bronze	4' 6"	23"	4 - 5	5 - 8"	2 - 12"	+1 - 6"
51 - 65 Auburn	Milky White	4' 9"	24"	6 - 8	6 - 9"	1 - 4"	0
66 - 77 Sable	Ebony	5' 0"	25"	9 - 11	7 - 10"	1 - 2"	0
78 - 82 Silver	Red	5' 3"	26"	12 - 15	8 - 11"	0	0
83 - 85 White	Yellow	5' 6"	27"	16 - 17	9 - 12"	0	-1"
86 - 90 Sky Blue	Pale Blue	5' 9"	28"	18	10 - 12"	0	-2"
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

** Winged

*** Half Mermaid

Alignment

- 01 - 21 Lawful/Good
- 22 - 43 Neutral
- 44 - 65 Lawful/Evil
- 66 - 77 Chaotic/Good
- 78 - 00 Chaotic/Evil

Heroic Proportions: Add Vital Statistic to Bust and Waist to get totals; add total Bust to Hips adjustment to get Hips. Below 5 ft., -2 from Bust and Hips.

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

- 2) Insurrection: No armor one week
- 3) Submission: Register Allegiance
- 4) Special Bounty for Outlaw
- 5) Head Tax on Non-Citizens (1 GP each)
- 6) Gladiator Games and Grand Tournies
- 7) All Temples receive Special Tax, 4 SP
- 8) Heroic Soldier made Knight
- 9) No Fires or Lights tonight
- 10) Noble's Death - Festivals tonight
- 11 - 12) 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 (2 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

Commoner's Month of:	Prevailing Temperature	Major Festival	
1) The Snow Leopard	30	Viking Feast of Odin	Odin (Supplement IV, page 22)
2) The Howling Winds	40	Masquerade of the Maidens	Modron*
3) The Crocodile	50	'Imbolg' - Festival of Spring	Brigid (Supplement IV, page 20)
4) Portly Pomp	60	'Beltene' - Fete of Brilliant Fire	Mabon**
5) Yellow Moon Dog	70	Festivity of Frenzy (war fever)	Thoth (Supplement IV, page 2)
6) Midsummer's Eve	80	'Daghadasadh'	Daghda (Supplement IV, page 18)
7) Vineyard Bounty	75	The Orgy of the Spirits	Harmakis***
8) The Crimson Dragon	70	'Samhain' - Carnival of Summer's End	Teutates****
9) The Regal Serpent	60	'Quetzanasadh'	Quetzalcoatl (Supplement IV, page 60)
10) The Silent Scream	55	'Lughnasadh' Harvest Feast	Liegh (Supplement IV, page 21)
11) The Sky Woman	50	The Great Hunt	Apollo (Supplement IV, page 13)
12) The White Wolf	40	Orgy of Consumption	Fenris Wolf (Supplement IV, page 31)

* Goddess of Rivers

** God of the Sun

***God of Destruction

****God of War

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).

Beggars

Rich Source of Local Information and Predictions

Die Roll/ Level*		Chance To Know	Veracity of Prediction	Minimum Price Necessary	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 Begger.
1	Beggar	5%	--	1 - 6 CP	
2	Beseecher	9%	--	2 - 12 CP	
3	Panhandler	14%	1%	1 - 6 SP	
4	Vagabond Chanter	20%	4%	2 - 12 SP	
5	Almsman	26%	6%	1 - 6 GP	
6	Holy Seer	32%	12%	2 - 12 GP	
(7)	Guildmaster	50%	26%	3 - 60 GP	

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 cases.

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, Analegorn 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.

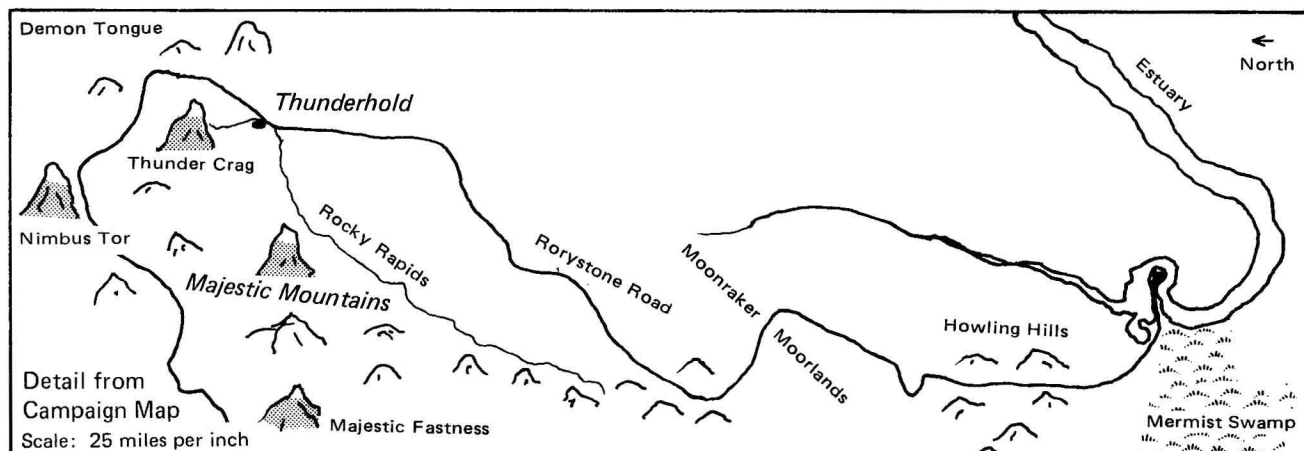
In olden times, the Castle was the stronghold of a hardy race of men called the Moonrakers, many descendants of which now live in the Castle Village (population 600). The Moonrakers traded with an earlier tribe of Dwarves located in the two dungeons outside the Castle. With time and outside invaders, 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 Armorers 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 kill any flying creature venturing over it, since the mortal was also supposed to have inherited a magic limb of Emig named, 'Autocannon'. The Dwarves have always produced superior weapons, but Legion Blades of recent make are attributed to the corpse of Emig.

The Dwarves have lately regained some territory from the Giants living west of them, and it is also rumored that they are preparing a strike against Analegorn, the Red Dragon.



The following guidelines have been 'modularized' so that legends and rumors can be individually assigned, and shop letter codes reassigned at the Judge's discretion.

Miscellaneous Dwarves (Unless otherwise noted)

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Nordre Iron-Helm	FTR	N	8	56	0	15	18	11	8	17	10	13	+2 War Hammer
Stormy, Quick to Anger; +2 Mithril Plate, +3 Hit PROB/+3 Damage due to Strength													
Squire Zotik	FTR	N	3	15	5	10	10	14	11	8	12	14	Sword
Mannerly Mayor of Thunderhold.													
Wenegbon	FTR	N	4	20	2	6	12	9	15	11	6	4	Morning Star
Gate Sentinel Trumpet; has Custom Plate Armor worth 200 GP.													
Sable Wik	CL	LG	5	15	5	7	9	7	15	11	10	10	Staff
Dwarf-mother, Generous. Temple of Rosmerta (Inner Castle), Goddess of Wealth and Fertility.													
Bonanza Bifex	CL	N	4	12	5	6	12	4	12	13	11	15	Mace
Anti-Human. Leader of War Party. Temple of Goibhnie (Temple Street).													
Cur Raplin	FTR	CE	3	14	2	5	11	13	12	11	7	12	Sword and Sword
Hates Humans, has small following.													
Meglin the Brute	FTR	CE	4	19	5	4	18	3	8	14	9	10	Battle Axe
Dullard, friend of Cur Raplin; +2 Hit PROB/+3 Damage due to Strength.													
Dogin Chopper	FTR	N	5	22	2	8	15	9	8	10	12	11	+1 Hand Axe
High Sheriff, 'The Protector of the Axe'; +1 Hit PROB due to Strength.													
Romp Wikin	BARD	N	2	10	7	6	10	14	12	11	13	15	Dagger
Widely travelled, hates Elves.													
Fenmar the Knave	TH	N	5	12	7	4	9	12	11	10	14	8	Dagger
Nicknamed 'Flash', Cutpurse with Boots of Speed.													
Bankil the Culprit	TH	CE	5	15	7	4	11	8	7	14	13	6	Sword
Cutpurse living at the Souring Mug.													

Purloin Purfin	TH	N	9	25	9	5	10	12	14	12	16	15	+1 Dagger
Noted Thief living at the Summit Saloon.													
Carlan the Puffer	FTR	N	2	12	9	5	12	7	6	16	11	11	Dagger
Braggart, affable, fat.													
Hoary Harig	FTR	N	4	19	2	5	10	9	11	15	8	16	Sword
Hero with Talisman Sword, knows of Hidden Valley.													
Goose Asquill	FTR	N	2	10	5	5	11	10	14	12	16	9	Sword
Cheerful, skilled with Crossbow.													
Lady of Green Knowledge	MU	LG	11	26	6	4	10	16	14	9	13	11	+2 Dagger
(Human) Charitable White Witch. Bracers - AC: 6, Shadow Mirth Lodge.													
Wehrmoth the Warlock	MU	N	8	20	9	5	12	14	10	7	6	15	+1 Dagger
(Human) Gloomy. Occasionally works for the Dwarven King.													

Legends and Rumors

The Dungeon Vault: Huge Cave Complex below Majestic Fastness.

The Master Stone: 100,000 GP Gem in Balor Horde.

The Charm-Mantle: Scintillating Robe.

The Eldar Relic: +3 Spear in Troll Horde.

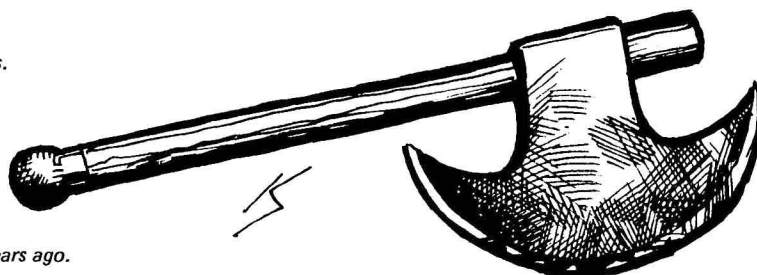
The Omen Beacon: Light above Nimbus Tor.

The Raven-Guide: Raven led Hero out of danger.

The Night Watchers: Spectres riding Manticores.

The Sundered Shield: +5 Shield lost to Dragon.

The Sun-Driven Dwarf: Flying Dwarf adventurer departed 140 years ago.



Shops/Taverns A - N are Dwarves

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
A) Nyi	FTR	LG	2	3	7	3	8	11	13	13	5	11	Dagger
B) Nithri	FTR	N	3	12	5	8	9	16	7	12	13	10	Sword
C) Austri	FTR	N	3	10	7	4	6	12	14	7	8	10	Dagger
D) Vestri	FTR	N	4	18	9	5	10	7	15	8	8	9	Sword
E) Nain	FTR	CG	3	16	7	4	12	14	15	12	8	12	Hand Axe
F) Northri	FTR	N	5	24	9	7	16	13	14	12	9	15	Spear
G) Vindalf	FTR	CE	4	16	5	5	8	8	13	12	11	10	+1 War Hammer
H) Rathsvith	FTR	N	2	7	7	5	10	10	14	14	14	8	War Hammer
I) Armorers:													
Regin	FTR	N	6	32	5	6	17	14	10	12	16	7	+1 Mace
Rumored able to make +1 Armor and Weapons (given correct materials).													
Rufalin	FTR	N	3	14	7	5	14	10	7	11	12	8	Flail
Greedy, but skillful.													
Thranark	FTR	N	5	28	5	7	15	12	9	13	10	9	Battle Axe
Occasionally repairs Magic Weapons and Armor (PROB failure 10% per +1).													
J) Nar	FTR	N	5	30	9	5	12	12	13	9	16	8	Dagger
K) An	FTR	CE	2	13	7	3	14	10	6	8	16	10	Hand Axe
L) Suthri	FTR	N	3	19	5	4	10	14	10	7	9	12	Sword
M) Althjof	FTR	N	2	9	7	3	8	17	13	11	15	6	Dagger
N) Draupnir	FTR	N	3	9	5	5	13	14	11	11	12	9	Hand Axe

(Don't Forget: All Dwarves +4 levels when making Saving Throws!)

Shops/Taverns O - Y are all Humans (unless otherwise noted)

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
O) Ni-Weser-Re the Aged	Sage	LG	20	50	2	7	6	18	17	16	13	15	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.													
P) Hropt	FTR	CG	2	12	7	3	13	9	13	9	10	9	Dagger
Q) Lysir	FTR	LG	5	23	7	4	11	12	10	8	10	9	Sword/Mace
R) Brune	FTR	N	6	21	7	3	15	13	9	13	8	10	Dagger/Spear
Specializes in Horses and Bears.													
S) Rimegerd	FTR	LE	2	10	5	4	11	8	15	11	9	10	Sword
T) Border Warders' Barracks (All Dwarves):													
Sergeant Onar	FTR	N	5	34	0	8	17	11	13	15	9	14	+2 Sword
+1 Shield and +1 Dwarven Plate; +2 Hit PROB/ +2 Damage due to Strength.													
Valiant Bakalin	FTR	N	4	22	2	7	15	12	9	12	8	12	Morning Star
Hero of Axe Banner Legion (300 Elite Dwarven Axemen), occasionally patrols with Onar.													
Border Warders: Number 100, constantly patrol Rorystone Road, Vagabond Trail and area in groups of 7 - 12.													
U) Rigsmal	FTR	CE	6	35	7	4	7	11	14	12	11	13	Dagger/Mace
V) Hildeger	FTR	N	5	26	8	4	13	11	10	9	12	12	Bow/Spear

Godwin	Gnome	N	4	16	7	4	13	10	5	12	17	11	Spear
Sigtun	Gnome	N	3	13	7	4	12	8	6	6	9	12	Sword
W) Thelemark	MU	N	3	8	9	5	7	13	8	10	12	10	Dagger
X) Hespnr (Dwarf)	FTR	CG	2	10	4	4	14	8	10	13	10	13	HandAxe
Y) Fialer	FTR	N	4	19	4	5	15	12	14	10	17	14	Spear

Has band of 50 - 100 Mercenaries (as needed), hired by King to fight raiding Gnolls, suspected of banditry in the area.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Lady Kostbera the Sorceress	MU	CE	9	20	-1	8	9	17	13	13	16	17	+2Dagger

Bracers of Defense: AC: 2; Ring of Protection +3; Wand of Illusion; and Scroll of Protection from Lycanthropes carried on person. A former Begger Girl who ruthlessly carved her niche in society and at the peak of her notoriety disappeared from the upper-world. She joined the Black Lotus, and is the personal agent of the Overlord on this level. The Ring of Protection +3 bears the secret symbol of the spy network. Kostbera is extremely greedy, and occasionally pursues her own best interests by looting other denizens of the deep. She wears beads and bangles of a Slave Girl (actually worth 1,600 GP), and is an excellent actress. Seeking to avoid capture and personal combat, she relies heavily on her secret passages, traps, and hirelings. In any bad situation, she will flee and trap pursuers.

Hirelings:

Thrandil the IV	FTR	CE	3	8	4	2	10	13	12	5	9	14	Sword
Longarm Hern	TH	N	6	18	7	3	7	9	7	10	15	10	+1Sword
Bindel the Dwarf	FTR	N	2	9	3	4	11	12	9	13	8	6	Hammer
Gundar Beardbottom	FTR	CE	2	10	2	3	15	9	5	15	13	7	Sword
Toothy Kalisk	CL	LE	4	15	5	4	10	9	10	10	6	10	Mace

Kostbera makes use of four Skeletons: HD: 1, AC: 7, HP: 2, 6, 3, 6, armed with Spears; stored in a pit-trap. She never forgets an affront, and will seek revenge carefully without danger to herself. Lady Kostbera is cunningly reluctant to reveal her magic ability, and often poses as a captive of the Skeletons to dupe a party. She might sell captives into Slavery, but if attracted, PROB same as CHAR stated as a percentage, will charm a captive and later set him free (nude and shaven bald) in the Square of the Gods. Hidden in a chest of garments is a Potion of Flying, 440 CP, 110 SP, 90 GP, and four pieces of Jewelry. In a jar by the corner is an Orc head; below the table is four Wine Flasks; on the table is a Dagger, 5 SP, and a flask of Oil; on a shelf is two week's Iron Rations for one person, four Torches, and 50' of Rope; and leaning against the wall, a Heavy Crossbow, a Poison 4 Trap.

SUNSTONE CAVERNS

Areas

M - Mithril Lode	U - Undead and Bragash
B - Bandits of the Man-Ape	Z - Zagrath, Spectre
C - Tribunal of Chaos	O - Oracle of Bubastis
D - Dragon Lair of Gorgomat	S - Sunstone Mine
G - Giant, Muakruar	



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.

Bragash 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, 7, 13, 13, 7, 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.

Bragash craves Human flesh, especially Female - for feasts, being loathe to partake of the Ghouls' savory delight - Crypt Remains. In his Lair (U17), are eating utensils made of Copper (each 8000 CP), Silver Dining Cups (each 2000 SP) encrusted with two Gems, and a Potion of Undead Control. One Crypt (U5) contains the dusty bones of an Evil High Priest still wearing a Ring of Mammal Control. Throughout his corridors, Bragash has scratched his symbol - two Horns with a Scimitar impaled Skull.

Gorgomat the Prisoner: White Dragon, HD: 6, Very Old (270 years), two Claws each 1 - 4, one Bite each 2 - 16 or (on 6+) Breathes Cold 3' x 8' for 36 pips, 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, 8, 9, 3, 12, 7, 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 horde 60% PROB per turn.

The Bandits of the Man - Ape

Carpin Gartirn, the Bandit Chief	CG	8	30	4	-	17	14	10	10	17	5	+2Sword
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Carpin claims distant kinship with the original rulers of the area, the Moonrakers, due to Strength. He now commands a small force: 20 Light Foot: LVL 1, HP: 1, 7, 2, 8, 3, 1, 8, 2, 2, 2, 7, 3, 8, 2, 4, 4, 2, 1, 8, 8, AC: 6; 12 Short Bowmen: LVL 1, HP: 4, 8, 3, 3, 7, 8, 1, 6, 4, 3, 7, 2, AC: 7; 12 Light Horsemen: LVL 1, HP: 5, 6, 2, 2, 2, 7, 5, 2, 6, 2, 4, 6, AC: 6; 10 Medium Horsemen: LVL 1, HP: 5, 7, 3, 5, 6, 7, 3, 8, 2, 8, AC: 4; all being N to CG.

He has fought more than one successful (so far) battle against the strong Chaotic force south of his tunnel complex, having set many traps 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 walls, turning back the last assault. Carpin's main protection is the massive stone gate which opens upon command so his troops can ride full tilt into his Stronghold. Water for his horses trickles through one wall of his hold, and he has stores enough for three months should he be forced to remain in hiding. His Booty includes ten Dancing Girls: FTR, N, LVL 1, HP: 1, 2, 1, 3, 4, 1, 2, 3, 1, 3, AC: 9, Daggers, CHAR: 15 - 18; 56 Jewelry, 146 Gems, 6000 SP, 10,500 GP, 20 PP, and a Scarab of Protection from Evil High Priests. Carpin has yet to find a lieutenant he trusts (or who can abide his appearance), so he personally issues all commands. Each entrance is guarded by four Light Foot, and has a Brass Gong to sound the alarm.

The Oracle of Bubastis

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 Thiringonak 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, Morfing, 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).

Nikelaus 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 carved 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 chambers northwest was made more difficult when the floor of the connecting chambers caved in into an underground river. Luckily the water rose no further. In those northwest chambers (04 and 05) are the festering remnants 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: 58, 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 Harsanland, a well preserved Mummy which wears the Royal Crown yet.

Muakruar the Unblest: 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 toasted 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 Judgeship pocketed. 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, 1, 6, 5, 6, 3, 2, 2, 3, 2, 4, 5, Sword armed; six Troll Executioners: HD: 6 + 3, AC: 4, HP: 28, 24, 23, 34, 33, 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, 3, 4, 6, 7, 8, 1, 2, 1, 3, 3, 4, 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, 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, headquarter 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: HP: 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, 15, 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 (C5). 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 (I). 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.

DUNGEON LEVEL

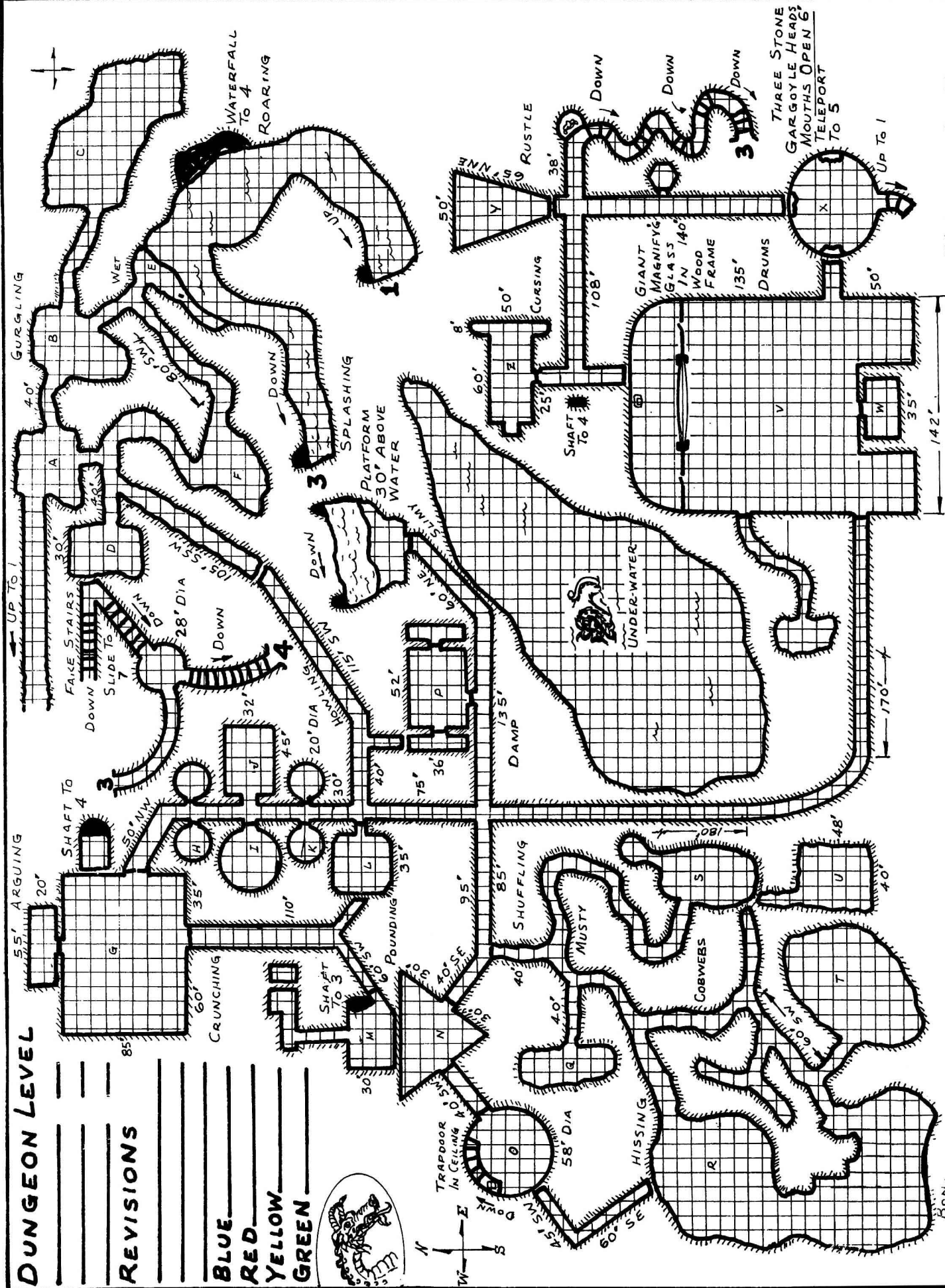
REVISIONS

BLUE

RED-

YELLOW.

GREEN



LEVEL 2

Judges Build J-2

REVISIONS

BLUE

RED -

0773人

FREE



LEVEL 3



GREEN



PROSIAC POEMS & PROVOKING PROSE

*At midnight. . . Torches and Pikes you must bring
To remove the ashen 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: 9, Armed with Spears, 1st level.



SPECIAL ENCOUNTERS (Additional Specifics)

Town Crier Table

- 1 Call to Arms (general)
- 2 Orcs sighted from wall
- 3 Special (roll below)
- 4 - 6 All's Well

Special Occurances

- 1 Caravan Arriving/Departing
- 2 Cavalry Call to Arms (excluding Knights)
- 3 Footmen Call to Arms (excluding Knights)
- 4 Stagecoach Robbed/Missing
- 5 Fire (5% chance to Spread)
- 6 Epidemic Outbreak (common quarter)
- 7 Ship Arriving/Departing
- 8 Noble's Birth/Death (roll Heir/Social Level)
- 9 Holiday/Day of Mourning Proclaimed
- 10 Executuion Coming Up
- 11 Gladiator Festival Today
- 12 Battle Result (distant army)
- 13 Curfew (Goblins loose in City last night)
- 14 Gates Locked (Outlaw/Spy Sighted)
- 15 Spell Use Illegal Today (enemy Magic User loose)
- 16 Jail Break (5 GP reward/3 - 18 escapees)
- 17 Emergency Tax for Overlord, 1 SP per Social Level
- 18 Extra Months Pay for Army Volunteers
- 19 War Declaration/Peace Treaty
- 20 Weapon/Horse Confiscation (PROB of avoiding is CHAR stated as a percentage)

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/Wererat
- 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 Relieved of all Possessions carried
- 3 Hung upside down from lamppost
- 4 Facial Disfiguration (-2 CHAR)
- 5 Beat Unconscious (-4 CHAR for 4 - 24 days)
- 6 Weighted and thrown in the Estuary

"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 Armorer 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 "Thane" (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, fiefs) 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

Guard's Action:	1	2	3	4	5	6
1 Suspect Party of	Smuggling	Pilfering	Cheating	Spying	Runaway	Rival
2 Inquire Party of	Home	Tavern	Ship	Outlaw	Armor	NPC
3 Command Party to	Drop Weapon	Lie Down	Halt	Go Home	Hands Up	Run
4 Search Party's	Everything	Bags	Clothes	Boots	Weapons	Bottles
5 Shake Down for	Weapon	2 CP	3 SP	5 GP	7 GP	10 GP
6 Impress one Day to	Clean Weapons	Cook	Dig	Rake	Plaster	Guard
7 Helps Party	Carry Bags	Guide	Warning	Alms	Defend	Find Item
8 Offer Party	Information	Female	Pet	Drink	Food	Ride
9 Demand	Bandages	Arrows	Water	Oil	Leather	Help
10 Ask for	Information	Cloak	Drink	Food	Straw	Wood

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 Altanian, 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 no 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.

Level	Buffoon	Witicisms Per Day
1	Fool	1
2	Clown	2
3	Punster	4
4	Jester	6

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 'O' (Belladonna) 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 Belladonna, 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

Poison Type	Major Component	Rounds Effects Delayed	Points of Damage Per Round/No. of Rounds*	(In Addition to Damage) Effect when Saving Throw***			Per Potion Distill Cost
				Is Not Made On:			
				Man-Sized	Ogre-Sized	Dragon-Sized	
0	Belladonna	9	0/0	Half Actions	--	--	10 GP
1	Opium	8	1/1	Coma	Half Actions	--	100 GP
2	Arsenic	7	2/2	III	Coma	--	200 GP
3	Giant Spider	6	3/3	Paralyzed	III	Move Halved	300 GP
4	Giant Snake	5	4/4	III	III	Half Actions	400 GP
5	Phase Spider	4	5/5	Paralyzed	Paralyzed	III	500 GP
6	Giant Scorpion	3	6/6	Coma	Coma	Paralyzed	600 GP
7	Wyvern	2	7/7	III	Paralyzed	Coma	700 GP
8	Water Naga	1	8/8	Paralyzed	Paralyzed	Paralyzed	800 GP
9	Purple Worm	0	9/9	Coma**	Coma**	Coma**	900 GP

* 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:**

Duration	
Man-Sized: 1 - 10 days	
Ogre-Sized: 12 - 48 hours	
Dracon-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: Movement, only, is at half rate, usually precludes flight capability.

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.

Player's Reason		Capture Reason
1 Mistaken Identity	11 Doesn't like Player's NPC*	1 To Sacrifice
2 Doesn't like Player's Looks*	12 Doesn't like Player's Clothes*	2 To Use as Decoy
3 Doesn't like Player's Class*	13 Thinks Player looks Sneaky	3 To Sell as Slave
4 Alignment Hatred	14 Interfering with Plans	4 To Ransom
5 Race Hatred	15 In the Way	5 To Use in Prisoner Exchange
6 Robbery/Confiscation	16 Drunk	6 To Impress into Unit/Work Detail
7 Lust*	17 Religious Hatred	
8 Temporary Insanity/Berserk	18 Revenge	
9 Imagined Slight	19 Jealousy	
10 Clan Hatred	20 Capture* (see next 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.

(Slave Price)

Ability	Boy	Girl	Man	Woman		Slave Owner	Adjust	Request	Without	With
Strength	0/1/2	0/0/1	1/4/9	0/1/2	Roll	Type	Price	Granted	Guard	Chains
Intelligence	2/3/4	1/2/3	2/4/6	2/3/4	1 - 2	Agreeable	Half	30%	50%	--
Wisdom	2/3/4	2/3/4	2/3/4	1/2/3	3 - 4	Average	Normal	20%	30%	10%
Constitution	0/1/2	0/1/2	3/6/8	1/2/3	5	Greedy	Double	10%	20%	40%
Dexterity	1/2/4	2/3/4	2/4/8	2/3/6	6	Taskmaster	Triple	5%	5%	60%
Charisma	0/0/1	2/4/9	0/1/2	3/6/9						

QUARTERS

SOCIAL LEVEL / CITY ENCOUNTER

There is a 1/6 chance of an encounter every other turn

Type of Encounter		Quarters					
1	Attacked by Surprise				Seafront	Merchant	Thieves
2	Attacked			Plazas	Quarter	Quarter	Quarter
3	Slanders/Insults	Noble	Common	Sharper	Sailor	Robber	Apprentice
4	Questions Player(s)	1 Sheriff	Goblin	Beggar	Sailor	Guard	Apprentice
5	Propositions Player(s)	2 Knight	Orc	Slaver	Bucaneer	Merchant	Footpad
6	Special Encounter (below)	3 General	Ogre	Performer	Pirate	Merchant	Robber
		4 Gentleman	Bandit	Bard	Sea Captain	Merchant	Burglar
		5 Noble	Dwarf	Mercenary	Beggar	Merchant	Cutpurse
		6 Noble	Giant Rat				
Who Encountered							
1 - 4	Men (see '3' SL)						
5	Roll Unusual						
6	Roll per Quarter						
		Unusual					
		(Roll 20-sided Die)					
		1 Troll	6 Giant	11 Blink Dog	16 Invisible Stalker		
		2 Paladin	7 Thief	12 Zombies	17 Mind Flayer		
		3 Shadows	8 Wight	13 Skeletons	18 Golden Dragon		
		4 Harpies	9 Golem	14 Dervishes	19 Clerical Type		
		5 Lammasu	10 Wraith	15 Illusionist	20 Magic User Type		

Heirarchy		1	2	3	4	5	6	Carried
LVL								Gold
GL	SL	Noble	Gentlemen	Military	Guildsmen	Merchant	General	GL
1 - 6	1	G	G	Gladiator	(Beggar)	G	Slave	1 - 4 CP
	2	G	G	Page/Servant	Laborer	G	Serf	1 - 6 CP
	3	G	G	Militia	Apprentice	Huckster	Villain	1 - 4 SP
	4	G	Constable	Recruit/Mercenary	Journeyman	Vendor	Freeman	1 - 4 GP
1 - 12	5	Page/Varlet	Well Born	Guard/Garrison	Master Craftsman	Trader	Citizen	1 - 8 GP
	6	High Born	Gentry	Man At Arms	Expert	Monger	Bureacrat	2 - 12 GP
	7	Thane	Chevalier	Cavalrymen	Guildmaster	Proprietor	Deputy Sheriff	3 - 18 GP
	8	Aristocrat	Prentender	Sergeant/Engineer	C	Agent	Sheriff	2 - 24 GP
2 - 16	9	Knight	Magistrate	Squire/Aide	C	Magnate	W	2 - 40 GP
	10	Count	Chief Magistrate	Knight/Captain	C	C	W	3 - 60 GP
	11	Baron	Lord Mayor	Knight Bachelor	C	C	W	4 - 80 GP
	12	Viscount	Patriarch	Knight Banneret	C	C	W	5 - 100 GP
4 - 24	13	Duke	C	General	C	C	W	6 - 120 GP
	14	Earl	C	Army Commander	C	C	W	7 - 140 GP
	15	Senator	C	C	C	C	W	8 - 160 GP
	16	Royal Minister	C	C	C	C	W	9 - 180 GP
	17	Prince	C	C	C	C	W	10 - 200 GP
	18	Queen	C	C	C	C	W	11 - 220 GP
	19	King/Overlord	C	C	C	C	W	12 - 240 GP
	20	God	C	C	C	C	W	13 - 260 GP

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 Hierarchy)
 - 2 Vixen/Houri
 - 3 Concubine (Roll Hierarchy)
 - 4 Amazon (Roll Military Social Level)
 - 5 Daughter (Roll Hierarchy)
 - 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 Gentlemen's Hierarchy for Deputy Sheriff in the General Hierarchy.

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).

- | | | | |
|---------------|-------------------------|------------------|-------------------|
| 10 Accountant | 26 Carpetmaker | 42 Mason | 58 Sage |
| 11 Alchemist | 27 Carver | 43 Miner | 59 Smith |
| 12 Architect | 28 Courtesan | 44 Magic User | 60 Shipbuilder |
| 13 Armorer | 29 Engineer | 45 Mercenary | 61 Slaver |
| 14 Artist | 30 Executioner | 46 Metal Worker | 62 Scribe |
| 15 Assassin | 31 Fletcher | 47 Navigator | 63 Thief |
| 16 Astrologer | 32 Geologist | 48 Perfumer/Dyer | 64 Tailor |
| 17 Astronomer | 33 Glass-blower | 49 Pitchmaker | 65 Tanner |
| 18 Author | 34 Goldsmith | 50 Poet/Bard | 66 Weaver |
| 19 Beggar | 35 Hatmaker | 51 Potter | 67 Wig/Mask Maker |
| 20 Boatmaker | 36 Inkmaker | 52 Roofer | 68 Wheelwright |
| 21 Bootmaker | 37 Interpreter | 53 Ropemaker | 69 Winemaker |
| 22 Botanist | 38 Jeweller | 54 Saddlemaker | |
| 23 Bowmaker | 39 Lampmaker | 55 Sailmaker | |
| 24 Bricklayer | 40 Leather Craftsman | 56 Sculptor | |
| 25 Carpenter | 41 Litigation Trickster | 57 Sailor | |



General Hierarchy: Roll six-sided die to determine Villain, Freeman and Citizens' Job type, and again for specific Job.

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 Horsetrainer
- 4 Animaltrainer
- 5 Birdtrainer
- 6 Gladiator Trainer

4) Performers

- 1 Dancer
- 2 Actor
- 3 Minstrel
- 4 Jester/Buffoon
- 5 Puppeteer
- 6 Circus Performer
- 7 Fortuneteller
- 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 Wagoneer
- 15 Hypnotist
- 16 Town Crier
- 17 Lamplighter
- 18 Mountaineer
- 19 Fisherman
- 20 Trapper

*Roll for Merchant/Employer

Merchants (Roll two dice for type)

Common	2 - 8
Rare	9 - 11
Extraordinary	12

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.

Common

- 1 Food Stuffs
- 2 Wine
- 3 Beer
- 4 Clothing
- 5 Small Livestock
- 6 Rope
- 7 Tools
- 8 Feeds and Seeds

Rare

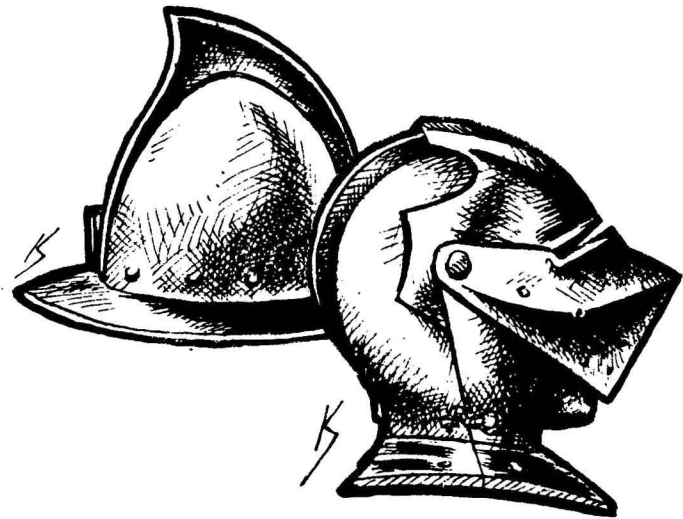
- 1 Armor
- 2 Weapons
- 3 Foundry
- 4 Horses
- 5 Cattle
- 6 Shipyard
- 7 Leather Goods
- 8 Wagon Caravan
- 9 Hotelier
- 10 Spices

- 11 Rugs/Tapestries
- 12 Building Supplies
- 13 Books/Arts Objects
- 14 Quarry/Mines
- 15 Precious Gems and Metals
- 16 Timber/Pitch
- 17 Perfume/Soap
- 18 Showman
- 19 Processed Foods
- 20 Shipping Line

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



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, crossindexing 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

Circumstances

Illegal Magic	-2	Defence Witness (1 only) +1/3 of Charisma
Fair Fight	+2	Interpleader of SL 6 or more +1/2 of SL
Resist Arrest	-2	Is 'Pauper' adjust 1 - 6 toward 'Prison' (No. 11)
Royal Court	+2	Is 'Vagrant' adjust 1 - 6 to 'Impress' (No. 10)

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	*
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*	Donation 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 Holiday*	+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. 4 (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

Charged: 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

Adj. Die Roll	Punishment	Approximate* Hit Points Guarding	Chance to Bribe** Guards	Chance of*** Escape
1	Drawn and Quartered	110	1%	1%
2	Impaled or Beheaded	100	1%	2%
3	Hanged	90	2%	3%
4	Tortured	70	2%	4%
5	Flayed	50	3%	5%
6	Imprisoned	30	4%	6%
7	Whipped	20	3%	7%
8	Gauntlet	20	3%	8%
9	Enslaved	15	2%	9%
10	Impressed	10	1%	10%
11	Jailed	20	4%	11%
12	Humiliated	15	2%	12%
13	Stocks	10	1%	13%
14	Apprenticed	--	--	14%
15	Fined	20	1%	15%
16	Probation	--	--	16%
17	Court Costs	30	--	5%
18	Case Dismissed	--	--	--
19	Favorable Judgement	--	--	--
20	Beneficial Judgement	--	--	--

* 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 Dice 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	5 One Hundred Gold
2 One Silver	6 One Thousand Gold
3 One Gold	7 Five Thousand Gold
4 Ten 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	6 Six Months
2 Ten Days	7 One Year
3 Thirty Days	8 Two Years
4 Sixty Days	9 Three Years
5 Ninety Days	10 Four Years

Apprenticed: Roll **Length of Sentence** and double. Roll Merchant or Guild type for Master. Roll Master's Type as Slave Owner. Time off is treated as special request per day requested. Apprentice not 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 8) and a loss of 1 Social Level for two weeks (1 in 10).

Enslaved: Roll to whom sold (eight-sided die). Slavery is permanent, or until the player buys his freedom (previous Social Level is reinstated).

1 Gladiator	5 Overlord's Zoo or Stable
2 Quarry or Mines	6 Beggar or Streetscooper
3 Merchant or Farmer	7 To Plaintiff
4 Prostitute or Knight	8 Other - Social Level 7 - 13

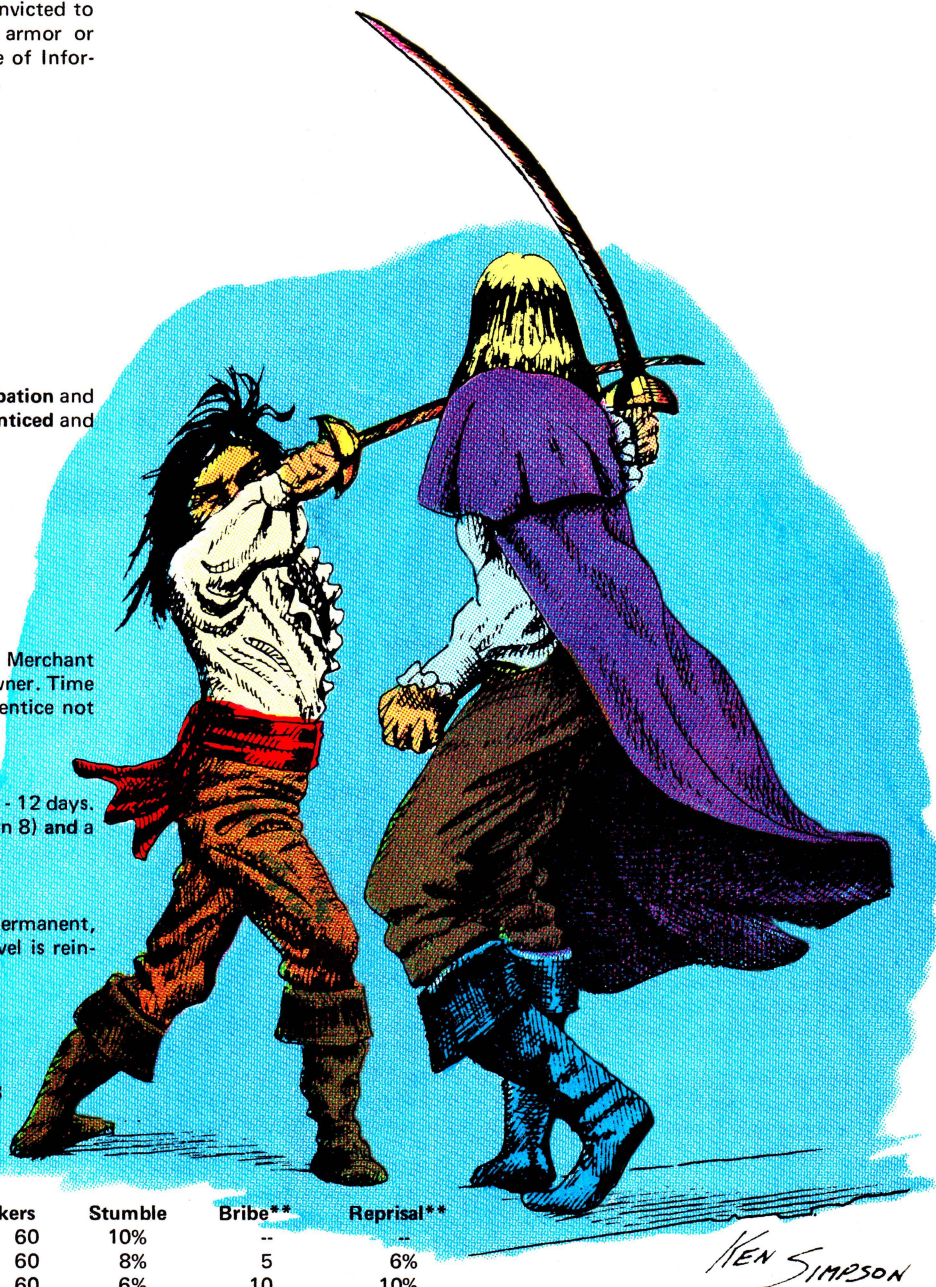
Guantlet: Roll eight-sided die for Level of Punishment.

LVL	AC	Move	Length	Strikers	Stumble	Bribe**	Reprisal**
1	Plate	12'	60'	10 - 60	10%	--	--
2	Chainmail	18'	60'	10 - 60	8%	5	6%
3	Leather	24'	60'	10 - 60	6%	10	10%
4	No Armor	30'	60'	10 - 60	4%	15	18%
5	No Armor	30'	80'	10 - 80	4%	40	28%
6	Weighted Boots	10'	80'	10 - 80	12%	80	40%
7	Legs Tied	8'	100'	10 - 100	18%	120	60%
8	Ball Chained to Leg	6'	100'	20 - 120	24%	200	80%

(Each Striker that hits causes 1 Hit Point Damage; Stumble is percentage chance of falling down, per turn.)

** **Bribe:** 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.

LVL	Damage*	Bribe**	Reprisal***
1 Silk Cord	1	--	--
2 Rope	1 - 3	10	2%
3 Belt	1 - 6	40	4%
4 Whip	2 - 12	60	6%
5 Wire	3 - 18	100	8%
6 Cat	4 - 24	160	6%
7 Whip	5 - 30	180	10%
8 Flail	6 - 36	200	16%

* Damage shown is total.

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

LVL	Damage*	Bribe**	Reprisal***
1 Quickly	1 - 6	--	--
2 Hot Foot	1 - 6, Move -4"	50	7%
3 Tickling Torment	Insane 3 - 18 turns	70	10%
4 Stoning	1 - 100	100	14%
5 Mild	3 - 18, CHAR - 1	140	20%
6 Moderate	4 - 24, CON - 1	200	28%
7 Extreme	5 - 30, DEX - 1	280	40%
8 Severe	6 - 36, STR - 1	400	60%

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.)

Played: Roll 6-sided for Punishment.

LVL	Bribe**	Reprisal***
1 One Day	30	--
2 3 Days	45	1%
3 9 Days	100	3%
4 13 Days	140	4%
5 19 Days	160	7%
6 21 Days	180	9%

Convicted is tied to lamppost, 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 gage 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.

ADS

Roll per Specific Listing (Specialists are in Bold)

- 01 - 50% Untrained Fighters, Non-Fighters
- 01 - 40% Trained Footmen, Trained Workers, **Smith**, Seamen
- 01 - 30% Crossbowmen, Mercenaries, **Armorer**, **Ship Captain**
- 01 - 20% Horsemen, Archers, Pikemen, **Cleric**, **Thief**, **Engineer**, **Bard**, **Multi-level Fighter**, Siege Craftsmen
- 01 - 05% Knights, Horse Archers, **Magic User**, **Animal Trainer**, **Alchemist**, **Sage**, **Druid**, **Assassin**, **Spy**, **Siege Engineer**, **Monk**, **Illusionist**, **Were-type**, **Rabblrouser**, Ship for Hire

Adjust Above:

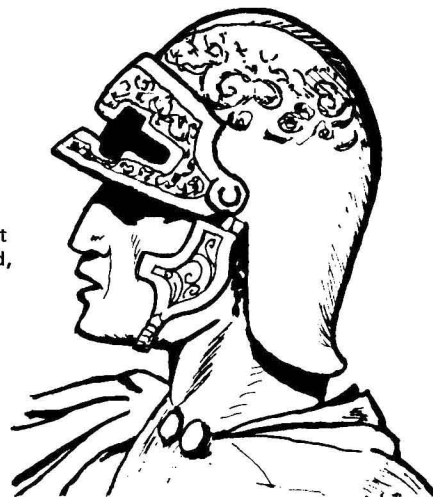
- +2% for each
- * Bonus Offered
- * Famously Generous (triple pay)
- * Repeated Ad (week after first)
- * Only one Listing in Ad
- * Coastal Village for Seamen/Captain
- 2% for each
- * Village under 300
- * Infamously Notorious (poor pay)
- * Different Alignment
- * Multi-level Specialist asked for
- * Non-Coastal Village for Seamen/Captain

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 Groll
- 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.

	First Level Types	Triple Bonus Offered	Triple Pay Offered	Number of Specialists Answering	Triple Bonus Offered
01 - 50%	20	+10	+20	1	+1
51 - 65%	30	+20	+30	2	+1
66 - 80%	40	+25	+40	3	+1
81 - 90%	60	+30	+50	4	+2
91 - 99%	80	+35	+60	5	+2
00	100	+40	+80	6	+3

(Non-Fighters - add 20)

Specialist Features and Scars (Optional - 30%)

1 Roll 'A'		
2 Bad L Leg	A	B
3 Bad R Leg	1 Facial	1 Fat
4 Bad L Arm	2 L Ear	2 Thin
5 Bad R Arm	3 R Ear	3 Tall
6 Roll 'B'	4 L Eye	4 Small
	5 R Eye	5 Stutters
	6 Big Nose	6 Owns Magic Item

Specialist's Level: Roll for each:

	Level	Adjust Pay /Minimum*
01 - 40%	1st	Normal
41 - 65%	2nd	1½ x Normal
66 - 80%	3rd	2 x Normal
81 - 90%	4th	2 x 100 GP*
91 - 95%	5th	2 x 300 GP*
96 - 99%	6th	2 x 500 GP*
00	7th	2 x 1000 GP*

* Whichever is more

Morale Class: Roll per group of trained Fighters:

- 01 - 40% Green
- 41 - 75% Experienced
- 76 - 90% Veteran
- 91 - 00% Elite

Trained 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.

Armor Class: Roll per Specialist or group of Fighters:

- 01 - 30% None
- 31 - 70% Leather
- 71 - 95% Chainmail
- 96 - 00% Platemail

Weapon Class: Roll per Specialist or group of Fighters:

- 01 - 40% Swords
- 41 - 60% Mixed
- 61 - 75% Two-Handed
- 76 - 90% Pole Arms
- 91 - 00% Pikes

Hosemen usually have Lances; Archers/Crossbowmen have Daggers on up to Battle Axes.

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.

Street Index

Barter Street 6
Beggars Street 7
Belfrey Street 10
Brazier Street 14
By-Water Road 11

Caravan Alley 18
Caravan Street 14
Constable Street 20
Craft, Street of 20
Cross Road 23
Cut Purse Row 23

Damp Street 24
Dim Street 25
Dead Broke Street 25

End Gate Street 25

Festival Street 26
Fog Street 27

Grimy Street 28
Guardsman Road 28

Haggle Street 29
Hazy Street 29
Hedonist Street 29

Maelstroms, Street of 31
Muggy Street 31
Murkey Street 32

Old South Road 33
Oxcart Road 34

Plaza of Profuse Pleasures 34
Prefect Street 35

Regal Street 36

Scud Street 39
Sea Brigands' Street 39
Shadows, Street of 40
Shady Street 41
Silk Merchants Street 41
Silver Street 42
Slash Street 43
Slave Market Plaza 43

Tempest Street 44
Temple Street 45
Twilight Road 46

Wailing Street 55
Wall Street 57
Water-Rat Road 57

General Index

Accountant 44
Admiral 59
Advertising 83
Ale 9, 14, 45
Anchors 59
Animal Trainers
Bears 10
Dog 19
Horse 26
Armorer 9, 11, 29, 31, 32, 37
Art 27
Artillerists 18
Author 18

Baker 13, 19, 21, 32, 44
Barber 26
Bards 26
Barracks:
Training 34
Reserve 17
4th Co. 24
5th Co. 33
6th Co. 61
7th Co. 24
Constables 7
Knights 52
Marines 37, 59
Royal 53, 54

Barrel Maker 59
Bath 14, 31, 32
Bazaar 13, 43
Bell Tower 18, 40
Boatmaker 18
Boots 6
Bureaucracy Examinations 41
Bureaucrat 44
Butcher 14, 19, 29

Cages 13
Candles 11, 56
Carpenter 10, 59
Carpets 21, 55
Carver 10
Casks 20
Chains 21, 56
Clerk 12
Clothes 20
Clubs:

Bachelors 53
Bannarets 13
Cavalry 52
Cleric 54
Foot Soldiers 31
Lancers 20

Coin Changers 33
Cook 9, 39, 56
Concubines 20
Courtesan 15, 51
Courts 35

Dancer 32, 35
Debtor's Prison 44
Diver 57
Dyer 56

Engineer 18, 60
Entertainment 30, 34, 35
Exterminator 9
Fear Shop 29
Ferry 57
Fetish Shop 30
Fire Brigade 28
Fish 12, 15, 26, 58
Fletcher 28
Flop House 36
Flowers 27
Food 22, 29
Forester 19
Fortune Teller 7, 31
Funeral Parlor 15
Fur 34

Gambling 7, 39
Gates:
End Gate 26
Gate of the Gods 36

Gatekeeper 10, 36
General 14
Ghost Chaser 18
Glass 10, 15, 21
Gloves 9
Goldsmith 52, 55
Government 35, 38
Grocery 32
Guards 46
Guest Manor 46
Guilds:

Assassins 25
Beggars 10
Litigation 41
Mercenary 40
Merchants 42
Minstrels 43
Sages 51
Slave Masters 56
Thieves 23

Hangman 19
Horses 24, 30, 32, 54
Hotels 33, 37, 40
Hunter 57

Ink 56
Insects 15
Jail 17
Jeweler 46, 56

Lamplighter 19
Lanterns 18, 22, 27
Laundry 60
Leather 15, 21
Liquor 7
Loans 42, 44
Locks 7
Lust Shop 43

Magistrate 23
Market 33
Masks 26
Massage 9
Minstrels 39
Monk 36
Mouser 9
Music 27
Nets 58, 60
Noble Playhouse 26

Orator 25
Oil 21

Palaces 46, 53
Park 35
Perfume 47, 51
Pets 12
Plants 34
Poet 19, 25
Potters 14, 17, 22, 39
Puppets 30

Racketeer 12
Resthouse 40
Rope 14, 29, 32, 58

Saddles 11, 34, 57
Sailors 13, 51
Sails 12, 58, 59, 60
Sarcophagus of Adm. Pik 59
Schools 17, 26

Scribes 12, 20, 60
Sealmaker 7
Sheriff 31
Ships 57, 59
Siege Engineer 18
Silversmith 22
Slaves 34
Slavers 17, 26
Smiths 11, 19, 25, 21, 28, 29
Soldiers 19
Stable 24
Sorcerers Supply House 37
Southern Keep 61
Sword Maker 12
Tanner 15, 22
Tapestry 41
Tar 57
Tatoos 39
Taverns:

Balor's Eye 6
Bellowdecks 25
Bloody Foam 45
Bloody Tusk 11
Blue Dolphin 11
Boars Head 31
Bonny Black Bear 18
Crummy Crab 51
Crystal Flagon 24
Cup & Dragon 40
Cut Throat 25
Delphia's Delight 34
Dewy Dryad 40
Drunken Reveller 38
Firedrake Mead Hall 42
First Born 58
Flipping Frog 12
Glutton & Gore 29
Gouge Eye 28
Green Goblin 37
Grub & Grunt 43
Guilded Abyss 17
Kicks 7
Last Ale 28
Light Gale 40
Mead Hall 55
Mermaid 28
Morkoth 58
Mindwarp Ale House 45
Oarlocks Up 23
Pig & Whistle 33
Pirate Cove Inn 39
Prancing Ki-Rin 23
Red Axe 33

Red Pearl 58
Root Hog 28
Sail Bar 59
Scholars 31
Sea Food Hearth 60
Seahawk 36
Sea Nymph 60
Sea Rover 57
She Devil 37
Silver Eel 23
Silver Goblet 7
Sing Squid 12
Starfish 14
Stronsa 58
Tanglebones 25
Tripping Trident 7
Velvet Bed & Table 34
Wanderers 44
Wayfarer 20
Werelord 33
White Wake 17
Wild Boar 40
Wildsurf 10

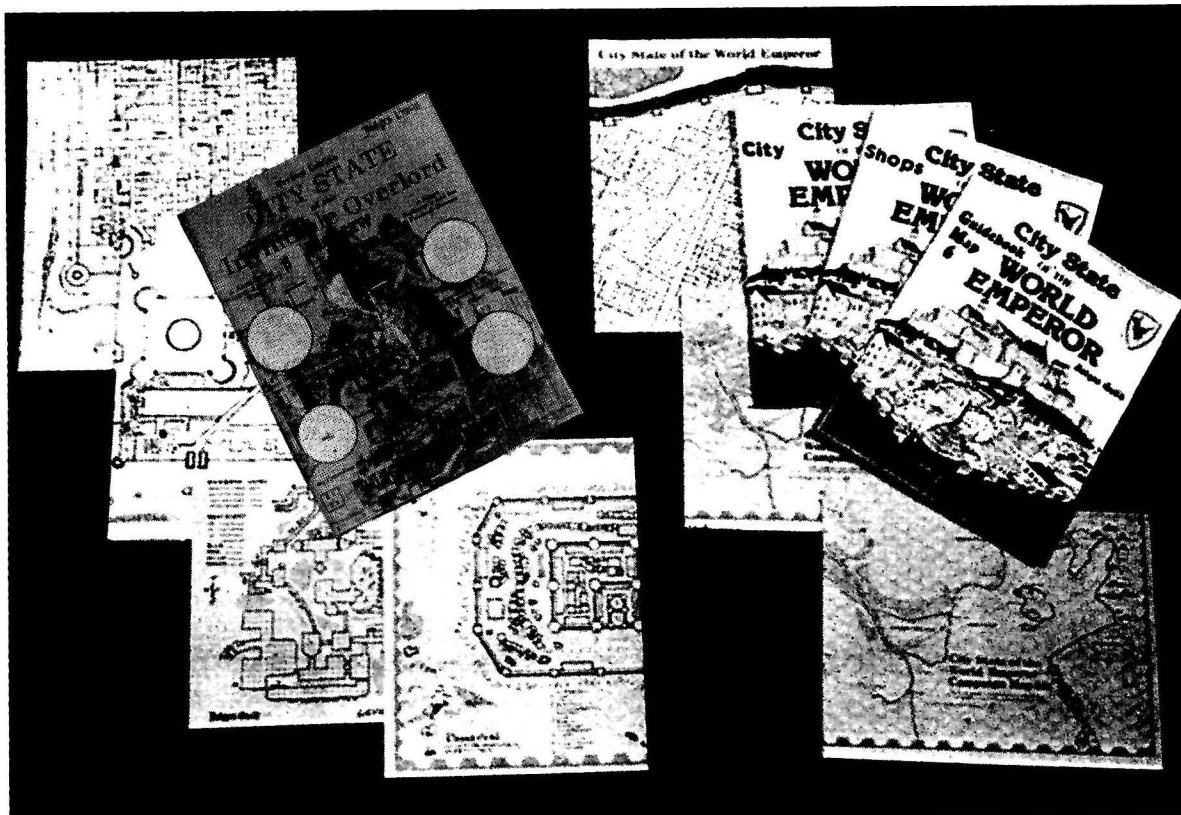
Tax Collectors 36, 43
Taxidermist 58

Temples:
Ancient Knowledge 17
Gargoyle 45
Harmakhis 37
Hellbridge 38
Monks 36
Oden 37
Pegana 55
Sea God 32
Spider 36
Thoth 38
Toad 13

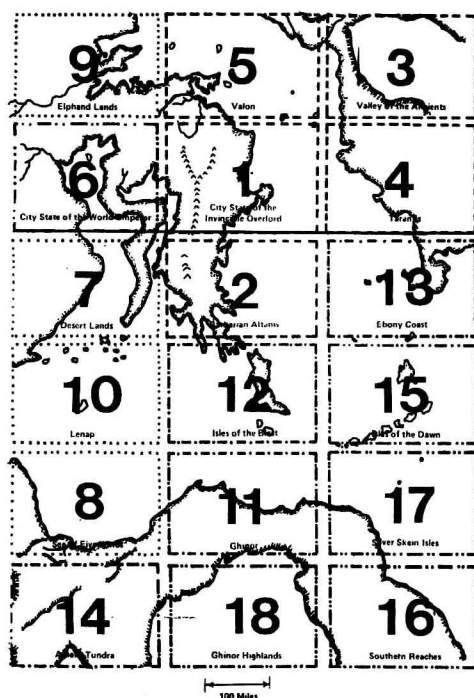
Theater 27
Thieves 12, 23
Tinsmith 22
Torchmaker 56
Torture Shop 30
Tracker 56
Travel Agency 20

War Council 54
Warehouse 12, 13, 39
Weapons 13, 15, 20
Weaver 19
Wheelwright 61
Wigs 29
Wine 12, 15, 21, 43
Wizards Keep 61

Thunderhold 67
Sunstone Caverns 67



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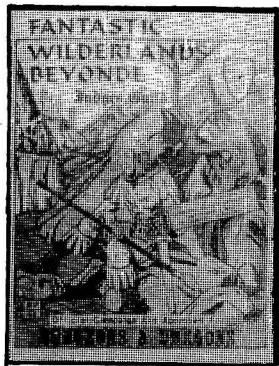


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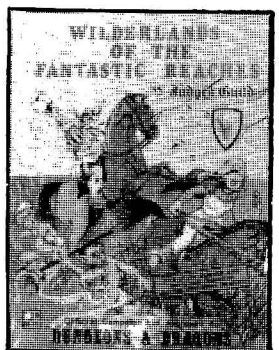


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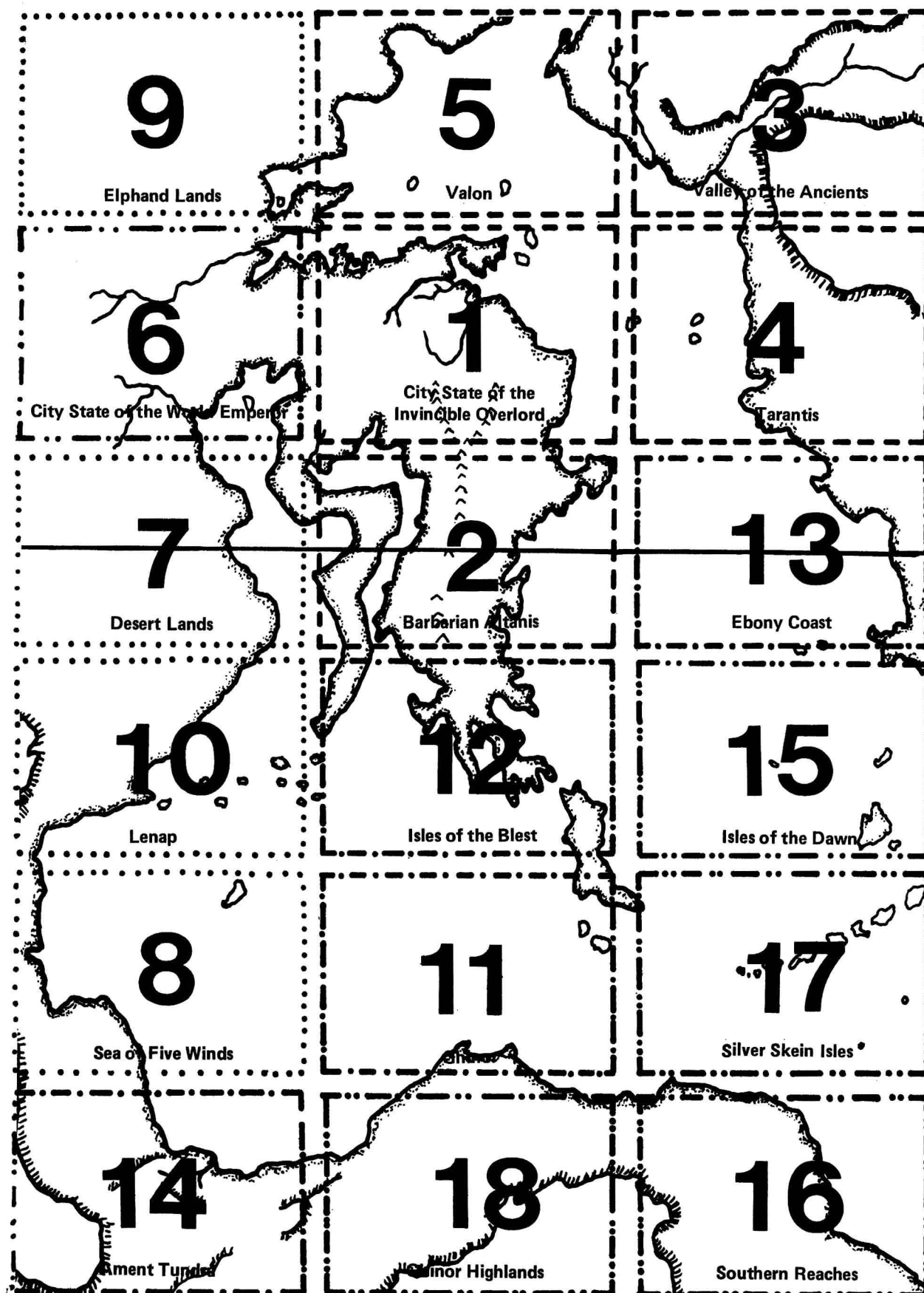
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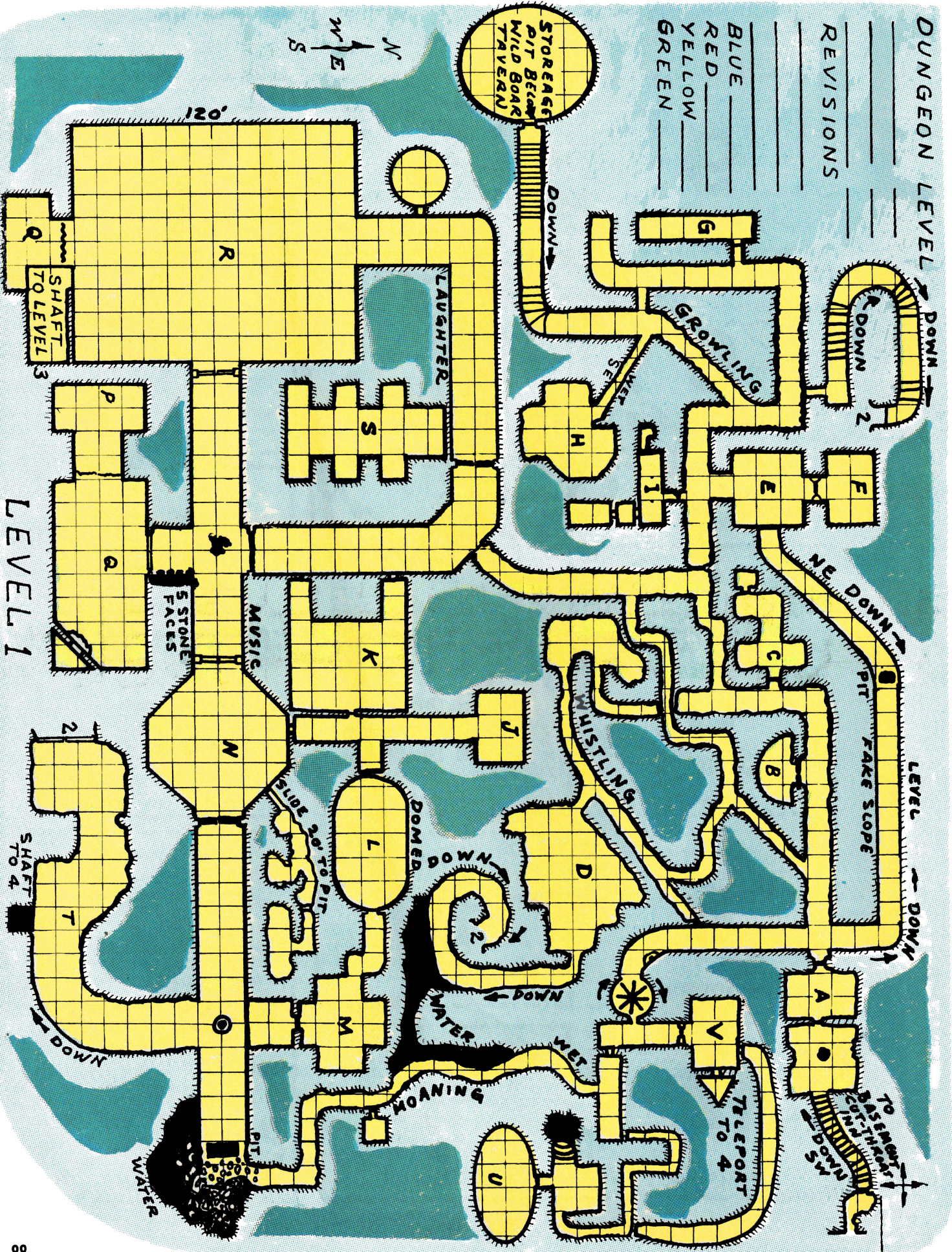
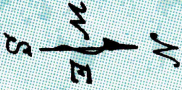


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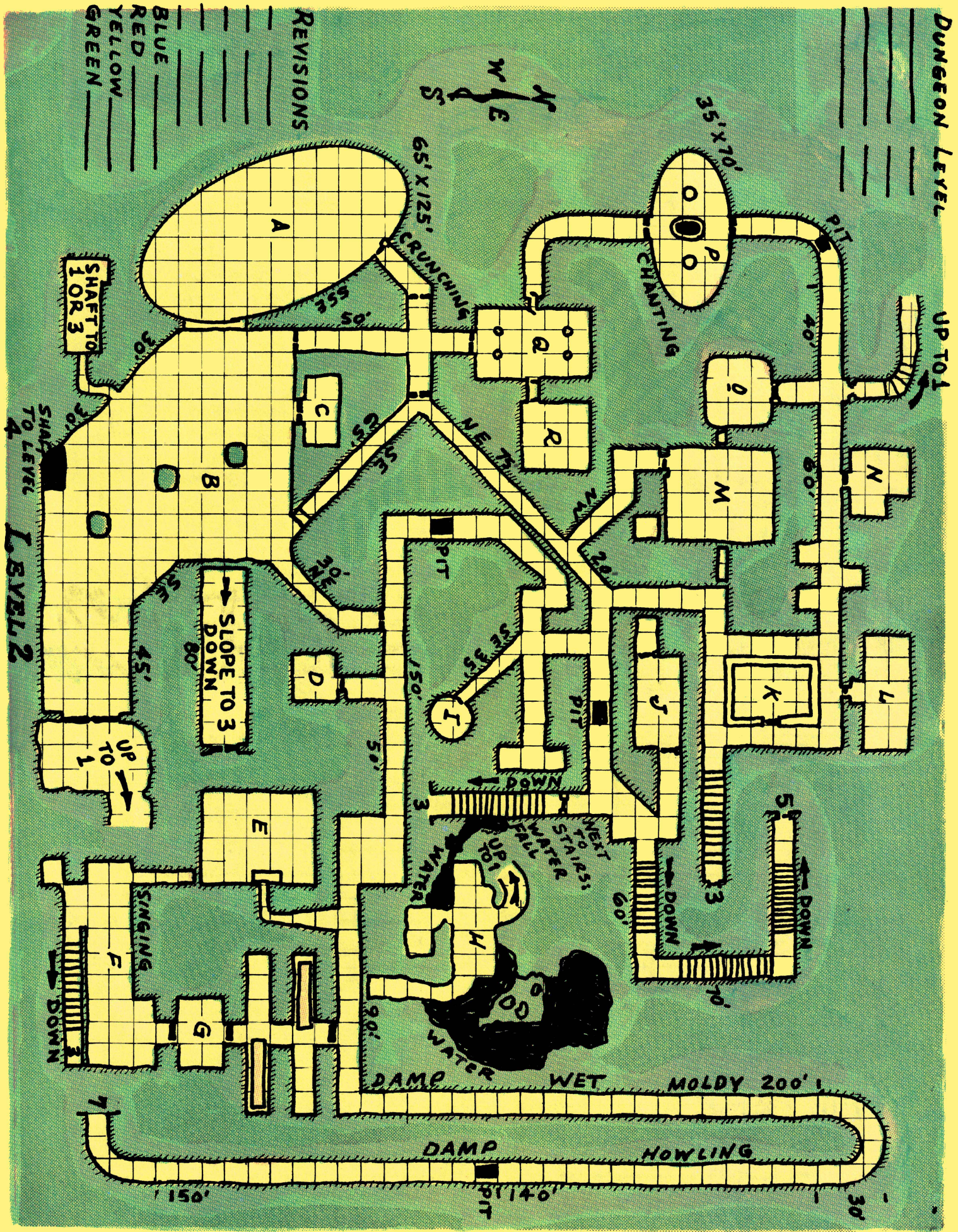
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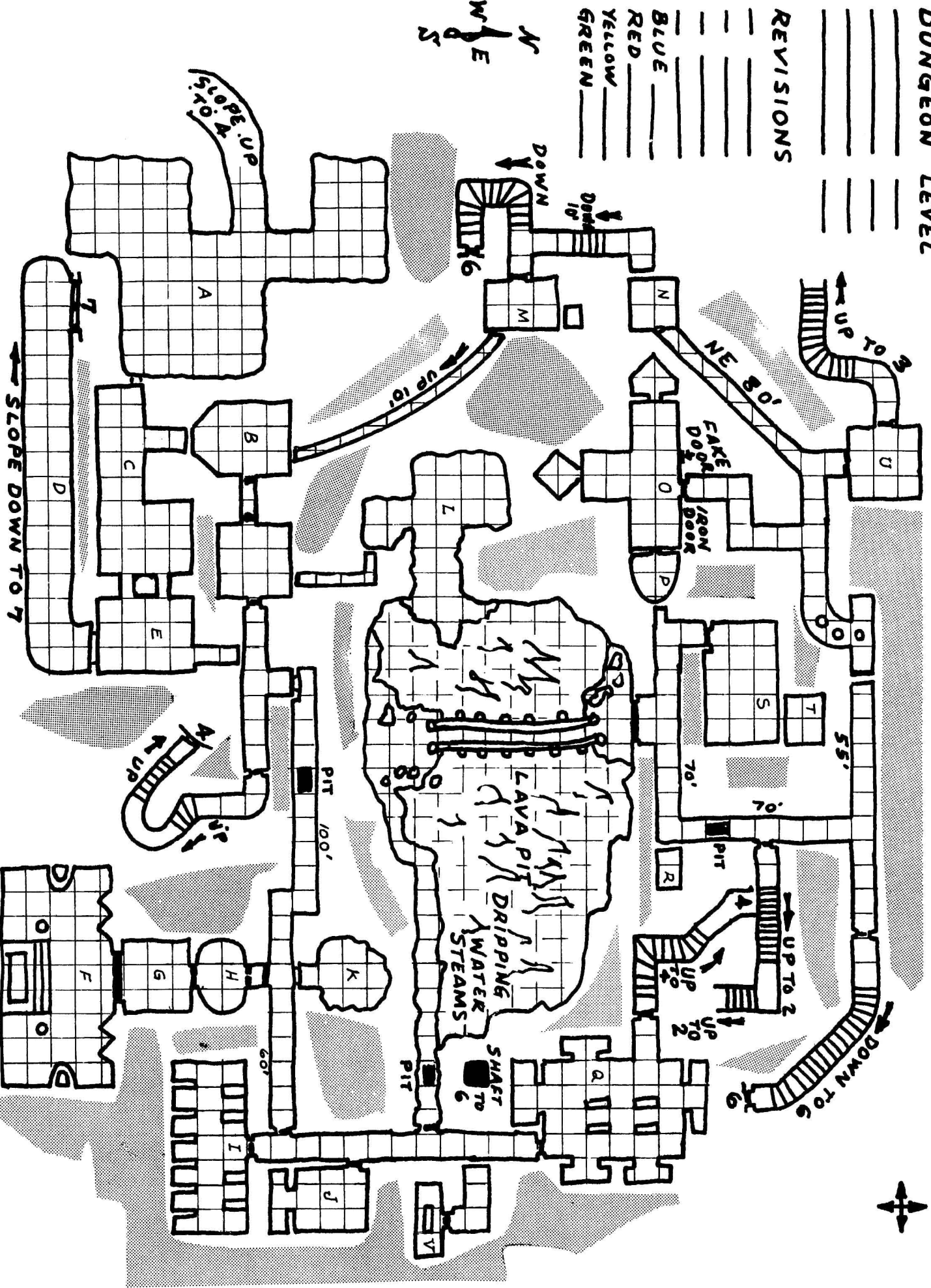
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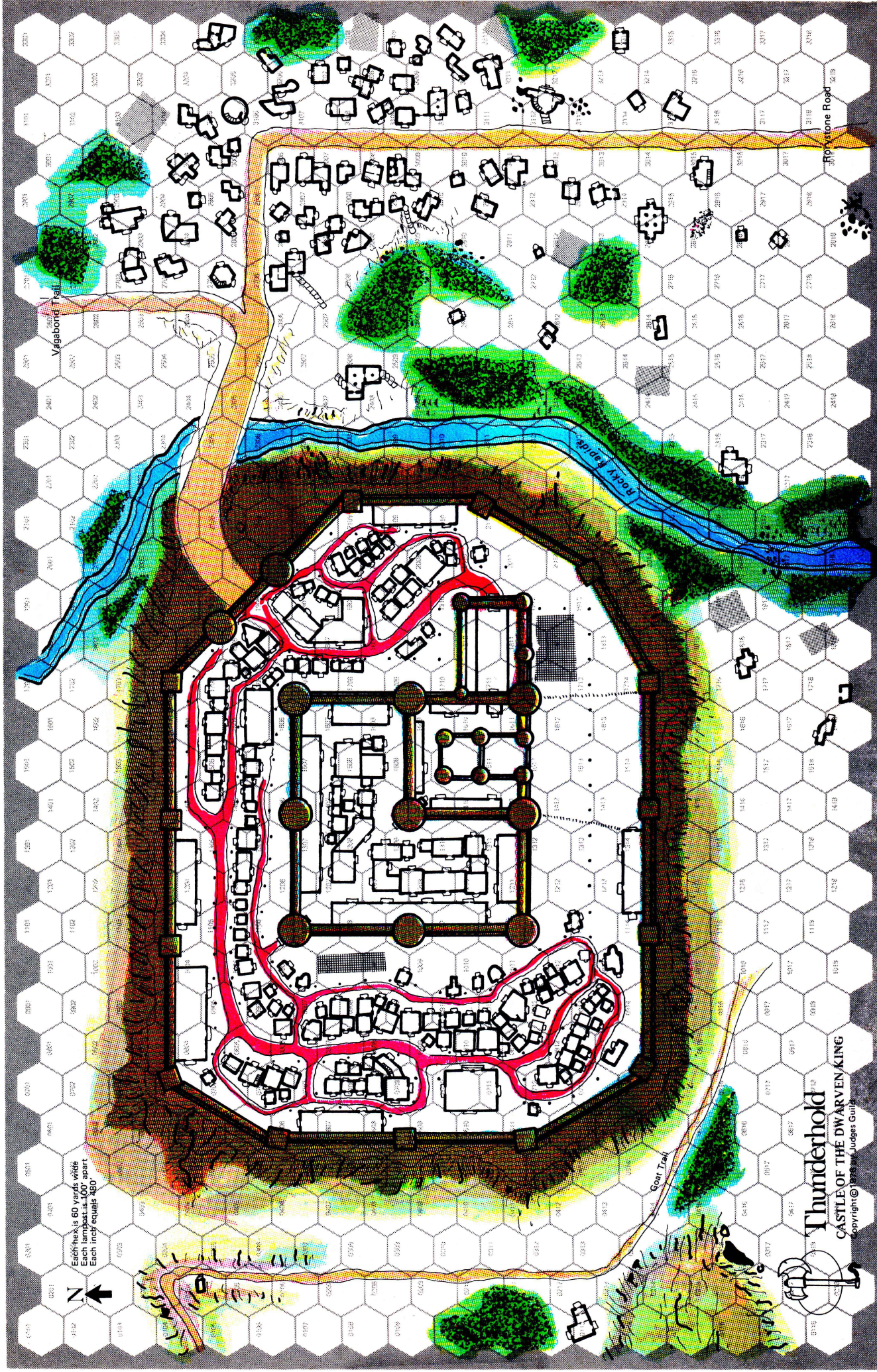
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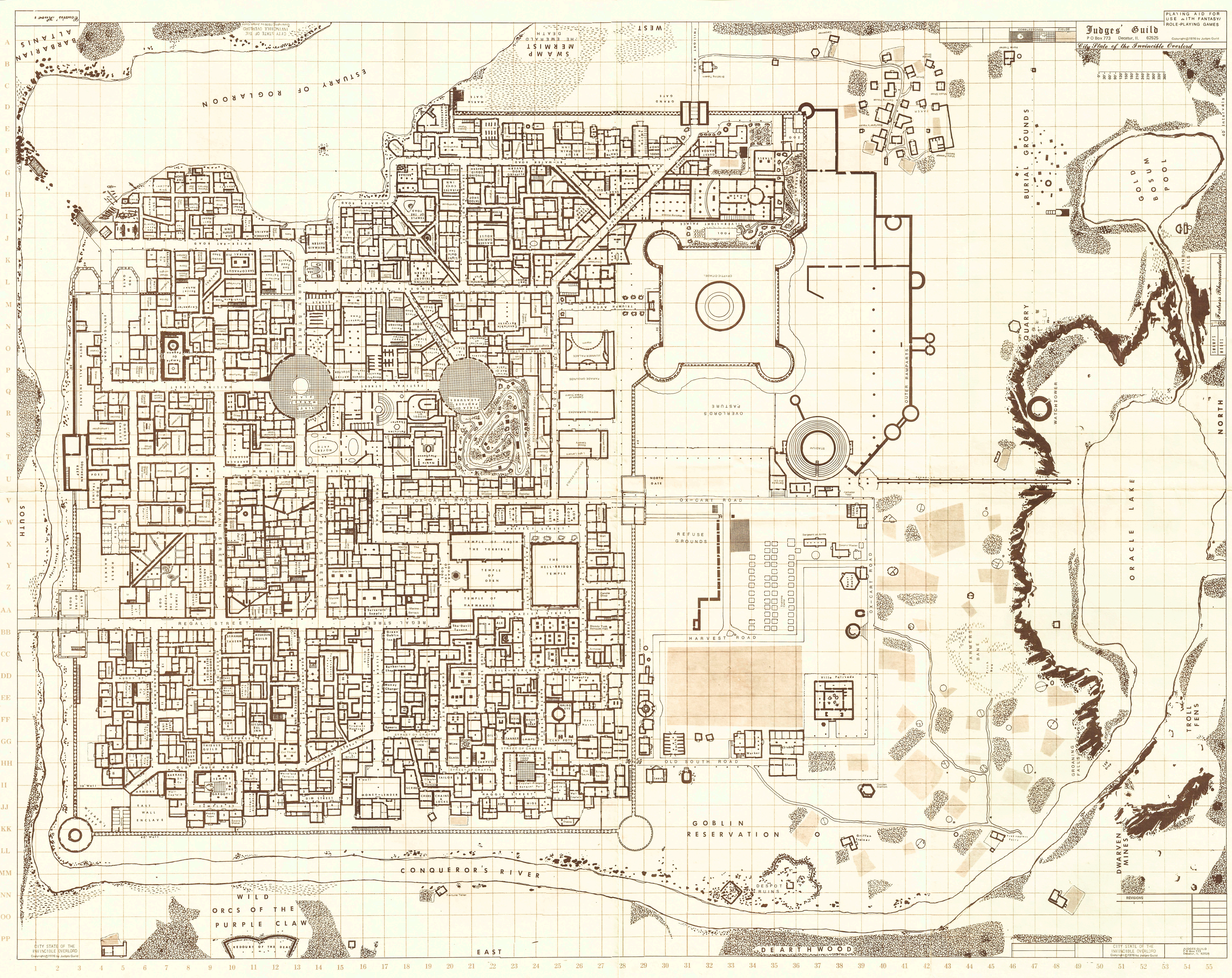
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