

The City of Glasya Labolas

SPELLBOOK GAMES
MAY 2018

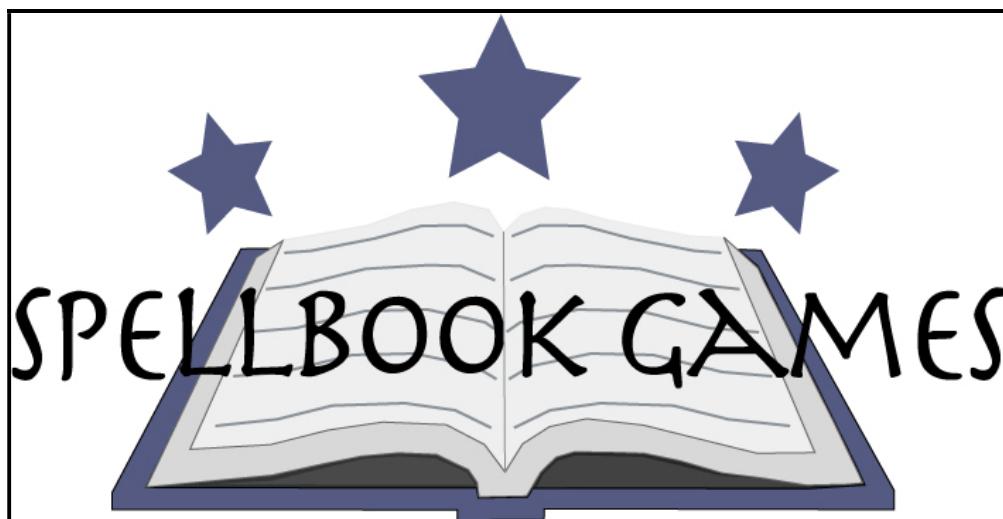


INFERNO: CITY OF GLASYA-LABOLAS

WRITING AND PRODUCTION

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Introduction

This adventure product describes the city of Glasya-Labolas, one of the few true cities on the Diabolic Plane, Gehenna, and base of operations of one of the major Diabolic figures in Hell. This product is an adventure in Spellbook Game's Inferno line and is primarily intended for use by Games Masters, and is not intended for use by Players. This adventure location is completely compatible with the descriptions of Hell found in *Inferno: Journey through Malebolge*, the detailed overview of Gehenna, Plane of Devils (Spellbook Games, September 2014). The adventure provides a Games Master a detailed city area to challenge high-level Adventurers in their campaign, or to use as a single-play location for Adventurers to visit. It can be the base of operations for major evil figures in a Games Master's campaign, or a source of information and supplies. The city is intended to be located in Gehenna and does not function well if the adventure is not located in Hell.

This product is a stand-alone product in that it completely describes the features, surroundings, denizens, and treasures of the city of Glasya-Labolas, and no other game product provides similar information about the city. It is not a stand-alone product in that all of the limitations and restrictions that pertain to Gehenna are also intended to apply in the city. More information about these limitations and restrictions are found in Spellbook Game's *Gehenna Primer* and *Inferno: Journey through Malebolge*. *City of Glasya-Labolas* also may use monsters, Devils, and creatures described in *Inferno: Bestiary*, Second Edition (Spellbook Games, January 2015), and treasures described in *Inferno: Treasury* (Spellbook Games, September 2014). *Diabolic Denizens* is an abridged version of *Bestiary* limited to the Devils found in Malebolge, and is available as a free download from DriveThruRPG.com. The text assumes the Games Master has this reference material available to them, or has created their own replacement material as needed. *Codicil of Maladies* may also contain useful information.

Gehenna and Inferno are locations for higher-level game play. It is suggested that Adventurers be at least L10 before attempting to visit any part of Hell. Games Masters should generally not allow easy access to Gehenna, nor an easy retreat from it. The suggested prayer and spell restrictions found in *Gehenna Primer* are intended, in part, to prevent an easy retreat once Hell has been entered. Adventurers should not have a ready-at-hand magical means of escape from Hell; it is a place for the slog of a campaign, not the swift in-and-out of a raid. *Gehenna Primer* may be particularly useful to a Games Master using this product, as it contains generic information that applies to all adventures in Hell. This includes how a mortal interacts with the Inferno setting, the changes to, and limitations of, spells and prayers in Gehenna, and the changes to healing and time.

City of Glasya-Labolas is written using Spellbook Game's RPG rule set, *Portal to Adventure*. Games Masters using First Edition or Second Edition Dungeons and Dragons, or any similar rule set, will generally be able to use the adventure as is, with minimal conversion and preparation efforts. Games Masters using any of the Third Editions of Dungeon and Dragons, the Fourth or Fifth Editions, Pathfinder, or any other similar rule set will have significant conversion efforts to complete prior to game play.

Commonly Used Abbreviations

Adventurer Class – L# (e.g. Warrior L3), Armor Class – AC, FT/Foot (measurement) – FT, Greater than or Equal to – GTET, Health Points – hp, Hit Die – HD, Less than or Equal to – LTET, To Damage – TD, To Hit – TH,

General Information regarding Gehenna

See the map on page 4.

Class Abilities

A Crusader's ability to compel truthfulness does not affect Devils of GTET HD8. A Priest's and Crusader's ability to determine the good or evil orientation of persons or objects always results in an evil determination when used in Gehenna, even when the person or object has a true association with good. A Priest's ability to detect Diabolic creatures (including their distance and effective experience level) is halved (30% chance of false "positives"), believing Devils are nearby when they are not. A Warlock's natural resistance to enchantment (+1 saving roll) is not applied against spells cast by Devils GTET HD8.

Devil's Talismans

Each major Devil has a unique and personal talisman. Possession of a talisman gives control over the talisman's owner. *Wondrous Object*; *Attack: horrid touch* (1d8, touch, pus and blood-oozing wounds immediately form - 1 point additional damage for 1d12 rounds from each touch [cumulative]); *Additional Abilities*: talisman has a strong aura of evil, bearer's Intelligence statistic is temporarily increased 3 points, apply a +7 bonus to all Will-based saves, no Devil below the rank of the Talisman's owner attacks the bearer, bearer is immune to the talisman's owner's spells or supernatural abilities, after every 2 hours in possession of a talisman the bearer turns permanently evil (save 1d20 roll GTET [33-Will]); *Spells or Spell-Like Abilities*: *inflict light wounds*, *putrefy food and drink*, *summon monster* (talisman's owner), *telepathy* (150 FT), 10/day - *aura of awe* (100 FT, save 1d20

GEHENNA BACKGROUND

GTET [32-Will]), *cause fear, power word* (destroys 1d6 devils of LTET 12 HD, 75 FT), *summon monster* (1d12 Harpies of Hell, 1d12 Centaurs of Hell, 1d6 Minotaur of Hell, 15 minutes), 5/day - *hold person*, 3/day - *greater animate dead* (12 HD animated for 5d100 days), *bestow curse, contagion, word of command* (50 FT, save 1d20 GTET [32-Will]), 1/day - *death ward, giant vermin*; *Additional Powers*: Various, according to owner; *Appearance*: Various; *Background*: Each talisman is made by the Telchine (Devil) craftsmen in Glasya-Labolas upon a diabolical's promotion to greater Devil status. Talismans are possessed by Samael (King of Devils), each Diabolic Prince, each Diabolic Duke, each Diabolic Earl, each Diabolic General, each Diabolic Officer, and some other major Devils. A Devil may carry their talisman but are not required to carry it. A talisman's owner is immediately aware when their talisman has been collected by another. The use of any of a talisman's powers is considered to be an evil act.

Healing

The laying-on-hands healing ability of Crusaders and Priests is reduced by hp2 in Gehenna. The ability to heal using first-aid equipment is reduced by hp1. The natural recovery rate from wounds is reduced by hp2/sleep.

Prayers

Crusaders and Priests have less connection with the Divine on Gehenna than they do on the Material Plane. Reduce each Adventurer's effective Special Power Modifier by 1 point while in Gehenna. The following prayers do not function:

Commune with Spirits, Major Banish Infernal, Travel to Outer Planes, Walk on Air, Walk on Water

The following prayers function differently than expected:

Animate Bones (double the number created for double duration), *Animate Body* (affects 5 additional, double duration), *Aura of Belief* (does not affect Devils HD GTET 7), *Aura of Heroism* (good persons fail 50%), *Bar Creature* (Diabolic creatures receive +2 saving roll bonus), *Bar Infernals* (all Diabolic creatures gain +2 saving roll bonus), *Command Undead* (affects up to HD6, +25% duration), *Commune with Deity* (fails 75%), *Compel Truth* (does not affect Devils GTET HD5), *Cure Light Wounds* (reduce effect hp1), *Cure Serious Wounds* (reduce effect by hp5), *Divine Armor* (reduce protection by AC-8), *Extraordinary Escape* (fails 25%), *God's [type – Devotion]* (reduce effect hp1), *God's [type – Mystery]* (reduce effect hp3), *God's [type – Majesty]* (reduce effect

hp5), *Grand Crusade* (does not affect Devils HD GTET 5), *Heal Wounds* (reduce effect by hp3), *Know Creature* (fails 25%, 50% if Devil GTET HD10), *Mass Heal* (reduce effect by hp8), *Minor Escape* (fails 25%), *Release Undead* (fails 50% if HD GTET 5), *Reveal Hidden* (fails 25%).

Racial Abilities

A Dwarf's natural sense of underground direction always orients them towards the center of Gehenna. An Elf's natural ability to navigate by stars does not apply because there are no stars. An Elf's natural resistance to becoming lost (50% less likely) is reduced to 25%. A Gnome's natural ability to speak with animals fails on 1d20 rolls GTET 15, once they have failed to communicate with an animal all future attempts are also failures. A Gnome does not apply their natural resistance to mental attack (+1 saving roll) to mental attacks by Devils of GTET HD8.

Rest

A Crusader and Priest are less restored in Gehenna than they would be on the Material Plane; they regain four less Devotion and Mystery-category prayers/day than normal and five less Majesties (e.g. the number of available free casts). A Shaman and Wizard are also less restored than on the Material Plane: they regain four less free casts of Basic Magic and Lesser Magic spells/day and five fewer free casts of Greater Magic spells. A Warlock regains three less free casts of their spells while in Gehenna. When the available number of free casts is zero or less, that Adventurer must succeed on their spell/prayer casting roll before performing in that category. This does not affect the number of free casts immediately available to a Crusader, Priest, Shaman, Warlock, or Wizard on the day they enter Gehenna, it only reduces the number of free casts available on their second day and thereafter, after their first and subsequent rest periods. The normal number of free casts are regained during the next rest period after the Adventurer leaves Gehenna, assuming they return to the Material Plane or go to some other universe in which the normal resting rules apply.

Spells

Shaman, Warlocks, and Wizards find the nature of magic on Gehenna is different than it is on the Material Plane. Reduce each Adventurer's effective Special Power Modifier by 1 point. The following spells do not function:

GEHENNA BACKGROUND

AIR – *Magic Carpet Ride, Magic Gate, Magical Sails, Planar Transport, Teleportation*, EARTH – *Great Bridge, Magic Bridge*, WATER – *Ice Bridge, Ride on Water, Walk on Clouds, Water Travel*, SHAMAN – *Astral Gate*

The following spells function differently than expected: *Aura of Heroism* (good persons not affected 25%), *Beacon* (fails 50%), *Banshee's Wail* (does not affect Devils), *Blindness* (does not affect Devils), *Choke* (does not affect Devils), *Create Feast* (limited to 20 meals), *Detection* (fails 50%), *Detect Life's Forces* (does not reveal Devils or Demons), *Detect Prying Eyes* (fails 25%), *Disperse Magic* (fails 50%), *Displacement* (fails 25%), *Dominant Person* (fails 25%, does not affect Devils HD GTET 10), *Flight* (speed limited to 5 miles/hour, height 100 FT), *Friends* (does not affect Devils HD GTET 7), *Gaze of Stone* (does not affect Devils), *Geas* (does not affect Devils HD GTET 5), *Gregor's Mage Drain* (does not affect Devils GTET HD 5), *Hide Objects* (fails 25%), *Identify Magic Effects* (fails 50%), *Illusory Appearances* (affects Devils 25%), *Maze Trail* (wrong direction 50%), *Invisibility* (fails 25%), *Minor Time Walk* (fails 25%), *Alter Realities* (fails 25%), *Rotting Hand* (does not affect Devils), *See Enchantments* (fails 50%), *See Invisible* (fails 50%), *Send Mage Energy* (fails 50%), *Summon [type]* (fails 25%), *Telekinesis* (lifts only 10 pounds), *True Direction* (reverses 50%), *Vertigo* (does not affect Devils), *Wall of [type]* (fails 25%). Creatures such as the **Centaurs of Hell, Infernal Minotaur, Harpies of Hell, Infernal Hounds, Garm, Marhina**, etc. do not count as 'Devils' for the purposes of these spell; **Cerberus** does count as a Devil.

Earth Magic – all ranges and durations are +50%, all damage is +1d4, (in the Apophis Mountains). Fire Magic – all ranges and durations are +50%, all damage is +1d6. Water Magic – all ranges and durations are +50%, all damage is +1d6, (in the Orobos Marsh). Shaman Magic – all opponents apply a +1 saving roll bonus throughout Gehenna.

Stamina

At the end of every three days in Gehenna each mortal reduces their effective Stamina statistic one point (save 1d20 roll GTET [30-Stamina] checked daily), limited to a total loss of 6 points AND a mortal cannot be brought to less than a Stamina statistic of 8. Their Stamina is restored one point for every three day period after returning to the Material Plane.

Turning and Destroying Undead

All Undead in Gehenna gain a ± 3 die roll modifier (in the direction most aiding the Undead) against the abilities of Priests and Crusaders to turn, bar, command, or destroy Undead.

Local Environs

See the map on page 5.

The Plane of Gehenna is part of the First Celestial Sphere, separated from the Material Plane by the Ethereal Plane. The other planes (self-contained universes) of the First Sphere are the Heavens and the Demonic Plane, Shachat (also called Sheeol). The second Sphere contains the elemental planes of Air, Earth, Fire, Spirit, and Water. The First Sphere is separated from the Second, and from other 'outer' spheres, by the Astral Plane. Each subsequent sphere contains more universes than does the sphere immediately closer to the Material Plane; the number of universes in a sphere is always a prime number.

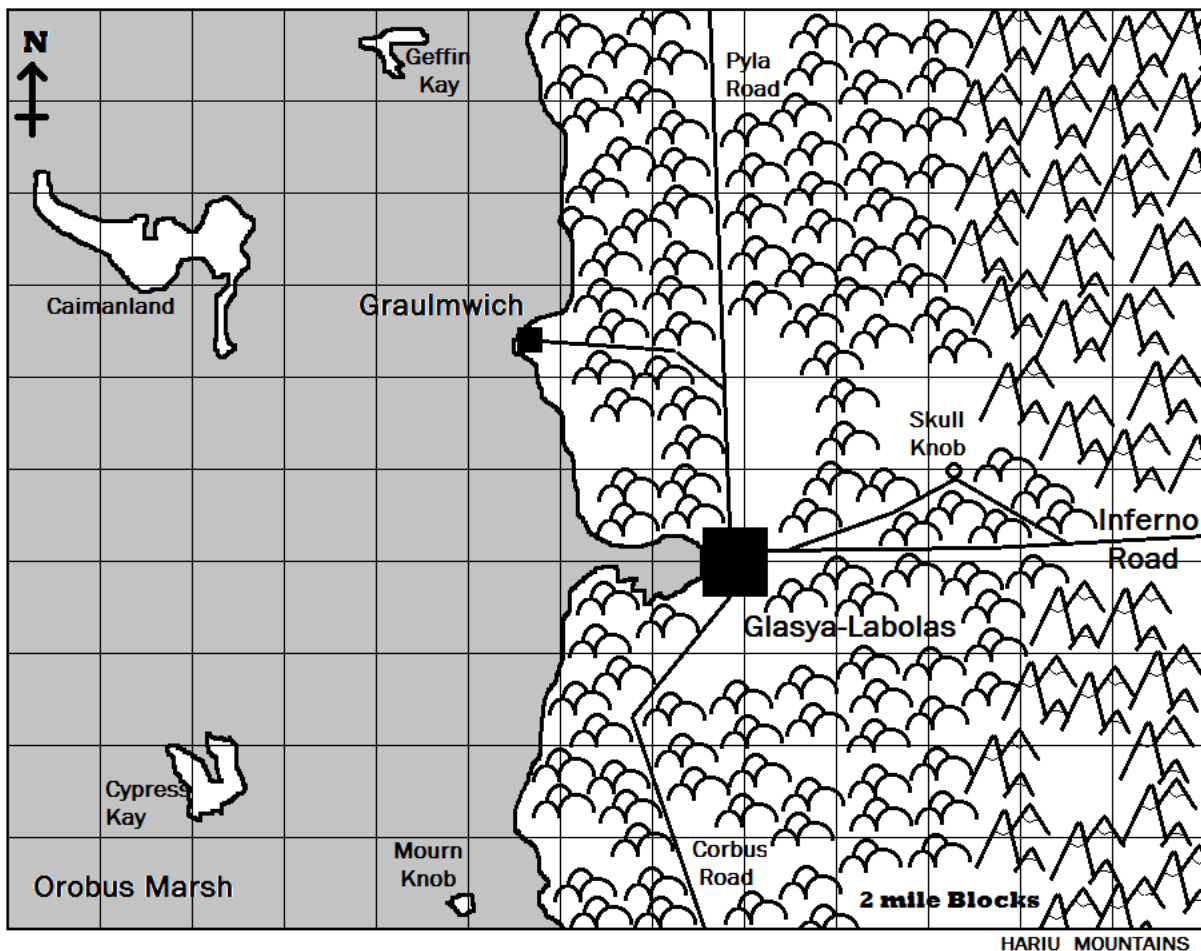
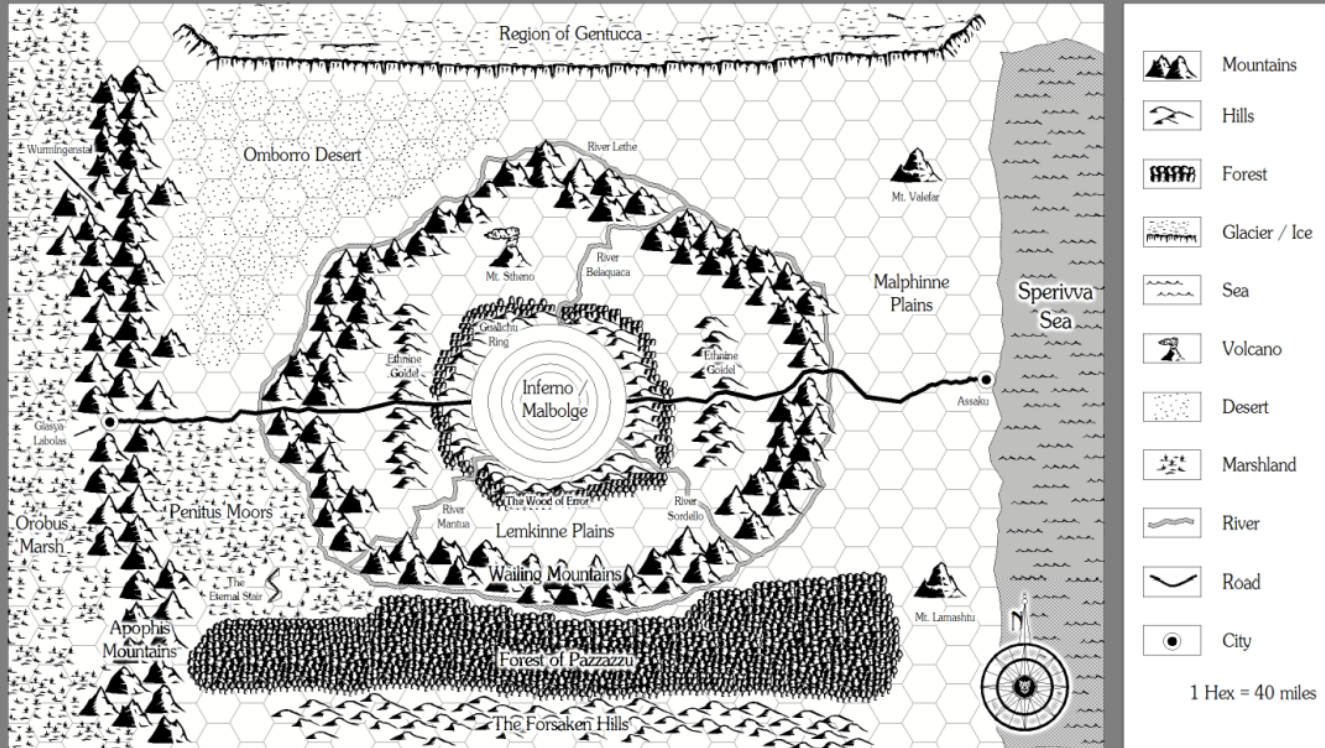
Gehenna has one major continent which is roughly 1000 miles across west-to-east, and more than 1000 miles north-to-south. The continent is centered on imprisoned Arch-Fiend Lucifer, located at the bottom of the 300 mile diameter pit of Malebolge (Inferno). The city of Glasya-Labolas is found on the western edge of the continent, about 450 miles due west of Malebolge. It is located between the Apophis Mountains to the east and the endless Orobos Marsh to the west; the nearby mountains are also referred to as the Hariu Mountains. A well-constructed black stone road connects Glasya-Labolas with the Pit.

Glasya-Labolas is constructed at the west end of a 4 mile inlet of the great swamp, surrounded by broken hills, the Hariu Mountains begin approximately 6 miles to the east. The Pit Road leads east in a nearly straight line through a mountain pass. The Pyla Road leads north out of the city, towards the Pylian Monastery, 40 miles to the north. The Corbus Road leads south from the city towards Corbus Palace, 180 miles away, home of **Diabolic Earl Zagan**. Skull Knob is a prominent hill $4\frac{1}{2}$ miles to the north-east, the Knob is used for public executions. The village of Graulmwich is found along the marsh coast 5 miles to the north-west, Graulmwich is the center of local boat-building and timber processing industries.

The Apophis/Hariu Mountains

The Apophis Mountains run lengthwise along the western coast of Gehenna and are between 80 miles and 120 miles wide. In the north they separate the Orobos Marsh and the Omborro Desert, in the south they separate the marsh and the Penitus Moors and the Forest of Pazzazu. The city of Glasya-Labolas is on the west side of the mountains about 400 miles from their northern end. The mountains average 13,600 FT in height above

GEHENNA OVERVIEW



APOPHIS MOUNTAINS

the Orobos Marsh, with some mountains as high as 17,400 FT. The Pit Road climbs the 11,500 FT Hariu Pass near the east side of the mountains. The west side of the mountains is covered in short (15 FT to 30 FT) conifer trees with sickly yellow-green needles and thorny barks along with a variety of low-growing berry bushes which are poisonous to Humans (save 1d20 GTET [33-Stamina] if ingested). A birch-like tree grows in the center part of the mountains, with a white to silver bark marked with black or purple lines, growing to 50 FT tall, with light yellow leaves. The east side of the mountains has few trees and many low thorny shrubs, 4 FT to 6 FT tall, with sweet purple berries and a small pear-like fruit; less vegetation of any kind grows in the northern part of the east side along the Omborro Desert.

The mountains are a wild wilderness occupied primarily by wild beasts and monsters and are lightly patrolled by the Devils, except in the vicinity of permanent and semi-permanent occupied camps. These installations are most often logging camps, mining camps, and hunting lodges. The Keprigene logging camp is in the central mountains 28 miles north of the Pit Road, the Ho'hal-guen mining camp (silver) is in the eastern mountains 47 miles north of the road and 15 miles from the Omborro Desert, the Vacan mining camp (opals) is in the eastern mountains 83 miles north of the road and 9 miles from the Desert, General Ujol's hunting lodge is in the western mountains 96 miles north of the road and 10 miles from the Orobos Marsh, and the Red Pholean hunting lodge is in the central mountains 127 miles north of the road. The Blue Peak hunting lodge is located in the eastern mountains 34 miles south of the Pit Road and 7 miles from the Penitus Moors, the Kol Saway logging camp is in the western mountains 58 miles south of the road and 11 miles from the

Marsh, the Banmeathin logging camp is in the western mountains 81 miles south of the road and 15 miles from the Marsh, the Yojo Mal mine (diamonds) is in the central mountains 117 miles south of the road, the Olmo Son Dreeke mine (gold) is in the eastern mountains 163 miles south of the road and 20 miles from the Moors, and the Cylimussy Valley hunting lodge is in the western mountains 198 miles south of the road and 14 miles from the Marsh. Kallapecki's General Goods is a stockade and trading post located in the central mountains 185 miles north of the road; Kallapecki is a HD 10 **Ettin** with a staff consisting of an HD8 **Berg Troll**, two HD6 **Ogres**, and seven HD3 **Goblins**. There are regular supply caravans between the city and logging camps and mines. A northbound caravan leaves every 5 days and a southbound caravan leaves every 8 days.

Temperatures along the base of the mountains are near 90° along the west side, near 115° on the east side along the Omborro Desert, near 85° on the east side along the Pentius Moors, and near 70° on the east side along the Forest of Paz-zazzu. Temperatures in the mountain interior are near 60° between 3000 FT and 8000 FT, near 50° between 8000 FT and 10,000 FT, near 40° between 10,000 FT and 11,000 FT, and always below freezing about 11,000 FT. Night temperatures about 3000 FT are 25° below the daytime temperatures. The west side mountains are covered in dark clouds on days when a 1d20 roll is GTET 7, the center region has clouds on rolls GTET 9, the east side along the Omborro Desert has clouds on rolls GTET 15, and the east side along the Moors and Forest has clouds on rolls GTET 11. It rains on days with clouds on 1d20 rolls GTET 8, checked morning, afternoon, evening, and night; a shower lasts 3d100+40 minutes; above 10,000 FT it snows instead of rains.



APOPHIS MOUNTAINS

Winds along the west side blow from the west on days when a 1d20 roll is GTET 6, otherwise the direction is determined using 1d12: (1-8) north, (9-11) south, (12) east. The direction (from) of east side winds along the Omborro Desert are determined using 1d12: (1-7) east, (8-9) north, (10-11) south, (12) west. The direction (from) of east side winds along the Moors and Forest are determined using 1d12: (1-5) east, (6-9) north, (10-11) south, (12) west. The direction (from) of winds in the central mountains is determined using 1d12: (1-6) north, (7-10) south, (11) west, (12) east. Winds at elevations below 3000 FT blow at 1d6+4 miles/hour, those at 3000 FT to 8000 FT blow at 1d8+8 miles/hour, those at 8000-10,000 FT blow at 1d10+13 miles/hour, those at 10,000-11,000 FT blow at 1d12+18 miles/hour. Above 11,000 FT winds are 1d12+22 miles/hour during the day and 1d12+26 miles/hour at night.

Severe events occur in the mountains on days when a 1d20 roll is GTET 18; determine the timing using 1d4: (1) morning, (2) afternoon, (3) evening, (4) night; determine the type of event using 1d20: (1) weak to moderate earthquake, (2) strong earthquake, (3) thick fog, (4) thunderstorm with 1d12 lightning, (5) thunderstorm with 1d10 hail, (6) 1d12 meteors, (7) gale force straight-line winds, (8) 1d8 geysers, (9) unnatural 1d12 hours darkness, (10) 2d8 mudslide/rockslide, (11) 3d8 snow avalanche, (12) sudden sinkhole, (13) ground fissures, (14) animal stampede, (15) freezing event {-20° for 1d12 hours}, (16) toxic gas {in valleys, 1d12 hours, unconscious for 4d100*1d10 minutes, save 1d20 GTET [32-Stamina] checked every 2 minutes, death on saving roll of 01}, (17) mud flow/river, (18) 1d20 HD4 **Will O'Wisps** {1d10 electrical damage/wisp}, (19) 2d8 flash flood {lasting 1d6 hours, in valley}, (20) 2d8 wildfire over a 3 mile by 5 mile area.

Adventurers trekking through the lower mountain slopes become lost unless succeeding on 1d20 rolls GTET [28-Intelligence], checked in the morning, afternoon, and evening [apply a -3 penalty]; roll against the Intelligence of the Adventurer guiding the group; apply a +2 bonus if the guide is a competent mountaineer and a +5 bonus if an expert. Treks between 3000 FT and 8000 FT become lost on 1d20 rolls GTET [32-Intelligence], those between 8000 FT and 10,000 FT are lost on rolls GTET [34-Intelligence], those between 10,000 FT and 11,000 FT are lost on rolls GTET [32-Intelligence] and above 11,000 they are lost on rolls GTET [30-Intelligence]. Apply a -6 penalty at night, a -8 penalty in fog or rain, and a -12 penalty in a blizzard or heavy snow. A lost group moves for 1d12 hours in a random direction determined using 1d8: (1) north, (2) northwest, (3) west, (4) southwest, (5) south, (6) southeast, (7) east, (8) northeast.

Adventurers trekking above 3000 FT run the risk of falling 4d20 FT. Between 3000 FT and 8000 FT a fall occurs unless succeeding on a 1d20 roll GTET [25-Agility], checked daily; between 8000 FT and 10,000 FT avoid a fall on rolls GTET [28-Agility]; between 10,000 FT and 11,000 FT avoid a fall on rolls GTET [30-Agility], between 11,000 FT and 13,000 FT avoid a fall on rolls GTET [32-Agility], and above 13,000 FT avoid a fall on rolls GTET [34-Agility]. Apply a -5 penalty if moving at night, a +2 bonus if a competent mountaineer and a +5 bonus if an expert, apply a +5 bonus if climbing with equipment.

Adventurers trekking above 3000 FT run the risk of altitude sickness. An Adventurer experiences sickness between 3000 FT and 5000 FT on 1d20 rolls GTET (save 1d20 GTET [21-Stamina] checked daily). Between 5000 FT and 8000 FT altitude sickness occurs on 1d20 rolls GTET [23-Stamina], from 8000 FT to 10,000 FT on rolls GTET [25-Stamina], from 10,000 FT to 12,000 FT on rolls GTET [28-Stamina], from 12,000 to 14,000 FT on rolls GTET [30-Stamina], and above 14,000 FT on rolls GTET [33-Stamina]; Dwarves apply a +3 bonus, Elves apply a -2 penalty. Unless an Adventurer progresses from 3000 FT to their highest elevation very rapidly [e.g. within 4 hours], make an initial altitude sickness check for each altitude category as they climb higher (e.g. at 3000 FT, 8000 FT, 10,000 FT, 12,000 FT and 14,000 FT). A mortal who rolls a natural 20 on their first altitude sickness saving roll is permanently immune to altitude sickness at any altitude.

An person affected with altitude sickness experiences shortness of breath, headaches, spots in their eyes, and muscle tremors, as well as loss of appetite and trouble sleeping; an affected person has their effective Agility, Stamina, and Strength statistics each reduced by 1d3+2 points for [36-Stamina] hours; a Wizard, Warlock, Priest, and Crusader reduces their effective SPM by 2 points for 1d12+16 hours and reduces their free casts for all spell/prayer categories by 2 free casts for two days, in addition any spell or prayer performed within 2 days fails on a 1d12 roll of 01. An ill person can spontaneously recover after 4, 8, or 12 hours, on a successful 1d20 roll GTET [32-{effective Stamina}], however a recovery roll of 01 at any time indicates a potential for sudden death (save versus death requires a 1d20 roll GTET [32-{effective Stamina}]). An ill person who recovers is considered to have acclimated and does not suffer altitude sickness again as long as they remain above 3000 FT.

An Adventurer who has not suffered altitude sickness after a period of [26-Stamina] days has acclimated and will not suffer it as long as they remain above 3000 FT. An altitude-acclimated Adventurer who descends below 3000 FT but returns within [Stamina/2] days will not suffer altitude sickness; however, a person who stays below 3000 FT for longer than [Stamina/2]

APOPHIS MOUNTAINS

days will have to reacclimate. A person who returns to altitude between $[\text{Stamina}/2]$ days and $[\text{Stamina}/2]+6$ days applies a +3 bonus to rolls for altitude sickness, if the return is between $[\text{Stamina}/2]+6$ and $[\text{Stamina}/2]+10$ days apply a +1 bonus to sickness rolls.

Adventurers can forage for food in the mountains, gathering enough edible plants for four meals on 1d20 rolls GTET 14, checked after 15 minutes of foraging (competent mountaineers apply a +2 bonus, experts apply a +4 bonus). Hunters bring down enough game to provide eight meals on 1d20 rolls GTET 17, checked after 30 minutes of hunting (competent mountaineers apply a +2 bonus, experts apply a +4 bonus; also applies to a snare checked hourly). Clear running water is found on 1d20 rolls GTET 18, checked after 15 minutes of searching; competent mountaineers apply a +3 bonus, experts apply a +5 bonus; a source of apparently-potable water provides 1d20*1d12*1d4 gallons.

When plants are gathered, some poisonous plants are also collected unless succeeding on a 1d20 roll GTET [30-Intelligence]; competent mountaineers apply a +2 bonus, experts apply a +4 bonus. Water has poisonous properties on 1d20 rolls GTET 14. Toxicity is determined using 1d20: (01-03) Humans only, (04) Dwarves only, (05) Elves only, (06) Half-Elves only, (07) Gnomes only, (08-10) Dwarves and Gnomes only, (11-13) Humans and Elves and Half-Elves only, (14-20) all mortals; save 1d20 rolls GTET [33-Stamina] per meal consumed or quart-equivalent drunk (may also apply to non-poisonous food cooked in poisonous water). The poisonous effect(s) are determined using 1d100: (01-11) unconsciousness/ sleep, (12-24) blindness, (25-32) fever/migraine headaches, (33-37) inability to concentrate, (38-46) vomiting and diarrhea, (47-51) breathing problems, (52-60) weakness, (61-63) numbness, (64-70) muscle tremors/loss of coordination, (71-75) severe joint pain, (76-79) severe swelling and muscle cramps, (80-86) confusion/disorientation, (87-90) hallucinations, (91-96) paralysis, (97-98) death, (99-100) roll twice. Foraged food and water is subject to the Inferno binding effect, persons consuming locally-harvested products require a cleansing ritual before they can leave Gehenna. Foraged plants are rotted and inedible 50 hours after being harvested.

Food carried into the mountains begins to rot after 96 hours, unless specific measures are taken to preserve it. Food kept in ice does not rot until 150 hours. Food carried in sealed tins or in sealed clay or glass canisters/jars do not begin rotting until they have been in the mountains 200 hours. Magically-preserved food is immune to the rotting effect. Ordinary preservation methods, such as salting, smoking, or drying are ineffective against rotting. Treat rotted food as poisonous to all mortals (see above).



Some prospecting occurs in the Apophis Mountains, with more prospecting activity in the north range than in the south range. A novice prospector hits a potentially valuable 'strike' on days they succeed on a 1d100 roll GTET [110-Intelligence]. Apply the following modifiers: +1 if a prospector with experience between 100 days and 1000 days, +2 if experience between 1000 days and 2000 days, +3 if experience GTET 2000 days, -2 in the western side of the north range, +2 in the eastern side of the north range, -1 in the western or eastern side of the south range, +2 in the center area of the south range, +1 between 3000 FT and 8000 FT, and +3 between 8000 FT and 10,000 FT. The type of find is determined by 1d20: (1-4) copper, (5-7) silver, (8-9) gold, (10) electrum, (11) platinum, (12) diamonds, (13) emeralds, (14) rubies, (15) sapphires, (16) jade, (17) turquoise, (18) zircons, (19) onyx or jet, (20) bloodstones. When a strike occurs, the novice prospector recognizes their find on 1d20 rolls GTET [32-Intelligence]; a prospector with minimal experience applies a +2 bonus, a prospector with moderate experience applies a +4 bonus, and a very experienced prospector applies a +6 bonus. The size of a prospector's strike (in tons of ore) is determined using 1d20: (1) 1d8+3, (2) 1d12+3, (3) 1d20+4, (4) 3d10+4, (5) 3d20+5, (6) 4d20+6, (7) 1d100+10, (8) 1d100+2d20, (9) 1d100+4d20, (10) 2d100+2d20, (11) 2d100+4d20, (12) 3d100+2d20, (13) 3d100+4d20, (14) 4d100+2d20, (15) 5d100, (16) 6d100, (17) 8d100, (18) 10d100, (19) 15d100, (20) 25d100. Once the metals are refined from the ore, copper yields 1200 GP value per ton of ore, silver yields 5000 GP value per ton, gold yields 22,000 GP value per ton, electrum yields 75,000 GP value per ton, and platinum yields 400,000 GP value per ton. Rubies and sapphires yield 30,000 GP value of uncut stones per ton (values are later improved by cutting). Diamonds and emeralds yield 24,000 GP value of uncut stones per ton, turquoise yields 20,000 GP value of uncut stone, zircons and onyx and jet yields 16,000 GP value of uncut stone, and bloodstones yield 12,500 GP value of uncut stone per ton of ore.

RIDGE RUNNERS GUILD, OROBUS MARSH

Games Masters should check for random encounters in the morning, afternoon, and during the night. An encounter occurs on 1d20 roll GTET 17.

Ridge Runners Guild

The Ridge Runners Guild is an organization of mountaineers, open to all creatures who spend at least 12 days a year in the Apophis Mountains. The Guild offers training to its members, runs caravans, maintains trails, maintains mountain shelters, responds to avalanches and slides, rescues travelers, and negotiates with merchants buying raw materials harvested or mined in the mountains. The Guild has a near-monopoly on the sale of mountaineering equipment and sells most of the pack animals that can be bought for mountain treks. They also sell medicines for altitude sickness, anti-venoms for reptiles and insects found in the mountains, first-aid supplies, and other useful alchemical products.

The Ridge Runner Guild Master is among the important persons in the Mortal District, although they have less status than the Muck Runner's Master. The Guild has just under five hundred members, of whom about half are in the city at any time. The Guild is about three-quarters mortal and one-quarter Devils and other infernal creatures; among the mortals Humans comprise about half, Dwarves comprise about one-quarter, Gnomes less than 1 in 20, Elves about one-tenth, and various other humanoid just over one-tenth. A prospective member must be sponsored by an existing member, have spent at least 20 days in the mountains, pay a 35 GP application fee, and pass a proficiency test at the journeyman level {1d20 roll GTET [50-Intelligence-Stamina-(# ten-days in the mountains-3)]}. Members must spend at least 15 days a year in the mountains and pay 25 GP annual due to remain in good standing.

The Ridge Runners will rescue non-members as necessary, and they charge 1500 GP per person; they also provide limited healing.

Guild shelters are scattered throughout the mountains, an Adventurer comes across on 1d100 rolls GTET 94, checked hourly; because a shelter blends into its background an Adventurer recognizes the shelter on 1d20 rolls GTET [30-Intelligence]; apply a +2 bonus if they are a competent mountaineer and a +5 bonus if an expert. A shelter is typically either a stone building or a furnished cave. Shelters sleep eight persons, have stone hearths and ovens and copper cauldrons, have a separate privy, and a 3 day supply of cooking and heating wood/charcoal. The shelter door is usually secured by a cord tied in a knot taught to members so that members will know when the shelter is used by non

-members. A notice tacked to the inside wall informs non-members to deposit 8 GP per person per night in a locked stone back (requires a special tool to open, -14 open lock, found with 4d20 GP). If a non-member uses a shelter and does not leave payment, they have a collection visit from a member within 1d12 days of returning to the city (avoid on 1d20 rolls GTET [28-Agility-{elapsed days}]); a 20 GP collection fee is added to what is owed.

The Orobos Marsh

The Orobos Marsh is thought to be endless in the west, north, and south directions. The marsh has a typical depth of 3 FT to 6 FT of foul brackish water over 2 FT to 6 FT of mud, muck, compost, and decaying matter. There are areas of deeper water, some as deep as 60 FT. The marsh's surface is largely covered by floating algae and marsh plants, large lily pads, swamp grasses, and several colorful varieties of scum. There are currents found throughout the marsh, streams of clearer and cleaner water that cut through the scum and weave a confusing web of trails deep into the marsh. There are many small 'islands' throughout the marsh, typically sandbars and low earth berms which range in size from 25 FT to 200 FT across, often no more than 1 FT to 2 FT above the marsh surface. The 'dry' land in the marsh is thickly overgrown with semitropical and water-based plants. Many of the islands are surrounded by quicksand rings from 20 FT to 40 FT wide. Trees and thick thorny bushes grow thickly throughout the marsh, sometimes no more than 10 FT to 20 FT apart, growing to 15 FT in diameter and 250 FT tall, with huge root systems to keep them upright in the muck; typical trees are mangrove, swamp oak, weeping willow, cypress, marshbuck, muck-birch, and mahogany. Larger islands with a greater elevation are found scattered throughout the marsh, the largest can be up to 10 miles long, 2 miles across, and up to 10 FT above the surface; these are more numerous within 20 miles of the coastline where they may be 10 miles to 20 miles apart, deeper into the marsh they may be 25 miles to 50 miles apart.

Most islands are uninhabited and no infernal or mortal has ever touched them, however, a few are used as trading and support bases for forays deep into the marsh. Some of the more prominent marsh locations are the Valsheven Hunting Camp (48 miles to the south-southwest), Muxim Garrison (83 miles to the west-southwest), Kol Brustwran Lodge (114 miles to the west-northwest), Muckrunner Deep (exact location is secret, ~180 miles west), Fort Yesplys (215 miles to the northwest), Camp Raucous (260 miles to the southwest), and Lonely Island (340 miles to the west-northwest). Regular supply boats run from the docks to Valsheven, Kol Brustwran, and Camp Raucous, and occasional boats travel to Muxim, Yesplys and Lonely Island; non-Guild-members must be invited to Muckrunner Deep. Regular supply boats leave every 5 days and occasional boats leave

OROBUS MARSH

at intervals between 15 and 30 days.

The marsh is typically at 85°F to 90°F within 10 miles of the eastern shore but the interior temperatures are commonly near 110°F, with a near-constant 100% humidity. Thick bands of clouds sweep over the marsh that are only rarely broken by openings to the sky; on any day a patch of sky appears on 1d20 rolls GTET 17, each patch is 20 miles to 50 miles across and persists for 1d20*30 minutes; determine the timing using 1d4: (1) morning, (2) afternoon, (3) evening, (4) night). It frequently rains in the marsh, a downpour occurs on 1d20 rolls GTET 11 checked four times a day (morning, afternoon, evening, night), each rain lasting (1d20*15)+60 minutes. Winds in the marsh tend to blow out of the west at speeds between 10 miles/hour and 15 miles/hour; on any given day they change direction on 1d20 rolls GTET 18 and persist from a randomly-determined direction for 1d10 hours; on any given day the speed changes on 1d20 rolls GTET 15 and persist for 1d10 hours, determine the wind speed using 1d8: (01) calm, (02-03) low, under 5 miles/hour, (04) moderate, 5 to 10 miles/hour, (05-06) stronger, 16 to 25 miles/hour, (07-08) very strong, 26 to 40 miles/hour; determine the timing using 1d4: (1) morning, (2) afternoon, (3) evening, (4) night).

Severe events occur in the marsh but are uncommon; on any day one occurs on 1d100 rolls of 01-03. The type of severe event is determined using 1d20: (1) malodorous lingering fog, (2) strong thunderstorm, (3) strong thunderstorm with lightning, (4) strong thunderstorm with hail, (5) earthquake, (6) meteorite strike {half mile radius damage}, (7) waterspout, (8) tornado, (9) cold wave {40° to 50°}, (10) heat wave {130° to 140°}, (11) sinkholes, (12) insect plague, (13) swamp gas explosion {hp2d8 over a half mile diameter}, (14) toxic gas wave {5-10 minutes over a 5 mile to 10 mile length}, (15) wildfire, (16) animal stampede or rampage, (17) blackout event {1d12 hours darkness over 10 square miles to 40 square miles}, (18) geyser or hot mud eruption, (19) area flood {10 FT to 15 FT, over 10 square miles to 40 square miles, lasting 1d12 days}, (20) tsunami wave {15 FT to 25 FT, lasting 1d10 minutes, 5 mile to 10 mile length}; determine the timing using 1d4: (1) morning, (2) afternoon, (3) evening, (4) night.

Adventurers in the marsh are continually exposed to a variety of strong smells, aromas, and odors, from the fragrant and perfumed, to those of strong decay and awful stench. Susceptible mortals experience frequent coughing fits, watering eyes, and sinus problems. An individual has symptoms every day in the marsh unless succeeding on a 1d20 roll GTET [33-Stamina] checked daily (morning); apply a cumulative +1 bonus per 12 continuous days in the marsh, limit +5. An affected person experiences coughing fits lasting 1d10 minutes, spaced every 1d100 minutes; while coughing they apply a -2 Stamina penalty, a -2 Agility penalty, and an additional -1 TH penalty. Determine

whether a mortal has an extreme allergy to the marsh on their first marsh trip, an allergy is indicated by a 1d100 roll of 01; an allergic person goes into 1d100 minutes of convulsions on any day in the marsh they roll 01-03 on 1d20 (save 1d20 GTET [30-Stamina], fatal on a save roll of 01).

Many flying, swimming, and crawling insects inhabit the marsh, and they continually irritate mortals with their buzzing and bites. An unprotected mortal suffers hp4/day from bites (morning, afternoon, evening, night). The irritation affects their concentration as well, reduce their effective Will statistic 1 point while in the marsh (save 1d20 GTET [45-Stamina-Will], checked daily, mornings). Wizards, Warlocks, Priests, and Crusaders apply a -2 penalty when rolling for spells and prayers after using their free casts. Determine whether a mortal has an allergy to insect venoms on their first marsh trip, an allergy is indicated by a 1d100 roll of 01; an allergic person suffers double damage/day and has a fatal reaction on any day in the marsh they roll 01-02 on 1d20 (save 1d20 GTET [32-Stamina]).

The decay found in the marsh promotes a variety of fevers, poxes, rashes, and other diseases. A mortal who only breathes the marsh air (has both clean food and water) contracts a disease on 1d20 rolls of 01 checked daily (evening, save 1d20 GTET [28-Stamina]). One who consumes either food or water from the marsh contracts a disease on 1d20 rolls 01-03 checked daily (evening, save 1d20 roll GTET [30-Stamina], apply to swimming persons). One who consumes both food and water from the marsh contracts a disease on 1d20 rolls 01-05 checked daily (evening, save 1d20 roll GTET [32-Stamina]). This is in addition to the binding properties from consuming local food and water.

Mortals can travel through the marsh on foot or on riding animals. It takes about 70 minutes to wade/walk a linear mile and about 40 minutes to ride a linear mile. Adventurers walking or riding through the marsh are forced to swim (e.g. no shallow water paths are found) in any hour they roll GTET 10 on 1d12. Adventurers or their mounts suffer a hp1d6 leg/foot injury in any hour they roll 01 on 1d20 (avoid on 1d20 roll GTET [28-Agility]). A walking/wading mortal or mount encounters quicksand on 1d20 rolls GTET 16 checked morning, afternoon, and evening (if applicable); a mortal recognizes and avoids the quicksand on 1d20 rolls GTET [30-Intelligence], apply a +3 bonus if a competent marsh-man, a +5 bonus if an expert. A person caught in quicksand escapes on 1d20 rolls GTET [60-Agility-Intelligence-Strength] checked every minute; reduce their effective Agility and Strength statistics 1 point after every 3 minutes of struggling. A person caught in quicksand sinks under after twelve failed attempts to break free and drowns after (Stamina*10) seconds. A walking/wading person or mount encounters an explosive gas pocket on 1d20 rolls of 01 checked hourly; an exploding gas pocket inflicts hp1d12 across an area 25 FT by 25 FT; on a

OROBUS MARSH

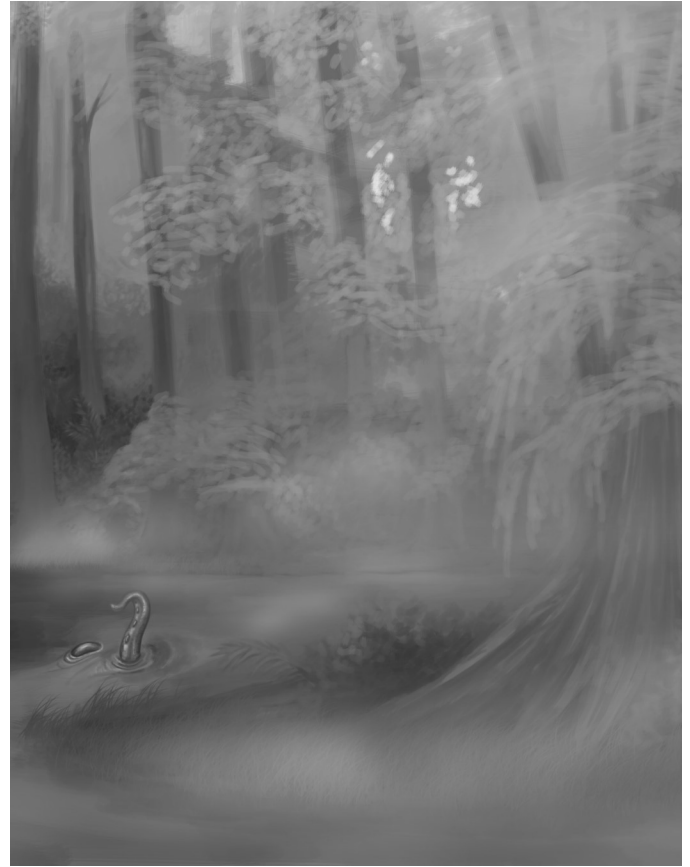
second 1d20 roll of 01 the pocket ignites nearby gas sources creating an hp1d20 explosion in an area 200 FT by 200 FT.

Typical swamp boats are 15 FT to 25 FT long by 8 FT to 12 FT wide, with flat shallow bottoms, with a loaded draft of about 14 inches to 20 inches. They can each carry six to ten persons with up to 100 pounds of provisions; a person can be swapped for 300 pounds of supplies/gear. Swamp boats are usually poled rather than rowed or paddled, a proficient person can pole at about 15 minutes per linear mile.

Adventurers moving through the marsh have a difficult time moving in a straight line because of the lack of trails, appearance of endless trees and vegetation in every direction, a lack of good lighting, and a lack of prominent landmarks. Adventurers become lost (e.g. go off of their intended direction of travel) unless succeeding on a 1d20 roll GTET [30-Intelligence], checked at mid-morning, noon, mid-afternoon, and early evening [if they continue to travel, based on the person leading the march]; a lost person travels 1d10*15 minutes in a random direction; an Elf applies a +2 bonus against becoming lost; a competent marshman applies a +2 bonus, an expert applies a +4 bonus.

Adventurers can forage for food in the marsh, gathering enough edible plants for three meals on 1d20 rolls GTET 12, checked after 10 minutes of foraging (persons with competent marsh skills apply a +2 bonus, experts apply a +4 bonus). Hunters bring down enough game to provide six meals on 1d20 rolls GTET 16, checked after 20 minutes of hunting (persons with competent marsh skills apply a +2 bonus, experts apply a +4 bonus; also applies to a snare checked hourly). Clear running water is found on 1d20 rolls GTET 18, checked after 15 minutes of searching; persons with competent marsh skills apply a +3 bonus, experts apply a +5 bonus; a source of apparently-potable water provides 1d20*1d12*1d4 gallons.

When plants are gathered, some poisonous plants are also collected unless succeeding on a 1d20 roll GTET [30-Intelligence]; persons with competent marsh skills apply a +2 bonus, experts apply a +4 bonus. Water has poisonous properties on 1d20 rolls GTET 14. Toxicity is determined using 1d20: (01-03) Humans only, (04) Dwarves only, (05) Elves only, (06) Half-Elves only, (07) Gnomes only, (08-10) Dwarves and Gnomes only, (11-13) Humans and Elves and Half-Elves only, (14-20) all mortals; save 1d20 rolls GTET [33-Stamina] per meal consumed or quart-equivalent drunk (may also apply to non-poisonous food cooked in poisonous water). The poisonous effect(s) are determined using 1d100: (01-11) sleep/unconsciousness, (12-24) blindness, (25-32) fever/migraine headaches, (33-37) inability to concentrate, (38-46) vomiting and diarrhea, (47-51) breathing problems, (52-60) weakness, (61-63) numbness, (64-70) muscle trem-



ors/loss of coordination, (71-75) severe joint pain, (76-79) severe swelling and muscle cramps, (80-86) confusion/disorientation, (87-90) hallucinations, (91-96) paralysis, (97-98) death, (99-100) roll twice. Foraged food and water is subject to the Inferno binding effect, persons consuming locally-harvested products require a cleansing ritual before they can leave Gehenna. Foraged plants are rotted and inedible 30 hours after being harvested.

Food carried into the marsh begins to rot after 48 hours, unless specific measures are taken to preserve it. Food kept in ice does not rot until 96 hours. Food carried in sealed tins or in sealed clay or glass canisters/jars do not begin rotting until they have been in the marsh 150 hours. Magically-preserved food is immune to the rotting effect. Ordinary preservation methods, such as salting, smoking, or drying are ineffective against marsh rot. Treat rotted food as poisonous to all mortals (see above).

There are several prominent islands close to the city, particularly Mourn Knob, Cypress Kay, Caimanland, and Geffin Kay. Morn Knob is a quarter-mile wide and 5 FT above the water, it is located almost 2 miles off the coast, about 8 miles south-southwest of Glasya-Labolos. Cypress Kay is a U-shaped island about 1¼ miles long, 6½ miles off the coast, about 11 miles southwest of the city. Caimanland is about 4½ miles long by 1½ miles at its widest point, about 7 miles off the coast, 6 miles west-northwest

MUCK RUNNER'S GUILD, SKULL KNOB

of Graulmwich and 14 miles west-northwest of the city; Caimanland is used to process tars, resins and saps, oils and petroleum products, render fats, and carry out other operations that are odorous or otherwise noxious to be around. Geffin Kay is a Y-shaped island, each branch about 1 mile long by a quarter-mile across, about 3 miles off the coast, 7 miles north-northwest from Graulmwich and 12 miles north-northwest from the city. Geffin and Cypress Kays are heavily forested and are excellent sources for the woods processed in Graulmwich.

Games Masters should check for random encounters in the morning, afternoon, and during the night. An encounter occurs on 1d20 roll GTET 15.

The Muck Runners Guild

The Muck Runner's Guild is an organization open to all persons who work in the marsh at least 10 days/year. The Guild offers training to its members, operates supply boats and ferries, maintains camps and shelters in the marsh, performs rescues, and negotiates with crafters and merchants who buy products harvested from the marsh. The Guild also operates docks in the Muck Runner District of the city. It also has a near-monopoly on the sale of medicines, salves, poultices, lotions, and repellants used by persons going into the marsh, and owns significant stakes in businesses associated with marsh activities, such as boat builders, renderers, tanners, butchers, etc. The Muck Runner Guild Master is a very influential person in the City and is relied upon by the important Diabolic figures to keep order in the District and in the marsh.

The Guild has about a thousand members, virtually all are mortal; about one-third of the members are in the city at any time. Humans make up about 65% of the membership, Half-Elves make up 15%, Elves are 8%, Dwarves are 4%, Gnomes are 2%, Devils are 2%, and other humanoid races make up the remaining 4% (some are 'aliens' from universes in the outer Celestial Spheres). A prospective new member must be sponsored by a current member, must have already spent at least 30 days in the marsh, must pay a 50 GP application fee, and must pass a marsh skills test at the journeyman level {1d20 roll GTET [50-Intelligence-Strength-(# ten-days in the marsh-3)]}. Members must spend at least 15 days a year in the Ordobus Marsh and pay 25 GP dues to remain in good standing.

The Muck Runners will rescue non-members in need and will provide limited healing and first-aid in the marsh. A rescue typically costs 2500 GP/person plus 1000 GP for boat towing/repairs. Healing costs 500 GP/person up to hp10.

Guild shelters are scattered throughout the marsh, an Adventurer comes across one on 1d100 rolls GTET 92 checked hourly; because they are built with local materials, are overgrown with local vegetation, and are somewhat camouflaged, an

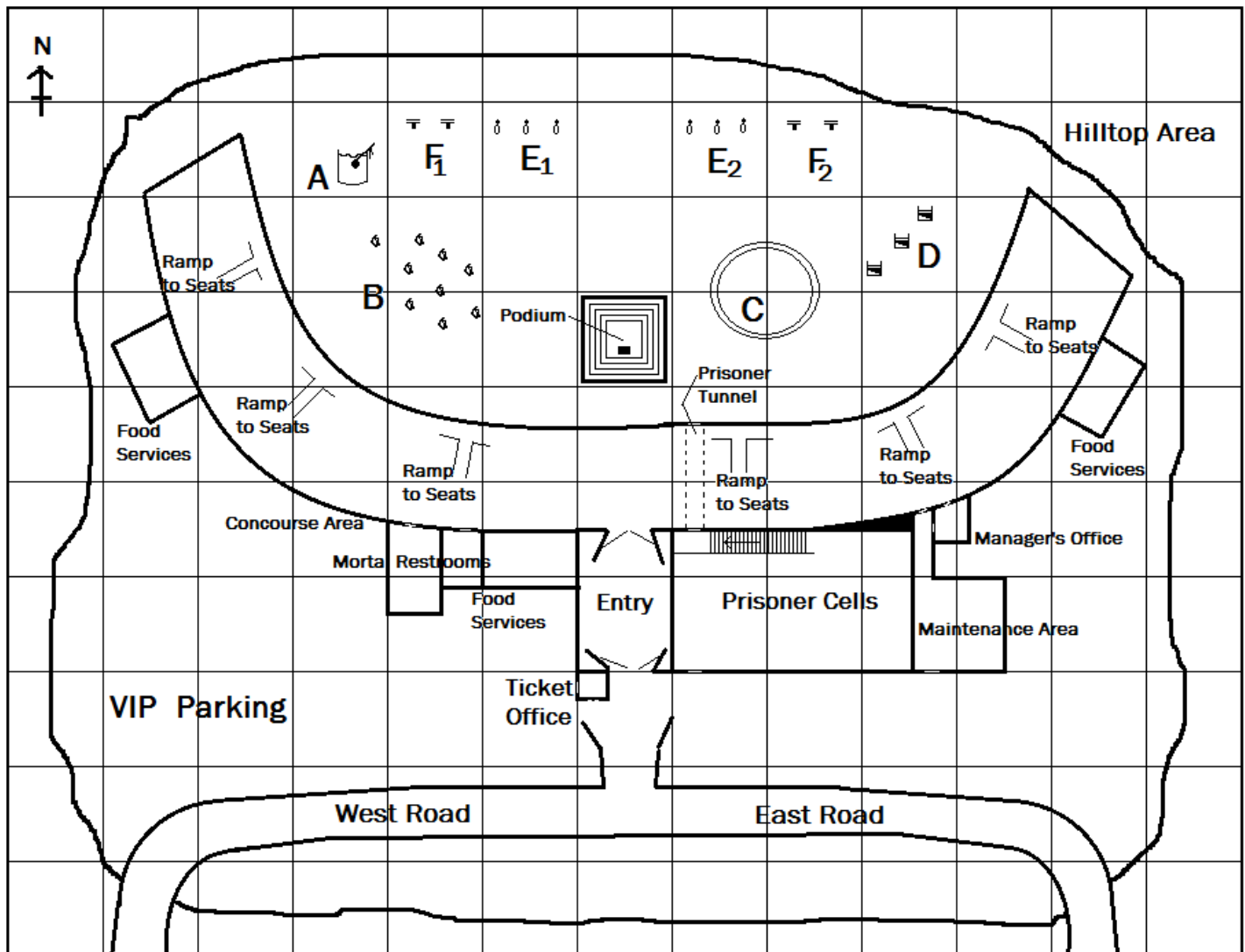
Adventurer recognizes a shelter on 1d20 rolls GTET [32-Intelligence] if a march novice, GTET [28-Intelligence] if a competent marsh-man, and GTET [22-Intelligence] if an expert. A typical shelter is a 20 FT x 20 FT wood building constructed on 10 FT stilts, with a trap door in floor and a rope ladder; the shelter has bunk beds for eight, a small kitchen, a privy, and a fold-down table. The trap door is secured with a short length of rope tied in a knot taught only by the Guild, so that members will always know if the shelter has been used by a non-member; a notice in Common tacked to the kitchen wall reminds non-members to put 10 GP/person/night into a collection box (special tool used to open, -14 open lock; a typical box has 1d20*10 GP in it). If non-members do not pay for using the shelter, a member visits them within 1d12 days after they return to the city to collect (avoid on 1d20 rolls GTET [28-{elapsed days}]); a 20 GP collection fee is added to what is owed. With 50 miles of Glasya-Labolas a shelter is found on any island on 1d20 rolls GTET 8; on islands 51 to 150 miles from the city a shelter is present on 1d20 rolls GTET 11; on islands 151 to 400 miles from the city a shelter is present on 1d20 rolls GTET 15; on islands 401 to 1000 miles from the city a shelter is present on 1d20 rolls GTET 18; on islands 1001 to 2000 miles away a shelter is present on 1d20 rolls GTET 19; for islands 2001 miles away from Glasya-Labolas or greater a shelter is present on a 1d20 roll of 20 followed by a 1d20 roll GTET 12.

Skull Knob

The Skull Knob hill is at the south center edge of a 2 mile-wide valley defined by the Hariu Mountains on the east, and hills on the north, west, and south. The hill is a little more than 4 miles to east-northeast of the city, and is about 400 FT tall. The base is about a mile across and the summit is roughly rectangular, 1150 FT long by 950 FT wide. The west road runs to the southwest towards the city, the east road runs to the southeast and connects to the Pit Road about 3 miles east of the hill. There is a parking area and corral on the west road at the hill's base for horses, chariots, buggies, coaches, and other transportation that might be used to get to the Knob from the city.

The west and east roads run up the hill and meet along the south side of the summit. The southwest quadrant of the summit is a parking area for important persons attending executions at the Knob. A large semi-U-shaped grandstand occupies the north half of the summit, encompassing and largely surrounding the execution areas. Spectators enter the area through a ground

SKULL KNOB



Skull Knob Details

SCALE 100 FT per Box

-level concourse and access the grandstand through one of six ramps up to the seating area above the concourse. The grandstand has twelve tiers, each about 8 FT wide, each tier offset about 6 vertical FT from the tiers above and below it. A sign posted to the left of the ticket office gives the execution schedule for the next 100 days. Note that only official city currency is found on Skull Knob unless otherwise noted.

Ticket Office. Not all executions require tickets, but for those that do, a two-window Ticket Office stands on the left side of the entry gates, metal grilles separate the spectators and the ticket takers. The ticket takers are **Zoybim** with two **Yiblim** guards behind them. Ticket prices are 5 GP for higher tier seats, 10 GP for middle-tier seats, and 20 GP for lower-tier seating. Tickets may also be available in the city for a 2 GP premium. When the office is being used a heavy steel safe contains 830 SP, 4600 GP, 15 electrum pieces, and 9 platinum pieces, another 140 GP in coins is out on the ticket counter; the safe is open and empty when

the office is not in use.

Entry Area. Spectators enter the concourse through a 150 FT entry area with double gates at the north and south end; the gates can be locked but are normally open when events are not going on. When tickets are required, five **Werdu** ticket takers are at the south end of the entry area and two **Yiblim** and six more **Werdu** are stationed outside the building in case they are needed. A **Yiblim** and two **Werdu** are also stationed at the entry north end. When tickets are not needed the entry area gates are simply opened and spectators come and go at will.

Concourse. The ground level concourse is a curved, semi U-shaped structure which supports the grandstand and gives access to the seating above. The concourse is roughly 1300 FT long and 100 FT wide. Six ramps give access from the concourse to the grandstand, three on the west side and three on the east

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side. When the Knob is in use there are two patrols on the concourse, each consists of a **Yiblim** with four **Werdu**. A **Tablasyin** commands the two patrols. The food service areas and restrooms are accessed from the concourse. Metal doors in the southeast side give access to the maintenance area (-10 open lock) and the Manager's Office (-16 open lock); these doors are normally locked while the Knob is in use.

Food Services. Food service areas are at the west end of the concourse, the center, and the east end. Each food service area is staffed by five **Zoybim** servers starting about 3 hours before a schedule execution, along with five **Common Devil** cooks, and a **Werdu** guard. A meal/drink combination typically costs between 2 SP and 4 SP. Strongboxes hold 1d12+68 CP, 1d20+833 SP, and 1d10+94 GP; the strongboxes are not here when there are no executions going on.

Mortal Restrooms. Male and female restroom facilities are provided in the concourse center, next to the center food service station.

Manager's Office. The Skull Knob Manager is **Ungeloolare**, they are responsible for maintaining the Knob and for the logistical arrangements when executions are held. Their office is off the southeast side of the concourse. A metal door is on the north side between the office and concourse (found locked, -16 open lock), and another metal door in the west wall (found locked, -14 open lock) gives access to the maintenance hallway. The office contains a large four-drawer desk with large swivel office chair, a divan, a small circular table with two upright chairs (pewter vase with a fresh group of fragrant purple flowers, Gnomes are allergic on 1d20 rolls GTET 08), a curio cabinet, and six four-drawer wood file cabinets (locked, execution records and building repair tickets, all in Infernal Cant). A large arctic bear rug is on the floor. A 150 GP painting of Pithius hangs on the south wall, a 1500 GP tapestry on the east wall depicts the building of Glasya-Labolos, and a small 45 GP oil painting on the wet wall depicts the Skull Knob building. Three bronze oil lanterns hang from ceiling hooks. The desk holds a variety of office supplies, a leather bag holding 120 SP and 15 GP and a 750 GP moonstone, a master key ring for the Knob, a *Dirk +1* in its scabbard, a vial of strong poison (save 1d20 GTET [34-Stamina], Elves apply +5), a pouch with ten blowgun Darts (*sleeping poison*, 1d100 minutes, save 1d20 GTET [30-Stamina]), and Priest's

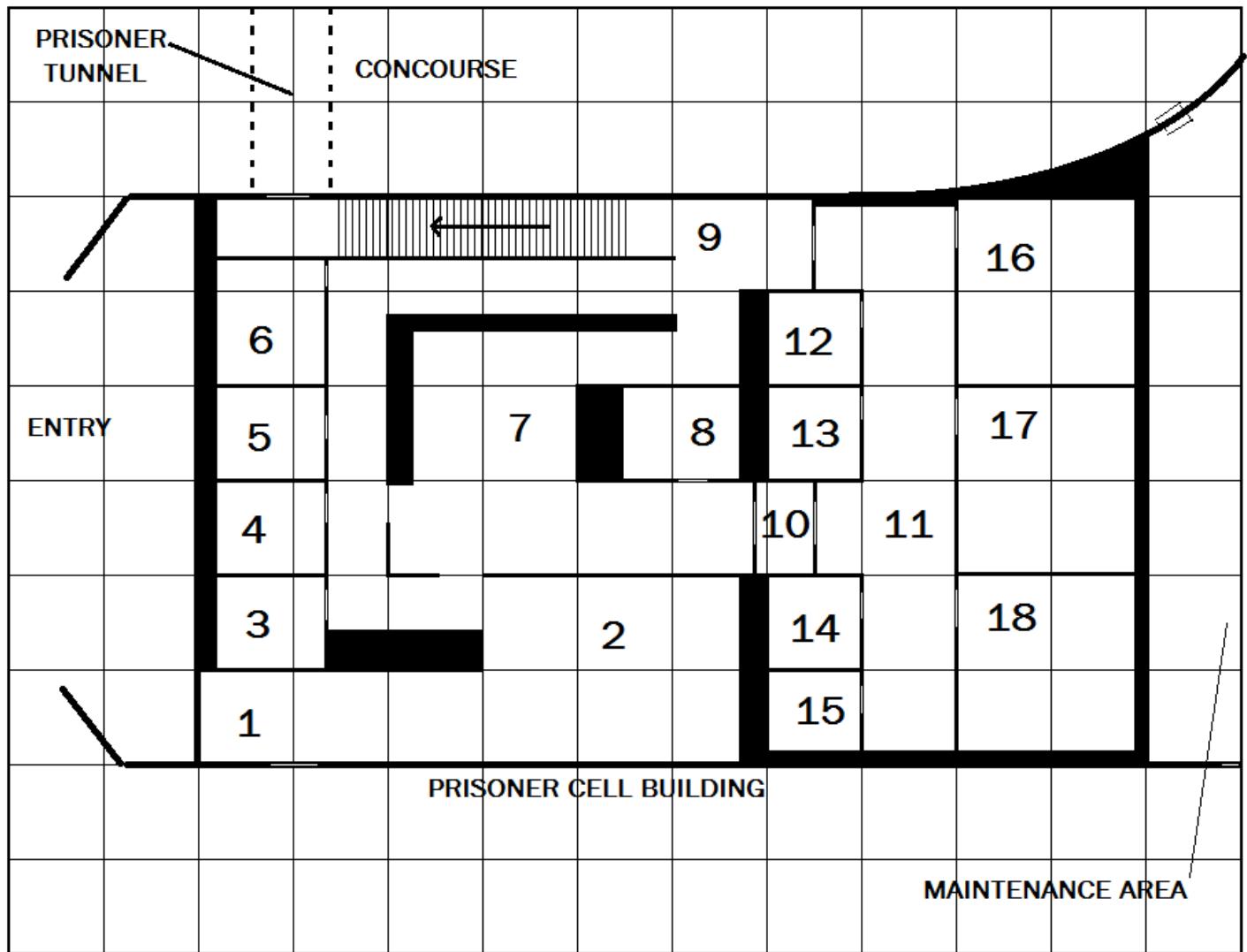
scroll (Samael, *Minor Escape*, *Minor Escape*, *Minor Escape*). The curio cabinet holds a 100 GP model of a swamp boat, a 2000 GP piece of scrimshaw made from a swamp Worm's tusk, three 20 GP pieces of polished petrified wood from the nearby mountains, a 1500 GP pewter teapot with enamel painting depicting giants being hung from the gallows, and a 210 GP stuffed/mounted/polished metallic swamp beetle carcass, 14 inches long.

Maintenance Area. The maintenance area is entered through a sturdy wood exterior door (found locked, -10 open lock) in the southwest corner and from the concourse through a metal door at the north end of a hallway (found locked, -10 open lock) that connects to the northwest corner of the workshop area. A metal door in the hallway also gives access to the Manager's Office (found locked, -14 open lock). The maintenance staff consists of four **Common Devils**, two **Ordinary Devils**, and **Xerminotese**, maintenance foreman. The maintenance area has a tool locker, muscle-powered saws and drills, racks of wood and other raw materials, a paint locker, a portable hoist, an anvil, and two unlocked chests of small parts.

Prisoner Cell Building

The prisoner cell building is entered from the exterior through a single metal door (found locked, -8 open lock) in the southwest corner and exited through a metal door (found locked, -8 open lock) in the northwest corner that gives access to a tunnel between the cells and execution area that goes beneath the ground floor concourse. A metal door (found locked, -6 open lock) on the north end of the tunnel gives access to the execution areas. The exterior building walls, floor, and ceiling are enchanted to prevent *X-Ray vision* or the *Vision* spell, and to prevent the functioning of *walk-through-walls* spells, *minor time walking*, *gate* spells, *teleportation*, *minor escape prayers*, and other spells or prayers that could allow prisoners to escape (spells or prayers fail on 1d20 rolls unless succeeding on 1d20 rolls GTET [45-Level-Will]). Prisoners typically arrive here about 2 hours prior to opening the spectator gates (~6 hours before execution); prisoners with the ability to use spells, prayers, or spell-like abilities are kept drugged to prevent their escape.

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Prisoner's Cell Building, Details

SCALE 25 FT per Box

1. **Entry.** The exterior door is normally locked (~8 open lock). A high quality tile fresco on the north wall depicts a variety of executions in progress, including burnings at the stake, hangings, headsmen, and bodies suspended from T-frames. An old wood bench is against the west wall.
2. **Laborer's Room.** The room is occupied by a **Yiblim** and four **Common Devils** beginning about 8 hours before each execution, they leave about an hour before the first execution. The room is furnished with two wood tables, eight straight chairs, a divan, a two-drawer desk (empty), and a leather-padded bench. A well-used dart board hangs on the east wall, and a selection of current trashy novels is on the desk. A half-cask of good quality beer is on one table along with six pewter tankards.
3. **Victual's Larder.** The room has a sturdy wood door with a latch. Shelves contain a variety of good quality to gourmet victuals (50 meals), used to provide last meals to prisoners.
4. **Guard Commander's Office.** The Guard Commander is usually a **Tablasyin** and the room is occupied about 10 hours before scheduled executions. The room is furnished with a two drawer roll-top desk with a swivel office chair, a padded bench, and two padded upright chairs. A burnt-orange carpet is on the floor. A 320 GP painting depicting a Tablasyin, Yiblim and a squad of Werdu hangs on the west wall. A wall shelf on the south wall holds a bronze open-faced Helm (Human-sized), a 220 GP wood abstract carving of a humanoid hanging from a T-frame, and hooded lantern (non-functional, a silver *Ring of Invisibility* (72x) is in the oil reservoir). A cask of good-quality mead sits on a wooden stand; six pewter tankards painted with Pithius' coat-of-arms hang from hooks on the supporting stand. Copies of regulations, procedures, and protocols for execu-

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tions are in the desk (in Infernal Cant). On days with executions the desk also holds a leather bag holding 48 SP, 66 GP, and a platinum piece, a poisoned *Dirk +2* (1d100 minutes *paralysis*, save 1d20 GTET [33-Stamina]) in an ornate scabbard, a *1d8 Cure Wounds Potion*, a 282 GP rare book on military strategy (Human foreign language), and a five-power pair of (large-sized) bronze binoculars.

5. **Office.** The room is furnished with a two-drawer antique desk (empty) with a swivel office chair, a small circular table, and two upright chairs. A wall shelf is along the north wall. A 75 GP painting of Pithius hangs on the south wall. A 400 GP green carpet is on the floor. A HD4 **Widow Spider** clings to the ceiling in the northeast corner. The room is not usually used.
6. **Master of Ceremony's Office.** The Master of Ceremony is usually found here beginning about 7 hours before an execution. The room is furnished with a four-drawer rolltop desk with a leather-padded swivel desk chair, a large divan, two large stuffed chairs, a small oval table, and an upright armoire. A rectangular dark blue rug is on the floor, embroidered to depict Lucifer on a mountain. Three 500 GP oil paintings hanging on the west wall depict King Samael, Prince Pithius, and Earl Baraquel. A 7 FT metal plaque hanging on the east wall is engraved with Pithius' coat-of-arms. A shelf in the south wall has fifteen old parchments books in Infernal Cant (each 800 GP) between a pair of onyx bookends depicting Zoybim (pair 1050 GP), a 310 GP silver tankard, a small metal fife, and a 10 inch sphere of smoky pink quartz on a teak stand. A list of executions is on the desk, along with a protocol for leading execution activities, both in Infernal Cant. The armoire has a steel clasp and contains three dark blue hooded robes. On days with executions the desk also has a leather bag holding 176 SP, 73 GP, a 500 GP diamond, and a 80 GP piece of jade, a recent trashy novel in Infernal Cant, a 1500 GP book of collected botanical drawing of marsh plants, a 44 GP polished piece of wood carved in the shape of a Whale, and a burlap sack holding 2 pounds of chuf'daik seeds (spicy and mildly addicting, uncommon rarity in the city). Determine the Master of Ceremony using 1d6: (1) **Type 5D Devil**, (2) **Type 5E Devil**, (3) **Type 6D Devil**, (4) **Tablasyin**, (5) **Nimidoryas**, (6) **Keres**.
7. **Guard Wardroom.** The guard detail usually arrives here about 8 hours before opening the spectator gates; a normal detail consists of one **Yiblim** per four prisoners, two **Werdu** per prisoner, two **Centaur of Hell** Lancers, and an evil Wizard (L1d6+8). The room is furnished with two couches, two stuffed chairs, two padded benches, a wood table, and three straight chairs. A bright tile fresco on the west wall depicts a rapier duel between two Yiblim, four faded posters tacked to the north wall are from famous executions of the past (92 years, 178 years, 360 years, 921 years); a 15 FT black chalkboard is mounted on the south wall. There are two open barrels of good-quality beer, ten pewter tankards are on the table. Six old trashy novels are on the table along with three recent news broadsheets from the city, all in Infernal Cant. A pewter vase on the table has wilted yellow flowers. The guards have eight sticky ball grenades (15 FT radius) to aid in catching escapees.
8. **Robe Closet.** The closet has a sturdy door with a steel latch. The room has six upright armoires and two wood chests. The armoires contain many long yellow (traditional color of the condemned) robes in a variety of sizes, some with dark red stains and splotches, thick yellow slippers, and yellow Gloves (five pairs are *of Chaining*). The chests hold yellow hoods, black blindfolds, leather collars, black leather belts, ten pairs of steel manacles (-12 open lock), two Bullwhips, and four wood Rods (one is +1).
9. **Exit Lobby.** The stairs to the west drop 20 vertical FT. The metal door (found locked, -8 open lock) at the bottom leads to an underground tunnel that leads out to the execution grounds to the north. A bright tile fresco on the south wall depicts squads of Werdu marching through the nearby mountains. The metal door (found locked, -12 open lock) to the east leads to the Cell Area Hallway.
10. **Cell Area Entry.** The west door (wardroom side) is sturdy wood and found locked (-8 open lock); the east door (cell block side) is heavy metal (Strength GTET 20 to move) and is found locked (-12 open lock).
11. **Cell Area Hallway.** The metal doors to the north (exit lobby) and center (wardroom) are both metal, found locked (-12 open lock) and require Strength GTET 20 to move. The small cell doors are 8 FT tall, found locked (-8 open lock) and require Strength GTET 16 to move. The large creature cell doors are 14 FT tall, found locked (-8 open lock) and require Strength GTET 22 to move. The cells are usually empty when no executions are scheduled.
12. **Small Creature Cells** (also 13, 14, 15). Small creatures are those up to 9 FT tall. A total of 1d12+2 small creatures are found here on execution days, spread among the available cells. Determine the species of each prisoner using 1d20: (1) Human, (2) Dwarf, (3) Elf, (4) Gnome, (5) **Common Devil**, (6) **Ordinary Devil**, (7) **Werdu**, (8) **Yiblim**, (9) **Tablasyin**, (10) **Bereginy**, (11) **Bogeyman**, (12) **Black Annis**, (13) **Cecrops Beast Man**, (14) **Medusa**, (15) **Lycanthrope**, (16)

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Doppelganger, (17) **Apophis**, (18) **Zoybim**, (19) **Harpy**, (20) alien from a universe in the outer Celestial Spheres.

16. **Large Creature Cells** (also 17, 18). Large creatures are those 10 FT and taller. A total of 1d6+1 large creatures are found here on execution days, spread among the available cells. Determine the species of each prisoner using 1d20: (1) **Centaur**, (2) **Minotaur**, (3) **Troll**, (4) **Ettin**, (5) **True Giant**, (6) **Type 2E Devil**, (7) **Type 4D Devil**, (8) **Type 5B Devil**, (9) **Type 5D Devil**, (10) **Type 6B Devil**, (11) **Type 7D Devil**, (12) **Type 8C Devil**, (13) **Type 9C Devil**, (14) **Demon**, (15-20) alien from a universe in the outer Celestial Spheres.

Podium Area. An announcer's podium sits on top of a six tier ziggurat which faces the grandstand center; the ziggurat is 25 vertical FT high, the top is about 30 FT across.

Execution Areas.

There are six execution areas which together occupy the northernmost third of the Knob, located 'inside' the curve of the spectator grandstand. When prisoners are present there are four **Common Devil** laborers here supervised by a **Yiblim**. **Area A.** A 30 FT diameter by 40 FT deep water tank in the northwest part of the viewing area, equipped with a long arm on a pivot, allowing the victim to be held underwater as often as desired and for as long as needed. **Area B.** Nine metal posts arranged in three parallel lines, located in the west front part of the viewing area. Each post is equipped with metal manacles and has a circular area at its base for piling flammable material, the posts are used to execute persons by fire. The front two posts are sized for Dwarf and smaller creatures, the middle posts are sized for Human-sized to creatures to about 10 FT tall, and the rear posts are sized for creatures up to the size of true Giants. **Area C.** An excavated pit with a 4 FT retaining wall at ground level, located in the center-front-east part of the viewing area. The pit is about 100 FT in diameter and 25 FT deep. Prisoners who are to be killed by beasts or gladiators are put into the pit. **Area D.** An elevated wood platform is in the front-east part of the viewing area, the platform 10 FT off the ground. The platform has three large guillotines, one sized for creatures 10 FT tall and larger. There is also a headman's block for occasions when beheading by axe is

scheduled. **Area E.** Six gallows are located center-rear in the viewing area, the three gallows on the left (marked with 1) are sized for creatures 10 FT tall or greater, while the three to the right (marked with 2) are for smaller creatures. **Area F.** Six vertical beams with crosspieces are located three to the rear –west and three to the rear east of the viewing area. These six beams are used to execute by hanging victims from the crosspiece which is fixed in an upright T-shaped configuration. The three beams to the left (marked with 1) are sized for creatures 12 FT and taller to a maximum of 20 FT, the three beams to the right (marked with 2) are sized for smaller creatures.

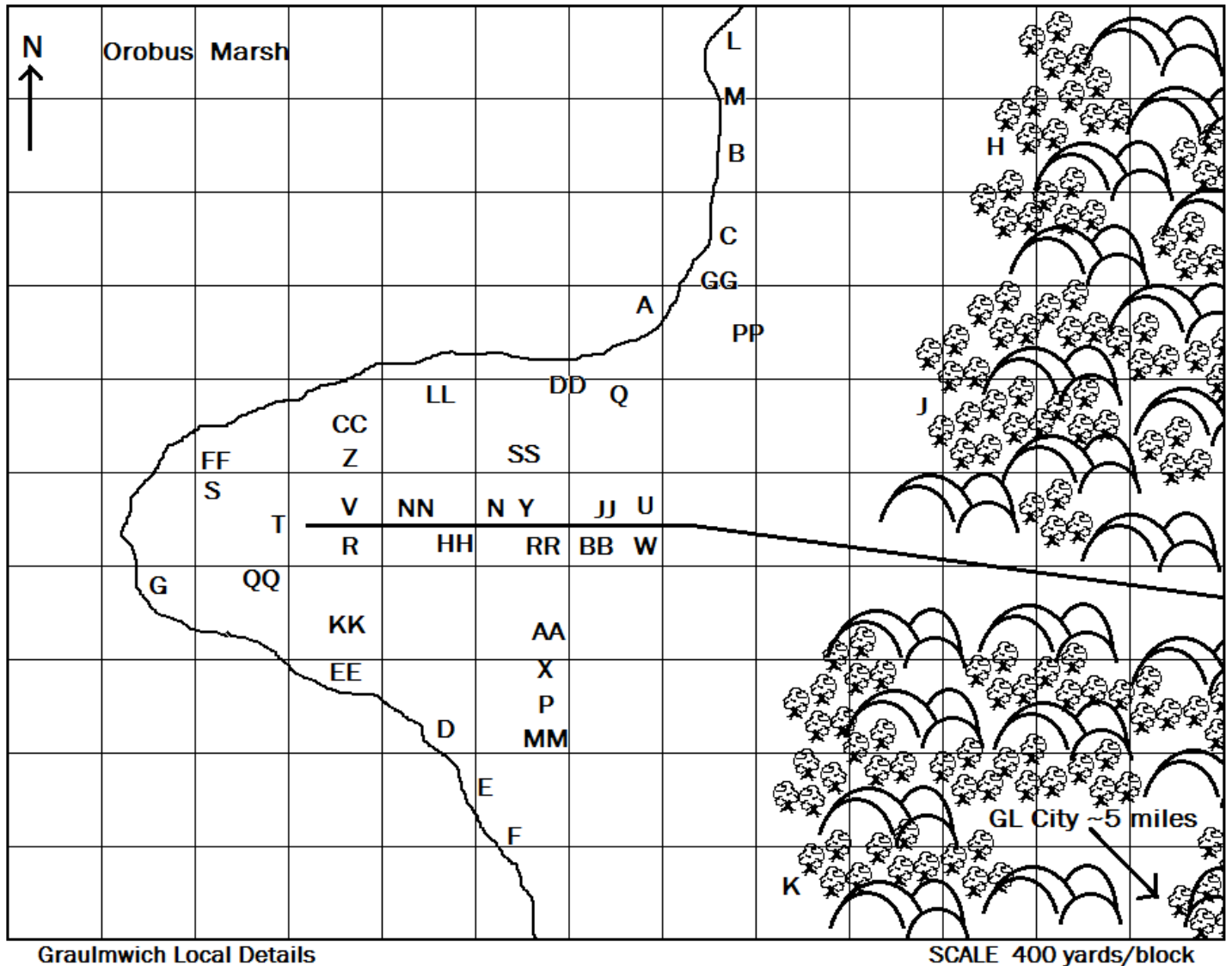
Graulmwich

The village is located on a small rounded peninsula which sticks out into the Orobis Marsh, about 3000 yards long by about 2200 yards at the base. The land is flat near the marsh, a line of forested hills begin about 1200 yards east of the marsh shore. A road paved in black stones comes from the east, connecting the village with Glasya-Labolas. The village is about about 5 miles from Glasya-Labolas, about 9 miles away by road; Caimanland island is about 6½ miles away to the west-northwest, Geffin Kay is about 8 miles away to the north-northwest, and Cypress Kay is about 12 miles away to the south-southwest. The village is the primary boat building location in the area.

The permanent population is about 420 persons (148 Humans, 56 Dwarves, 24 Elves, 30 Half-Elves, 33 Gnomes, 18 **Goblins**, 7 **Bugbear**, 11 **Centaur**s, 3 **Minotaur**, 38 **Common Devils**, 22 **Ordinary Devils**, 16 other **Devils**, and 14 aliens from other locations in the Celestial Spheres), with a transient population between 150 and 200. There are numerous small houses, shacks, shanties, tents, and improvised shelters found in the village. Some of the village locations of interest to Adventurers include:

[A] **Graulmwich Docks.** There are three stone wharves which extend into the marsh, they are 80 FT, 155 FT, and 210 FT long by 15 FT wide. The Dock Master is **Hoarfreaad**, HD9 **Swamp Giant**, assisted by Drednam (HD7 Ettin) and Umolline (**Zoybim Devil**). There are 1d8+1d6 boats tied at the docks at any time, 1d4 are looking for crew. The docking fee is 4 SP/day. The 80 FT

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wharf is used only to unload fishing barges (fish, shrimp, crawfish, marsh lobster, etc.).

[B] **Five Point Boats.** Five Point boats is a general purpose boat builder which constructs boats from 15 FT to 100 FT. It has slips for six new construction and three slips for boat repair. The owner is **Corathario**. The staff consists of six male Human foremen, eighteen Humans, twelve Dwarves, four Elves, four Gnomes, ten **Goblins**, three **Doppelgangers**, two **Lycanthropes** (Rat, Boar), two **Ogres**, an **Ettin**, and nine **Zombies**.

[C] **Beffin Barge Yard.** The Beffin yard specializes in merchant barges from 20 FT long to 50 FT long. There are eight slips for new construction and two slips for boat repair. The owners are Prexxis Mordale and his wife Hettie (male Human 42 years, female Half-Elf 86 years). The staff consists of ten Foremen (seven male Human, two male Elves, one female Halaf-Elf), with four-

teen Humans (four female), ten Dwarves, seven Gnomes (two female), six **Goblins**, a male Human **Vampire**, four **Lycanthropes** (2x Rat, Boar, Wolf), three **Common Trolls**, two **Ogres**, a **Leprechaun**, a **Hill Giant**, seven **Ghouls**, ten **Skeletons**, and three **Zombies**.

[D] **Gryphon Boat Yard.** The Gryphon yard specializes in luxury and extended boats, it constructs boats from 75 FT to 200 FT long. It has five slips for new construction and one repair slip. The owner is **Ibgail**. The staff consists of seven Foremen (four male Humans, one female Human, one Dwarf), thirty-six Humans (nine female), twenty-four Dwarves, four Half-Elves (two female), nineteen Gnomes (five female), fifteen **Goblins**, three **Centaurs**, a **Minotaur**, a **Lycanthrope** (Rat), an **Ogre**, two veiled **Medusa**, fourteen **Common Devils**, three **Zoybim Devils**, four **Ghouls**, and ten **Zombies**.

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[E] **Grey Knight Launches.** The Grey Knight yard specializes in dinghies, dories, skiffs, punts, canoes, kayaks, and other small boats under 25 FT in length. It has construction areas for twelve boats and its repair shop can handle seven boats. The owner is Hannibal Knight. The staff consists of Merkonllo (**Zoybim Devil**, General Manager), twelve Foremen (seven male Human, two female Human, three Dwarves) along with twenty-eight Humans (five female), eighteen Dwarves, two Elves, twelve Gnomes (four female), seventeen **Goblins**, a **Doppelganger**, a **Black Annis**, two **Common Trolls**, five **Ordinary Devils**, eight **Skeletons**, and eleven **Zombies**.

[F] **Zarcar's Boats.** Zarcar's yard is a general purpose boat builder which constructs boats from 20 FT to 80 FT. It has slips for eight new boats and two repair slips. The owner is **Blackheart Bill Zarcar**. The staff consists of Lysamaekir (**Centaur of Hell**, General Manager), fourteen Foremen (six male Human, two female Human, two Dwarves, a male Gnome, a **Zoybim Devil**, **Minotaur**, and a **Mer**) along with thirty-two Humans (ten female), twenty Dwarves, a male Half-Elf, a female Elf, nineteen Gnomes (nine female), thirteen **Goblins**, five **Lycanthropes** (2x Rat, 2x Wolf, Boar), eight **Common Devils**, four **Ordinary Devils**, two **Ogres**, and fourteen **Zombies**.

[G] **Uldanor's Boat Yard.** The Uldanor yard builds longships from 40 FT to 100 FT, and merchant barges from 30 FT to 75 FT long. It has five slips for new construction and one repair slip. The owners are Jharhari and Megash Uldanor (married couple, male Half-Elf, 55 years, female Human, 42 years). The staff consists of **Brutus Hektor Sparien** (male Human, General Manager) along with nine Foremen (four male Humans, four Dwarves, female Elf) along with twenty-seven Humans (six female), a male Half-Elf, two male Elves, twelve Gnomes, twelve **Goblins**, six **Common Devils**, four **Ordinary Devils**, five **Zoybim Devils**, an **Ogre**, an **Ettin**, two **Centaur**s, a **Common Troll**, five **Ghouls**, seventeen **Skeletons**, and ten **Zombies**.

[H] **Semp's Sawmill.** A rough-cut mill with three cutting lines, it also sells lumberjack tools, has a tool foundry, and can dry lumber up to 100 FT long. The owner is Semp Jouwnig (male Gnome). The staff consists of four Foremen (three male Humans, one male Gnome) along with eleven Humans (two female), four Dwarves, five **Goblins**, a **Lycanthrope** (Rat), three **Common Devils**, and three **Zombies**.

[J] **Red Harpy Mill.** The mill has two rough lines and two fine-cut lines, has a sharpening shop, and can dry lumber up to 120 FT long. The owner is Seang Wun (**Harpy of Hell**). The staff consists of five Foremen (two male Humans, two Dwarves, a male Gnome Vampire) along with fifteen Humans (five female), seven Dwarves, two Gnomes, two **Goblins**, an **Ogre**, a **Common Troll**,

three **Centaur**s, and seven **Skeletons**. Forgolas, a neutral Dwarf, sends regular intelligence reports on Graulmwich back to his clan on the Material Plane.

[K] **Cavver's Lumber.** The mill has one rough line and three fine-cut lines, sells carpentry tools, sells roofing material, and has a tool foundry. The owner is Olgleph Cavver (male Centaur). The staff consists of five Foremen (one male Human, one female Human, one Dwarf, two **Centaur**) along with fourteen Humans (three female), nine Dwarves, seven Gnomes (one female), four male **Centaur**, two male **Minotaur**, an **Ogre**, five **Goblins**, four **Ghouls**, and eight **Skeletons**.

[L] **Natataash Paint Works.** The works produces up to twenty-five barrels a day of paints, stains, and dyes. The owners are Georg and Tallin Natataash (male Gnomes, brothers). The staff consists of three Foremen (male Human, two male Gnomes) along with seven Humans (two female), five Dwarves, ten Gnomes (three female), two **Zoybim Devils**, three **Common Devils**, and eight **Zombies**. The warehouse holds one-hundred fourteen barrels; any open fire or Fire Magic used in the warehouse causes a major fire on 1d20 rolls GTET 17; an hp10d12 explosion is indicated on a roll of 20.

[M] **Muckrunner Tar Works.** The works produces up to thirty barrels/day of tar, ten barrels of turpentine, ten barrels of lamp oil, and fifteen barrels of adhesive sealant. The General Manager is Eagglotty (**Zoybim Devil**). The staff consists of six Foremen (three male Humans, a Dwarf, two **Zoybim Devils**), twenty Humans (four female), nine Dwarves, two Half-Elves, fifteen Gnomes, six **Goblins**, a **Black Annis**, a **Leprechaun**, three **Lycanthropes** (Rat, Boar, Wolf), two **Common Trolls**, and seven **Skeletons**. The warehouse has two hundred twenty barrels; any open fire or Fire Magic used in the warehouse causes a major fire on 1d20 rolls GTET 13; an hp10d12 explosion is indicated on a roll of 20.

[N] **Dwarf's Root Tavern.** A two story wood building with a large common room with two fireplaces, a kitchen and storehouse, a larder on the second floor along with two private dining rooms, a poker room, and a cigar lounge. The owner is **Charoin "Troll" Werndaag**, assisted by his nephew Karol Werndaag (48 years), second cousin Brabill Ruent (32 years), his cook Campion (**Centaur**, 62 years), two female Humans (17 years, 22 years), and two **Common Devils**. The Human girls are available to spend the night.

[P] **Blue Cypress Taproom.** A three-story building with a stone ground floor, the middle and upper floors are wood. The tap-

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room has common rooms on the ground and middle floors, a ground floor storeroom, an underground beer cellar, a private drinking room on the ground floor and two private rooms on the second floor. A variety of recreational drugs can be purchased in a hidden (-12 to find, -8 open lock) room on the second floor. The third floor is the owner's living quarters. The owner is Altall Mac'Dowell (male Half Elf, 103 years) with his wife Verchanna (female Human, 50 years), sons Thurgrod (15 years), Luvremad (12 years), and Hunfrad (6 years). He is assisted by Yochu (male Gnome cook, 80 years), four serving wenches (Leyra female Human 25 years, Avralla female Human 20 years, Tellia female Gnome 34 years, Dolarissa female Half-Elf, 31 years), an **Ogre**, and a **Common Devil**. Leyra and Avralla are available for the night, Avralla only accepts clients of above-average beauty. The Blue Cypress is a good place to find a marsh guide or a smuggler.

[Q] **Jarutt's Beer Hall**. A three-story wood building with a stone floor. Large common rooms are on the first and second floors, the second floor having a stage on one end and a dance floor. The ground floor also has a kitchen, two storerooms, and two private drinking rooms. The second floor also has a larder, a musician's practice room and storage locker. The third floor has two billiard tables, six dart boards, and two nine-pin lanes. The owner is Maasoul (male Centaur, 73 years, fourth owner), assisted by two cooks (Chax, male Centaur 47 years, Phandus male Gnome 38 years), two wenches (Saelli, female Human 26 years, Vernia female Human 18 years), three **Ordinary Devils**, a **Zoybim** Devil bartender, and three **Goblins**. Dart leagues meet here every five nights. A four-piece band plays here two nights out of three.

[R] **Little Giant Alehouse**. A one-story stone building, the rooms and furnishings are sized for creatures to 14 FT tall. There is a common room, kitchen, storeroom, two private rooms, and a back room with two craps tables. The owner is **Engberht**, assisted by cook Norgi (**Ettin**), three **Common Devil** servers, and two croupiers (Caxil, **Zoybim** Devil; Swerg, **Lycanthrope** {Rat}). This is an excellent place to buy and sell gems and jewelry. A pair of fiddlers plays here every 8 days.

[S] **Crowned Devil Tavern**. A two-story wood building with a ground floor common room, kitchen, storeroom, underground wine and beer cellar, three private drinking rooms, a high-end dining room, and a hookah lounge; five nine-pin lanes are upstairs. The owner is Peg-Leg Brandy (female Human, 38 years, missing her left leg below the knee) with a boyfriend Aldorn (male Human, 34 years) and daughter Ellani (5 years). She is assisted by a cook (Latalla, female Human 52 years), bartender (Thessgula, female Gnome, 36 years), five wenches (Collua, female Human 16 years; Xolleen, female Human 20 years; Yolanda, female Human, 30 years; Cassopealla, female Half-Elf, 47 years; Phoello, female Gnome, 29 years), Hunna (female **Troll**),

Urvee (female **Lycanthrope**, Boar), and Dellia (**Black Annis**). Collua, Yolanda, and Phoello can be available for the night. A **Lycanthrope** Minstrel plays accordion and sings every fourth night. Every third night here is women-only.

[T] **Village Hall**. A three-story stone building. The Village Administrator is **Spollking** (**Type 5C Devil**), assisted by Village Clerk Alshontty (**Type 5A Devil**), Chief Constable **Waxahotti** (**Type 5B Devil**), and Tax Collector Farchraw (**Type 5A Devil**). The village patrol consists of six **Common Devils** and three **Ordinary Devils**. Three **Zoybim** Devils work for the Village Clerk and four **Common Devils** work for the Tax Collector. The village treasury is kept in an underground strong room, 14 FT by 20 FT; the treasure is valued at 185,400 GP.

[U] **Luzenne's Guesthouse**. A two-story wood building with ten four-person rooms, six two-person rooms, and nine single rooms; rooms are 2 SP/person/night; 1d4 rooms are always available. The owner is Luzenne Pollist (female Human, 62 years) with her granddaughter Thurella (female Human, 19 years). They are assisted by a female **Lycanthrope** (Boar), **Common Devil**, and two female Gnoms.

[V] **Broken Bow Inn**. A three-story wood building with seven six-person rooms, twelve four-person rooms, ten two-person rooms, and twelve single rooms; rooms are 2 SP 3 CP/person/night; there is room for 1d10 persons/night. The owner is **Koloff Drytan** with his nephew Charlton Drytan (37 years, Rascal L4). They are assisted by two male Humans, three **Goblins**, and a short **Common Troll**. This inn is favored by Dwarves and often serves common Dwarf dishes.

[W] **Muckrunner Bunkhouse**. The ground and second floors are stone, the third and fourth floors are wood. The bunkhouse is managed by **Adalberth**, assisted by two male **Minotaur**, three **Ordinary Devils**, a female Gnome cook (Roelli, 51 years), and four **Skeletons**. The bunkhouse has a twenty-two person dormer, three sixteen-person dormers, eight ten-person rooms, ten six-person rooms, six four-person rooms, twelve two-person rooms, and nine single rooms; rooms are 1 SP 2 CP/person/night for guild members, otherwise 2 SP 1 CP/person/night; there is room for 1d12+1d8 persons/night. The bunkhouse features Gnomish cooking and is known for excellent mushroom dishes and sauces. This is an excellent place to hear rumors about places and goings-on in the marsh, boarders may also find leads about boats needing crewmen.

[X] **Bright Elm Hostel**. A stone building with a wood upper floor, it has a ten-person room, three eight-person rooms, twelve four-person rooms, sixteen two-person rooms, and six single rooms;

GRAULMWICH

rooms are 1 SP 4 CP/person/night; there is room for 1d12 persons/night. The owner is Manfrollinne (female Gnome, 92 years), assisted by a male Human, male Dwarf, three **Goblins**, a **Doppelganger** in a Troll's form, and a Minotaur. The hostel has a small lending library (2 SP deposit) and a vintage harpsichord.

[Y] **Muckrunner Chapter House**. A four-story building, the lower two floor are built of stone, the upper two are of wood. The Chapter Master is **Rhema Varsattin**. Other prominent persons are Imbrollick (Master Trainer, male Dwarf, 48 years), Yuku (Chapter Secretary, **Zoybim** Devil), **Gigriggo** (Senior Mucker), and Pultowoski (Healer, **Ordinary Devil**; extraordinary knowledge of marsh diseases). One of the cooks, Czorena (female Gnome, 33 years) supplies information to the Ridge Runners Guild; Rhema knows about this. A maid, Hoxine (female Human, 18 years) also works for **Telchine Lord Klaerill**, Rhema does not know this.

[Z] **Prozetta's Bone House**. A one-story stone building with a separate one-story wood structure. The stone building contains examining rooms, a surgery, an apothecary, two storerooms, and an office. The wood building has five single-person recuperating rooms and a four-bed ward. The bone house is operated by **Jamblin Prozetta**, assisted by Urweollo (male Gnome, 27 years, apprentice Healer), Blarena (female Gnome, 42 years, Nurse), Kepsky (male Human, 25 years, Orderly), and Emmajoll (female Human, 36 years, housekeeper/cook). Kepsky's real name is Maeorrac Zurrant and he is the grandson of the Prince of {country in the Game Master's campaign}.

[AA] **Chef Amoz' Barbeque Pit**. A one-story wood structure with a small brick smokehouse attached. The dining room has thirty-six tables. The owner and chef is Amoz De'Delloy (male Human, 50 years, chef of the Paquene School), assisted by Mauty Rand (male Human, 34 years, cook), Illinga (female Human, 24 years, cook), three serving wenches, and two kitchen staff. The maître de is Laster Sezi (male **Lycanthrope** {Wolf}).

[BB] **Hunter's Table**. A two-story wood building surrounded by a wide covered porch on all sides. The ground floor dining room has twenty-five tables, four private dining rooms on the upper floor each seat ten persons. The owner is Korri Mac'Duff (male Dwarf, 67 years, also owns the Iron Dwarf Warehouse), the Head Cook is Scanlon Abernay (male Dwarf, 82 years), other staff include four Humans (one female), a female Half-Elf, two Gnomes, a **Leprechaun**, and two **Goblin** slaves. The Hunter is known for its excellent wild game dishes.

[CC] **Hugo's Cookery**. A one-story stone building, the dining room has twenty tables. The owner and cook is "Fat Hugo"

La'Sorrthaw (portly male Human, 43 years), assisted by Churllly O'Doell (male Human, 63 years, cook), four wenches (three Human, one Gnome), Saquillia, a veiled **Medusa**, and two **Skeletons**. Hugo's is known for its great stews and pies. Saquillia has been having 'visions' for the past month in which she sees Demons building a fortress in the wild marsh.

[DD] **White Stag Storage**. A large stone warehouse with an attached wood addition for offices. The owner is Teozkee Laphlon (male Dwarf, 71 years, missing his left hand), assisted by two Dwarves, three **Goblin** slaves, a part-time **Common Troll**, and a **Zombie**. There currently is available a 30x30 FT space, a 20x20 FT space, and six 10x10 FT spaces. A hidden (-10 to find, -8 open lock) lead-lined 40 FT by 25 FT room is under the offices. Teozkee gives Dwarves a 15% price break.

[EE] **Wondamir Warehouse**. A large wood warehouse which encloses a smaller two-story stone structure. The owner is Rocco Enprotte (male Centaur, 104 years), assisted by two male Humans, a female **Lycanthrope** (Rat), a juvenile **Feu'er Troll**, and two **Bugbear**. There currently is available two 25x25 FT spaces, two 20x20 FT spaces, and seven 12x12 FT spaces. Rocco doesn't like Elves or Half-Elves and charges them an extra 50%.

[FF] **Iron Dwarf Warehouse**. A large stone warehouse with metal doors and roof, a 30 FT by 40 FT iron structure is enclosed in the center and a stone structure at one corner. The owner is Korri Mac'Duff (male Dwarf, 67 years, also owns the Hunter's Table Restaurant), assisted by a male Dwarf, male Human, an **Ettin**, and two **Minotaur**. There is currently a 30x20 FT space available, along with three 18x20 FT spaces, a 15x15 FT space, and four 10x10 FT spaces. The stone structure contains two hundred 'safe deposit' boxes, each 14 inches by 10 inches by 24 inches deep. One Minotaur supplies information to the *Krondak Assayers* (Thief's Guild).

[GG] **Devil's Castle Strongrooms**. A large one-story stone structure, a layer of lead is hidden between vertical courses of stone; the structure contains an office, lounge area, and forty-four individual stone strong rooms each 17 FT by 12 FT, with metal doors and Dwarven-made locks (-12 open lock). There are currently five rooms available. The owner is Beldinn Alkrew (male Gnome, 55 years), assisted by three **Ordinary Devils**, a **Zoybim** Devil, two female Humans, and a **Zombie**.

[HH] **Graulmwich Gaol**. A one-story stone structure with six four-person cells and three single-person cells, along with an office and a ward room. The gaol is staffed by two **Yiblim** sergeants and eight **Werdu** troopers, another four **Werdu** and three **Zoybim** are in the wardroom, a **Tablasyin** is on-call. There are cur-

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rently ten prisoners, including Hoary Meank (male Dwarf, 46 years, drunkenness), Raendee (female Human, 34 years, fraud), Werthan (male Human, 52 years, assault), Bassiel Bonratt (male Human, 40 years, Rascal L4, picking pockets), and Shammerin (male Dwarf, 42 years, Warrior L6, attempted murder).

[JJ] **Bierbolon's Counting House.** A two-story stone structure with metal doors (-15 open lock). The ground floor has a customer area and teller stalls, a cash strong room, and two private meeting rooms; the upper floor has offices and a cash strong room. The counting house changes coins, issues scrip, makes loans, and assays metal and ore. A metal vault inside a stone structure is located underground. The counting house is operated by **Klaenson Haversan**, assisted by five **Zoybim** Devils, and two veiled **Medusa**, two female **Lycanthropes** (Boar, Wolf). The counting house is always guarded by a **Yiblim** and four **Werdu**. The ground floor strong room holds coins of 22,000 GP total value; the upper strong room holds coins, gems, and jewelry of 128,000 GP total value; the vault holds coins, gems, jewelry, and other valuable items of 230,000 GP total value. **Duke Baraquel** has a one-quarter interest in the counting house.

[KK] **Silver Gauntlet Merchandise Mart.** A two-story structure, the ground floor is stone and the upper floor is wood. The mart is a pawn shop which pays cash for a wide variety of goods. A metal vault is on the ground floor and a strong room is hidden underground. The mart is operated by **Minnee Heuhall**, assisted by Nannolor (male Dwarf, 110 years, Master Artificer), three **Zoybim** Devils, and a male Centaur. The ground floor vault holds coins of total value 14,250 GP, gems and jewelry of total value 31,100 GP, and other valuable goods of total value 17,650 GP. The underground room holds coins of total value 21,370 GP, gems and jewelry of total value 53,820 GP, and other goods of total value 24,210 GP. The mart is visited every hour by a **Yiblim/Werdu** patrol.

[LL] **Mo Ho's Billiards Den.** A one-story wood structure, there are ten billiards tables inside, along with four dart boards, two chess tables, and three checker tables. The den is owned by "Mo Ho" Albnor Doredummel (male Dwarf, 64 years), assisted by three wenches (all Human), a male Gnome cook, a burly **Minotaur** bouncer, and two **Goblin** slaves. The current chess champion is Aellernon (**Zoybim** Devil), the checker champion is Montagnew (male **Minotaur**). Mo Ho's is favored by the Ridge Runners Guild and rumbles occur with Muckrunners every 1d12 days (1d20 GTET 14 any one day).

[MM] **Chaving's Smokehouse.** A one-story stone structure, there is a customer service area for the purchase of cigars, pipes, pipeweed, 'special' pipeweed, hallucinogenic smoking products, snuff, chewing weed, etc.; there are also two smoking lounges and a hookah room. The smoke house is operated by

Cezzar Chaving (male Human, 38 years), assisted by his brother Jujo Chaving (male Human, 42 years), nephew Bruno Chaving (male Human, 20 years), an **Ordinary Devil**, and a female **Lycanthrope** (Boar). The smoke house has items of universal rarity, items of common rarity on 1d20 rolls GTET 3, items of uncommon rarity on 1d20 rolls GTET 8, and rare items on 1d20 rolls GTET 17 (no very rare items); only smoking-related items are carried.

[NN] **Aerandor's Guide Service.** A small one-story wood building, the service is operated by **Seoreanna Mac'Teirgan**, assisted by Wiedra (female Gnome, 71 years, experienced Guide), Langellio (male Human, Warrior L8, 37 years, experienced Guide), and Nuriekkko (male Gnome, Warlock L5, 49 years, experienced Guide). Aerandor's accepts commissions from 1 day to 50 days. A guide is available on 1d20 rolls GTET 8; they cost 1 GP/day not including food and gear.

[PP] **Quirmski's Outfitter and Supply.** A one-story wood warehouse with a nearby one-story wood building with the offices and sales floor. The outfitters is owned by Aodom Quirmski (male Human, 51 years), assisted by Doralenna (female Half-Elf, Warrior L5, 63 years), Droggu Aspily (male Gnome, Shaman L4, 43 years), three **Goblin** slaves, a **Doppleganger** (male Dwarf), a **Berg Troll**, and two **Ghouls**. Quirmski's carries items of universal and common rarity, items of uncommon rarity on 1d20 rolls GTET 6, items of rare rarity on 1d20 rolls GTET 17, and very rare items on 1d20 rolls of 20.

[QQ] **Graulmwich Water.** A one-story wood structure with attached 5000 gallon metal tank. The shop is operated by Loupar (**Type 5A Devil**), assisted by two **Zoybim** Devils. Adventurers can buy up to 20 gallons of water each, three days between purchases. A **Yiblim/Werdu** patrol stops here hourly to ensure that water is not stolen from the tank.

[RR] **Cabbo's Grocery.** A one-story wood structure. The grocery is operated by Cabbo Kly (**Common Devil**) and Espo (**Zoybim** Devil). Adventurers can purchase up to 40 meal rations each; Cabbo has imported food on 1d20 rolls GTET 14 (limit 10 meals/person).

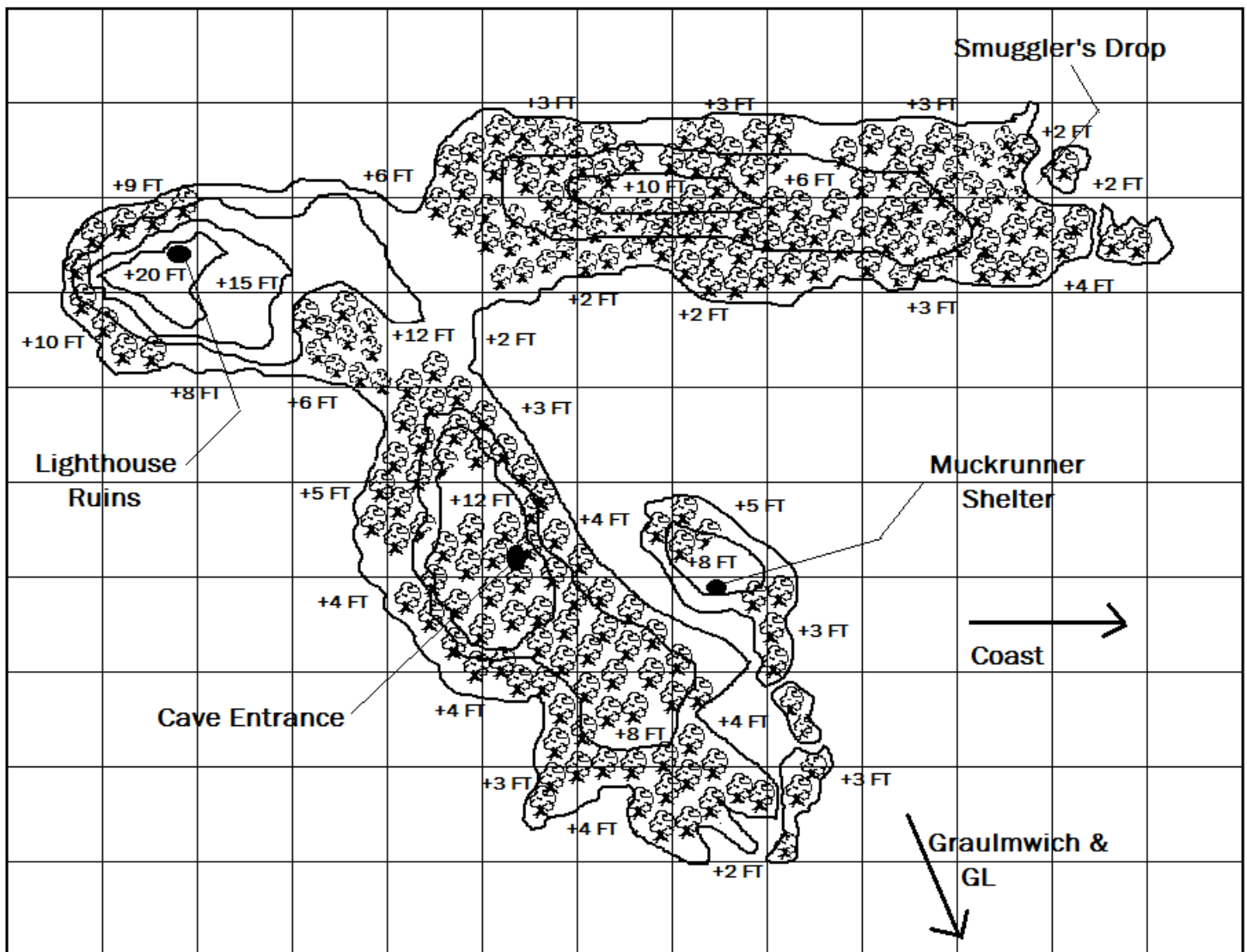
[SS] **Widow Waszak's Produce.** A two-story wood structure, the Widow lives in the upper story. The grocery is operated by Emendia Waszek (female Gnome, 68 years, widowed 10 years from Georg Wazak; he was a senior member of the local Muckrunners Guild), assisted by a female Human, **Black Annis**, a **Common Devil**, and two **Skeletons**. Adventurers can purchase up to 70 meal rations each; the Widow has imported food on 1d20 rolls GTET 17 (limit 12 meals/person).

GEFFIN KAY

Geffin Kay

Geffin Kay is located about 3½ miles off the coast and 11 miles north-northeast of Glasya-Labolas; it is also 6 miles north-northeast of Graulmwich and 3 miles northeast from the east end of Caimanland. The kay consists of a larger Y-shaped island with two small (less than 1000 FT across) islands at the east end and three smaller islands on the east side of the southeast segment of the Y. The largest southeast island is about 2500 FT long by 800 FT across. The islands form a sheltered harbor at the southeast end of the kay. The north side of the island is about 3 FT above the marsh, rising to about 10 FT at the west end (base of the Y). The south side of the north branch is mostly 2 FT above the marsh, the east and west sides of the southeast branch is at 4 FT, and the south side of the base is at 10 FT. The highest point on the base is 20 FT above the marsh, on the north segment 10 FT, and 12 FT on the southeast segment. The north and southeast segments are heavily forested with two glades on the north side and a glade at the highest point on the southeast segment. A 300 FT-wide section of forest wraps around the west end of the base but the higher elevations at the base are covered by dense **Sawgrass**.

The ruined shell of a 30 FT lighthouse stands at the highest point on the island (lens assembly is gone); **Giamorellia** is living in the base of the lighthouse, she is home on 1d12 rolls GTET 4. A 9 FT wide cave entrance (-10 to find) is found along the higher elevation on the southeast segment. The Muckrunner Shelter is on the inner side of the southeast island, it is a three-room one-story



Geffin Kay Details

SCALE 300 yards per Block

GEFFIN KAY

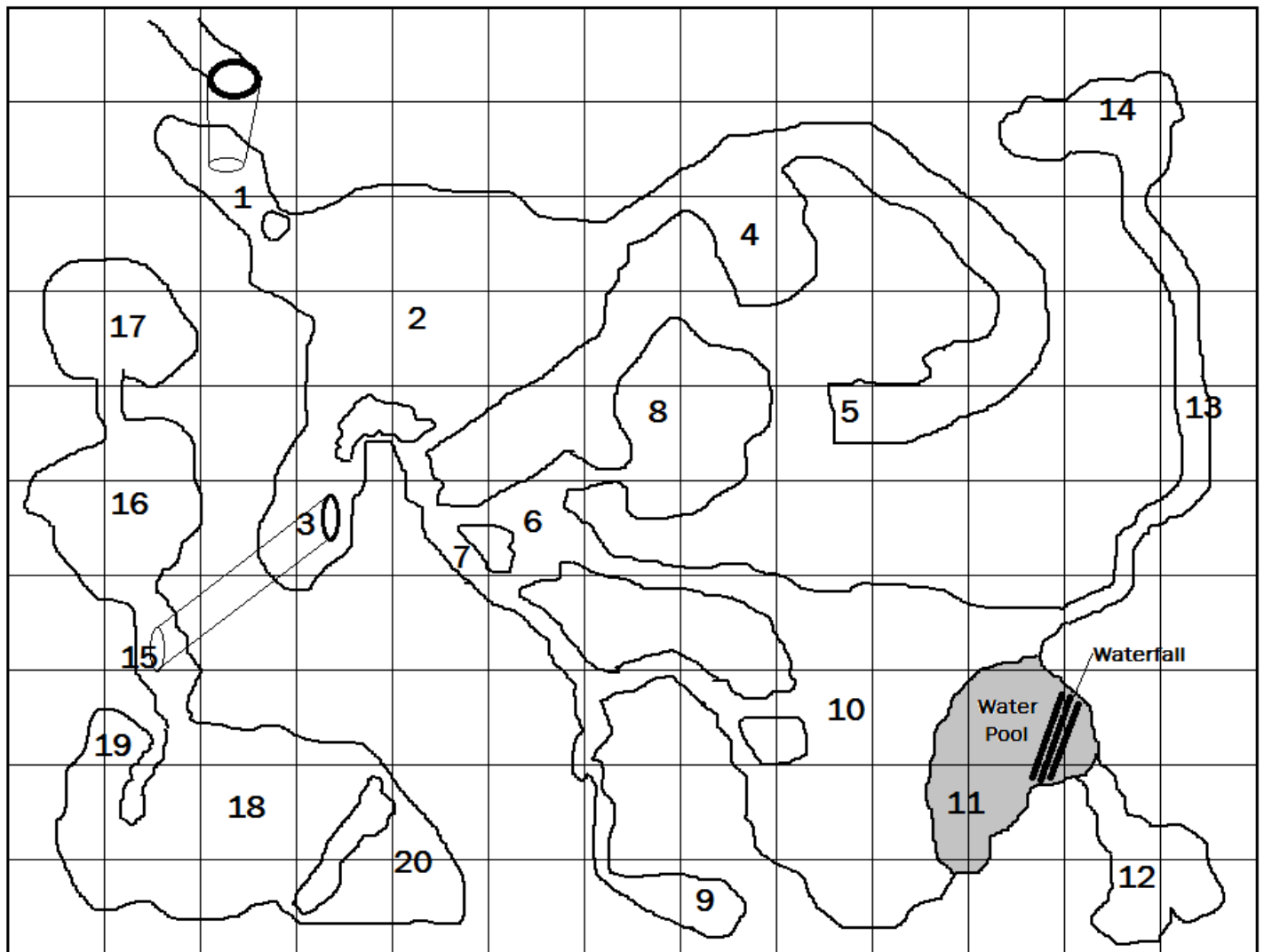
brown brick building with wood roof, the outer walls camouflaged with sticks, moss, and leaves (-10 to find); the shelter can house ten persons in the common bunkroom and three persons in a semi-private room. The shelter is found occupied on 1d20 rolls GTET 14. The occupants are five evil male Humans (Warrior L10, Warrior L8, Warrior L8, Rascal L10, Rascal L7), two female Humans (neutral Crusader L9, neutral Water Wizard L7), a neutral male Dwarf (Priest L8), male and female Gnomes (Rascal L9, Priestess L6, evil, married), and an evil female Half-Elf (Air Wizard L9). When the shelter is occupied, three swamp boats are tied to posts at the marsh's edge.

Adventurers crossing the open marsh at the southeast end towards the small islands are attacked by a HD14 **Greater Marsh Worm** on 1d20 roll GTET 15.

The harbor at the east end of the north segment is often used as

a smuggler's drop. A drop is being made when Adventurers arrive on 1d20 rolls GTET 17. When a drop is happening two barges loaded with imported (safe) food from the Material Plane are present with two empty barges for reloading. The smugglers are led by **Marzavera** and include twelve Human men (Warriors L1d3+4, one an evil Crusader L9, one a Fire Wizard L8), two Human women (Warrior L6, Rascal L7), four **Common Devils**, two **Ordinary Devils**, a HD8 **Troll**, and two HD6 frog-headed **Beast Men**. The shipment is indirectly owned by **Diabolic General Nusora**

Cave. The entrance is 9 FT long by 4 FT high under a rock shelf outcropping, a 30 FT by 10 FT rectangular space slopes down (10 vertical FT) to an 11 FT by 6 FT wide oval opening in the floor. The vertical shaft is 22 FT long. [1] The bottom of the shaft is 8 FT by 3 FT, it is in the ceiling of a chamber 4 FT high with a sandy floor. A pile of wet animal bones is in the chamber. [2] The chamber is 14 FT to 18 FT high, the floor is damp stone, dark



Geffin Kay Cave, details

SCALE 25 FT per block

GEFFIN KAY CAVE

blue crystals cover the north and southeast walls. [3] The chamber is 9 FT high, the floor is damp white stone and the walls are grey stone; illegible graffiti is marked on the south wall. A 12 FT by 5 FT oval hole is in the floor which leads down to another cave area (#15). A **Gold Mold** grows on the east wall. [4] The chamber is 12 FT to 15 FT high, a layer of gravel is over the floor, and the walls are a blue stone. Phosphorescent light blue fungus grow on the southeast wall (*poisonous* to Dwarves and Gnomes, save 1d20 GTET [32-Stamina]). [5] The tunnel is 8 FT high, the tunnel slopes down from location #4 and is 6 vertical FT lower. The floor and walls are dark red stone. The end area is coated 3 inches thick with a sticky black substance that is very flammable, any open flame causes a 4d12 *explosive fire* on 1d20 rolls GTET 12, checked every minute. A 2 FT wall niche is revealed once the substance has burned off, the niche holds a 32,000 GP green emerald. [5a] If an explosion occurs at #14, a 40 FT section of tunnel between #4 and #5 collapses on 1d20 rolls GTET 13. [6] The chamber is 12 FT tall, the floor is damp white stone, and the walls are grey with vertical streaks of white and silver. Two Dwarf skeletons are on the floor inside rotting leather armor, their HD10 **Wraiths** haunt the room. [7] The corridor is 7 FT high, the floor and walls are a dark red stone. An *invisible* tripwire 5 inches from the floor causes a 500 pound section of ceiling to fall (hp3d12 crushing), avoid the wire on 1d20 rolls GTET [33-Agility] if not detected, GTET [23-Agility] if detected, avoid on 1d20 rolls GTET [28-Agility]. [8] The room is 8 FT high, the floor is a wet white sand over grey stone, An 9 FT across unknown mechanical device with tanks, pipes, valves, motors, rotors, and gauges is in the room, it chugs, vents steam, and the gauges are in the yellow to red zones. The room has the same yeasty aroma as a bakery. The machine is tended by five HD8 **Gargoyles**. Any tank or pipe puncture releases hot steam which inflicts hp1d8/round; it takes 1d6+8 rounds to relieve the pressure. [9] The ceiling is 16 FT high, the floor has 6 inches of wet mud over a grey stone floor, and the walls are pale yellow stone. A ledge along the north side is 12 FT off the floor (-9 to find), it is 9 FT long by 5 FT deep by 4 FT high. A 9 FT diameter vertical shaft is in the floor in the southeast corner, the shaft descends 25 FT, travels horizontally 30 FT and descends another 40 FT, ending in a 15 FT deep pool of salt-water brine. A metal chest (-10 open lock) is completely wrapped in oiled leather; the chest contains 2200 SP, three glass flasks of mercury, a *Crossbow +1*, a quiver of twenty crossbow Bolts (3x *Bolts of Slaying*, save 1d20 GTET [30-Stamina], 3 uses/bolt), a *Sniper's Scope* (gives +2 TH at long or extreme range when attached to any Bow or Crossbow), a fletcher's kit, five new bow strings, a leather bag with twenty new arrowheads, and a pair of *Spitz's Sandals*. The room is occupied by fifteen HD6 **Spectral Bats**. [10] The large cavern room is entered from #6 and #7 from the northwest and exits to #14 to the north-northeast, with a hidden (-10 to find) passage to #12 behind the waterfall. The ceiling is 18 FT high along the north side, 14 FT high in the center area, and 10 FT high along the south side; the waterfall comes over a ledge 22 FT high. The floor is red sandstone with blue streaks, the walls are an ochre-colored rock. Up to 3 tons of saltpeter

can be mined from the north wall. Two very rusty mining carts are overturned on the floor, one has a *hp2d8 exploding glyph* inscribed on the inside (8 FT range, avoid viewing 1d20 roll GTET [30-Will], half damage 1d20 GTET [30-Stamina]). [11] The pool of water is 2 FT deep along the edge for a distance of 6 FT, then 5 FT deep for 3 steps, the rest of the pool being 14 FT to 20 FT deep. The waterfall has a heavy flow and generates a lot of mist; the opening to #12 is about 8 FT across by 6 FT tall and cannot be seen through the water curtain. Five HD5 **Giant Electric Eels** live in the pool. [12] The ceiling is 11 FT tall, the floor is a tan stone with streaks of dark grey, and the walls are a darker brown stone. There are two ordinary Wyvern skeletons in the room. [13] The corridor is 7 FT tall by 8 FT wide, the floor is dark green stone with white flecks, the walls and ceiling are grey, and many 2 FT to 3 FT stalactites hang from the ceiling in dense clumps. An egg-shaped boulder blocks the passage at this location, 7 FT long by 4 FT in diameter, the boulder is obviously shaped, very close examination (-12 to find) reveals a lengthwise seam; a wedge or pry bar or similar tool applies to the seam easily (1d20 roll GTET 6) splits the 'egg,' revealing a 100 pound nugget of platinum ore (refines to 40 pounds of platinum with a value of 15,000 GP). Crushing the egg destroys its contents. [14] The floor is a rough brown stone covered in damp cream-colored sand, the walls are tan streaked with red and orange, and the ceiling is a brown stone with many stalactites; the ceiling on the east side is 9 FT high, on the west side 14 FT high. Five barrels are against the west wall, each one painted red with an orange X; the barrels are filled with an explosive gas, any breach causes an hp10d10 explosion on 1d20 rolls GTET 6. The explosion may cause the tunnel between #4 and #5 to collapse. [15] The ceiling here is 12 FT high, the floors are an orange sandstone, and the walls and ceiling a dark grey granite; a 12 FT by 5 FT oval shaft enters the ceiling from #3. A thin layer of damp orange sand covers the floor. [16] The floor and walls are an orange sandstone, the ceiling is a dark grey limestone with many 1 FT to 3 FT ceiling 'straws.' A passage to the north leads to #17. The ceiling here is 10 FT. The room is occupied by a HD6 **Tar Golem** holding a *Wand of Webs* (47, always aims at closest opponent) and a HD9 **Copper Golem** wielding a 1d12 *Heavy Mace +1* (Strength GTET 19 to wield). The Copper Golem wears a 2500 GP pearl necklace and a 1000 GP gold-amber-moonstone armband. [17] The floor is a smooth (slippery) ochre stone, the walls are brown with streaks of gold and tan, the ceiling is a black stone. The ceiling is 10 FT tall in the south half and 17 FT tall in the north half. Obscene Goblin graffiti is painted on the southeast wall. A gilded wood six-passenger stage coach with three leather satchels tied on the roof is in the north section. The right-side passenger seat lifts up to reveal a compartment holding an ordinary Gnome's skeleton (three 200 GP golden teeth). The driver's seat lifts up to reveal a compartment holding a 200 FT metal cable, a metal jack, a wood mallet, and two steel pry bars. One satchel is an empty *Magic Bag* (1000 pound capacity), one satchel holds ten Human-sized waterproof cloaks, and the last satchel holds a *Warehouse Tent*. Five minutes after Adventurers enter the room, five HD9 **Efreets** ap-

GEFFIN KAY CAVE, CAIMANLAND ISLAND

pear. [18] The floor is a dark green stone covered in mushrooms 1 FT to 2 FT tall, the walls are dark green stone with many flecks of reflective crystal, and the ceiling is a white stone. Exits (-8 to find) to the southeast lead to #20. The central ceiling is 15 FT tall, the ceiling along the room perimeter is 10 FT tall. [19] The floor is dark green stone, the walls are dark green stone with flecks of reflective crystal, and the ceiling is a white stone. The ceiling is 14 FT tall at the northeast end. A stone chest is at the northeast end (latch, no lock). A bladder of *paralyzing gas* (range 15 FT, 2d100 minutes, save 1d20 GTET [28-Stamina]) opens when the lid is lifted. A wood panel is completely across the top of the chest, lifting it out reveals a second panel beneath inscribed with a *glyph of blindness* (range 8 FT, 2d100 hours, avoid viewing 1d20 GTET [44-Level-Will], save 1d20 GTET [30-Stamina]). Beneath the second panel is found 1000 GP, 110 platinum pieces, two 1d12 *Cure Wounds Potions*, a silver-bladed *Dirk +2* (triple damage versus Humanoids) in a 500 GP scabbard, an *Arrow of Slaying* (Devils, save 1d20 GTET [22-HD]), a *Light Mace +1* (Skeleton/Zombie Bane), and a Short Sword (*triple damage versus incorporeal*) in a scabbard. [20] The room is entered from #18 through either of two thin passages on the southwest side. The floor and walls are a rough black stone, the ceiling is a light grey stone with numerous stalactites to 4 FT long. The ceiling is 17 FT tall. The room is occupied by seven HD9 **Black Gargoyles** armed with Heavy Maces and Dirks (*sleep poison*, 1d100 minutes, save 1d20 roll GTET [26-Stamina]).

Caimanland

See map on page 26.

Caimanland is an irregularly-shaped island which extends mostly along an east-west axis, with a long thin extension to the south off of the east end. The west end is a curved section aimed to the northwest, the central section is about 3000 yards by 3000 yards with higher ground towards the south and 1000 yard bay on the north side, the east end has a rectangular section 2200 yards by 2000 yards pointed towards the north east. The extension is about 1000 yards wide and extends south about 3800 yards (2 miles), ending in a diamond-shaped area about 1600 yards across. Much of the island is covered in swamp cypress, bald cypress, marsh willow, banyon, and bayou oaks. The northeast end and the northwest section of the central area have been logged and are used by the Muckrunners for various industrial logging and processing activities. Regular supply boats run from the Muckrunner docks in Glasya-Labolas to the Muckrunner docks on Caimanland, boats depart every four days for the city, arrivals are also on a four-day schedule but offset two days. A boat travels to Graulmwich every 6 days in the morning and returns that night. A loaded swamp boat takes about a day to make the one-way trip to the city.

There are numerous shacks, shanties, and small houses in the northeast section, and more in the working part of the central section. The permanent population of Caimanland is about 270 persons (138 Human, 33 Dwarf, 14 Half-Elf, 21 Elf, 14 Gnome, 15 aliens from universes in the Celestial Spheres, and 35 Devils), the transient population is another 150 to 170 persons. Some locations on the island of interest to Adventurers include:

[A] **Muckrunner Docks.** Five stone piers, the longest is 425 FT long by 18 FT wide. 1d20+1d12 deep swamp boats will be tied at the docks at any time, 1d8 are looking for crew members; there will also be 1d12 boats from Glasya-Labolas and 1d10 boats from Graulmwich. Only guild-affiliated boats may use the docks, and the docking fee is 3 SP/day. The dockmaster is **Halebeus (Tablasyin)**, assisted by six **Werdu** and nine **Ordinary Devils**.

[B] **Muckrunner Chapter House.** A three-story wood building with two underground stone-lined elevations; the house includes five rooms for rent and a small expensive restaurant, as well as a library, billiard room, Lucifer chapel, sauna room, smoking room, and several offices. The Master of the Caimanland Chapter is **Torchario De'Waelk**. Other prominent persons include: Secretary Vern Dalimaic (male Half Elf, Warrior L8, 82 years), Treasurer Ulluf Stragg (male Dwarf, Warlock L7, 65 years), Senior Mucker Runduir (male Elf, Rascal L11, 139 years), and Archivist Oma Strebeck (female Human, 42 years).

[C] **Captain's Club.** A one-story wood building on a stone foundation, the dining room has twenty-four tables, there are also two small private dining rooms each seating ten, two two-person dining niches, a gourmet kitchen, two storerooms, and an underground wine-beer cellar. This is the finest dining establishment on the island, maintained by the Guild for the rated boat Captains and their guests. The host is **Olbrecht (Type 5C Devil)**, the chef is Vassay Collburn (male Dwarf, 52 years), and the four waiters are **Zoybim** Devils. At lunch and dinner 1d20+1d8 tables are filled.

[D] **One-Eyed Deckhand Alehouse.** A two-story stone building with a large common room and bar, kitchen, three private drinking rooms sized for eight persons, and a storeroom. The owner is **Drarles Cal'Moore**, the barkeep goes by the name of **Greely**, the cook is Elisa Queen (female Gnome, 43 years), and there are three Human bar girls (Hetha, 18 years; Nonny, 22 years, Quorinne, 28 years). The Deckhand has the best selection of ales on the island and the best barkeep. Frequent musicians include Gabbi O'Lukeel (female Human, 35 years), Pollska Mann (male Dwarf, 60 years), and Wernnir Nocht (male Human, 47 years, well-known Minstrel).

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[E] **Muckrunner Quartermaster and Warehouse.** The Muckrunner Guild Quartermaster is **Jurumme Weast**; he operates a general warehouse for use by members, he currently has two 15 FT by 20 FT units available, three 10 FT by 10 FT units, and one 8 FT by 6 FT unit. He also sells a wide variety of common-rarity supplies for marsh expeditions (he may have uncommon items but not rare items). He is assisted by two male Humans, a male Dwarf, and two female Gnomes.

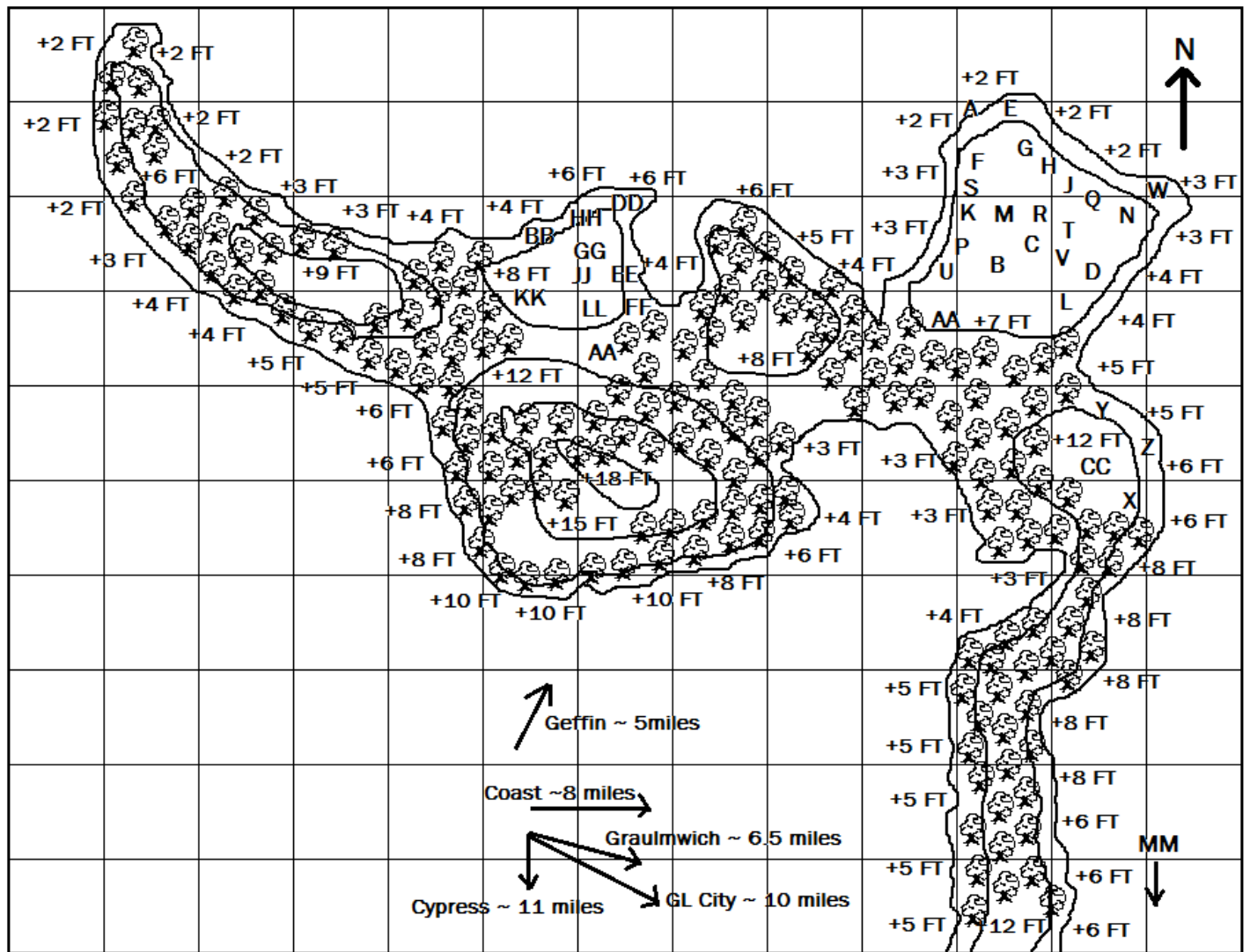
[F] **Big Blair Rey's Outfitters.** A two-story stone building, the ground floor is for sales, the upper floor is warehouse space. The proprietor is **Blair Rey**, assisted by Lalgion (male Dwarf, Warrior L7), Rolf Nogrean (male Gnome, Rascal L5), and three **Common Devils**. The outfitters sells a wide variety of goods useful on treks through the marsh; they have numerous goods of universal rarity, goods of common rarity on 1d20 rolls GTET 5, goods of uncommon rarity on 1d20 rolls GTET 11, goods of rare rarity on 1d20 rolls GTET 16, and goods of very rare rarity on 1d20 rolls of 20; each check is good until the next supply boat. All prices are

double standard. They do not sell rations.

[G] **Gymgry's Warehouse.** **Gymgry Greorg** runs a general warehouse and buys/sells goods recovered from the marsh. He currently has four 12 FT by 15 FT units available for rent. He is assisted by two male Dwarfs, three **Bugbears**, and a **Zombie**.

[H] **Jalporry's Warehouse.** Japorry O'Drower (male **Centaur**, 56 years) runs a general warehouse and buys/sells goods recovered from the marsh; he also has a large inventory of scented oils, lamp oil, fast-burning oils, and lanterns. He currently has a 40 FT by 30 FT unit available, two 20 FT by 20 FT units, and two 12 FT by 10 FT units. He is assisted by a male **Centaur**, male Dwarf (Short Bow specialist, +2), and two **Bugbear**.

[J] **Manfred Swaert's Warehouse.** Manfred Swaert (male Human, 60 years) runs a general warehouse, buys/sells wood and



Caimanland Island Details

SCALE 750 yards/Block

CAIMANLAND ISLAND

animal hides harvested from the marsh. He currently has a 20 FT by 25 FT unit available, three 15 FT by 15 FT, and four 8 FT by 6 FT units. He is assisted by a **Black Annis**, **Ogre**, and four **Zombies**.

[K] **Miss Hreeckle's Boardinghouse**. Madellinnu Hreeckle (female Human, 47 years, widow, club foot) operates a boardinghouse assisted by her niece Hazel Kloran (female Human, 19 years, exceptional beauty) and a female Gnome cook. She has fourteen rooms, 1d4 are currently available. Madellinnu has a paramour in Graulmwich. Hazel can be persuaded to spend the night on 1d20 rolls GTET 19 (Will GTET 18 apply a +1 bonus, Will GTET 21 apply a +2 bonus).

[L] **Black Cauldron Guesthouse**. Presstar John (male Human, 63 years, widower) operates a guesthouse assisted by a male Gnome (77 years). He has eighteen rooms, 1d8 are currently available. Presstar occasionally sells information to the Purple Raven Pirates in secret, the gang is rumored to operate from Ghoul Kay, more than 70 miles to the north-northeast. The cauldron is known for its excellent marsh game stews.

[M] **Jack Albatross' Tavern**. A one-story wood building with a large common room, two bars, kitchen, and food and beer storerooms. Three upscale private drinking rooms are underground. **Jack** is frequently found in Glasya-Labolas at his other tavern, the *Toad and Snake*. The manager is **Fannie Whert**, assisted by a **Common Devil**, **Ogre**, and two **Bugbear**. The tavern has an excellent cook, Matthias Frank.

[N] **Madam Yally's Finishing School for Girls**. **Yally MacBrubrain** runs the local bordello with six girls: Maylaya (Human, 16 years), Alzamara (Human 30 years), Gemma Relberry (Half-Elf, 24 years), Cellamara (Gnome, 28 years), Taylannora (Human, 32 years), Nina Portstein (Human 22 years). She also has a male Human cook, a **Goblin** servant, and a male **Lycanthrope** (Boar) bouncer. Nina sells information to **Marco Gorbrell** in Glasya-Labolas.

[P] **Dory Brom's Cardhouse**. The card house is a two story wood building with a main card room, four smaller card parlors, and a private parlor; the building also has a billiards room, a smoking lounge, and a blackjack room. The current proprietor is **Ophellia Brom**, assisted by Della Perz (female Human, 48 years), Yarbor Max (male Gnome, 59 years), and six **Zoybim** Devil dealer.

[Q] **Baldy Cypress Casino**. A two-story building with a stone ground floor and wood upper floor, the casino has a common room on the first floor, a room for baccarat, roulette, and dice

games, and a kitchen; the second floor has an area for craps and blackjack, a large poker table, two private gaming rooms, and a smoking lounge. The proprietor is **Lewellan Mc'Aselph**, assisted by Cloe Mylow (female Half-Elf, 61 years), Freyan Worrend (male Dwarf, 44 years), Pieter Van'Burne (male Human, 34 years, distant relative of Jallorn and Makkor Bejj); an **Ogre** is the bouncer, five croupiers are **Zoybim** Devils and five are **Common Devils**.

[R] **Rusty Pelican Tavern**. A two-story building with a stone ground floor and wood upper floor, the tavern has common rooms on both floors with bars, a kitchen, a small private dining room on the ground floor, two private drinking rooms on the upper floor, three storerooms for food and ale, and an underground office with a safe. The Pelican is owned by **Makkor Bejj** (Jallorn's cousin), assisted by two male Humans (barkeep, cook), two female Human serving wenches (17 years, 29 years), and an **Ogre**. The wenches are not available for private services.

[S] **Jol Croc General Goods**. A one-story wood building with a showroom and large warehouse area. The owner is Yu Bandensee (male Human, 52 years, purchased 12 years ago), assisted by Grans Noglean (male Gnome, 37 years, cousin of Rolf Noglean), Vincent Quask (male Human **Vampire**, HD6), and three **Zoybim** Devils. The store has any item of universal rarity, items of common rarity on 1d20 rolls GTET 3, items of uncommon rarity on 1d20 rolls GTET 8, items of rare rarity on 1d20 rolls GTET 18, and does not carry very rare items. Yu is known to give better prices to Humans. Vincent is not generally known to be a Vampire.

[T] **Shrine of Lucifer**. A one-story stone building with the shrine in front, an office, library, common room, three sleeping cells, and a storeroom. A 20 FT by 15 FT underground room is accessed by a hidden door under the altar in the shrine. The shrine is tended by **Caxingennius (Type 5B Devil)**, **Taellicuk (Type 5A Devil)**, and **Chemmu Strop**. Services are held every fourth day after the lunch hour, unholy scripture readings occur every other evening after the dinner hour. The items kept in the hidden room have a total value GTET 220,000 GP.

[U] **Mahimus Whert, Healer**. **Mahimus** is a good Healer and Surgeon when sober, he spends a lot of time in the Jack Albatross' Tavern. He also makes and sells draughts of common rarity. His daughter is Fannie Whert.

[V] **Burly Stenn, Blacksmith**. A sturdy stone building with a loft. **Burly** is usually found here; he offers a wide variety of blacksmithing services and repairs weapons and armor. He sells a variety of common tools, as well as spikes and wedges. He is rumored to be a good Artificer. Burly lives in the loft.

CAIMANLAND ISLAND

[W] **Jallorn Bejj, Boatwright.** Jallorn has five slips which allow him to pull marsh boats and barges out of the water for repair, and one slip for new construction. He can do tar and resin hull sealing, and repaints boats. He has two swamp boats for sale along with five canoes and three kayaks. He also sells canvas, paddles, oars, marsh anchors, and bilge pumps. He is assisted by four apprentice Boatwright's (3 Human, 1 Dwarf), three **Common Devils**, two **Goblins**, and a **Skeleton**. There are at least ten cats that roam the boat works.

[X] **Rendering Plants.** Three plants process animal carcasses harvested in the marsh, separating skin and hides, meats, internal organs, bones, and nails and talons. The owners are Trobban Scitty (male Human, Warrior L4, 42 years), Alleck Dellarob (male Human, 56 years), and Ottro Kanns (male Human, 64 years). The plant staff include thirty-seven Humans, two Dwarves, a Half-Elf, nine Gnomes, sixteen **Goblins**, an **Ogre**, a **Common Troll**, three **Lycanthropes** (Rat, Rat, Wolf), and eleven **Zombies**.

[Y] **Tar Processing Plants.** Two plants process tars collected from bubbling pools in the marsh. The owners and managers are Ellyn Roscorian (female Half-Elf, Wizard L5 {Water}, 52 years) and Bosco and Rennetta Hingh (married male and female Humans, 44 years and 42 years). The plant staffs include seventeen Humans, ten Dwarves, three Elves, seventeen **Goblins**, nine **Common Devils**, seven **Ordinary Devils**, four **Zoybim Devils**, and six **Skeletons**. One warehouse holds one hundred thirty barrels of processed tar, fifty-nine barrels of light tar, forty-six barrels of pitch, and sixty barrels of tar sealant. The second warehouse holds one hundred eighty-two barrels of processed tar, eighty-seven barrels of light tar, thirty-three barrels of pitch, and ninety-one barrels of tar sealant. Combat in these plants cause a hp6d12 explosion on 1d20 rolls GTET 15, a 15d12 explosion on a roll of 20. General Nusora has a minority interest in the one plant.

[Z] **Resin Processing Plants.** Two plants process resins harvested from plants and trees in the marsh. The owners are Kirke Pel-evane (male Human, 49 years) and Felicee Doram (neutral female Human, Warlock L6, 37 years). The plant staffs include twelve Humans, four Half-Elves, four Dwarves, three **Goblins**, eleven **Common Devils**, nine **Ordinary Devils**, seven **Zoybim Devils**, two **Centaur**, two **Minotaur**, five **Zombies** and three **Ghouls**.

[AA] **Sawmills** (Lophan, east; Workely, central). The east plant is owned by Liaman Froust (male Human, 60 years, brother of Carolyn), the east plant by Carolyn Froust (female Human, 49 years, sister of Liaman). The east plant manager is Tsu Bran Lang (male **Centaur**), the staff includes fourteen Humans, three Dwarves, an Elf, three **Goblins**, and six **Skeletons**. The central plant

manager is Wulfrum Kleiphan (male Human, Warrior L8, champion logger and axe-man), the staff includes ten Humans (one **Doppelganger**), three Half-Elves, an Elf, seven **Goblins**, a **Lycanthrope** (Tiger), and a **Black Annis**.

[BB] **Sap Processing Plant.** The owner and manager is Keevier Omille (male **Centaur**). The plant staff includes three foremen (male **Centaur**, female Human **Vampire**, neutral male Human), eight Humans, four Dwarves, nine Gnomes, seven **Goblins**, a **Nymph**, two **Leprechaun** brothers, and a veiled **Medusa**. The warehouse contains fifty-seven barrels of high quality syrups, thirty-four barrels of gum, twenty-nine barrels of sap sealant, sixty-four barrels of dyes, and twenty barrels of glues and adhesive.

[CC] **Rope Mill.** The owner and manager is Carrinse La'Brou (female Human, 48 years). The plant staff includes four male Human foremen, fourteen Humans (two **Doppelgangers**), five Gnomes, three **Goblins**, two **Centaur**, a **Minotaur**, and three **Zombies**. The warehouse has fourteen 150 FT rolls of thick hemp cable, forty-six 250 FT rolls of high quality rope, and ninety 1000 FT rolls of cord.

[DD] **Oil Processing Plant.** The owner is Allorn Calley Plourney (male Elf, Warrior L12, 219 years) and the plant manager is Holcun Splecht (neutral male Half-Elf, Warrior L6, 51 years). The plant staff includes four foremen (male **Lycanthrope** {Boar}, **Type 5A Devil**, male Human, **Black Annis**), eleven Humans, two Half-Elves, an Elf, four Dwarves, two **Ogres**, eight **Goblins**, and five **Ordinary Devils**. The plant has three pressing mills for processing plant oils from leaves, fruits, and nuts harvested in the marsh. The warehouse contains three hundred fourteen barrels of oils and ninety-two barrels of dyes. Holcun's great-great-grandfather was overthrown as monarch in {city/country in Game Master's campaign} and exiled.

[EE] **Petroleum Products Processing Plant.** The plant manager is Effric Remmilson (male Dwarf, Warrior L6, Master Refiner, 124 years). The plant staff includes three **Zoybim Devil** foremen, six Humans, four Dwarves, two Gnomes, a **Troll**, four **Goblins**, and seven **Common Devils**. Combat here causes a hp4d12 explosion on 1d20 rolls GTET 16, a hp10d12 explosion occurs on a roll of 20. The warehouse contains two hundred barrels of lamp oil, forty-two barrels of machine oil, eighty-three barrels of kerosene, and ten barrels of naphtha. The plant is owned by Prince Paimon through two cut-out companies.

[FF] **One-Eyed Selma's Docks.** Selma Grolshim has three wooden docks, the longest is 180 FT. The docks are open to the public with 1d20 boats tied there at any time and space for 1d8 more.

CAIMANLAND ISLAND, CYPRESS KAY

The docking fee is 2 SP immediately plus 3 SP/day. She is assisted by two male Half-Elves, and is always accompanied by her Pit Bull, Harvey Banger. Selma also sells a small quantity of clean water and a few rations.

[GG] **Muddy Waters Warehouse.** A stone two-story building, the business is run by Rowley Dan Trokke (male Human, 52 years), assisted by Xayyam Heurvey (male Human, 20 years), Henker Waelter (male Gnome, 26 years), Unglan (male **Ogre**, 50 years), and four **Ordinary Devils**. The warehouse has a 20 FT by 20 FT space available, and four 12 FT by 12 FT spaces. One section of the ground floor is refrigerated. The warehouse specializes in hides and furs. A hidden underground 30 FT by 30 FT room holds smuggled goods on 1d20 rolls GTET 9. Henker has contacts with criminal organizations on the Material Plane through his half-brother, Rechter Waelter.

[HH] **Marybelle Outfitting Company.** A one-story wood building with a small three-story tower on the north side. The proprietor is Hector Darbelle (male Human, Rascal L6, 34 years), assisted by Rogier Bax (male Dwarf, Warlock L4, 30 years), and Norria Sportret (female Human, 37 years). The company has items of universal rarity on 1d20 rolls GTET 4, of common rarity on rolls GTET 7, of uncommon rarity on rolls GTET 11, and of rare rarity only on rolls of 20. They are known for having very effective insect repellants.

[JJ] **Swamprat's Stein Alehouse.** An L-shaped one-story wood building with a large taproom, a stage and dance floor, two private drinking rooms for rent, a kitchen, a cellar holding barrels of ale, and a storeroom. The proprietor is **Semmi Polorsky**, assisted by Flyan Torenz (neutral male Half-Elf, 63 years),

Upalaski (male **Bugbear**), and two **Common Devils**. The Stein sells only beer, ale, and mead. Every other night a three-piece band plays on the stage. Flyan might have contacts with the Topaz Knights (a good-aligned Order of Annuruck).

[KK] **Black Beaver Guesthouse.** A two-story wood building with a common room, eight four-person rooms, eight two-person rooms, and six one-person rooms; three additional rooms are sized for Gnomes. The guesthouse is run by Delores Campanon (female Human, 47 years), assisted by her daughters Rory Campanon (female Human, 20 years) and Maybal Campanon (neutral female Human, 16 years), and a **Zoybim Devil**. 1d6 rooms are available at any time. A long-time tenant is Polk Black (neutral male Dwarf, Warrior L9, 63 years, excellent marsh man and experience smuggler, royal social class).

[LL] **Galley-Slave Market.** A one-story wood building selling a wide variety of fresh produce and meats, along with a small amount of imported foods (1d20 rations available on 1d20 rolls GTET 6, checked daily). The market is run by Gus Van-dor-Spannil (male Human, 44 years, he escaped from a Material Plane galley 13 years ago), assisted by a female **Lycanthrope** (Boar), and an **Ordinary Devil**.

[MM] **Kozzell Pang Tuessel**, Hermit. He lives in a two-room shack at the south end of the extension, about 3 miles south of the Muckrunner Chapter House. Although he lives alone, Kozzell goes into 'town' every few days, usually cloaked in *illusion*; although he cultivates a gruff personality he is generous with hospitality when visitors arrive. When he drinks, he often shares his exceptional knowledge of the nearby marsh.

Cypress Kay

See diagram on page 30.

The U-shaped island is approximately 2 miles north-to-south, and 1¼ miles west-to-east, in two parallel lobes; the west lobe is about a mile long by about 1000 yards across; the east lobe is about 1½ miles long by about ½ mile across. The edge is between 2 FT and 6 FT above the marsh. The northwest end is 12 FT above the marsh, the northeast end is 15 FT above the marsh, and the south end reaches 20 FT above the marsh line. The south end of the east lobe is densely covered in good quality mature cypress trees, the north and south ends of the west lobe have mature cypress trees, leaving the center of the lobe open and covered by low shrubs and sawgrass. The south end of the island is mostly open with a few trees, many waist to chest-

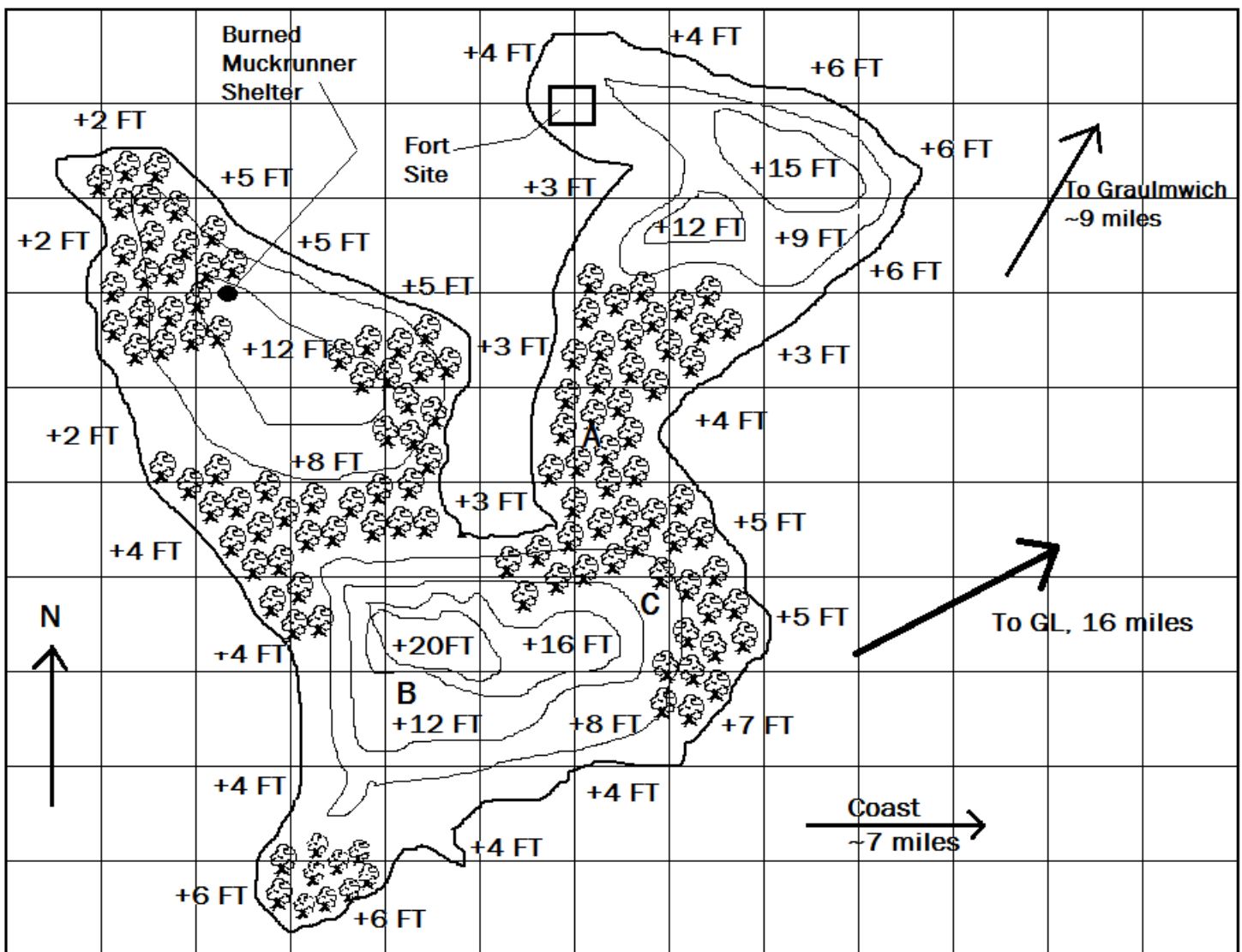


CYPRESS KAY

high shrubs and sawgrass.

Burned Muckrunner Shelter. A wooden Muckrunner shelter was constructed on the west lobe at the 12 FT elevation close to the northern grove of cypress trees. Adventurers find the burned-out remains of what appears to be a two-story building. The ground floor walls are stone, found with scorch and claw marks, and parts of the east and south walls appear to be rendered and pulled out. The upper floor walls were wood and small sections of the west and north exterior walls remain, all of which is blackened and charred. The interior of the ground floor has experienced an extensive fire and essentially nothing remains. If there was a lower level (root cellar, etc.), it is covered in rubble and ash or collapsed. Although the destruction appears to be days to weeks old, many tracks can be found around the site, the humanoid tracks appear to be primarily those of Common Devils and Ordinary Devils. There are also several very large reptilian tracks mostly likely made by a Dragon.

Adventurers who search along the nearby tree line find an expensive leather satchel/folio on 1d20 rolls GTET [38-Level-Intelligence], checked every 10 minutes of searching, the satchel has the emblem of the Muckrunner's Guild on the front in gold. The satchel contains four sheets of parchment, each sheet has a number in the upper right corner (808783, 783962, 306050, 1458005) and has ciphered writing on one side. (Note to Game Master: the numbers could have any meaning, a code for the sender or for the intended recipient, a date, a message number, an operation reference number, a file number, etc. The apparently unwritten sides of the sheets also contain ciphered messages, in invisible ink, discovered on 1d20 rolls GTET [33-Level-Intelligence], this does not reveal the writing). An Adventurer with some skill at ciphers may be permitted to decipher a message on 1d20 rolls GTET [43-Level-Intelligence], one without cipher knowledge deciphers on rolls GTET [50-Level-Intelligence].



Cypress Kay local details

SCALE 400 yards/block

CYPRESS KAY, MOURN KNOB

After Adventurers have been at the site for 10 minutes, **Dragons** appear on 1d20 rolls GTET 14, checked every 3 minutes; determine the Dragons using 1d12: (1-8) HD14 adult male **Red Dragon**, (9-11) HD14 adult male **Red Dragon** and HD12 adult female **Red Dragon**, (12) HD14 adult male **Red Dragon** and HD12 adult female **Red Dragon** and HD8 juvenile male **Red Dragon**. These are the Dragons who burned the shelter and they are looking for the satchel and the coded messages. The Dragons are working for someone who opposes the person who sent the courier whose satchel may be found (it is left to the Games Master as to whether they are dominated, compelled, forced, have hostages, are allied with, being paid by, or have some other sort of arrangement with the opponent).

Fort Site. The Infernal Legions once occupied an outpost near the shore on the northwest side of the east lobe. A 10 FT high stone wall still surrounds the rectangular site, 1000 FT by 700 FT, with gates in each side; the gate pieces have all fallen and are on the ground or partially block entrance into the area. The interior has the remains of fourteen wood buildings, five of which had two-stories; all of the buildings are decayed, leaning, and/or partially collapsed. A building collapses for hp3d12 crushing damage on 1d20 rolls GTET 13 when Adventurers enter (avoid on 1d20 rolls GTET [30-Agility]). There

Encounter A. Adventurers traveling through the cypress woods in the center of the east lobe encounter six HD9 **Basilisk Lizards**.

Encounter B. Adventurers traveling across the open terrain at the south end of the island encounter four HD8 male Human **Vampires** and two HD9 female Human **Vampires**. The males are armed with silver-bladed Dirks, unholy *Rapiers +1* (one is a *Priest's Bane*, one is a *Spell Cleaver* {Basic Magic}), the women are armed with *poisoned* Dirks (*fatal* in 1d6 rounds, save 1d20 GTET [30-Stamina]) and Long Bows (each 20x War Arrows {6x sleep poison, 1d100 minutes, save 1d20 GTET [26-Stamina]}, 2x Smoke Arrow, 2x 1d10 Explosive Arrow, 2x *Arrow of Slaying* {save 1d20 GTET [32-Stamina], three uses, Dwarves apply +2 bonus}). Between them, they have 112 SP, 27 GP, a 400 GP piece of turquoise, a 750 GP piece of jade, a 1000 GP diamond, 3x *1d8 Cure Wounds Potions*, *Potion of Invisibility*, *Shapeshifting Potion* (Giant Eagle), a 220 GP gold Unholy Symbol of Lucifer, and eight-
een flasks of fresh blood.

Encounter C. Adventurers find a pool of cool, clear, water at the west edge of the cypress woods at the south end of the east lobe. The pool is 70 FT across by 45 FT wide, from 4 FT deep to 9 FT deep at the center. The water is completely safe to drink, although subject to the Gehenna binding effect. Adventurers can catch 2d12 marsh trout out of the pool. An Adventurer swimming in the pool finds a gold ring among the bottom muck on 1d20 rolls of 20 (1d12 *Ring of Fiery Breath*, 46x).

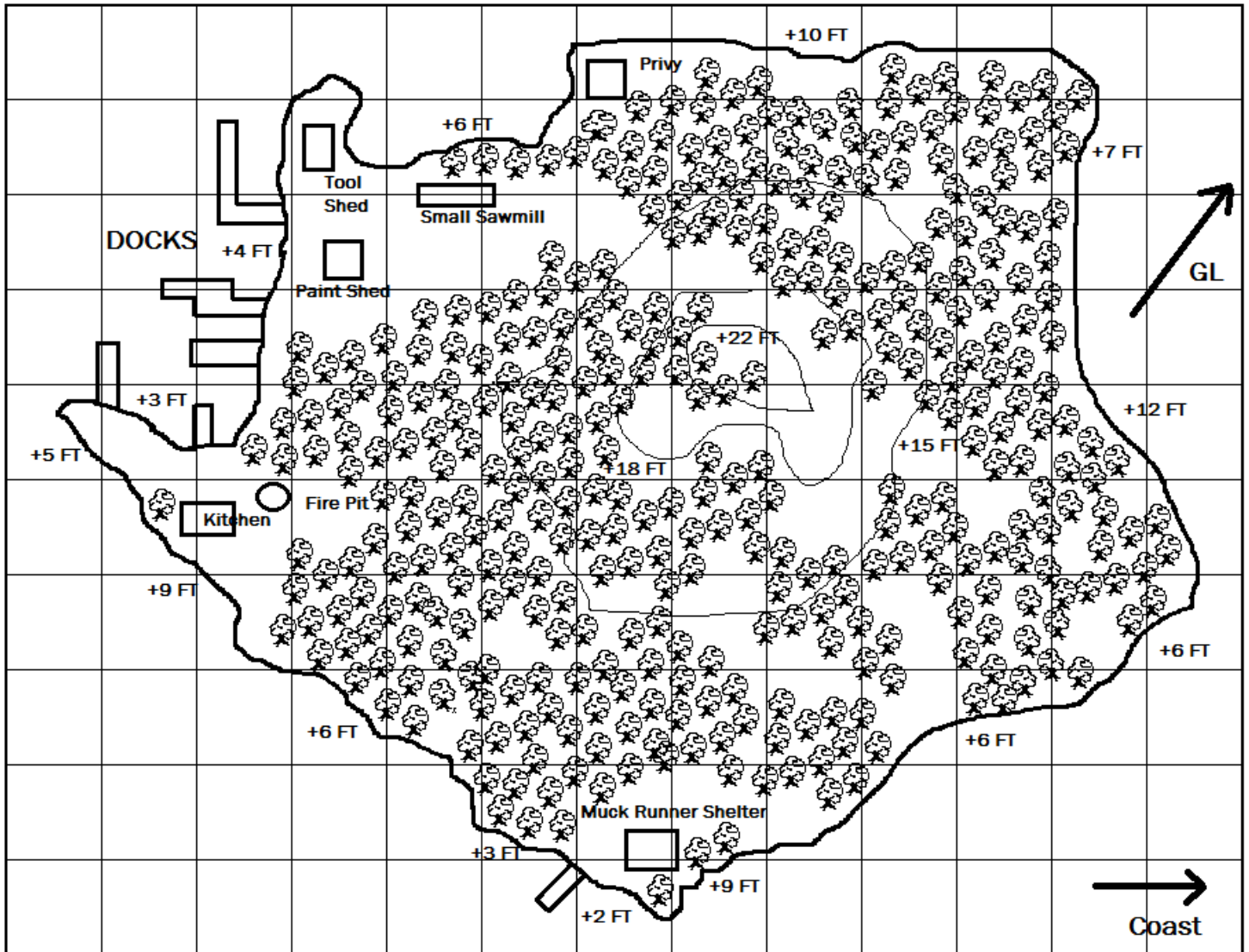
Mourn Knob

Mourn Knob is a five-sided island located about two miles off the coast, about 10 miles south-southwest of Glasya-Labolas, about 1800 FT wide by 1300 FT north-to-south. The island is about 10 FT above the marsh along its north and east sides, 6 FT on the southeast and southwest, and 4 FT on the northwest. It reaches an elevation of +22 FT in the island's center. Most of Mourn Knob is covered in a variety of very good quality hardwood trees, some having trunks 15 FT thick. Docks are found along the northwest side along with a small sawmill and tool shed, and facilities for repairing boats. A wood kitchen building is in the southwest corner. The Muck Runner shelter at the south point (not known to all, -10 to find) has its own dock.

Small Sawmill. The sawmill consists of a large circular blade in a 12 FT wide feed trough (rollers), and a small circular blade in a 6 FT wide fee trough. A roof has been erected and a wall on the east end. A rack holds twelve logger's poles. Two locked chests hold work gloves, hatchets, mallets, spikes and mauls, and other equipment. Eight large logger's axes hang on the east wall. On 1d20 rolls GTET 07 the sawmill must be greased before it operates. Adventurers who do not have specific experience with mills have 1d3 fingers cut off or crushed (hp1d4+2) while operating the mill unless succeeding on a 1d20 roll GTET [25-Agility], checked every 30 minutes of use.

Tool Shed. The shed is normally locked. It contains a variety of common small hand tools, especially those for repairing boats. Most of the tools have some rust, a tool is adamantite on 1d20 rolls of 20.

MOURN KNOB,



Mourn Knob Details

SCALE 150 FT per Block

Paint Shed. The shed is normally locked. It contains several barrels of green and white marine paint along with small barrels of sealing putty, tar, creosote, marine calk, carpenter's wax, gum Arabic, semi-rigid resins, grease, rendered animal fats, and ten flasks of oil. The material in the shed is very flammable, 1d3*10 seconds of exposure to a torch or other fire ignites the shed and it burns for 1d100+20 minutes.

Kitchen. The building consists of a kitchen, storeroom, and an eating area that seats twenty persons. The kitchen has a variety of copper pans, a hearth, two cauldrons, and a wood-fired oven. The storeroom has enough locally-harvested food to prepare one hundred meals and enough imported food for twenty meals (sealed casks, from the Material Plane).

Muck Runner Shelter. The shelter is a disguised two-story wood treehouse 25 FT off the ground and supported by two thick trees; the bottom story is 70 FT by 40 FT and the upper story is 35 FT by 25 FT. It has cots for ten on the lower story and cots for five in the upper story. The kitchen is stocked with locally-harvested food. The fireplace operates on swamp gasses piped into the shelter. On a 1d20 roll GTET 17 the shelter is found occupied by two Humans (evil Warrior L7, evil Crusader L8), a Half-Elf (evil Warlock L6), a Dwarf (neutral Warrior L8), and a HD6 **Lycanthrope** (Rat); a swamp boat is tied at the shelter pier when the shelter is occupied.

Forest Area. About half of the island is covered in thick-trunked hardwood forest with some breaks and open glades. The island slopes upward from its perimeter as Adventurers travel towards its center, about one-quarter of the island is at 15 FT above the marsh or higher, one twelfth at 18 FT or higher, and one-sixtieth

MOURN KNOB, PRINCE TAYWERD'S SHRINE

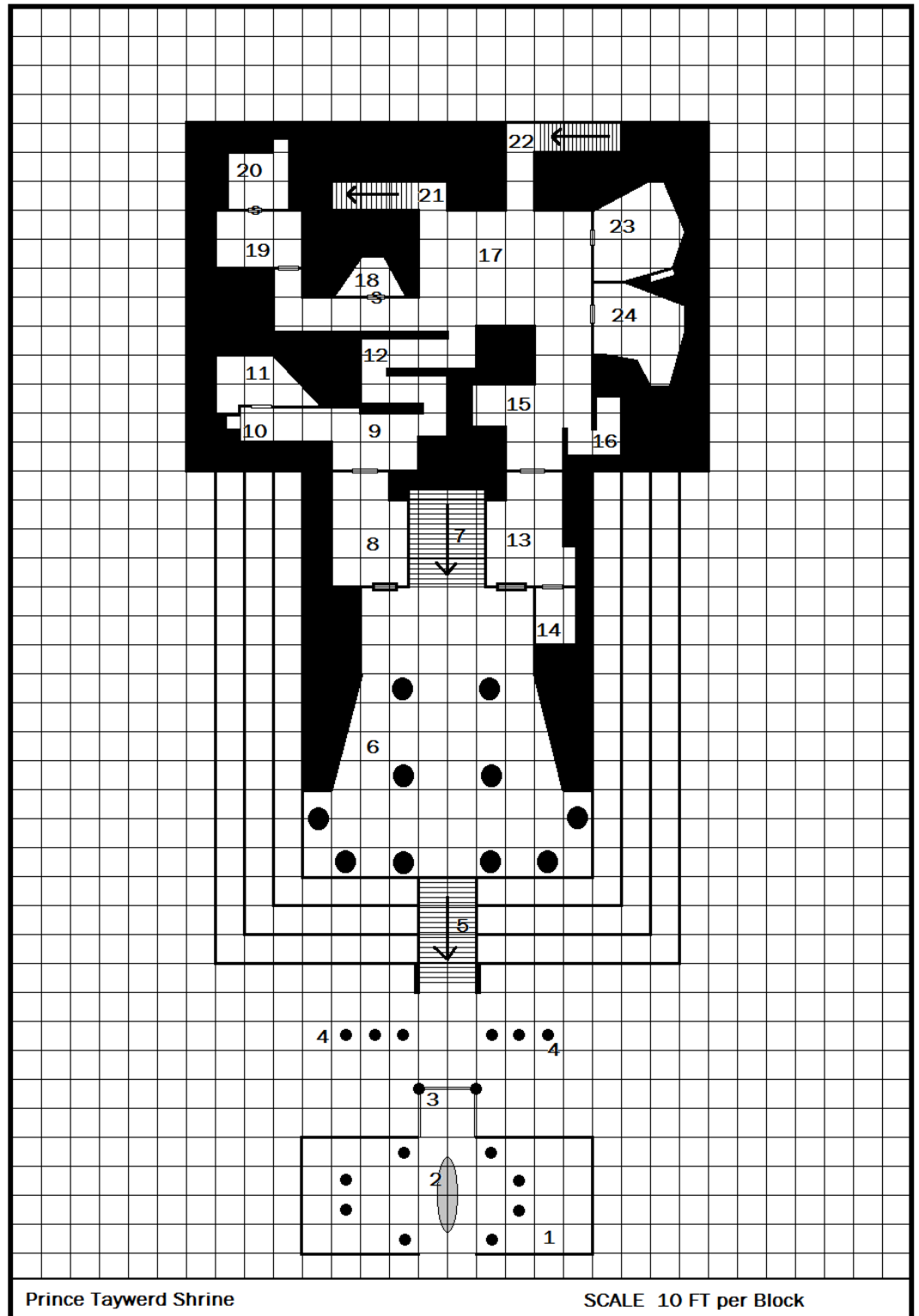
Mourn Knob, continued...at 22 FT plus. On 1d20 rolls GTET 17 Adventurers encounter a growth of **Sleeping Poppies** in the northeast side forest, and on 1d20 rolls GTET 15 they encounter eight **HD5 Yassakko's Spiders** (fire-breathing) in the south-southwest forest. If fire or open flames are used in the forest fires catches the 150 FT map block ablaze unless the fire carrier succeeds on a 1d20 roll GTET [22-Agility], checked every 15 minutes; the fire burns for 1d12+6 hours; a burning fire spreads to an adjacent map block on 1d20 rolls GTET 17 checked every 30 minutes while burning. A fire jumps a break on 1d20 rolls GTET 20, when there is a strong wind on rolls GTET 14.

A work party is here when Adventurers land on 1d20 rolls GTET 15; if so, two swamp boats are tied up at the docks, each has an **Ordinary Devil** on board as pilot. 1d6 **Ordinary Devils** are working at the sawmill, two **Ordinary Devils** are at the Kitchen building, and 1d6 other **Ordinary Devils** are working on repairing a swamp boat that has been pulled out of the water, supervised by a **Yiblim** (the tool and paint sheds are open).

Prince Taywerd Shrine

The Prince Taywerd Shrine is located about 1¼ miles to the northeast of the city, close to the

foothills of the Apophis/ Hariu Mountains. Roads run to the shrine from the north guard station on the Pyla Road and the east guard station on the Pit Road. The shrine is named after the Diabolic Prince who constructed it



PRINCE TAYWERD'S SHRINE

about 17,800 years ago; Taywerd was killed by Buzamurr, who was killed by Pithius.

The shrine area is surrounded by a 9 FT tall wrought gold fence, 300 FT by 500 FT. A smaller pink marble building south of the main shrine is a pink marble entry building with a gold roof.

Entry and First Floor

- 1. Entry Portal.** The entry building is 35 FT tall and made of pink marble with a white marble floor and gold roof. The south entry is an arch 20 FT wide at the base by 30 FT tall. Eight gold-gilded columns are in the interior, around a silver-rimmed fountain. Six elaborate wall mosaics depict Lucifer: (northwest) receiving the homage of the Diabolic Princes on Mount Stethno; (west) fighting Squorioporus, Arch Demon, in the Demon Abyss; (southwest) supervising the digging of the Malebolge Pit; (southeast) building the Gualichu Ring around Malebolge; (east) Lucifer assaulting the Gates of Heaven along with the Legions of Hell; (northeast) Lucifer on the throne of Hell surrounded by all the kinds of Devils. Each archway is guarded by a pair of **Tablasyin**. 1d12 creatures are in the building, their races are determined using 1d20: (1) Human, (2) Dwarf, (3) Elf, (4) Half-Elf, (5) Gnome, (6) **Tablasyin**, (7) **Yiblim**, (8) **Werdu**, (9) **Zoybim**, (10) **Type 5A Devil**, (11) **Type 5C Devil**, (12) **Harpy of Hell**, (13) **Minotaur of Hell**, (14) **Centaur**, (15) **Lycanthrope**, (16) **Ogre**, (17) **Common Troll**, (18) veiled **Medusa**, (19) **Giant** [determine type], (20) humanoid **Vampire**.
- 2. Fountain Pool.** The pool is 25 FT long by 12 FT wide, surrounded by a 4 FT wall of solid silver. A 20 FT solid silver statue of Lucifer is mounted over the pool, *Unholy Water* continually flows from two amphora jugs in his hands. A good person touching the water suffers hp1d10 (save 1d20 GTET [30-Stamina]).
- 3. Portico.** The area is open on all sides with two silver columns on the north side, the area paved with blue and tan shells. Four 5 FT silver statues of Lucifer are attached to each column. A 15 FT tall tapestry depicting Lucifer standing knee-deep in a sunset sea hangs on the west side, a 15 FT tapestry depicting Lucifer standing with each of his feet on a mountaintop hangs on the east side. A curtain of *Unholy Water* falls from the north end, anyone going to the main part of the temple has to pass through the curtain; good persons suffer hp1d12 from contact (save 1d20 GTET [26-Stamina], Priests and Crusaders apply a +3 bonus).
- 4. Columns.** Two groupings stand between the entry and the main temple, one group of three columns to the left, the other to the right; each column is made of white ivory, 22 FT tall and 6 FT in diameter, rings of ten 1000 GP emeralds on each column at 6 FT, 12 FT, 18 FT and 21 FT, ten jade lion's paws are round each column's base; a 10 FT gold statue of Lucifer tops each column, the eyes are turquoise and the fangs and talons are ivory.
- 5. Grand Stair.** The temple is constructed in two tiers, the lower tier is to the south of the main part of the temple and 20 vertical FT about the entry floor. Three white marble tiers, each 5 vertical FT and 10 horizontal FT surround the lower tier on three sides. The Grand Stair rises 20 vertical FT over a run of 35 FT, the steps have a repeating pattern, silver, gold, electrum, platinum. Four 6 FT gold statues of Lucifer adorn the stair, two on the south side at the one-third and two-thirds points, and two on the north side at the same locations. A good person suffers hp1 with ever step on the Stair (save 1d20 GTET [28-Stamina] checker per step). Mortals hear mournful music played on a horn while they are on the stair. Three **Type 5B Devils** stand talking on the stair, two-thirds up on the right. Fifteen 5 FT silver lanterns in the shape of Giant Rats hang from the ceiling by silver chains.
- 6. Lower Temple Floor.** The south end of the lower temple are open to the outside, along with the southwest and southeast corners. Six blue stone columns hold the mahogany roof 25 FT above the south end. Each column is 7 FT in diameter and is carved with Lucifer's evil symbol; each column supports four red coral 5 FT statues of Lucifer. Four similar interior columns provide additional roof support. A 26 FT wide stair on the north end leads up to the main temple area. A 10 FT tall iron door left of the stair and a similar door to the right lead to interior rooms (Front Office and Guard Post); each door depicts Lucifer's three heads, his wings, and his evil symbol and has platinum keyhole (found locked, -15 open lock). The floor is covered in light purple ceramic tile. The west wall has an inlaid tile fresco depicting Lucifer on a throne in front of the Diabolic Princes. The east wall has an inlaid tile fresco depicting Lucifer in a meadow standing on the hacked corpses of several Gods. Lucifer's unholy symbol is inlaid in the floor at the top of the Grand Stair and the bottom of the Wide Stair; each one is 14 FT wide and inlaid in gold. Any good person who steps on either symbol is *held*

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in place (save 1d20 GTET [40-Strength-Will]). There are 1d8+6 creatures in the area, each creature is determined using 1d20: (1) Human, (2) Dwarf, (3) Elf, (4) Half-Elf, (5) Gnome, (6) **Zoybim**, (7) **Type 5A Devil**, (8) **Type 5B Devil**, (9) **Type 5C Devil**, (10) **Type 1C Devil**, (11) **Type 2C Devil**, (12) **Type 3C Devil**, (13) **Type 4C Devil**, (14) **Harpy of Hell**, (15) **Minotaur of Hell**, (16) **Centaur of Hell**, (17) **Medusa**, (18) **Common Troll**, (19) **Black Annis**, (20) **Giant** {determine type}.

7. **Main Stair.** The stairs are 25 FT wide and rise 30 vertical FT. The steps are constructed in a repeating pattern: jade, emerald, sapphire, turquoise, pink coral, and ruby. Gold tiles forming Lucifer's unholy symbol are inlaid in the jet walls on the sides. Two 4 FT tall platinum incense burners shaped like Lucifer hang from the ceiling by platinum chains, the incense is replaced hourly by **Zoybim**. Good persons using the steps become *unconscious* (1d100 minutes, save 1d20 GTET [30-Stamina]) when stepping on the emerald, sapphire, or ruby steps (avoid 1d20 GTET [30-Agility], checked per step, if not stating an intention to avoid), and *temporarily blind* (2d20 minutes, save 1d20 GTET [26-Stamina], per step) stepping on the jade and turquoise steps. There are 1d8 creatures on the steps, each creature is determined using 1d12: (1) evil Human Wizard L5 {Fire}, (2) evil Half-Elf Crusader of Lucifer L6, (3) evil Dwarf Warrior L7, (4) evil Elf Shaman L8, (5) evil Gnome Warlock L6, (6) **Zoybim**, (7) **Type 1C Devil**, (8) Gnome **Vampire**, (9) **Zombie Master**, (10) **Werdu**, (11) **Yiblim**, (12) **Tablasyin**.
8. **Front Office.** The iron door in the south wall leads to the Lower Temple Floor depicts Lucifer's three heads, his wings, and his evil symbol and has platinum keyhole (found locked, -15 open lock). The mahogany door in the north wall leads to Eel Tank (steel keyhole, found unlocked, -8 open lock). The floor is covered in oak, the walls are covered by yellow wallpaper with brown paisley, and the ceiling is painted ochre. A 15 FT yellow shag rug is on the floor, the room is furnished with a large two-drawer desk, office chair, a small round table with 200 GP crystal vase and several red carnations, a small divan, and a 5 FT statue of a Medusa (aura of enchantment). A 6 FT oil painting of Lucifer hangs on the east wall, an 8 FT oil painting of Samael hangs on the west wall. A **Tablasyin** sits at the desk reading a religious book about Lucifer.
9. **Eel Tank.** The floor is covered in black ceramic tile, the walls are painted aquamarine, and the ceiling is covered in pink sea shells. A rectangular coral pedestal centered in the room is 18 FT long by 8 FT across by 3 FT thick; a 6 FT glass tank of salt water sits on the pedestal holding sand, coral, sea weed, and driftwood. Six HD4 **Electric Eel** live in the tank, along with some small tropical fish and frogs. The mahogany door in the south wall leads to Front Office (steel keyhole, found unlocked, -8 open lock).
10. **Dead Zoybim.** The floor is covered in black ceramic tile, the walls are painted aquamarine, and the ceiling is covered by a glass mirror. A 5 FT by 5 FT by 5 FT niche in the west wall is 4 FT off the floor, the niche interior is painted ochre. A 6 FT oil painting of Samael (aura of enchantment) and a 6 FT oil painting of Asmodai hang on the south wall. Two lit bronze oil lamps hang from the ceiling by bronze chains. A 4 FT onyx statue in the niche depicts a Zoybim impaled by four spears (aura of enchantment); the 10 inch spears can be removed (act as *Darts of Slaying* against Zoybim, range 10 FT, save 1d20 roll GTET 17, one use/spear). The wood door in the north wall to Organ and Accordion has a steel keyhole (found open, -8 open lock),
11. **Organ and Accordion.** The floor is covered in white and grey granite tiles, the walls are covered by mauve wallpaper printed with the unholy symbols of Lucifer, Samael, Asmodai, and Shaitan. The ceiling is covered by strips of oak. Two lit bronze lanterns shaped like flying Harpies hang from the ceiling by bronze chains. A large wood organ with three keyboards is against the west wall, with a wood bench (the bench holds forty-three scores of unholy music dedicated to Lucifer, each is valued at 150 GP). A 5 FT wood statue of a winged monkey in the east corner holds a large accordion in its hands, a red beret sits on its head (aura of enchantment), and its eyes are 400 GP emeralds. A good mortal entering the room is *compelled* to pick up the accordion and play for Stamina*10 minutes (save 1d20 roll GTET [28-Will] checked every 3 minutes; after 50 minutes the affected mortal becomes completely *exhausted* for the next 8 hours (save 1d20 GTET [28-Stamina] checked every 10 minutes. An evil mortal gains hp4 while wearing the beret and *regenerates hp1* after every 30 seconds.
12. **Serpentine Mirror.** The floor is covered in green ceramic tiles, the ceiling is painted in alternating strips of black, yellow, orange, and sky blue. The west and east walls are covered by a highly reflective metal mirror from 2 FT off the floor to 9 FT off the floor. A mortal's *two mirror images each reach out to attack the individual*, one every 10 FT of travel, alternating sides (hp1d8/hit).

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13. **Guard Post.** The iron door in the southwest wall leads to the Lower Temple Floor, the door depicts Lucifer's three heads, his wings, and his evil symbol and has platinum keyhole (found locked, -15 open lock). The teak door in the north wall leads to Hymnal Racks (steel keyhole, found locked, -10 open lock). A common wood door in the southeast corner has a sturdy latch, it leads to the Store-room. The floor is covered in dark orange ceramic tile, the walls are painted grey, and the ceiling is painted black. Two lit bronze lamps shaped like hearts hang from the ceiling by bronze chains. An 8 FT oil painting depicting Lucifer being worshiped by the King of Air Elementals hangs on the west wall. The north door is guarded by three **Type 5C Devils**. There are no furnishing in the room.
14. **Storeroom.** The ceiling and walls are made of grey stone, the ceiling is covered in white stucco. The room holds a stack of ten 10 FT tables with collapsible legs, and fourteen sets of ten stacked chairs. A *Glyph of Fear* is inscribed on the top surface of the fourth table (range 10 FT, 1d100+2d20 minutes, avoid viewing 1d20 roll GTET [40-Will-Intelligence], save 1d20 GTET [30-Will]).
15. **Hymnal Racks.** The floor is covered in green tiles with grey skulls, the walls are grey stone, and the ceiling is painted black. The teak door in the south wall leads to * (steel keyhole, found locked, -10 open lock). Four wood shelves are mounted on the west wall at the back of the 15 space in the northwest of the room. Together they hold 240 hymnals to Lucifer, 94 evil song books, 42 collections of evil devotional reading to Lucifer, 114 copies of Lucifer's infernal scripture, and 61 books of worship practice for Lucifer. The books are all over 300 years old and are each worth 1d100+500 GP. The books create a toxic smoke when burned which fills the room in 30 seconds, then fills the Plaza after 90 seconds; mortals become unconscious after Stamina*10 seconds of exposure (1d100 minutes, save 1d20 GTET [28-Stamina] checked every 10 seconds); a mortal dies if they are unconscious more than 30 minutes and still exposed to the smoke (save 1d20 GTET [28-Stamina] checked every 5 minutes). If the books are removed from south end of the bottom shelf Adventurers may find a 12 inch by 8 inch hidden panel in the west wall (-8 to find, -6 open lock); a niche behind the panel holds a pot of *Life Returning Balm*, a *Healthful Cordial*, a *1d10 Cure Wounds Potion*, and a *Brainstorm Cordial*.
16. **Rats and more Rats.** The niche has a grey stone floor, walls painted black, and a white ceiling with a mural depicting four Rat Lycanthropes. A lit iron oil lamp attached to the north wall is shaped like three rats joined at the hip. The carcasses of twelve Giant Rats are heaped on the floor (meat smells rotten and is *poisonous/lethal* to Elves, makes Humans and Half-Elves *vomit*, save 1d20 GTET [28-Stamina] per rat consumed). A plain silver Ring (*Ring of God's Missiles*, 38x, hp1d10 at 30 FT, usable only by Priests and Crusaders) is stuffed into a carcass on the bottom of the pile (-8 to find if examined).
17. **Plaza Area.** The floor is covered in green tiles with grey skulls, the walls are grey stone, and the arched ceiling is painted black. The iron door to the Robing Room depicts Lucifer's three heads and wings, it has a steel keyhole (found locked, -10 open lock). The bronze door to the Vessel Room depicts lightning bolts interwoven in a circle surrounding a six-eyed skull, it has a steel keyhole (found locked, -12 open lock). Eight lit bronze lanterns shaped like flying bats hang from bronze ceiling chains. If the books at Hymnal Racks are burned, the smoke fills this room after 90 seconds; mortals become unconscious after Stamina*10 seconds of exposure (1d100 minutes, save 1d20 GTET [28-Stamina] checked every 10 seconds); a mortal dies if they are unconscious more than 30 minutes and still exposed to the smoke (save 1d20 GTET [28-Stamina] checked every 5 minutes). Four minutes after Adventurers enter the room a **Tablasyin** and two **Werdu** come up the Lower Temple Steps.
18. **Upper Chests.** The door in the corridor between the Plaza and Duty Priest is hidden (-14 to find, -10 open lock). The floor is covered in ochre tiles, the walls are pale orange stucco, and the ceiling is painted black with thin grey stalactites from 2 FT to 5 FT long. Two large bronze chests sit in the room, each has a steel keyhole (-8 open lock) and steel padlock (-10 open lock). The right chest has a bladder of *toxic gas* (fatal to Humans and Half-Elves, paralyzes Elves 2d100 minutes, save 1d20 GTET [30-Stamina], no effect Dwarf or Gnome) that is released when the chest is opened, a small stud on the back left lower corner disarms the bladder (-15 to find). The chest on the left holds 2200 SP, 1000 GP, a leather bag of twenty 500 GP platinum disks, a leather pouch of five 3000 GP gold-ruby Rings, and a 620 GP 8 inch diameter sphere of polished green jade. The chest on the right holds 1400 SP, 570 GP, a leather bag holding 120 electrum pieces and 15 platinum pieces, a leather bag holding fourteen 1420 GP pieces of turquoise and ten 910 GP pieces of amber, a leather bag holding 107 hexagonal pieces of a blue metal with unknown symbols {coinage from a universe in the Third Celestial Sphere}, a leather bag holding fifty-one pink pearls each 500 GP, and a 1300 GP gold lamp (aura of enchantment).

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19. Duty Priest. The reinforced wood door is curved at the top, it has a steel keyhole (found open, -6 open lock). The room has an orange tile floor, the walls covered in silver wallpaper printed with Lucifer's unholy symbols in red, the ceiling is covered in black stucco. Two lit bronze lanterns shaped like winged frogs hang from the ceiling on bronze chains. The room is furnished with a wood table and six straight chairs, a padded leather bench, a low bookcase with thirty-eight religious books about Lucifer (each valued 2d100 GP), and a small roll-top writing desk and chair. A half-barrel of mead sits on a wood stand. A 6 FT diameter brass Unholy Symbol of Lucifer hangs on the north wall. A 5 FT oil painting of Lucifer hangs on the west wall. A 15 FT circular rug is a woven map of the Malebolge/Inferno pit. A hidden door in the north wall leads to Reliquary (-10 to find, -8 open lock); the door is connected to a bank of Leyden jars which delivers up to five hp1d12 *electric shocks* (-8 disarm trap, save 1d20 GTET 30-Stamina); a 10 FT tapestry depicting the Fifth Circle of Malebolge (Styx Swamp) hangs in front of the hidden door. **Palapandor** sits at the table playing chess with a **Zoybim**. Five minutes after Adventurers enter the room two **Tablasyin** enter.



20. Reliquary. The floor is covered in alabaster tiles, the walls are covered in blue and grey striped satin wallpaper, and the ceiling is painted yellow. A good mortal can only enter the room on 1d20 rolls GTET [32-Will], checked every 5 minutes. A 14 FT tapestry hanging on the west wall depicts Lucifer on a black background holding a volcano in his left hand and a tornado in his right. A 6 FT oil portrait of Pithius hangs on the east wall. A 9 FT unholy symbol of Lucifer is inlaid in the north wall in gold. The room holds three giant-sized kneelers with satin cushions. The 5 FT niche in the northeast corner holds a 2 FT gold box which houses a 14 inch piece of Lucifer's toenail.

21. Lower Temple Steps. The steps lead down to Stair Bottom in the lower temple. The steps alternate between black iron and electrum. A large fresco of Lucifer's three faces is inlaid in the north wall. A fresco that depicts Lucifer standing on an island in a sea of burning lava on the Elemental Plane of Fire is inlaid in the south wall. An *illusion* makes the stairs appear to be an empty dead-end rough stone corridor with several rat carcasses (disbelieve 1d20 rolls GTET [38-Will-Intelligence]). On 1d20 rolls GTET 13 a creature is on the stair as determined by 1d10: (1) **Zoybim**, (2) female Elf **Vampire**, (3) evil female **Lycanthrope** {Rat}, (4) **Medusa**, (5) **Type 3C Devil**, (6) **Type 4C Devil**, (7) **Type 5C Devil**, (8) **Werdu**, (9) **Yiblim**, (10) **Tablasyin**.

22. Back Temple Stairs. The stairs lead up to the northeast corner of the main Temple floor. The steps alternate between teak wood and brass. A map of Gehenna is inlaid in the north wall. A fresco that depicts Lucifer knighting Samael is inlaid in the south wall. Two lit brass lanterns hang from brass chains, each is shaped like a flying falcon. On 1d20 rolls GTET 13 a creature is on the stair as determined by 1d10: (1) **Zoybim**, (2) female Elf **Vampire**, (3) evil female **Lycanthrope** {Rat}, (4) **Medusa**, (5) **Type 3C Devil**, (6) **Type 4C Devil**, (7) **Type 5C Devil**, (8) **Werdu**, (9) **Yiblim**, (10) **Tablasyin**.

23. Robing Room. The outer iron door depicts Lucifer's three heads and wings, it has a steel keyhole (found locked, -10 open lock). The floor is covered in overlapping thin gold circles, the walls are tan stucco, and the ceiling is painted red with a mural depicting Lucifer and Tiamat at her mountain palace. A 20 FT long tapestry hands on the north wall from a silver rod, it depicts a group of Type 3A and 3B Devils on a boat in a miserable marsh. A 15 FT long tapestry hangs on the southeast wall (hides the niche) from a gold rod, the tapestry depicts Type 7 Devils flying above volcanoes with Red Dragons. Six *glowing* 3 FT white spheres *levitated* 8 FT off the floor provide light. There are four 12 FT tall teak armoires in the room, each with a platinum keyhole (-12 open lock). The first armoire holds twelve purple satin priest's robes, twelve black satin miter's, and fourteen black-and-gold under-tunics. The second armoire holds sixteen black acolyte's robes. The third armoire holds

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twenty pair of black-and-silver pointed slippers, thirty pairs of black gloves, eight silver hoods, twenty black leather belts each with a 450 GP gold buckle depicting Lucifer, and sixteen purple stoles embroidered in gold with Lucifer's image. The fourth armoire holds nine purple satin girdles, eight long black satin caps, four black satin hoods, ten purple satin vests embroidered in gold with Lucifer's unholy symbol, seven dark green attendant's robes, and fourteen black satin ponchos embroidered in silver with Lucifer's unholy symbol. The clothing is all sized for creatures 10 FT to 12 FT tall. Good persons donning any of the clothing are *paralyzed* for as long as the clothing is worn plus 2d100 minutes (save 1d20 GTET [32-Stamina], checked every 2 minutes); a good person wearing four or more pieces of Lucifer clothing *dies* (save 1d20 GTET [42-Stamina-Will], checked every minute) and their soul is permanently lost in the Astral Plane.

The niche in the southeast corner is 4 FT tall by 2 FT deep, 5 FT off the floor; bolts in the wall hold the cover panel in place with a light covering of grey wall material covering the bolts (-12 to find). The niche holds five 18,200 GP platinum-ruby-diamond-bloodstone-jade Locket on platinum neck chains (evil auras, Devils *detect/locate* the lockets at 1000 FT), the exterior has Lucifer's unholy symbol inlaid in ivory, the interior depicts Lucifer's figure in electrum. Each locket has a hidden *hallucinogenic pill* (effect in 1d20*15 seconds, save 1d20 GTET [36-Stamina], 3d100 minutes *visions* followed by 3d100 minutes of *sleep*; *death* occurs on a saving roll of 1).

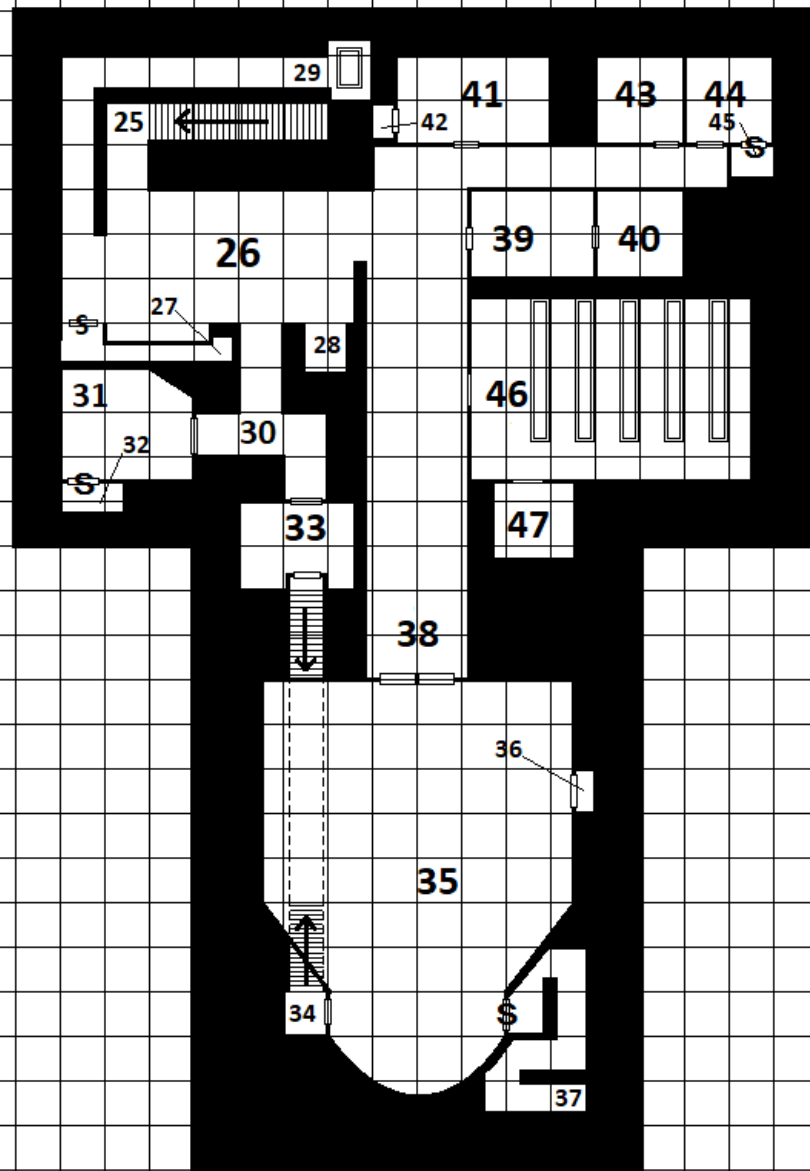
24. **Vessel Room.** The bronze outer door depicts lightning bolts interwoven in a circle surrounding a six-eyed skull, it has a steel keyhole (found locked, -12 open lock). The floor is covered in teak wood, the walls are covered in ochre stucco, and the ceiling is covered in eight-sided tin plates embossed with stars. A 9 FT tall oil painting of Lucifer hangs on the east wall, 5 FT oil paintings of Samael, Shaitan, and Asmodai hang on the northeast wall. Six 3 FT *glowing green spheres levitated* 8 FT provide light. The room contains three 12 FT double-door teak cabinets, each door has an electrum keyhole (found locked, -14 open lock). The first cabinet holds five 2800 GP platinum incense burners, thirty 300 GP incense sticks, sixteen 825 GP gold patens, nine 1350 GP gold bowls, and seven 440 GP crystal pitchers. The second cabinet holds forty-six vials of *Unholy Water*, nine glass quart jars of fresh blood, two glass quart jars of acid, six glass quart jars of brine solution, four glass quart jars of good quality mead, two glass quart jars of squid's ink, and five glass quart jars of *poisoned* red wine (*lethal* Humans, *paralysis* Dwarf and Gnome, save 1d20 GTET [28-Stamina] checked per drink).

The third cabinet holds eleven 9300 GP platinum-ruby-bloodstone chalices, four 5150 GP gold-diamond-white pearl chalices, nineteen 1100 GP wide silver bowls engraved with Lucifer's portrait, four pewter pitches, three 400 GP empty crystal decanters, twelve 875 GP gold-turquoise candlesticks, six 500 GP gold Unholy Symbols of Lucifer, and two electrum-bladed *Dirks +1*. When Shaitan's portrait is removed a spring-driven piston expels a potent acid from a shaft in the wall (6 FT range, hp1d10, avoid 1d20 roll GTET [28-Agility], *blinds* 2d20 hours on a saving roll of 1). When Asmodai's portrait is removed it reveals a *Glyph of Insanity* inscribed on the wall (range 10 FT, 1d100*1d6 hours *insanity*, avoid viewing 1d20 GTET [40-Will-Intelligence], save 1d20 GTET [30-Will]). Four **Type 5B Devils** enter the room 10 minutes after the Adventurers.

Lower Temple Elevation

25. **Stair Bottom.** The stairs lead up to Lower Temple Steps on the middle level of the temple. A 6 FT diameter unholy symbol of Lucifer is inlaid in the floor in silver. Good persons who step on the symbol are *paralyzed* until they are moved (save 1d20 GTET [32-Will], avoid 1d20 GTET [30-Agility], apply a +8 bonus if an intention to avoid is stated). A 3 FT oil painting of Lucifer hangs on the west wall.
26. **Ward Room.** The floor is covered in oak strips, the walls are covered in purple satin wallpaper with many white seven-pointed stars, and the ceiling is painted black with portraits of Samael and the seven Diabolic Princes as they were when the shrine was constructed. Six lit silver lamps shaped like boar's heads hang from the ceiling by iron chains. An arch in the east wall leads to the rest of the lower level. A hidden door in the south wall leads to the Ruined Armoire. The room is furnished with two large wood tables, six straight chairs, four stuffed reclining chairs, and a divan. A dart board hangs on the wall in the southeast corner. A 20 FT tapestry depicting Lucifer, Samael, and Asmodai in front of a desert temple hangs in the center of the north wall. Six attendant's robes hang from pegs in the wall in the niche in the southwest. A statue of Samael is in the niche in the southeast corner. One table has a large haunch of meat on a pewter platter, seven 80 GP pewter-amber chalices filled with good quality red wine, a pewter unholy symbol of Lucifer, and two 100 GP crystal pitchers filled with red wine. One table has a 220 GP ivory backgammon board and a fiddle/bow inlaid with silver (aura of enchantment). The room is occupied by four **Yiblim**, three **Zoybim**, and a **Tablasyin**, all dressed in the robes of Under-Priests of Lucifer. One of the hanging robes has 2000 GP diamond in an inside

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Prince Taywerd's Shrine, Lower Level

Scale = 10 FT/block

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pocket.

27. **Ruined Armoire.** The door is -10 to find, -8 open lock, and slides up into the ceiling. The floor is covered in grey ceramic tile, the walls are painted ochre, and the ceiling glows with a pale phosphorescent green. A moldy tapestry depicting Lucifer teaching Samael from the Book of the Damned hangs on the south wall. An upright wood armoire stands at the east end of the corridor, with a platinum keyhole (found locked, -12 open lock); a thin silver chain is wrapped around the armoire with a three-digit combination padlock (-15 open lock, combination 1-5-8). The armoire holds several moldy robes, grey stoles covered in green algae, moth-eaten black satin vests, and pairs of black glove with maggots. The armoire sits on eight carved legs 8 inches tall, a person feeling the underside (-16 to find) at the front left corner finds an *Armoire Charm* stuck to the bottom, the charm only operates when held by an evil person; it holds a leather bag with 50 platinum pieces, two red metal keys (aura of evil), four vials of *Unholy Water*, a 8200 GP wind-up mechanical toy made by Dwarves, a *Cloak of Invisibility to Undead*, *Levitation Boots*, *Web Gloves* (46), a *Faceless Hood*, a *Girdle of Giant's Strength* (Strength 24), and a silver-bladed Rapier labeled 'Hormmahaeld.' The Rapier is +3 when wielded by an evil person, +1 wielded by neutral, chain mail ripper, deflects lightning, Spell Blade: *2d8 Lightning Bolt* 3/day spell usable only by an evil person.
28. **Samael's Niche.** A 9 FT blue stone statue of Samael stands in the niche; the statue has 10,000 GP sapphires as eyes and a platinum-ruby-diamond crown; Samael holds a sword in his left hand and a flail in his right. The statue sits on a 6 inch disk of white stone, 5 FT in diameter. A good or neutral person bearing either of the eye sapphires applies a -2 TH penalty and their attackers apply a +2 TH bonus with a +1 TD bonus. The white stone disk rotates counter-clockwise (requires Strength GTET 18). The back of the statue's head is a hidden door (-10 to find, -6 open lock) which reveals a 6 inch diameter shaft in the neck, two scrolls are in the shaft: Priest's Scroll (Lucifer; *Command Minor Undead*, *Armorskin AC14*, *1d8 Cure Wounds*, *1d10 Cure Wounds*, *1d12 Cure Wounds*, *1d8 God's Bolt*, *Sword Blessing +4*, *Aura of Calm*, *Banish Disease*, *Banish Paralysis*), Wizard's Scroll (Shaman; *Confuse Weapons -3*, *Dominate Animal*, *Jaco's Mesmerize*, *Levitation*, *Aura of Heroism*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*).
29. **Chests Piled High.** A rectangular vertical shaft is in the floor, going down 60 FT. A strong mechanical hoist is mounted on a steel beam above the shaft. Six metal chests are stacked on top of one another in the shaft, the topmost is 40 FT below floor level; each chest has a chain wrapped around it that for lifting by the hoist. Chest 1: (bottom most chest, white X painted on the top, locked, -6 open lock) 4310 SP, 855 GP, 53 platinum pieces, 10 electrum pieces; Chest 2: (red diamond painted on the top, locked, -10 open lock) four *1d12 Heal Wounds Potions*, two *See Invisible Potions*, an *Incorporeal Body Potion* {15 minutes}, three *Potions of Fire Resistance*, two *Potions of Night Vision*, two *Shapechanging Potions* (Pegasus, Giant Ox, 15 minutes), a *Draught of Blindness*, and a *Paralyzing Draught*; Chest 3: (poison needle trap, -6 find trap, -8 disarm trap, *fatal* to Humans and Half-Elves, 1d100 minutes *sleep* Dwarf, Elf, Gnome, save 1d20 GTET [28-Stamina], locked, -8 open lock) thirty rare books written in foreign languages (each 1d100*1d20 GP), four very rare books with picture folios of birds (each 500-800 years, 1d100*1d20*1d8 GP), two 24 inch oil portraits of King Nalachazair done by Master Relchaws (920 and 931 years, 4100 GP, 5230 GP), *Pelk's Bestiary*, 25,000 XP *Book of Priestly Experience*, *Tome of the Numbered Years*, and a *Mind Numbing Tome*; Chest 4: (fifteen digital combination lock, 06-11-04-07; *Petrifying Glyph* inscribed on the inside cover, range 7 FT, 1d100*1d8 hours, avoid viewing 1d20 GTET [32-Will], save 1d20 GTET [33-Stamina], locked, -8 open lock) 1100 CP, 820 SP, 605 GP, 1240 GP carved jade idol, five 600 GP pieces of polished petrified wood, eight 1000 GP pink pearls, four 250 GP pieces of amber, a leather bag holding 32 plain silver Rings each 125 GP and 14 plain gold Rings each 480 GP and three plain platinum Rings each 900 GP, 870 GP silver-topaz-onyx-ivory Necklace, leather pouch holding seven 200 GP gold Chains, and a leather pouch holding eleven diamonds (4x 1500 GP, 3x 2500 GP, 3x 5000 GP, 1x 8500 GP); Chest 5: (orange hexagon painted on the top; paralyzing contact poison on the chest lid {2d100 minutes, save 1d20 GTET [26-Stamina]}, locked, -6 open lock) eight 30 pound gold ingots, twelve 24 pound silver ingots, two 20 pound electrum ingots, a 25 pound platinum ingot, a 20 pound adamantite ingot; Chest 6: (topmost, two yellow X's painted on top, locked, -4 open lock) the chest is lined in rubber and forms a sealed bladder containing a *blinding* gas, opening the chest lid breaks the seal (range 40 FT, effect for 3d100 minutes, save 1d20 GTET [28-Stamina] checked per minute exposure); a layer of padding is under the rubber, removing the rubber liner reveals a 12,200 GP gold-black pearl-ruby Necklace. A HD8 **Ghost** inhabits the corridor to the west of the shaft.
30. **Lower Guard Post.** Two Yiblim stand guard here, they prevent authorized persons from entering the Senior Priest's Office or the Sacristy.

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- 31. Senior Priest's Office.** The floor is covered in red ceramic tile engraved with Lucifer's unholy symbol, the walls are covered in dark green wallpaper with images of horned skulls in gold, and the ceiling is painted white with a mural depicting Lucifer in a verdant green valley with a wide river and fields being harvested by Common Devils. Four lit gold lamps shaped like horned cats hang from the ceiling by gold chains. A tapestry depicting Lucifer in gold armor wielding two hammers hangs on the northeast diagonal wall. Oil paintings of Samael, Asmodai, Amayon, and Pithius hang on the west wall. A hidden door to the Priest's Stash (-14 to find, -10 open lock) is in the southwest corner.

The room is furnished with a large antique desk and cushioned desk chair, a divan, three upright wood chairs, five two-drawer wooden file cabinets, and a wood cask with spigot on a stand. The desk has three drawers, one is locked (-6 open lock). The desk holds a variety of parchments, quills, inks, and other supplies, along with a 700 GP book of erotic poetry written in Infernal Cant, six slender books about Lucifer (620 GP, 845 GP, 1010 GP, 1120 GP, 1375 GP, 1810 GP), a 230 GP silver seal of Lucifer's unholy symbol, a vial of *poison* (save 1d20 GTET [28-Stamina]), a 116 GP gold quill pen, a 10 inch 913 GP jade figure of Lucifer, a *Dirk +2* (unholy, *takes an eye* on rolls GTET 17 {save 1d20 GTET [28-Agility]}), and a *1d12 Cure Wounds Potion*. Two of the file cabinets have steel padlocks; all of the file cabinets have temple records written in Infernal Cant going back 1240 years. The cask contains good quality mead, four pewter tankards hang from the stand. Each file cabinet is heavy and requires total Strength GTET 20 to move, moving the fourth cabinet reveals a floor panel with a steel keyhole (found locked, -8 open lock). Beneath the panel is a 31,200 GP 16 inch gold idol of Lucifer (aura of enchantment, aura of evil) inlaid with diamond, amber, turquoise, emerald, blue and green jade, and platinum. Good or neutral persons touching the idol are immediately *paralyzed* (save 1d20 GTET [32-Will] for good, [29-Will] for neutral); a *paralyzed mortal dies* after 8 hours (save 1d20 GTET [28-Stamina] checked every subsequent 15 minutes).

The Senior Priest is **Zaylabrack Rilk, Type 8C Devil**. Zaylabrack is not here if a service is going on in the Chapel, otherwise they are meeting with a **Type 3B Devil** and a **Common Devil**, both wearing the robes of Attendants of Lucifer.

- 32. Priest's Stash.** The floor is covered in red tile, the walls are painted green, and the ceiling is white. An antique white wood chest is against the southwest corner, it has a

steel keyhole (found open, -10 open lock); a bladder of sleeping gas (-7 disarm trap, range 20 FT, 1d100+1d20 minutes, save 1d20 GTET [28-Stamina] checked every minute of exposure) is released when the lid is opened. The chest is empty, however the bottom rotates (-10 to find) to reveal a lever underneath, pulling the lever causes the ceiling to descend to stop 6 FT off the floor. The following are found on top of the lowered ceiling panel: *War Hammer +2*, gold-bladed *Long Sword +1* (+2 TD versus Reptiles), *Throwing Knife +2* (*Hold Person*, save 1d20 GTET [30-Will]), flaming double-bladed *War Axe +2*, and a *Crossbow +2*.

- 33. Private Lucifer Sacristy.** The floor is covered in dark green ceramic tile, the walls are covered in mahogany paneling, and the ceiling is painted dark purple. The iron door (steel keyhole, found locked, -8 open lock, total Strength GTET 25 to move) in the south wall leads to a stair down to the south, a tunnel under the private chapel then up to Tunnel Top. A 7½ FT oil portrait of Lucifer hangs on the west wall, a 5 FT diameter gold unholy symbol of Lucifer hangs on the east wall. An upright armoire (gold keyhole, found locked, -10 open lock) in the southwest corner holds ten 1200 gold-emerald kraters, four 300 GP gold bowls, six 250 GP silver pitchers, five 130 GP silver patens, three 3000 GP platinum-turquoise-pearl-ivory chalices, fourteen 950 GP platinum vials, eight 120 GP silver tankards, four silver-bladed Dirks, thirty black candles (aura of evil), and twenty gold skewers. Three robes for full Priests of Lucifer hang on gold hooks in the niche in the southeast corner. A 1420 GP gold-ruby-diamond unholy symbol of Lucifer is in the inside pocket of one robe. A silver-bladed *Dirk +2* (*mortal slaying*, save 1d20 GTET [33-Stamina]) in a silver scabbard is attached to one robe.

- 34. Tunnel Top.** The tunnel is 9½ FT tall and the roof is 25 vertical FT below the lower temple floor. The north and south stairs are constructed of a phosphorescent blue stone, the tunnel floor and walls are covered in black ceramic tile and the ceiling is covered in reflective crystals. A lit torch in an iron wall bracket is at the bottom of each of the stairs. The area at the top of the south stair has oak strips on the floor, the walls are painted black, and the ceiling is dark blue with two glowing moons. A 6 FT phosphorescent outline picture of Lucifer is on the south wall. The iron door (gold keyhole, found locked, -8 open lock, total Strength GTET 25 to move) in the east wall leads into the Private Lucifer Chapel; a *Glyph of Blindness* (1d12+2 hours, avoid viewing 1d20 GTET [40-Intelligence-Will], save 1d20 GTET [30-Stamina]) on the door is covered by a piece of black satin cloth. Two **Werdu** are in the tunnel.

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35. **Private Lucifer Chapel.** The floor is covered in dark red ceramic tile, the walls are covered in gold foil wallpaper, and the ceiling is painted light yellow-gold. The double-gold doors (found locked, -15 open lock, total Strength GTET 30 to move) in the north wall lead to Gold Doors and the iron door (gold keyhole, found locked, -8 open lock, total Strength GTET 25 to move) in the southwest leads to Tunnel Top and the Sacristy. A gold door (platinum keyhole, found locked, -15 open lock) with a curved top in the east wall leads to a niche with Altar Goods; the door depicts Lucifer in platinum with flails in each hand and lightning around his heads. A hidden door (-12 to find, -10 open lock) in the southeast leads to the Evil Reliquary.

The chapel is floored in grey marble with whorls of red, ochre, crimson, and salmon colors, and the walls are covered in sheets of highly-polished petrified wood. A 20 FT painting of a crowned Lucifer is on the curved south wall. The chapel's center is 62 FT above the floor, gold-plated arches reach from the northwest and northeast corners, and the southwest and southeast diagonal wall sections and meet at a 6 FT diameter gold ball at the top; a 10 FT gold statue of Lucifer is levitated so its head is 6 FT below the ball. The four ceiling sections are painted dark pink with red ceramic squares with platinum representations of Lucifer's three heads. Twelve lit platinum lamps shaped like five-horned Rams hang from the ceiling by platinum chains, each has 1000 GP emerald eyes. A 10 FT oil painting of Lucifer in armor hangs on the north wall east of the entry doors, a similar painting hangs west of the doors. A 20 FT tapestry depicting Lucifer with lightning in his hands hangs on the northwest wall. A 20 FT tapestry depicting Lucifer standing on two worlds surrounded by rings of stars hangs on the northeast wall. Eight rows of rosewood pews fill the north end of the room. A 24 FT ebony statue of Lucifer stands at the south end, each eye is 10,000 GP ruby, each tooth and fang is a 2000 GP piece of diamond, each talon and nail is a 1250 GP piece of green jade (aura of evil, aura of enchantment). Two 15 FT polished red stone altars stand north of the statue with a 20 FT space between them. Six 5 FT bronze cauldrons stand between the altars are filled with aromatic oils, green flames 5 FT high stand between the altars and pews. Good and neutral persons approaching within 30 FT of the statue are *held in place* (save 1d20 roll GTET [44-Level-Will] for good, GTET [38-Level-Will] for neutrals).

A service is taking place when Adventurers arrive on 1d20 rolls GTET 16; the service is led by **Zaylabrack** with three Attendant priests (**Tablasyin**, 2x **Yiblim**). The worshipers include eight **Werdu**, three **Yiblim**, five **Zoybim**, two **Type 3A Devils**, two **Type 3C Devils**, a **Type 5A Devil**, and a

Type 5D Devil. If there is not service in progress, two **Yiblim** stand inside the entry doors.



36. **Altar Goods.** The mahogany door has a gold keyhole (found locked, -10 open lock); a *Glyph of Fear* (range 15 FT, avoid viewing 1d20 GTET [42-Intelligence-Will], 2d100 minutes, save 1d20 GTET [40-Level-Will]) is inscribed on the inner surface. There are five brass shelves mounted on the east (back) wall. The closet contains four black satin altar cloths, eleven black towels, three black satin Hoods, a glass jar of nightshade leaves, a glass jar of bella-donna, a glass jar of mistletoe, a glass jar of arsenic-soaked cotton, nine short brass candlesticks, two gold censers, fourteen 10 GP sticks of incense, two flint/steel, four pewter lamps shaped like Hippogriffs, ten flasks of lamp oil, seven black pennants inscribed with Lucifer's unholy symbol, three silver-tipped Spears, a silver-bladed Scythe (aura of evil), four silver-bladed Dirks in silver sheaths, a box of knucklebones, and a small pewter cask of sour red wine.

37. **Evil Reliquary.** The ceiling is 14 FT tall. The floor is covered in silver tiles, the walls are covered in black satin with Lucifer's unholy symbol printed in silver, and the ceiling is painted ochre; a phosphorescent likeness of

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Lucifer's heads are painted on the ceiling at 6 FT intervals. A hidden (-10 to find, -4 open lock) 2 FT panel is on the wall immediately to the right of the hidden door, a vertical knife switch is behind the panel, found in the down position. A hidden floor panel at the (last) southwest corner activates 1d10 flames along the south corridor section for 1d20*5 seconds; avoid the panel if it is undetected on 1d20 rolls GTET [30-Agility], if detected GTET [24-Agility]. An upright glass case (platinum latch) on a wood support inlaid with gold holds an ornate 6½ FT tall by 3½ FT wide platinum box inlaid with diamonds, rubies, emeralds, bloodstones, topaz, and jade; the box sits on eight platinum fingers which go through the top of the underlying wood support. The box has two four-digit combination platinum padlocks (-18 open lock, combinations 5-9-1-3 and 7-6-6-2). The platinum box holds **Lucifer's Tooth**. A good or neutral person is *held in place* 15 FT from the Tooth (save 1d20 GTET [30-Strength] checked every 2 minutes, a neutral person saves GTET [26-Strength]). If the hidden knife switch is in the down position when the platinum box holding the Tooth is lifted from its supports, then a *3d10 explosion* occurs (explosive in the base, -12 to find, -14 disarm trap), everyone in the southern corridor section is affected (half damage on 1d20 rolls GTET [28-Stamina]).

38. Gold Doors. Each of the two double gold doors is 9 FT tall and depicts Lucifer's three heads in platinum-sapphire-diamonds; each door has a platinum keyhole (found locked, -15 open lock) and requires a total Strength GTET 30 to move. The passage leading to the Ward Room has a floor covered in red ceramic tile (each tile with a gold circle cast with Lucifer's unholy symbol) and the walls and ceiling are painted crimson. The west wall depicts all of the Diabolic Princes, Dukes, and Earls at the time the temple was constructed kneeling in front of Lucifer on a beach with volcanoes in the background. Two **Tablasyin** stand guard in front of the doors.

39. Meditation Room. The sturdy wood door (brass keyhole, -8 open lock) from the corridor is found unlocked. The floor is covered in dark orange ceramic tile, the walls are covered by yellow satin wallpaper with blue Kraken images, and the ceiling is painted with an underwater mural depicting Common Devils and Ordinary Devils on a colorful tropical reef. The sturdy wood door in the east wall to the Spare Room is latched. A 6 FT diameter gold unholy symbol of Lucifer hangs on the north wall. A 3 FT portrait of Lucifer hangs on the south wall along with a 3 FT portrait of Samael. The room is furnished with three leather-padded mahogany kneelers.

40. Spare Room. The floor, walls, and ceiling are covered in grey stone. An unlit bronze lantern shaped like a horned Toad hangs from the ceiling by a bronze chain. The room is kept clean but is empty.

41. Mortal's Mess. The floor is covered in dark blue ceramic tiles, the walls are paneled in oak, and the ceiling is painted ochre. The sturdy wood door in the southwest corner has an iron latch, the door leads to the Fine Larder. Three lit bronze lanterns shaped like Giant Rats hang from the ceiling by bronze chains. A 10 FT mountain landscape painting hangs on the north wall. A 6 FT painting of Samael hangs on the east wall. The room is furnished with four 12 FT wood tables with padded benches. The room is occupied by four **Zoybim** with pewter tankards of hard cider, two **Werdu** in the robes of Attendants of Lucifer, and two Wizards (**Grehoellar**, male Human, 43 years, Fire Wizard L9: Basic, free 12:1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Stng Rage, See Invisible, Smokescreen 20x20 FT, Thermal Vision; Lesser, free 9: 2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmirize, Shield versus Fire, Vision; Greater, free 6:2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Confusion, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Fire Walk, 2d8 Magic Timed Blast, Summon Djinn, X-Ray Sight; **Maorry**, female Human, 40 years, Air Wizard L7: Basic, free 9: 1d6+4 Attack (Electricity), Audibles, Call Breezes, Detection, Fog Bank, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Speak Languages, 1d4+4 Steam Breath 15 FT, +2 Target Missiles, Telekinesis, Unhearing Ears, Vertigo; Lesser, free 7: 2d6+4 Attack (Electricity), 1d6+4 Attack (Acid, Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Choke {to unconsciousness}, Control Winds, Disperse Magic, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Levitation, Remove Air 20x20 FT, Summon Air Elemental, Swift Feet).

42. A Fine Larder. Eight mahogany shelves are attached to the (back) west wall. The larder is stocked with four casks of good quality cider, two casks of good quality white wine, a half-barrel of very good quality beer, a half-barrel of medium-quality ale, a half-cask of redberry juice, three tins of sliced ham, two tins of dark turkey meat, ten tins of smoked beef, six tins of smoked fish, six tins of salted pork, nine tins of pickled herring, four tins of dill pickles, five tins of pickled chicken, twelve tins of red cabbage, eight boxes of biscuits, four boxes of chocolate pieces, eight mason jars of caviar, four ceramic crocks of butter, two ceramic crocks of hard candy, two glass jars of mus-

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tard, two glass jars of honey, a glass jar of jam, and three bowls of fresh fruit.

- 43. Kaiylaybra's Bedroom.** The floor is covered by a thick purple shag rug, the walls are covered in cream-colored wallpaper with red dragon's heads, and the ceiling is covered in redwood panels. The sturdy wood door has a steel keyhole (found locked, -5 open lock). The room is furnished with a four-poster bed, an upright armoire, a wood chest, a divan, a small round table with a ceramic vase, two clothing stands, and a green stuffed chair. A 4 FT oil painting depicting Lucifer and Samael hands on the north (back) wall. The armoire is latched and contains a selection of women's underclothes, several tunics, a few blouses and skirts, two very fine 10 GP dresses, boots and shoes, three woman's hats, a parasol, linen and leather pairs of gloves, satin vests, two good cloaks, and four red robes of a worshiper of Lucifer. The parasol's grip unscrews (-12 to find) to reveal an 8 inch cylindrical area; inside are a 650 GP gold Ring, a 2130 GP gold-platinum-ruby-red jade Ring, a 220 GP silver-amber Ring, a 4400 gold-diamond-sapphire Ring, a platinum *Ring of Parkellcus* (regeneration hp1/round), a silver *Ring of Flying*, a *Nergod's Ring* (invisibility to Undead), and a *Ring of See Invisible*.



The chest is closed with a padlock (found locked, -6 open lock). It holds good quality blankets and linens, a leather bag with three 50 GP ivory (smoking) pipe and twenty smokes of very good (20 GP) pipeweed, a small leather bag holding 2 pounds of very good hard candy, a bullseye lantern, four clay flasks of lamp oil, a set of good quality climbing gear, a *Rapier +1*, a closed-face *Helm AC+10*, and a pair of steel *Gauntlets AC+10* (38x 1d12 *God's Missile* when used by a Priest)

- 44. Palapandor's Bedroom.** The floor is covered by oak strips, the walls are covered in red wallpaper with white bears, and the ceiling is painted black with representations of stars, galaxies, shooting stars, red comets, and ringed moons. The sturdy wood door has a steel keyhole (found

locked, -5 open lock). A hidden door (-8 to find, -6 open lock) in the southeast corner leads to the Secret Stash. A 7 FT painting depicting the Celestial Spheres hangs on the east (right) wall. The room is furnished with a red oval rug, four-poster bed, an upright armoire, a wood chest, leather couch, a leather recliner, a two-shelf book case, and a wooden two-drawer file cabinet. The armoire is latched and contains a variety of men's underclothes, several good tunics and shirts, trousers, wool vests, two feathered hats, a beret, leather boots, a worn winter Cloak, five robes of an Attendant Priest of Lucifer, three black leather belts, and a rain slicker. A drawer (brass keyhole, found open) in the armoire contains a shaving kit, moustache and barber kit, a selection of shaving soaps, a 420 GP silver-turquoise Ring, a 670 GP silver-jade-amber Armband, a 1100 GP gold-diamond Ring, a 3000 GP platinum-pearl-ruby Locket, and a 1330 GP gold-pearl Necklace.

Twenty books on the bookshelf are written in Infernal Cant and discuss theoretical points of Lucifer's theology (aged 55 to 215 years, values are 1d100*1d20*1d10 GP per book. The file cabinet has a brass keyhole (found open) and holds three 150 GP pink crystal decanters; the contents are good quality cognac (68 GP), very good white wine (41 GP), and an excellent dark rum (104 GP).

The wood chest has a brass keyhole (found open, -6 open lock); the chest holds good quality blankets and linens, a leather bag holding 219 SP and 56 GP, a leather bag holding 94 CP-77 SP-15 GP-1100 GP diamond, and a pewter flask with a black ivory screw cap (*aura of enchantment*, continuously produces *Cure Wounds Potion* at hp3/drink, recharges 20 minutes after use).

- 45. Secret Stash.** The floor is covered in a black ceramic tile, the walls are ochre, and the ceiling is covered in oak wood. An unlit brass lantern shaped like a crab hangs from the ceiling by a brass chain. The room is furnished with a small writing desk, two four-drawer wood file cabinets, and a wood chest (brass keyhole, found locked, -5 open lock). The desk holds four religious volumes about Lucifer (Infernal Cant, 1810 GP, 1345 GP, 1080 GP, 870 GP), a 600 GP gold unholy symbol to Lucifer, a 32 GP silver pipe whistle, and a 3 GP pewter embosser (imprints Lucifer's unholy symbol). The file cabinets hold scraps of parchment in Infernal Cant. The wood chest has a *poison needle trap* (*blindness* 2d100 minutes, save 1d20 GTET [30-Stamina], -6 disarm trap, avoid 1d20 GTET [27-Agility]). The chest holds 3x 1d12 *Cure Wounds Potions*, 2x *Invisibility Potions*, 2x *Patur's Tonic* (versus disease), a pot of *Salve versus Sleep*, 2x *Antidote Tonics*, a leather bag

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holding 68 CP-102 SP-34 GP, a Chain Mail Shirt sized for a Dwarf (AC+12, nullifies Basic Air and Basic Fire Magic), a pair of leather-silver-turquoise *Bracers* AC+8 (Hero's L+2), and a pair of Human-sized studded leather *Gauntlets of Melee*. If both file cabinets are moved a floor panel is revealed (-4 to find, -6 open lock), underneath the panel is found a 20-inch smoky quartz box holding a 13,400 GP diamond, a 11,050 GP ruby, a 10,380 GP ruby, a 9760 GP sapphire, 9150 GP sapphire, a 8700 GP black pearl, a 7000 GP piece of polished green jade, and a 5375 GP polished moonstone. There is also a leather bag holding 60 SP-31 GP-10 platinum pieces, a silver *Chain of Invisibility* (41x), a bronze *Golem Chain*, and a pewter-amber *Hag's Charm*.

46. **Library of the Dammed.** The bronze door has a steel key-hole (found locked, -10 open lock) and requires total Strength GTET 22 to open; a stylized picture of Lucifer's three heads over an open book is painted on a ceramic plaque on the corridor side. The floor is covered in a thick white shag carpet, the walls are paneled in cherry wood, and the ceiling is covered by a layer of grey foam. Five six-shelf oak bookcases are 32 FT long, 10 FT high, and 5 FT thick. Two rectangular tables along the west side each have six padded chairs. An iron door in the southwest corner leads to Lucifer Scrivenorus; it is kept closed by three steel padlocks (aura of enchantment, 2x -14 to open, 1x -16 to open), the door requires a total Strength GTET 26 to move. The room is lit by a *permanent daylight* spell. The room is *enchanted to immediately snuff* out lit torches, lamps, lanterns, and other open flames.

The bookcases together hold 8500 rare volumes, all of which relate in some way to Lucifer. The age of a volume is given by (1d20+1d6)*1d100 years. The language of a book is determined by 1d100: (01-04) Common, (05-50) Infernal Cant, (51-53) Dwarvish, (54-58) Elvish, (59-60) Gnomish, (61-64) Minotaur, (65-69) Harpy, (70-73) Centaur, (74-78) Giantish, (79-82) Djinn, (83-86) Efreeti, (87) Elemental, (88-91) Draconic, (92-94) Lycanthrope, (95) Goblin, (96-98) Material Plan foreign language, (99-100) Celestial Sphere alien language. The value of a book is 5 GP/year. A book is *cursed* on 1d100 rolls of 01 and *enchanted* (determine randomly) on rolls of 100; reading a cursed book *petrifies* a mortal (save 1d20 GTET [32-Stamina], Dwarves and Gnomes apply a +3 bonus).

The room is occupied by a **Tablasyin**, **Yiblim**, **Kaiylaybra**, a **Type 3A Devil**, and two **Zoybim**.

47. **Lucifer Scrivenorus.** The floor, walls, and ceiling are covered by a layer of steel over a layer of lead (aura of en-

chantment). A lit gold lamp shaped like Lucifer hangs from the ceiling by a gold chain. An iron box is in the room's center, 7 FT long by 6 FT wide by 5½ FT tall, with a ½ inch thick hinged iron cover (total Strength GTET 22 to lift) and two steel padlocks (-10 open lock, -14 open lock). Good persons must succeed on 1d20 rolls GTET [44-Level-Will] to enter the room, neutral persons GTET [38-Level-Will]. Mortals spending 5 minutes or more in the room acquire *leprosy* (save 1d20 GTET [30-Stamina] checked every subsequent 3 minutes), the disease expresses in 2d100 hours (-5 reaction penalty to the disease).

Opening the iron cover reveals a cavity in the box 14 inches deep which is padded and lined in purple satin; the cavity holds four ancient volumes, each bound in dark brown dragon's skin with Lucifer's unholy symbol in gold on the spine and front cover. A *Glyph of Mortal Slaying* is inscribed on the underside of the lid (range 15 FT, avoid viewing 1d20 GTET [30-Will], save 1d20 GTET [33-Will]). These books are the original copies of four books dictated by Lucifer and scribed by Asmodai: *The Book of the Dammed* (19,305 years; 110,410 GP), *Dark Against the Light* (18,662 years; 106,508 GP), *The Precepts of Evil* (17,927 years; 101,119 GP), and *Gehenna Pilgrimage* (17,522 years; 97,800 GP). A mortal touching/handling any of these books is paralyzed 3d100 minutes; death occurs 180 minutes after paralysis (save 1d20 GTET [28-Stamina] checked every subsequent 5 minutes of paralysis). A good mortal carrying any of these books suffers hp3/hour, a neutral hp2/hour, and an evil hp1/hour (no save).

Upper Temple Elevation

48. **Final Temple.** The upper temple is a single open space entered from the south from the Lower Temple and from a stair in the north east from Back Temple Stairs. The floor covered 6 inches thin in polished green jade, the ceiling is a single mural painted by Master Arrolengoleess, the ceiling is 38 FT above the floor, held up by sixteen 10 FT diameter columns of solid white alabaster, each wound with chains of gold and platinum, supporting three 6 FT gold figures of Lucifer attached at 4 FT, 14 FT, and 24 FT. The spaces between columns are filled by 6 FT tall black crystal vases with bundles of bright pink and violet flowers (poisonous to Dwarfs). There are no walls, the sides are open to the outside. The entire ceiling is a single mural depicting Lucifer reaching out to all of the universes in the Celestial Spheres. A 30 FT wide by 5 FT thick disk of pure silver is in the center of the space, supporting a 36 FT tall gold statue of Lucifer which extends up into a platinum dome, the dome is flecked with diamonds, rubies,

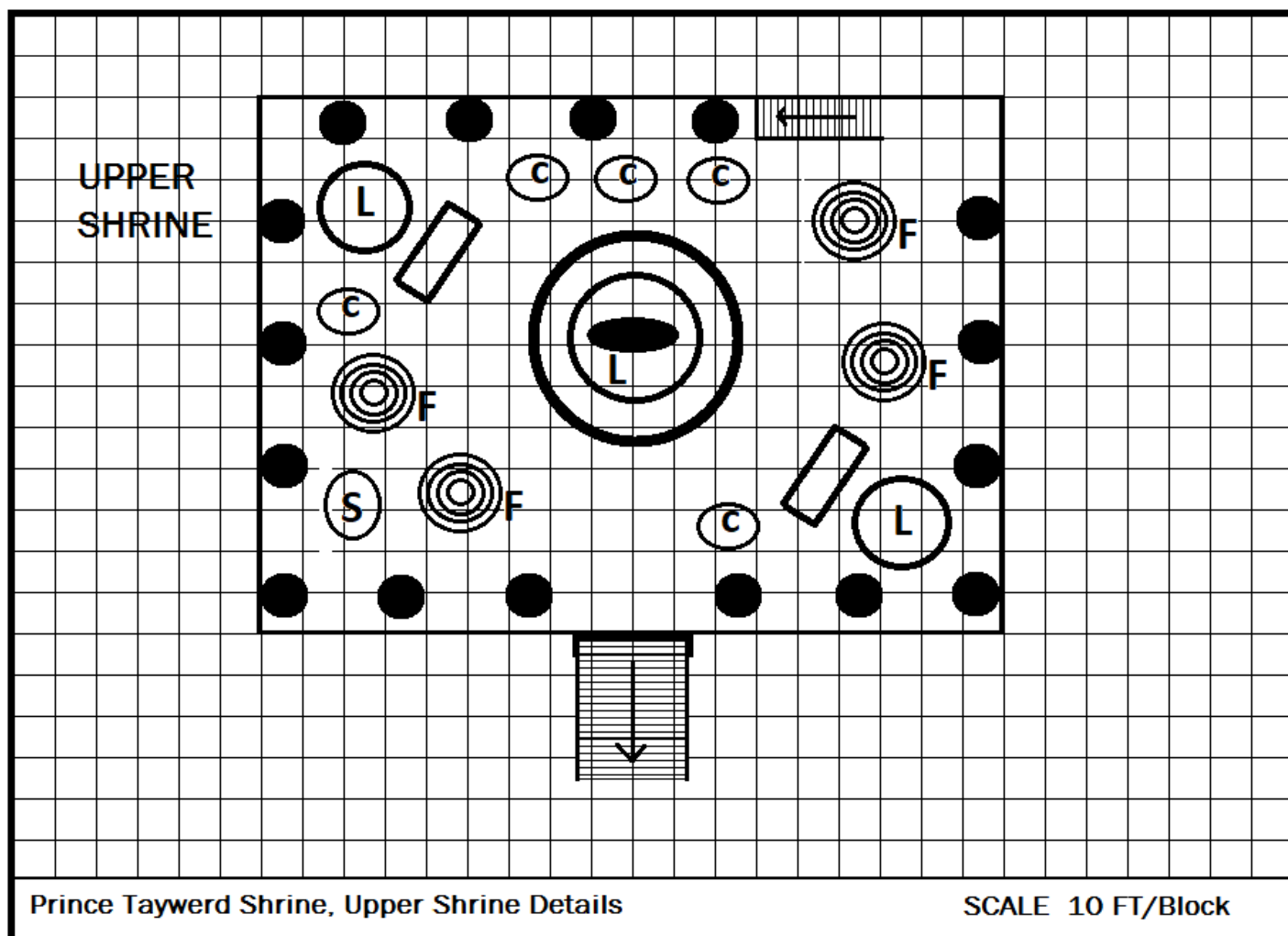
PRINCE TAYWERD'S SHRINE, THE CITY

emeralds, pearls, and pieces of polished ivory. A 12 FT tall ring of continuous fire (3d6 damage) surrounds the platform and separates the statue from the worship area.

There are two smaller, 28 FT silver statues of Lucifer in the area, with gold bracelets, ruby eyes, ivory fangs and tusks, and diamond nails; they are located on 20 FT diameter by 2 FT thick platforms of solid green glass, one in the northwest corner, the older in the southeast corner. A 20 FT long altar of polished basalt stands immediately inside the smaller statue. There are four 20 FT diameter fountains of *Unholy Water* in the area, 16 FT tall, each one consists of four nested shells of thin amber. There are five 14 FT oval gold cauldrons each containing 10 FT tall fires of constantly changing colors, three are along the center back (north) side, one in the northwest and one in the southeast. A 15 FT silver statue of Samael stands on a 14 FT oval platform by 2 FT thick, made of teak wood; the statue is in the southwest corner 'behind' two of the fountains.

Ceremonies are held at the northwest altar at mid-morning and mid-afternoon. Ceremonies are held at the southeast altar at dawn, noon, and midnight. A procession of incense and *Unholy Water* circles the central statue on every hour. The space is occupied by three **Common Devils**, an **Ordinary Devil**, four **Telchine Devils**, five **Tablasyim**, a **Yiblim**, four **Werdu**, a **Type 4D Devil**, two **Type 6B Devils**, a **Fire Giant**, two veiled **Medusa**, an **Efreet**, and three male **Lycanthropes** (Rat).

A good person cannot enter the area without succeeding on a 1d20 roll GTET [30-Will], and must continue to succeed on 1d20 rolls every subsequent minute to remain, at [31-Will], [32-Will], etc. A good person in the Temple area when they fail suffers hp1 damage with every step until they exit the area (save 1d20 GTET [25-Stamina] checked per step). A neutral person requires a 1d20 roll GTET [27-Will] to enter, and must succeed every two minutes to remain, at [27-Will], [28-Will], etc. They suffer hp1 dam-



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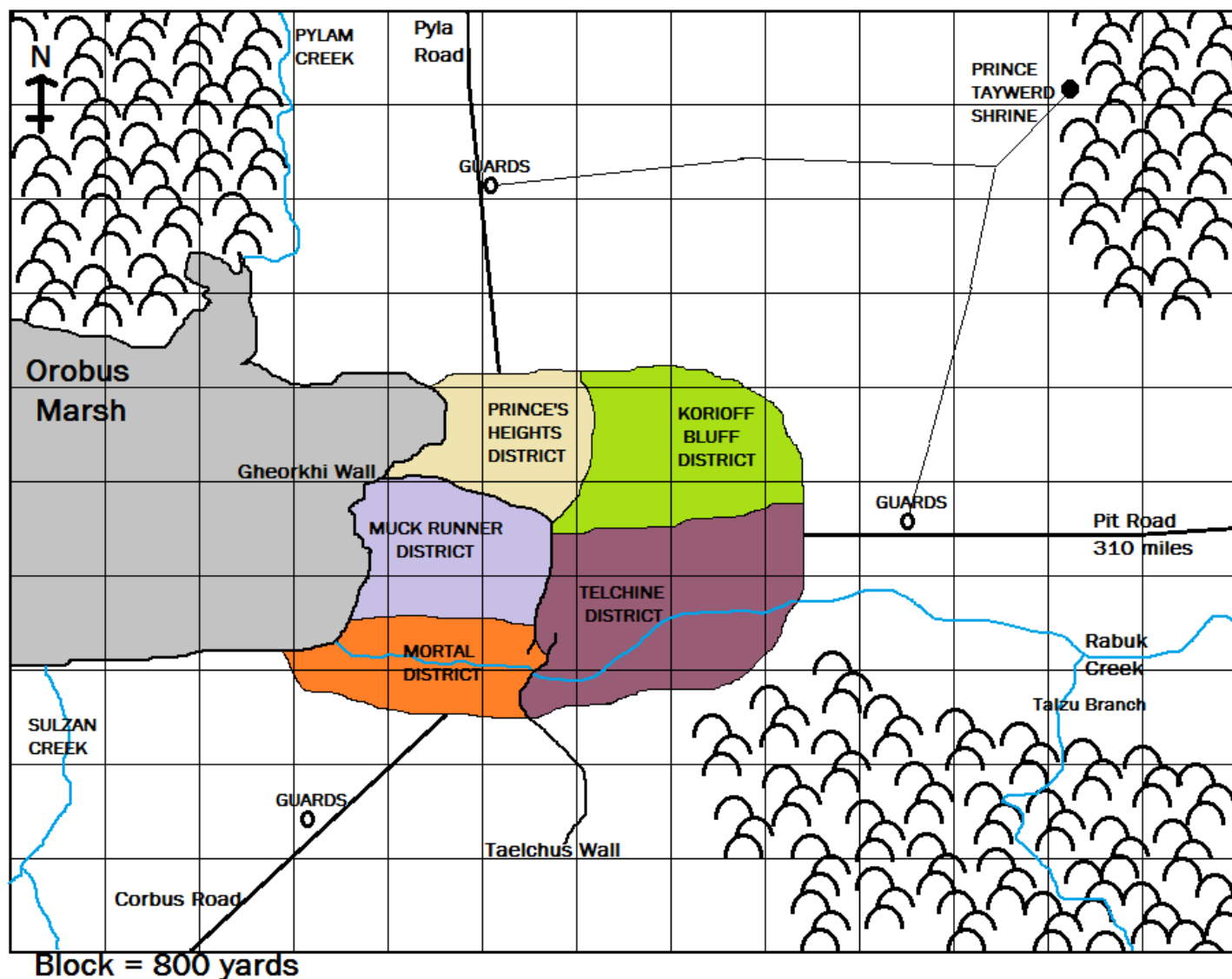
age every two steps until they exit (save 1d20 GTET [23-Stamina] on the second step). Mortals are *mesmerized* by the central Lucifer statue for 2d100 minutes (save 1d20 GTET [30-Will]). Mortals viewing either secondary statue of Lucifer are *compelled to kneel* to the statue (save 1d20 GTET [28-Will]). A good or neutral person spending 10 or more minutes in the Temple become evil for 1d12 months (save 1d20 roll GTET [32-Will], checked every subsequent 2 minutes).

City of Glasya-Labolas

The city of Glasya-Labolas is located near the center of the west coast of Gehenna, at the east end of a large inlet of the Orobos Marsh. The area immediately to the north and south forms a valley in the otherwise hilly terrain, and the Apophis mountains begin a short distance to the east. The city is roughly rectangular,

4000 yards west to east, 2800 yards north to south, and does not have an exterior wall. The northern part of the city, an area roughly 3200 yards by 1400 yards is constructed on the Koriolf Bluff, which varies between 250 FT high and 350 FT high; there is one road up the south side of the bluff in the western half, and two roads up the south side in the eastern half.

The Pyla Road enters the city from the north and goes underground into the Underhill District; a guard station (two **Tablasyin**, five **Yiblim**, fifteen **Werdu**) is located 1600 yards to the north. The Pit Road enters the city from the east and connects Glasya-Labolas to Malegbolge/Inferno, about 310 miles away, the Pit Road enters the Telchine District just below the bluff, a guard station (three **Tablasyin**, six **Yiblim**, twenty **Werdu**, three **Zoybim**) is located about 1000 yards to the east. The Corbus Road enters the city from the southeast towards the east end of the Mortal District, a guard station (two **Tablasyin**, five **Yiblim**, fifteen **Werdu**, one **Zoybim**) is on this road about 1200 yards



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from the city. Prince Taywerd Shrine is located roughly 3000 yards northeast of the city at the base of a group of hills, smaller roads lead to the shrine from the north and east guard stations.

The city has stood in its present location for at least 30,000 years, some rumors say that its founding was at least 17,000 years earlier at a location at least 250 miles further west than the present coastline. The Prince of Outer Gehenna is based in Glasya-Labolas and the city administers much of the Gehenna continent. The city currently has its seventh Diabolic Prince in residence, and sixteenth Diabolic Earl. The city was sacked at least three times during the most intense wars between Devils and Demons, between 20,000 years and 33,000 years ago. The city first permitted mortals as permanent residents beginning about 5500 years ago, and the current Districts were established 2100 years ago.

The city is divided into six districts, Prince's Heights, Korioff Bluff, Telchine, Mortal, Muck Runners, and Underhill. The Prince's Height District forms the west end of the bluff, and contains the palace of **Diabolic Prince Pithius** and buildings for administering his region of outer Gehenna, along with mansions for the more important Devils of his court and the city Courthouse. The Korioff Bluff District forms the eastern end of the bluff, and contains the palace of **Diabolic Earl Baraquel** and the mansion of **Diabolic General Nusora**; this district also has the mansions of important Devils and infernal creatures, along with concert halls, art galleries, theaters, gourmet restaurants, and other cultural attractions. The Bluff District also has the city jail and the city's dueling arena. The west end of the lower city is divided into the Muck Runner District and the Mortal District, these are at the bluff's base and behind the Gheorkhi Wall which forms the north and east boundary of Muck Runner and extends into the Mortal District. The Muck Runner District contains the marsh docks and businesses concerned with hunting and harvesting from the marsh, most of the temples in the city are found on Temple Street in the eastern part of the district. The Mortal District is where the most disreputable and evil mortal activities take place and is a wretched steaming area where any sin can come true. The Taelchus Wall forms much of the border between the Mortal and Telchine Districts with only a short gap between the two walls allowing access between the two; the Taelchus Wall extends south out of the city about 1200 yards. The Telchine District occupies the east part of the city below the bluff, it is home to the Telchine Devils. This district contains the palace of **Telchine Lord Klaerill**, Castle Zillapree (base of Diabolic Legion XXXXV), the Telchine workshops, the Roudopolis (off-plane transport center), and food warehouses. The Underhill District is the smallest district and is excavated in the bluff under Princes's Heights and north of the Muck Runner District, it is home to many of the 'working creatures' of the city and is where many craftsmen work. Rabuk Creek flows into the Telchine District at its midpoint from the east, exists the district

under the Taelchus Wall and flows into the march at the south-east corner of the inlet, near the west midpoint of the Mortal District.

The city contains about twelve thousand Devils and ninety-five hundred mortals. The Devils are primarily found in the Prince's Heights, Korioff Bluff, and Telchine Districts; the average residence time for Devils is about forty-five hundred years. Mortals are almost exclusively limited to the Muck Runner, Mortal, and Underhill Districts, which together take up about 1.3 square miles. Another two thousand to three thousand mortals are outside the city at any moment, about fifteen-hundred in the marshes, and eight hundred spread out among the mountains. Mortals in the city are very transient with an average residence time of about 750 days; about twenty-eight hundred mortals are quasi-permanent residents and around eight hundred current residents were born in the city (another fourteen-hundred mortals born here over the past 20 years are now elsewhere, mostly away from Gehenna). The current mortal population has declined from the eleven thousand found here about thirteen hundred years ago.

Armor and Weapons Policy

The Devils like an orderly city and feel that an armed and armored population leads to disorderly conduct. Mortals entering or leaving the city are permitted any sort of armor and weapons, but they are expected to leave the city within an hour of arming or to disarm within an hour of arrival. Mortals are restricted to a padded leather shirt or less armor while on routine business in the city, no headgear, no arm or leg protection, no hand protection, and no studded, scale, or metal body armor of any kind. Wizards and Priests are permitted enchanted and blessed robes which have protective qualities.

Mortals may carry a single long knife, up to about half of a Short Sword in length, as long as it is in a scabbard and openly displayed. Longer weapons and concealed weapons are not generally allowed. Bows, crossbows, bolt throwers, and the like are not allowed. Weapons are allowed in training facilities provided those facilities have a city permit. One-time special use permits for weapons and armor can be obtained for up to 24 hours if the mortal can show good cause; a permit must be obtained at least 48 hours before the intended use and costs 20 GP.

Establishments which might have the need to keep order or could be likely targets for thieves can be licensed to possess non-lethal weapons. These establishments could include bars, taverns, pubs, whore houses, gambling houses, boxing rings, drug dens, auction houses, money lenders, banks, loan sharks, money

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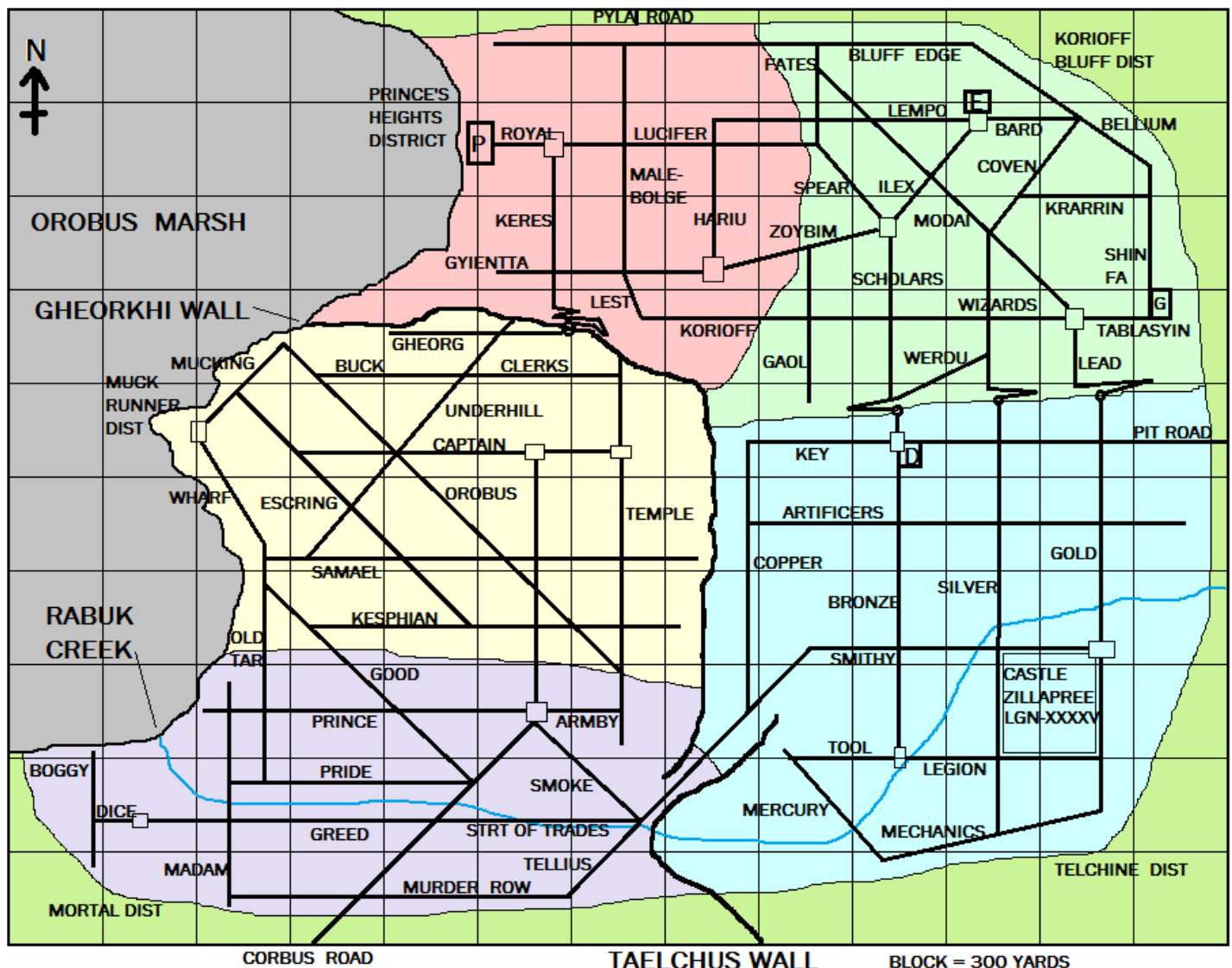
changers, assayers, etc. The sorts of weapons they could have include Cudgels, Clubs, Light Maces, Staves, Nets, Bolos, Blow-guns with knock-out venom, Bows with blunt Arrows, Whips, Flails, and Nun Chucks. Devils closely scrutinize any patron death caused by an establishment proprietor.

Climate and Weather

The city's climate is heavily influenced by the nearby Orobos Marsh. The city is typically at 92°F to 98°F with close to 100% humidity. Thick bands of clouds frequently hang over the city; on any day a 1d20*30 minute patch of light pink sky appears on 1d20 rolls GTET 17; determine timing using 1d4: (1) morning, (2) afternoon, (3) evening, (4) night). It frequently rains in the city even in 'drier' parts of the year, a (1d12*10)+40 minute down-

pour occurs on 1d20 rolls GTET 15 checked three times a day (morning, late afternoon, night). Winds tend to blow from the west at speeds between 10 miles/hour and 15 miles/hour; on any given day they change direction on 1d20 rolls GTET 18 and persist from a randomly-determined direction for 1d10 hours; on any given day the speed changes on 1d20 rolls GTET 15 and persist for 1d10 hours, determine the wind speed using 1d8: (01) calm, (02-03) low, under 5 miles/hour, (04) moderate, 5 to 10 miles/hour, (05-06) stronger, 16 to 25 miles/hour, (07-08) very strong, 26 to 40 miles/hour

The city experiences three distinct seasons: zephyr, monsoon, and gnat season. The zephyr season starts on calendar day (1d8+60) and lasts for (1d6+20) days; during this season winds shift to parallel the coast either from the north or from the south, and blow continually at a very strong wind speed. On 1d20 rolls 16-19 checked daily 'in-season' the winds become gale force, 41 to 60 miles/hour, and on rolls of 20 become near



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hurricane force, 61 to 75 miles/hour, both have a duration of 1d12+1d6 hours. The monsoon season begins on calendar day (1d8+180) and lasts for (1d6+30) days; during this season winds are calm to low speed, and it rains continuously at least 15 hours every day at between ½ inch and 1 inch/hour. The gnat season begins at calendar day (1d10+310) and lasts for (1d6+20) days; during this season thick clouds of stinging gnats move out of the marsh and settle along the coast, with an unsettling background hum. This season is miserable for mortals because the gnats are in one's eyes and mouth and ears, on one's skin, get in housing and baths, and settle on food. Each unprotected mortal suffers hp1d4 damage/day from stinging gnats. Horrible stench-es are released across the mortal districts as people look for substances that drive off the gnats.

Severe events occur in the city but are uncommon; on any day one occurs on 1d100 rolls GTET 98 followed by a 1d20 roll GTET 12. The type of event is determined using 1d20: (1) thick malodorous lingering fog, (2) strong thunderstorm with lightning, (3) strong thunderstorm with hail, (4) riot {determine the district}, (5) earthquake, (6) meteorite strike {200 yard radius damage}, (7) waterspout, (8) tornado, (9) cold wave {40° to 50°}, (10) heat wave {130° to 140°}, (11) sinkholes, (12) insect plague, (13) swamp gas explosion {100 yards wide}, (14) toxic gas wave {5-10 minutes, 500 yard long}, (15) large fire {150 yard wide}, (16) zombie plague, (17) building collapse {1d8 buildings on a block, determine the district}, (18) virulent plague disease outbreak {determine the district}, (19) area flood {10 FT to 15 FT, 300 yards long lasting 1d12 hours}, (20) tsunami wave {15 FT to 25 FT, 1000 yards long, lasting 1d10 minutes}; determine the timing using 1d4: (1) morning, (2) afternoon, (3) evening, (4) night.

Counterfeiting and Forgery

Both counterfeiting and forgery are legal in the city provided that the duplicated items are not used for business within the city. The possession of and sale of counterfeit and forged items is also legal provided that a seller discloses the duplication. The use of any counterfeit or forged currency, scrip, document, contract, etc. in the city is heavily penalized if detected. Only a person with a master's level of skill at counterfeiting or forgery have a possibility of the substitution going undetected for more than 1d12 days.

Courts and Justice

There are relatively few rules and laws in the city and they focus on maintaining order. Examples of forbidden activities include: consorting with or summoning Demons, stealing, theft of private intellectual property {e.g. unauthorized copying of spells or ritu-

als, copying maps, copying directions for manufacture of enchanted or diabolical items}, espionage, escaping from indenture or slavery or helping such an escape, breaking and entering, lock picking, pocket picking, intentional destruction of property, lying to any Devil or any city official, attempted or actual bribery, murder or intentional killing of any sort, mugging, intentional or spontaneous assault, rape, brawling, most kinds of intentional fraud or misrepresentation, intentionally using inaccurate weights or measures or measuring devices to defraud, creating or selling or owning of enchanted items designed to hide the breaking of any local laws {e.g. to allow lying to Devils}, offering counterfeit or forged documents or goods in any transaction, threats of physical violence, and the carrying of contraband (armor, weapons, offensive enchanted or blessed or diabolic items) in the city. Killing in self-defense is acceptable as long as there was no reasonable defense that could have avoided the killing.

The Earl's gaol building is in the Korioff Bluff District and the Courthouse is in the Prince's Height District. There are six criminal Diabolic Magistrates (2x **Type 5D Devils**, 2x **Type 5E Devils**, one **Keres**, one **Nimidoryas**) and four Civil Magistrates (all **Tab-lasyin**). Each court has two **Yiblim** Bailiffs and can immediately summon an additional **Yiblim** with a squad of **Werdu**. Magistrates are fiercely independent and tend to resist (1d20 rolls GTET 4) any interference in their work by the Diabolic Prince, Diabolic Earl, Telchine Lord, or other officials. All decisions are made by the Magistrate, there are no juries.

There are District gaol's and courts in the Mortal, Muck Runner, and Underhill Districts, and those answer to the **Diabolic Overseer** and to the appointed Hetman. Each district court has a Head Magistrate who is a devil, and four mortal Magistrates. Each district court has a **Yiblim** and **Werdu** Bailiff, and can immediately summon an additional **Yiblim** with a squad of **Werdu**. The district *Gaol Warden* is always a mortal.

A defendant is generally tried within 8 days of their arrest. Diabolic Magistrates are known to be strict but fair, always allowing a criminal defendant the opportunity to hear and rebut testimony, including testimony given by Devils and/or by the City Watch or other officials. Both self-defense and the employment of barristers are permitted. Defendants are not permitted to refuse to testify, a refusal is taken as an admission of guilt. Some defense witnesses are allowed, and the court may compel a reluctant witness on 1d20 rolls GTET 8. Mortals may have a free court-appointed barrister, usually a learned Zoybim. A barrister will be appointed on 1d20 rolls GTET 8 if the accused meets any of the following conditions: is of age 16 or less, has been in the city a total of 150 days or less, is mentally incompetent for any reason, is a slave or indentured servant, or is an Adventurer of class level L7 or below. A barrister is required for any case involving kill-

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ing. The stronger and more important a defendant is, the more likely the court is to require them to find and pay their own barrister if they desire help. Most court proceedings take less than 1 day. When the Adventurer is actually guilty of the crime of which they are accused, they are found guilty on 1d20 rolls GTET 4, when they are actually innocent they are found guilty on 1d20 rolls LTET 6; apply a +1 bonus if their personal Intelligence or Will statistics are 19-21, and a +2 bonus if their Intelligence or Will are GTET 22. Decisions are generally announced in 1d20 hours after a trial.

When a mortal is accused of several related acts (e.g. broke into a room, picked a lock on a chest, stole from the chest, copied a document in the chest) then a single sentence is imposed, if the acts are unrelated in time or location (e.g. three muggings done on separate days) then the days at hard labor are added together for each criminal count; however, the whole of the proceeding counts as a single offense. Convictions for minor offenses cannot be appealed. Convictions for more severe offenses may be appealed to **Telchine Lord Klaerill** who may do nothing, refer the defendant to another Magistrate for retrial, or pardon them. A defendant not released by **Lord Klaerill** may appeal to **Diabolic Earl Baraquell**, who accepts the appeal on 1d20 rolls GTET [38-Level-Will], acceptance does not guarantee a retrial or pardon.

Conviction for a first offense carries a penalty of 10 lashes (hp1/stroke) and hard labor for 1d6*10 days at a place of the Magistrate's choosing; intentional assault or killing, use of counterfeit or forged items in the city, and the creation of items to hide or avoid the detection of law-breaking have a penalty of 12 lashes and hard labor for 1d10+5 days. Conviction for a second offense (for any two crimes, not limited to a repeat of the same offense) carries a penalty of 13 lashes and hard labor for (1d12+8)*10 days; killing, counterfeits, or evasion adds 20 days to the penalty. Conviction for a third or more offense (all combined crimes) carries a penalty of 18 lashes and hard labor for (1d20+1d12+1d10+20)*10 days; killing, counterfeits, or detection evasion adds 50 days to the penalty. A mortal sentenced to hard labor survives their sentence on 1d20 rolls GTET [21+(total number of labor sentences)-Stamina]. A mortal sentenced to labor receives their lashes within 1d100+12 hours and then is immediately sent to their labor site; they receive a pardon from **Lord Klaerill** or **Diabolic Earl Baraquell** on 1d100 rolls GTET 96.

Should a mortal be convicted of five or more offenses the Magistrate may sentence them to indentured status, may enslave them, or order them killed. One of these sentences is imposed on 1d20 rolls GTET (22-number of convictions); determine which sentence is imposed using 1d20: (01-09) indentured 1d20+3 years, (10-17) permanently enslaved, (18-20) hung or beheaded. A mortal sentenced to indenture or enslavement receives a pardon from **Lord Klaerill** or **Diabolic Duke Baraquell** on 1d100 rolls

GTET 98. A mortal sentenced to beheading has the sentence carried out within 1d100+20 hours; they receive a pardon from **Lord Klaerill** or **Diabolic Earl Baraquell** on 1d100 rolls of 100.

Civil Suits

Mortals may file civil suit against one another for breach of contract or slander, for mistreatment of indentured or enslaved persons, mistreatment of animals, or to designate the defendant as an Oath Breaker. There is a 40 GP filing fee and a private person is limited to being the accuser in no more than 2 suits at any time; no more than 5 civil suits may be filed against one person at a time, any additional suits will be accepted but held in abeyance until previous suits are resolved. If the Magistrate determines that a series of civil suits constitutes harassment or intimidation, or is intended only to destroy the reputation of the accused, they may refuse to accept those suits. Mortals may not generally file suit against a Devil, except in the case of a breach of contract.

The court notifies a potential defendant of a suit filed against them, they have 50 days to respond or a summary judgement is made in favor of the plaintiff (a defendant who is continually out of the city may petition for a second hearing upon their return, the hearing is granted on 1d20 rolls GTET 6). A list of all pending suits is also posted at the courthouse along with a hearing schedule. All decisions are made by the Magistrate, there are no juries. Both parties have the right to barristers and to call witnesses. The plaintiff is required to testify or the suit is dismissed, the defendant is not required to testify but must offer evidence in their defense or the plaintiff receives a summary judgement in their favor. Witnesses may not decline to testify. If the defendant is guilty of the accusation, the Magistrate finds for the plaintiff on 1d20 rolls GTET 7. If the defendant is innocent of the accusation, the Magistrate finds for the defendant on 1d20 rolls GTET 7.

A mortal found guilty of breach of contract must immediately comply with the terms of the contract and pay compensation based on the value of the breached contract; determine the level of compensation using 1d8: (1-3) equal to the value, (4-6) twice the value, (7) three times the value, (8) four times the value. A mortal found guilty of slander must publicly recant his slander in the Underhill, Muck Runner, and Mortal Districts and pay the victim restitution determined using 1d12: (01) 1000 GP, (02-04) 3000 GP, (05-07) 5000 GP, (08-09) 10,000 GP, (10) 15,000 GP, (11) 20,000 GP, (12) 30,000 GP. A mortal found guilty of mistreating their indentured or enslaved person(s) immediately has the mistreated persons taken from them and freed, they are also required to pay the victim restitution determined using 1d8: (1) 100 GP, (2) 250 GP, (3) 500 GP, (4) 1000 GP, (5)

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3000 GP, (6) 5000 GP, (7) 8500 GP, (8) 10,000 GP. A mortal found guilty of mistreating animals suffers 6 lashes {if more than an animal is involved, 6 lashes per animal, delivered on successive days} and pays the accuser 1000 GP. A mortal found guilty of breaking their Oath suffers 10 lashes, pays the accuser 2500 GP, and is required to publicly admit they have broken oaths in the Underhill, Muck Runner, and Mortal Districts; a convicted Oath breaker is not legally-protected against being killed for the 25 days immediately following their conviction. If a defendant is found guilty of more than one instance of the same offense over a rolling 400 day period, the amount of restitution doubles on each additional conviction. A person found guilty of mistreating servants/slaves three times over 400 days is not permitted to own any indentured persons or slaves for the next 1000 days. A mortal convicted of being an oath-breaker a second time in a lifetime is not protected against killing for 100 days, on a third conviction they lose protection for 500 days, and on a fourth conviction they permanently lose protection. An accuser who loses their suit pays the court a 2500 GP fee. Any civil accuser who loses three suits in any rolling 400 day period is prohibited from filing any additional suits for 1000 days.

Currency

Mortals can possess any amount of currency in any form. However, they may find they cannot use most of that currency in the city. The official currency in the city are pennies (bronze), florins (copper), marks (silver), and doubloons (gold). Bronze pieces have a purchasing power equivalent to \$1. On the Material Plane copper pieces have a purchasing power equivalent to \$5, in the city they purchase \$4. On the Material Plane silver pieces have a purchasing power equivalent to \$50, in the city they purchase \$40. On the Material Plane gold pieces have a purchasing power equivalent to \$250, in the city they purchase \$200. All official city currency depicts Samael on one side and Pithius on the reverse. Coinage of other exotic metals may occasionally be found in the city, primarily originating from universes in the outer Celestial spheres; examples include platinum, titanium, tantalum, aluminum, electrum, mercury alloys, beryllium alloys, and chromium alloys. Most mortals in the city carry 3d20 pennies, 2d20 florins, and 1d20 marks with no doubloons; a randomly-met mortal has 1d20 doubloons only on 1d20 rolls GTET 17.

Only official currency can be used in transactions with Devils, with the city, with the Guilds, and with the Temples. Whether a mortal met in the city demands official or other currency depends on how long they have been in residence. A mortal in residence 1 day to 15 days accepts unofficial currency on 1d20 rolls GTET 4, those in residence 16 days to 30 days on rolls GTET 7, those in residence 31 days to 100 days on rolls GTET 12, those in residence 101 days to 400 days on rolls GTET 17, and those in

residence 401 days or longer only on rolls of 20.

The city operates three currency exchanges, one in each in the Underhill, Muck Runner, and Mortal Districts. Mortals can exchange 'off world' currencies for official currency and the reverse. Transactions are limited to 500 coins of any type and a total of 1500 coins per day per person; a 15% surcharge is charged on any transaction.

Diabolic Patrols in the City

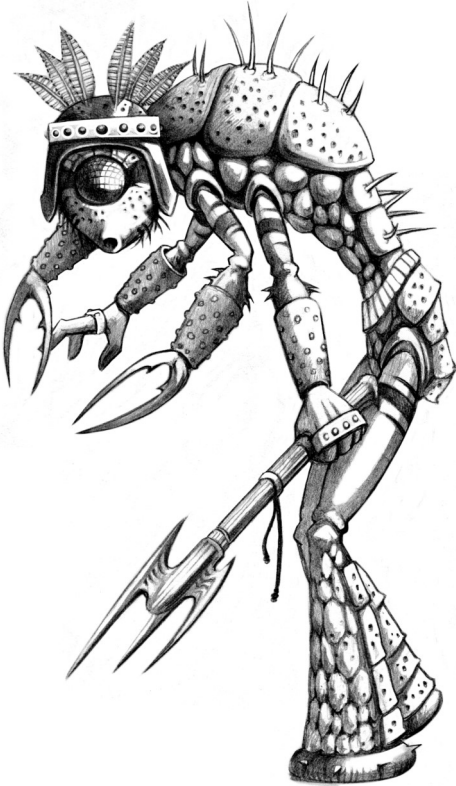
Devils continually patrol the city to maintain order. A typical (1d8 GTET 3) patrol in mortal-occupied areas consists of a **Yiblim** with four **Werdu**; exceptional patrols consist of a **Tablasyin**, a **Yiblim**, and six **Werdu**. There is always a patrol on the Street of Trades, Prince Street, and the city portion of Corbus Road in the Mortal District. A patrol is found on any other street in the Mortal District on 1d20 rolls GTET 18. A patrol is always found on Wharf or Mucking Streets in the Muck Runner District, on Samael Avenue, on Underhill Road, and on Temple Street. A patrol is found on any other street in the Muck Runner District on 1d20 rolls GTET 16. A patrol is always found on Crier Street, Cartwright Way, and Hawker Street in the Underhill District. A patrol is found on any other street in the Underhill District on 1d20 rolls GTET 18.

Legion XXXXV patrols Silver Street, Gold Street, Smithy Street, and Legion Road (the areas around Castle Zillapree) in the Telchine District, with patrols consisting of a **Tablasyin**, **Yiblim**, and six **Werdu**. A patrol consisting of a **Yiblim** and three **Telchine Devils** are always on Artificer Lane and on the Pit Road. A patrol consisting of a **Yiblim**, three **Werdu**, and a **Telchine Devil** can be found on any other street in the Telchine District on 1d20 rolls GTET 15. A patrol led by a **Tablasyin** is always in the plaza in front of **Lord Klaerill's** mansion. The main gates to Castle Zillapree are on Legion Street, the gates are guarded by a **Tablasyin**, two **Yiblim**, and eight **Werdu**.

A patrol consisting of a **Tablasyin**, **Yiblim**, and two **Werdu** is always found on Fate Street in the Korioff Bluff District, similar patrols are also on Bluff Edge Road, Wizards Street, and Lempo Avenue. A patrol consisting of a **Yiblim** and four **Werdu** is found on any other street in the Bluff District on 1d20 rolls GTET 15. A patrol led by a **Tablasyin** is always in the plaza in front of **Diabolic Earl Baraquell's** palace. A patrol led by a **Yiblim** is always in the plaza in front of **Diabolic General Nusoru's** mansion.

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A patrol consisting of a **Tablasyin**, **Yiblim**, and three **Werdu** is always found on Bluff Edge Road in the Prince's Heights District; similar patrols are also on Lucifer Street, Royal Avenue, and Malebolge Road. A patrol consisting of a **Tablasyin** and four **Werdu** is found on any other street in the Prince's Height District on 1d20 rolls GTET 14. A patrol led by two **Tablasyin** is always in the plaza at the intersection of Royal Avenue, and Keres and Lucifer Streets (leading to the Prince's palace).



A patrol always questions a mortal who is acting suspiciously but does not necessarily arrest them; a person who interacts with a patrol is let go on 1d20 rolls GTET [32-Level-Will], a mortal who does not respond when questioned is let go on 1d20 rolls GTET [42-Level-Will]. A mortal who runs rather than response to questions is always arrested, as is a mortal caught at mugging, brawling, assault, stealing, killing, etc. A mortal who resists arrest suffers hp1d10 damage, they are accidentally killed in the process on 1d100 rolls GTET 97. A patrol is successfully persuaded to ignore a situation on 1d100 rolls GTET 96; apply a +1 bonus if the mortal's Will statistic is 19-21 and a +2 bonus if their Will is GTET 22; apply a +1 bonus for every 1000 GP offered. A mortal offering GP to a patrol is always arrested if the patrol does not accept the offer.

A Devil patrol questions, bothers, hassles, etc. a mortal going

about their lawful business on 1d100 rolls GTET 98,

If mortals observe a situation where a patrol is needed, they can call out loud for a patrol. A patrol of the appropriate type for the District is dispatched on 1d20 rolls GTET 5, arriving in 1d8+2 minutes. A mortal summoning a patrol when one is not required is arrested unless succeeding on a 1d20 roll GTET [38-Level-Will].

Demons

The Devils are very concerned about any mortal known to deal with **Demons**, who are historic Devil enemies. Communing with Demons is prohibited, as is any demon-summoning. Any mortal found consorting with Demons in any way is likely to be executed, this includes the collection of information or goods with the intention of passing them to any Demon. The possession of any item of demonic origin is considered to be very suspicious.

Duels

Dueling is not only permitted, but can be public spectacles. The city maintains a 500-seat dueling arena in the Korioff Bluff District, and duels occur every 10 days. Potential duelists have to register at the arena not less than 3 days before the day they plan on dueling (25 GP fee per combatant). There can be up to 20 duels on the schedule for any day, determine the current number from (1d20-3) (treat negative values as zero). The city provides two Duel Judges, typically a **Yiblim** and **Tablasyin**, with six **Werdu** guards. A **Zoybim** bookie is on site at the arena to take bets on that day's duels, food and alcohol is sold to spectators, and a healer is available. A list of upcoming duels is posted at the arena, along with the current top-twenty ranking of registered Duelists. Duelist tournaments are held every 100 days, each tournament has four rounds, with a typical top purse of 5000 GP.

The challenged person specifies the weapon: unarmed/hands, Staves, Light Maces, Clubs, Whips, Short Swords, Rapiers, Sabers, Dirks, or unlimited (each chooses any weapon of their liking). Weapons are supplied by the city and are not enchanted. The only armor permitted is an open-face helm and gauntlets, which are not enchanted. Duels can be to a set number of points (touches), until a combatant is forced out of the dueling circle, until first or second or third blood, until one combatant is too injured to continue, or to the death (generally rare). Serious duels usually go until either third blood or until one is too injured to continue. Professional duelists often have matches to score points or drive the opponent from the circle, sometimes

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to first blood. Warlocks may use magic only against other Warlocks; Wizards are not permitted to use magic against non-mages; Priests and Crusaders are not permitted to use prayers during a duel (including for self-healing). Anyone who uses magic or prayers against an opponent without the same ability immediately forfeits and may be charged with intentional criminal assault. A combatant killed in a duel is later resurrected on 1d20 rolls GTET 13.

For duels between non-game-characters, subtract the Adventurer Level of the lower combatant from that of the higher combatant and divide the difference in half (round any fraction upward); apply this value as a bonus for the higher Level combatant and a penalty for the lower Level combatant. If the difference between the higher Agility and lower agility is 0 to 2, do not apply an Agility modifier; if the difference is 3 to 6 the higher Agility combatant applies a +2 bonus and the lower a -2 penalty, if the difference is 7 or greater the higher Agility combatant applies a +4 bonus and the lower a -4 penalty. Priests apply a -2 penalty when fighting Warriors, Crusaders, Warlocks, or Rascals, and apply a +2 bonus against Wizards. Wizards apply a -2 penalty against Priests and a -4 penalty against Warriors, Crusaders, Warlocks or Rascals. Warriors, Crusaders, Warlocks, and Rascals apply a +2 bonus against either Priests or Wizards. Sum the each combatant's bonuses and penalties. Randomly pick a combatant, they win the duel on a 1d20 roll GTET 14 after applying their adjustments. If the modified first roll result is not GTET 14 then roll 1d20 for the other combatant applying their adjustments, the second combatant wins on a roll GTET 14. Continue rolling, alternating combatants, until one has a modified roll GTET 14. When the duel rules allow injury, the winner suffers 1d8-2 hp damage, the loser 1d12-2 hp damage; in a duel to injure the loser is accidentally killed on 1d100 rolls GTET 98.

Arcane duels may occur between pairs of Wizards or Warlocks, and duels of prayers between pairs of Priests and Crusaders. The duel may be a judged contest in which the spells or prayers are not directed directly against their opponent, or it may be a spell/prayer battle. In a judged contest each Wizard, Warlock, Priest, or Crusader performs ten spells or prayers of their choice in front of a jury panel consisting of five of their peers, each at Level 10 or greater, and the panel declares a winner based on proficiency and power. A spell or prayer battle is direct combat between the Wizards, Warlocks, Priests, or Crusaders, and does not end until one is unable to continue or is killed. Spell and prayer duels between Wizards, Priests, and/or Crusaders are permitted. Spell/prayer battles between Warlocks and any of Wizards, Priests, or Crusaders are not permitted because of the innate limitations on Warlock spell power.

For arcane/prayer duels, subtract the Adventurer Level of the lower combatant from that of the higher combatant and divide

the difference by three (round any fraction upward); apply this value as a bonus for the higher Level combatant and a penalty for the lower Level combatant. If the difference between the higher Agility and lower Agility is 0 to 3, do not apply an Agility modifier; if the difference is 4 to 6 the higher Agility combatant applies a +1 bonus and the lower a -1 penalty, if the difference is 7 or greater the higher Agility combatant applies a +3 bonus and the lower a -3 penalty. If the difference between the higher Intelligence and lower Intelligence is 0 to 3, do not apply an Intelligence modifier; if the difference is 4 to 6 the higher Intelligence combatant applies a +1 bonus and the lower a -1 penalty, if the difference is 7 or greater the higher Intelligence combatant applies a +3 bonus and the lower a -3 penalty. A Priest applies a -1 penalty against a Wizard. A Crusader applies a -2 penalty against either a Priest or Wizard. Each combatant applies their SPM as a bonus to their rolls. Sum each combatant's bonuses and penalties. Randomly pick a combatant, they win the duel on a 1d20 roll GTET 16 after applying their adjustments. If the modified first roll result is not GTET 16 then roll 1d20 for the other combatant applying their adjustments, the second combatant wins on a roll GTET 16. Continue rolling, alternating combatants, until one has a modified roll GTET 16. The condition of the combatants at the end of the battle is determined using 1d100: (01-25) neither is injured, (26-40) the winner is uninjured and the loser is injured hp1d8, (41-44) the winner is uninjured and the loser is injured hp1d10 and unconscious 1d12 hours, (45-75) both are injured hp1d10, (76-87) the winner is injured hp1d10, the loser is injured hp1d10 and is unconscious 1d20 hours, (88-94) the winner is injured hp1d10 and the loser is killed, (95-99) the winner is injured hp1d10 and unconscious 1d12 hours and the loser dies, (100) the loser dies immediately and the winner dies 1d12 hours after the duel.

There are occasionally team duels between groups or factions, usually involving three or four persons on a team; the current record is a seven per side duel which occurred 117 years ago. Team duels may be with weapons, with spells, with prayers, or with a combination of spells and prayers. The same restrictions apply as with individual duels. For weapon duels, compare each individual's Adventurer Level with that of the average of the opposing team (round all fractions down), if the difference is 0-2 apply no Level modifier, if the difference is 3-5 apply a +1 bonus if higher and a -1 penalty if lower, if the difference is 6 or more apply a +2 bonus if higher and a -2 penalty if lower. If one team is made up only of a mixture of Warriors, Warlocks, Rascals, and/or Crusaders, any Priest on the opposing team applies a -2 penalty and any Wizard applies a -4 penalty. If both teams field a mixture of Warriors (etc.), Priests, and/or Wizards do not apply a class penalty. Compare each individual's Agility statistic with the average Agility of the opposing side (round all fractions down), if the difference is 0-2 apply no Agility modifier, if the difference is 3-5 apply a +1 bonus if higher and a -1 penalty if lower, if the difference is 6 or more apply a +2 bonus if higher and a -2 penalty if lower. Any combatant who has class Level GTET 10 applies a

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+1 bonus. Sum all bonuses and penalties for each combatant. Randomly pick one team and one combatant on that team, that combatant remains in the duel if they succeed on a 1d20 roll GTET 12 after applying all adjustments. Randomly pick a combatant on the other team and determine if they remain in the duel (an adjusted 1d20 roll GTET 14). Randomly determine another combatant on the first side and do the same, then on the second side, etc., until it has been determined which combatants remain in the duel after that round. Return to the first team and randomly pick another combatant from those remaining active, etc. One side wins when the last remaining combatant on the other side is knocked out. Determine the status of each person knocked out of the duel using 1d100: (01-15) injured hp1d8+3, (16-40) injured hp1d10+3, (41-62) injured hp1d6 plus minor bodily injury, (63-80) injured hp1d6 plus major bodily injury, (81-90) injured hp1d10+3 plus major bodily injury, (91-97) injured hp1d10+3 plus unconscious 1d20 hours, (96-98) spinal cut causing partial or complete paralysis, (99-100) killed. Determine the status of each combatant remaining upon victory using 1d100: (01-15) injured hp1d6, (16-40) injured hp1d8, (41-60) injured hp1d10, (61-80) injured hp1d10 plus minor bodily injury, (81-88) injured hp1d12, (89-96) injured hp1d12 plus minor bodily injury, (97-100) injured hp1d12 plus major bodily injury. Minor bodily injuries include lost ears, fingers and toes. Major bodily injuries include concussions, deep torso wounds, loss of a hand, loss of an arm below the elbow, loss of a leg below the knee, loss of an eye, etc.; persons losing body parts are regenerated on 1d20 rolls GTET 7. Persons killed during a duel are resurrected on 1d20 rolls GTET 12.

For team duels involving any combination of spells and prayers, compare each individual's Adventurer Level with that of the average of the opposing team (round all fractions down), if the difference is 0-2 apply no Level modifier, if the difference is 3-5 apply a +1 bonus if higher and a -1 penalty if lower, if the difference is 6 or more apply a +2 bonus if higher and a -2 penalty if lower. Compare each individual's Agility statistic with the average Agility of the opposing side (round all fractions down), if the difference is 0-2 apply no Agility modifier, if the difference is 3-5 apply a +1 bonus if higher and a -1 penalty if lower, if the difference is 6 or more apply a +2 bonus if higher and a -2 penalty if lower. Compare each individual's Intelligence statistic with the average Intelligence of the opposing side (round all fractions down), if the difference is 0-2 apply no Intelligence modifier, if the difference is 3-5 apply a +1 bonus if higher and a -1 penalty if lower, if the difference is 6 or more apply a +2 bonus if higher and a -2 penalty if lower. If one team is made up only of Wizards then a Priest or Crusader on the opposing side applies a -2 penalty. If one team is made up only of Priests then any Crusader on the opposing side applies a -1 penalty. Any combatant who has class Level GTET 10 applies a +1 bonus. Each combatant applies their SPM as a bonus. Sum all bonuses and penalties for each combatant. Randomly pick one team and one combatant on that team, that combatant remains in the duel if they succeed on a

1d20 roll GTET 14 after applying all adjustments. Randomly pick a combatant on the other team and determine if they remain in the duel (an adjusted 1d20 roll GTET 14). Randomly determine another combatant on the first side and do the same, then on the second side, etc., until it has been determined which combatants remain in the duel after that round. Return to the first team and randomly pick another combatant from those remaining active, etc. One side wins when the last remaining combatant on the other side is knocked out. Determine the status of each person knocked out of the duel using 1d100: (01-08) injured hp1d8, (09-22) injured hp1d10, (23-40) injured hp1d10 and unconscious 1d12 hours, (41-50) injured hp1d12, (51-68) injured hp1d12 and major bodily injury, (69-80) injured hp1d12 and major bodily injury and unconscious 12 hours, (81-89) injured hp1d12 and minor bodily injury and paralyzed 1d12 days, (90-92) injured hp1d12 and permanently paralyzed, (93-100) killed. Determine the status of each person remaining on the winning team using 1d100: (01-19) injured hp1d6, (20-35) injured hp1d8, (36-55) injured hp1d10, (56-80) injured hp1d12, (81-96) injured hp1d10 plus minor bodily injury, (97-100) injured hp1d10 plus major bodily injury. See previous paragraph for minor and major bodily injuries. Persons losing body parts are regenerated on 1d20 rolls GTET 10, persons killed are resurrected on 1d20 rolls GTET 8.

A person who refuses a duel challenge which is caused by what is seen as a legitimate grievance or dispute loses social standing and status, the amount of the loss depending on how legitimate their peers see the grievance or dispute, and whether or not their peers believe the challenged person is responsible. If peers believe the challenged person has seriously and intentionally insulted or grieved the challenger, then apply a -5 reaction penalty to all of their dealings with the person who refused the challenge (every 100 days decrease the penalty until it becomes 0 after 500 days). The refusing person finds they have fewer persons who will sell to them or buy from them, purchases are at higher prices than before and sales at lower, their former associates avoid them, temples are less likely to provide support, they are unable to join guilds, etc. If peers believe the challenge to be unworthy, frivolous, or an attempt at legal murder, then the challenger loses status and the challenged gains it, whether the duel is accepted or refused. If the grieved person employs a Duelist as a stand-in, there is a smaller penalty (-2 to start) than if the grieved person personally fights. A campaign of coordinated duel challenges all aimed at the same person brings the challenging person(s)/faction a significant loss of status, especially if peers perceive the challenges as harassment, intimidation, or fabrication.

The Gustwemmer Guild is the association of professional duelists, it has an office next to the dueling arena. The guild is limited by decree to 150 members, there is currently a waiting list of 38 creatures; a new member must have an Adventurer class

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GTET 12 in their area of specialty. A member must participate in at least one tournament a year to maintain membership or fight GTET three non-tournament duels; there is also an annual proficiency test and a 1000 GP per year membership fee. The guild is exclusively mortal, with 96 Human members, 19 Elf or Half-Elf members, 13 Dwarf members, 3 Gnomes, and the remaining 9 members come from other universes in the outer Celestial Spheres.

Enchanted Items Policy

Mortals are permitted to carry any kind of enchanted item as long as the item is not primarily an offensive weapon. Items that facilitate stealing, counterfeiting, forgery, lying, and the like are also forbidden. Examples of forbidden offensive items include those having capabilities such as death, paralysis, blindness, stoning/petrification, disintegration, disease-causing, those reducing personal statistics, causing drunkenness or confusion, and those dealing direct damage {fireball, lightning, cold, energy, missiles, storm generating, hail, meteors, wind blasting, etc.}. Other forbidden items include those causing invisibility, traceless or silent movement, spider-like movement, levitation, those opening locks, allowing movement through walls, allowing vision through solids, allowing duplication of objects, allowing movement through time, enhancing lock picking or pocket picking, and creating disguises. The open carrying of extra-dimensional storage objects is discouraged; these include Magic Bags, Armoire Charms, Chest Charms, and the like. The ban on enchanted items includes rings of spell or prayer-storing, scrolls, or books which hold spells of similar effect.

Food Consumption and Binding to Gehenna

Mortals consuming food or drink native to (raised in, harvested in, prepared in, foraged in) Gehenna become bound to Gehenna, the effect occurs after consuming GTET 2 pounds native foodstuffs (meat, plants, roots, berries, etc.), or GTET 1 gallon of liquids (including processed products such as beer or wine made using native water and/or plant products such as juices). The binding effect persists 50 hours for every 2 pounds/gallon consumed (cumulative). For example, an Adventurer drinks 1 gallon of local water at the end of their fourth day in Gehenna, causing them to be bound to (cannot leave) Gehenna until early on their seventh day (day four plus 50 hours); if they consume another gallon at midday on their fifth day, they are now bound to Gehenna until late on day eight (day four plus 2*50 hours minus the 12 hours to midday). Prayers to lift/dispel/break curses are ineffective against this effect. The effect does not occur with food brought to Gehenna from elsewhere, or with food created through prayer or magic, including food created by Devils or other diabolic creatures.

The binding effect is counteracted by a cleansing ritual involving a ritual Circle drawn with the proper intersecting forms, burning candles prepared from the fleshy portions of a Curse Root, Trance Gourd, and Shandymiss, and properly preparing and consuming Hallowfar Root and wine from outside Gehenna and Shandymiss pod juice, symbols drawn with Shandymiss leaves, and poultices made with Hallowfar Root and Curse Root. Curse Root and Trance Gourds are native to both the Material Plane and Gehenna; they remain effective for 10 days after harvest; if dried, they can be rejuvenated for up to 30 days by soaking 6 hours in brine or vinegar. Hallowfar Root and Shandymiss are native to Gehenna and are not found on the Material Plane. It takes one hour to prepare to prepare for the ritual and an additional hour to complete it. This ritual does not require either a Wizard, Priest, or Crusader and can be performed by any knowledgeable Adventurer. Hallowfar is very bitter and unpleasant to consume, Adventurers must succeed on a 1d20 roll GTET [27-Stamina] to consume enough of the plant to counteract the binding. Some mortals are allergic to Hallowfar or Shandymiss, this occurs on 1d100 rolls of 01 through 07; there are some reports that Gentucca Purple Moss (found only on the Gentucca Plateau in extreme north Gehenna) may be an effective alternative to one of these plants in the ritual.

Curse Root, Trance Gourd, Shandymiss, Hallowfar Root, and Gentucca Purple Moss can be found at apothecaries and stores selling spell/prayer/ritual components. Curse Root is available on 1d20 rolls GTET 08 and costs 50 GP/pound; Trance Gourd is available 1d20 GTET 11 and costs 120 GP/pound; Shandymiss is available on 1d20 rolls GTET 10 and costs 80 GP/pound; Hallowfar Root is available on 1d20 rolls GTET 14 and costs 300 GP/pound; and, Gentucca Purple Moss is found on 1d20 rolls GTET 19 and costs 900 GP/pound.

Plants gathered in Malebolge have three-quarters the nutritive value of plants found on the Material Plane; many "native" plants also have at least some poisonous properties.



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Foodstuff Distribution

The Devils maintain an exclusive monopoly on the importation of food and drink from outside of Gehenna, any mortal who participates in food smuggling in any way is executed. A mortal is permitted to bring in no more foodstuffs than they can carry in one trip. The warehouses are located in the Telchine District and always guarded by two **Tablasyin**, two **Yiblim**, and ten **Werdu**. The Devils sell imported food to licensed food brokers who resell it to restaurants, vendors, and grocers. Individuals are not permitted to purchase foodstuffs directly from the warehouses. Any attempt to pilfer food from a warehouse or broker is a death-sentence offense. Any off-Gehenna food is priced at five times its 'ordinary' value on the Material Plane; higher end, gourmet, foods, etc., are priced ten times their 'ordinary' value. A restaurant sells a non-native meal for twelve times its cost on the Material Plane.

A mortal is limited to buying no more than 30 meals/person of off-Gehenna foodstuffs at a time, and must wait 7 days between purchases. A grocer has no non-native food to be purchased on 1d20 rolls GTET 17, otherwise their supply may be limited and they restrict the amount to be purchased, on 1d20 rolls GTET 15 reduce the 30 meal purchase limit by 1d12+1d6. A mortal purchasing only ordinary off-Gehenna food can expect to spend about 1 GP 2 SP every day, or about 50 GP every 30 days, or about 650 GP per year (1000 GP if some gourmet food is purchased).

If a mortal can find a black-market or unlicensed food broker they can get up to 60 meals/person every 3 days, at a price three times to five times that of the 'legal' grocer. The most common method of food smuggling is by planar transportation of a barge to a remote location in the marsh where local smugglers pick it up and leave an empty to be retrieved; this requires a powerful Wizard to open a large enough portal to encompass a boat and hold it open long enough for the transfer(s) to be made.

There is a plentiful supply of foods and edible products native to Gehenna, and it is widely available at grocers. The cost of local produce and products is three-quarters that of similar foods purchased on the Material Plane. Restaurant meals consisting of local foods costs three times that of a similar meal purchased on the Material Plane. A mortal purchasing only local foods can expect to spend about 1 SP each day, 8 GP every 30 days (10 GP if some gourmet food is purchased), or about 110 GP per year (150 GP if some gourmet food is purchased).

Hetman

The mortal in charge in the Muckrunner, Mortal, and Underhill Districts is called the Hetman, and they are appointed by **Diabolic Earl Baraquel** for however long the Hetman remains effective in the Earl's opinion. Their job is to oversee essential city services such as fire, garbage and trash, road repair, and building inspection. Each District also has a Diabolic Overseer, their job is to supervise the city patrols, the permitting process, and the distribution of clean water.

Homelessness and Vagrancy

The Devils have very little tolerance or sympathy for mortals sleeping in the streets and roust them whenever they are found. A mortal found sleeping outside is arrested on their third night; determine their disposition using 1d12: (01-09) sentenced to 2d12 days hard labor on Caimanland Island, (10-12) deported out of Gehenna. The city does run one large flophouse which is located in the Mortal District, it provides a poor quality cot and a bowl of gruel; a mortal gets a bed there on 1d20 rolls GTET 9. The Muck Runners have a flophouse for members located in the Muck Runner District, it provides a good cot and a better breakfast, and members can get a bed there on 1d20 rolls GTET 7. The Ridge Runners have a flophouse for members located in the Underhill District, it provides a decent cot and a better breakfast, and members can get a bed there on 1d20 rolls GTET 10. Temples will provide sleeping mats for a small number of persons each night but no food, mortals can get a bed at any one temple on 1d20 rolls GTET 18. There is also one other free flophouse found in the Mortal District, it is run by the Order of Hostellers, part of the Rommany Sect worshipping the monotheistic (good) Deity, Anuruck; they provide a good quality bed, a soup meal at night and a good breakfast; attending evening worship is a condition of getting a bed; a mortal gets a bed here on 1d20 rolls GTET 14.

Lodging

The Devils own all property in Glasya-Labolas and do not permit mortals to permanently purchase any land or buildings in the city, or within 10 miles of the city. Most leases are for 10 year periods, although after three leases a mortal may be offered a 30 year or 50 year lease. Mortals holding leases may sublease to other mortals.

Short-term lodgings consist of flophouses, bunkhouses, hostels, boarding houses, and inns. A flophouse and bunkhouse both offer large rooms with many cots or bunks (usually three-high)

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with individual chests, there are no private rooms and no bathing facilities. A flophouse cot is usually of poor quality and is uncomfortable while a bunkhouse offers a better mattress and blanket and a somewhat more comfortable sleep. A flophouse bed usually comes with one meal, often a soup, stew, or flavored gruel while a bunkhouse usually provides two meals which also include small portions of meat and breads. A flophouse bed costs 2 SP 5 CP per night and 1d8 beds are available on 1d20 rolls GTET 14, checked per flophouse. A bunkhouse bed costs 3 SP 3 CP per night and 1d10 beds are available on 1d20 rolls GTET 12, checked per bunkhouse. A hostel typically provides individual four-bed quasi-private rooms, along with two substantive meals, a washroom and laundry facilities; hostel beds are more comfortable than those found either in a flophouse or bunkhouse and good blankets are provided. A hostel bed costs 1 GP 1 SP per night and 1d12 beds are available on 1d20 rolls GTET 10, checked per hostel; a clean bath is 4 CP and laundering is 1 CP per outfit. Boarding houses and inns both offer a variety of rooms, usually four-bed, two-bed, and single-bed rooms, along with two good-quality meals, and washing and laundry facilities. Boardinghouses and inns both offer better quality rooms than does a hostel, with inn rooms sometimes bordering on luxurious and an inn serving very good quality food. A boardinghouse may have a common room where residents can gather and inns al-

ways have common rooms. Many inns have attached taverns and some also offer private dining. A four person room costs 1 GP 3 SP 3 CP per bed/night in a boardinghouse and 2 GP per bed/night in an inn; boardinghouse rooms are available on 1d20 rolls GTET 15 and inn rooms on rolls GTET 13. A two person room costs 2 GP per bed/night at a boardinghouse and 2 GP 2 SP 2 CP per bed/night in an inn; boardinghouse rooms are available on 1d20 rolls GTET 12 and inn rooms on rolls GTET 10. Single rooms in a boardinghouse cost 2 GP 3 SP 1 CP per night and singles in an inn cost 3 GP 1 SP 2 CP, very good quality single rooms at inns are 3 GP 2 SP and 4 GP, respectively; boardinghouse rooms are available on 1d20 rolls GTET 09 and inns rooms on rolls GTET 06. Bathing in a boardinghouse is 2 SP 2 CP and 4 SP in an inn; laundering at a boardinghouse is 3 CP per outfit and 1 SP per outfit at an inn.

Some stealing occurs at temporary lodgings, primarily by new arrivals who are unaware that it is unacceptable to the Devils. A flophouse chest is pilfered on 1d100 rolls GTET 97 checked nightly, a bunkhouse chest on rolls GTET 99/night, a hostel check on rolls of 100/night, a boardinghouse chest on a 1d100 roll of 100 followed by a 1d20 roll GTET 14 checked nightly, and a chest at an inn on 1d100 rolls of 100 followed by a 1d20 roll GTET 17 checked nightly.



The bulk of the longer-term housing available consists of poorly-constructed and shoddy tenement buildings offering two somewhat furnished rooms of poor quality for about 15 GP 2 SP due every 30 days; most charge a 25 GP security fee up front which is returned and require a minimum 180 day stay. Tenement rooms are found on 1d20 rolls GTET 15 checked per day, the available move-in date is (1d8-2) days, with zero and negative values treated as immediately available. There are also somewhat better constructed apartment buildings offering somewhat sturdy rooms, these often provide two furnished room, three furnished room, and four furnished room options; a two flat costs about 19 GP for 30 days, a three flat 30 GP for 30 days, and a four flat 42 GP for 30 days; there is also a 50 GP security fee up front and a minimum 180 day stay. Apartment building rooms are found on 1d20 rolls GTET 19 checked per day and the available move-in date is (1d12-2) days. More exclusive apartment buildings are well constructed and offer comfortable furnished suites of three, six, and eight rooms; a three flat costs about 50 GP for 30 days, a six flat costs 122 GP for 30 days, an eight flat costs 170 GP for 30 days; the security fee is 100 GP up front with 20 GP not returned, and a minimum 360 day rental, move-in dates are (1d20-3) days. More exclusive rooms are found on 1d20 rolls of 20 checked per day with a following 1d20 roll GTET 12 for a three flat, 16 for a six flat, and 19 for an eight flat. The most exclusive apartments are very well constructed and sturdy and offer extremely comfortable to luxurious furnished six flats, eight flats and ten flats. A most exclusive six flat costs 160 GP for 30 days, a luxurious eight flat costs 210 GP for 30 days, and a

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luxurious ten flat costs 280 GP for 30 days; the security fee is 250 GP, 50 GP is not returned, the minimum stay is 540 days, and move-in dates are (1d20+1d12-4) days. The most exclusive rooms are found on 1d100 rolls GTET 98 following by a 1d100 roll GTET 86 for six flats, GTET 90 for eight flats, and 96 for ten flats. A mortal renting more exclusive and most exclusive rooms can usually get a 10% to 12% discount if they pay the entire amount in advance (for example, 2575 GP for a most exclusive six flat compared to 2880 GP paid every 30 days). Mortals interested in rooms in apartment buildings, more exclusive buildings, and most exclusive buildings can pay a room finder to search for rooms, typical fees are ten days rent so about 12 GP to find apartment building rooms, 50 GP for a rooms in a more exclusive apartment, and 100 GP for the most exclusive rooms; it takes 1d20 days to find apartment building rooms, 2d20+1d6 days for more exclusive buildings, and 3d20+1d12+1d6 days for the most exclusive buildings.

There are very few free-standing houses in the city, they are between ten rooms and twenty rooms. A typical house costs a minimum of 400 GP for 30 days, and is found on 1d100 rolls of 100 followed by a second 1d100 roll GTET 99. A room finder charges 300 GP to find a house and it takes 1d100+2d20+1d12 days to find a house, the security fee is 500 GP and 100 GP is not returned, the minimum stay is 600 days, and the move-in dates are (1d20+1d12-4) days. The rental of townhouses and mansions is handled on a case-by-case basis and these are very rarely offered to mortals. A room finder will charge 1000 GP to make introductions to the owner of a townhouse and 2000 GP for an introduction to a mansion owner, this guarantees they will talk but does not guarantee a successful transaction. A townhouse costs a minimum of 800 GP for 30 days and a mansion 1500 GP for 30 days, security fees are 1000 GP and 5000 GP, respectively; minimum stays are 1000 days and 1200 days, respectively.

Lying

Devils value honesty and tend to enforce it within their city. Mortals who tell an intentional lie experience a penalty commensurate with the significance of the lie. A teller of a minor or 'white' lie experiences 6d100 minutes of a penalty as determined using 1d8 {save 1d20 GTET [25-Stamina]}: (1) minor headache, (2) minor toothache, (3) low fever, (4) heavy sweating, (5) minor stomach cramps, (6) minor palsy in the hands, (7) nervousness, (8) rashes on the face, arms, hands. A teller of a moderate lie experiences 1d12 hours of a penalty as determined using 1d8 {save 1d20 GTET [28-Stamina]}: (1) strong headache, (2) moderate fever, (3) strong stomach cramps, (4) strong palsy in the hands and feet, (5) itching rashes across their body, (6) strong nausea, (7) strong unpleasant body odors, (8) partial blindness. A teller of a major lie or 'whopper' experiences 1d100 hours of a penalty as determined using 1d8 {save 1d20

GTET [33-Stamina]}: (1) incapacitating headache, (2) extreme and potentially life-threatening fever, (3) body convulsions, (4) itching and puss-oozing rashes across their body, (5) muteness, (6) complete blindness, (7) paralysis, (8) unconsciousness. A mortal who admits their lie can have the penalty reduced one category in seriousness on 1d20 rolls GTET 13 if done within 15 minutes of the onset of penalty symptoms.

There is an illegal black market in charms that ward against the penalties of lying, charms start at 50 GP and increase in price according to their effectiveness; the seller of any charm will affirm they are effective under any circumstances but they will not swear an oath (see below). All charms have the auras of enchantment or prayer and of evil. A mortal caught with a charm will be taken to jail; more severe penalties are applied to mortals caught manufacturing charms. A Diabolic patrol in the Underhill, Muck Runner, and Mortal Districts carries an enchanted item that detects the charms on 1d20 rolls GTET 16 and an Officer always carries the item; any other Devil in those districts has the item on rolls of 20. A Telchine Devil met anywhere possesses the item on 1d20 rolls GTET 8. Devils met in the Telchine, Korioff Bluff, and Prince's Heights Districts carry the item on rolls GTET 10, and those of higher rank/status always have one (or their attendants do). One of the charm-detecting enchanted items is valued at GTET 12,000 GP, when it can be found; a mortal caught with one of these enchanted items faces the death penalty.

A charm bought for 50-75 GP is effective for minor lies on 1d20 rolls GTET 18 and for moderate lies on rolls of 20. A charm bought for 76-150 GP is effective for minor lies on 1d20 rolls GTET 14, for moderate lies on rolls GTET 18, and for major lies on rolls of 20. A charm bought for 151-500 GP is effective for minor lies on 1d20 rolls GTET 10, for moderate lies on rolls GTET 14, and for major lies on rolls GTET 18. A charm bought for 501-1000 GP is effective for minor lies on 1d20 rolls GTET 5, for moderate lies on rolls GTET 10, and for major lies on rolls GTET 14. A charm bought for GTET 1001 GP is always effective for minor lies, for moderate lies is effective on 1d20 rolls GTET 5, and for major lies on rolls GTET 10.

Neighborhood Bosses

Each neighborhood in the Muckrunner, Mortal, and Underhill Districts has a neighborhood boss who is generally the person who is most able to make things happen or most able to hinder activities in the neighborhood. They are extremely influential and know everyone and everything. Some may exercise direct control, in the manner of a criminal gang leader, but often they have less obvious control. Persons who get on the bad side of a neighborhood boss will find it difficult to find people in that ar-

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ea, people will not talk to them, people will not help them, they get worse prices and terms than others, and items will be of lesser quality. Conversely, a good relationship greases the skids for almost everything. Adventurers will find it worthwhile to identify and engage with the local neighborhood boss. Making an enemy of a boss is not a good idea.

Oaths

Oaths and similar declarations (swearing to, promises made, declarations of truthfulness, signing of a contract, etc.) have singular power on Gehenna. Long-term mortal residents understand this and are generally reluctant to make powerful declarations if they have any reservations about their willingness or ability to carry them out. An experienced mortal might advise an apparent newcomer about this if the newcomer succeeds on a 1d20 roll GTET [25-Will+Level] checked upon opportunity over the first 15 days after arrival. A mortal who swears or promises or takes a solemn oath to perform a task is generally compelled to do so and attempting to ignore or forswear the promise can have consequences. A mortal who has the opportunity to act on their oath, promise, contract, declaration, etc., and does not at their first opportunity, suffers one of the following penalties for 1d8 days as determined using 1d12 {save 1d20 GTET [36-Stamina] checked daily}: (1) blindness, (2) deafness, (3) palsy/weakness, (4) disorientation/confusion, (5) chills and fevers, (6) muteness, (7) loss of ability to understand spoken language, (8) loss of ability to understand written language, (9) loss of coordination and dexterity, (10) cramps and nausea, (11) numbness, (12) loss of ability to cast spells or perform prayers. If the mortal does not act on their oath, etc., with 120 hours of recovering from their initial penalty, they experience 1d12 days of one of the following as determined using 1d12 {save 1d20 GTET [36-Stamina] checked daily}: (1) blindness, (2) palsy/weakness, (3) migraine headaches, (4) intense insatiable hunger, (5) loss of ability to understand spoken and written languages, (6) loss of dexterity and coordination, (7) paralysis, (8) loss of ability to cast spells or perform prayers or use enchanted items, (9) sleep, (10) loss of will, (11) ignored by all around them, (12) continual and unstoppable incontinence and diarrhea. If the mortal does not act on their oath, etc. with 120 hours of recovering from a second round of penalties, they experience 1d20 days of one of the following as determined using 1d12 {save 1d20 GTET [38-Stamina] checked daily}: (1) blindness, (2) weakness/palsy, (3) disorientation/confusion, (4) chills and fevers, (5) loss of ability to understand spoken or written languages, (6) loss of ability to cast spells or perform prayers or use enchanted items, (7) continual and unstoppable incontinence and diarrhea, (8) active shunning by all, (9) loss of one enchanted item/day, (10) daily flogging by Devil patrols, (11) petrification, (12) death.

A mortal who wishes to renounce an oath must do so at one of the recognized temples in the city, and have a renouncement ceremony performed by a Priest of GTET L10. A penitent must pay the temple GTET 5000 GP (or equivalent), wear sackcloth and ashes for 1d20 days following the ceremony, and give away at least 1000 GP (or equivalent) to help the unfortunate each day they are in sackcloth. A renouncement cannot be made while a mortal is actively suffering a penalty for failing to honor an oath, etc., but may be made in the subsequent 120 hours. A penitent who does not obey the restrictions that accompany the ceremony may be (1d20 rolls GTET 6) be named an Oath Breaker. A temple will only perform one renouncement per person per lifetime (a resurrected person may be granted a second ceremony on 1d20 rolls GTET 16). A mortal must roll 1d20 GTET [Will-Level] to persuade a temple to perform a second renouncement, GTET [43-Will-Level] for a third, GTET [50-Will-Level] for a fourth, and GTET [65-Will-Level] for a fifth.

Permitting

Mortals living in Glasya-Labolos have to get permits for a wide variety of activities, each permit typically lasts for 400 days and costs from 10 GP to 30 GP. There is a permit office in each District, they are run by a Tablasyin with a staff of 5-10 Zoybim. A mortal may be called upon at any time by the city patrol or a Diabolic Magistrate to show they have the appropriate permit for what they are doing. Examples of required permits are: permanent occupancy permit (greater than 30 continuous days or greater than 80 days over any 400 day period), building construction permit (one-time), renter's permit, animal owner's permit by animal type, food handling permit, property transfer permit, business operator's permit, hiring permit, printer's permit, weights and measures certification, rooms for rent permit, special permit for marsh or mountain guides, import permit (from outside of Gehenna), open carry permit for weapons, dueling permit, special permit for Wizards, special permit for Priests (does not apply to clergy of Lucifer, Samael, and other Diabolic figures), Gehenna travel permit, and a special permit for good persons.

The requirements for a permit may change at any time, and may be different in each District. A permit must be obtained from the office in the District in which the activity will occur, at least 10 days prior to commencing the activity. A mortal is turned down for a permit on a 1d20 roll GTET 18, even when they meet any permitting requirement; the mortal may reapply for the same permit after a 10 day waiting period. A mortal who is turned down for the same permit on 3 consecutive tries is permanently denied that permit. Failure to have a current permit may result in being sentenced to up to 200 days at hard labor, 600 days labor for a second offense within 1000 days, 2000 days indentured servitude for a third offense within 2000 days.

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Restrictions on the movements of Mortals in the Districts

There are no restriction on the movements of mortals in the Muck Runner, Mortal, and Underhill Districts, though patrols are likely to question those out between 17 hour and dawn. Mortals are only permitted unrestricted access to the Prince's Heights District between 4 hour and 8 hour daily, in the Korioff Bluff District between 3 hour and 10 hour daily, and in the Telchine District between dawn and dusk. A mortal must have a signed pass to be in a restricted area otherwise they are immediately arrested. No mortal has ever been permitted to have lodging in the Prince's Heights District. Only twelve mortals have been permitted to have lodgings in the Korioff Bluff District, the most recent being 128 years ago. Very few mortals are permitted lodgings in the Telchine District, there are currently four.

Slavery

Both slavery and indentured servants are permitted in the city. For the most part, the slave or servant must have already been in that status before being brought to the city. Mortals may be enslaved or indentured if they are party to a contract with that penalty, although persons not party to the contract cannot be (e.g. spouses, children). Mortals may be indentured for up to 5 years if a court finds they lawfully owe GTET 50,000 GP without an apparent ability to repay the debt within 12 months; a spouse may also be forcibly indentured for up to 3 years, although children may not be. A mortal may also be enslaved or indentured by a court as a result of a criminal conviction. Devils are never made to be slaves or allowed to be owned by mortals.

On the whole, the city requires human treatment of indentured persons and slaves. The owned 'person' has some limited legal rights and protections. A severely mistreated or physically injured indentured person or slave may sue for their freedom.

Status

Mortals in the city are assigned status statistics which vary from 1 to 10, with 1 being the most important mortals and 10 the least. The status statistic reflects a complex combination of factors, including but not limited to: their Adventurer Class and Level, alignment, their character and how they act in public and private, their ability to work with others, their official or unofficial positions, their skills and accomplishments, how long they have been in the city, how well known they are in the city, how well liked they are in the city, their ability to command others or influence others, their personal wealth or ability to command wealth, their followers or the size of their audiences, their jovi-

ality or lack of humor, their reputations, their honesty or lack, their degree of scheming and underhandedness, their flamboyance and flair, their personal level of violence, and their importance to the Devils. A part of what gives an individual status is the status of the people they associate with, their status is enhanced by being with higher-status groups and damaged by being with lower-status ones. An individual's 'off-world' influence and power is a part of their local status but only a small part. Important Devils will often only deal with persons of status 1 through 4 and ignore those of status GTET 5.

New arrivals should quickly become sensitive to the status of mortals in their area and those they meet. New arrivals who anger a high-status mortal, even unintentionally, may find they are charged higher prices or desired items become unavailable, special items cannot be found, shops are suddenly closed, grocers sell them fewer meals and shopkeepers fewer goods, they are not offered rooms in better quality lodgings, money changers charge extra fees, loans are made at unreasonable terms or not offered, contacts are not made or disappear, only unfavorable contracts are offered, employment becomes difficult to find and only the worst kinds of jobs are offered, craftsmen refuse service and service providers refuse their work, they cannot find reliable local information or rumors, and they are shunned by locals 'in the know,' etc. However, if an arrival is favored by a high-status mortal, even by accident or without their knowledge, find they are getting better prices or better goods or desired items are often found, shops are open longer hours, they get breaks on how many items they can buy, loans are more available and at better terms, it is easier to find good lodgings and the prices are more reasonable, fees for services are lower and there are more providers, good employment is available, they find key contacts when the contacts are needed, they find good local information when it is needed and people are more talkative (e.g. good rumors), and locals 'in the know' seem to want to meet them.

A new arrival in town begins with a status of 10, regardless of their 'off-world' importance. If the individual generally maintains their composure and doesn't anger the locals, their status statistic may advance to 9 after 60 days in the city on a 1d20 roll GTET 13 (checked at the start of every subsequent 10 day period as necessary). Newcomers who are outgoing, jovial, generous with their time or money, flamboyant and stylish, or demonstrate exceptional skills apply a +3 bonus; those who cultivate a 'mysterious' persona also apply the bonus. Those with either a shy or violent persona apply a -2 penalty, as do loners, persons lacking any charisma, and those perceived as arrogant or continually scheming. An individual checks for advancement to status 8 beginning 90 days after attaining status 9. A person checks for advancement to status 7 beginning 120 days after

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attaining status 8 (with subsequent checks at 20 day intervals) and checks for advancement to status 6 begin 150 days after attaining status 7 (20 day intervals). Advancement to status 5 cannot occur before being at status 6 for at least 200 days, but simple time in the city is not sufficient; the individual must also demonstrate a worthiness that derives from some exceptional deed, obtaining a position of at least minor authority, control over property, ownership of a business of at least moderate size, sponsoring or leading some public event, or exceptional skill at some public skill (e.g. artist, musician, orator, writer, poet, duelist, sculptor, actor, master level craftsman, etc.). After 200 days and after demonstrating worthiness advancement to status 5 occurs on 1d20 rolls GTET 15, checked every subsequent 40 days. Advancement to status 4 cannot occur before being at status 5 for at least 300 days and it also requires a demonstration of worthiness that derives from some exceptional publicly-recognized deed, obtaining a position of at least moderate authority, ownership of a major business or enterprise, or unique ability at some public skill. Advancement to status 4 then occurs on 1d20 rolls GTET 16, checked every subsequent 60 days as necessary. Advancement to status 3, 2, and 1 each require at least 500 days at the next lower status and some increasingly-difficult demonstration of worthiness, with 1d20 rolls at 17, 18, and 19, respectively, and subsequent check periods of 80 days, 100 days, and 120 days, respectively. Advancement to a status of 3 or higher generally requires the acquisition of some real degree of power among the mortals, demonstrated influence and the ability to shape local events, command over others, and/or significant personal wealth expressed locally. At any given time there are no more than twenty mortals of status 1, forty of status 2, and one hundred at status 3; it may become necessary to knock a person of higher status back to make room for an individual to advance in status.

If an individual behaves badly in the public's view or develops a significantly negative reputation, they can lose status as easily as it is gained. When Games Masters determine that an Adventurer has acted in a way the mortal public perceives as inappropriate, their status is dropped one degree on 1d20 rolls GTET 09 (no save), and in exceptionally inappropriate or scandalous circumstances the drop is two degrees. Recovery of lost status requires twice as long as did acquiring the original degree of status.

Summoning Policy (Creatures)

The summoning of relatively small creatures, HD0 to HD4, is not a major concern of Devils. The building and use of **Golems** is not a concern as long as the 'owner' is present to provide supervision. Devils do not want mortals summoning large creatures which could damage the city or hurt many inhabitants, or summoning death-dealing creatures or petrifying creatures; some of the creatures of concern include: **Basilisks, Catoblepas, Chimera, Cockatrices, Cyclops, Dragons, Elementals, Elephants, Fenris Wolves, Giant Elephants, Giant Psychic Snails, Giant Rhino, Hydra, Mammoths and Mastadons, Phoenix, Rocs, Ti-**

Undead (Banshee, Ghost, Specter, Spirit, Wraith, Vision, etc.) is strongly discouraged and these are rarely found in the city. The summoning of large Undead, such as **Rotting Dragons**, is not permitted. **Liches, Lich Kings, Mummies, Mummy Lords, Mummy Kings, Vampires, Vampire Lords, Skeleton Kings, Zombie Masters, etc.**, are occasional visitors in the city but don't often interact with mortals. The Devils do not want to have mortals summoning, dominating and/or directing the activities of any of the major Undead. The Devils particularly discourage the willing or unwilling conversion of mortal into the major Undead inside the city; in particular, Vampires and Vampire Lords are not generally permitted to prey on mortals in the city. Only a very few (1d12) of the major Undead are permanent residents of the city.

Telchine Devils

The **Telchine Devils** are the primary craftsmen, artificers, and builders of enchanted items in Gehenna, and they supply Devils throughout the Plane with high quality mechanical and enchanted items. They are inquisitive by nature and operate a wide variety of laboratories, libraries, workshops, distilleries, forges, and enchanted Circles. Telchines respect knowledge, technical skill, innovative ideas and spells, and love puzzles. The goods they produce are rarely (essentially never) made available to mortals. Mortals are only very rarely permitted in their libraries or research areas. Individual Telchines may have arrangements with individual Wizards, Priests, Sages, Scholars, or Librarians.

Temple Services (typical)

Temples in the city sell their prayers and abilities to members of the public. Service prices for temple members are:

Bind Wounds (first aid kit, hp2) 20 GP; Lay on Hands (heal hp4) 40 GP; *Reincarnation* 6500 GP; *Raise the Dead* 10,000 GP; *Animate Body* 625 GP; *Animate Bones* 425 GP; *Banish Confusion* 200 GP; *Banish Disease* 250 GP; *Banish Paralysis* 425 GP; *Body Restoration* 800 GP; *Break Curse* 1800 GP; *Commune with Spirits* 800 GP; *Compel Truth* 50 GP; *Create Major Food* 300 GP; *Create Minor Food* 80 GP; *Creature's Form* 1500 GP; *1d6 Cure Wounds* 60 GP; *1d10 Cure Wounds* 100 GP; *2d8 Cure Wounds* 250 GP; *Curse* 1000 GP; *Detect Poisons* 15 GP; *Detoxify Poisons* 200 GP; *Enhanced Body* 500 GP; *Grand Crusade* 2000 GP; *Immunity to Disease* 100 GP; *Inflict Panic* 500 GP; *Kill* 5000 GP; *Major Regeneration* 1500 GP; *Mass Animate* 4500 GP; *2d10 Mass Heal* 2500 GP; *Minor Regeneration* 500 GP; *Restore Hearing* 375 GP; *Restore Sight* 600 GP; *Speak to Animals* 150 GP; *Temporary Invulnerability* 3000 GP; *Waken* 350 GP.

A temple employs or has Wizards as members on 1d20 rolls GTET 8; there are 1d6 Wizards at the temple when applicable,

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sand 500 GP; *Darksight* 450 GP; *Enhanced Touch* 400 GP; *Find in the Earth* 1000 GP; *Flatten* 850 GP; *Glue Surfaces* 250 GP; *Great Stone Bridge* 3500 GP; *Harden Muck* 175 GP; *Hole* 200 GP; *Land Shape* 1300 GP; *Maze Trail* 375 GP; *Open Lock* 150 GP; *Reinforce* 500 GP; *Remove Paralysis* 400 GP; *See Enchantments* 175 GP; *Slippery Surfaces* 300 GP; *Temporary Magic Bridge* 1200 GP; *Temporary Window* 200 GP; *Transform Earth* 2000 GP; *Transform to Gold* 1000 GP; *Tunnel* 450 GP; *Vaporize* 1000 GP; *Walk through Solids* 825 GP; *Weld* 600 GP; **(Fire)** *All Seeing Eyes* 1500 GP; *Anti-Vision Walls* 500 GP; *Banish Smoke Vapor* 250 GP; *Blinding Cloud* 1000 GP; *Blindness* 600 GP; *Burn through the Wall* 500 GP; *Clear the Land* 500 GP; *Command Fires* 700 GP; *Control Temperature* 500 GP; *Consume/Purify* 100 GP; *Darkness Zone* 900 GP; *Daylight* 775 GP; *Detect Prying Eyes* 450 GP; *Exploding Glyphs* 350 GP; *Eye on the Wall* 1000 GP; *Heat Area* 750 GP; *Hide Object* 500 GP; *Illusory Appearances* 1000 GP; *Invisibility* 1000 GP; *Magnify Sight* 500 GP; *Mirage* 425 GP; *Night Vision* 275 GP; *Permanent Blindness* 2500 GP; *Protect versus Blindness* 350 GP; *See Invisible* 225 GP; *Shield versus Fire* 350 GP; *Smokescreen* 300 GP; *Thermal Vision* 225 GP; *Unseen Floating Eyes* 2000 GP; *Vision* 850 GP; *X-Ray Sight* 775 GP; **(Shaman)** *Aura of Heroism* 650 GP; *Besting Chance* 350 GP; *Clone Person* 3000 GP; *Cloud the Mind* 400 GP; *Detect Life's Forces* 250 GP; *Dominate Animal* 350 GP; *Dominate Creature* 1800 GP; *Dominate Person* 1000 GP; *Enhanced Sleep* 1000 GP; *Fear the Reaper* 500 GP; *Friends* 600 GP; *Geas* 2000 GP; *Gregor's Mage Drain* 1000 GP; *Hold in Place* 750 GP; *Horga's Mage Block* 500 GP; *Jaco's Mesmerize* 500 GP; *Illusion* 800 GP; *Major Illusion* 1500 GP; *Mental Whisper* 800 GP; *Mind to Mind* 1400 GP; *Mind Speech* 850 GP; *Minor Sleep* 500 GP; *Minor Time Walk* 2000 GP; *New Realities* 10,000 GP; *Permanent Raise Statistic* 1500 GP; *Remove Confusion* 350 GP; *See Enchantments* 200 GP; *Send Mage Energy* 1500 GP; *Sleep Zone* 2000 GP; *Soul Transfer* 3750 GP; *True Sight* 650 GP; *Waken* 350 GP; **(Water)** *Amphibian Form* 1000 GP; *Banish Liquids* 500 GP; *Brain Freeze* 750 GP; *Breathe Underwater* 100 GP; *Control Water Creatures* 700 GP; *Create Flood* 2500 GP; *Create Water* 250 GP; *Detection Poisons* 100 GP; *Float Object* 500 GP; *Ice Bridge* 800 GP; *Ice Encasement* 1000 GP; *Ice Road* 1800 GP; *Instant Dry* 100 GP; *Instant Freeze* 300 GP; *Mer Transformation* 1500 GP; *Neptune's Transformation* 2250 GP; *Part Water* 1000 GP; *Protect versus Cold* 500 GP; *Protect versus Venom* 850 GP; *Purify* 375 GP; *Ride on Water* 675 GP; *See Enchantment* 500 GP; *Shield versus Lightning* 600 GP; *Summon Haze* 500 GP; *Summon Poisonous Frogs* 800 GP; *Walk on Clouds* 1000 GP; *Water Rope* 350 GP; *Water Travel* 1250 GP;

All fees are doubled for non-members. An evil temple charges a neutral non-member triple the member prices for services and charges good non-members four times member prices.

A good person who is substantially healed (hp12 or more), receives body restoration, or has body parts regenerated by an

evil temple becomes evil unless succeeding on a 1d20 roll GTET [36-Level-Will]. A neutral person who is reincarnated or resurrected from the dead by an evil temple becomes evil unless succeeding on a 1d20 roll GTET [40-Level-Will]; a good person must succeed on a 1d20 roll GTET [45-Level-Will].



Time

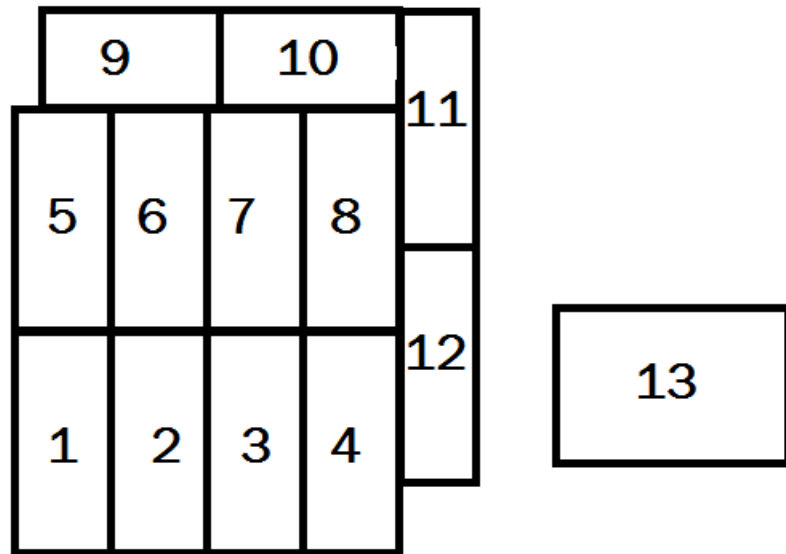
The Gehenna day is 20 hours long, with each 'hour' the equivalent of 90 minutes on the Material Plane, so a day is equivalent to 30 hours on the Material Plane. An hour is divided into 100 minutes, each the equivalent of 54 seconds on the Material Plane (essentially the same). The convention is that dawn occurs during the first hour, at 20 minutes after 20 hour or 0020. Dusk is always at 11 hour 10 minutes, so there are 10 hours 90 minutes of daylight (roughly 16 hours 30 minutes on the Material Plane). A year is 400 days by convention. Time moves more slowly in Gehenna than it does on the Material Plane, so that 5 days pass on the Material Plane for 1 day in Gehenna.

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City Maps

There are thirteen large city maps that show the whole of the city of Glasya-Labolas. These maps do not have street labels. See the diagram on page 48 for the major streets in the city. More detailed information on street names are found on the individual neighborhood maps. The large city maps are found on pages 65 through 77.

Organization of the Glasya-Labolas Maps



Neighborhood Detail Maps

There are 55 detailed maps which show the neighborhoods of the Muckrunner District, the Mortal District, and the Underhill District. Each detail map is accompanied by a list of street names keyed to the map, a list of notable locations keyed to the map, and a list of notable persons that can be found in the neighborhood. Each map uses greyscale to indicate the streets which make up the neighborhood. The Games Master should be able to locate the individual neighborhoods on the associated large city map. Diagrams showing the neighborhood names are found on page 78. The detailed descriptions begin on page 79 and continue through page 134. The neighborhoods are listed in alphabetical order. Neighborhoods are only described in city areas where mortals live. The names and boundaries of neighborhoods change over time, lasting from 20 years to 50 years. Historical information about the neighborhoods will not correspond to the current information.

(1) Southwest Corner, (2) South Central West, (3) South Central East, (4) Southeast Corner, (5) West Central, (6) Mid Central West, (7) Mid Central East, (8) Central East, (9) Top West, (10) Top East, (11) Northeast Corner, (12) East, (13) Underhill

Devil Administered Areas of the City

The Devil-administered areas of Glasya-Labolas are not described at the same level of detail as those areas inhabited by mortals. Larger-scale maps for some of these areas begin on page 135 and continue through page 143.

Feuds and Allies

The following neighborhood bosses are currently feuding and will not cooperate with each other.

Quirra San’Fell (Saint Alley) and **Nallophinias** (Lower Faligar)

Abbar Holchister (Borister) and **Eralan Mac’Groak** (Red Oak)

Gremming Loika (Gateway) and **Jondolar** (Trellhigh)

Grolgon (Little Picksman) and **Caronnius Vanck** (The Throat)

Thallia Mac’Noll (Half Pint) and **Jonnina** (Lord Jonn)

Fabienn Howskoller (Deep Muck) and **Braethern Cri** (Chillingham0)

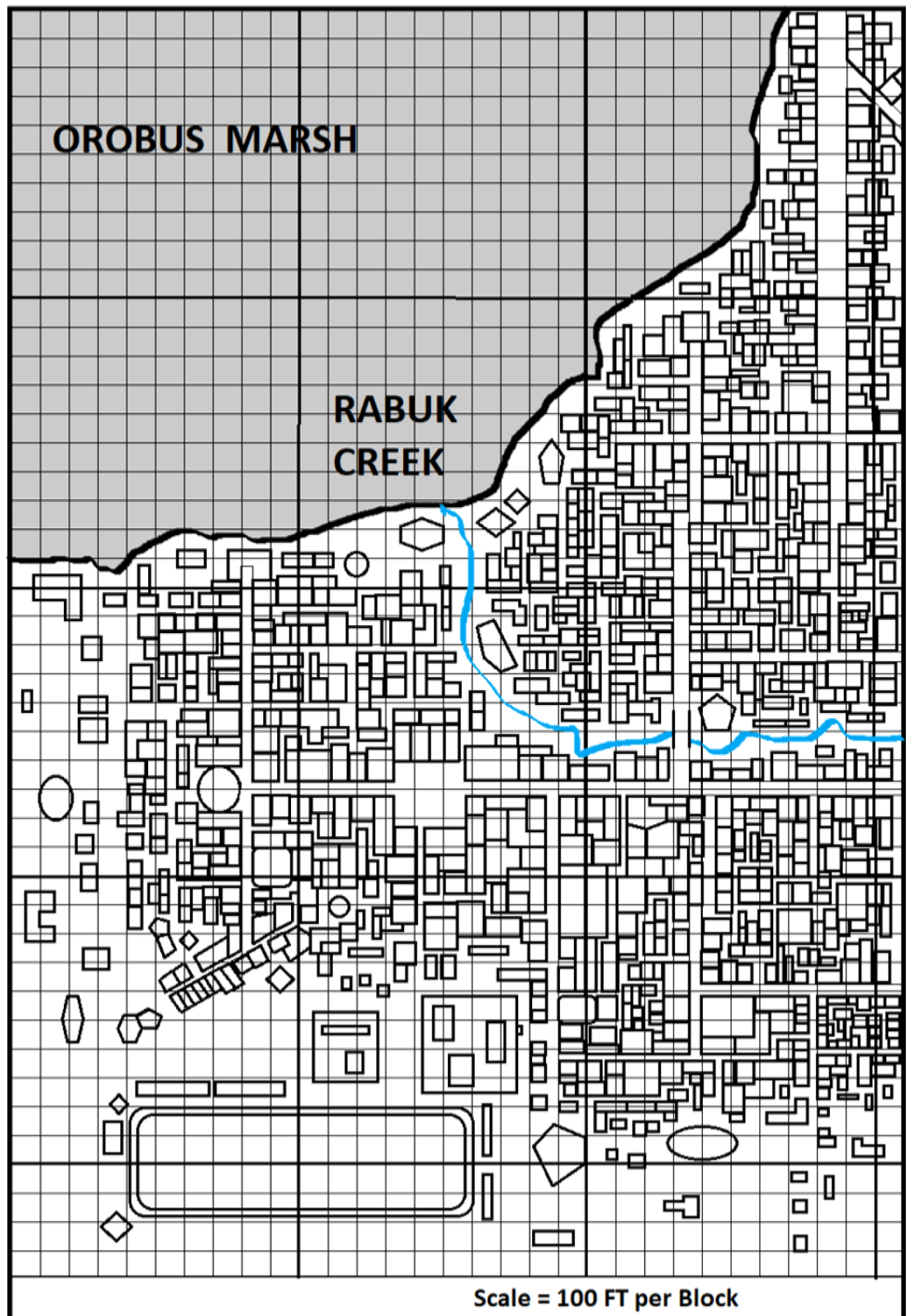
Addanz Garlonn (Red Friars) and **Varianna** (New Friars)

Olmai (Motherlode) and **Xotxgost** (Apssiss)

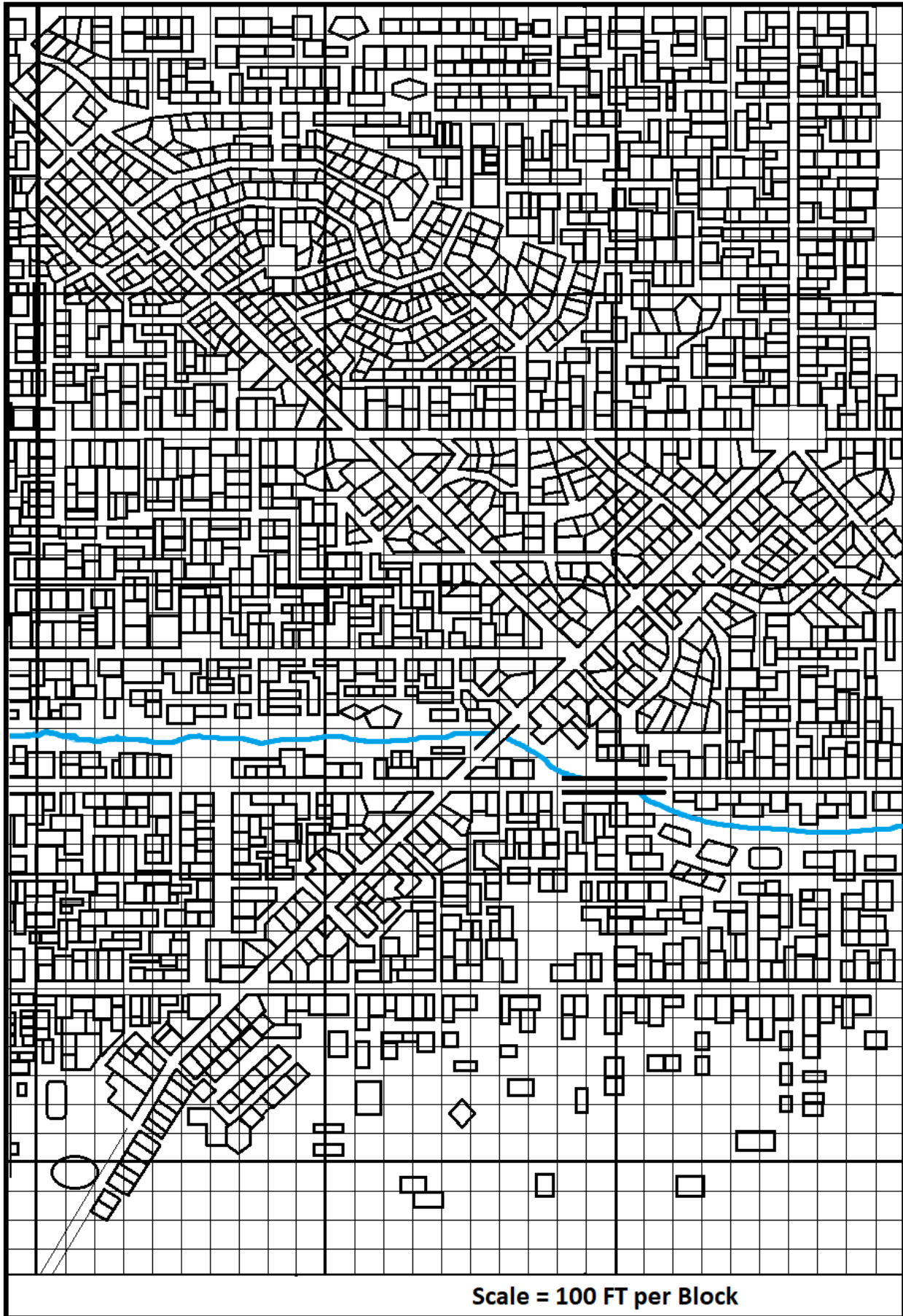
Marguite Shendir (Black Docks) and **Marienye** (Dark Market)

Continued on page 144

MAP 1: SOUTHWEST CORNER



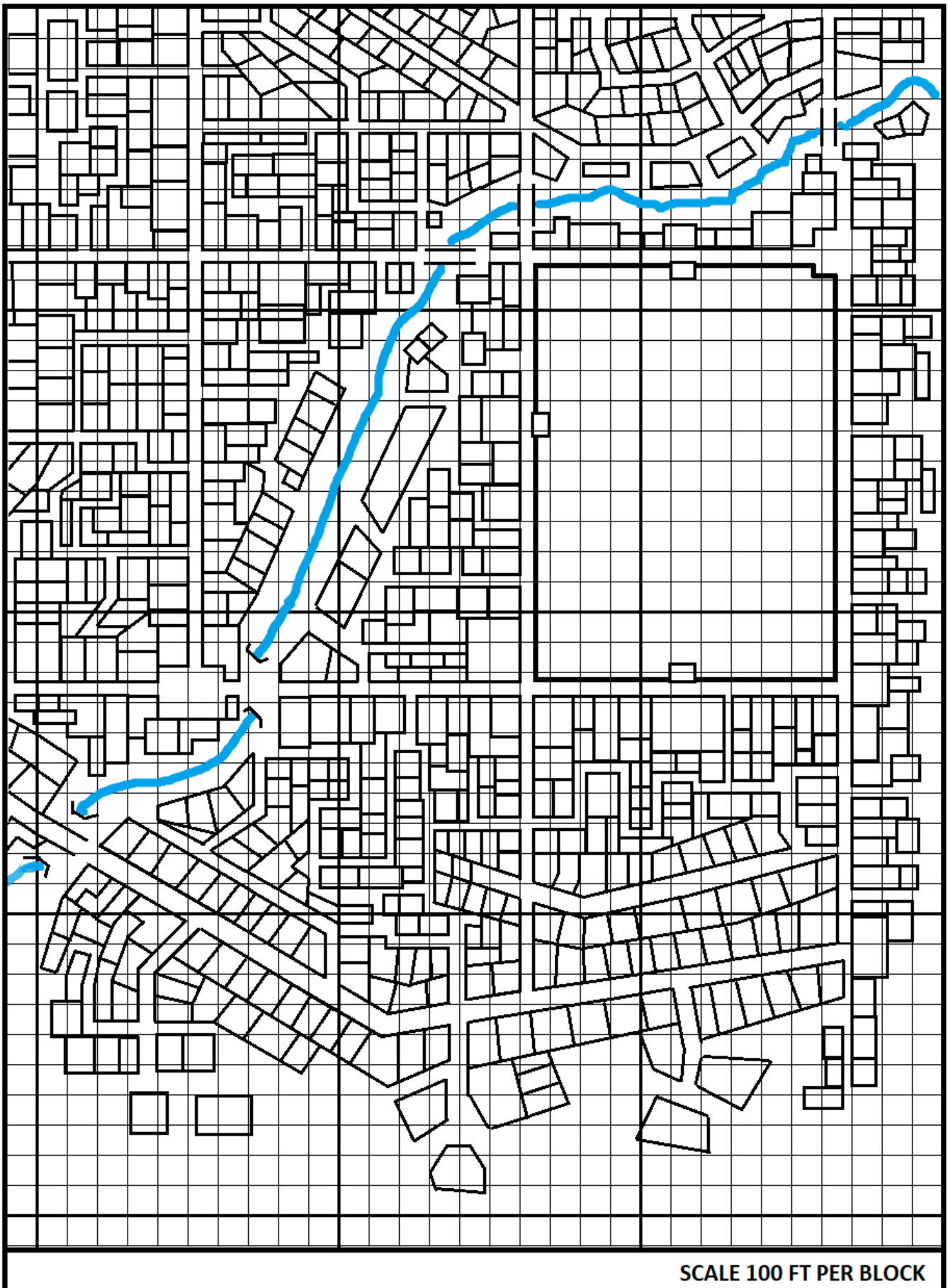
MAP 2: SOUTH CENTRAL WEST



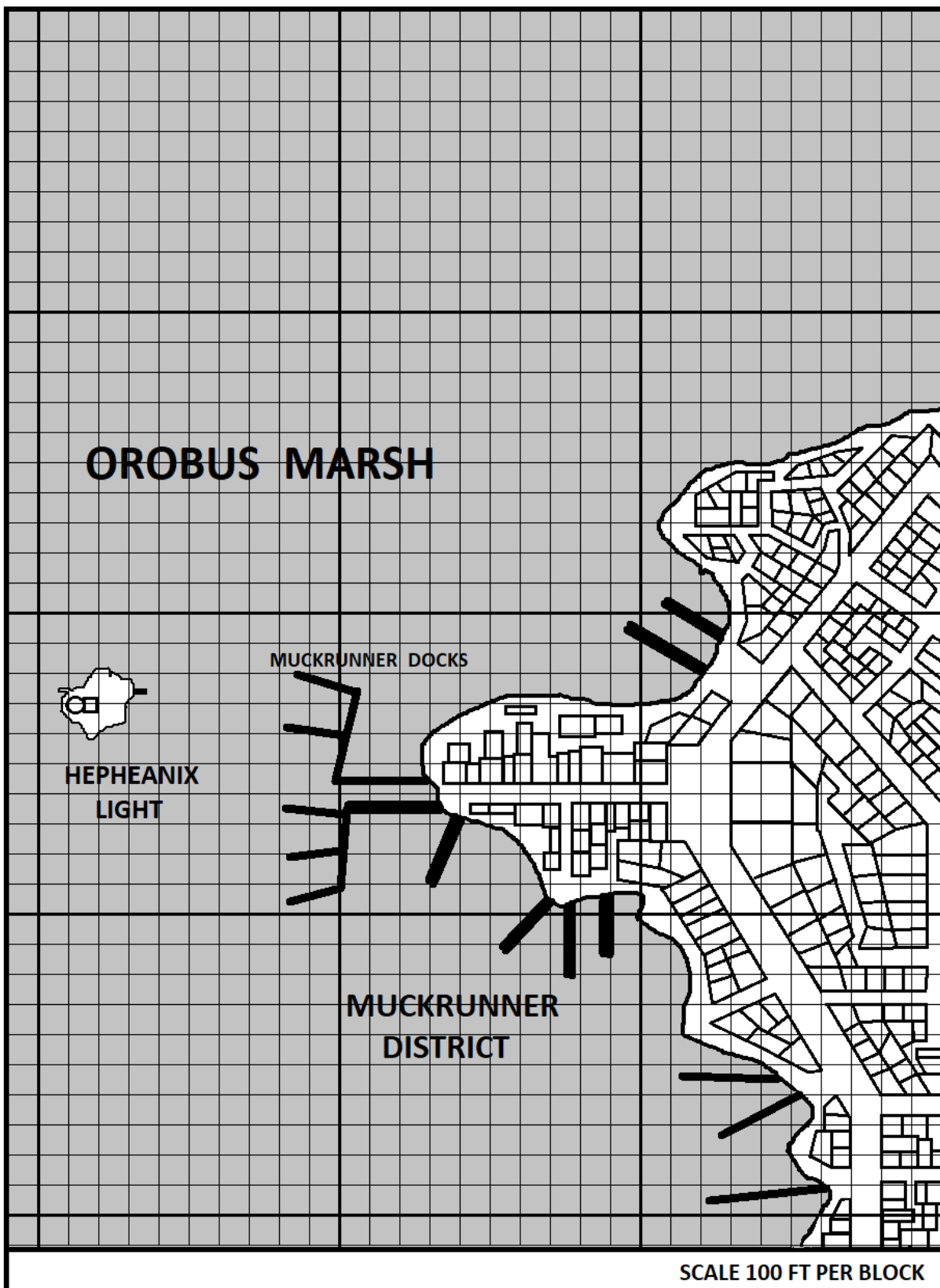
MAP 3: SOUTH CENTRAL EAST



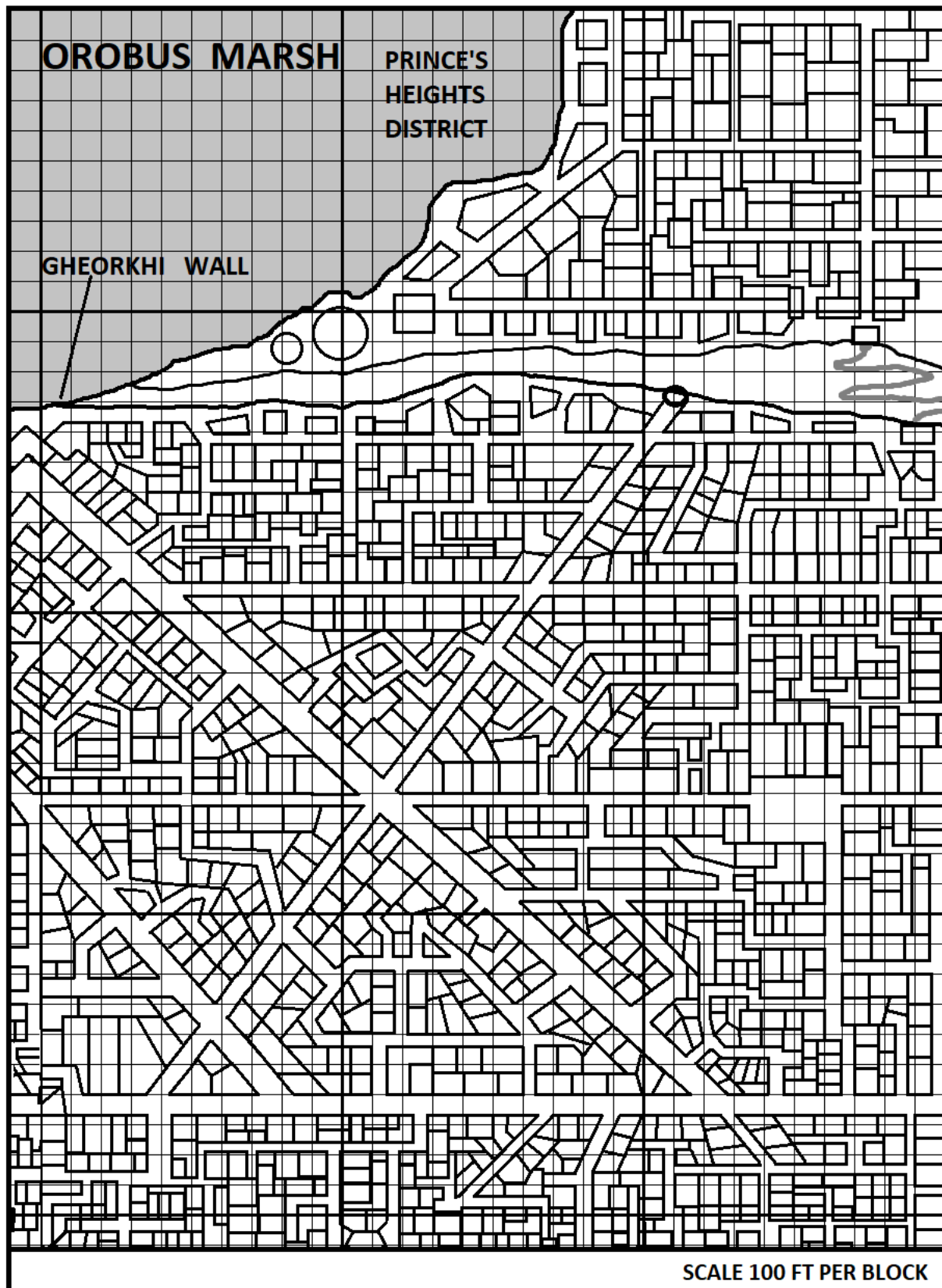
MAP 4: SOUTHEAST CORNER



MAP 5: WEST CENTRAL



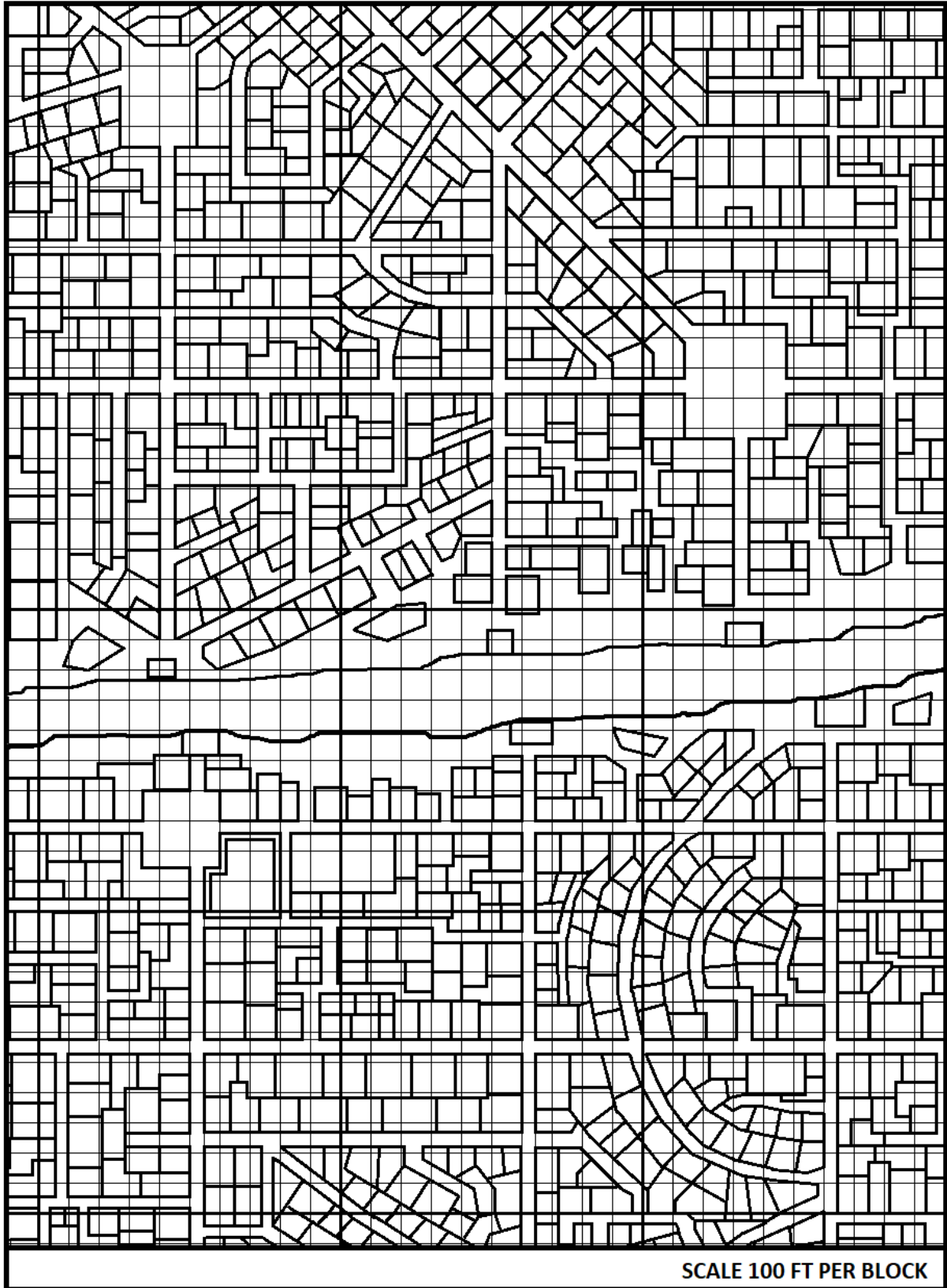
MAP 6: MID CENTRAL EAST



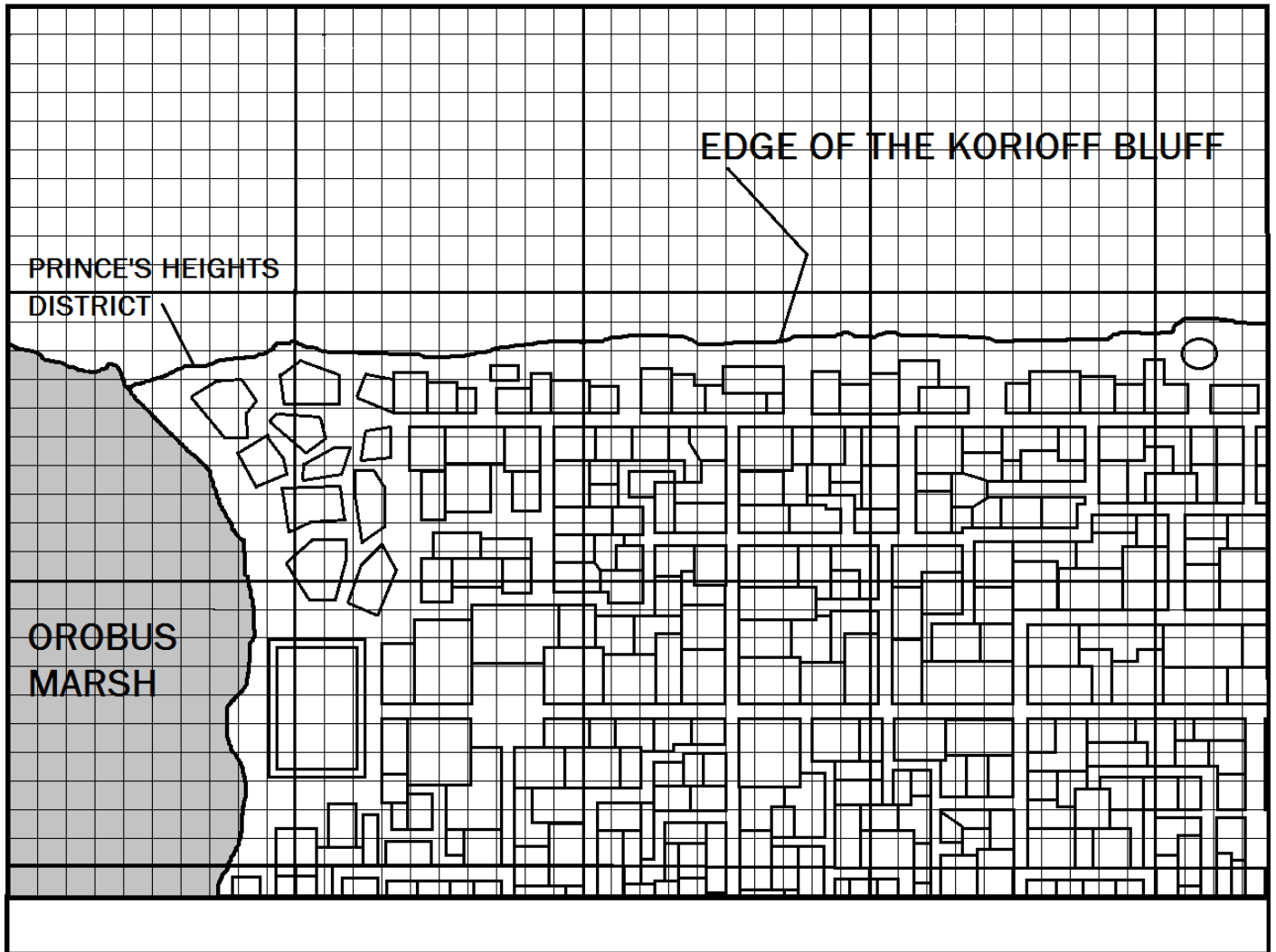
MAP 7: MID CENTRAL EAST



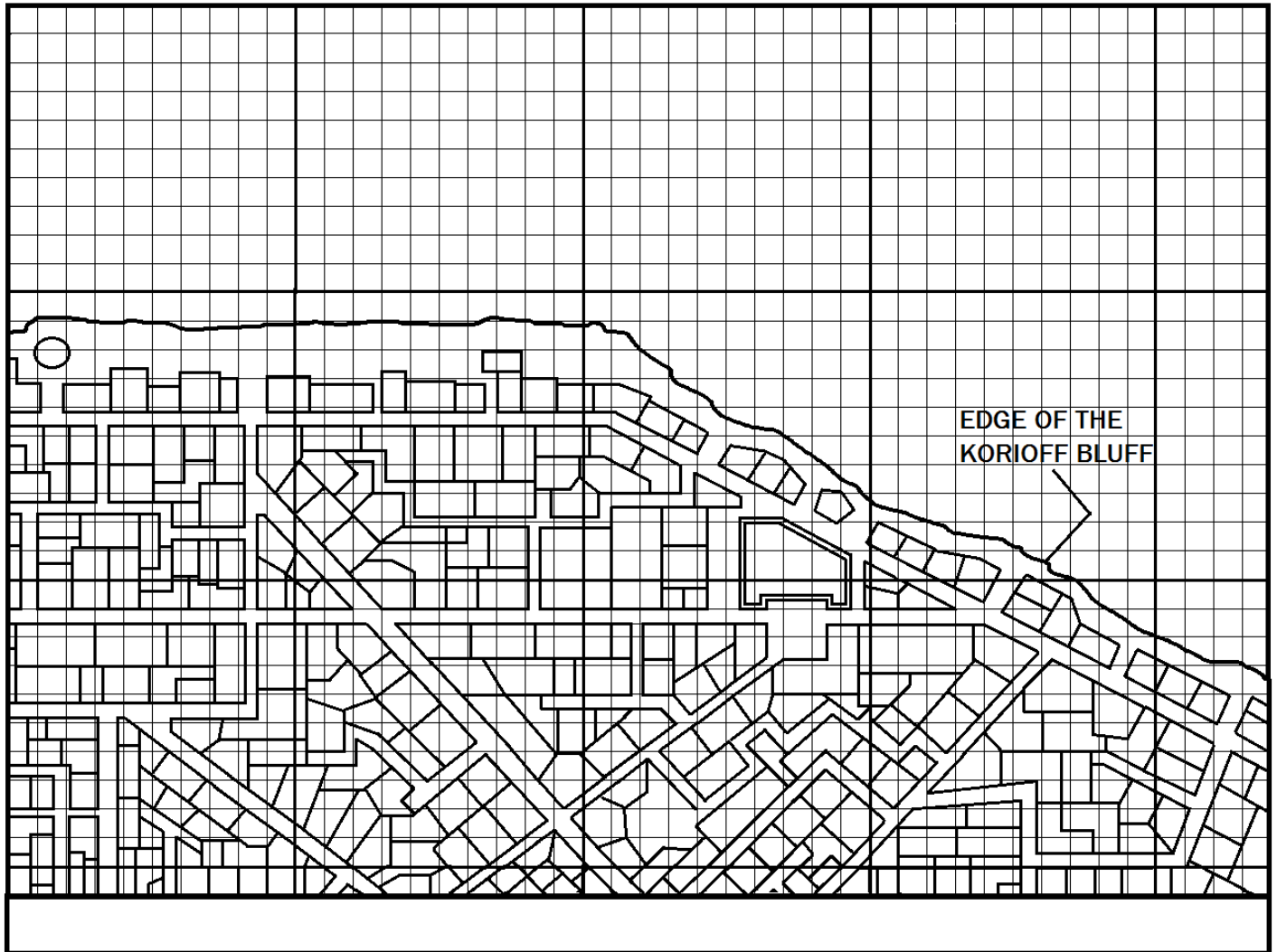
MAP 8: CENTRAL EAST



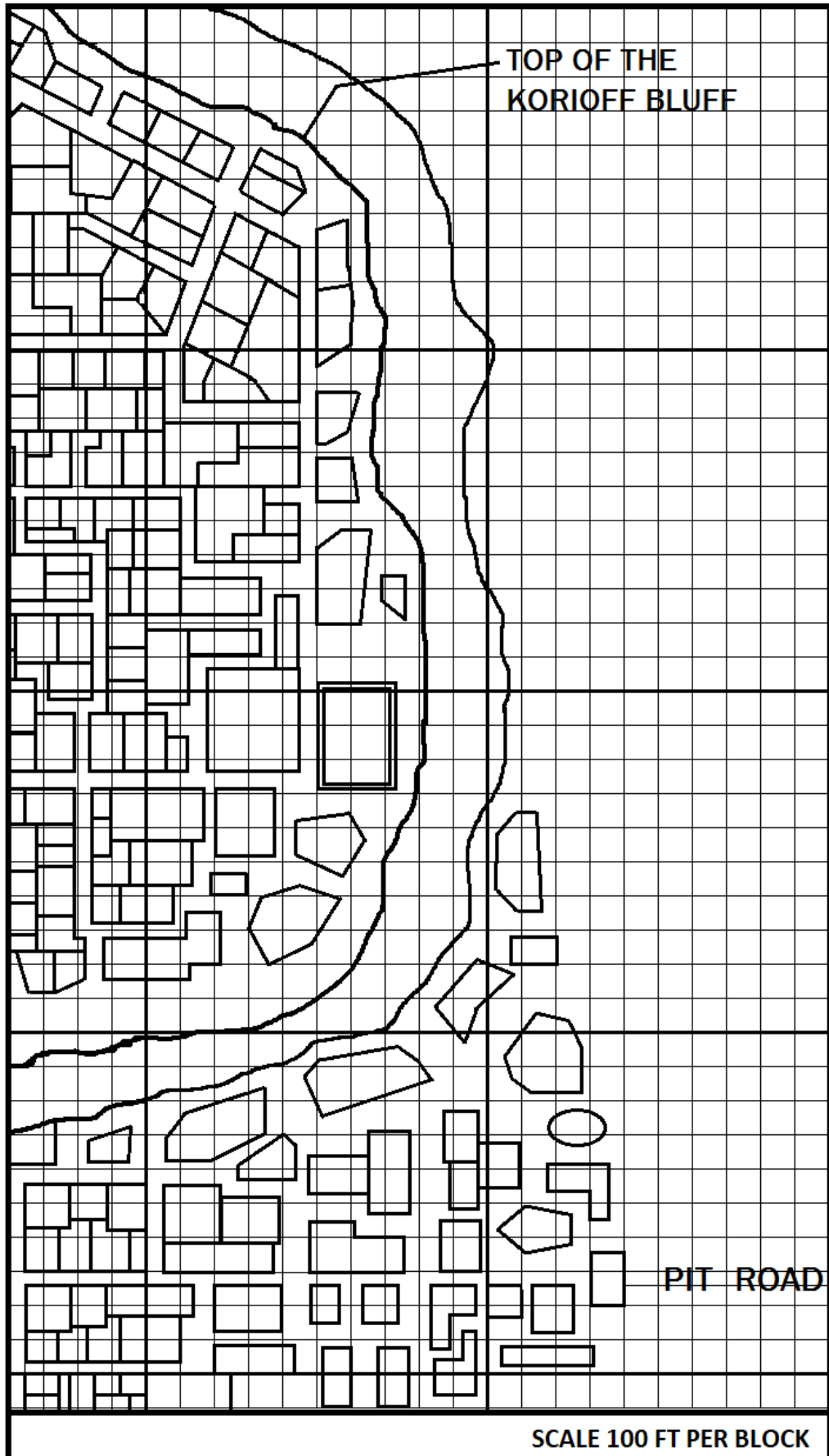
MAP 9: TOP WEST



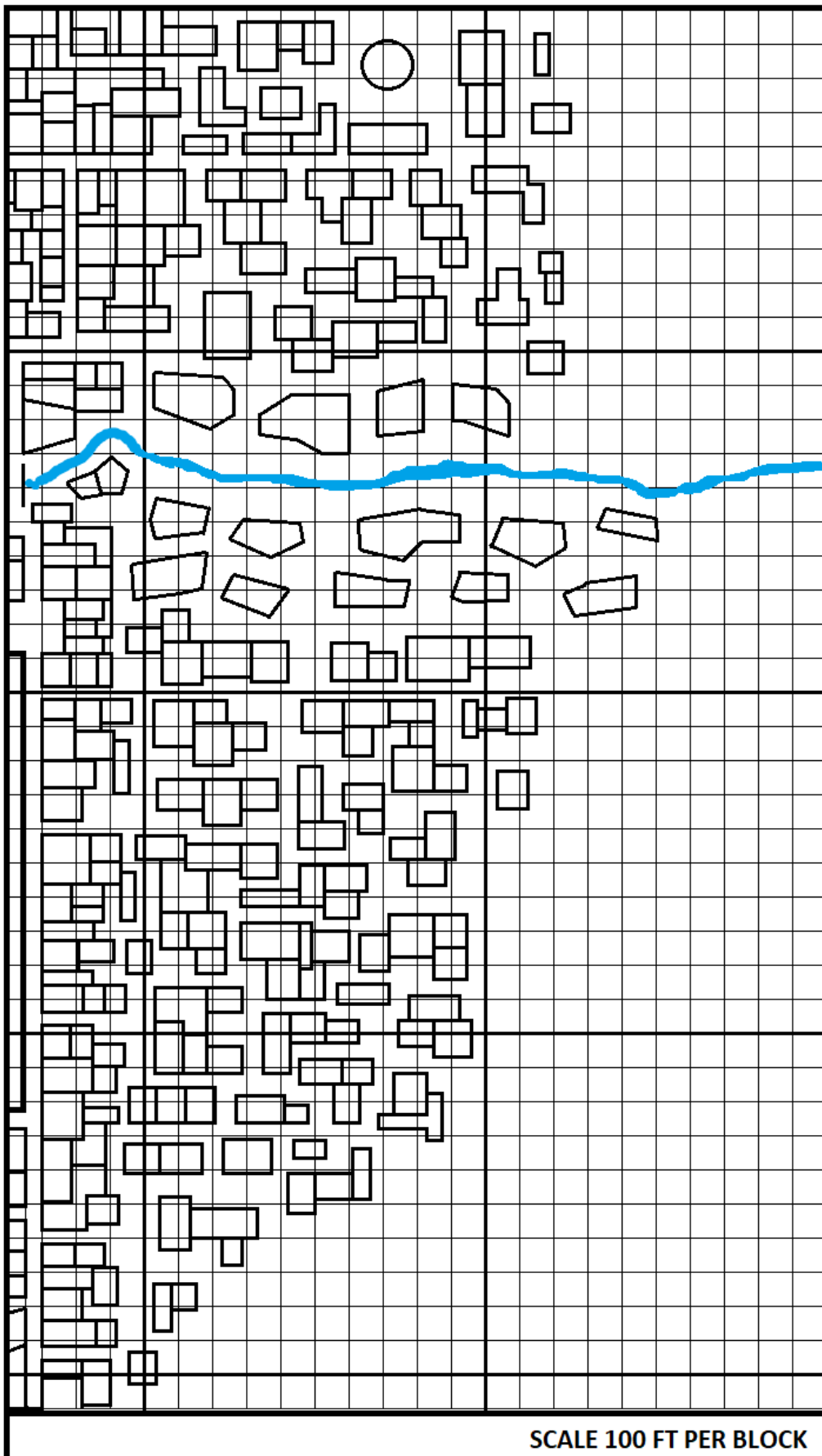
MAP 10: TOP EAST



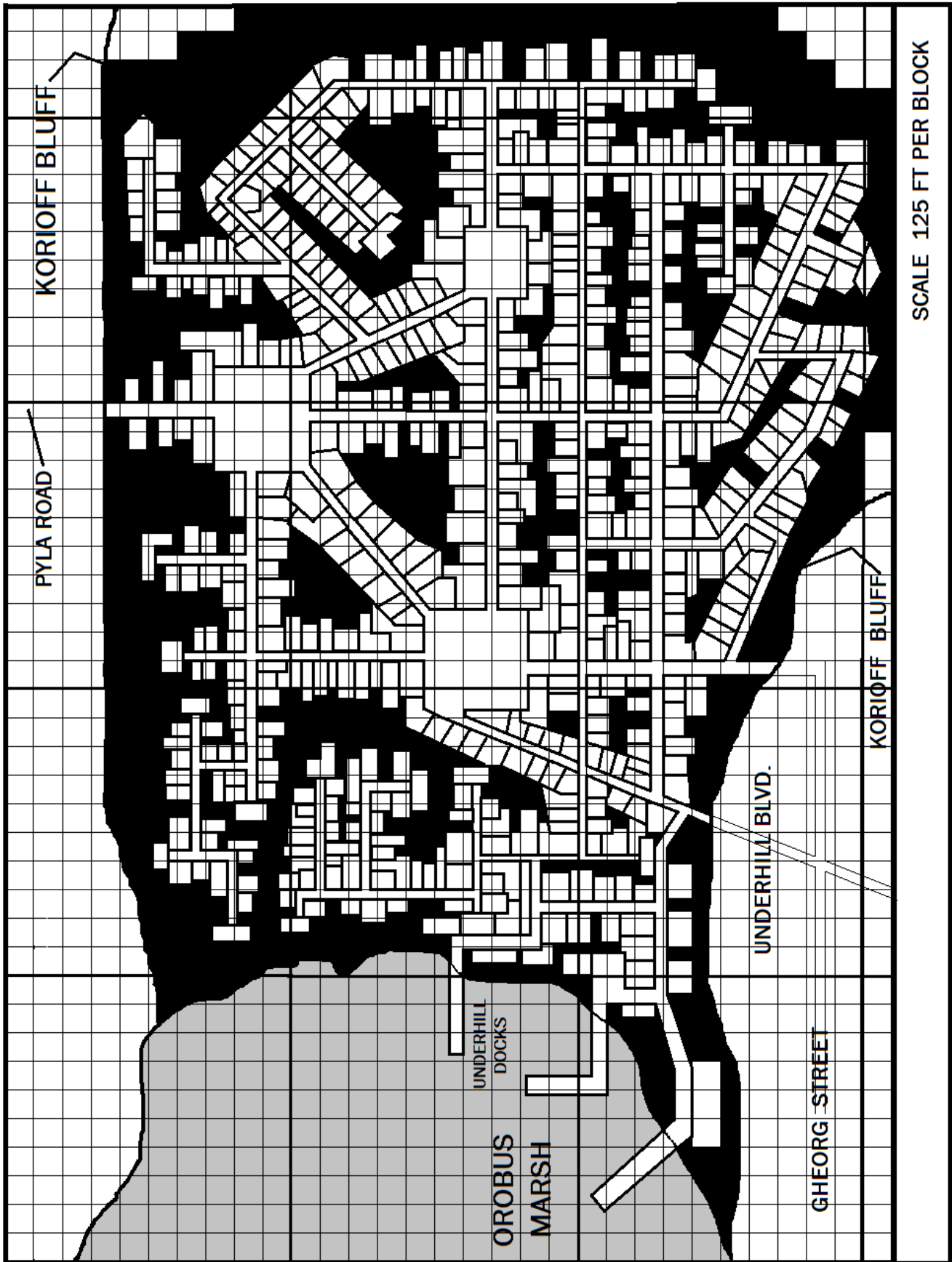
MAP 11: NORTHEAST CORNER



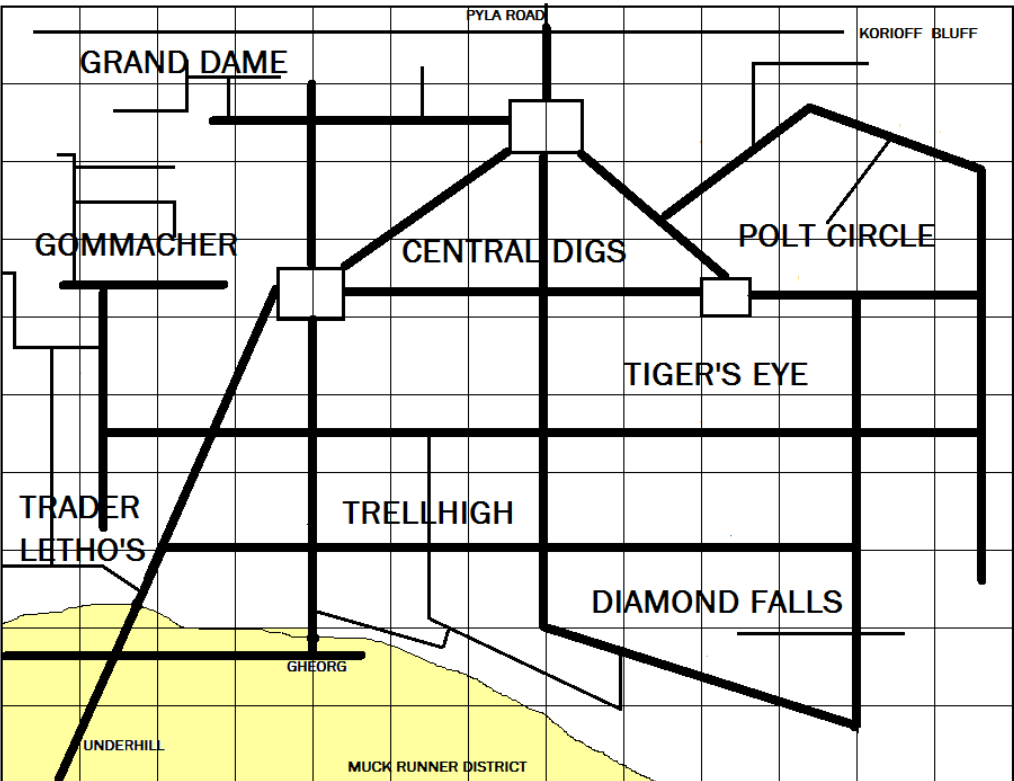
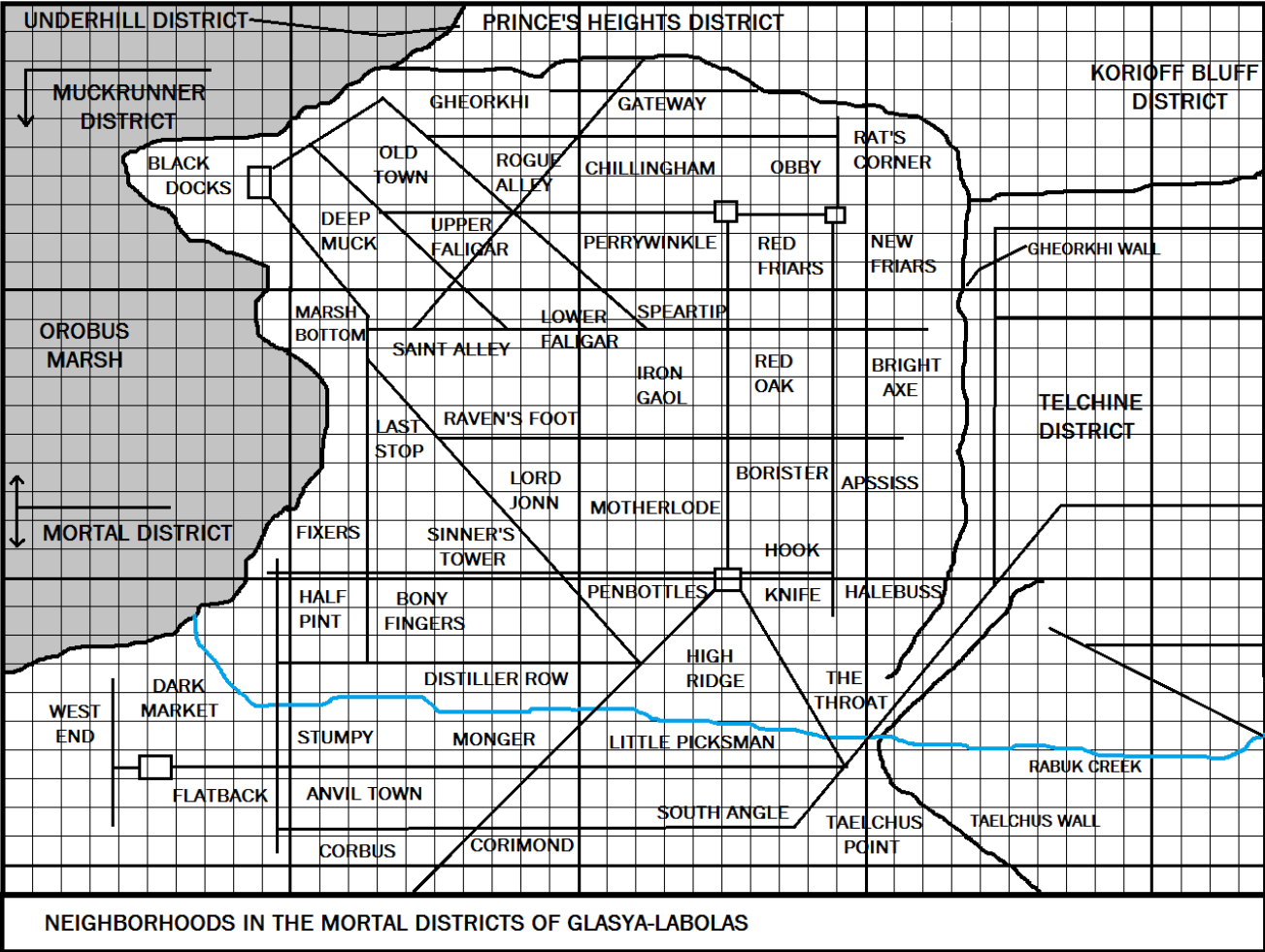
MAP 12: EAST



MAP 13: UNDERHILL



MORTAL NEIGHBORHOODS



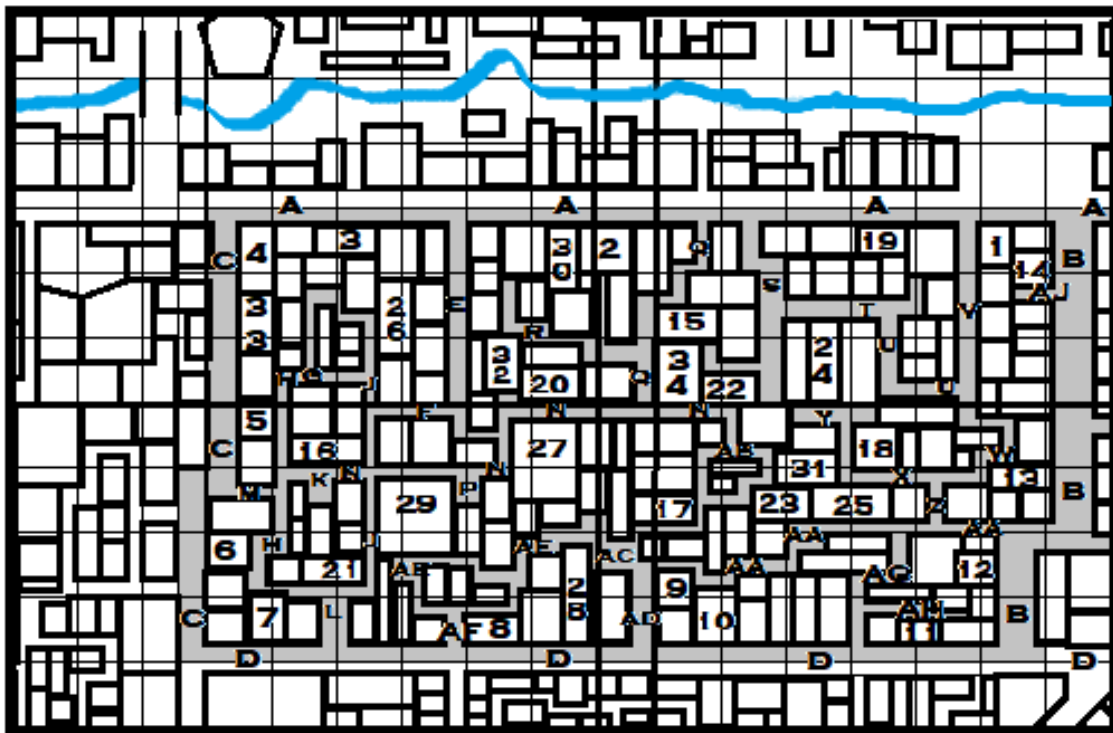
BLOCK = 100 YARD

Anvil Town Neighborhood, Mortal District

Streets: (A) Greed Street, (B) Gaol Road, (C) Madam Street, (D) Murder Row, (E) Dwardo Road, (F) Hammer Alley, (G) Anvil Circle, (H) Ring Mail Row, (J) Gauntlet Alley, (K) Dented Helm Place, (L) Hot Coal Cut, (M) Black Beard Cut, (N) Armor Smith Street, (P) Gurcano's Statue Place, (Q) Black Iron Street, (R) Bellows End, (S) Beaters Way, (T) Silver Blade Walk, (U) Bronze Corner, (V) Brawler Street, (W) Pewter Alley, (X) Drill Alley, (Y) Forge Alley, (Z) Dagalong Cut, (AA) Windy Street, (AB) Loud Dwarf Circle, (AC) Melwas' Well Place, (AD) Melwas Hammer Way, (AE) Dwarf Smith Alley, (AF) War Axe Cut, (AG) Tin Man Bend, (AH) Welders End, (AJ) Toadstool Alley

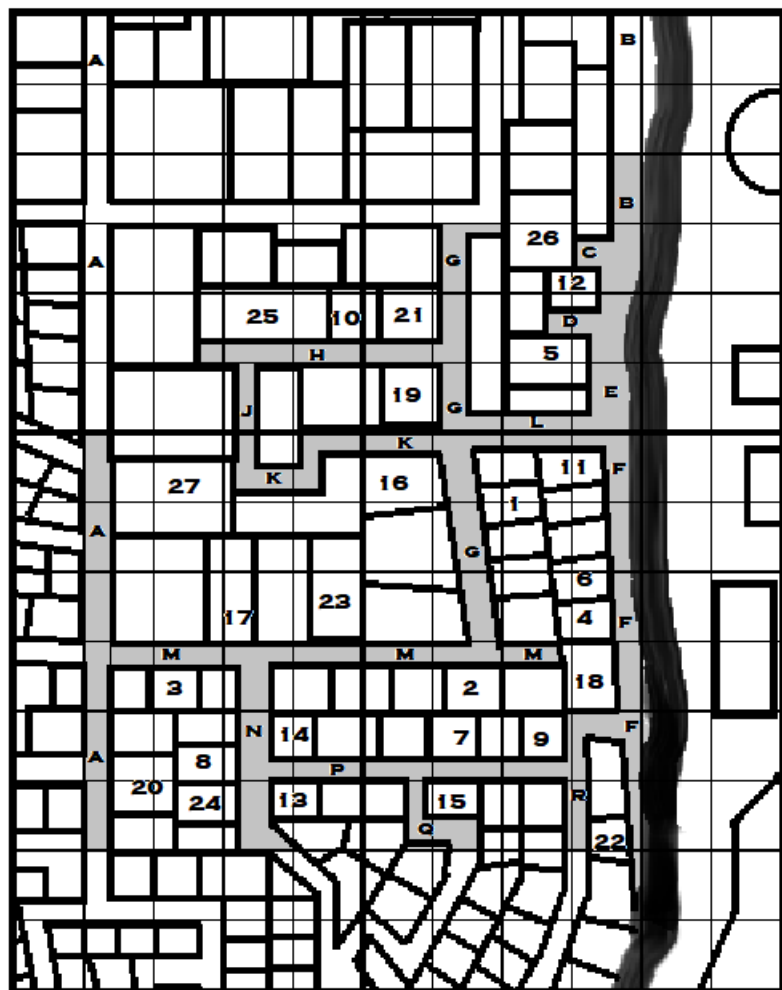
Notable Locations: (1) Shining Cavern Togs, Dwarvish Clothier, (2) Koppano, Dwarvish Barber, (3) Viltex, Dwarvish Ale Bottler, (4) Unka Wold, Dwarvish Books, (5) Drum and Fife, Dwarvish Music and Instruments, (6) Shamrock Mushroom Dwarvish Cultural Center, (7) Halvast, Smithy, (8) Derror, Smithy, (9) Poeric, Smithy, (10), Wolf Dragul, Armor Smith, (11) Thorrulf, Armor Smith, (12) Eldrich Arms, Weapon Smithy, (13) Crossed Axes, War ABesxes and Hammers, (14) Horsamma, Bowyer, (15) Let Fly, Bolts, Darts, and Arrows, (16) Cenwalh's Long Blades, Weapon Smiths, (17) Abbaes, Tool Wright, (18) Bad Hammers, Tool Wrights, (19) Lemuel, Punches and Bits and Cutting Blades, (20) Threepenny Nails, Nails and Screws and Bolts, (21) Dynrock, Lock Smith, (21) Secure Futures, Vault Storage, (22) Idith Mountain Safe Company, (23) Marvelous Mechanicals, Artificer, (24) Monstrous Wind Ups, Mechanical Toys, (25) Armorer's Hostel, (26) Ringing Anvil Rooms, (27) Bronze Mail Flophouse, (28) War Hammer Inn and Rooms, (29) Quartered Shield Pub, (30) Amram's Dwarvish Mead and Tap, (31) Bessar's Long Beard Tavern, (32) Winged Feet Dance Hall, (33) Phosphor Cavern Stage, (34) Diamond Cave Club

Notable Persons: (1) **Reggas Shirm** (aka Stongback, Anvil Town Neighborhood Boss), (2) Rotri, Dwarvish Brewer, (3) Tharmel, Dwarvish Tailor, (4) Noran O'Praug, Master Smith, (5) Talorg, Master Smith, (6) Uthor, Master Armorer, (7) Gramil, Master Armorer, (8) Laherdran, Master Armorer, (9) Medard, Master Shield Maker, (10) Sandiza, Master of Leather Armors, (11) Lysagh, Master Blade Maker, (12) Juvenal, Master Bowyer, (13) Orduv, Master Fletcher, (14) Gunphar, Axe Master, (15) Cannik, Hammer Master, (16) Baldwin, Dirk Master, (17) Nithard, Crossbow Master, (18) Thedric, Master Toolwright, (19) Peothan, Master Toolwright, (20) Tremeur, Master Artificer, (21) Geucof, Classic Dwarven Arts, (22) Bolond, Music Master, Classic Dwarven Song, (23) Bethani, Street Vendor, (24) Elin, Street Vendor, (25) Almos, Warrior L11, (26) Harahan, Rascal L9, (27) Rutger, Crusader of Samael L10, (28) Anatta, Warlock L8, (29) Dolbek, Wizard L9 (Earth, Water, Shaman)



ANVIL TOWN NEIGHBORHOOD

1 BLOCK = 100 FT



APSSISS NEIGHBORHOOD

1 BLOCK = 100 FT

Apssiss Neighborhood, Muckrunner and Mortal Districts

Streets: (A) Temple Street, (B) Cobble Rock Road (from Bright Axe), (C) Little Wall Place, (D) Green Gargoyle Place, (E) Vidor Mosaic Plaza, (F) Orange Road, (G) Longbow Street, (H) Shadow Row, (J) Rogier Cut, (K) Grelgo Street, (L) Crown Walk, (M) Oxquerny Street, (N) Crystal Street, (P) Vasfrong Street, (Q) Mace Corner, (R) Yube Road

Notable Locations: (1) Camverallian Embassy, (2) Grelgo Embassy, (3) Jhaskou Embassy, (4) Roighaw Embassy, (5) Celestial Spheres Temple, (6) Jeweler's Guild House, (7) Platinum Goat, Lockets and Brooches, (8) Oswin's Scrimshaw, (9) Brass Plate, Engravers, (10) Rings by Priskilla, (11) Milhady's Jewelry Shop, (12) The Emerald Pear, Gemcutters, (13) Japhetta, Assayer and Appraiser, (14) Asshar, Metal Artificer, (15) Burhred, Mechanical Devices, (16) Fallophia, Jhaskou Rooms, (17) Holmger's Eklune Rooms, (18) Vebjorns Celestial Hostel, (19) Zombor's Vasfrong Hotel, (20) Flaming Pine Flophouse, (21) Smaelents Rooms {for Dwarves and Gnomes}, (22) Gonostic's Leatherworks, (23) Whalebone's Pub, (24) Red Sword Tap, (25) Falagan's Brewery, (26) Spinning Cask Alehouse, (27) Bright Star Celestial Theater

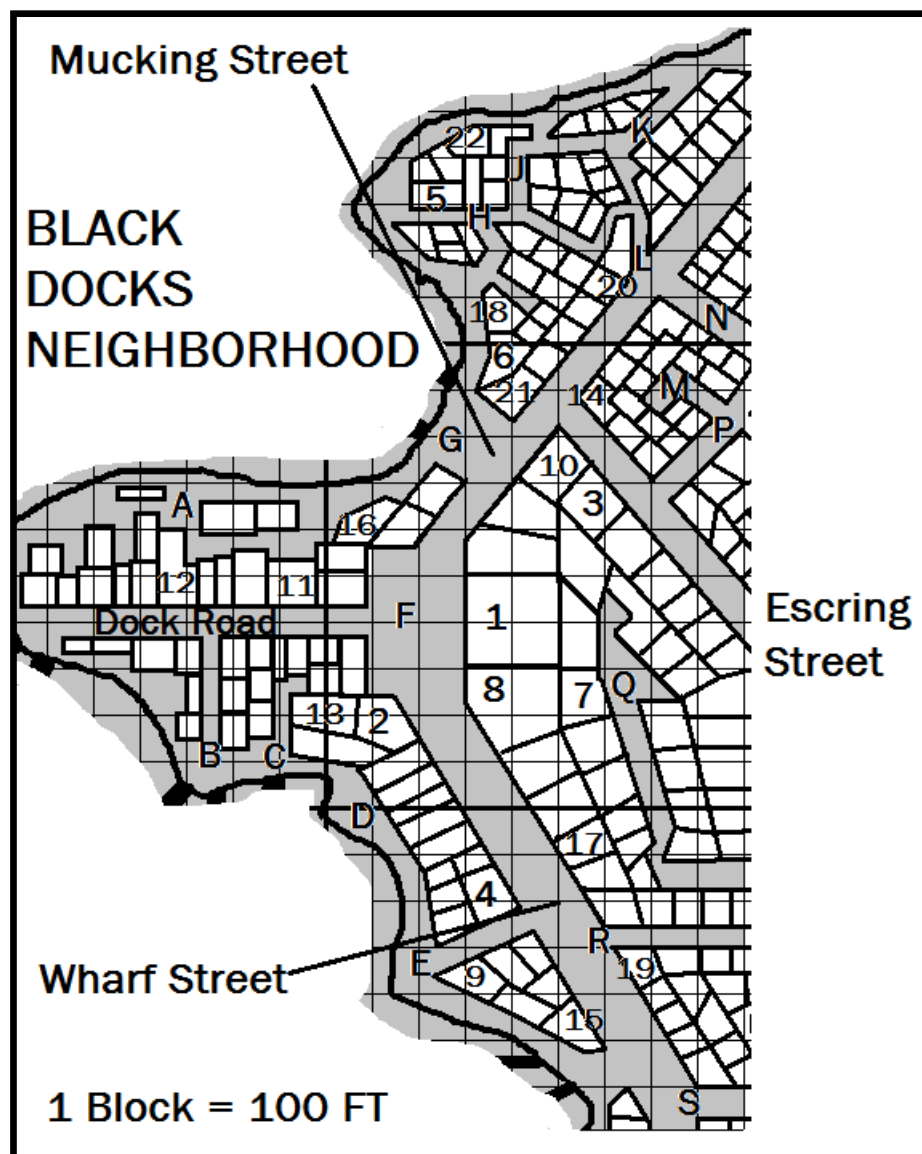
Notable Persons: (1) **Xotxgost** (Apssiss Neighborhood Boss), (2) Guelfridoe, Camverallian Consul, (3) Boemiseus, Grelgo Consul, (4) Eall'Rythan'Chak, Eklune Consul, (5) Lymoelkant, Jhaskou Consul, (6) Shokonkura, Maru Yube Consul, (7) Uehaddah, Oxquerny Consul, (8) Phergredanc, Roighaw Consul, (9) Grenwallong, Vasfrong Consul, (10) Bartomolea, Camverallian, (11) Kwilmone, Camverallian, (12) Coywallieg, Grelgo, (13) Peurpothi, Grelgo, (14) Velessian, Jhaskou, (15) Gkelth, Jhaskou, (16) Harghonoia, Roighaw, (17) Bourganfol, Eklune, (18) Eibohannin, Mara Yube, (19) Aigonalid, Oxquerny, (20) Celidonick, Roighaw, (21) Xelomakos, Vasfrong, (22) Noilezebel, Vasfrong, (23) Melius, Master Jeweler, (24) Nowy, Master Jeweler, (25) Deordre, Master Gemcutter, (26) Debrella, Master Engraver, (27) Omillia, Appraiser, (28) Saissa, Courtesan, (29) Sazatanny, Street Vendor, (30) Thuros, Panhandler, (31) Poenealf, Butcher, (32) Zavia, Warlock L9, (33) Rutger, Wizard L8 (Fire)

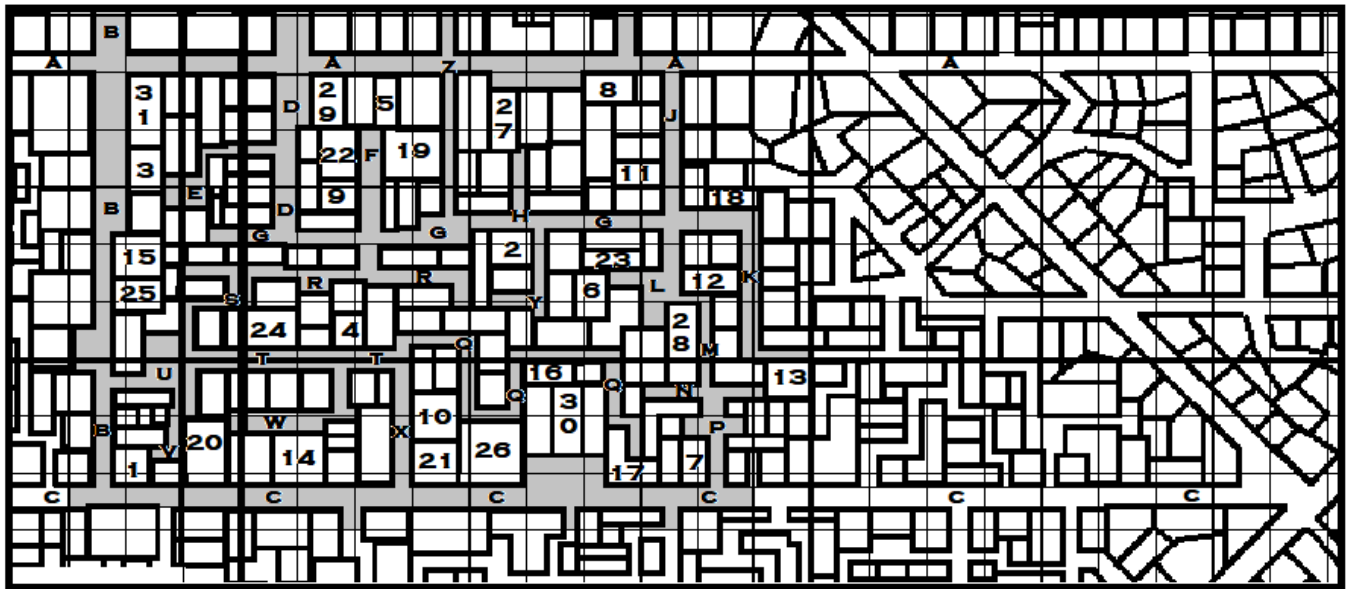
Black Docks Neighborhood, Muckrunner District

Streets: (A) Quay Way, (B) Willow Cut, (C) Renegade Alley, (D) Dockers Street, (E) Enggin Street, (F) Muckrunner Square, (G) Captain's Plaza, (H) Deckhand Street, (J) Dirthan Cut, (K) Pitch Street, (L) Old Tar Path, (M) Gale Alley, (N) Praelcass Street, (P) Sailor Row, (Q) Trapper Alley, (R) Windlass Street, (S) Samael Street.

Notable Locations: (1) Muckrunner Guild Building, (2) Captain's House, (3) Muckrunner Guildsmaster's Residence, (4) Blue Barnacle Pub, (5) Herkimer's Tavern, (6) Blackwater Tavern, (7) Mekran Reef Guesthouse, (8) Muckrunner Hostel, (9) Purple Pelican Inn, (10) One-Eyed Crow Restaurant, (11) Oysterby's Restaurant, (12) Rickling Outfitters, (13) Garlosh's Chart House, (14) Fippi's Betting Parlor, (15) Gold Garter Brothel, (16) Four Fathoms Casino, (17) Reefed Spar Club, (18) Silver Stein Saloon, (19) Breezy's Dancehall, (20) First Captain's Bank, (21) Sailor's Hiring Hall, (22) Lae Priscut Apothecary

Notable Persons: **Marguite Shendir** (Black Docks Neighborhood Boss), **Laeon Galstermon** (Guildsmaster, Muckrunner Guild), **Piettar DeTathass** (Deputy Guildsmaster, Muckrunner Guild), **Saillea Durst** (Deputy Guildsmaster, Muckrunner Guild), Captain Morrel Breck, Captain Heug O'Rourke, Captain Patch Willaird, Matthias Rickling (Outfitter), Dregard Scroth (Outfitter), Cassory Digh (Madam), Grendal Mac'thant (Guide), {Shady Mel} Melliard VanGost (provides crews), Vinndan Green (Water Wizard)





BONY FINGERS NEIGHBORHOOD

1 BLOCK = 100 FT

Bony Fingers Neighborhood, Mortal District

Streets: (A) Prince Street, (B) Old Tar Street, (C) Pride Street, (D) Skull Street, (E) Patch Alley, (F) Parrot Lane, (G) Crossbones Street, (H) Waller Alley, (J) Rottweiler Road, (K) Anchor Way, (L) Doubloon Place, (M) Hook's Cut, (N) Saber Alley, (P) Hundred Place, (Q) Hidden Trail, (R) Cutlass Row, (S) Lookout Corner, (T) Buccaneer Street, (U) Windstorm Place, (V) Bootlegger's End, (W) Black Flag Alley, (X) Proxchart Cut, (Y) Deljan Lane, (Z) Salozor Street

Notable Locations: (1) Seaman's Shrine, (2) Buccaneer's Hiring Hall, Pirate Crews, (3) Sell-Sword Guild, Pirate Crews, (4) Rum and Salt, Seaman's Outfitters, (5) Orem's Parrot, Seaman's Outfitters, (6) Magog's Skewer, Cutlasses, (7) One-Eyed Piet's Dirk Shop, (8) Vidos Rond, Blade Trainer, (9) The Hemp Snake, Ropes and Cables, (10) Tar Baby, Pitches and Tars and Resins, (11) Marinka's Sails, (12) Tropical Palms, Ship's Supplies, (13) Gerwin Kurna, Grocers, (14) Captain's Wraith, Fine Spirits Shop, (15) Singing Dolphin, Distillery, (16) Compass Rose, Spirits and Wines, (17) Gostja and Greta, Boat Trainers, (18) Distant Shoals, Maps and Sailing Charts, (19) Fire House, (20) Crossed Axes Pub, (21) The Cinders, Alehouse, (22) Heargon's Grog Shop, (23) Fartikki Rum Bar, (24) Seaman's Dance Hall, (25) Flatwater Clinic, (26) Ansbert's Heavy Metal, Casters and Anchors, (27) Punched Judy Stage, (28) Captain Sadie's Home for Girls, Courtesans, (29) Sailor's Rest Flophouse, (30) Swinging Hammocks Barracks, Flophouse, (31) Captain Crook's Rooms

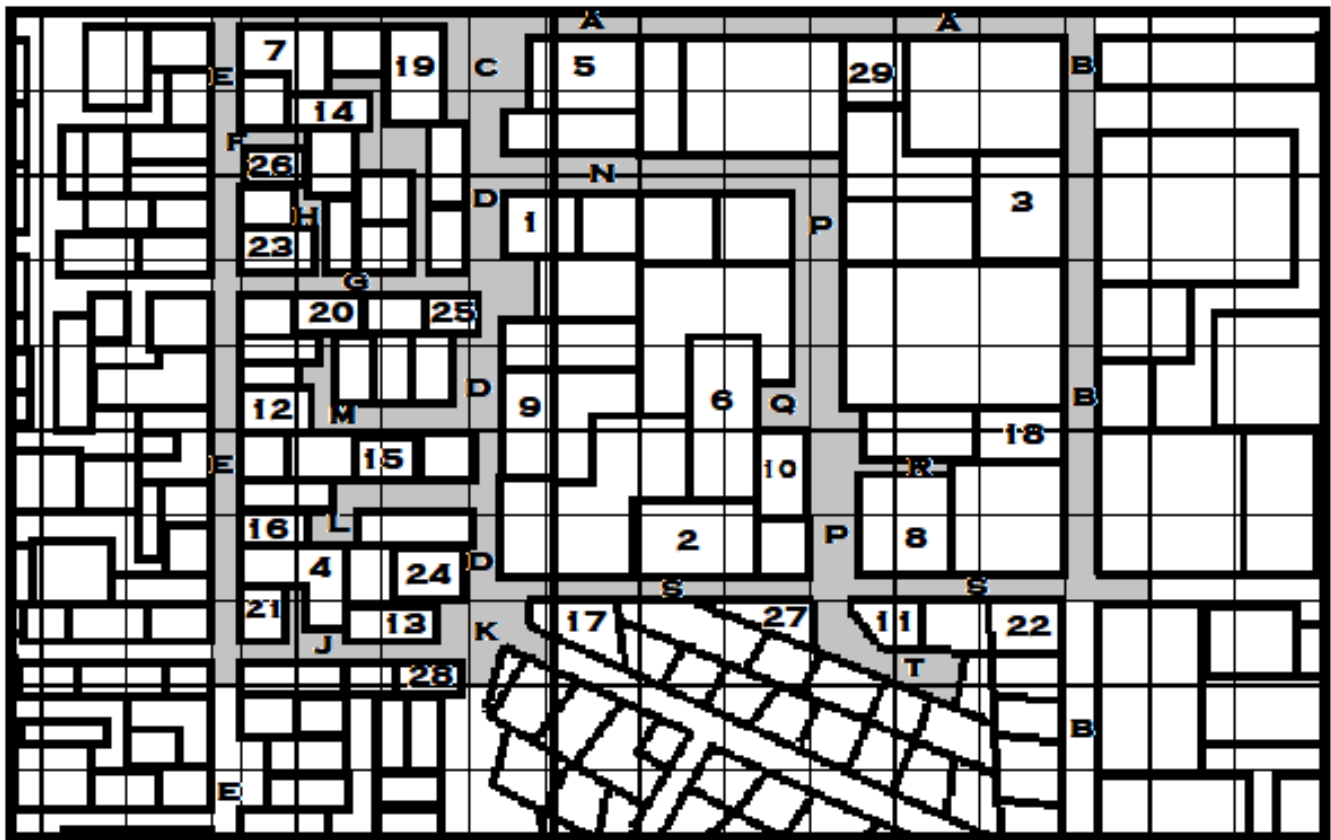
Notable Persons: (1) **Peg-Leg Alonzor** (aka Captain Keelhaul, Bony Fingers Neighborhood Boss), (2) Bretwaldor, Fire Captain, (3) Melwas, Fire Sergeant, (4) Justanin, Fire Sergeant, (5) Mungran, Fireman, (6) Sidonius, Warrior L7, Pirate Officer, (7) Llagonwoch, Warrior L9, Pirate Captain, (8) Hellekan, Warlock L8, Pirate Captain, (9) Eugenius, Crusader of Lucifer L7, Pirate Captain, (10) Lynaugh, Warrior L5, Pirate Officer, (11) Tathan, Master Navigator, (12) Ricerch, Ship's Carpenter, (13) Petrock, Quartermaster, (14) Linnius Orran, Ship's Purser, (15) Jerome Gariat, Healer and Ship's Surgeon, (16) Mairona, Rascal L9, Contract Assassin, (17) Blandinia, Warrior L7, (18) Ulphalia, Wizard L6 (Shaman), (19) Seanna, Street Prostitute, (20) Wiviana, Street Prostitute, (21) Audrien, Madam, (22) Corcaida, Courtesan, (23) Gwannon, Street Musician, (24) Finian, Street Crier, (25) Kynor Ilgan, Pickpocket, (26) Joran, retired Ship's Captain, (27) Mason O'Leyn, Minstrel, (28) Seraphion, Burglar, (29) Vicellin, Chart Maker, (30) Hibnorth, Herbalist, (31) Camalan, Smuggler

Borister Neighborhood, Muckrunner District

Streets: (A) Kespian Street, (B) Temple Street, (C) Ferdic's Well Place, (D) Lute Street, (E) Red Friars Street, (F) Tuner's Alley, (G) G Note Row, (H) Bard's Squeeze, (J) Izmargard Street, (K) Singing Devil Plaza, (L) Sour Note Alley, (M) Night's Alley, (N) Nightingale Street, (P) Understudy Street, (Q) Lion's Stage Place, (R) Roobert's Squeeze, (S) Cabaret Road, (T) Yellow Dog End

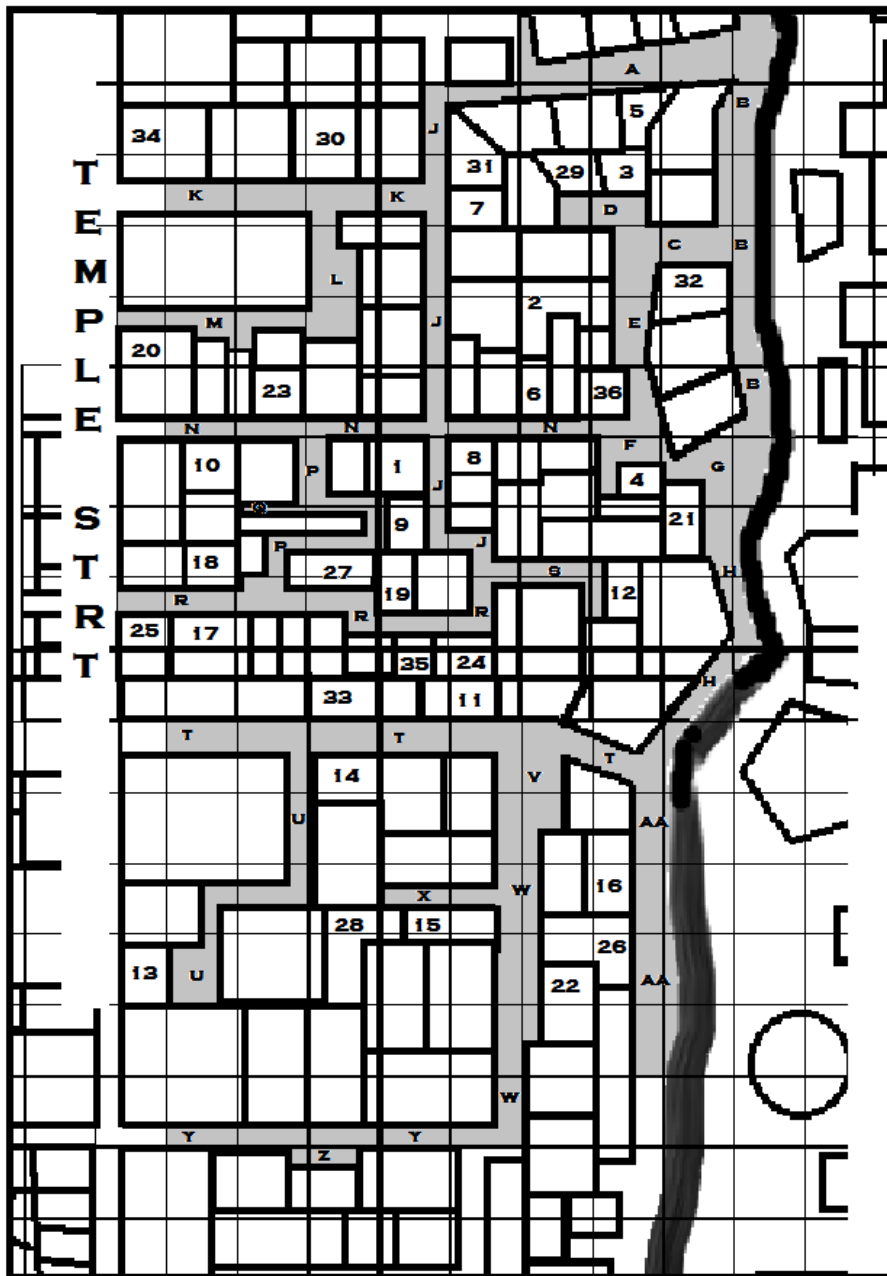
Notable Locations: (1) City Watch Station, (2) Hemwyn's Stage, (3) Brass Stag Concert Club, (4) Musician's Guild House, (5) Elven Tree Jazz, (6) Leagair's Great Oak Symphony Hall, (7) Prancing Pony Theater, (8) Loud Dwarf Stage, (9) Gundleia's Gnomish Stage, (10) Two Pint Stein Comedy and Stage, (11) Melgo's Disguise and Costumes, (12) Finbar's Voice Studio, (13) Kentig's Acting College, (14) King's Robes, Costumes, (15) Rinaccus, Stage Trainer, (16) Smiling Masks, Props and Stage Devices, (17) Fine Instruments by Saccius, Music Shop, (18) Red Headed Baritone Tavern, (19) Prince's Keg Alehouse, (20) The Minstrel Bastard Taproom, (21) Baton and Flute Pub, (22) Dughall's Rooms, (23) Gruel and Oat Flophouse, (24) Florian's Hostel, (25) Kristof's Anvil, Smithy, (26) Boar's Bridle, Tack Shop, (27) Netia's Chariot Odds, (28) Hanged Fool Diviner's Parlor, (29) Horagana's Grocery

Notable Persons: (1) **Abbar Holchister** (Borister Neighborhood Boss), (2) Polostaka, City Watch Commander, (3) Luidalf, City Watch Lieutenant, (4) Csomabor, City Watch Sergeant, (5) Hereswith, City Watch Sergeant, (6) Chesmir, Master Minstrel, (7) Yapheth, Master Minstrel, (8) Trufenna, Diva, (9) Orenkia, Opera Singer, (10) Ingmar, Master Musician, (11) Georg, Master Musician, (12)



BORISTER NEIGHBORHOOD

1 BLOCK = 100 FT



BRIGHT AXE NEIGHBORHOOD

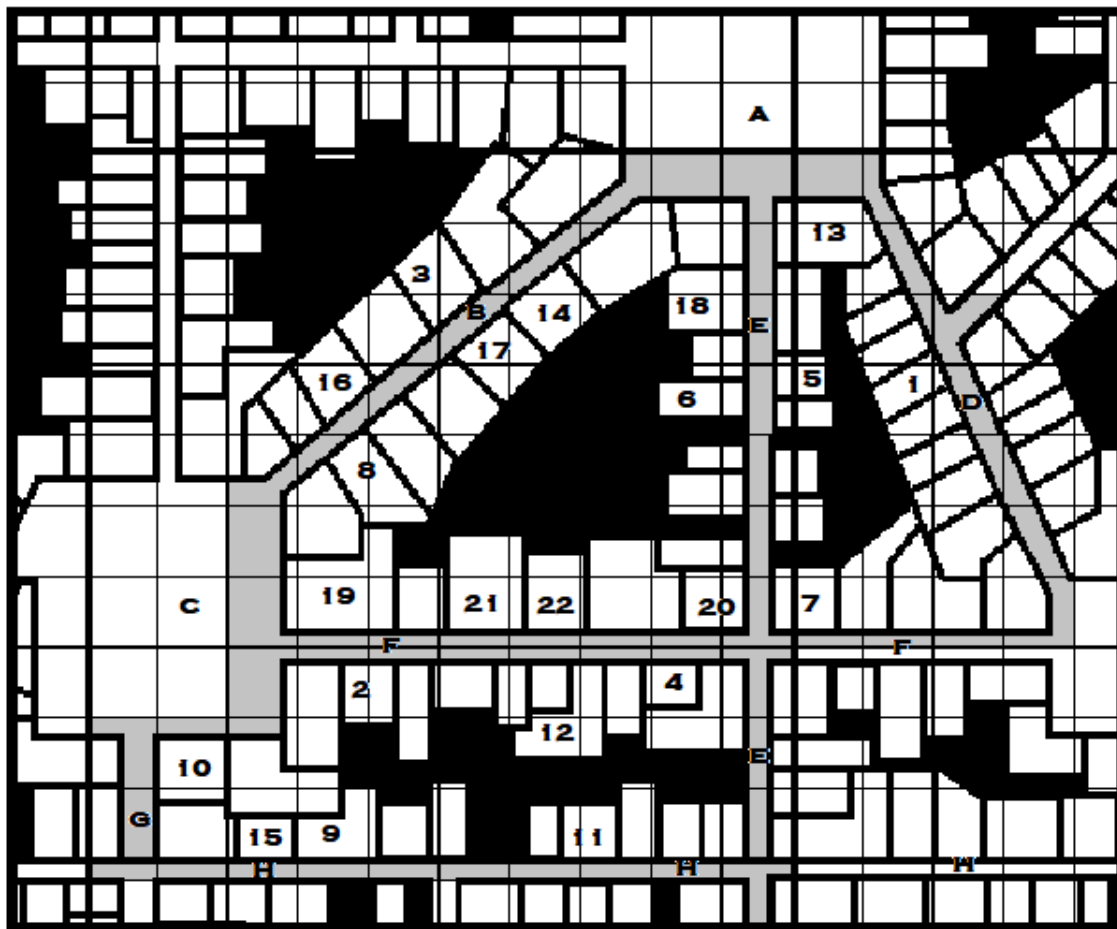
1 BLOCK = 100 FT

Bright Axe Neighborhood, Muckrunner District

Streets: (A) Sumnoth Street (from New Friars), (B) Eastwall Street (from New Friars), (C) Platinum Cut, (D) Solder End, (E) Diamond Street, (F) Ruby Plaza, (G) Solety Plaza, (H) Lower Cyngar Road, (J) Crozier Avenue (from New Friars), (K) Chorister Lane (from New Friars), (L) Bastion Place, (M) Slipstick Row, (N) Brass Hammer Street, (P) Hemwyn Curve, (Q) Hideaway Narrows, (R) Samael Street, (S) Redbeard Corner, (T) Lying Dwarrow Street, (U) Burning Shield Place, (V) Giant's Fountain Plaza, (W) Slinger Street, (X) Shot Alley, (Y) Jesphas Street (from Red Oak), (Z) Mad Jesters Place, (AA) Cobble Rock Road

Notable Locations: (1) Fire House, (2) Meliphis' Museum of Jewelry, (3) The Gold Nubbins, Jewelers, (4) Dougal's Custom Jewelry, Brooches/Pins/Locket, (5) Eadric Baumerson, Goldsmith, (6) Jewels of the Sea, Jewelers, (7) Borghild's Appraisal Service {primarily jewelry}, (8) Blind Scales, Assayers, (9) Inogen's Fine Elvish Jewelry, (10) Eilegon's Engineers and Builders, (11) Jade T Builders, (12) Great Spade Tunnelers, (13) Yallamesh, Project Engineer, (14) Kamirlang, Metal Refiners, (15) Rathasan, Ore Broker, (16) Axe and Shovel, Building Supplies, (17) Brakkor, Artificer, (18) Three Bonfires, Fire Outfitters, (19) Ruby and Rings, Pub, (20) Goldslinger Tavern, (21) Spinning Compass Alehouse, (22) Mason's Trowel Pub, (23) Surveyor's Line Beer Garden, (24) Four Kegs Winery, (25) Lady Lou's Cathouse, (26) Miss Irochoka's Fine Girls, (27) Coascha's Roost, Flophouse, (28) Pewter Apprentice Rooms, (29) Jeweler's Guild Hostel, (30) Khemel's Forge, (31) Matilda's Massages, (32) Kenth's Museum of Fine Blades, (33) Green Fey Hospital, (34) Havrion's Pets and Familiars, (35) Riksa and Karin, Dream Delvers and Seers, (36) Hallfred, Language Translator

Notable Persons: (1) Zekk Stoneshield (Bright Axe Neighborhood Boss), (2) Cedrick Aphonair, Fire Captain, (3) Senach, Fire Sergeant, (4) Pavinius, Fire Sergeant, (5) Laurcon, Fire Truck Mechanic, (6) Ennos, retired Fireman, (7) Elzaer, Master Jeweler, (8) Heloise, Master Jeweler, (9) Joram, Gemcutter, (10) Noug, Gemcutter, (11) Sevirra, Gem Grader, (12) 'Momma' Vivina, Gem Trader, (13) Adony, Silversmith, (14) Coenhelm, Goldsmith, (15) Kemuel, Silver Caster, (16) Sturaeny, Gold Caster, (17) Edemjan, Master Pewter Smith, (18) Bjaro, Master Engineer, (19) Theobald, Master Engineer, (20) Olya Kol, Journeyman Engineer, (21) Baranko Willad, Artificer, (22) Dobrynar, Artisan, (23) Valya, Street Crier, (24) Wynnafe, Street Prostitute, (25) Megyer, Street Musician, (26) Feossar, Panhandler, (27) Gnevoia, Pick Pocket, (28) Lyuba, Carter and Spy, (29) Domaen, Warrior L8, (30) Gabickel, Rascal L7, (31) Urshilia, Warlock L9, (32) Zodenaa, Wizard L11 (Air, Earth, Water), (33) Aelfric, Wizard L10 (Fire, Air, Shaman)



CENTRAL DIGS NEIGHBORHOOD

1 BLOCK = 100 FT

Central Digs Neighborhood, Underhill District

Streets: (A) Underhill Main Square, (B) Shieldbanger Street, (C) Iron Hammer Square, (D) Weaver Street, (E) Crier Street, (F) Ironmonger Street, (G) Hawker Street, (H) Cartwright Street

Notable Locations: (1) Underhill District Hetman offices, (2) Underhill District Court Building, (3) Mentimar Library, (4) Miss Gi-lanna's Girls Association, Brothel, (5) Garters and Heels, Brothel, (6) Mistletoe Social Club, Brothel, (7) High Kicks, Burlesque Club, (8) Maridale's Pole, Exotic Dance Club, (9) Amipho Glory Hole Club, (10) Mailed Fist Engineering Services, (11) Konrad's Surveys, Engineering Services, (12) Black Tunnels and Silver Bridges, Engineering Services, (13) Pig Iron Sal Smithy, (14) Boss Man Pub, (15) Black Garters Tavern and Dancehall, (16) Four Pines Alehouse, (17) Big Mongo Billiard Hall, (18) Caramban's Dwarvish Comedy Club, (19) Miner's Lamp Concert Hall, (20) Surveyor's Home Hostel, (21) Silent Jon's Flophouse, (22) Ironmonger Rooms

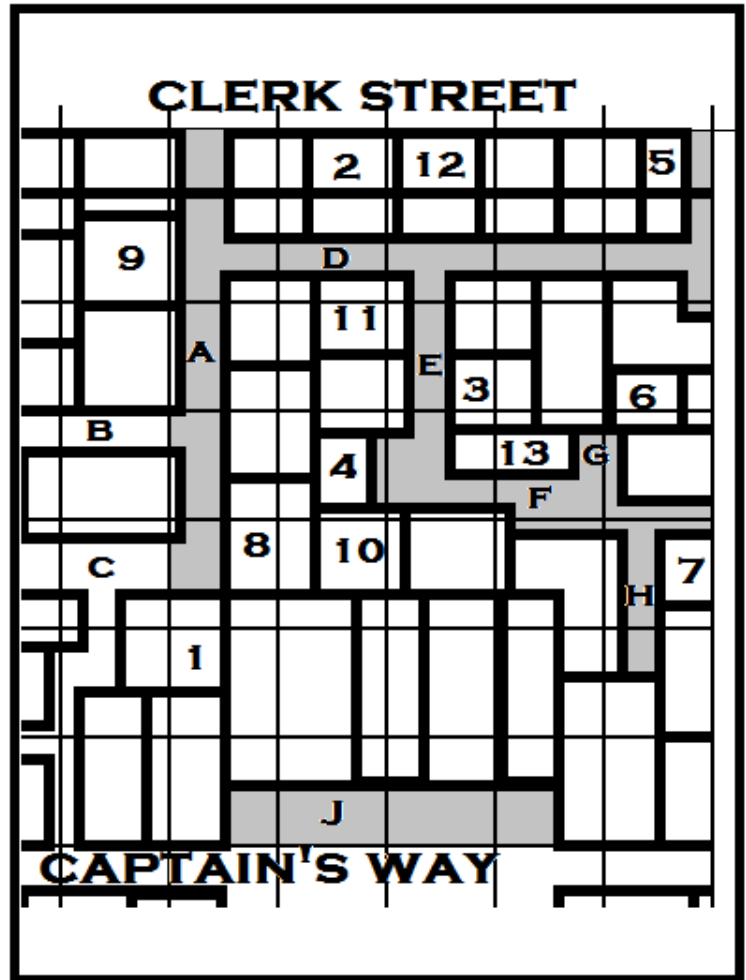
Notable Persons: (1) **Corran Darksaber** (Central Digs Neighborhood Boss), (2) **Gravvin Ironheart**, Hetman of the Underhill District, (3) Wierganod, Chief Magistrate of the Underhill District (**Type 4B Devil**), (4) Iborhred, Magistrate (**Type 3D Devil**), (5) Bjord, Bailiff, Warrior L7, (6) Ninanka, Madam, (7) Gnevoia, Madam, (8) Surshilla, Madam, (9) Breigaud, Courtesan, (10) Trepkina, Courtesan, (11) Strania, Street Prostitute, (12) Richildis, Street Prostitute, (13) Gyneth, Massage Parlor Girl, (14) Myrna, Massage Parlor Girl, (15) Audrien, Exotic Dancer, (16) Verrine, Exotic Dancer, (17) Eliazar Gornith, Librarian, (18) Merchbui, Librarian and Sage, (19) Lorcán, Bookbinder, (20) Caxton, Engineer, (21) Pardarn, Engineer, (22) Bochinius, Surveyor, (23) Silvestor, Master Draftsman, (24) Teudus, Architect, (25) Gustin Aoth, Comedian, (26) Ithilan, Musician, (27) Nevan Loedan, Rascal L7, (28) Riorgarth, Warlock L11, (29) Burcan, Crusader of Lucifer L9, (30) Willowada, Wizard L9 (Fire, Water)

Chillingham Neighborhood, Muckrunner District

Streets: (A) Enchanter Circle Road, (B) Muscle Street (to Rogue Alley), (C) Rowdy Street (to Rogue Alley), (D) Spelllord Row, (E) Drakko's Cut, (F) Zelgram Healch Street, (G) Whiskey End, (H) Hooded Fool Walk, (J) Rewthlang Square

Notable Locations: (1) Emerald Elf Stage, (2) Bourbon Music Club, (3) Klolove's Booksellers, (4) Mathyais Research Services (Sage), (5) Nogan's History Shop (Sage), (6) Lady Aeminda's Library (Sage), (7) Elder Stag Thematical Goods (Enchanter), (8) Theony North Special Services (Enchanter), (9) Lenimaster Magister (Enchanter), (10) Wand and Wicket Pub, (11) Deep Tunnel Gnome Hostel, (12) Enchanter's Paradise (Enchanter supplies), (13) Wizard's Companion (Pet/Familiar Store)

Notable Persons: **Braethern Cri** (Chillingham Neighborhood Boss), Merster Brioce (Sage), Ulthar (Sage), Fralgar Wulf (Sage), Maelassa (Sage), 'Great Gnome' Haelfam (Enchanter), Deabrea Greymantle (Enchanter), Caeldro (Enchanter, Dwarf specialist), Keledron (Enchanter, Elf specialist), Vorlaen DeBriess (Enchanter, weapon specialist), Saelbro (Shaman L6), Relcorn O'Wirke (Warlock L8), Jennie Zucher (Fire Wizard L9), 'Little Boy' Noldeever (Pickpocket), Waolver (Beggar, former Warrior, in a wheelchair), Yorma 'Lady of the Books' (Courtesan), Pilspottar (High end Spirits merchant)



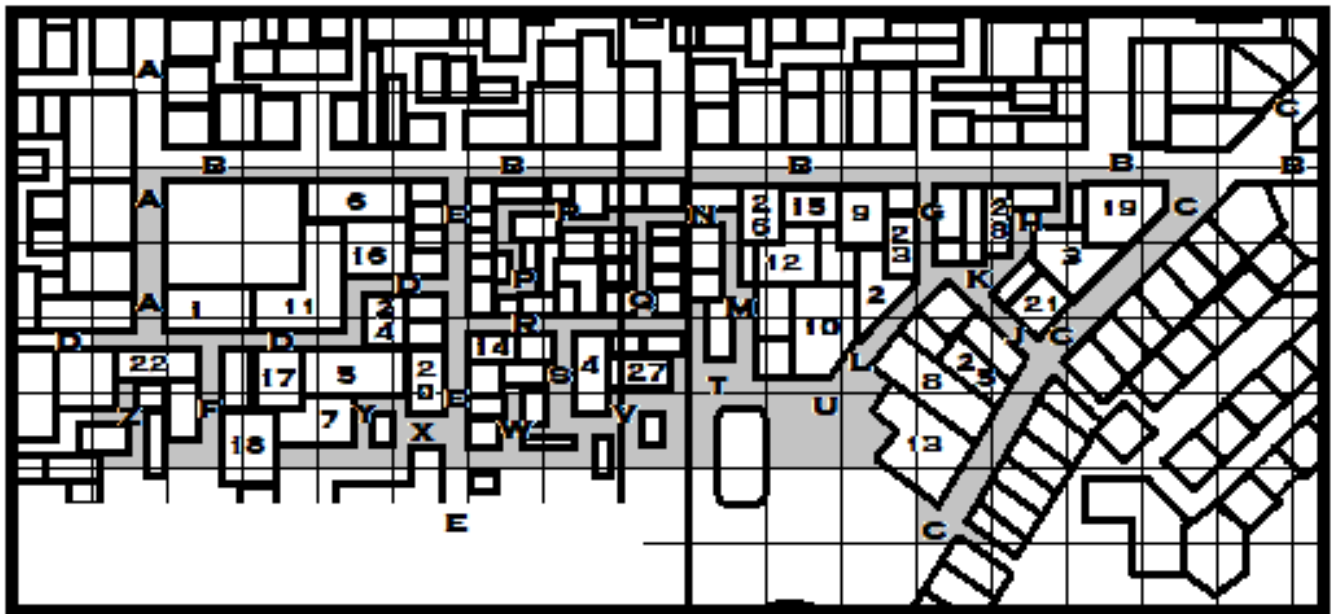
**CHILLINGHAM
NEIGHBORHOOD**
1 BLOCK = 100 FT

Corbus Neighborhood, Mortal District

Streets: (A) Madam Street, (B) Murder Row, (C) Corbus Road, (D) Flatback Row (from Flatback), (E) Ostler Street, (F) Horseshoe Cut, (G) Straw Bale Cut, (H) Stallion Corners, (J) Bridle Cut, (K) Twenty Paces Place, (L) Slash Row, (M) Drafty Way, (N) Trough Lane, (P) Carter's Squeeze, (Q) Quarter Ton Row, (R) Runaway Road, (S) Wagoneer Lane, (T) Ankle Bone Place, (U) Kingelot Plaza, (V) Knife Fight Corner, (W) Spoke's End, (X) Bonny Cut, (Y) Whiskey Corner, (Z) Fezrah Alley

Notable Locations: (1) Magic Spaces, Warehouse, (2) Double Rider Stables, (3) Old Nag Stables, (4) Prancing Stallion Stables, (5) Charging Steed Stables, (6) Ravula's Animal Boarding, (7) Mane and Horn, Beast Healers, (8) Milbrat and Stefi, Horsemanship Trainers, (9) Bareback Colts, Riding Trainers, (10) Nexolena's Stud Services, Animal Breeding, (11) Roaring Stallions, Horse Breeding, (12) Stock for Hire, Draft Animals, (13) Knight's Warhorse, Mounts for Sale, (14) Adrian's Hauling Company, (15) Geoffrey and Slade, Waggoneers, (16) Ironshod Wheels, Cartage and Delivery, (17) Mounts in a Hurry, Horse Rental, (18) Longhorns to Ram's Horns, Livestock Traders, (19) Glenba's Dairy Stock, Livestock Traders, (20) Steam Springs Livestock Traders, (21) Kelmist's Fine Feed, (22) Tower Silo, Animal Feeds, (23) Ostler's Chest Pub, (24) Teamsters Rave Tavern, (25) Four Stallions Alehouse, (26) End of the Road Rooms, (27) Horse Wrassler Flophouse, (28) Finest Kind Studs, Male Companions

Notable Persons: (1) **Frolmacher** (aka Frolly, Corbus Neighborhood Boss), (2) Severian, Stable Master, (3) Ishmael, Stable Master, (4) Fiachar, Stable Master, (5) Byann, Ostler, (6) Nodons, Ostler, (7) Riordan, Ostler, (8) Tierney, Horse Shoer, (9) Moronoe, Groom, (10) Vladia, Horse Trainer, (11) Lukkas, Horse Trainer, (12) Mikella, Beast Healer, (13) Thorstien, Animal Trader, (14) Dimitor, Horse Trader, (15) Loskut, Horse Trader, (16) Busil, Teamster, (17) Pestrik, Teamster, (18) Stolma, Teamster, (19) Nathan Thorn, Cartwright, (20) Hoedos, Cartwright, (21) Tayusha, Wagon Trader, (22) Maynard, Carting Company Owner, (23) Hugo, Feed Lot Owner, (24) Arnulf, Street Entertainer and Spy, (25) Daria, Street Juggler, (26) Alasa, Courtesan, (27) Raoul, Blacksmith, (28) Cadek, Tack and Bridle Maker



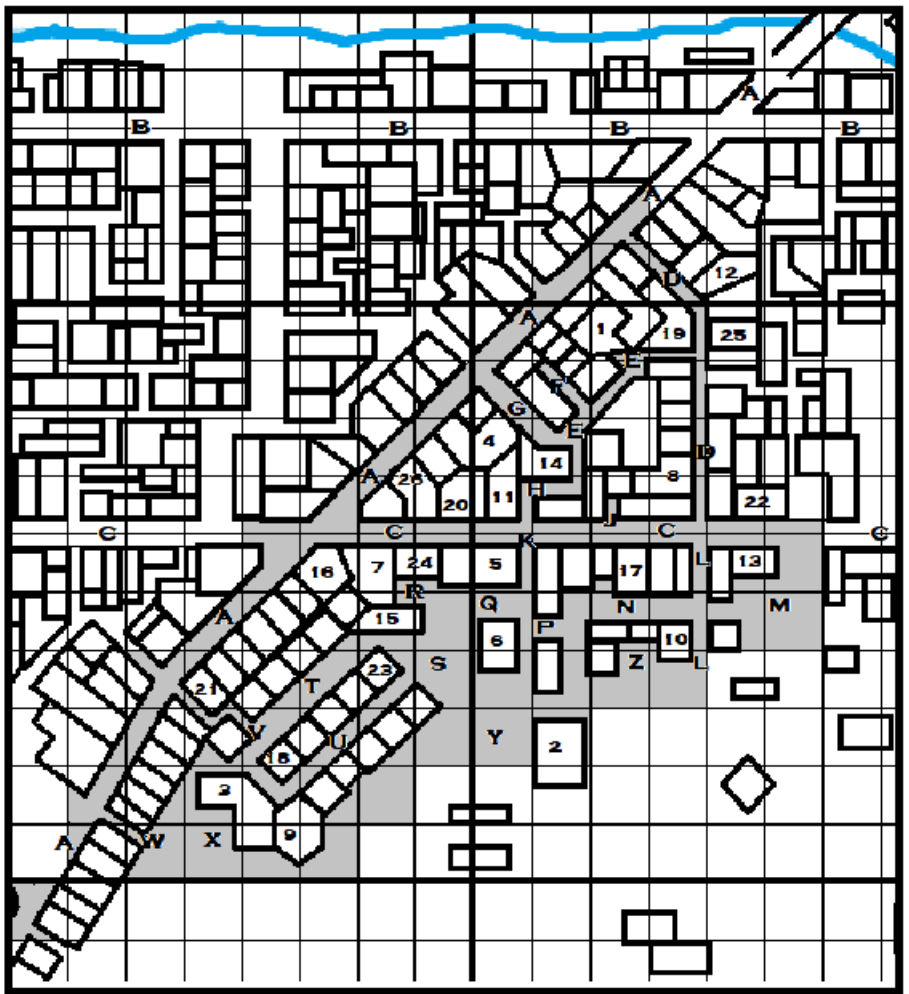
CORBUS NEIGHBORHOOD

1 BLOCK = 100 FT

Corimund Neighborhood, Mortal District

Streets: (A) Corbus Road, (B) Street of Trades, (C) Murder Row, (D) Feedlot Road, (E) Drover Alley, (F) Old Nag End, (G) Borzik Cut, (H) Last Load Corners, (J) Corbus Run End, (K) Ruttig Cut, (L) Oxen Team Cut, (M) Mamford Well Place, (N) Beer Wagon Row, (P) Iron Chains Place, (Q) Azarii Place, (R) Granite End, (S) Festival of the Dark Place, (T) Ransom Street, (U) Cauldron Street, (V) Four Team Alley, (W) Short Crop Cut, (X) Corral Place, (Y) Wagon Race Place, (Z) Lazarus' End

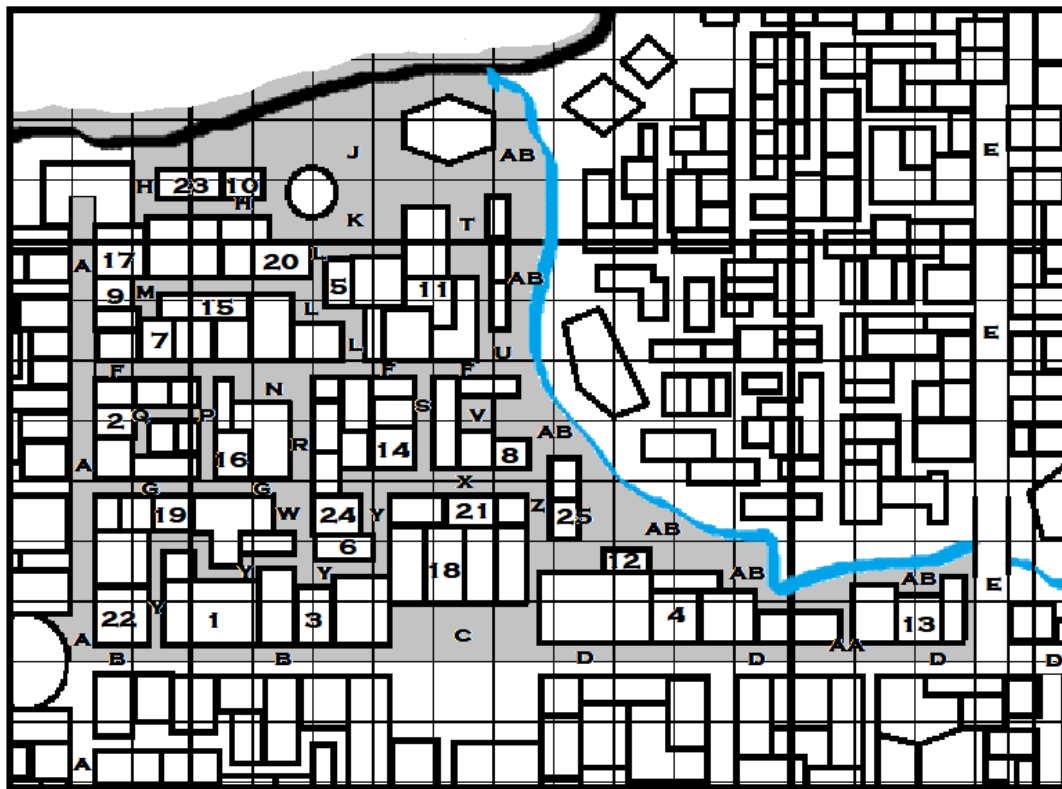
Notable Locations: (1) Public Bath, (2) Prince's Crown Stable, (3) Koriolf Stable, (4) New Team Stable, (5) Thrown Shoe Stable, (6) Ton of Hay Feed Lot, (7) Hayburner Feeds, (8) Segnev's Loft Feed Store, (9) New Life Equine Clinic, (10) Zephyr Horseshoeing, (11) Mayfair Leather, Tacks and Bridles, (12) Pardush Teamster Outfitters, (13) Balach and Thurstin, Local Hauling, (14) Harthaknut Brothers Teamster Services, (15) Black Iron Heavy Haulers, (16) Roerek's Beasts for Hire, (17) Black Prancer, Horse Traders, (18) Algut's Horse Trading Company, (19) Wild Drover Pub, (20) Leaping Filly Tavern, (21) The Lancer's Steed, Alehouse, (22) Racing Chariots Pub, (23) Anacheke's Rooms, (24) Little Teamster Flophouse, (25) Crimson Ostler Hostel, (26) The Royal Groom Flophouse



CORIMUND NEIGHBORHOOD

1 BLOCK = 100 FT

Notable Persons: (1) Hrethgrad (Corimond Neighborhood Boss), (2) Tormond, Ostler, (3) Pertrock, Ostler, (4) Laioc, Ostler, (5) Sutcliff, Chief Groom, (6) Whenogg, Groom, (7) Kaherdrin, Groom, (8) Jaccar, Horse Training, (9) Avitoria, Horse Trainer, (10) Marcella, Animal Trainer, (10) Domhall, Team Trainer, (11) Chulain, Coach Maker, (12) Donovan, Wagon Wright, (13) Nougui, Blacksmith, (14) Quinton Mellor, Tool Wright, (15) Tearlach, Feed Lot Owner, (16) Jivor, Wheel Wright, (17) Osmond, Master Cooper, (18) Hodierna, Horse Trader, (19) Sennan, Animal Trader, (20) Walstan, Animal Trader, (21) Trepkina, Animal Healer, (22) Calvaugh, Charioteer, (23) Constanze, Tavern Musician, (24) Rosen, Courtesan, (25) Ayla Gorin, Leather Worker, (26) Dubglas, Street Entertainer, (27) Nivetta, Pickpocket



DARK MARKET NEIGHBORHOOD

1 BLOCK = 100 FT

Dark Market Neighborhood, Mortal District

Streets: (A) Boggy Road, (B) Dice Street, (C) Witch Pyre Square, (D) Greed Street, (E) Madam Street, (F) Package Street, (G) Watcher's Row, (H) Foggy Corners, (J) Bogside Park, (K) Sneaker's Place, (L) Smuggler's Way, (M) Spotted Lynx Alley, (N) Muirmar's Well Plaza, (P) Bookseller Cut, (Q) Three Questions Squeeze, (R) Carcass Cut, (S) Swamp Fox Cut, (T) Foniak's Duel Plaza, (U) Stone Jester Place, (V) Typhoon Plaza, (W) Laughing Elf Fountain Place, (X) Binder's Road, (Y) Imposter Street, (Z) Mosquito Cut, (AA) Bolting Ox Cut, (AB) South Creekside Walk

Notable Locations: (1) City Watch Station, (2) Deep Marsh Trading Company, Smugglers, (3) Selboi and Nolgai Warehouses, Smugglers, (4) Old Tar Wholesalers, Smugglers, (5) Rophich Kay Transport Company, Smugglers, (6) Renaud's Clinic, (7) Old Krostof, Sage and Naturalist, (8) Pael Stanns, Sage and Alchemist, (9) Nehemiah, Natural Philosopher, (10) Megyer, Ritualist, (11) Sima's Museum of Marsh Creatures, (12) Piled Tomes Library, (13) Tatyanna's Labor Services, Slaver, (14) Kaen Koros, Slave Catcher, (15) Birdger Brothers, Bounty Hunters, (16) Amadour's Services, Slave Branding and Manacles, (17) Chaudan's Body Services, Slavers, (18) Whips and Chains Alehouse, (19) Great Giant Red Raccoon Tavern, (20) Crowfoot Brewery, (21) Marsh Adventures, Outfitters and Guides, (22) West End Smithy, (23) Manfrod's Skiffs and Dories, Boatwright, (24) Maleki's Instruments and Oddities, (25) Nina and Olb, Leathers and Tanners

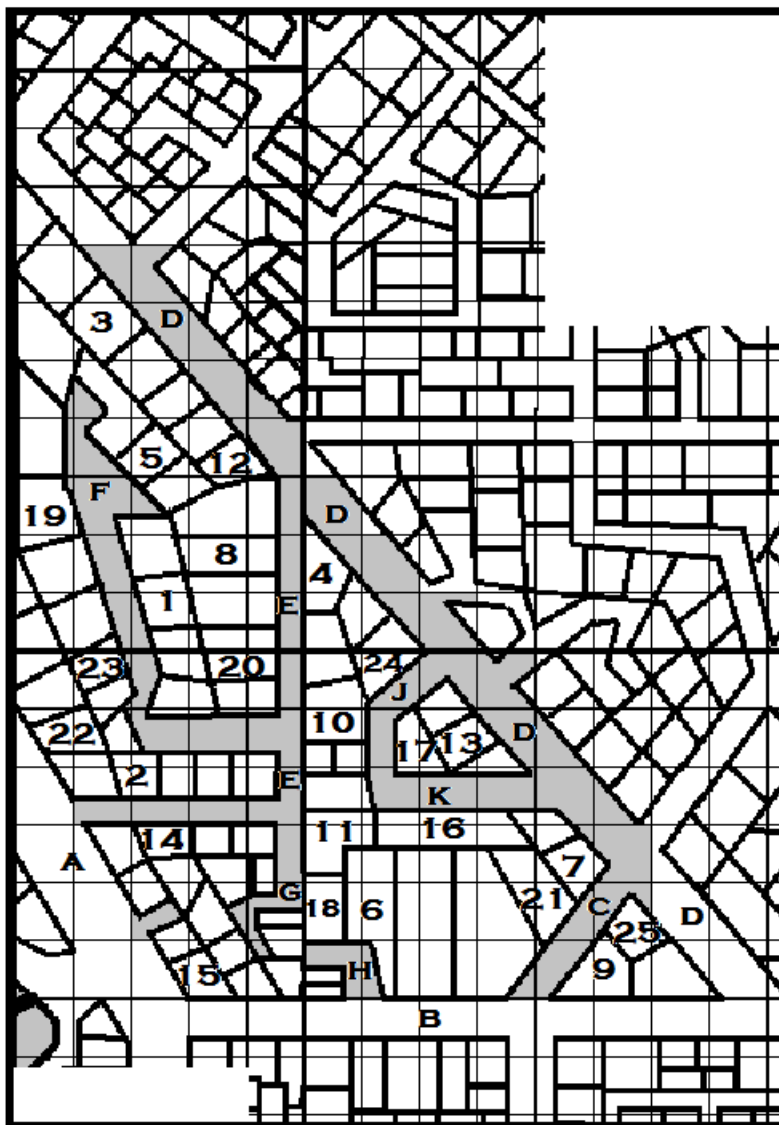
Notable Persons: (1) **Marienye** (Dark Market Neighborhood Boss), (2) Samson Tallick, City Watch Captain, (3) Feuchene, City Watch Lieutenant, (4) Donat Goilei, City Watch Lieutenant, (5) Lacsen, City Watch Sergeant, (6) Tarlach, City Watch Booking Clerk, (7) Peredaer, Smuggler Captain, (8) Razilee, Smuggler Captain, (9) Gismund, Smuggler Officer, (10) Azriel, Stolen Goods Seller, (11) Bulsclu, Smuggler's Agent, (12) Cynlidda, Sage, (13) Gerald Ellif, Researcher, (14) Asztrik, Slaver, (15) Kolichun, Slaver, (16) Polzden, Slaver, (17) Yesshayar, Rascal L9, (18) Istovnal, Warlock L7, (19) Remko, Warrior L9, (20) Varka Agir, Wizard L12 (Earth, Fire), (21) Gyrian, Wizard L7 (Shaman), (22) Galna, Courtesan, (23) Hamo Nalsho, Street Vendor, (24) Cheldric, Street Entertainer, (25) Akulina, Pickpocket

Deep Muck Neighborhood, Muckrunner District

Streets: (A) Wharf Street, (B) Samael Street, (C) Underhill Street, (D) Escring Street, (E) Crucible Street, (F) Alembic Alley, (G) Muckman Alley, (H) Fur's End, (J) Claw Row, (K) Talaku Way

Notable Locations: (1) Kalmic's Fine Draughts (Alchemical Concoctions), (2) Orange Mortar Powder Shop (Alchemical Concoctions), (3) Cauldron and Flask (Alchemical concoctions), (4) Mack's Distillery (Alchemical concoctions), (5) Essential Elements (Alchemical concoctions), (6) Lansky's Fur Traders, (7) Iphallig's Hides and Fur, (8) Invisible Dwarf Alchemical Supplies, (9) Swamp Rat Outfitters and Trapping Supplies, (10) Skinny Rol's Outfitters, (11) Nold Island Guides, (12) Preleg's Longboat Service (Marsh Guides), (13) Hightower Travel Services (Mountain Guides), (14) Belgo Gruff (Taxidermist), (15) Frolaski's (Fur Trader), (16) Giant Ermine Furriers, (17) Spotted Lynx Pub, (18) Sandbar Brewhouse, (19) Chelm's Concoctions (Tavern), (20) Rummer's Flophouse, (21) Leticia's Rooming House, (22) Waelly's Racing Line, (23) Henathy the Healer, (24) Mystic Majalk (Fortune Teller), (25) Jullean the Smith

Notable Persons: **Fabienn Howskoller** (Deep Muck Neighborhood Boss), Madame Carrie (Alchemist), Grath Ruthor (Alchemist), Loford (Alchemist), Angelae Boethius (Alchemist), Sergeant Hrose (Mountain Guide), 'Willow' Bethien (Marsh Guide), Hrothgar (Mountain Trapper), Aemalie Sutter (Mountain Trapper), Wills DeFoier (Marsh Trapper), Loren Broud (Locksmith, Trainer), Olmin Trask (Wilderness Trainer), Albee Dommil (Brewer), 'Blondie' Paemla Nask (Courtesan), Elgar One-Leg (Beggar)



DEEP MUCK NEIGHBORHOOD

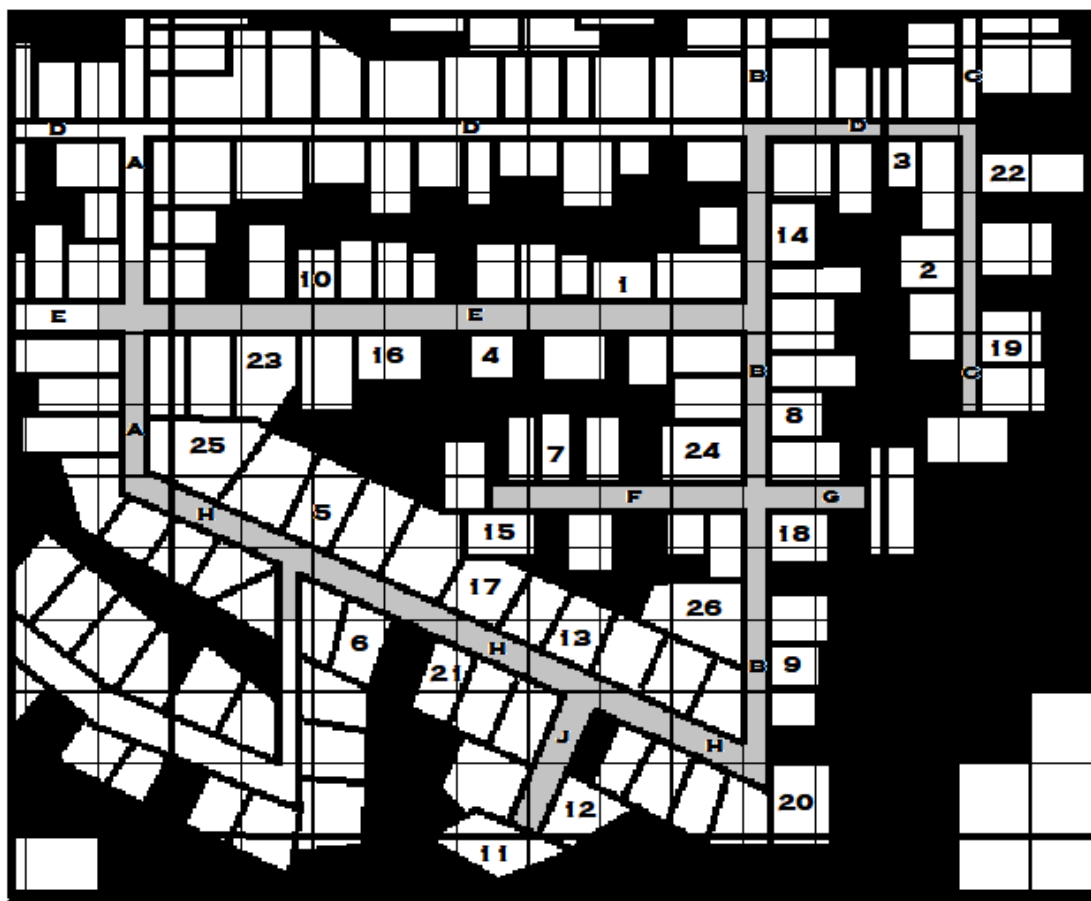
1 BLOCK = 100 FT

Diamond Falls Neighborhood, Underhill District

Streets: (A) Crier Street, (B) Mercenary Street, (C) Carpenter Street, (D) Cartwright Street, (E) Brewer Street, (F) Hornwhistle Alley, (G) Platinum Place, (H) Mason Street, (J) Marches End

Notable Locations: (1) Item Stories, Appraisers, (2) Golden Values, Appraisers, (3) Seiról's Certified Values, Appraisers, (4) Hazel Market Prices, Appraisers, (5) Celestine's Necklaces, Jewelers, (6) Glittering Fingers, Jewelers, (7) Red Stones Blue Stones, Jewelers, (8) Bare Stones, Gem Brokers, (9) The Diamond Knife, Gem Cutters, (10) Bright Cuts and Polish, Gem Cutters, (11) Underhill District Gaol, (12) Gaol offices, (13) Gaol Processing, (14) Secure Iron, Chain Smithy, (15) Nugget Examiners, Ore Assayers, (16) Hyphnat Hill Servant Services, Slavers, (17) Contract Specialist Services, Labor Agency, (18) Glove and Pick Tavern, (19) Endless Stein Tavern, (20) Gettric Dark Taproom, (21) Premium Tankards Mead Bar, (22) Melted Gold Flophouse, (23) Eye and Finger Flophouse, (24) Dueling Rapiers, Hostel, (25) Little Geyser Steam Room, (26) Glamour Dames Dancehall

Notable Persons: (1) **Juaxcab** (Diamond Falls Neighborhood Boss), (2) Holtger, Gaol Warden, (3) Thomian, Chief Gaol Guard, (4) Porius, Gaol Guard Officer, (5) Trichon, Gaol Guard Sergeant, (6) Valeray, Gaol Guard Sergeant, (7) Marlan O'Dowlin, Goal Records Clerk, (8) Geubric, Barrister, (9) Lasrina Ealk, Barrister, (10) Quilsca, Gem Cutter, (11) Elgar Lowsky, Appraiser, (12) Bargust, Appraiser, (13) Praxadosa, Appraiser, (14) Xattapippa, Alien (**Camverallian**), (15) Bhlaarenook, Alien (**Grelgo**), (16) Rippsamulk Olmin, Alien (**Jhaskou**), (17) Ilflakyck, Alien (**Oxquerny**), (18) Frignis, Locksmith, (19) Domaldee, Warlock L8, (20) Bendelek, Warrior L6, (21) Besty Pryke, Warrior L9, (22) Dygavin, Rascal L8, (23) Pavsha Eolgar, Wizard L11 (Air, Fire, Shaman), (24) Machna, Street Dancer and Entertainer, (25) Leneard, Street Vendor, (26) Karl Scwabb, Artist and Spy, (27) Aundun, Moneychanger, (28) Chycha, Courtesan, (29) Fautina, Mime



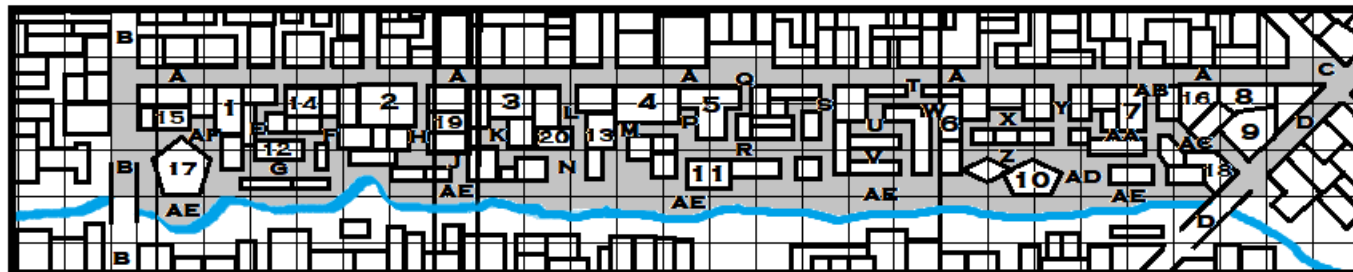
DIAMOND FALLS NEIGHBORHOOD
1 BLOCK = 100 FT

Distiller's Row Neighborhood, Mortal District

Streets: (A) Pride Street, (B) Madam Street, (C) Infernal Plaza, (D) Corbus Street, (E) Gin Alley, (F) Bung's End, (G) Keg Row, (H) Oak Cut, (J) Tap Corner, (K) Whiskey End, (L) Taproom Alley, (M) Mead Corner, (N) Brewer Statue Place, (P) Talorg's End, (Q) Spirit's Squeeze, (R) Presser's Row, (S) Cooper's Circle, (T) Draft Horse Cut, (U) Pleasure Alley, (V) Pain's End, (W) Beer Wagon Squeeze, (X) Turnbuckle Row, (Y) Wraith Cut, (Z) Foam Row, (AA) Ale Alley, (AB) Vimin's Cut, (AC) Headache Road, (AD) First Toast Place, (AE) Drunkard's Walk, (AF) Barkeep Place

Notable Locations: (1) Giant's Toe Brewery, (2) Dwarrow Helm Brewery, (3) Deepfall Brewery, (4) Flying Saddle Craft Brewery, (5) Growling Gryphon Brewery, (6) Blue Manticore Ale Brewery, (7) Bullseye Ale Brewery, (8) Saint Gildas Mead Brewery, (9) Priest's Crown Distillery, Cognac and Brandy, (10) Golden Globe Distillery, Rums, (11) Mountain Whispers Distillery, Spirits, (12) Merry Vines, Wine Merchants, (13) Blind Bear Alehouse, (14) Swamp Cactus Pub, (15) Wolstun Kay Tavern, (16) Gwygan's Aging Warehouse, (17) Gehenna Star Playhouse, (18) Sultry Madam Showgirl Lounge, (19) Orange Orchid Exotic Dance Club, (20) Newythane's Brewers Supplies

Notable Persons: (1) **Breen Jack** (Distillers Row Neighborhood Boss), (2) Colbrit, Master Brewer, (3) Durnagol the Younger, Master Brewer, (4) Niclass, Master Brewer, (5) Humbert Learth, Master Distiller, (6) Shiacord, Master Distiller, (7) Idwarred, Master Cooper, (8) Tancorix, Vintner, (9) Britomart, Madam, (10) Estella De'Nonne, Dancing Girl, (11) Tatianna, Show Girl, (12) Agatha Calja, Stripper, (13) Narvalina, Sword Dancer, (14) Ursannie, Acrobat and Pole Dancer, (15) Savina, Courtesan, (16) Ozor Teelar, Actor, (17) Konstatin, Show Producer, (18) Marula, Costumer, (19) Rosemar, Seamstress, (20) Labord, Laborer, (21) Helgust, Street Crier, (22) Rammah, Pickpocket, (23) Issabel, Stage Comedian, (24) Demjen, Street Vendor, (25) Lazar O'Keir, Ticket Scalper and Spy, (26) Pechta, Warrior L6 and Bouncer



DISTILLER'S ROW NEIGHBORHOOD

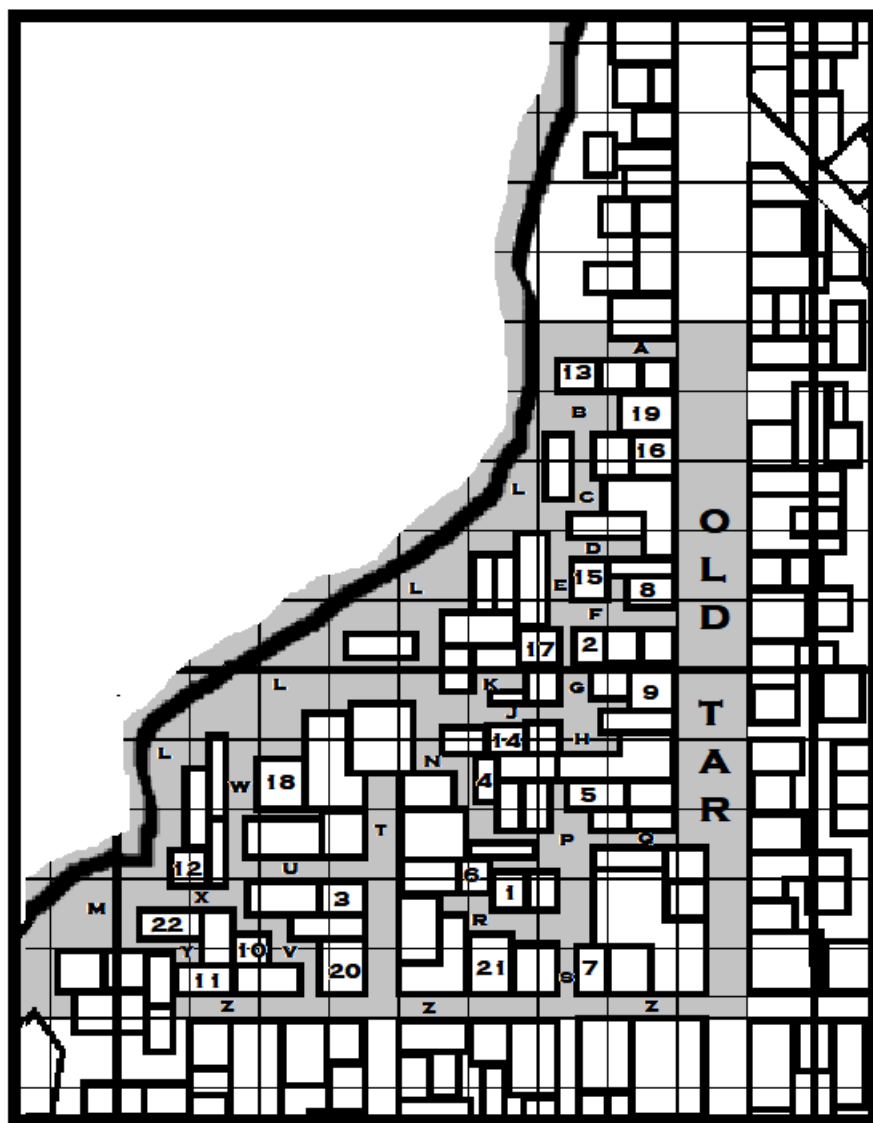
1 BLOCK = 100 FT

Fixer's Neighborhood, Mortal District

Streets: (A) Surgeon's Cut, (B) Poler Place, (C) Gorlot Corner, (D) Shark's End, (E) Black Maw Cut, (F) Cutter's Street, (G) Abni Fountain Place, (H) Stiches End, (J) Good House Row, (K) Goodman's End, (L) Harbor Walk, (M) Dead Fish Plaza, (N) Bullwhip Street, (P) Sturgeon Place, (Q) Caviar Cut, (R) Temple Alley, (S) Bleeding Walk, (T) Healer Street, (U) Poultice Road, (V) Under Alley, (W) Mendicant Way, (X) Stiletto Walk, (Y) Octopus End, (Z) Prince Street

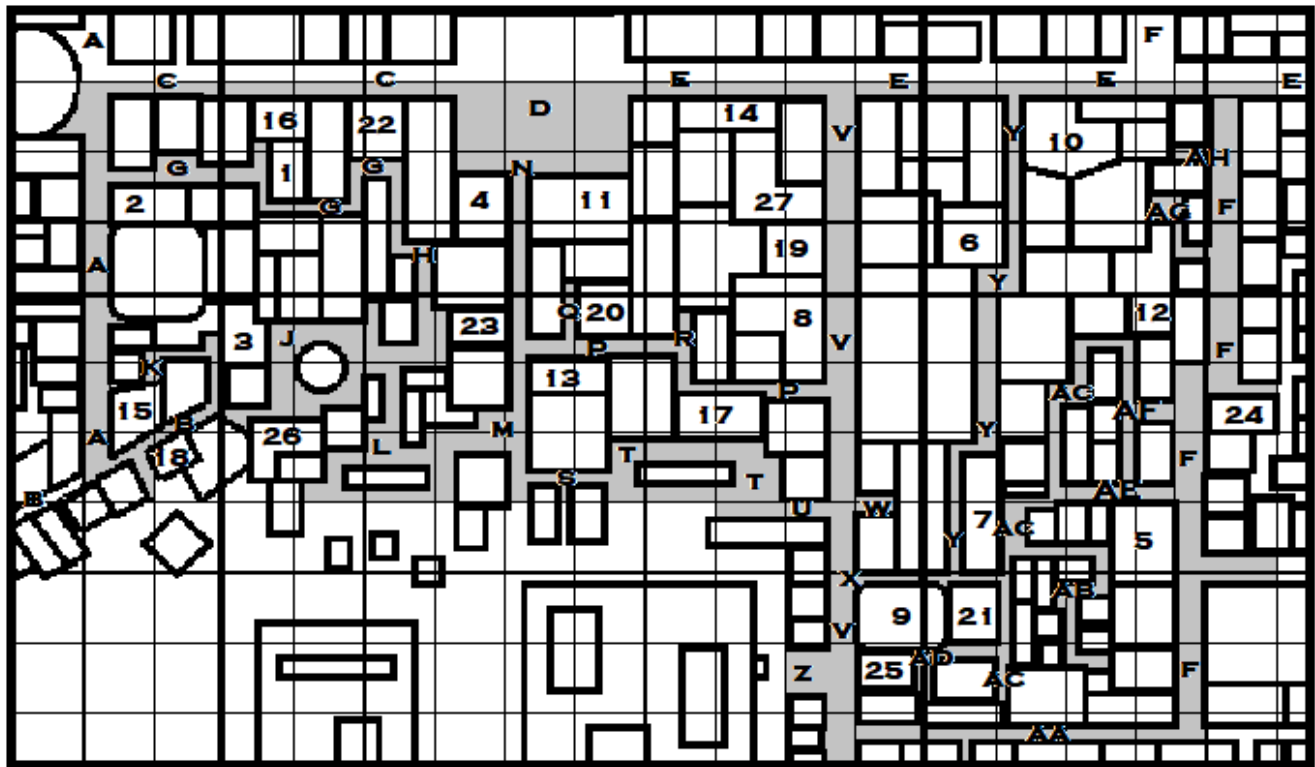
Notable Locations: (1) Temple of Narada, Goddess of Travelers and Hospitality, (2) Temple of Tara, Goddess of Life and Medicine, (3) Temple of Balarama, Goddess of Knowledge and Magic, (4) Rognedda's House, (5) Karadoza's House, (6) Ghillo-man's House, (7) Ferkiland Hospice, (8) Loefen Clinic, (9) White Hands Surgical Supplies, (10) Nastka's Herbs and Poultices, (11) Gyrth's Surgical Outfitters, (12) White Jar Gasses, (13) Calfrim, Master Healer, (14) Mangnus, Master Healer, (15) Paladia, Surgeon, (16) Mormos Spectacles, (17) Glass Eye Lens Shop, (18) Waltheer, Master Potioneer, (19) The Jolly Healer Pub, (20) Golden Needles Tavern, (21) Weary Medicine Man Hostel, (22) Old Bone's Rooms

Notable Persons: (1) **Priddian Wex** (Fixer's Neighborhood Boss), (2) Rognedda, Priestess of Narada L5, (3) Karadoza, Priestess of Tara L6, (4) Ghilloman, Priest of Balarama L6, (5) Matlis, Servant of Regnedda, (6) Natorah, Servant of Karadoza, (7) Lyuda, Master Healer, (8) Harlan, Master Healer, (9) Daengmar, Master Surgeon, (10) Bolnerad, Master Surgeon, (11) Guebric, Herbalist, (12) Saldwen, Lens Grinder, (13) Thursus, Herbalist, (14) Dominicus, Poultice Maker, (15) Friacor, Brewer, (16) Cadfael, Glass Blower, (17) Gilpat, Smithy, (18) Sibille, Courtesan, (19) Anabel, Street Crier, (20) Gabran, Street Vendor, (21) Kierah, Flower Seller, (22) Caolain, Clothier, (23) Hrishmael, Warrior L9, (24) Mamaert, Crusader of Lucifer L10, (25) Tathannia, Wizard L11 (Air, Earth, Fire), (26) Gurhinna, Wizard L7 (Shaman)



FIXERS NEIGHBORHOOD

1 BLOCK = 100 FT



FLATBACK NEIGHBORHOOD

1 BLOCK = 100 FT

Flatback Neighborhood, Mortal District

Streets: (A) Boggy Road, (B) Edge Street (From West End), (C) Dice Street, (D) Witch Pyre Square, (E) Greed Street, (F) Madam Street, (G) Massage Way, (H) Footpad Road, (J) Strumpet Circle, (K) Persimmon Squeeze, (L) Manor Place, (M) Minx Place, (N) High-born Street, (P) Walkers Road, (Q) Lipstick Alley, (R) Four Fingers End, (S) Hot Buns Squeeze, (T) Trickster Circle, (U) Cross Palm Cut, (V) Working Girl Street, (W) Trollop Corner, (X) Rendezvous Alley, (Y) Harlot Street, (Z) Ceslaus Manor Place, (AA) Flatback Row, (AB) Diamonds Alley, (AC) Happy Ending Alley, (AD) Lady's Squeeze, (AE) Bosom Cut, (AF) Courtesan Row, (AG) Jewel Stick End, (AH) Heartache Place

Notable Locations: (1) Soft Hands Massage, (2) Silk Rose Massage, (3) West End Massage, (4) Oils and Candles Massage, (5) Madam Loretta's Academy for Girls, Brothel, (6) Blue Flower Mansion, Brothel, (7) Bolgarina's Companions, Brothel, (8) Miss Ramah's Night Club, Brothel, (9) Madame Valentina's Broken Heart Club, Brothel, (10) Lovely Ladies Dance Club, Brothel, (11) Pink Gown Social Club, Brothel, (12) Miriam Chlo, Dressmaker, (13) Huemer, Dance Trainer, (14) Cholot Supper Club, (15) Flatback Apothecary, (16) Blooming Orchid Flowers Shop, (17) Sharia Maternity Clinic, (18) Obmir Oils and Massage Supplies, (19) Vassa Lang's Heels, Slippers, and Sandals, (20) Svanka's Accessories, (21) Halfdan and Kresita, Fine Gowns, (22) Shiny Beads Pub, (23) Strutters Tavern, (24) Flaming Gams Alehouse, (25) Working Girl Flophouse, (26) Flatback Rooms and Hostel, (27) Grand Marquis Hotel

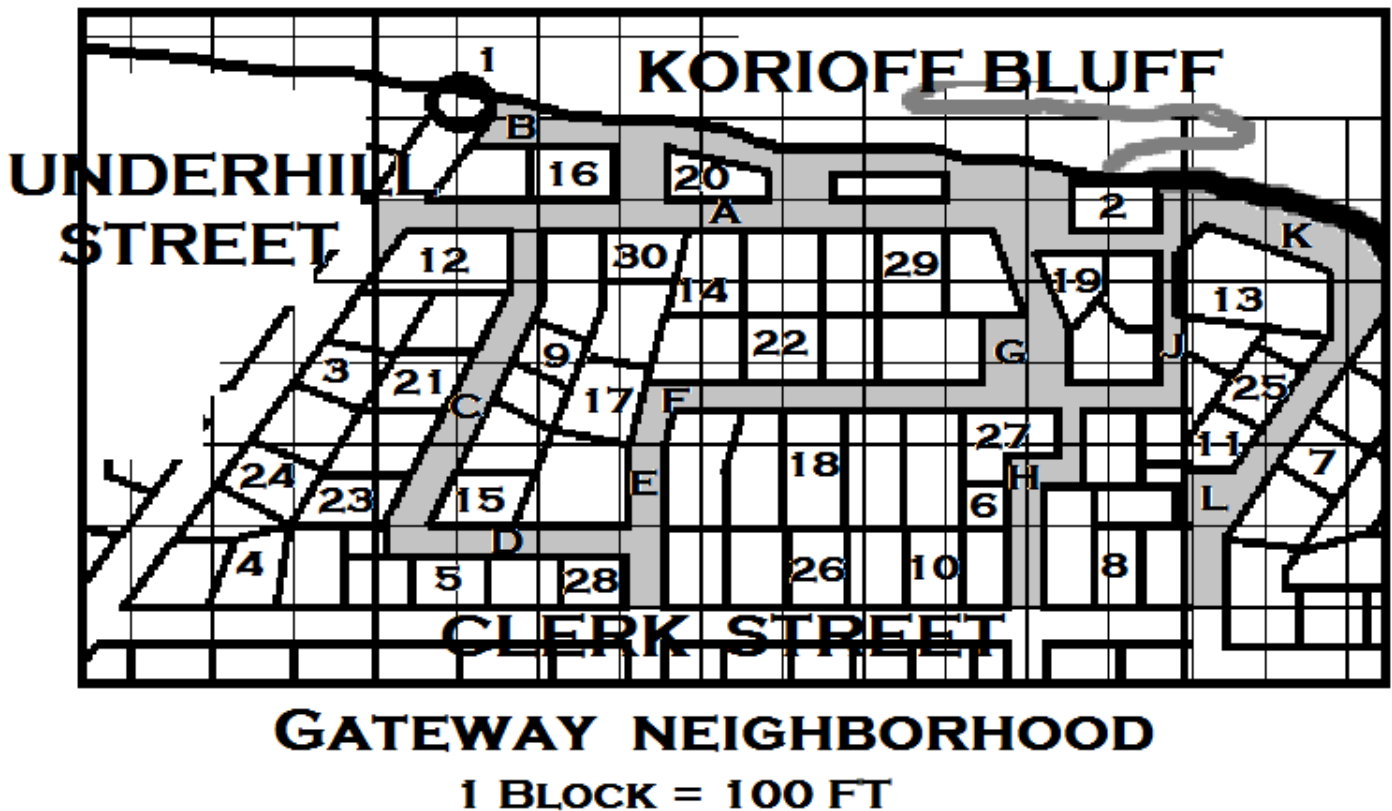
Notable Persons: (1) **Nellie Olphalia** (aka Redlips, Flatback Neighborhood Boss), (2) Kirsten O'Reld, Madam, (3) Daroma, Madam, (4) Roxanne Isobol, Madam, (5) Krensa, Madam, (6) Pryden, Pimp, (7) Clodaugh, Courtesan, (8) Talida, Courtesan, (9) Seanna, Courtesan, (10) Felicity Morn, Courtesan, (11) Boddica, Street Prostitute, (12) Alfreda, Street Prostitute, (13) Loree, Street Prostitute, (14) Narsinga, Dancing Hall Girl, (15) Doreen Alodic, Girls Coach, (16) Margo O'Thalk, Dress Designer, (17) Florie, Midwife, (18) Meryn, Designer, (19) Johar and Nikolina, Street Musicians, (20) Leuther, Sleight of Hand, (21) Dezser, Street Crier, (22) Barnab, Acrobat, (23) Kunei, Pickpocket, (24) Sofka, Burlesque Girl, (25) Goethid, Show Dancer, (26) Gilloman, Gardener

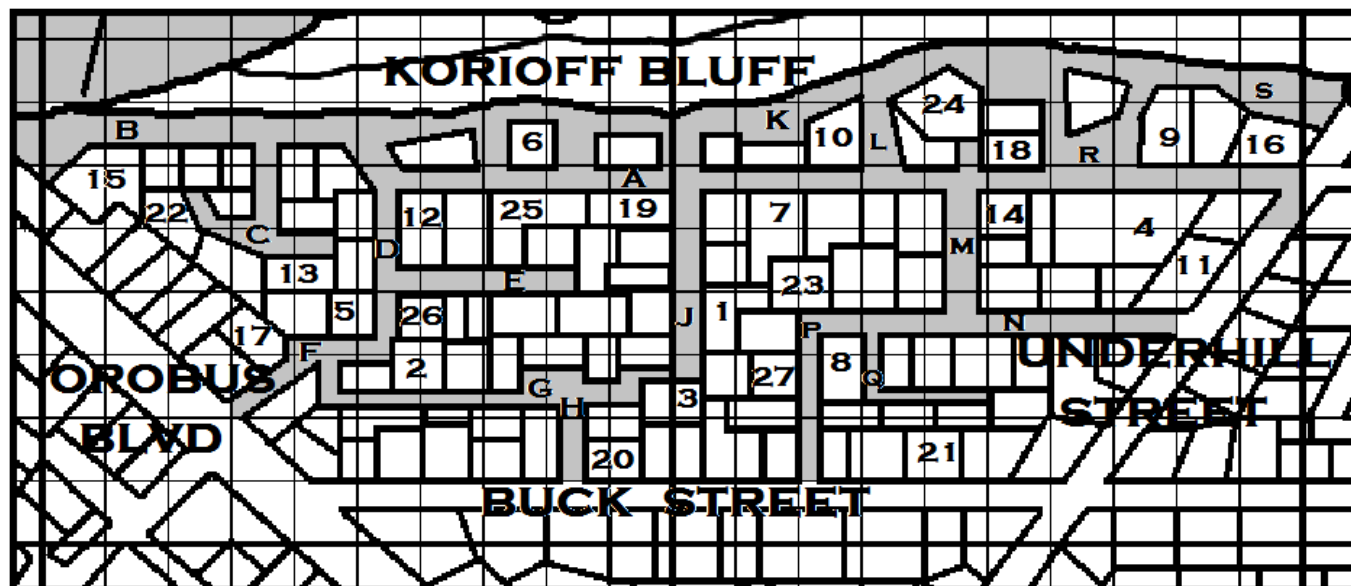
Gateway Neighborhood, Muckrunner District

Streets: (A) Gheorg Street, (B) Backstreet Way, (C) Thespy Street, (D) Hammerhead Lane, (E) Freddicus Way, (F) Short Street, (G) Orator Plaza, (H) Bend Street, (J) Germeddy Street, (K) Starburst Walk, (L) Olby Road

Notable Locations: (1) Tunnel to the Underhill District, (2) Gateway Building, road up to the Prince's Heights District, (3) Public Bath, (4) Silk Touch Massage, (5) Jurrit (Weapons Trainer), (6) Gessi Sandrocks (Weapons Trainer), (7) Eiranna (Riding Trainer), (8) Kenath Blume (Rascal L7, Trainer), (9) Oranora (Voice Trainer), (10) Nenrith (Shield Trainer), (11) Sallia Mory (Disguise Trainer), (12) Tharwren's Dwarvish Theater, (13) Silvertongue Theater, (14) Hargold's Comedy Club, (15) Red Willow Experimental Theater, (16) Tabca Smoking Lounge, (17) Elxame Museum of Beasts, (18) Museum of Gnomish Antiquities, (19) Polgo's Wax Museum, (20) Bronze Cauldron Restaurant, (21) All the Meats Restaurant, (22) Singing Sword Pub, (23) Kabot's Alehouse, (24) Coiled Adder Tavern, (25) Howling Wolf Flophouse, (26) Shaman Club, (27) Hermitage Hostel, (28) Dirthian (Bookie), (29) Three Coins Moneylenders, (30) Madame Zu's Voodoo Shop

Notable Persons: **Gremming Loika** (Gateway Neighborhood Boss), Garda Tharwren (Theater Owner), Vesta Nownammer (Artistic Director, Silvertongue Theater), Max Polgo (Museum Director), Albran Kabot (Pub Owner), Dirthian of Birsborough (Bookie), Little Emni (Pickpocket), Banjo Beekat (Band Leader), Murgess Mac'Wren (Shaman L8), Ulma Vozz (Air Wizard L12), Corril DeLong (Priest of Samael L10), Illya Chenruk (Artificer), Quorzes (City Watch Sergeant)





GHEORKHI NEIGHBORHOOD

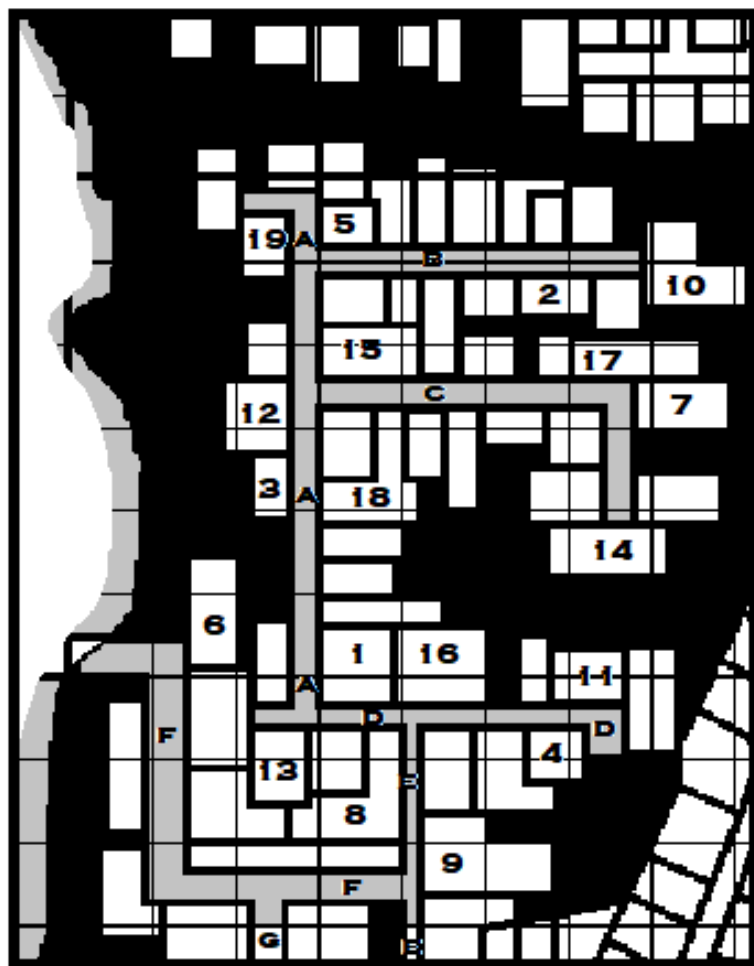
1 BLOCK = 100 FT

Gheorkhi Neighborhood, Muckrunner District

Streets: (A) Gheorg Street, (B) Wall Way, (C) Curator Alley, (D) Cerberus Street, (E) Ilbert Row, (F) Mavas Street, (G) Bath Street, (H) Carter's Cut, (J) Flatfoot Lane, (K) Weaver's Walk, (L) Helk's Cut, (M) Brass Street, (N) Blackie Row, (P) Nettles Walk, (Q) Beggar's Alley, (R) Ramshorn Plaza, (S) Mephisio Walk.

Notable Locations: (1) City Watch Station, (2) Public Bath, (3) Public Bath, (4) Footlight Theater, (5) Harwethy Museum, (6) Apophis Museum, (7) Bardbert Family Museum, (8) Museum of Modern Dwarvish Art, (9), Ancient Arms Museum, (10) Muckrunner Museum, (11) Museum of Diabolic Natural History, (12) Centaur's Table Restaurant, (13) Goat and Pot Restaurant, (14) Stanberd's Roost Restaurant, (15) Stein and Glove Pub, (16) Buiromon's Pub, (17) Greybeard's Tankard Tavern, (18) Crescent Moon Club, (19) Grey-mark Gnome Association, (20) Tellifolio Club {Elvish jazz}, (21) Double Emerald Card Club (poker), (22) Mountain Walk Outfitters, (23) White Family Security Company (mercenaries), (24) Gilded Oak Concert Hall, (25) Gheorg Pantry (food store), (26) Maddy's Crystal Ball (fortune teller), (27) Dionn O'Rescho Druggist

Notable Persons: **Markkyn** (Gheorki Neighborhood Boss), Watch Captain Wessergron, Sir Thaddus Kel (Vampire), Ailmaa Nedersen (Muckrunner Museum Director), Gavett O'Roegin (Natural History Director), Chef Kielys Stanberd, Hennicat (Director, Grey-mark Gnome Association), Sheumus Blou (White Family Security Company), Madeliene Van Xoss (Seer), Balhiuss (Beggar/Spy), Thalen Spry (Card Shark), Crolion (Outfitter, especially Dwarves), Ball and Chain Harri (male Ghost), Poraxxis (Jhaskou alien)



GOMMACHER NEIGHBORHOOD

1 BLOCK = 100 FT

Gommacher Neighborhood, Underhill District

Streets: (A) Gommacher Street, (B) Haggling End, (C) Alfrim Corner, (D) Binder Street, (E) Assayer Street, (F) North Wharf Way, (G) Bilge Rat Street

Notable Locations: (1) Fire House, (2) The Gold Chest, Moneylenders, (3) Two Step Cavern Loans, Moneylenders, (4) Monnine's Vault, Moneylenders, (5) Jingling Purse, Moneylenders, (6) Iron Fist Vaults, Secure Storage, (7) Lucky Miner Strongrooms, Secure Storage, (8) Quartermaster's Trust, Warehouse, (9) The Secure Hold, Warehouse, (10) Silver Fox Storehouse, Warehouse, (11) Pounded Chain, Smithy, (12) Sailor's Anvil, Smithy, (13) Banded Otter Pub, (14) Changing Winds Tavern, (15) Great Willow Island Alehouse, (16) Urren's Gnomish Rooms, (17) Beaver's Lodge Flophouse, (18) Keelboat Hostel, (19) Magic Mushroom Gnomish Home Cooking, Restaurant

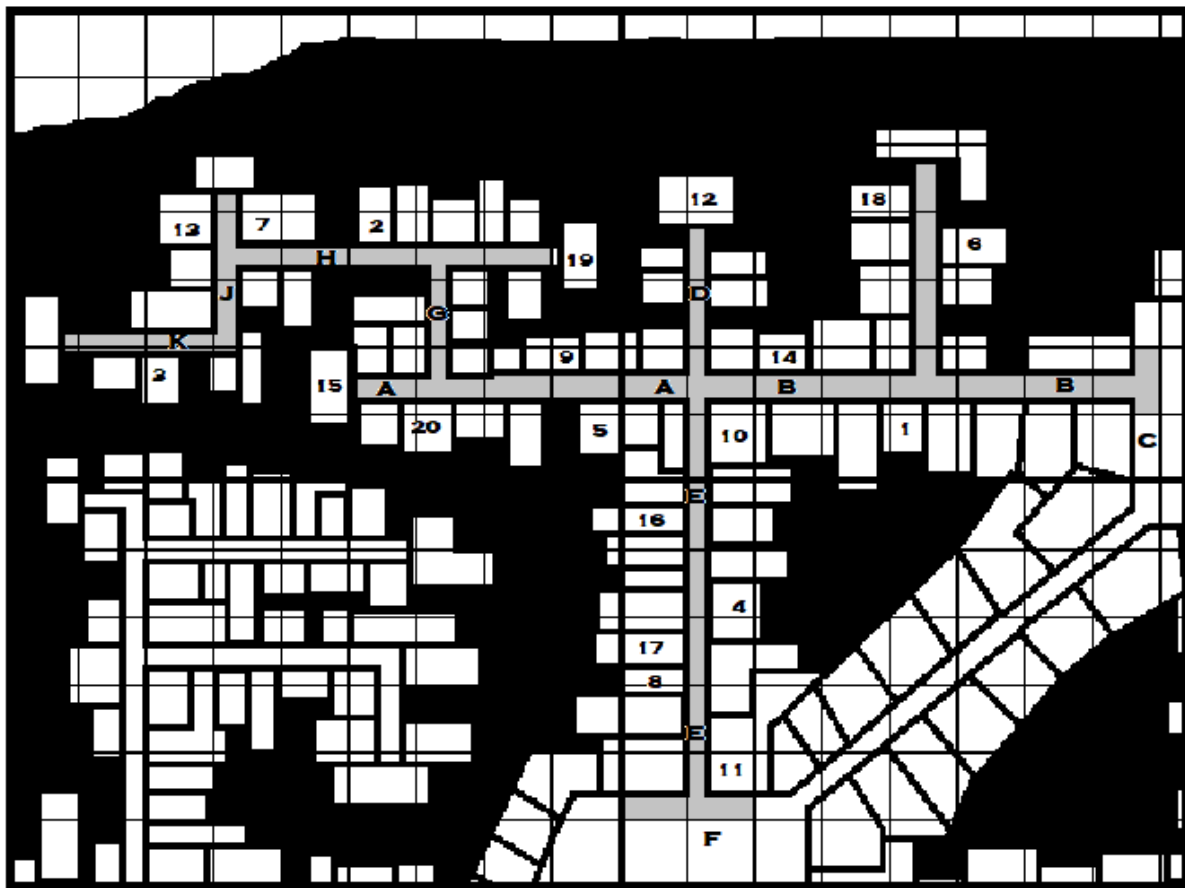
Notable Persons: (1) Ablee Phoud (Gommacher Neighborhood Boss), (2) Kynwall, Fire Captain, (3) Mollius, Fire Lieutenant, (4) Barbea, Fire Sergeant, (5) Sevin Pharlin, Moneylender, (6) Lionors, Moneylender, (7) Thelsia, Moneylender, (8) Febronoa, Moneylender, (9) Guthlaec, Warehouse Owner, (10) Cuhelyn, Vault Owner, (11) Arwald, Mime, (12) Garlon, Street Musician, (13) Emryla, Pickpocket, (14) Marrion, Courtesan, (15) Talorg, Warrior L11, (16) Rhodri, Warrior L9, (17) Virator, Rascal L8, (18) Marpessia, Warlock L7, (19) Fidelma, Wizard L10 (Air, Earth), (20) Thalerian, Crusader of Nariglo L8, (21) Finarin, Street Vendor, (22) Karadi Emil, Dancer, (23) Lourmarch, Artist, (24) Sandilar, Blacksmith, (25) Caolainn, Barkeep

Grand Dame Neighborhood, Underhill District

Streets: (A) Dyer Street, (B) Drover Street, (C) Underhill Main Square, (D) Prospector Street, (E) Stonecutter Street, (F) Iron Hammer Square, (G) Mattock Street, (H) Wight Street, (J) Braided Beard Row, (K) Iron Boot Alley

Notable Locations: (1) Overseer's Offices, (2) Gregni's Dwarvish Book, Betting Parlor, (3) Odds Alley, Betting Parlor, (4) Long Shot Book, Betting Parlor, (5) Points and Lines, Betting Parlor, (6) Ace in the Hole, Card Parlor, (7) Golden Dice Casino, (8) Danada and Amos, Surgeons, (9) Good Body, Healers, (10) Blue Plumed Helm Stage, (11) High Guitar Concert Hall, (12) Low Bards and High Notes Show Venue, (13) Benedek's Golden Ticket Club, (14) Bar Sinister Smithy, (15) Galmage's Foods, Grocery, (16) Intricate Gears, Artificer, (17) Platinum Breastplates, Armorers, (18) Great Galloping Mattocks, Tool Wrights, (19) Aslaug's Gnomish Clinic, (20) Guzalez's Golden Pitcher, Dwarvish Cuisine

Notable Persons: (1) **Myri Urggason** (Grand Dame Neighborhood Boss), (2) **Euthudrox**, Underhill District Diabolic Overseer, (3) Pephanidiar, Deputy Overseer (**Type 4D Devil**), (4) Bozskalan, Deputy Overseer (**Type 5A Devil**), (5) Nehamiah, Overseer's Chief Clerk (**Zoybim Devil**), (6) Cinaiday, Overseer's Records Clerk (**Werdu Devil**), (7) Renard, Bookie, (8) Harlan Olstof, Oddsmaker, (9) Vaubert, Bookie, (10) Eossa, Casino Dealer, (11) Arwid Drey, Casino Pit Boss, (12) Hameo, Casino Croupier, (13) Pavsha, Healer and Surgeon, (14) Jubal Horshai, Healer, (15) Radulf, Healer, (16) Ulita Moss, Producter, (17) Kollos, Talent Agent, (18) Ludwig Van Radadost, Minstrel, (19) Walbert, Bard, (20) Cholmlut, Band Leader, (21) Pongor, Master Instrument Maker, (22) Kirsell, Master Armor, (23) Rogvold, Master Tool Wright, (24) Esko Mattis, Pickpocket, (25) Zerind, Street Crier, (26) Boruthia, Massage Girl, (27) Asherai, Warrior L5, Armed Courier, (28) Freywid, Warlock L6, (29) Tomaj, Priest of Samael L10, (30) Orah Eradad, Wizard L11 (Earth, Fire, Water)



GRAND DAME NEIGHBORHOOD

1 BLOCK = 100 FT



HALEBUSS NEIGHBORHOOD

1 BLOCK = 100 FT

Notable Persons: (1) **Iphalian** (Halebuss Neighborhood Boss), (2) Nemissan, Fire Captain, (3) Guthlac, Fire Lieutenant, (4) Severian, Fire Sergeant, (5) Parlan Querr, Barrister, (6) Lansloth, Bailiff, (7) Rinchar, Barrister, (8) Mulronee, Law Clerk, (9) Leudonnus, Court Recorder, (10) Seumass, Court Archivist, (11) Cunvelyn, Diabolic Magistrate, (12) Benne-guz, **Type 5A Devil**, Priest of Samael, (13) Balphais, Law Trainer, (14) Dynempha, Messenger, (15) Alcina, Crusader of Samael L11, (16) Forgheal, Warrior L10, (17) Hywell, Ras-cal L8, (18) Mungen the Elder, Wizard L10 (Air, Earth), (19) Brigdhe, Courtesan, (20) Medraut, Blacksmith, (21) Gwion, Tanner and Furrier, (22) Killian, Carter, (23) Oadern, Street Crier

Halebuss Neighborhood, Mortal District

Streets: (A) Fireaxe Corner, (B) Sebestyen's Statue Plaza, (C) Big Thumb End, (D) Mace Corner (from Appssiss), (E) Blinders Way, (F) Yube Road (from Appssiss), (G) Holmarket Street, (H) Gutting Road (from Hook Knife), (J) Scimitar Cut, (K) Middens Row, (L) Nodden's Row (from Hook Knife), (M) Smettling Fields

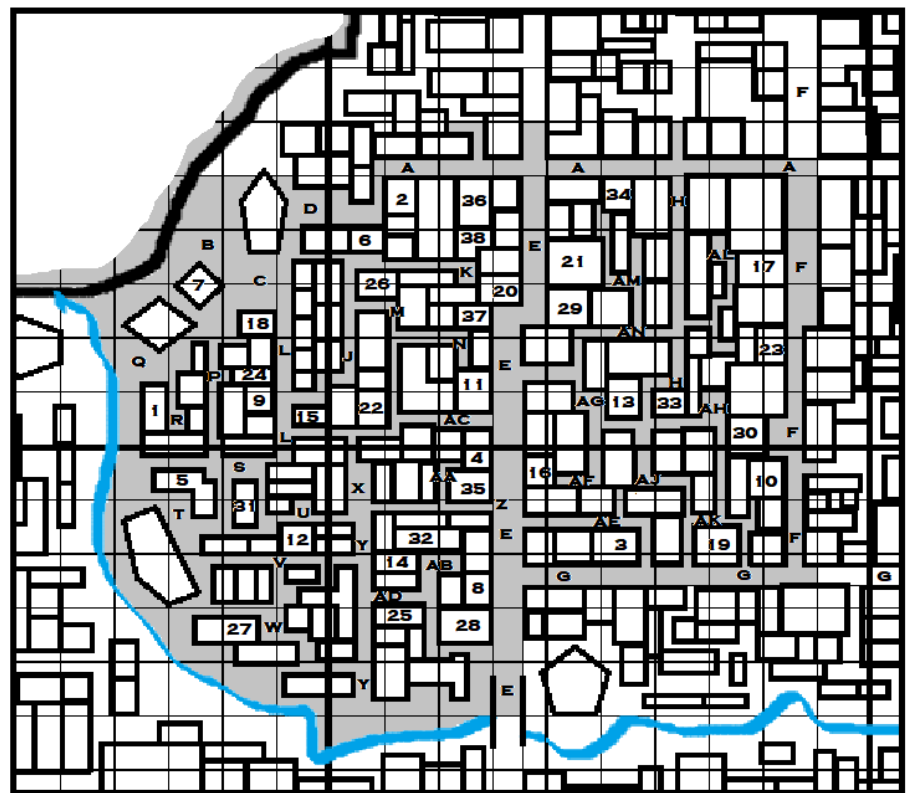
Notable Locations: (1) Fire House, (2) Tobashrew Law Library, (3) Court Records Building, (4) Gaol Records Building, (5) Dobril and Vardisa and Jeorg, Barristers, (6) Gosonor and Chaim, Barristers, (7) Ishamail Mesko, Contract Law, (8) Contracts by Ewold, Barrister, (9) City Law, Diabolic Law Specialists, (10) Roerderick and Nagida, Contract Law {siblings}, (11) Nenirek's Law College, (12) Barrister's Association, (13) Ancient Tomes Testing Services, (14) Glowing Pages, Book Sellers, (15) Eadred's Collections, Law Book Seller, (16) The Orator's Club, (17) Shrine of Samael, (18) Annegrat's Office Supplies, (19) Cunning Fox Taproom, (20) Striking Snake Tavern, (21) Final Verdict Pub, (22) Eckhard Court Rooms, (23) Hidden Deeds Hostel, (24) Vaubert's Legal Robes, Clothier, (25) Owl and Rat Apothecary

Half Pint Neighborhood, Mortal District

Streets: (A) Prince Street, (B) Halphar Bush Plaza, (C) Ghost Wind Plaza, (D) Wild Hawk Place, (E) Madam Street, (F) Old Tar Road, (G) Pride Road, (H) Dyer's Row, (I) Loom Street, (J) String's End, (K) Magpie Street, (L) Smelt Corner, (M) Sandal Alley, (N) Kenez Walk, (O) Keelhaul Place, (P) Bottle's End, (Q) White Crow Place, (R) Dobesh Patio, (S) Weaver's Cut, (T) Foggy Street, (U) Fishnet Maze, (X) Wenzel's Tomb Place, (Y) Wenzel Street, (Z) Cock's Row, (AA) Penshackle Alley, (AB) Seaman's End, (AC) Little Axe Cut, (AD) Shears Cut, (AE) Woolman's Corners, (AF) Copper Button Alley, (AG) Aether Place, (AH) Dreamweaver Place, (AJ) Gossamer Street, (AK) Blind Seer Alley, (AL) Sneak Alley, (AM) Pitchfork Alley, (AN) Mojmar Road

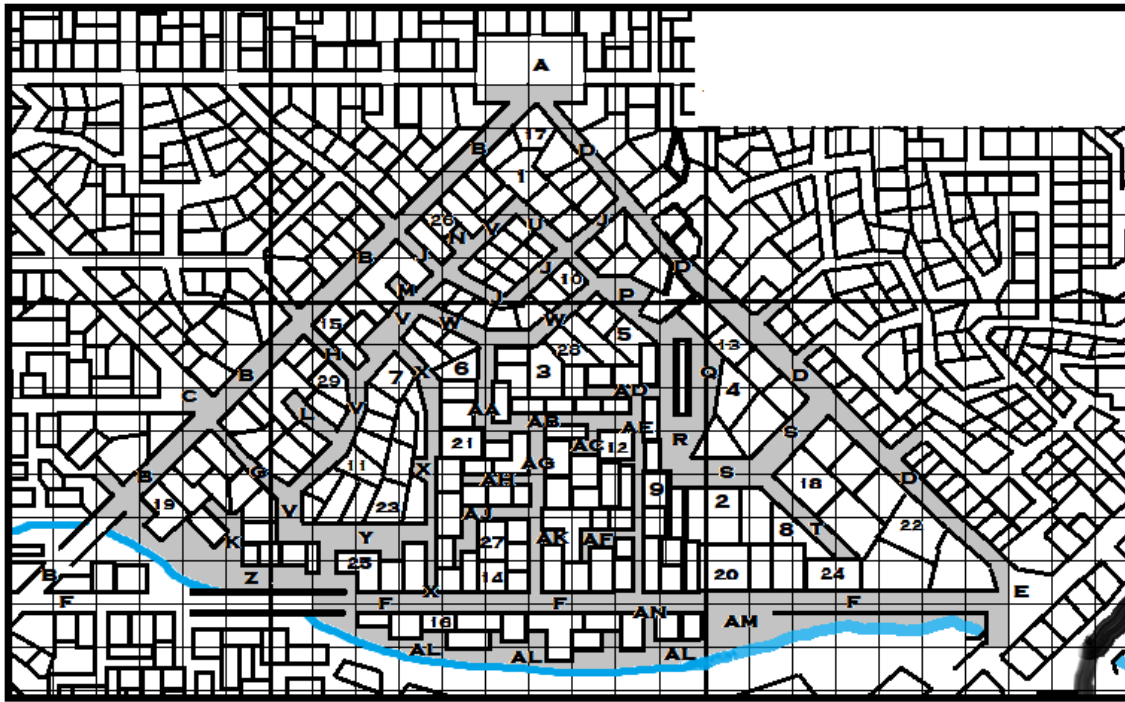
Notable Locations: (1) Drellia's Cloth Warehouse, (2) Tartan Weavery, (3) Guishko Looms, (4) Naldo and Naldo, Weavers, (5) Coriander's Canvas, (6) Swamp Rat Oilskins, (7) High Tide Sails, (8) Erguhaert's Sea Bags and Backpacks, (9) Lowery's Marsh Hides, (10) Jolan's Leathery, (11) Dianell's Weaving, (12) Stuffed Seal, Taxidermy, (13) Eliz Clothier, (14) Sibeal and Telomy, Seamstresses, (15) Genvissia, Seamstress, (16) Marc Leonnic, Tailor, (17) Lygnah's Cloth, (18) Dancing Otter, Furriers, (19) Six Minks Furrier, (20) O'Golgo Leather Goods, (21) Weaver's Guild House, (22) Madame Z's Futures, Fortuneteller, (23) Nithard the Palm Reader, (24) Donal Fortunus, Tarot Cards, (25) Professor Gildas, Dream Interpreter, (26) Dream Walker Corwin, (27) Speckled Bush Marsh Outfitters, (28) Deep Kay Flophouse, (29) Explorer's Hostel, (30) Hezabel's Rooms, (31) Big Barge Pub, (32) Zephyr Alehouse, (33) Cormant Yellow Pub, (34) Great Black Crab Tavern, (35) Stork and Pike Tap, (36) Harbor Smithy, (37) Mabbil Thyr, Tobacconist, (38) Blue Leaf Herbs

Notable Persons: (1) **Thallia Mac'Noll** (aka Lady Mac, Half Pint Neighborhood Boss), (2) Bannan, Master Weaver, (3) Aodhan, Weaver Guildsmaster, (4) Lydia O'Liobha, Master Weaver, (5) Penhzen, Master Weaver, (6) Kazimir, Master Embroiderer, (7) Chavelisk, Tapestry Maker, (8) Whistan, Master Leatherworker, (9) Levekan, Master Leatherworker, (10) Tomaj, Master Furrier, (11) Odwaerd, Master Draper, (12) Susanna, Seamstress, (13) Roald, Master Tailor, (14) Abadiah Vaessa, Cloth Goods, (15) Lavan Mac'Raint, Cloth Merchant, (16) Herluinn, Master Sail Maker, (17) Poppin L'Phe, Cloth Merchant, (18) Chelcham, Loom Builder, (19) Zeandar, Fabric Designer, (20) Madame Orenka, Soothsayer, (21) Rosemar, Fortuneteller (Tarot), (22) Krelemaon, Fortuneteller (Runes), (23) Dysand, Fortuneteller (Tea Leaves), (24) Hithswithia, Dream Interpreter, (25) Lenocoha, Dream Interpreter, (26) Alififfa, Warrior L7, (27) Jaron, Warrior L9, (28) Trumwin, Warlock L9, (29) Moeric, Wizard L10 (Air, Water), (30) Festrigh, Wizard L14 (Air, Fire, Shaman), (31) Katrin Gudwine, Street Prostitute, (32) Ditamar, Blacksmith, (33) Koszmar, Sage, (34) Thorugadd, Street Entertainer, (35) Miko, Acrobat



HALF PINT NEIGHBORHOOD

1 BLOCK = 100 FT



HIGH RIDGE NEIGHBORHOOD

1 BLOCK = 100 FT

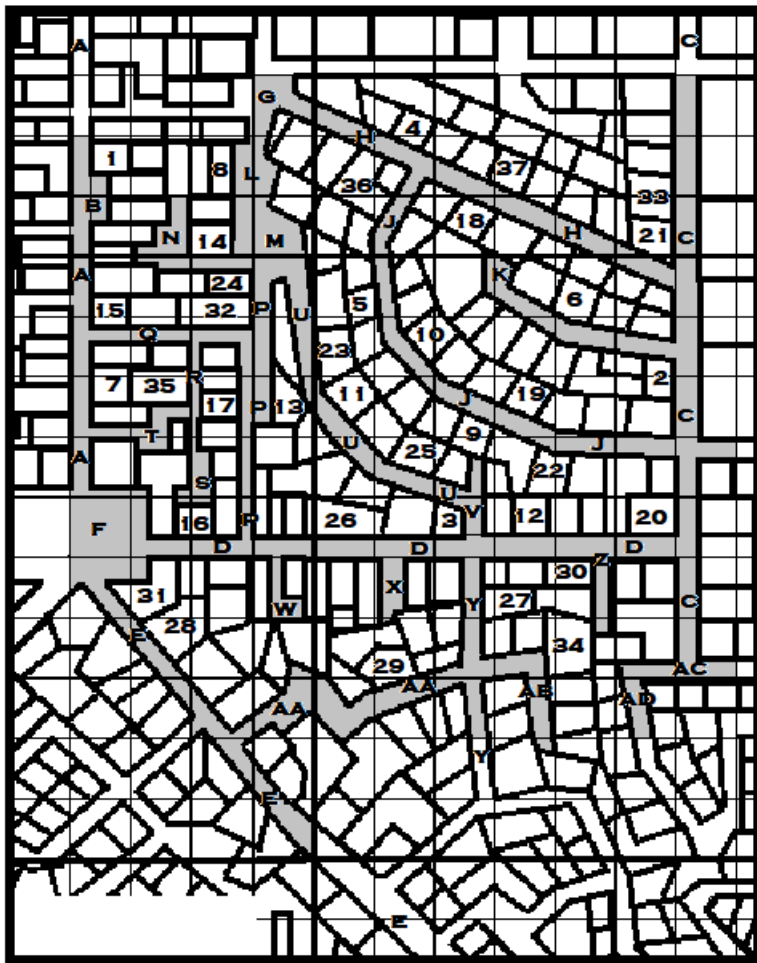
High Ridge Neighborhood, Mortal District

Streets: (A) Prince Gwargant Square, (B) Corbus Road, (C) Infernal Plaza, (D) Smoke Road, (E) Blood Fountain Plaza, (F) Street of Trades, (G) Pike Road, (H) Ridge Cut, (J) Kressieg Street, (K) Stars End, (L) Red Hill Alley, (M) Milohna End, (N) Petraek Place, (P) Der-vish Place, (Q) Tarpit Plaza, (R) Obadiah Plaza, (S) Seedy Street, (T) Papers End, (U) Long Brick Road, (V) Warlocks Street, (W) Stocks Bend, (X) Rounders Road, (Y) Grimoald Row, (Z) Laughingstock Place, (AA) Penitent Way, (AB) Chilling Street, (AC) Stalkers End, (AD) Foggy Alley, (AE) Skinny Street, (AF) Porcupine Alley, (AG) Leering Vampire Road, (AH) Shaman's Squeeze, (AJ) Blind Beggar End, (AK) Floating Idol Place

Notable Locations: (1) Office of the Mortal District Hetman, (2) Ridge Runner Guild Chapter House, (3) Mortal District Permit Office, (4) Mortal District Diabolic Court, (5) Magistrate's Office Building, (6) Permit Office Records, (7) City Watch Office Building, (8) City Fire Service Office Building, (9) Ridge Runner Annex, (10) Maelle and Johar, Permit Specialists, (11) Heber Shirdra, Contract Agent, (12) Laxauros, Permit Agent, (13) Valabarg, Realty and Rooms, (14) Eossair, Bondsman, (15) Broken Chains, Bondsmen, (16) Silver Star, Seals and Stamps, (17) Spell Scroll, Wizard's Outfitters, (18) High Ridge Grocers, (19) Shaman's Amulet Alehouse, (20) Double Dirks Tavern, (21) Tavadar's Dwarfish Bar, (22) High and Low Tap and Card Room, (23) Traveler's Bedroll Flophouse, (24) Cot and Bath Hostel, (25) Dewdrop Inn, (26) Gilded Chariot Bets, (27) Depridash Gnomish Supper Club, (28) Old Scar Clinic, (29) Ophrosina's Rare Books

Notable Persons: (1) **Mortimar Gladehigh** (aka Sir Mort, High Ridge Neighborhood Boss), (2) **Taulluon**, Chief Magistrate, Mortal District, **Type 9A Devil**, (3) Varkony, Magistrate, male Dwarf **Vampire**, (4), Jethro Ermi, Bailiff, (5) Erling, Bailiff, **Lycanthrope** (Rat), (6) Armundee, Court Report, (7) **Mearvine Kolstar**, Hetman of the Mortal District, (8) Anista Vule, Hetman's Secretary, (9) **Vendrick Gariold**, Guildmaster, Ridge Runner Guild, (10) **Bessie Lamadrose** (aka Bess the Terrible), Deputy Guildmaster, Ridge Runner Guild, (11) **Alaric Kolstar**, Deputy Guildmaster, Ridge Runner Guild, (12) Koberjoehn, Chief Permit Officer, **Tablasyim Devil**, (13) Blixadurru, Permit Officer, **Werdu Devil**, (14) Suthoemu, Permit Clerk, **Zoybim Devil**, (15) Herawearki, Permit Office Record Clerk, (16) Vinnemaglor, Warrior L7, Bodyguard, (17) Charlnus, Warrior L6, Caravan Guard, (18) Leander North, Rascal L10, (19) Kahedrin, Warlock L9, (20) Gallun Vorres, Wizard L11 (Earth, Fire, Water), (21) Branwen, Tattoo Artist, (22) Eudoxia, Messenger/Courier, (23) Jouraf, Street Magician, (24) Friccor, Street Performer, (25) Murchaud, Pimp, (26) Corcaidia, Courtesan

Hook Knife Neighborhood, Mortal District



**HOOK KNIFE
NEIGHBORHOOD**
1 BLOCK = 100 FT

Streets: (A) Red Friars Street, (B) Place, (C) Temple Street, (D) Armby Street, (E) Smoke Road, (F) Prince Gwargant Square, (G) Singing Devil Plaza (to Borister), (H) Elvish Street, (J) Gossip Street, (K) Speakeasy End, (L) Redwood Place, (M) Lost Manneara Plaza, (N) Usussial End, (P) Walking Tree Road, (Q) Starlight Row, (R) Fat Weasel Squeeze, (S) Min's Tower End, (T) Nedugent Walk, (U) Quicksilver Street, (V) Elder Alley, (W) Hook Knife Alley, (X) Night's End, (Y) North Star Street, (Z) Liar's Alley, (AA) Crook Street, (AB) Delver's Corner, (AC) Blind Player Street, (AD) Nodden's Row

Notable Locations: (1) Ancestral Tree, Elvish Book Sellers, (2) Smarecek Elvish Library, (3) Elvish Aid Society, (4) High Elf Fashion, Clothiers, (5) Gowns by Elessaria, (6) Magic Lute, Instruments, (7) Seklei's Elvish Cuisine, Restaurant, (8) Olissava, Matchmaker {Elvish}, (9) Elder Armor Specialists, (10) Merowald and Solveig, Translators, (11) Alfrethak Language School, (12) Kianasha La'Luka, Reptilian Languages, (13) Dalphaer, Languages of Giants, (14) Deborra, Languages of the Deeps (underground), (15) Coelric, Language Trainer, (16) Rosetta's Language Arts, (17) Lord Betzadel's Archives, (18) Quills and Codicils, Book Sellers, (19) Ashar Friddar, Voice Trainer, (20) Elbathe, Physical Trainer, (21) Purple March of Tilhammer, Weapons School, (22) Zavattetia, Equine Trainer, (23) Tevakel and Poswy, Knowledge Merchants, (24) Open Pages Research Services, (25) Heaven's Road, Astrologers, (26) Brennok, Soothsayer, (27) Wibard's Fine Reproductions {forger}, (28) Big D Parchments {forgers}, (29) Atalyk's Letters {calligrapher}, (30) Singing Pig Pub, (31) Tower of Tomes Alehouse, (32) Pikeman's Folly Tavern, (33) Blue Shamrock Taproom, (34) Treetops Rooms {Elves only}, (35) Tome Dreams Flophouse, (36) Konrad's Inn, (37) Erengiesal's Elvish Smithy

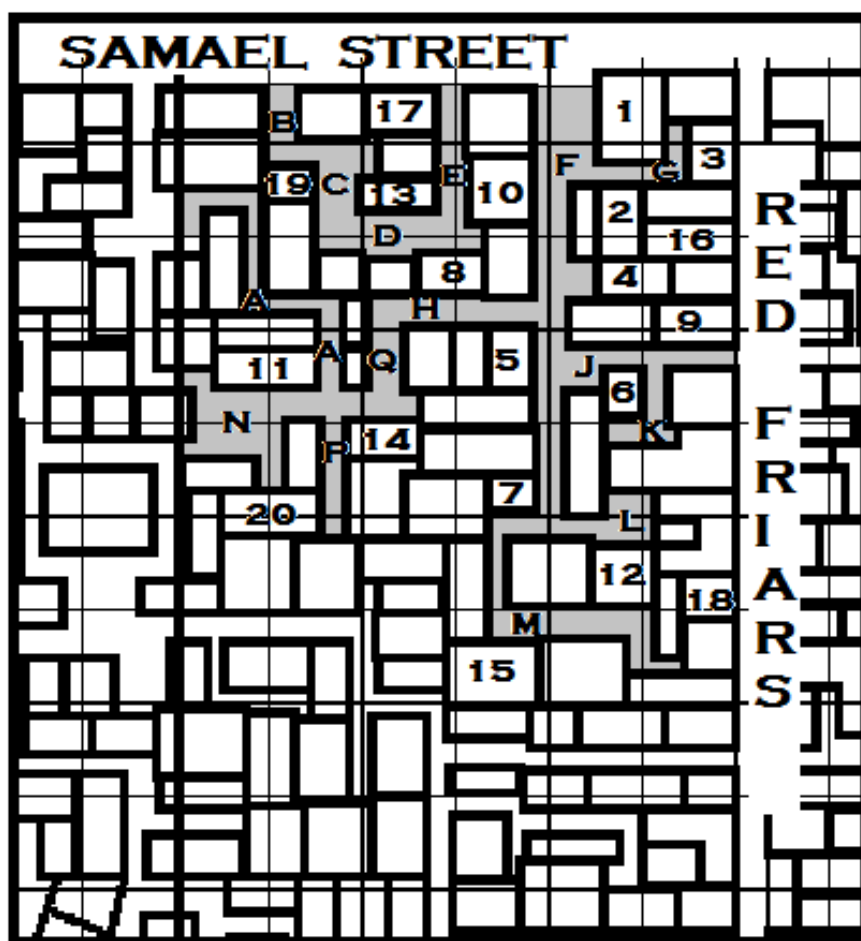
Notable Persons: (1) Lellia Wollrond (Hook Knife Neighborhood Boss), (2) Edomer, Elvish Gentry, (3) Admeanor, Elvish Noble, (4) Delkalvia, Elvish Noble (purported), (5) Harhonia, Elvish Gentry, (6) Ibreany, Elvish Historian, (7) Saelibor, Elvish Sage, (8) Zemanna, Elvish Master Singer, (9) Karmiel, Master Translator, (10) Hengest, Master Translator, (11) Rechikina, Cipher Expert, (12) Shura D'Sabas, Art Historian, (13) Cynric, Warlock L10, (14) Gyafear, Crusader of Pithius L8, (15) Harriath, Priestess of Samael L9, (16) Etelle, Wizard L8 (Air, Water), (17) Alfrad Batay, Wizard L11 (Earth, Fire, Shaman), (18) Clothair, Master Forger, (19) Fetinia, Master Forger, (20) Hammond, Master Artist {forger}, (21) Loreant, Counterfeiter, (22) Vilmos Rangar, Sage, (23) Oesazab, Sage, (24) Fagalash, Researcher, (25) Skorprok, Pickpocket, (26) Yaersa, Street Prostitute, (27) Stolma, Street Artist, (28) Hugo Da'Luz, Street Vendor

Iron Gaol Neighborhood, Muckrunner District

Streets: (A) Big Squeeze Alley, (B) Black Bench Cut, (C) Kelbla Corner, (D) Spook Row, (E) Camden's Ghost Cut, (F) Gaol Street, (G) Jailer's Alley, (H) Habniss Road, (I) Snitches Place and Road (to the east), (K) Lockup Alley, (L) Convict's End, (M) Perp's Walk, (N) Rhodri's Statue Place, (P) Whisper Alley, (Q) Bleeder's Cut

Notable Locations: (1) Muckrunner District Gaol, (2) Magistrate's Office, (3) Prisoner Processing Office, (4) Bariman Brothers Legal Services, (5) Scanlon and Phirran, Legal Representatives, (6) Tarscia Lurett, Investigator, (7) Frangang, Moneylender, (8) Sygerius, Gnome Detective, (9) Gunphar, Legal Historian, (10) Hangman's Roost Pub, (11) Swinging Man Tavern, (12) Guillotine's Blade Ale-house, (13) Glass Pheasant Restaurant, (14) Hagan's Sentence End Eatery, (15) Cellblock Three Flophouse, (16) Blind Sheriff Room's, (17) Riocatus' Hostel, (18) Macfee's Fine Clothiers, (19) Dainty Feet Massage Parlor, (20) Master Bauregard's, Trainer

Notable Persons: (1) **Cleland** (Iron Gaol Neighborhood Boss), (2) Sabinus Tersk, Gaol Warden, (3) Zacheus, Gaol Shift Lieutenant, (3) Redruth, Gaol Shift Sergeant, (4) Lynaugh, Information Specialist, Torturer, (5) Gurhavel, Manacle Maker, (6) Grania Bahild, Magistrate, (7) Endomer, Magistrate, **Type 5C Devil**, (8) Kiviya, Senior Gaol Clerk, **Zoybim**, (9) Csongor, Bailiff, (10) Amaduor, Bailiff, (11) Colgrim Bariman, Barrister, (12) Olfin Tawa, Barrister, (13) Inhild, Poisoner, (14) Zarand, Bookie, (15) Bogdan, Oddsmaker, (16) Dolgomir, Street Vendor, (17) Soassana, Street Vendor, (18) Gailina, Street Prostitute, (19) Feona Athrat, Madam, (20) Engelmarr, Investigator, (21) Kendra, Rascal L11, (22) Forian Garra, Priestess of Samael L10, (23) Adriel Deshal, Wizard L11 (Earth, Fire, Water), (24) Reobald, Warrior L6



IRON GAOL NEIGHBORHOOD

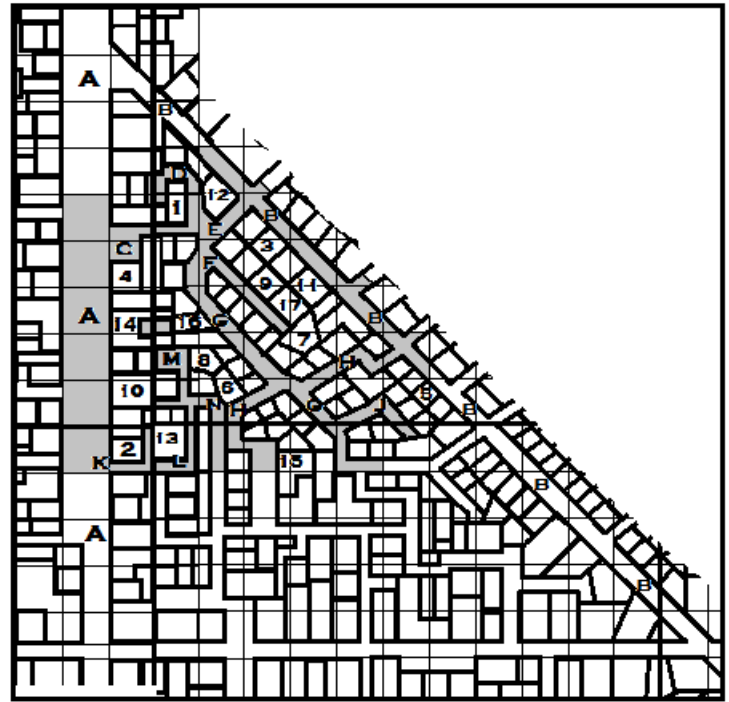
1 BLOCK = 100 FT

Last Stop Neighborhood, Muckrunner District

Streets: (A) Old Tar Road (from Black Docks and Marshbottom), (B) Good Street (from Marshbottom), (C) Hook Place, (D) Corkscrew Alley, (E) Cudgel Place, (F) Chattel Row, (G) Protection Street, (H) Rackets Street, (J) Bare Knuckle Alley, (K) Blind Corner Alley (between #2, #13), (L) Render Alley (from A to N), (M) Warrior's End, (N) Durraxo Street; the Clonard Arch/Gate allows passage through the wall between Rackets and Durraxo Streets

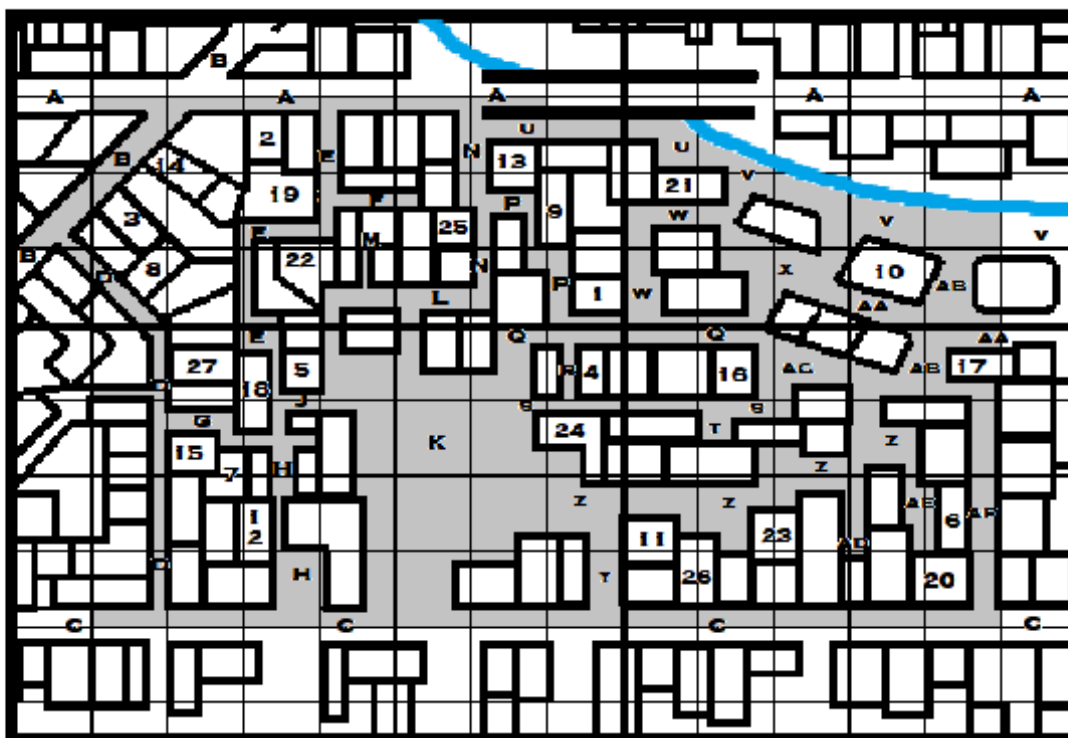
Notable Locations: (1) Strong Shield Security Bureau, Enforcers, (2) White Snake Security, Bodyguards, (3) Black Plume Armsmen, (4) Brass Buckler Agency, Thugs and Enforcers, (5) Helm and Gauntlet Security, Henchmen and Thugs, (6) Dragon's Plunder Agency, Pirate Crews, (7) Lauras Labor Agency, Slave Seller, (8) Quality Indentured Servants, Slave Seller, (9) Pirate's Skull Pub, (10) Broken Manacles Tavern, (11) Thirsty Seadog Watering Hole, (12) Red Prow Sailor Hall, Pirate Crews, (13) Sultry Siren Brothel, (14) Topsails Flophouse, (15) Moricc's Hides and Leathers, (16) Little Foellian, Master Weaver, (17) Honorable Brothers Club (Thieves)

Notable Persons: (1) **Hermann O'Kersky** (Last Stop Neighborhood Boss), (2) Hugh Delanc, Warrior L4, Thug, (3) Mhikal, Rascal L6, Thug, (4) Natalan, Warrior L3, Enforcer, (5) Konrad Nochal, Warrior L4, Enforcer, (6) Denetarius, Warlock L6, Slaver, (7) Hartan Nazar, Warrior L7, Slaver, (8) Tolentinar, Warrior L5, Slave Trainer, (9) Kherian, Warlock L5, Pirate Captain, (10) Gridjun, Warrior L4, Pirate Officer, (11) Oghlou, Rascal L5, Pirate Officer, (12) Brantan Vou, Trapper, (13) Cyrion the Younger, Bookie and Oddsmaker, (14) Saigir, Unarmed Combat Coach, (15) Faustin, Master Butcher, (16) Carraceddo, Master Weaver, (17) Sanchea, Courtesan, (18) Kowalska Usttin, Street Minstrel, (19) Lieggan, Street Vendor and Spy, (20) Milguez, Wizard L9 (Fire, Water, Shaman), Scroll Seller



LAST STOP NEIGHBORHOOD

1 BLOCK = 100 FT



LITTLE PICKSMAN NEIGHBORHOOD

1 BLOCK = 100 FT

Little Picksman Neighborhood, Mortal District

Streets: (A) Street of Trades, (B) Corbus Road, (C) Murder Row, (D) Feedlot Road, (E) Price Road, (F) Emerald End, (G) Finder's Road, (H) Rotted Hay Place, (J) Cudgel Cut, (K) Madame Darercha Square, (L) Crab Apple Street, (M) Ironwood End, (N) Pick Row, (P) Haemos Alley, (Q) Polearm Street, (R) Lame Elf Cut, (S) Gilded Street, (T) Mocking Man Place, (U) South Bridge Path, (V) Vitellus Walk, (W) Flying Hammer Corner, (X) Pride Place, (Y) Bilge Cut, (Z) Trick Pony Street, (AA) Scarlet Street, (AB) Seanna Cut, (AC) Hanged Gnome Place, (AD) Smelt End, (AE) Double Dirk Alley, (AF) Accident Street

Notable Locations: (1) Silver Tumblers Locksmiths, (2) Tricorner High Men's Hat Shop, (3) Metal Songbird, Mechanical Devices, (4) Precision Cuts, Gem Cutters, (5) Winter Silo, Feed Store, (6) Neacal's Elvish Clothier, (7) Last Tree Fruit Sellers, (8) Linnius' Teamsters Outfitters, (9) Jingles and Spurs, Tack and Bridle Shop, (10) Old Dubrico's Wagons and Coaches, (11) Out in Front, Chariots and Sulkys, (12) Burcan and Hansine Valuations {gem/jewelry specialists}, (13) Clarine Alnaer, Valuations, (14) Rising Sun Master Appraisers, (15) Pirate's Chest Appraisals, (16) Carlach's Farm and Road Labor, Slaver Sellers, (17) Dancing Heels, Cobbler, (18) Spyglass and Hook Pub, (19) Corbus Road Taproom, (20) Running Stag Tavern, (21) Alpheus' Alehouse, (22) Busted Adventurer Flophouse, (23) Wagoneer Hostel, (24) Bold Dwarf Rooms, (25) Nadeed Print Shop, (26) All the Reds Wine Shop, (27) Marsh Ho Outfitters

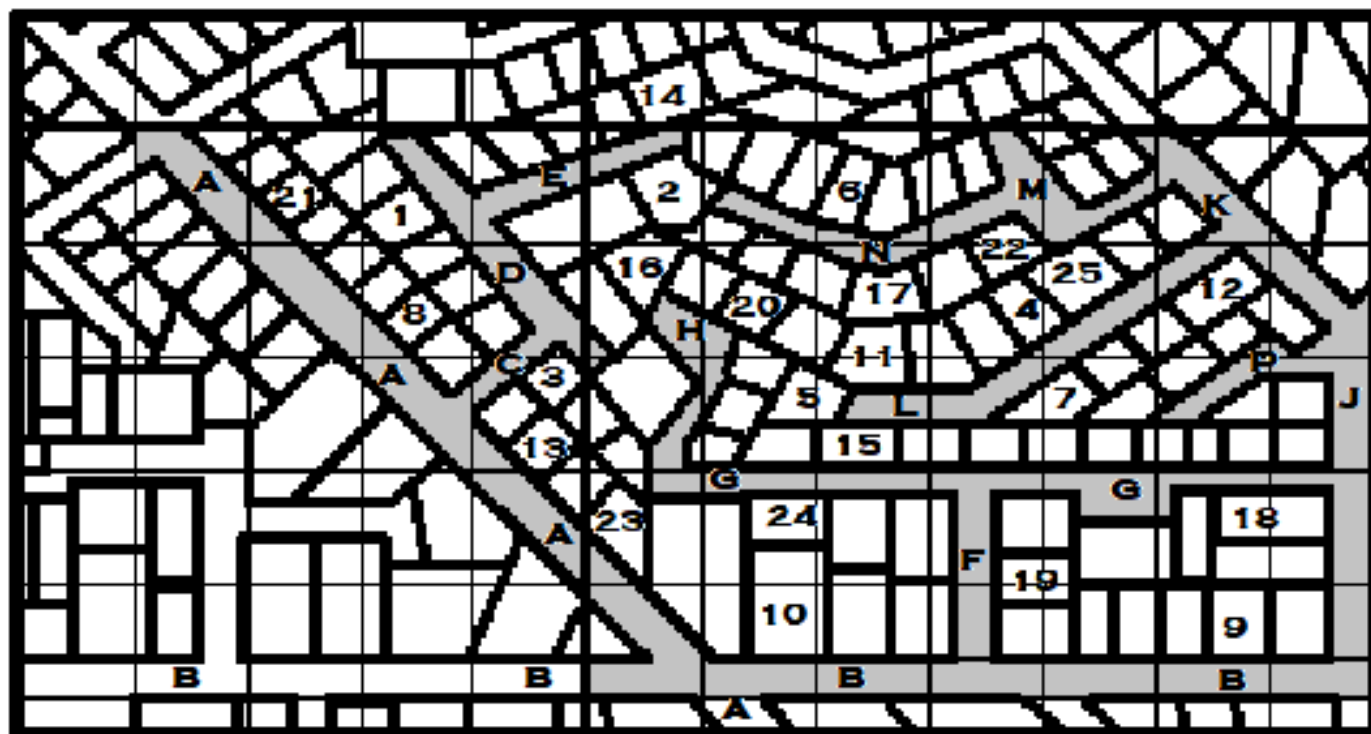
Notable Persons: (1) **Grolgon** (aka Key Man, Little Picksman Neighborhood Boss), (2) Lantris O'Duorgan, Appraiser, (3) Shorbal, Appraiser, (4) Ludmilla, Appraiser, (5) Fara Dai O'Thule, Appraiser, (6) Ricimer, Object Identifier, (7) Madon, Gem Cutter, (8) Ildnurt, Jeweler, (9) Gwygan, Bondsman, (10) Quartus Pry, Insurance, (11) Tsigilee, Oath Taker, (12) Gemma Aine, Fair Witness, (13) Blandina, Riding Instructor, (14) Pavalini, Teamster Instuctor, (15) Thiermo, Trick Riding, (16) Vigilius, Horse Trader, (17) Deuopia, Horse Trader, (18) Bruninssen, Animal Trainer, (19) Camber, Healer and Surgeon, (20), Joram, Beast Healer, (21) Caolinne, Midwife, (22) Pelegalia, Book Seller and Researcher, (23) Digory Ablan, Sage, (24) Jagon Delt, Warrior L9, (25) Zolius, Warlock L7, (26) Lewlyn, Wizard L10 (Earth, Fire)

Lord Jonn Neighborhood, Muckrunner and Mortal Districts

Streets: (A) Good Street, (B) Prince Street, (C) Copper Cut, (D) Strongbox Row, (E) Changer End, (F) Fat Purse Walk, (G) Teller Street, (H) Sharp Quill End, (J) Sharker Street, (K) Walstan Street (from Raven's Foot), (L) Bankrupt Row, (M) Lark Well Place, (N) Phoenix Row, (P) Knucklebones Alley

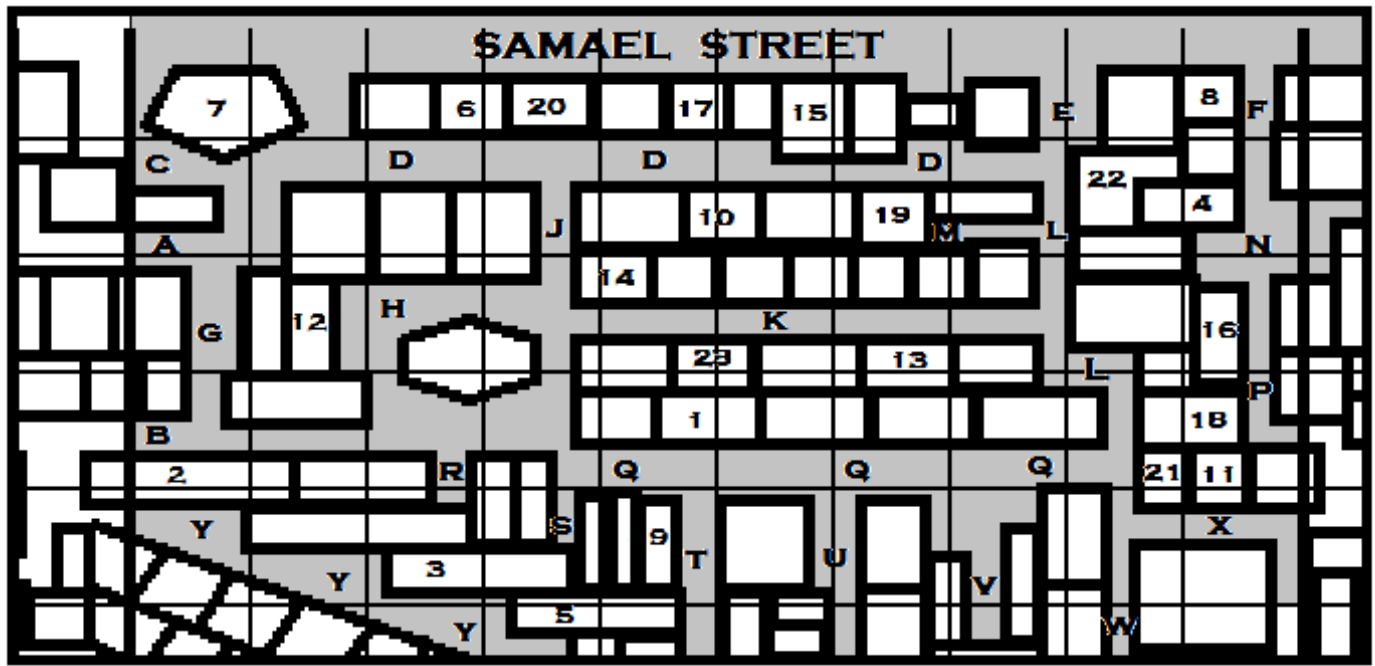
Notable Locations: (1) Lutzen Bank, (2) Olphelian Bank, (3) Flying Boar Bank, (4) New Gnomish Bank, (5) Shrine of Greed, (6) Madame G, Moneylender, (7) Dwarvish Services, Moneylenders, (8) Mallifrod, Assayer, (9) Kaliox's Rare Coins, (10) Silver Spade Smelting Company, (11) Elvish Deposit Association, (12) First Gnome Union, (13) Brosil and Leander, Money Changers, (14) Spelbron's Assay Service, (15) Inker's Alley Pub, (16) Three Crowns Tavern, (17) Shark and Spear Alehouse, (18) Taillene's Flophouse, (19) Metheven's Rooms, (20) Dorren's Clinic, (21) Black Iron Strong Rooms, (22) Cadlew's Strong Rooms, (23) Vaults by Nonnus, (24) Rabbas Secure Vaults, (25) White Anvil Smith

Notable Persons: (1) **Jonnina** (Lord Jonn Neighborhood Boss), (2) Kerrec, Banker, (3) Wilbald, Banker, (4) Goesta, Banker, (5) Miksella, Banker, (6) Dobrach, Moneychanger, (7) Uneke, Moneychanger, (8) Laslo, Moneychanger, (9) Benedda, Smelter, (10) Preymar, Assayer, (11) Effrem, Publican, (12) Jadossa, Tavern Bouncer, (13) Megyer, Bailiff, (14) Amandia, Courtesan, (15) Kaella, Courtesan, (16) Fraegnas, Street Prostitute, (17) Linus, Pickpocket, (18) Myrra, Street Fortuneteller, (19) Eckhard, Street Crier, (20) Hogan, Brewer, (21) Riksa, Warrior L6, Street Thug, (22) Theordric, Rascal L8, (23) Monchan, Crusader of Samael L7, (24) Yennee, Wizard L10 (Air, Fire), (25) Feywindar, Wizard L13 (Shaman)



LORD JONN NEIGHBORHOOD

1 BLOCK = 100 FT



LOWER FALIGAR NEIGHBORHOOD

1 BLOCK = 100 FT

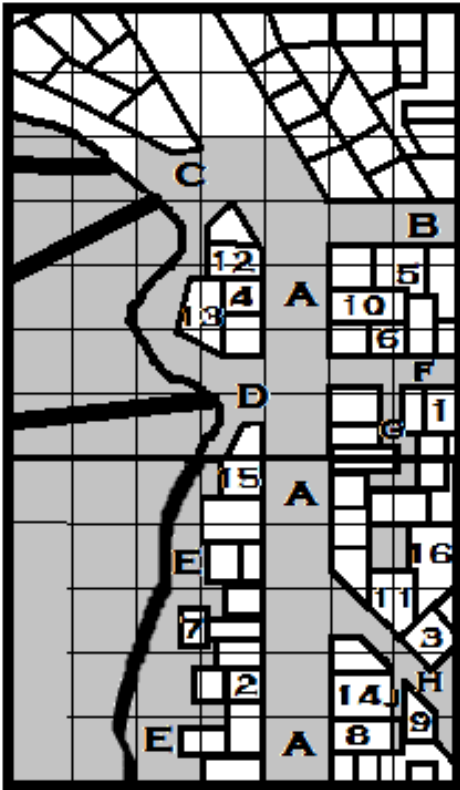
Lower Faligar Neighborhood, Muckrunner District

Streets: (A) Cabbedon Street (from Saint Alley), (B) Black Cable Street (from Saint Alley), (C) Diadem Place, (D) Javelin Street, (E) Three Cat Fountain, (F) Cheetah Path, (G) Short Knees Place, (H) Devil's Hex Plaza, (J) Devil's Wing Cut, (K) Short Devil Row, (L) Swamp Wolf Street, (M) Dead Man Walk, (N) Nigel's Statue (Wraith) Plaza, (P) Wailing Walk, (Q) Whistling Street, (R) Dead Crow Alley, (S) Back Door Cut, (T) Taentgal Street, (U) Cairnwall Street, (V) Raider Alley, (W) Old Yoerk Road, (X) Shotters Row, (Y) Carter's Grooves

Notable Locations: (1) Fire Station, (2) Greegor's Storage and Warehouse, (3) Nancort's Storeage, (4) Anselm La'forthe's Vaults, (5) Mountain Giant Stores, Warehouse, (6) Moerlan's Bank (Vaults), (7) Crespin Theater, (8) Morack Comedy Club, (9) High Wizard Moneylenders, (10) High Adventure Financing, (11) Muscle Dwarf Gym, (12) Lady Gemma's College, Trainers, (13) Mossflowers, Wizard's Ingredient Shop, (14) Collegium Books, (15) Finnegan's Casket Pub, (16) Flying Carpet Tavern, (17) Xylo's Music Shop, (18) Blackstar Forge, Smithy, (19) Low Dwarf Hostel {Dwarfs preferred}, (20) Lucas Bondwender's Rooms, (21) Maogon's Chariot Betting, (22) Bright Soul Press, Publisher and Newsheets, (23) Jailbreak Bondsmen

Notable Persons: (1) **Nallophinias** (Lower Faligar Neighborhood Boss), (2) Ursinalas, Fire Captain, (3) Ealizar, Fire Captain, (4) Barnabas, Fire Sergeant, (5) Lexifor, Fire Sergeant, (6) 'Lady' Gemma Uscalion, Rascal L8, Adventurer Trainer, (7) Aereon Mossflower, Wizard L10 (Air, Fire), (8) 'Count' Haol Gunther, Panhandler, (9) Johan Jymaas, Editor and Publisher, (10) Sarih O'Noll, Reporter and Writer, (11) Libby Mac'Nell, Collegium Books, (12) Rett Trychar, Tracker and Guide, (13) Meck Yaegor, Priest of Anuruck L5 (good), (14) Baelinda Suenn, Warlock L6, (15) Neli Haphring, Street Hustler and Con Artist, (16) Nabin, Street Vendor, (17) Pietor Van'Drem, News Crier, (18) Ressin, Sword Maker

Marshbottom Neighborhood, Muckrunner District



MARSH BOTTOM NEIGHBORHOOD

1 BLOCK = 100 FT

Streets: (A) Old Tar Road (from Black Docks), (B) Samael Street, (C) Great Crab Plaza, (D) Longdocks Plaza, (E) Water Walk Row, (F) Carcass Row, (G) Clawfoot Alley, (H) Good Street, (J) Skinners Row

Notable Locations: (1) All Furs Taxidermy Shop, (2) Fisherman's Prize, Taxidermy Shop, (3) Steer's End Butcher Shop, (4) Finest Cuts Butcher Shop, (5) Choice Meats Butcher Shop, (6) Blue Vitriol, Chemist's Shop, (7) Mineral Alley, Chemist's Shop, (8) Mergon's Alchemical Supplies, (9) Brown Hemp, Cord and Ropes, (10) Seaman's Friend, Ropes and Cables, (11) Midnight Hides and Leathers, (12) Seaman's List, Hiring Hall, (13) Phyrian Elexendor's Warehouse, (14) Drydock Flophouse, (15) Bosun's Whistle Pub, (16) Marsh Hag's, General Merchant and Outfitter

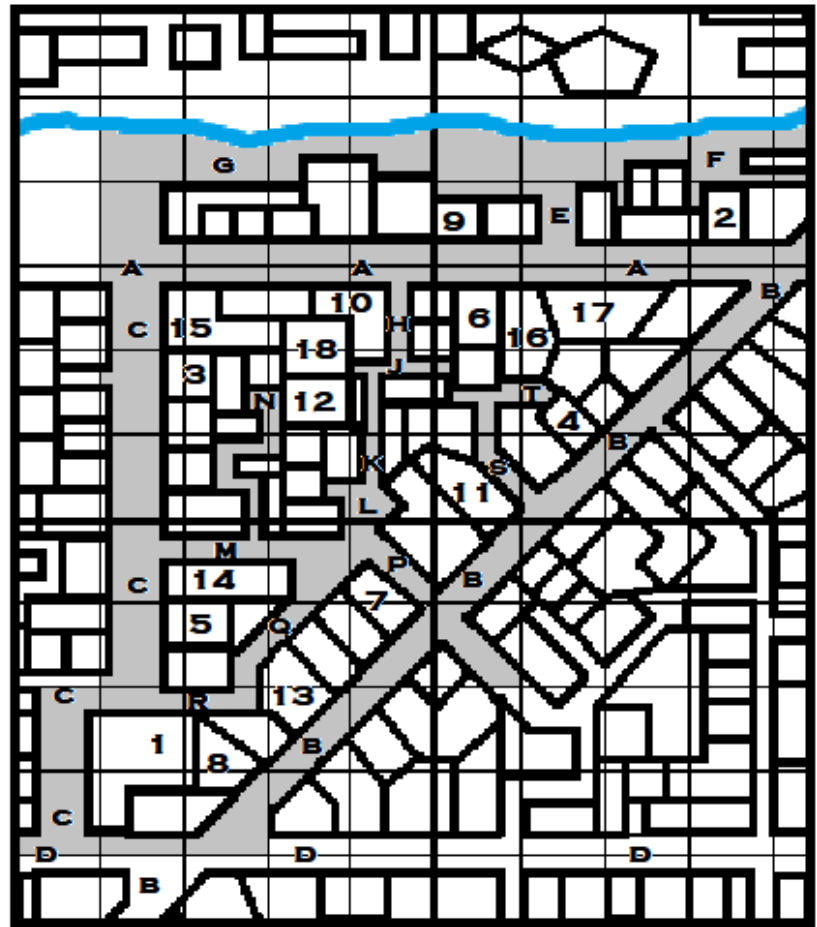
Notable Persons: (1) **Lelerond Hoursh** (Marshbottom Neighborhood Boss), (2) Meershin Thriy, Master Taxidermist, (3) Gregor Mac'Whyth, Animal Mounting, (4) Rhicco Mirk, Tanner, (5) Bradobo, Master Chemister, (6) Master Hwo, Chemister, (7) Heilda O'Ruok, Trapper, (8) Nolla Jostey, Trapper, (9) Maenfrod Kumank, Roper, (10) Caol Yungk, Roper, (11) Geoff Maellyr, Butcher, (12) Lundsae Brond, Butcher, (13) Columbin, Master Surgeon, (14) Dional Prutt, Healer, (15) Dorothea, Weaver, (16) Paticia Vox, Tanner, (17), Harless Relnart, Fire Sergeant, (18) Joenal Fridley, Moneylender, (19) Alice De'Youen, Street Prostitute, (20) Niell Dymonth, Steve-dore, (21) Dissiva Dal'Korom, Boat Captain, (22) Challis Janick, First Mate

Monger Neighborhood, Mortal District

Streets: (A) Greed Street, (B) Corbus Street, (C) Gaol Road, (D) Murder Row, (E) Clerk's Cut, (F) Moaning Chains Place, (G) Red Lantern Row, (H) Fishy Cut, (I) Cross Alley, (K) Taymob Alley, (L) Monger Place, (M) Smithy Row, (N) Burnished End, (P) Stuttley Cut, (Q) Silver Brick Way, (R) Champion Row, (S) Rumor Alley, (T) Mechanical Alley

Notable Locations: (1) Mortal District Gaol, (2) Ebbon and Cibno, Artificers, (3) Flying Widgets, Artificers, (4) Henocus, Elvish Curiosities, (5) Rowan Aufire, Artificer, (6) Tysillio's Mechanicals, Artificer, (7) Pirran and Lley, Bondsmen, (8) New Court Papers, Bondsmen, (9) Three Felons, Bondsmen, (10) Fishmonger Wharf Pub, (11) Dented Anvil Alehouse, (12) Shieldman's Rooms, (13) Arkol Dabed's Hostel, (14) Gaol Road Grocer, (15) Grinder Apothecary, (16) Mavel's Comfort Girls, (17) Mechanic's Guild, (18) Blue Hammer Tools

Notable Persons: (1) **Ellisa Blue** (aka Blue Hammer, Monger Neighborhood Boss), (2) Golistan, Gaol Warden, (3) Keldaugh, Gaol Guard Captain, (4) Quareatus, Gaol, Guard Sergeant, (5) Thelca Salmorn, Artificer, (6) Rarlilan, Master Artificer, (7) Merfyn, Bondsmen, (8) Oengus Smith, Accountant, (9) Gorman, Warehouse Owner, (10) Neilyn, Strong-room Owner, (11) Senach, Warrior L6, Armed Courier, (12) Warock, Vault Owner, (13) Paleman, Pickpocket, (14) Hugh O'Daugh, Street Crier, (15) Columba, Street Entertainer, (16) Moreen, Street Artist, (17) Loumarch, Mechanic's Guildmaster, (18) Jalbard, Deputy Guildmaster, Mechanic's Guild, (19) Collwena, Courtesan, (20) Almha, Courtesan



MONGER NEIGHBORHOOD

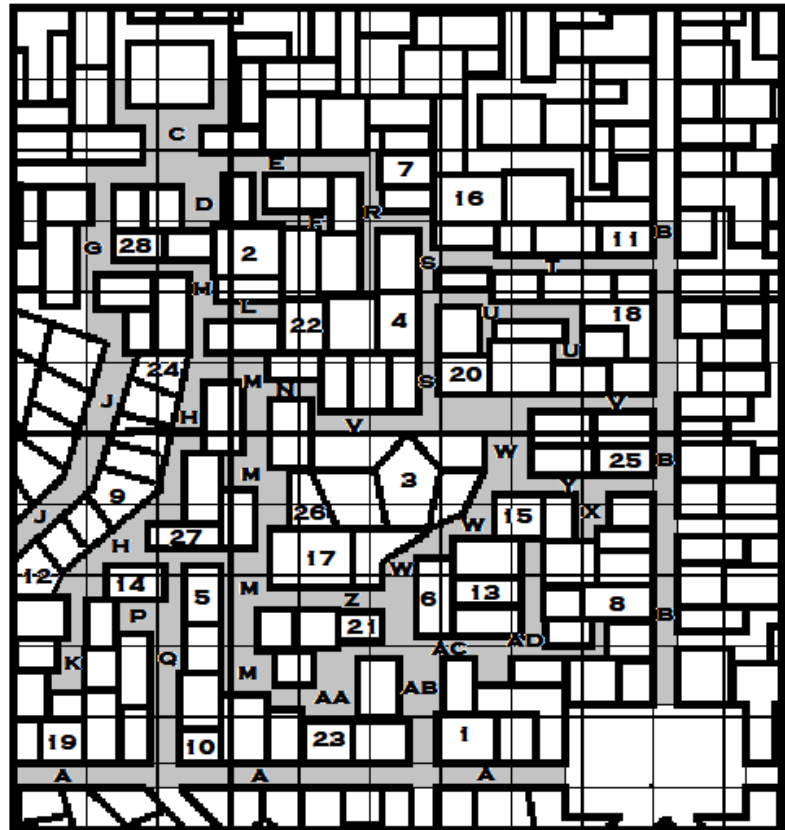
1 BLOCK = 100 FT

Motherlode Neighborhood, Muckrunner and Mortal Districts

Streets: (A) Prince Street, (B) Red Friars Street, (C) Zoybim Fountain Circle, (D) Swager Place, (E) Roulette Walk, (F) Marquis End, (G) Stone Monkey Place, (H) Snakeyes Corner, (J) Hackberry Street, (K) Gambler's End, (L) Hobo Alley, (M) Chances Road, (N) Horatio's Squeeze (to Casino Street), (P) Black Fire Place, (Q) Blackjack Row, (R) Cardshark Corner, (S) Tostkee Road, (T) Risky Way, (U) Bad Dice Alley, (V) Casino Street, (W) Wishing Fountain Place, (X) Unlucky End, (Y) Busted Walk, (Z) Platinum Street, (AA) Greed Idol Place, (AB) Blue Jade Cut, (AC) Ernos Row, (AD) Boxcars Alley

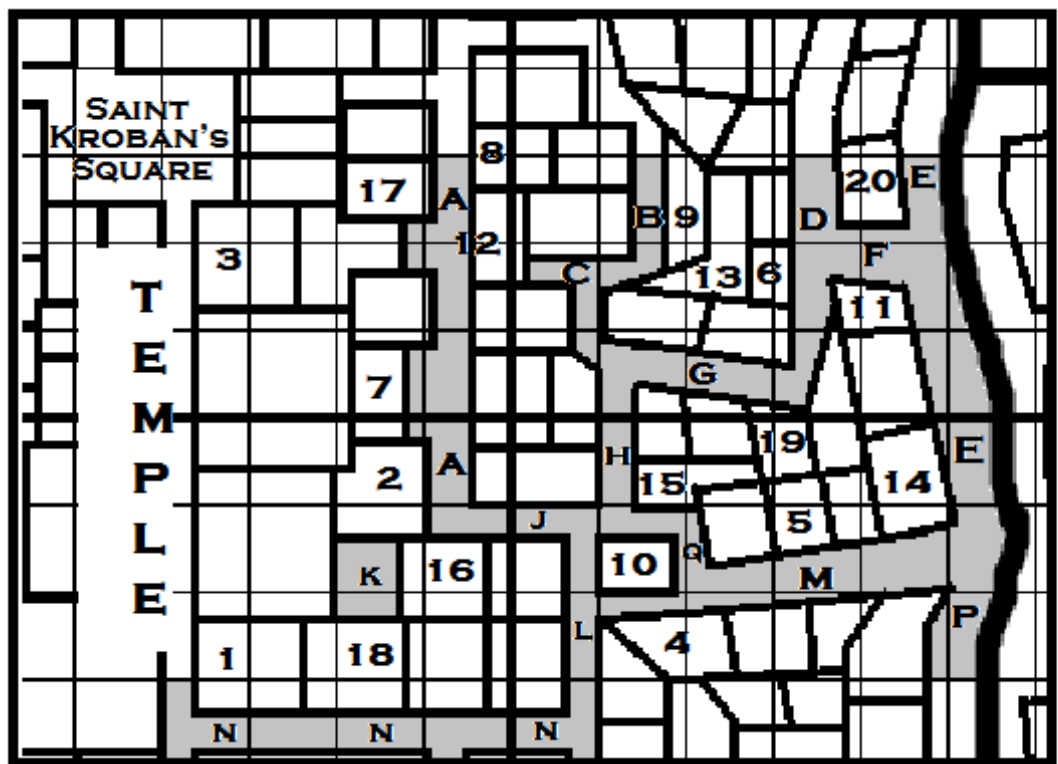
Notable Locations: (1) Drunken Rascal Casino, (2) Axe and Polearm Casino, (3) Swampy Bog Casino, (4) Mount Munius Casion, (5) Purple Eye Casino, (6) Raimond's Jackpot Casino, (7) One-Eyed Jack Card Room, (8) Manslot's Poker Parlor, (9) Bearded Cobra Blackjack Palace, (10) Garlaith's Chariot Odds, (11) Crazy Jhem's Oddsmakers, (12) Silver Sword Pawn Shop, (13) Rupert's Novelties and Magic, (14) Bilmeyer's Leather Goods, (15) Old Pine Nightclub, (16) Goblet and Fire Dancehall, (17) Zina's Stage and Concert Hall, (18) Empty Pockets Taproom, (19) Blue Chip Alehouse, (20) Holybutt's Grade A Steakhouse, (21) Lady Luck Cafeteria, (22) Last Call Flophouse, (23) High Stakes Hostel, (24) Sveta's Rooms, (25) Roland's Religious Outfitters, (26) Loffe's Apothecary, (27) The Drunken Cobbler, (28) Borestal's Robes

Notable Persons: (1) Olmai (aka Trey of Spades, Motherlode Neighborhood Boss), (2) Helma, Gambler, (3) Cultulf, Gambler, (4) Aesac, Gambler, (5) The-naud, Gambler, (6) Valenta, Gambler, (7) Karnel, Pit Boss, (8) Herlaugh, Pit Boss, (9) Juddith, Pit Boss, (10) Gedelyar, Croupier, (11) Lesya, Dealer, (12) Cymen, Dealer, (13) Gundmun, Croupier, (14) Boedevar, Casino Owner, (15) Cotilda, Card Room Owner, (16) Prachelia, Courtesan, (17) Machna, Street Prostitute, (18) Waldo, Pickpocket, (19) Sigbert, Card Counter and Trainer, (20) Natashka, Bookie, (21) Toelb, Oddsmaker, (22) Helmut, Moneychanger, (23) Bassar, Loan Shark, (24) Meyhaert, Warrior L5 and Enforcer, (25) Oswulf, Warrior L8 and Street Thug, (26) Selianka, Crusader of Nariglo L6, (27) Caelman, Crusader of Samael L5, (28) Chagnia, Rascal L7, (29) Alsbetha, Wizard L8 (Air, Shaman), (30) Bjord, Hotelier, (31) Bolcie, Singer



MOTHERLODE NEIGHBORHOOD

1 BLOCK = 100 FT



NEW FRIAR'S NEIGHBORHOOD

1 BLOCK = 100 FT

New Friar's Neighborhood, Muckrunner District

Streets: (A) Big Rat Street (from Rat's Corner), (B) Incense Street, (C) Mace Alley, (D) New Friar's Street (from Rat's Corner), (E) Crusader Road (from Rat's Corner), (F) Crusader Run, (G) Worship Street, (H) Belter Road, (J) Burning Row, (K) Raven's Courtyard, (L) Crozier Avenue, (M) Sumnoth Street, (N) Chorister Lane, (P) Eastwall Street

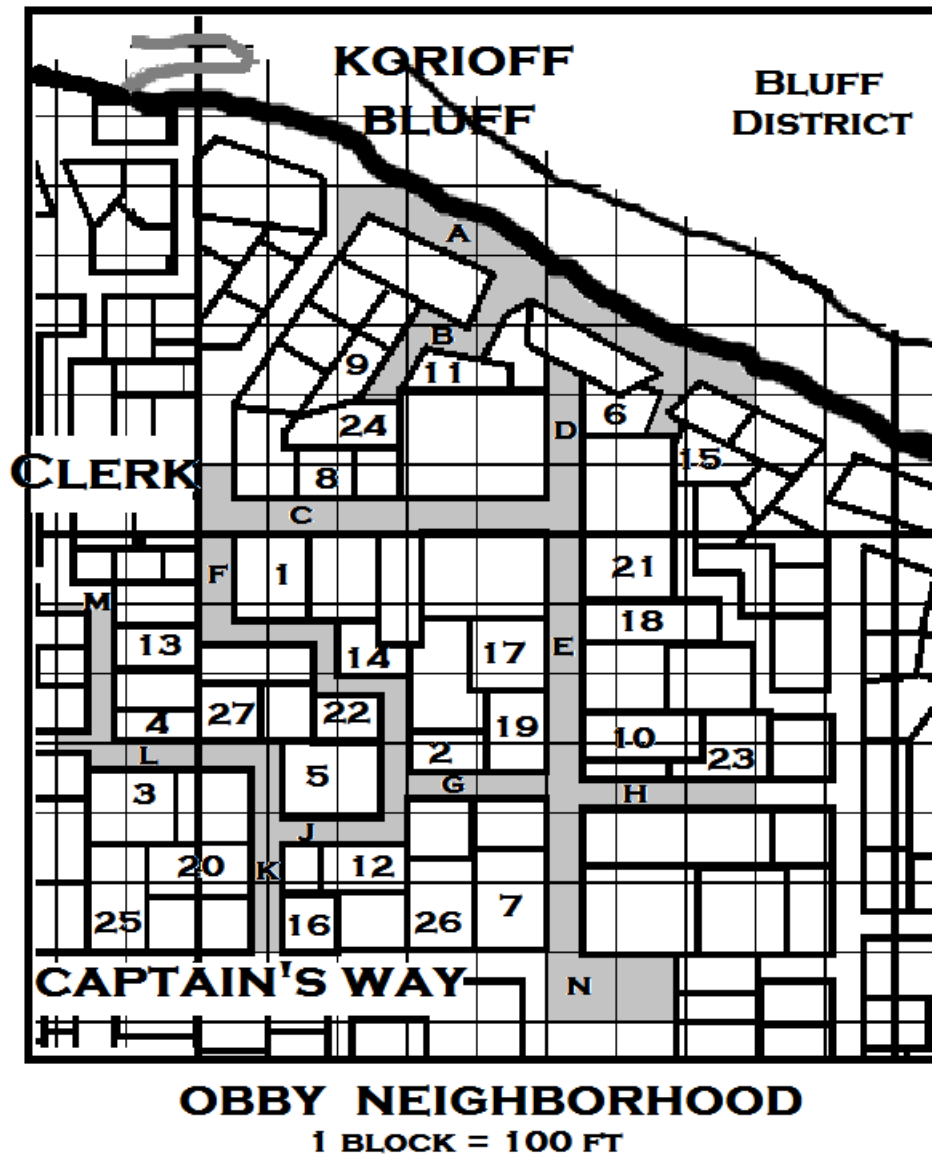
Notable Locations: (1) Temple of Floxirgo (Camverallian aliens), (2) Temple of Troj (Grelgo aliens), (3) Temples of the Third Sphere (Maur Yube aliens), (4) Temples of the Fifth Sphere (Oxquerny and Roighaw aliens), (5) Quorix's Townhouse, (6) Selsorrew's Townhouse, (7) Horneskray's Townhouse, (8) Snorlimund Archive, (9) Ernuff Jewelers, Religious Accoutrements, (10) Kroban's Press Company, (11) Mub Reichth, Staff Crafter, (12) Curian's, Fine Robes, (13) Urtraech Wine Cellar, (14) Monkey Idol Rooms and Inn, (15) Hell's Beard Flophouse, (16) Cursed Cleric Tavern, (17) Horns and Fangs Pub, (18) Chef Quevary's Gourmet Table, (19) Rolly Mac'Draoth, General Merchant, (20) Crusader King's Club

Notable Persons: (1) **Varianna** (New Friar's Neighborhood Boss), (2) Quorix, Archpriest of Troj (Grelgo), (3) Selsorrew, Archpriest of the Third Sphere (Maur Yube), (4) Horneskray, Archpriest of the Fifth Sphere (Roighaw), (5) Merxy, Priest of the Fifth Sphere (Oxquerny), (6) Trolbae, Priest of Samael L6, (7) Lyseae, Crusader of Lucifer L8, (8) Chrale Sawet, Warlock L8, (9) Murph Danacot, Warrior L7, Mountain Guide, (10) Nalahandro, Master Bard, (11) Brion Vartha, Blacksmith, (12) Brock D'Jormain, Alchemist, (13) Uerban, maker of fine Cabinets, (14) Alafae, Master Composer, Religious Music, (15) Veardru, Master Artificer, (16) Dergroe O'Faill, Thug and Enforcer

Obby Neighborhood, Muckrunner District

Streets: (A) Korioff Way, (B) Parchment Alley, (C) Red Helm Street, (D) Binder's Walk, (E) Jester Street, (F) Dyer Street, (G) Manfred Cut, (H) Obby Street, (J) Wolle Walk, (K) Tanners Street, (L) Stage Street, (M) Jongleur Path, (N) Saint Kroban's Square

Notable Locations: (1) Fire House, (2) Nergal's Fine Grocery, (3) Blue House Theater, (4) Gorpock Dance Troupe, (5) Hraverstock Theater, (6) Green Jester Comedy Club, (7) Lost Willow Theater, (8) Maegan Spok's Acting Academy, (9) White Badger Gnomish Printing Company, (10) Mount Stethni Books, (11) Goethrod's Press, (12) Saint Groth's Religious Books, (13) Corry Dhesk Printer's Supplies, (14) Morfro Mapskeller, (15) Werthar the Cartographer, (16) Kabilt's Inks and Dyes, (17) Phoenix Quill Inks, (18) Outer Planes Rare Books, (19) Lame Goreth's Tavern, (20) Jumping Dragon Pub, (21) Ugly Rascal Hostel, (22) Crazy Erb's Steakhouse, (23) Maxy's Pub Grub, (24) High Notes Music Store, (25) Manzon's Knife Shop, (26) Draughts and More Alchemical Goods, (27) Fine Threads Tailors



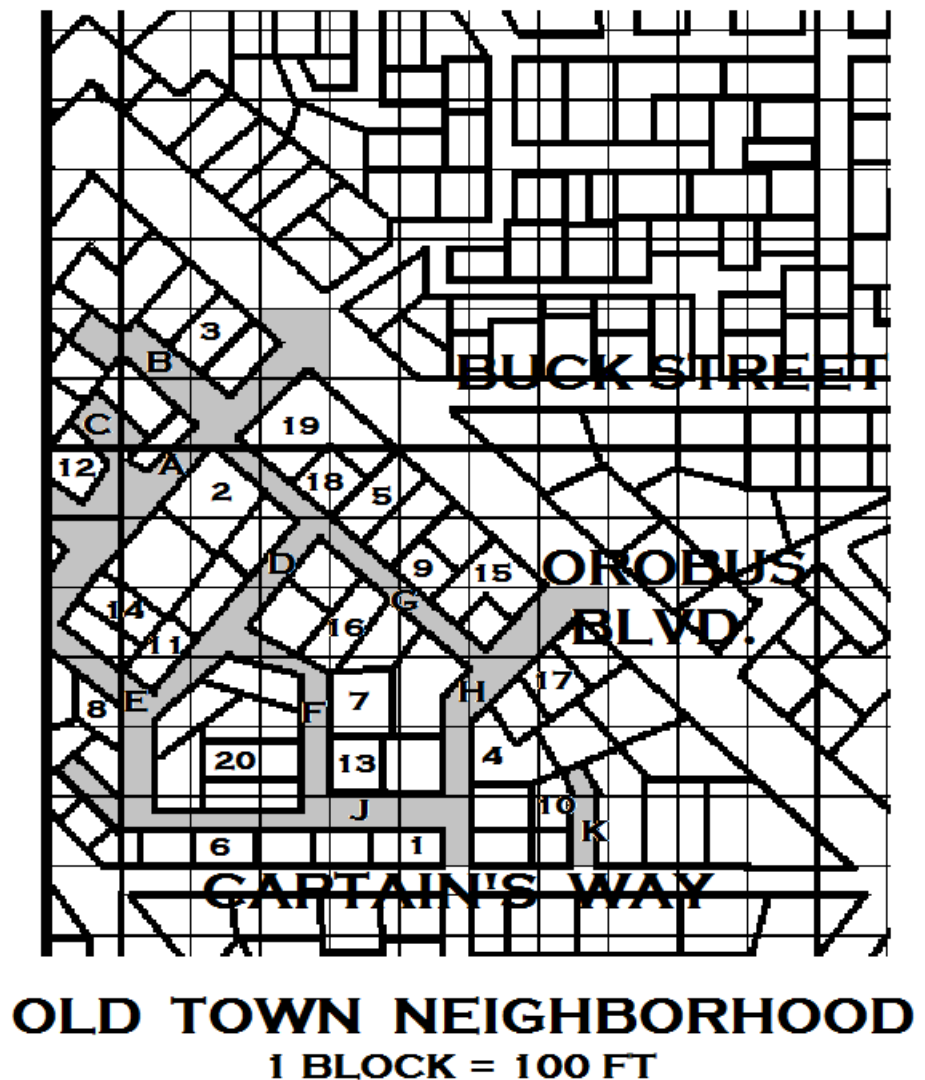
Notable Persons: Al Niethimes (Obby Neighborhood Boss), Pesck Luever (Producer), Malfod Elsk (Stage Director), Dian Gorpock (Gorpock Dance Troupe), Leo Mac'Misttor (Lost Willow Theater), Vethal Monk (Mount Stethi Books), Werthar D'Isll (Cartographer, Map Seller), Reavil (Outer Planes Rare Books), Brondi Gelmin (Draughts and More), Ellias Xand (Actor), Melna Patholk (Actress), Holford Altham (Historian, Author), Ulumund Threy (Air Wizard L8), Wolumatt (Earth Wizard L10), Balthas Grey (Rascal L6), Nolnador (Priest of Lucifer L5), Duthea Smith (Crusader of Pithius L4), 'Black Horse' Haelgor (Warlock L7), Brother Olmmin (Priest of Annuruck L6), Salmoen the Great (Jester), Imlodd (Lycanthrope/Bear)

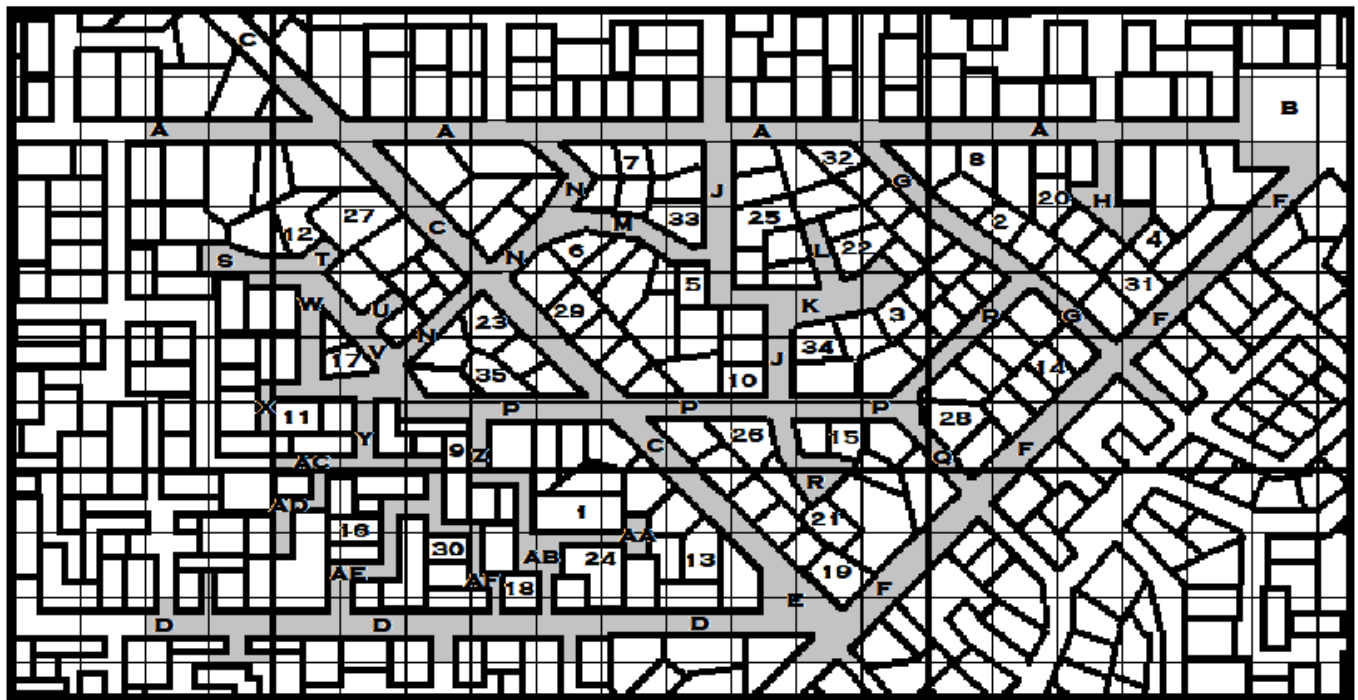
Old Town Neighborhood, Muckrunner District

Streets: (A) Choate Street, (B) Pointer Alley, (C) Murger's End, (D) Glovers Road, (E) Cobblestone Row, (F) Olphan Street, (G) Petti-coat Row, (H) Cobbler Street, (J) Fireman's Row, (K) Kelk's Walk

Notable Locations: (1) Fire House, (2) Offices of the Muckrunner District Diabolic Overseer, (3) Stinging Needle Pub, (4) Crowned Tankard Pub, (5) Golden Plate Restaurant, (6) Skewered Mushroom Restaurant, (7) High Crest Hotel, (8) Grey Boots Flophouse, (9) Annie O'Gwardi (Seamstress), (10) Clovis Van Trovel (Master Tailor), (11) Wyndfrad Bourn (Master Tailor), (12) Keileigh Sporchan (Master Tailor), (13) Moarna Brandt (Seamstress), (14) Jharden's (General Merchant), (15) Morghean's (General Merchant), (16) Spook's Billiard Parlor, (17) Ungram (Artificer), (18) Lucifer Shrine, (19) Double Doubloon Casino, (20) Black Marsh Outfitters

Notable Persons: **Caribreaga** (Diabolic Overseer of the Muckrunner District), **Dellia Whent** (Old Town Neighborhood Boss), Struett West (Fire Sergeant), Balligona (Vasfrong alien), Rasiella (Courtesan), Caury the Key Man, Elmrads (Gambler), Patti DeWhere (Pool Shark), Alstar Rogiann (Warlock L5), Forgals Mac'Fin (Warrior L7), Weandii Leander (Shaman L6)





PENBOTTLES NEIGHBORHOOD

1 BLOCK = 100 FT

Penbottles Neighborhood, Mortal District

Streets: (A) Prince Street, (B) Prince Gwargant Square, (C) Good Street, (D) Pride Street, (E) Infernal Plaza, (F) Corbus Road, (G) Draught Street, (H) Sleeper's Alley, (J) Bottler Row, (K) Nightshade Place, (L) Zombie Lane, (M) Belladonna Row, (N) Scythe Street, (P) Hemlock Street, (Q) Poisoner's Cut, (R) Hooded Alley, (S) Potioner's End, (T) Mercuric End, (U) Stannic Place, (V) Vapors Road, (W) Stoner Way, (X) Blackroot Squeeze, (Y) Auric Cut, (Z) Ethanous Alley, (AA) Headsman Place, (AB) Alembic Place, (AC) Sulphur Row, (AD) Imp's End, (AE) Klingassor's Walk, (AF) Gnome's Squeeze

Notable Locations: (1) City Watch Station, (2) Pewter Plug, Draughts, (3) Sweet Flagons, Potions and Draughts, (4) Gezrella's Sweets, Syrups and Flavors, (5) Cyenwulf's Salves and Ointments, (6) Raven Mountain Potions, (7) Herzon O'Gurnsey, Potions, (8) Golden Wand, Alchemical Supplies, (9) Crown of Messtik, Alchemical Supplies, (10) Wee Doses, Poisons and Noxious Agents, (11) Pinprick Drugs, (12) Staff of Caddus, Poisons and Cures, (13) Joline's Pool, Poison and Drug Supplies, (14) Lenaka, Oddsmaker, (15) Fat Gnome Wager Parlor, (16) White Star Card Club, (17) Red Robe Society of Alchemists, (18) Sunnaman Library, (19) Phoenix's Ashes, Wizard's Outfitter, (20) Red Hemlock Taproom, (21) Moonbeam Pub, (22) Great Geyser Tavern, (23) Four Star Alehouse, (24) Sword Dance Pub, (25) Lemondrop Inn, (26) Flying Cobra Flophouse, (27) Scorpion Cave Flophouse, (28) Searcher's Hostel, (29) Red Robe Music Club, (30) Cheneck, Master Artisan, (31) Fire and Brimstone, Smithy, (32) Oktavian, Artificer, (33) Ulna Viddas, Madam, (34) Nikkitina, Bounty Hunter, Warrior L11, (35) Avedeva, Swamp Guides

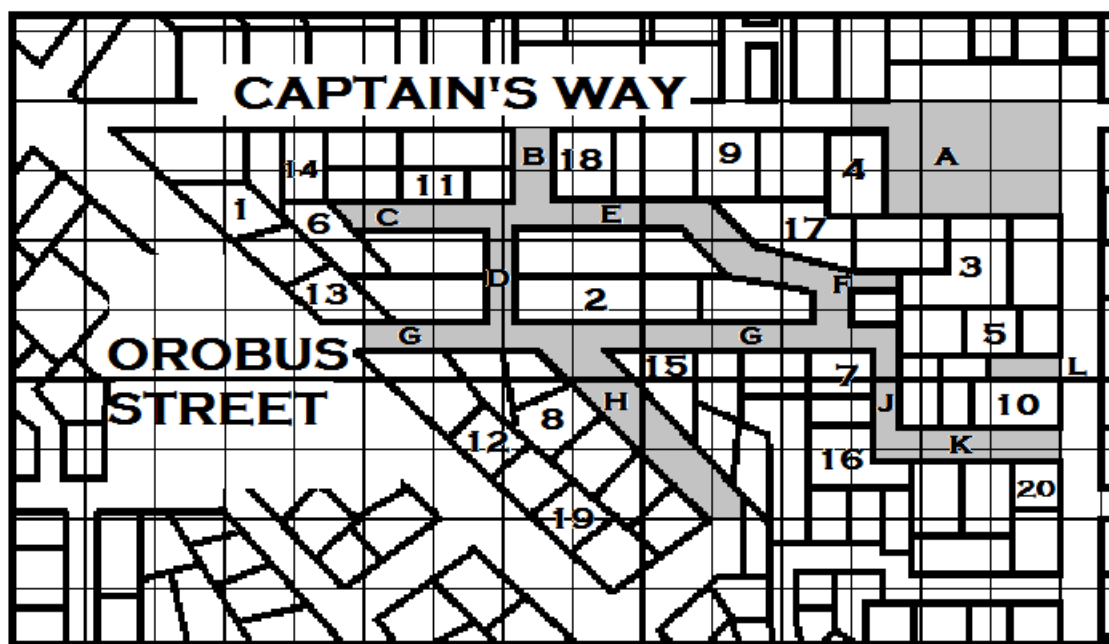
Notable Persons: (1) **Khaffakokess** (Penbottles Neighborhood Boss), (2) Narphus, City Watch Commander, (3) Keredew, City Watch Lieutenant, (4) Lennean, City Watch Sergeant, (5) Sargar, City Watch Sergeant, (6) Quenaccus, Bailiff, (7) Pertran, Gaoler, (8) Urien, **Zoybim Devil**, City Watch clerk, (9) Nordov, Headsman, (10) Eritaria, Master Potioner, (11) Caleb Mac'Bue, Master Potioner, (12) Halvaldor, Draught Maker, (13) Dietrich, Distiller, (14) Ferdinond, Potioner, (15) Ifanova, Master Poisoner, (16) Fellemer, Master Poisoner, (17) Lesya Elekar, Alchemist, (18) Conalwoch, Alchemist, (19) Liesella, Summoner, (20) Gaspar, Salve Maker, (21) Kereny, Warrior L6, (22) Tanyushi, Warlock L8, (23) Ranulf, Wizard L11 (Water, Shaman), (24) Caeneos, Wizard L13 (Air, Earth, Water), (25) Orah Hei, Wizard L5 (Shaman), (26) Wulfric, Charm and Amulet Maker, (27) Albasean, Bookie and Oddsmaker, (28) Dubrovenak, Agent, (29) Khmel, Mountain Guide, (30) Preymal, Street Hustler, (31) Rykun, Pickpocket, (32) Ajatoni, Street Mime, (33) Brina, Courtesan

Perrywinkle Neighborhood, Muckrunner District

Streets: (A) Rewthlang Square, (B) Barrister's Run, (C) Jackal Alley, (D) Chopping Block, (E) Slackjaw Street, (F) Blue Dog Court, (G) Permits Street, (H) Plaintiff Row, (J) Keffry's Run, (K) Gamey Street, (L) Bailiff Alley.

Notable Locations: (1) Hetman's Offices, (2) Muckrunner District Permit Office, (3) Muckrunner District Court Building, (4) Magistrate's Offices, (5) Bailiff's Offices, (6) Groetchan Law Library, (7) Cheeggon Law Firm, (8) Morose Giant, Law Offices, (9) Deevale and Nox, Law Offices, (10) Righteous Flame, Law Offices, (11) Two Knexner's, Law Offices, (12) Big Foxy's Registered Permit Brokers, (13) Grelegor, Registered Permit Representative, (14) Voriander Noesh, Permit Specialist, (15) Winged Tome Pub, (16) Hanging Gavel Tavern, (17) Court Record's Office, (18) Loceister's Rooms and Inn, (19) Silver Quill, Supplies for the Clerk, (20) Raistay's Fine Inks

Notable Persons: Aelloranbru (Hetman of the Muckrunner District), (2) Tuylouk (**Tablasyin Devil**), Permit Office Overseer, (3) Quaxazook (**Type 9A Devil**), Chief Magistrate, (4) Cydy O'Lachlan, Permit Officer, (5) Omyadan, Permit Inspector, (6) Bovrak (**Type 8C Devil**), Magistrate, (7) Lyghortips (**Type 8A Devil**), Magistrate, (8) Roabbar (**Yiblim Devil**), Bailiff, (9) Uxalong (**Yiblim Devil**), Bailiff, (10) Hrebebanack, Barrister, (11) Ailely Feshtock, Barrister, (12) Wedstreed, Senior Barrister, (13) Oippon (**Zoybim Devil**), Senior Law Clerk, (14) Streop, (**Yiblim Devil**), Court Records Clerk, (15) Peaggie Cheogan, Court Recorder, (16) Camulorix, Headsman, (17) Kedaugh, Hangman, (18) Seorus, Interagator, (19) Vimrin, Oddsmaker, (20) Malbon, Bonds Agent, (21) Mairona, Street Vendor, (22) Barabal, Laundry Operator, (23) Rerejea, Courtesan, (24) Mabuz, Warrior L10, (25) Thomian, Rascal L7, (26) Ghilda, Warlock L7, (27) Fidelma, Wizard L11 (Air, Earth, Water), (28) Detternin, Scribe, (29) Caxton, Healer



PERRYWINKLE NEIGHBORHOOD

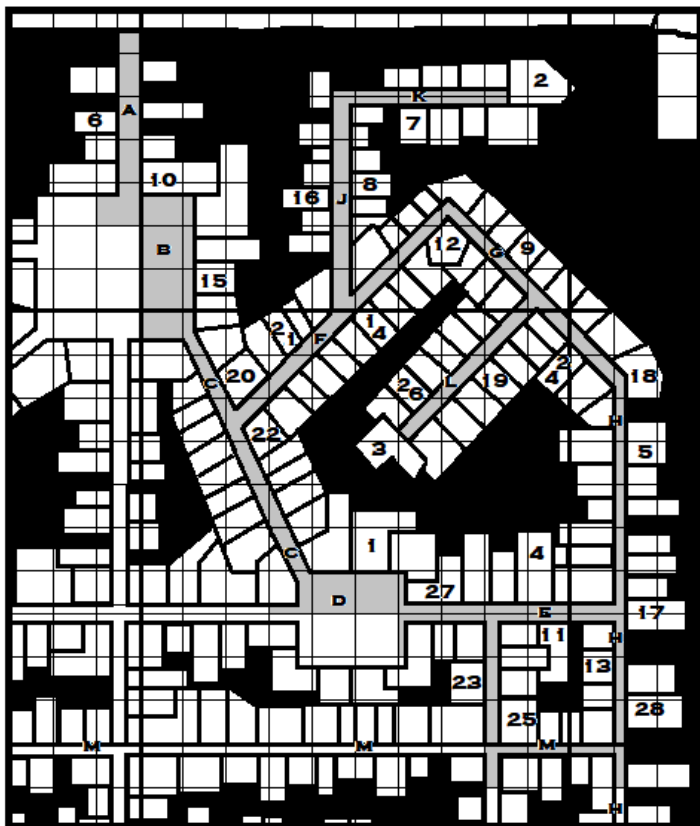
1 BLOCK = 100 FT

Polt Circle Neighborhood, Underhill District

Streets: (A) Pyla Road, (B) Underhill Main Square, (C) Weaver Street, (D) Master Pearadar Square, (E) Chandler Street, (F) Miner Street, (G) Cooper Street, (H) Carpenter Street, (J) Tinker Street, (K) Bottler Alley, (L) Glasswright Alley, (M) Cartwright Street

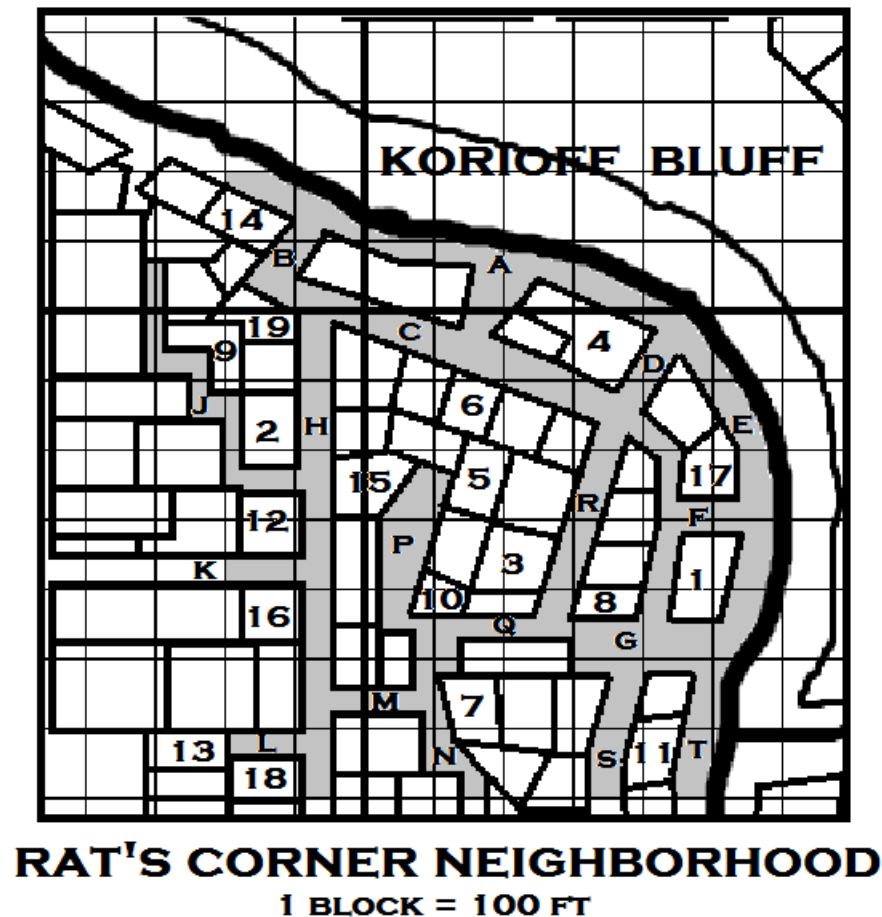
Notable Locations: (1) Museum of Dwarvish History, (2) Museum of Evil Magic, (3) Nycloth Museum, Animals of Orborus Marsh, (4) Forestel Skeletal Exhibits, (5) Aelfressian Gallery, Modern Gnomish Art, (6) Fife and Harp Music Shop, (7) Artful Mechanicals, Artificers, (8) Gismund's Working Miniatures, Artificers, (9) Ceslaus Security, Trap Artificers, (10) Happy Keys, Harpsichord Shop, (11) Adventurer's Mechanical Gadgets, Trap Builders, (12) Fine Frocks, Dwarf's Clothier, (13) Stout Washed Mail, Dwarf's Armorer, (14) Gebdon's Gentlemans Accoutrements, Dwarf's Furnishings, (15) The Formal Dwarf, Ceremonial Garb, (16) The Delving, Dwarven Alehouse, (17) Brewer's Keg, Dwarven Brewery, (18) Stubby Wrench Pub, (19) Smoke Rings, Tobacconist and Beers, (20) Madame Tamara, Herb Seller, (21) Warm Heart Massage Parlor, (22) Flaming Red Eyes Gaming Rooms, (23) Five Pretty Maids Brothel, (24) Merry Tinker Repairs, (25) Last Walk Mortuary, (26) High Bottom Dwarvish Clinic, (27) Giant Roan Team Rental, (28) Colored Sands, Glass Shop

Notable Persons: (1) **Dwaight Mant** (Polt Circle Neighborhood Boss), (2) Radomer Colm, Museum Director, (3) Glafira, Museum Director, (4) Dawud, Museum Curator, (5) Agreea, Museum Curator, (6) Degulla, Interior Designer, (7) Soebert, Architect, (8) Chaldik, Dwarven Elder, (9) Odwird, Dwarven Statesman, (10) Halvard, Dwarven Athlete, (11) Baram Amaob, Arm Wrestling Champion, (12) Frigyess, Brewer of Dwarven Ale, (13) Katherin Hwon, Master Artificer, (14) Ursmar, Master Artificer, (15) Belofost, Poisoner, (16) Krivzan, Warrior L9, (17) Nulanna, Warlock L10, (18) Varatha, Priestess of Samael L7, (19) Wolswind, Wizard L10 (Earth, Water), (20) Folbrak, Hallucinogen Seller, (21) Hensee Thanin, Alchemist, (22) Malmurth, Ore Broker, (23) Larrina, Oddsmaker, (24) Engmar, Casino Operator, (25) Arnulf, Mugger (Warrior L4), (26) Mohir, Street Vendor, (27) Radosta, Courtesan, (28) Skirnor, Messenger-Courier, (29) Nakhval, Auctioneer



POLT CIRCLE NEIGHBORHOOD

1 BLOCK = 100 FT



Rat's Corner Neighborhood, Muckrunner District

Streets: (A) Korioff Way (from Obby Neighborhood), (B) Peg Leg Cut, (C) Monologue Way, (D) Specter's Cut, (E) Thespian Walk, (F) Songbird Cut, (G) Performer's Plaza, (H) Big Rat Street, (J) Promises Alley, (K) Obby Street (from Obby Neighborhood), (L) Facepaint Alley, (M) Strutter's Walk, (N) Body Row, (P) Quelshing Court, (Q) Horned Owl Path, (R) Raymeet Street, (S) New Friar's Street, (T) Crusader Road

Notable Locations: (1) Pitchfork Theater, (2) Old Taywerd Theater, (3) Tenth Hour Stage, (4) Grand Telchine Playhouse, (5) Madame Zor's Costumes, (6) Stagehand's Guild, (7) Orchestra Lodge, (8) Xena's Prop Shop, (9) Rweab's Trick House (Stage Magic Supplies), (10) Last Cut Barbers, (11) Mygonn's Lodging, (12) Understudy Flophouse, (13) Wulfan's Stein Pub, (14) Meuric's Tap House, (15) The Gamey Table Restaurant, (16) Hamfest's Grog Shop (Spirits), (17) Jol Kristu (Fight Trainer, Unarmed Combat), (18) En Garde Sword Shop, (19) Nettie's Pugs (Animal Trainer)

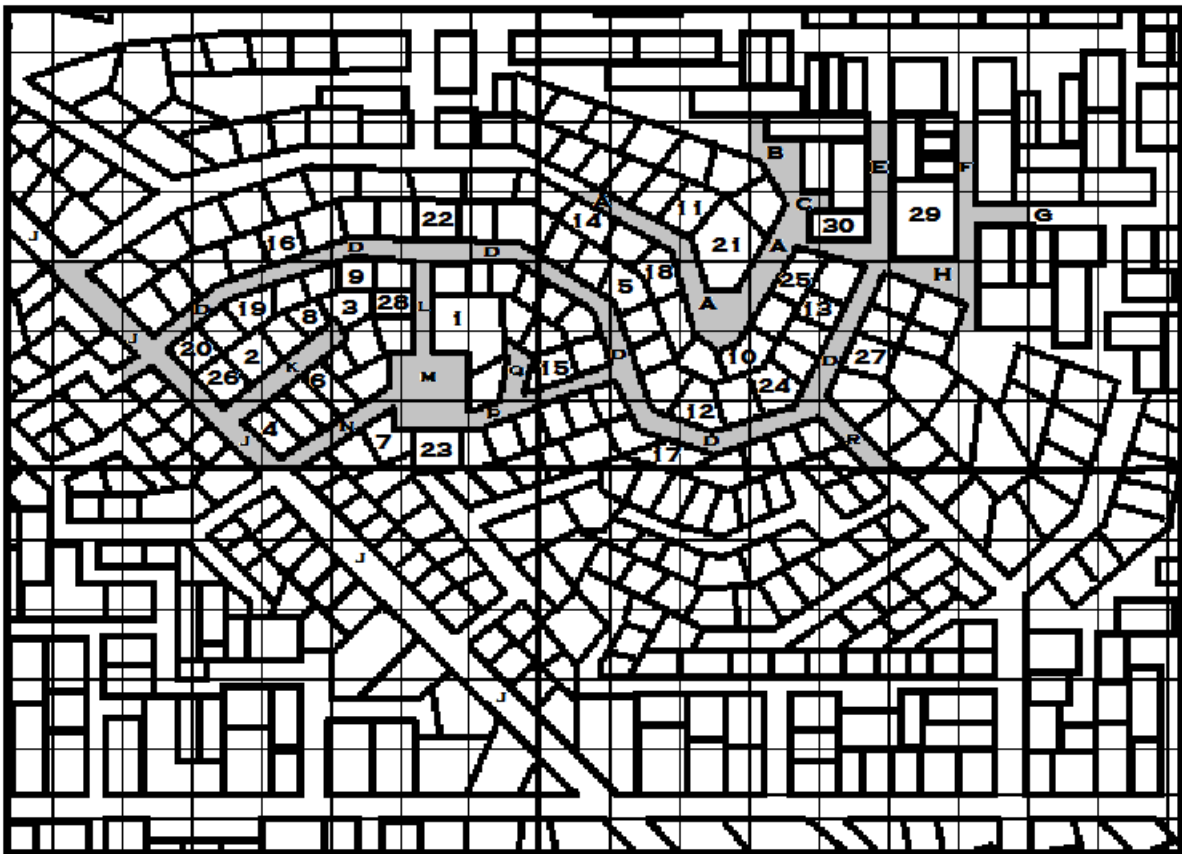
Notable Persons: (1) Ellirry Parquim (Rat's Corner Neighborhood Boss), (2) Makress Nhethnor (Producer), (3) Clestor Mac'Kay (Director), (4) Unthar D'Glassius (Actor), (5) 'Red Mary' Marianne Searth (Actress), (6) Nell Rose (Costumer), (7) Olphelia Max (Makeup Artist), (8) Freya Lamn (Hairdresser), (9) Brous Selwold (Costumer), (10) Rithea Long (Disguise Artist), (11) Gorogandir (Grocer), (12) Anselm (Warrior L4, Gladiator), (13) 'Sticky Man' Horatio (Pickpocket), (14) Bolosaw (Pimp), (15) Trolshaw (Tobacconist), (16) Leiliana Meilth (Medicine Purveyor)

Raven's Foot Neighborhood, Muckrunner District

Streets: (A) Shackle Street (from Saint Alley), (B) Brictic Place (from Carter's Grooves, Lower Faligar), (C) Hidden Alley, (D) Rainmaker Street, (E) Taentgal Street (from Lower Faligar), (F) Cairnwall Street (from Lower Faligar), (G) Clinker's Row, (H) Minstrel Place, (J) Good Street, (K) Bail Coin Court, (L) Memphes Cut, (M) Eufina Square, (N) Felons Walk, (P) Fetter Street, (Q) Addict End, (R) Walstan Street

Notable Locations: (1) Public Bathhouse, (2) Easy Coin Bail, Bondsmen, (3) Jailhouse Loans, Bondsmen, (4) Mitchal's Surety, Bondsmen, (5) Sly Dwarf Surety, Bondsmen {Dwarf specialty}, (6) Baragan Loans, Moneylender, (7) Kethy Roch, Moneychanger, (8) Philipon's Legal Services, (9) Bodevar, Barrister {Gnomes only}, (10) Babka's Legal Research, (11) Felon Finders, Bounty Hunters, (12) Juddith Curoi, Bounty Hunter, (13) City Trackers, (14) Green Pestle Apothecary, (15) Gremdal's Fine Picks, Locks and Lock Picks, (16) Gusaff's Control Devices, Shackles/Manacles for large creatures, (17) Circle of Steel, Locks, (18) Key Cad, Key Maker, (19) Kazmer, Artificer, (20) Farthing Transport, Smugglers, (21) Spinning Coin Casino, (22) Pounding Mallet Bar, (23) Dueling Wands Tavern, (24) Bjelich's Pub, (25) Shining Tree Rooms {no Gnome/Dwarf}, (26) Seadog's Pallet Flophouse, (27) Lace and Lamprey Hostel, (28) Warlock's Club, (29) Purple Mail Theater, (30) Tostig Vikto, Fine Wands

Notable Persons: (1) **Rusilla Brystack** (Ravens Foot Neighborhood Boss), (2) Ursmar Nels, Bondsman, (3) Mitchal Spearra, Bondsman, (4) Hanis Baragan, Moneylender, (5) Franehild, Bounty Hunter, (6) Baeleazs, Bounty Hunter, (7) Faideth, Tracker, (8) Adriell, Master Locksmith, (9) Assir Ghelin, Master Locksmith, (10) Khrana Dusan, City Watch Sergeant, (11) Ulchai, Panhandler, (12) Ywerit, Street Musician and Beggar, (13) Lainchan, Pickpocket, (14) Juvenal, Smuggler, (15) Grimal, Slaver, (16) Gwyninn, Contract Merchant, (17) Miss Beledia, Grocer, (18) Hyacinth the Great, Seeress and Palm Reader, (19) Viviana, Gambler (aka Lady Dice), (20) Naladyr, Warlock L12, (21) Porrex, Warrior L10, (22) Iurthir, Wizard L9 (Shaman/Water)

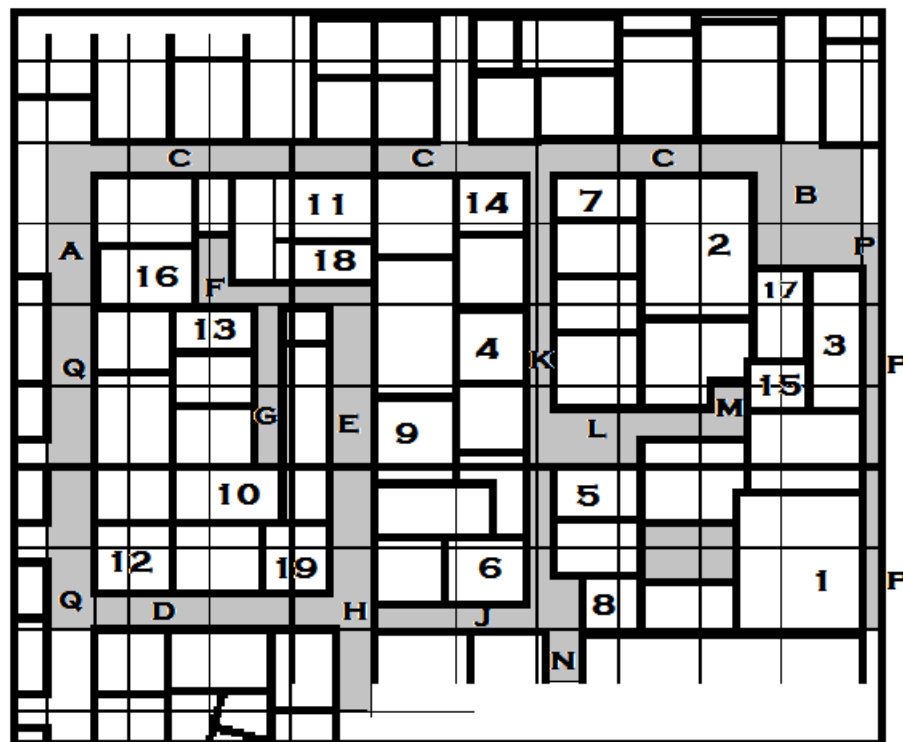


RAVEN'S FOOT NEIGHBORHOOD

1 BLOCK = 100 FT

Red Friars Neighborhood, Muckrunner District

Streets: (A) Rewthlang Square, (B) Saint Kroban's Square, (C) Captain's Way, (D) Kneeling Street, (E) Eshler Street, (F) Miter Corner, (G) Unholy Alley, (H) Hergorad's Arch, (J) Empty Purse Row, (K) Archpriest Avenue, (L) Iold Court, (M) Carver's Corner, (N) Quest Street, (P) Temple Street, (Q) Red Friar Avenue



RED FRIARS NEIGHBORHOOD
1 BLOCK = 100 FT

Red Friars Neighborhood, Muckrunner District

Notable Locations: (1) Temple of Lucifer, (2) Temple of Samael, (3) Shrine of Pithius, (4) Feritricius' Townhouse, (5) Celevendatius' Townhouse, (6) Eargorian's Townhouse, (7) Tyjorjo's Townhouse, (8) Obascery's Townhouse, (9) Chapter House of the Order of Prescarion (Lucifer), (10) Chapter House of the Order of the Jade Javelin (Samael), (11) Muckrunner League Building, (12) Miterrook Grocers, (13) Holy Smokes (incense and religious supplies), (14) Crooked Staff Pub, (15) Archpriest's Table Restaurant, (16) Black Friar's Healers, (17) The Unholy Cauldron, Draughts and Concoctions, (18) Priory Hostel, (19) The Priest's Calling, Weapon Shop

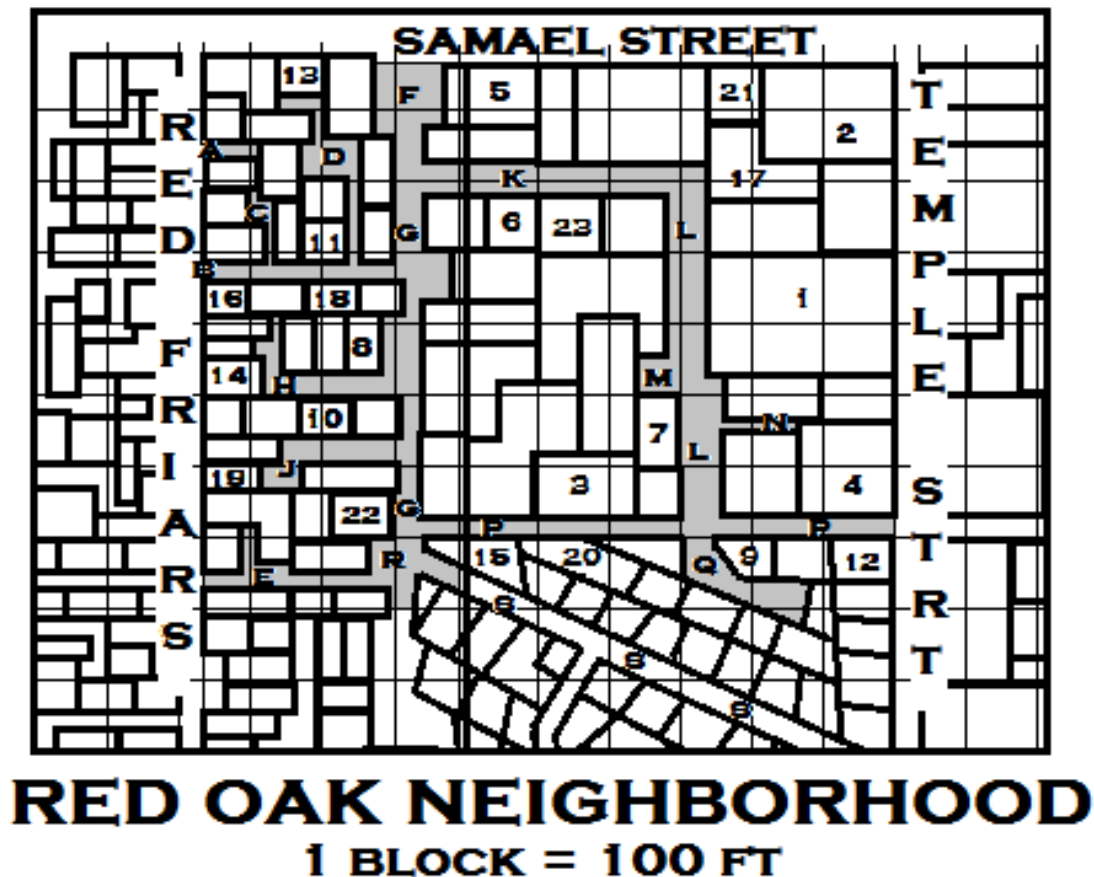
Notable Persons: (1) **Addanz Garlonn** (Red Friar's Neighborhood Boss), (2) Feritricius (**Keres Devil**), High Priest of Lucifer, (3) Celevendatius (**Tablasyin Devil**), Archpriest of Lucifer, (4) Haelanissa, Priestess of Lucifer, (5) Eargorian (**Keres Devil**), High Priest of Samael, (6) Tyjorjo (**Type 8C Devil**), Archpriest of Samael, (7) Vaxmeen, Priest of Samael, (8) Obascery (**Type 6E Devil**), High Priest of Pithius, (9) Frogievor (**Tablasyin Devil**), Archpriest of Pithius, (10) Pnydamon, Priest of Pithius, (11) Sir Thurgorion, Crusader L11, Abbot of the Order of Prescarion, (12) Gweorgiak, Warlock L11, Abbot of the Order of the Jade Javelin, (13) Mistress Emmanine, Wizard L13 (Shaman/Water), President of the Muckrunner League, (14) Cynfalyn, Robe Tailor, (15) Kentigern, Silversmith (Unholy Symbols), (16) Nevan, Goldsmith, (17) Tilbert Pirrin, Religious Artist, (18) Kerra Dorith, Temple Deaconess, (19) Bachar, Street Vendor, (20) Kolos, Street Crier, (21) Gilloman, Barkeep, (22) Ianko, Dancing Girl

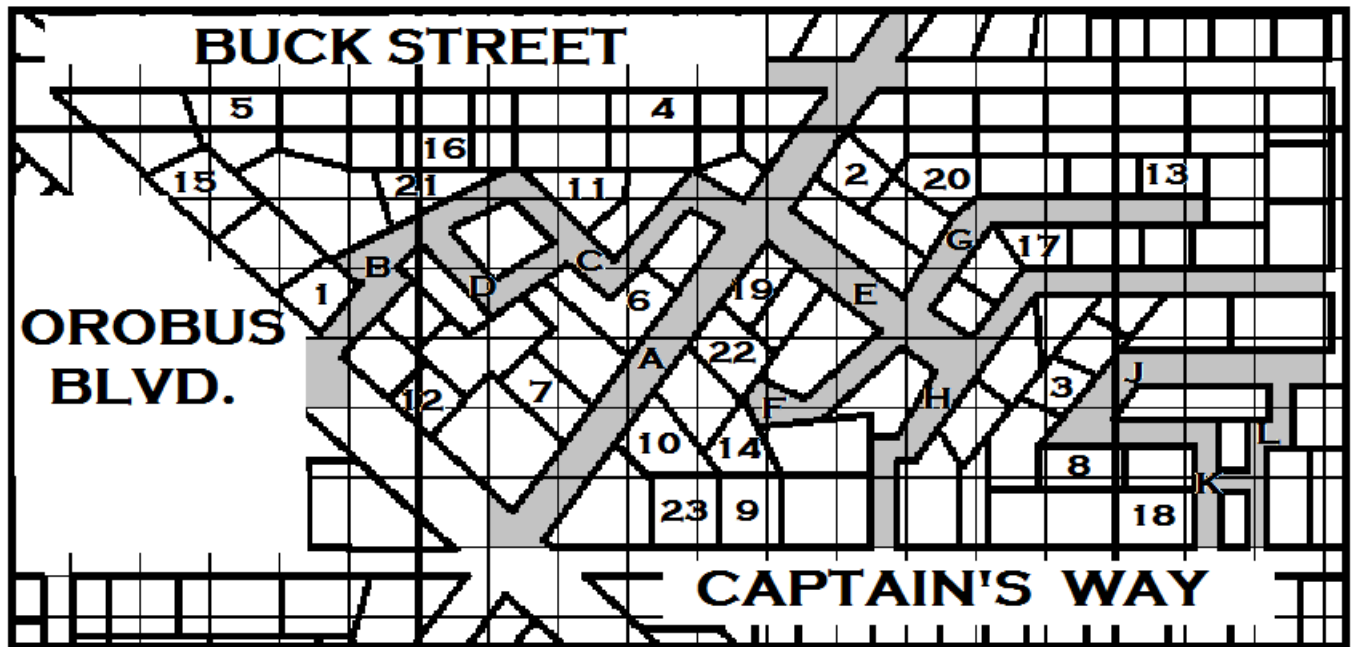
Red Oak Neighborhood, Muckrunner District

Streets: (A) Friar's Sandal Alley, (B) Windy Row, (C) Timon's End, (D) Periplese Place, (E) Lantern Road, (F) Verekys Fountain Place, (G) Red Oak Street, (H) Halfpipe Corner Alley, (J) Silvercrafter Walk, (K) Eternal Road, (L) Forked Tongue Street, (M) Podium Place, (N) White Boar Narrows, (P) Jesphas Street, (Q) South End, (R) Backstab Plaza

Notable Locations: (1) Temple of Kubero, God of War and Metals, (2) Temple of Nariglo, God of Death and Revenge, (3) Temple of Ravanna, Goddess of Anarchy and Evil, (4) Temple of Shesho, God of Order and Evil, (5) Temple of Tara, Goddess of Life and Medicine, (6) Golistan's Townhouse, (7) Nereja's Townhouse, (8) Delsha's Townhouse, (9) Frimubell's Townhouse, (10) Thea's Townhouse, (11) Transcendent Robe, Accoutrements for Priests, (12) Cantrips and Conjurations, Wizard's Supplies, (13) Mac'Lasar's Staff Shop, (14) Dwarven Gentleman, Clothiers {Dwarfs only}, (15) Black Forest Club {Human's only}, (16) Golden Lute, Music and Instruments, (17) Jumping Stein Brewery, (18) Hunter's Pot Restaurant, (19) Workman's Counter Eatery, (20) Supplicant's Flophouse, (21) Pack and Staff Hostel, (22) Polyxena's Alehouse, (23) Purloined Miter Pub

Notable Persons: (1) Erlan Mac'Groak (Red Oak Neighborhood Boss), (2) Golistan Howel, High Priest of Kubero L12, (3) Calvaugh, Priest of Kubero L7, (4) Nereja, High Priestess of Nariglo L11, (5) Comalde, Priest of Nariglo L5, (6) Delsha Grazio, High Priestess of Ravanna L7, (7) Hezer Jarun, Priest of Ravanna L4, (8) Frimubell, High Priest of Shesho L9, (9) Kahedrin, Priest of Shesho L5, (10) Thea Enring, High Priestess of Tara L7 (good), (11) Morrin, Priestess of Tara L5 (neutral), (12) Margo Peig, Woman-at-Arms L7, (13) Malbuz, Warrior L9, (14) Leander, Warlock L8, (15) Olcutt, Priest of Anuruck L4 (good), (15) Redruth Saulson, Wizard L8 (Shaman, Air), (16) Bethe Quoit, Street Crier, (17) Teddric Geros, Street Vendor, (18) Samson Borto, Grocer, (19) Veriarius, Scribe, (20) Drudwas, Street Musician, (21) Cinbran, Tattooist, (22) Aceolus Reunor, Writer and Book Collector, (23) Nefyn Fann, Courtesan, (24) Quarchella, Wood Carver





ROGUE ALLEY NEIGHBORHOOD

1 BLOCK = 100 FT

Rogue Alley Neighborhood, Muckrunner District

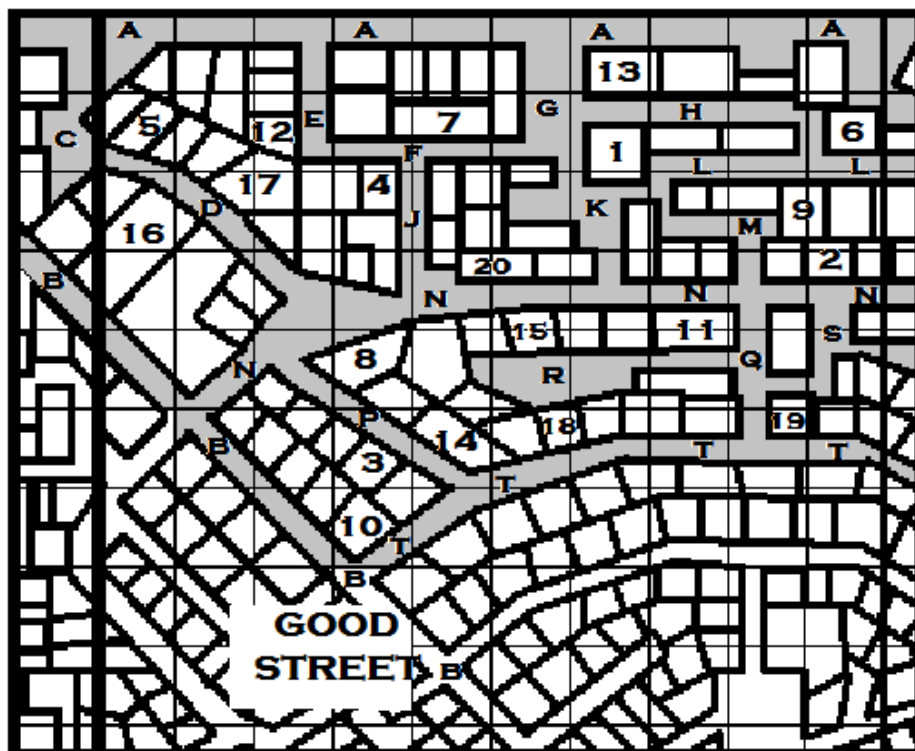
Streets: (A) Underhill Street, (B) Helmcleaver Street, (C) Manacle Path, (D) Kyneth Square, (E) Brassy Road, (F), Chattel Alley, (G) Blackleaf Alley, (H) Muscle Street, (J) Rowdy Street, (K) Shield Cut, (L) Watcher's Cut

Notable Locations: (1) Bellowing Pig Tavern, (2) Broken Axe Tavern, (3) One-Hand Jack's Pub, (4) Vern's Watering Hole, (5) Wandering Arms Flophouse, (6) Dwarf's Axe Hostel, (7) Klo's Reliable Servants (Slaver), (8) Brock Miel's Staffing (Slaver), (9) Fourth Dwarf Company (Mercenaries), (10) Five Mile Armsmen (men for hire, Bodyguards), (11) Patch Edin's Services (Thugs, Freelancers, Enforcers), (12) Flying Monkey Services (Thugs, Freelancers, Enforcers), (13) Mace and Flail Company (Mercenaries), (14) Daily Labor Market (Bodyguards, Servants, Laborers), (15) Galt's Arms Shop, (16) Green Castle Marine Company (Marsh Mercenaries), (17) Rego Yoalt's Drovers (Caravan Guards), (18) Smaik's Household Staffing (Slaver), (19) Drem's Used Armor, (20) Fingan's Anvil Smithy, (21) Nathon Hreth (Undertaker), (22) Crimson Shield Casino, (23) Puffing Pigeon Smoking Den

Notable Persons: (1) Jakkan Dor Aikon (Rogue's Alley Neighborhood Boss), (2) Brock Miel (Slaver), (3) Sir Hollen Dirk (Fourth Dwarf Company, Warrior L6), (4) Patch Edin Swarth (Thief, Thug), (5) Tharkin Imelbann (Mace and Flail Company, Crusader of Samael L8), (6) Yarra DolGran (Green Castle Marine Company, Rascal L7), (7) Essel Smaik (Slaver), (8) Fingan and Raeleg Lefann (Blacksmiths), (9) Francinne Dorge (Street Girl), (10) Fancy Mel (Courtesan), (11) Big Weldan (Street Vendor), (12) Abram Goblin Cleaver (Warrior L7), (13) 'Big Dog' Selkru (Warrior L4, Thug), (14) 'the Noose' Baldern (Warrior L5, Thug), (15) Hotfoot Sam (Warrior L7, Thug), (16) Slippery Esterban (Rascal L7), (17) Magic Man Hurkeles (Warlock L6), (18) 'Whistler' Dolx (Crusader of Lucifer L5)

Saint Alley Neighborhood, Muckrunner District

Streets: (A) Samael Street, (B) Good Street, (C) Saint's Plaza, (D) Locksmith Row, (E) Haegrod Cut, (F) Quick Fingers Street, (G) Hung Dwarf Plaza, (H) Monger's Corner, (J) Light Purse Block, (K) Dragon's Statue Plaza, (L) Cabbedon Street, (M) Saint's Alley, (N) Black Cable Street, (P) Mechanics Row, (Q) Krirk Road, (R) Diakneck Alley, (S) Redfoot Plaza, (T) Shackle Street



SAINT ALLEY NEIGHBORHOOD 1 BLOCK = 100 FT

Saint Alley Neighborhood, Muckrunner District

Streets: (A) Samael Street, (B) Good Street, (C) Saint's Plaza, (D) Locksmith Row, (E) Haegrod Cut, (F) Quick Fingers Street, (G) Hung Dwarf Plaza, (H) Monger's Corner, (J) Light Purse Block, (K) Dragon's Statue Plaza, (L) Cabbedon Street, (M) Saint's Alley, (N) Black Cable Street, (P) Mechanics Row, (Q) Krirk Road, (R) Diakneck Alley, (S) Redfoot Plaza, (T) Shackle Street

Notable Locations: (1) City Watch Station, (2) Hanging Chain, Locksmiths, (3) Hardcase Locks, (4) Polford's Safe Shop, (5) Sanfeard O'Bell, Specialty Locks, (6) Sneaking Cutpurse Flophouse, (7) Maabel's Rooms and Inn, (8) Hungry Dwarf's Hostel, (9) Shield and Cudgel Pub, (10) Cracked Safe Pub, (11) Red Bearded Gnome Tavern, (12) Regian's Bail Bonds, (13) Macdorf's Grocery, (14) Warhammer Smithy, (15) Elian's Fine Bows, (16) Fergus Warehouse, (17) Great Bear Hides and Leathers, (18) Geuy Weshran, Poisoner, (19) Shrine/Idol of Lucifer, (20) Jortor's Staffing, Slaver

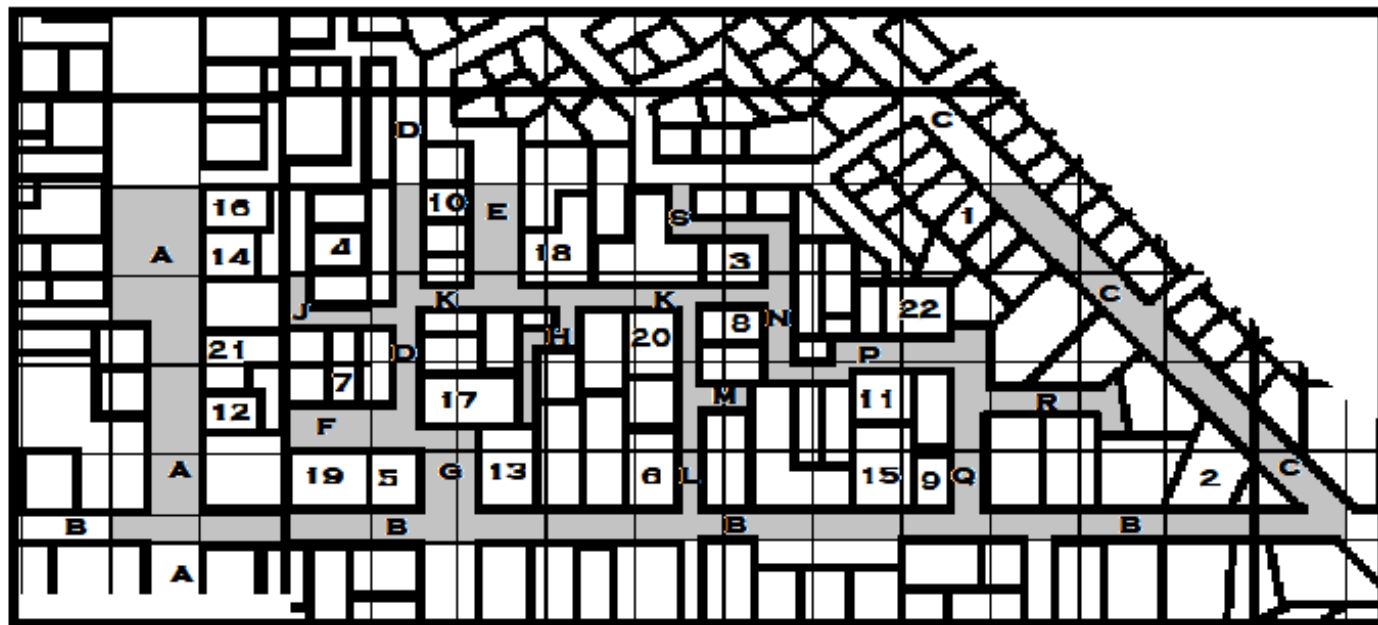
Notable Persons: (1) **Quirra San'Fell** (Saint's Alley Neighborhood Boss), (2) Ghennesae, City Watch Captain, (3) Frovarius, City Watch Sergeant, (4) Yellyn, City Watch Sergeant, (5) Imphrelago (aka Sir Imp), Pick Pocket, (6) Laessy O'Dhron, Cutpurse, (7) Zernan Mishon, Con Artist, (8) Treogan Blackbeard, Street Minstrel, (9) Amilaa, Street Prostitute, (10) Dellia Dealtrik, Courtesan, (11) Breaban, Bondsman, (12) Lellia Vanelito, Priestess of Lucifer L9, (13) Hakon, Deacon, (14) Kasha, Massage Parlor Girl, (15) Elian, Drug Seller, (16) Cerdic, Glassblower, (17) Allasa, Midwife, (18) Henka, Flower Vendor, (19) Churoi, Juggler, (20) Jubal, Gambler, (21) Bedastar, Professional Billiard Player, (22) Zora, Laundry Girl, (23) Cassapel, Actor, (24) Fridda, Barkeep, (25) Grim Bedric, Warrior L10, (26) Kira, Warlock L6

Sinner's Tower Neighborhood, Mortal District

Streets: (A) Old Tar Road, (B) Prince, (C) Good Street, (D) Durraxo Street (from Last Stop), (E) Rackets Street (from Last Stop), (F) Overdose Place, (G) Hookah Plaza, (H) Smoke Cloud Alley, (I) Needler's Alley, (K) Brightly Road, (L) Fingers Street, (M) Porrete's End, (N) Juicer's Row, (P) Bitter Resin Street, (Q) Black Arrow Cut, (R) Chemist Alley, (S) Tough's Corner

Notable Locations: (1) Elvish Moss, Tobacconist, (2) Guarie's Apothecary, (3) Bitterroot Poisoner Supplies, (4) White Belladonna Poisons, (5) Essential Ingredients Poison Shop, (6) Barclay's Ritual Supplies, (7) Silvermoon Visions, Hallucinogenic Drugs, (8) Opiates by Folien, (9) Proppin's Custom Brewery, Drug Maker, (10) Ambersemic Potion Supplies, (11) Mac'Lorrinc Apothecary, (12) All Things Smoke, (13) Aruggas Hash Den, (14) Mushrooms and More, (15) Pink Mammoth Pub, (16) Firelight Alehouse, (17) Dream Pipers Tavern, (18) Final Stop Flophouse, (19) Red Tower Hostel, (20) Yellow Wheel Casino, (21) Kynor's Labor Services, Slaves, (22) Sywno's Fine Metal Craft Shop

Notable Persons: (1) **Connir Finndrock** (aka Finnigan, Sinner's Tower Neighborhood Boss), (2) Polodia, Master Herbalist, (3) Kulian, Master Herbalist, (4) Lorinc, Drug Maker, (5) Flerian, Drug Maker, (6) Sunevan, Drug Maker, (7) Johhar, Potion Maker, (8) Macoer, Panhandler and Addict, (9) Ghustin, Panhandler and Addict, (10) Aidellia, Street Prostitute and Addict, (11) Archdon, Pickpocket and Addict, (12) Kolzmar, Pickpocket, (13) Thurbal, Pickpocket, (14) Vognia, Pickpocket, (15) Kedem, Smith, (16) Ernoch, Metal Artisan, (17) Kellikan, Bookie, (18) Ensabar, Glassblower, (19) Chibno, Warrior L11, (20) Darrah, Rascal L8, (21) Elzaba, Priestess of Samael L9, (22) Hialrey, Warlock L9, (23) Dougal, Panhandler and Spy, (24) Quirachella, Courtesan, (25) Diastella, Madam, (26) Barbea, Seamstress



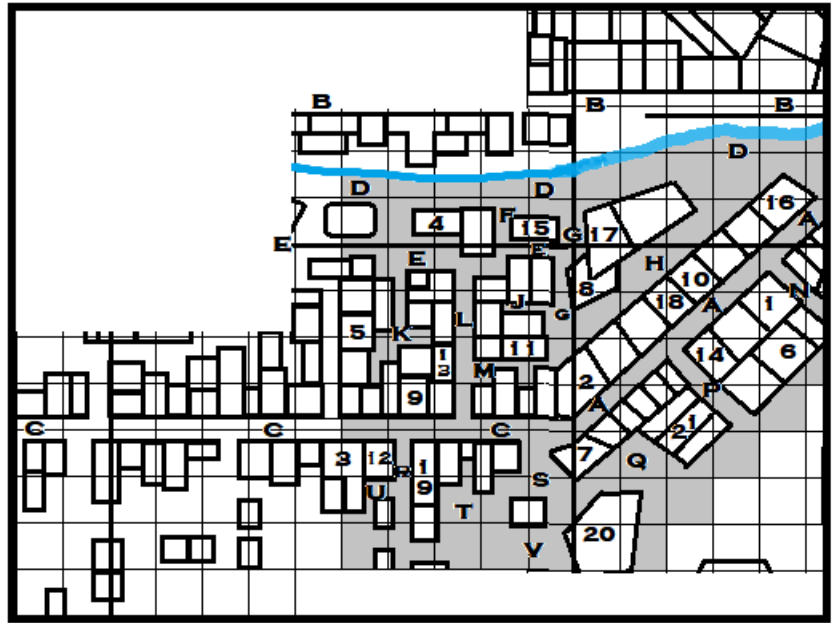
SINNER'S TOWER NEIGHBORHOOD

1 BLOCK = 100 FT

South Angle Neighborhood, Mortal District

Streets: (A) Tellius Street (from Telchine District), (B) Street of Trades, (C) Murder Row, (D) Vitellus Walk (from Little Picksman), (E) Scarlet Street (from Little Picksman), (F) Sergeant Cut, (G) Tanners Cut, (H) Hidebound Row, (J) Yellow Bitters End, (K) Inferno Alley, (L) Washout Road, (M) Sywmo Squeeze, (N) Midnight Cut, (P) Bribery Cut, (Q) Fairy Well Place, (R) Quarter Street, (S) Sinners Place, (T) Dancing Devil Place, (U) Sour Grape Corner, (V) Grimbald Statue Place

Notable Locations: (1) Fire House, (2) Offices of the Diabolic Overseer, (3) Great Stag Tannery, (4) Oison Ridge Hides, Tannery, (5) Geander Mountain Hides, Tannery, (6) Niall Bross' Herds, Butchers and Tannery, (7) Tall Pines Leather Goods, (8) Haymaker Valley Leather Goods, (9) Smokey Hides Leather Goods, (10) Judval and Finbar Leather Goods, (11) Mountain Man Leather Goods, (12) Green Gauntlets Pub, (13) Dyer's Roost Taproom, (14) Punch and Awl Tavern, (15) Chef Morrigan's High Table Restaurant, (16) Gurgling Stewpot Restaurant, (17) Bearclaw Rooms, (18) Blue Bonney Hostel, (19) Iron Wagon Smithy, (20) Conestoga Teamster's Supplies and Outfitters, (21) Neddig Gness Fine Companions (Pimp)



SOUTH ANGLE NEIGHBORHOOD
1 BLOCK = 100 FT

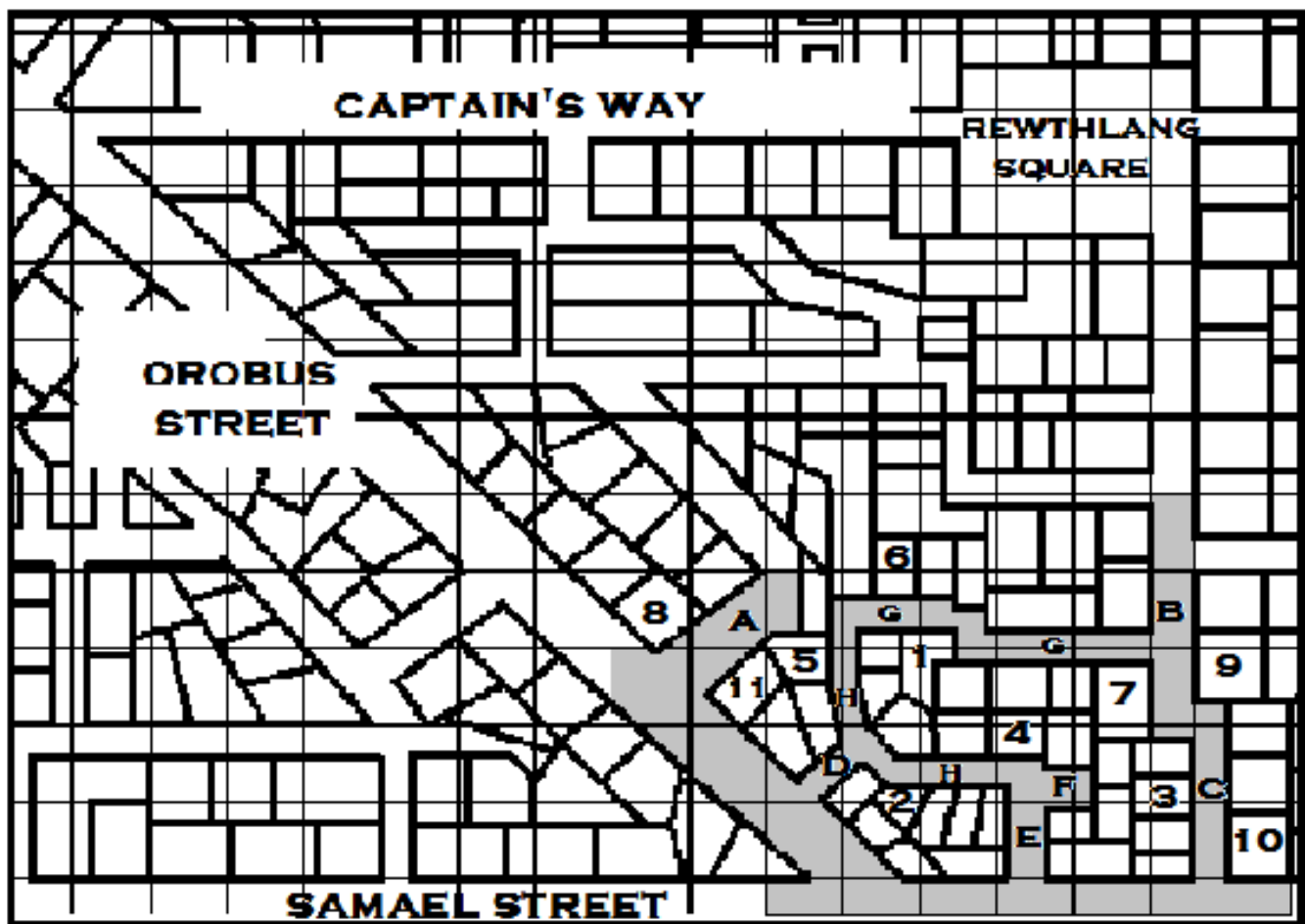
Notable Persons: (1) **Bannerban** (South Angle Neighborhood Boss), (2) **Swithymoor**, Diabolic Overseer of the Mortal District (**Type 5B Devil**), (3) Vauratuac, Overseer's Assistant (**Type 5A Devil**), (4) Zephyrinus, Overseer's Assistant (**Zoybim Devil**), (5) Mabuz, Overseer's Chief Clerk (female **Lycanthrope**, Rat), (6) Laudine, Permit Office Inspector, (7) Winlogee, Tax Collector, (8) Llywel, Law Librarian, (9) Gurmun, Fire Captain, (10) Cyngarn, Fire Officer, (11) Klingsoor, Fire Sergeant, (12) Beubric, Fire Station mechanic, (13) Ordo-vis, Master Tanner, (14) Tedric O'Kassee, Master Tanner, (15) Saraidia, Master Tanner, (16) Kateri Farnach, Leather Worker, (17) Marchi, Leather Worker, (18) Dwelfin, Leather Goods Seller, (19) Izoballia, Leather Embroiderer, (20) Rowenna, Leather Goods designer, (21) Clodagh, Street Vendor, (22) Lazorindor, Street Vendor, (23) Foelan, Street Cabby and Spy {hand pulled surrey}, (24) Coudel, Street Entertainer, (25) Gildas Mac'Rouk, Warrior L10, (26) Huewelyn, Warrior L12, (27) Sicard, Warlock L8, (28) Cuenovinda, Crusader of Lucifer L7, (29) Liam Liberorus, Wizard L10 (Air, Fire, Water), (30) Belinda Marid, Street Prostitute

Speartip Neighborhood, Muckrunner District

Streets: (A) Geon's Place, (B) Red Friar Avenue (from Perrywinkle and Red Friars), (C) Durklin Walk, (D) Spear Cut, (E) Ammef's Cut, (F) Spyglass End, (G) Explorer Street, (H) Broader Street

Notable Locations: (1) Celestial Road, Map Shop, (2) Charted Waters, Maps and Navigation Charts, (3) Vagabond's Trail, Map and Chart Shop, (4) Fat Gnome Devices, Artificers, (5) Henrick's Mechanical Wonders, Artificers, (6) Artist's Eye, Parchments and Drawing Supplies, (7) Pen and Scroll Pub, (8) Wanderer's Rest, Rooms and Inn, (9) Charter's Club, (10) Moelan's Fine Metalwork, (11) Iron Griffin Casino

Notable Persons: (1) **Miss Mingo Treanch** (Speartip Neighborhood Boss), (2) Agricoll, Map Maker, (3) Jacobpino, Map Maker, (4) Domogand, Artificer, (5) Rafeol D'Chylin, Artificer, (6) Bruggess, Master Mechanic, (7) Mauras Rizzero, Engineer, (8) Rachilda, Street Crier, (9) Gilistan, Panhandler (Agent/Spy), (10) Glephrya Erricho, Courtesan, (11) Bonino Gaetnar, Builder/Carpenter, (12) Stennis Tensen, Permit Fixer, (13) Tegernsaw, Bird Trainer, (14) Quintain, Wizard L12 (Earth, Fire, Water), (15) Julitta Aldratus, Acrobat and Body Trainer



SPEARTIP NEIGHBORHOOD
1 BLOCK = 100 FT

STUMPY NEIGHBORHOOD

1 BLOCK = 100 FT

Stumpy Neighborhood, Mortal District

Streets: (A) Madam Street, (B) Greed Street, (C) Hose Cut, (D) Brass Tack Cut, (E) Conflagration Place, (F) Riathulian Plaza, (G) Evil Eye Place, (H) Throwing Axe Row, (J) Finagle's End

Notable Locations: (1) Fire House, (2) Engineer's Guild, (3) Block and Tackle Pub, (4) Slackjaw Flophouse, (5) Miss Nell's Rooms, (6) Mergand's Smithy, (7) Iron Bar Metal Suppliers, (8) Audrey's Dancing Girls

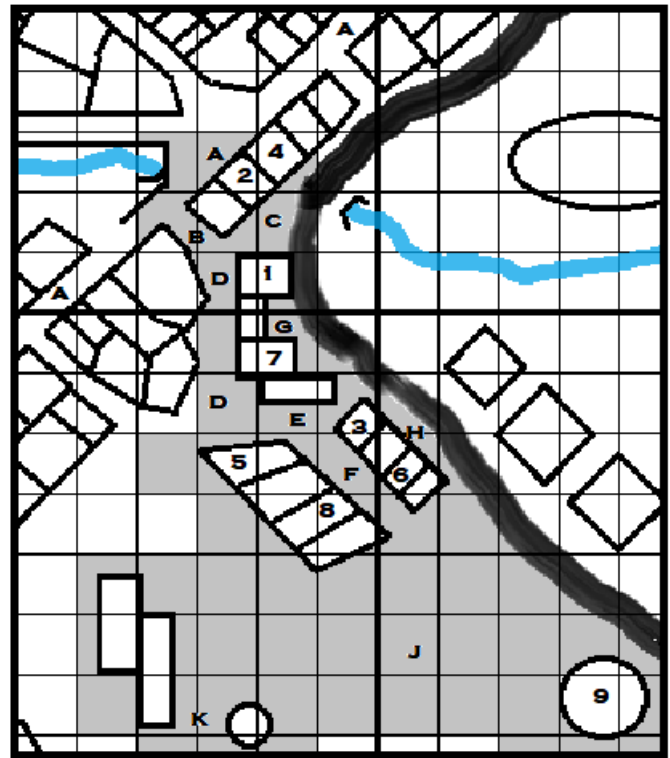
Notable Persons: (1) **Aunlor Chirmial** (Stumpy Neighborhood Boss), (2) Guiron, Fire Captain, (3) Nathil, Fire Sergeant, (4) Dyfrig, Fire Sergeant, (5) Sarbellius, Master Engineer, (6) Almigg, Master Engineer, (7) Drudwas, Master Smith, (8) Hilltudth, Blacksmith, (9) Audrey Druum, Vaudeville Dancer, (10) Azalaya, Dancing Girl, (11) Verica, Street Prostitute, (12) Ruderic, Barkeep, (13) Vicellin, Bouncer, (14) Linus, Street Entertainer, (15) Guilgren, Street Vendor

Taelchus Point Neighborhood, Mortal District

Streets: (A) Tellius Street, (B) Healer's Cut, (C) Black Brick Place, (D) Blind Dragon Walk, (E) Horse Whisperer Place, (F) Gilded Coach Row, (G) Hackney End, (H) Backstreet Row, (J) South Festival Field, (K) Titan's Corner

Notable Locations: (1) City Watch Station, (2) Baznass Beast Clinic, (3) Prolli Valley Beast Clinic, (4) Nalabest Farm, Healer Outfitter, (5) Hobbling Horse Pub, (6) Ghost Rider Alehouse, (7) Miss Amalee's Rooms, (8) High Elf's Arms, Weapon Seller, (9) End of the Line Rendering

Notable Persons: (1) **Nallenor** (Taelchus Point Neighborhood Boss), (2) Cappo Dumarks, City Watch Captain, (3) Kahedrin Olegatti, City Watch Lieutenant, (4) Leander, City Watch Sergeant, (5) Baggota, City Watch Clerk, (6) Nywathan, City Watch Bailiff, (7) Verrus, City Watch Lockup Sergeant, (8) Daromia, Master Beast Healer, (9) Pirran, Master Beast Healer, (10) Croffeen, Beast Handler, (11) Lolholt, Animal Trainer, (12) Hallvard, Tack Maker, (13) Emrys, Street Crier, (14) Adela Holt, Barkeep, (15) Praxadees, Beast Trader, (16) Brictor, Teamster Outfitter



TAECHUS POINT NEIGHBORHOOD

1 BLOCK = 100 FT

The Throat Neighborhood, Mortal District

Streets: (A) Smoke Road, (B) Tellius Avenue, (C) Infernal Plaza (from Distiller's Row), (D) Street of Trades, (E) Telchine Fields, (F) North Star Street (from Hook Knife), (G) Lost Souls Street, (H) Holmarket Street (from Halebuss), (I) Spirit Cut, (K) Voodoo Row, (L) Zodiac Place, (M) Capricorn End, (N) Star Band Street, (P) Sooth Corner, (Q) Dreamcatcher Alley, (R) Taelchus Plaza, (S) Moonbeam Cut, (T) Upper Wall Cut, (U) Devil Wall Walk, (V) Werdu Place, (W) Georghin Alley, (X) Smettling Street

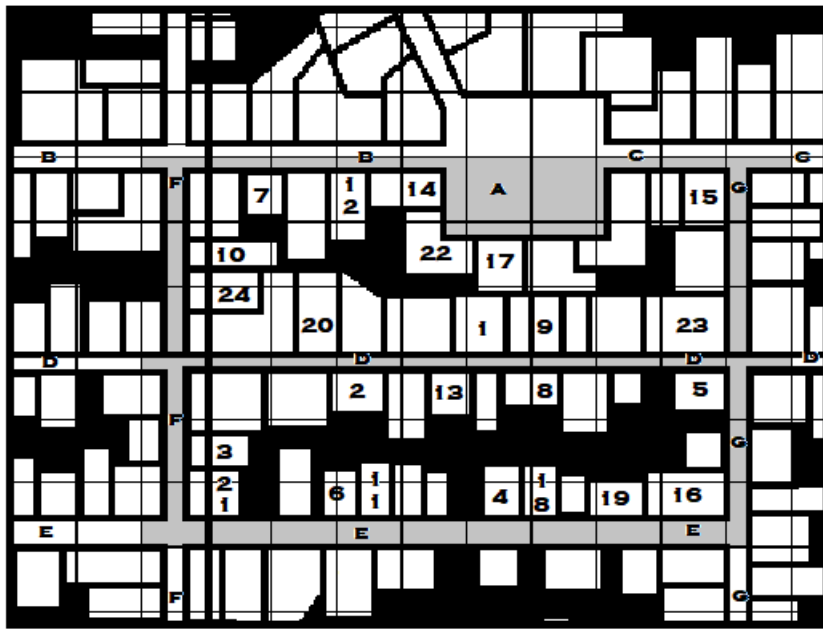
Notable Locations: (1) The Star's Stories, Zodiac Fortunetellers, (2) Hard Tower Cards, Tarot Fortunetellers, (3) Sir Laur's Open Hand, Palmist Fortunetellers, (4) Dwarrow Bones, Rune Casting Fortunetellers, (5) Winking Crone, Matchmaker, (6) Sparkling Pents, Creature Summoning, (7) Evarain, Spirit Summoner, (8) Candle and Flame, Undead Summoners, (9) Jon's Transmog, Object Summoning, (10) Babette, Aura Reader, (11) Hidden Dreams, Dream Interpreters, (12) Sleeping Messages, Dream Interpreters, (13) Night Moves, Dream Interpreters, (14) Celestial Patterns, Astrologers, (15) Sir Quentin's Stars, Astrologer, (16) Stone Servants, Automaton and Animations, (17) Perfect Figures, Golem Building, (18) Working Bones, Skeletal Workers, (19) Frankenstein's Zombies, (20) Black Death, Necromancers, (21) Blood Rites, Necromancers, (22) Hell's Essence, Necromancers, (23) Walking Skull Tavern, (24) Roscoe's Cross in the Sky Pub, (25) Three Runes Rooming House, (26) Ygera's Flophouse, (27) Aegost's Wizarding Supplies, (28) Fortune's Tent, Fortune Teller's Supplies, (29) Coenhelm Mortuary

Notable Persons: (1) **Caronnius Vanck** (aka Cory V, The Throat Neighborhood Boss), (2) Marc Coenhelm, Embalmer, (3) Eleacha Coenhelm, Undertaker, (4) Aegost, Wizard L14 (Air, Water, Shaman), (5) Maetyas, Street Fortune Teller, (6) Paeykara, Diviner, (7) Noedavast, Speaker with the Dead, (8) Ugodd, Rune Caster, (9) Yenee, Card Reader, (10) Prielba, Palmist, (11) Professor Jaenos, Astrologer, (12) Master Geodrey, Astrologer, (13) Doneal, Summoner, (14) Kiranna and Juddith, Transforming Magic, (15) Benkaddett, Dream Interpreter, (16) Madame Dagny, Dream Interpreter, (17) Professor Lukuirad, Necromantic Arts, (18) Ephraim Huld, Blood Arts Wizard, (19) Ulrich, Warlock L8, (20) Eliguis, Rascal L9, Merchorian, Wizard L10 (Shaman), (21) Dyfanwal, Wizard L13 (Shaman), (22) Jowan, Pickpocket, (23) Lambard, Street Hustler, (24) Audrieni, Courtesan and Spy, (25) Anastasia, Grave Digger, (26) Gandlin, Tavern Signer



THE THROAT NEIGHBORHOOD

1 BLOCK = 100 FT



TIGER'S EYE NEIGHBORHOOD

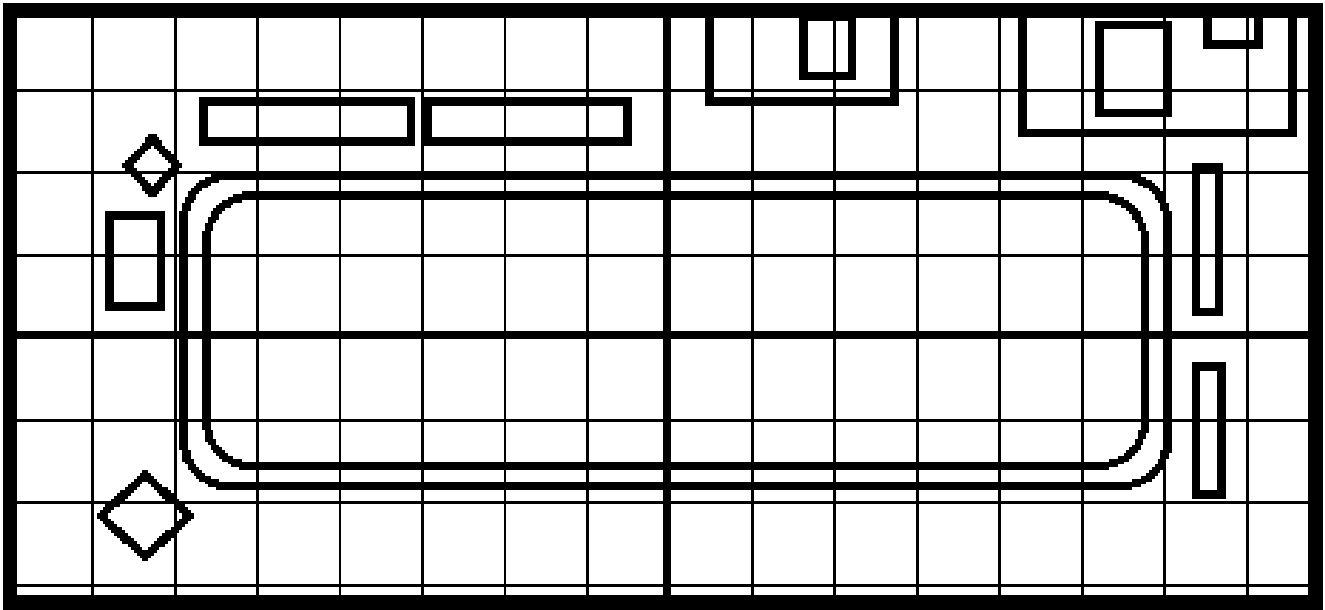
1 BLOCK = 100 FT

Tiger's Eye Neighborhood, Underhill District

Streets: (A) Master Pearadar Square, (B) Ironmonger Street, (C) Chandler Street, (D) Cartwright Street, (E) Brewer Street, (F) Crier Street, (G) Mercenary Street

Notable Locations: (1) Silas' Metal Plate, Armor Smithy, (2) Forever Chain Mail, Armor Smithy, (3) Matmos' Gauntlets and Helms, Armor Smithy, (4) Turn Blade Armor Smithy, (5) Scale and Plate Armor Smithy, (6) Ironstone Smithy, (7) Balls and Claws, Hammer Shop, (8) Piercing Specialists, Spears and Javelins, (9) Draw and No Quarter, Bowyers, (10) Singing Gadgets, Artificer Shop, (11) Pine and Lemons, Perfumer, (12) The Underground Foot, Dwarven Cobbler, (13) Quott's Writing Services, Scribe, (14) Dark World Tongues, Translation Services, (15) Wild Boar Mercenary Company, (16) Valens Field Warrior Services, Mercenaries, (17) Clermont Rock Security Company, Mercenaries, (18) Forever Iron Tool Wrights, (19) Striped Pendant Pub, (20) Shattered Shields Alehouse, (21) Hawk's Grapes Elvish Wine Bar, (22) Tomb Tunnel, Flophouse, (23) Maverick Gyugh's Rooms, (24) Groen-gorlin Mine Iron Traders

Notable Persons: (1) **Fabion Horish** (Tiger's Eye Neighborhood Boss), (2) Gabalon, Master Armor Smith, (3) Nilibus, Master Armor Smith, (4) Quartus Horek, Master Armor Smith, (5) Simillan, Armor Smith, (6) Ismolir, Leather Armorer, (7) Glywys, Leather Armorer, (8) Lioba, Gauntlet Specialist, (9) Dorlonic, Cartwright, (10) Boracassis, Master Cartwright, (11) Fortis Ketch, Cartwright, (12) Kellwick, Master Tool Wright, (13) Josa Noyam, Master Tool Wright, (14) Bidel-la, Ore Trader, (15) Ternatius, Ore Trader, (16) Paulinus, Publican, (17) Serena Pracks, Vinter, (18) Ruderic, Smelter, (19) Gradmantia, Assayer, (20) Almha, Street Entertainer, (21) Miach, Acrobat, (22) Maelgyn, Warrior L6, Armed Courier, (23) Syralassus, Warrior L10, Mercenary, (24) Tomas One-Ear, Warlock L11, Mercenary, (25) Piarrang, Warrior L8, Mercenary (Crossbow Sniper), (26) Tikabon, Rascal L8, (27) Phiallia, Wizard L8 (Fire), (28) Anabelle, Street Vendor, (29) Riagath, Street Maintenance



TRACK AREA

Located in the far southwestern corner of the city, just to the south of the West End neighborhood and near to Flatback neighborhood. The track area is used for many different kinds of racing, athletic, and exhibition events. The complex consists of the large oval track and interior area, stands (primarily on the east end), barns, stables, vehicle shops, training rooms, locker rooms, medical rooms, and offices. The kinds of events that are held here include, chariot races, dog races, horse races, horse-sulky races, foot races, flying races, animal fights, boxing matches, gladiator bouts, archery contests, javelin contests, jousts, mock combats, and other events that are of interest to large crowds.

Some upcoming events include:

Quarterhorse Racing, running 30 days beginning in 20 days

Gold Arrow Archery Contest, 85 days

Silver Sandal Trophy Chariot Series, 10 consecutive days of racing, starting 140 days

Hermkor Cup Gladiator Games, 16 days, two on and one off, starting in 200 days

Mountain Laurel Boxing Tourney, 8 days, starting in 250 days

Trader Letho's Neighborhood, Underhill District

Streets: (A) Bidge Rat Street (from Gommachers), (B) Assayer Street (from Gommachers), (C) Cartwright Street, (D) Underhill Boulevard, (E) Iron Hammer Square, (F) Hawker Street, (G) Brewer Street, (H) Lower Quay Road, (J) Middle Quay Place

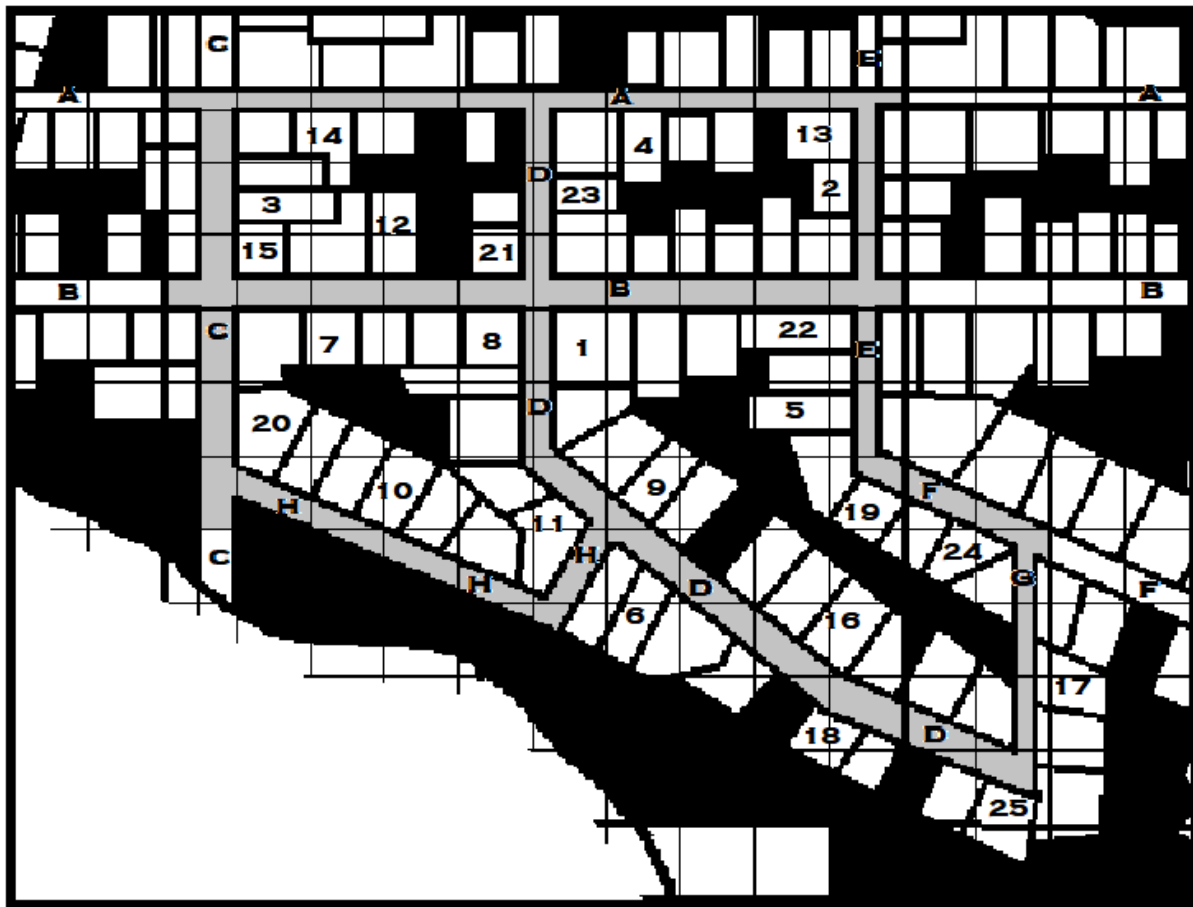
Notable Locations: (1) Green Mountain, Apothecary, (2) Seven Herbs, Apothecary, (3) Maxim's Drugs, Apothecary, (4) Hemlock and Pitch, Apothecary, (5) Steel Hooks, Lock Pick Shop, (6) Key and Tine, Lock Pick Shop, (7) Courpus Kay Marines, Mercenary Services, (8) Dunkel Bog Mercenary Company, (9) Singing Elves Pikemen, Band of Mercenaries, (10) Splitting Axes Dwarvish Mercenaries, (11) Marsh Paths, Smugglers, (12) Hidden Dens, Smugglers, (13) Frareddy's Delivery, Parcel Pickup, (14) Kay Roads, Marsh Guides, (15) Arsenic and Alchemy, Poisoner Supplies, (16) Halbalash Secure Rooms, Warehouse, (17) Carts and Carriages Storage, Warehouse, (18) The Rose Compass Pub, (19) Elvish Boatman Tavern, (20) Whistle and Hounds Tavern, (21) Myralene's Cots Flophouse, (22) Camper's Bedroll Flophouse, (23) Heavenly Dreams Hash Den, (24) Aces and Eights Card Parlor

Notable Persons: (1) **Selliah Ruilk** (Trader Letho's Neighborhood Boss), (2) Pascen, Master Druggist, (3) Flora Mac'Heally, Master Druggist, (4) Ulnno, Druggist, (5) Doefran, Druggist, (6) Kelemoni, Poultrice Maker, (7) Cidrich, Glassblower, (8) Talwin, Glassblower, (9) Howel, Warrior L9, Mercenary, (10) Elian Galzon, Warrior L11, Mercenary, (11) Melwas, Warrior L8, Mercenary, (12) Hendra, Warlock L9, Mercenary, (13) Audrey, Rascal L11, Mercenary, (14) Sidonius, Crusader of Samael L8, Mercenary, (15) Camlanik, Wizard L10 (Air, Fire), (16) Guolpolph, Poisoner, (17) Alvestia, Poisoner, (18) Coelred, Rascal L8, Smuggler, (19) Derska, Warrior L6, Smuggler, (20) Lantatos, Warehouse Owner, (21) Ursala, Street Vendor, (22) Rormoss, Street Entertainer, (23) Cabronic, Pimp, (24) Belofoot, Printer, (25) Kubyshor, Blacksmith



TRADER LETHO'S NEIGHBORHOOD

1 BLOCK = 100 FT



TRELLHIGH NEIGHBORHOOD

1 BLOCK = 100 FT

Trellhigh Neighborhood, Underhill District

Streets: (A) Cartwright Street, (B) Brewer Street, (C) Hawker Street, (D) Safecracker Street, (E) Crier Street, (F) Mason Street, (G) Sharps Street, (H) Marooned Street

Notable Locations: (1) City Watch Station, (2) Public Bath, (3) All the World's Tales, Sage, (4) Pangdramus Island Research, Sage, (5) Mount Chenocus Knowledge Services, Sage, (6) Zollus' Research and Advice, Sage, (7) The Past Revealed, Sage, (8) The Welded Box, Strong Room, (9) Majestic Pines Secure Storage, Vault, (10) Rock Storage, Vault, (11) Trellhigh Tavern, (12) Sneaky Watchman Bar and Grill, (13) Tub and Pool Tavern, (14) Spinning Shields Tap Room, (15) Tirchow Manor Hostel, (16) Rolling Dwarf Rooms, (17) Wolf Totem Flophouse, (18) Finbar's Billiard Hall, (19) Brass Band Dance Hall, (20) Cidrich's Parlor, Bookie and Oddsmaker, (21) Agent of Chance, Insurance, (22) Hissing Steel, Smithy, (23) Declan's Fine Blades, Weapon Smith, (24) Mushroom's Eyes, Underground Outfitters, (25) Edesil's Rare Grocery

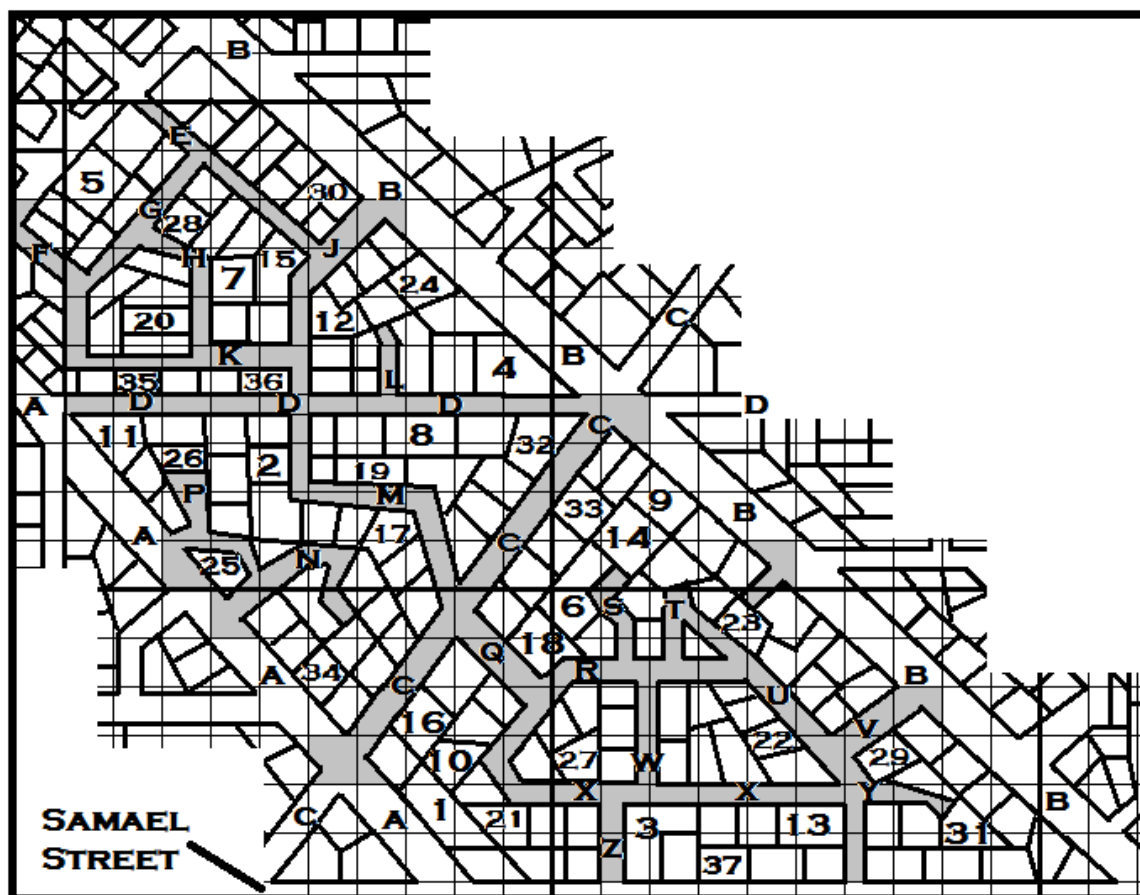
Notable Persons: (1) Jondolar (Trellhigh Neighborhood Boss), (2) Osmand, City Watch Captain, (3) Vultaen, City Watch Lieutenant, (4) Liphanat, City Watch Sergeant, (5) Dughail, City Watch Sergeant, (6) Loree Mac'Dueff, City Watch Booking Clerk, (7) Mouric Andolor, Gaoler, (8) Clarisse, City Watch Locksmith, (9) Orwhal, City Watch Patrol Officer, (10) Sagar, Bath Manager, (11) Alazais, Sage, (12) Widragus, Sage, (13) Arguis, Sage, (14) Ethna, Sage, (15) Caradoc, Vault Owner, (16) Gilbecco, Vault Owner, (17) Lowenna Hargh, Safecracker, (18) Nungan, Burglar, (19) Torleach, Pickpocket, (20) Accolon, Warrior L9, (21) Darenic, Warrior L11, (22) Kachlan, Rascal L8, (23) Thrysus, Wizard L8 (Earth), (24) Lazineus, Wizard L10 (Air, Fire)

Upper Faligar Neighborhood, Muckrunner District

Streets: (A) Escring Street, (B) Orobis Blvd., (C) Underhill Street, (D) Captain's Way, (E) Etheridge Road, (F) Furb's Cut, (G) Woolburn Street, (H) Tailor's Row, (I) Sly Devil Road, (K) Needle Road, (L) Silk Purse Alley, (M) Jaimer Street, (N) Recurve Alley, (P) Rusty Scissors Alley, (Q) Gilded Horn Block, (R) Urrichee Street, (S) Big Dwarf Alley, (T) Cursed Alley, (U) Pennephet Street, (V) Puzzle Cut, (W) Rober's Way, (X) Weaver Street, (Y) Redbeard Alley, (Z) Zeth's Cut.

Notable Locations: (1) Arythemi Library, (2) City Watch Under-Station, (3) The Silver Rose Stage, (4) Elbert's Concert Hall, (5) Longbow Elvish Jazz Club, (6) Dwarven Drum Club, (7) Golden Thread Pub, (8) Assassin's Hood Tavern, (9) Elder Gnome Watering Hole, (10) Five Measures Drinking Club, (11) Leatherback's Pub, (12) Wizard's Robe Restaurant, (13) Watchman's Stop Restaurant, (14) Red Captain Restaurant, (15) Spotted Devil {Food} Market, (16) Maggay's Grocery, (17) Tailor's Guild House, (18) Muckridge Tailor Shop, (19) Missy Twerrod, Seamstress, (20) Droidricken, Master Tailor, (21) Raolond's Robe Shop, (22) Selamany's Gowns, (23) Greybeard's Gloves, (24) Green Dragon Hides and Leathers, (25) Bleargand's Cloth Shop, (26) Seedy Apprentice Flophouse, (27) Urvard's Hostel, (28) Woolburn Street Inn, (29) Gold Unicorn Tack and Bridle, (30) Spiked Skull Shop, General Merchants, (31) Fisherman's Outfitting, (32) Meytak's Metal Goods, (33) Rhey Imstilgar, Artist, (34) Viedyn Betting Parlor, (35) Suffi's Furriers, (36) Curly Joel, City Watch Sergeant, (37) Forgault, Seer and Astrologer

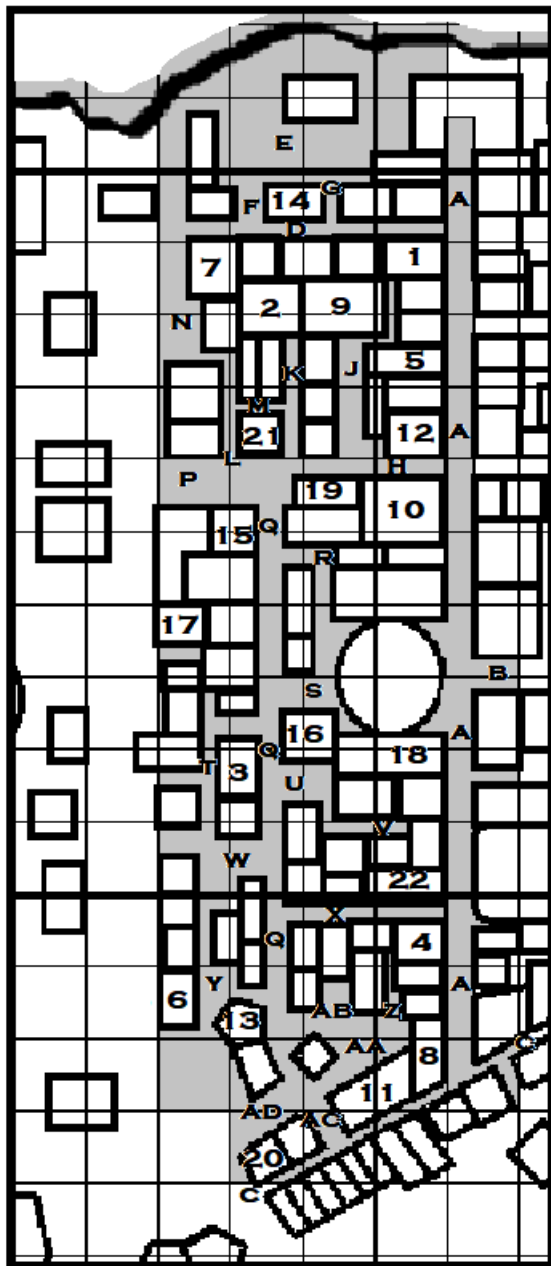
Notable Persons: (1) **Teiggan O'Sneagha** (Upper Faligar Neighborhood Boss), (2) Yursett, Priest of Samael L6, (3) Regg Hurison, Tailor Guildmaster, (4) 'Albatross' Mook, Tinker, (5) Cecilly Burrohg, Seamstress, (6) Wynfrod, Master Seamstress, (7) Nalia Brown, Shaman L9, (8) Master Louven, Clothier, (9) Ulgraod, Tailor {Dwarf specialist}, (10) Abelsan, Tailor {religious accoutrements specialist}, (11) Hemenny, Grocer, (12) Nathan Dor'Manyon, Gauntlet maker, (13) Zethla, Fortuneteller, (14) Bregan Anli, Pick Pocket, (15) Guy Trunby, Locksmith, (16) Echerlaen, Stage Manager, (17) Loen Skeggs, Bar Musician, (18) Erginnia Smethye, Healer, (19) Cholx, Assayer, (20) Maiya Strong, Drug Merchant, (21) Holy Roneld, Minstrel



UPPER FALIGAR NEIGHBORHOOD

1 BLOCK = 100 FT

West End Neighborhood, Mortal District

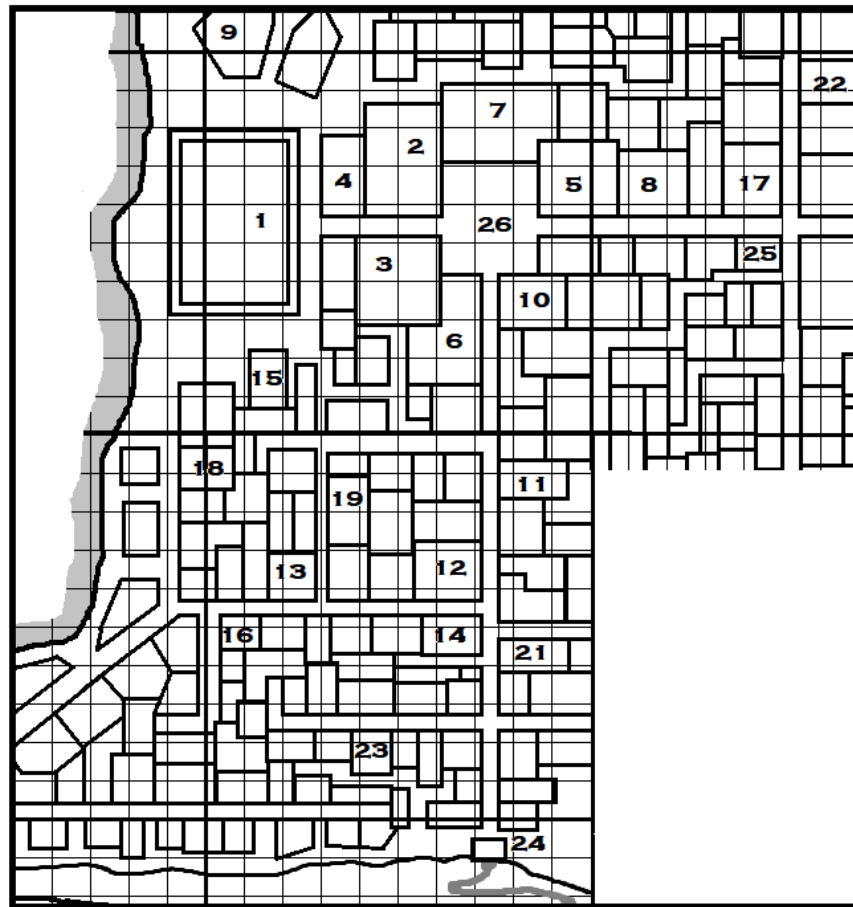


**WEST END
NEIGHBORHOOD**
1 BLOCK = 100 FT

Streets: (A) Boggy Road, (B) Dice Street, (C) Edge Street, (D) Marsh Edge Row, (E) Boggy Bottoms Place, (F) Black Lily Cut, (G) Leaking Cut, (H) Wagon Row, (J) Voyager's End, (K) Quicksand Alley, (L) Freebooter Alley, (M) Cutthroat Squeeze, (N) Swagger Place, (P) Sea Legs Place, (Q) Wounded Weasel Street, (R) Blowhard Corner, (S) Bosun Place, (T) Scurvy Alley, (U) Duelist Place, (V) Cutlass Squeeze, (W) Stevedore Place, (X) West Road, (Y) Durkon's Well Place, (Z) Lost Scabbard Alley, (AA) Last Chance Place, (AB) Nessian End, (AC) Dead Dwarf Cut, (AD) Djinn Fountain Place

Notable Locations: (1) Marsh Edge Pub, (2) Keelboat Tavern, (3) Ballig's Goat Tavern, (4) Smuggler's Roost Alehouse, (5) Last Chance Flophouse, (6) Henococus' Rooms, (7) Baleful Basilisk Rooms and Inn, (8) Caveletti Clinic, (9) Artbeu's Storage, Warehouse, (10) Manicus' Stores, Warehouse, (11) Special Rooms, Secure Item Storage, (12) Samael's Shrine, (13) Muckrunner Safe House, (14) Hooked Trout, Fishing Outfitters, (15) Swimming Minks, Furriers, (16) Laudine's Working Man's Clothes, (17) Wide Gehenna Guide Service, (18) Slaine's Anvil, Smithy, (19) Carangherd, Artisan, (20) Split Oaks, Sawyers and Carpenters, (21) Color Wheel, Paints, (22) Mollory's Wilderness Outfitters

Notable Persons: (1) **Gretha Cowyerton** (West End Neighborhood Boss), (2) **Tiarnnan, Type 5A Devil**, Priest of Samael, (3) **Urvaise**, Priest of Samael L6, (4) **Findroc**, Muckrunner Guild Agent, (5) **Narplus**, Publican, (6) **Hiilax**, Stevedore, (7) **Guallonair**, City Watch Sergeant, (8) **Melehan**, Tenement Owner, (9) **Paldern**, Tenement Owner, (10) **Talorg**, Barkeep, (11) **Kieran Orin**, Tavern Bouncer, (12) **Jobie**, Tavern Floozy, (13) **Alasa**, Serving Wench, (14) **Lybukka**, Street Prostitute, (15) **Kasinia**, Courtesan, (16) **Ivira**, Madam, (17) **Elezare**, Pickpocket, (18) **Lornel**, Cat Burglar, (19) **Draggan**, Panhandler, (20) **Wimbord**, Gossip Sheet Writer, (21) **Lippoet**, Dock Foreman, (22) **Gyorgy**, Master Carpenter, (23) **Katya Gill**, Joiner, (24) **Hristin**, Warrior L9, (25) **Enoch**, Warrior L11, (26) **Ursmar**, Crusader of Pithius L6, (27) **Zhenya**, Wizard L6 (Air)



PRINCE'S PALACE AREA

Prince's Palace

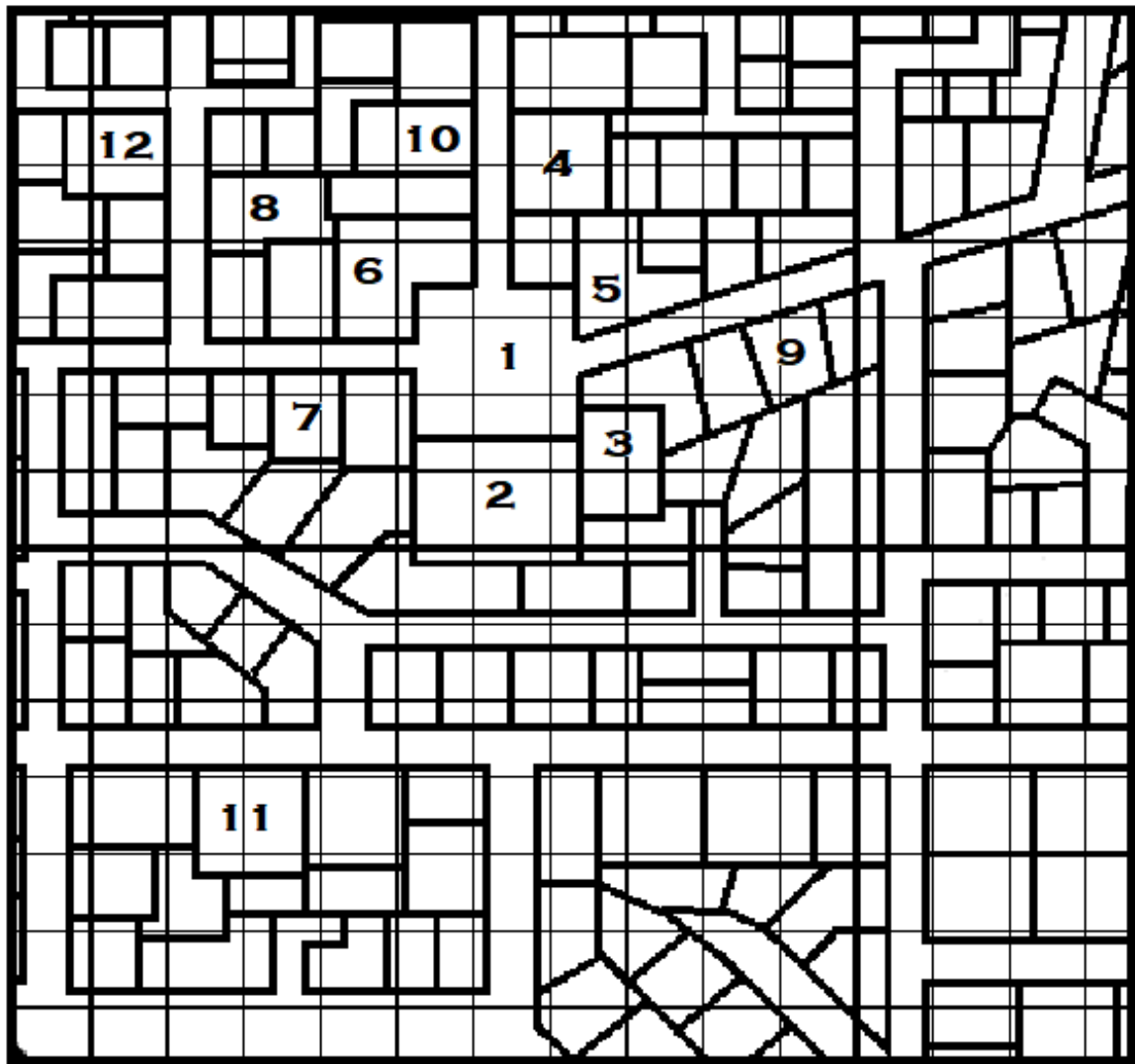
Notable Locations: (1) Pithius' Palace, (2) Pithius' Treasury, (3) Offices for Outer Gehenna, (4) Barracks for Pithius' personal guards, (5) Archive and Record Building, (6) Sheriff's Building, (7) Marshall's Building, (8) Pithius' Library, (9) Museum of Outer Hell, (10) Consul of Efreet, (11) Consul of Djinn, (12) Consul of Giants, (13) Consul of Minotaur, (14) Consul of the Emperor of the Plane of Water, (15) Consul of the Emperor of the Plane of Earth, (16) Diakobbo's Townhouse, (17) Skoprucai's Townhouse, (18) Suvorgrenkar's Townhouse, (19) Friffordaek's Townhouse, (20) Alpaer's Townhouse, (21) Oldsheck's Townhouse, (22) Pechtol's Townhouse, (23) Bohemand's Townhouse, (24) Upper Gate (road from the Muckrunner District), (25) Elevator (down to the Underhill District), (26) Blooded Prince Square

Notable Persons: (1) Diabolic Prince Pithius, (2) Pergathsat (**Type 6C Devil**), Palace Seneschal, (3) Diakobbo (**Fire Giant**), Chief of Staff, (4) Skoprucai (**Nimidoryas Devil**), Commander of the Palace Guard, (5) Nektojurai (**Tablasyin Devil**), Chief Housekeeper of the Palace, (6) Bokkoshurat (**Gaityas Devil**), Pithius' personal Secretary, (7) Mouzoublox (**Tablasyin Devil**), Chief Clerk, (8) Suvorgrenkar (**Type 4D Devil**), Treasurer for Outer Gehenna, (9) Hergaiwhinz (**Type 4A Devil**), Deputy Treasurer for Outer Gehenna, (10) Friffordaek (**Keres Devil**), Chief Sheriff of Outer Gehenna, (11) Gyoza (**Type 2E Devil**), Sheriff for the Northern Apophis Mountains, (12) Raezomau (**Type 3B Devil**), Sheriff for the Southern Apophis Mountains, (13) Zhorvacohu (**Type 7A Devil**), Sheriff for the Omborro Desert, (14) Cogdean (**Type 3C Devil**), Sheriff for the Penitus Moors, (15) Aasleak (**Quivaras Devil**), Sheriff for the Wailing Mountains, (16) Harsphar (**Tablasyin Devil**), Sheriff for the Lemkinne Plains, (17) Neegabydu (**Type 6A Devil**), Sheriff for Western Gentucca, (18) Zoteevorax (**Type 4C Devil**), Sheriff for Western Pazzazu, (19) Tochvoraec (**Quivaras Devil**), Sheriff for the Western Forsaken Hills, (20) Lukkmasbyen (**Keres Devil**), Marshall of Outer Gehenna, (21) Jediah Molko (**Lycanthrope**, Boar), Pithius' Valet, (22) Ealomuria (**Minotaur**), Palace Archivist, (23) Kerkikka, Resident Palace Wizard, (24) Alpaer, Efreet Consul, (25) Oldsheck, Djinn Consul, (26) Pechtol, Giant's Consul, (27) Bohemand, Minotaur Consul, (28) Feovazi, Water Emperor's Consul, (29) Lariskia, Earth Emperor's Consul, (30) Geselbart (**Tablasyin Devil**), Head Librarian, (31) Domokossis (**Medusa**), Museum Curator

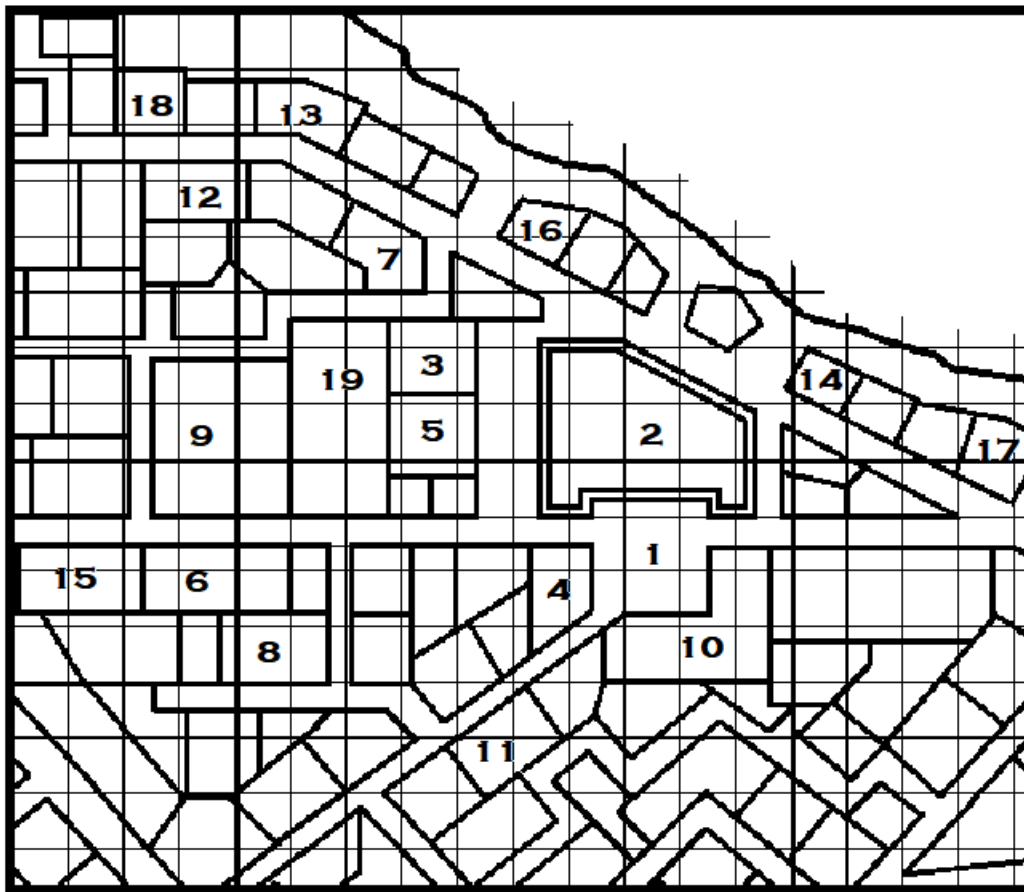
Court of Outer Gehenna

Notable Locations: (1) Square, (2) Diabolic Court of Outer Gehenna, (3) Offices of the Magistrates, (4) Clerk of Courts Building, (5) Court Records Building, (6) Gaol of Outer Gehenna, (7) Processing Building for the Gaol, (8) Warden's Building, (9) Barrister's Offices, (10) Barrister's Officers, (11) Library of Diabolic Law, (12) Museum of the Gaol

Notable Persons: (1) Prisyalthio (**Keres Devil**), Chief Magistrate of Outer Gehenna, (2) Nadashuka (female **Centaur of Hell**), Magistrate, (3) Hoedos (male **Efreet**), Magistrate, (4) Zajzon (**Type 7A Devil**), Magistrate, (5) Bichanodek (**Daityas Devil**), Magistrate, (6) Driggursliff (**Gaityas Devil**), Magistrate, (7) Pongolor (**Feu'er Troll**), Chief Bailiff, (8) Mundral (**Ogre**), Bailiff, (9) Koelquestin (**Type 2D Devil**), Bailiff, (10) Feossar (**Type 4A Devil**), Bailiff, (11) Dsatto (**Zoybim Devil**), Court Reporter, (12) Grozza (**Harpy of Hell**), Court Reporter, (13) Denichas (**Black Annis**), Chief Clerk, (14) Crostorov (**Zoybim Devil**), Chief Records Clerk, (15) Paenburth (**Harpy of Hell**), Chief Magistrate's Secretary, (16) Strykaaron (**Mummy Lord**), Warden of the Gaol, (17) Valenta Simch (female Human **Vampire**), Deputy Warden, (18) Chrenon (**Tablasyin Devil**), Chief of Security for the Gaol, (19) Hasparrn (**Type 5A Devil**), Chief Interagator, (20) Imzogadia (**Medusa**), Gaol Medical Officer, (21) Alphonzus (**Centaur of Hell**), Chief Barrister, (22) Avidon (**Type 2C Devil**), Barrister, (23) Goerran (**Specter**), Barrister, (24) Kaszmer (male Elf), Head Librarian, (25) Thorbjeon (**Type 3C Devil**), Museum Curator, (26) Renard Zinka (**Centaur of Hell**), Speech Coach



COURT OF OUTER GEHENNA



EARL BARAQUEL'S PALACE

Diabolic Earl Baraque'l's Palace

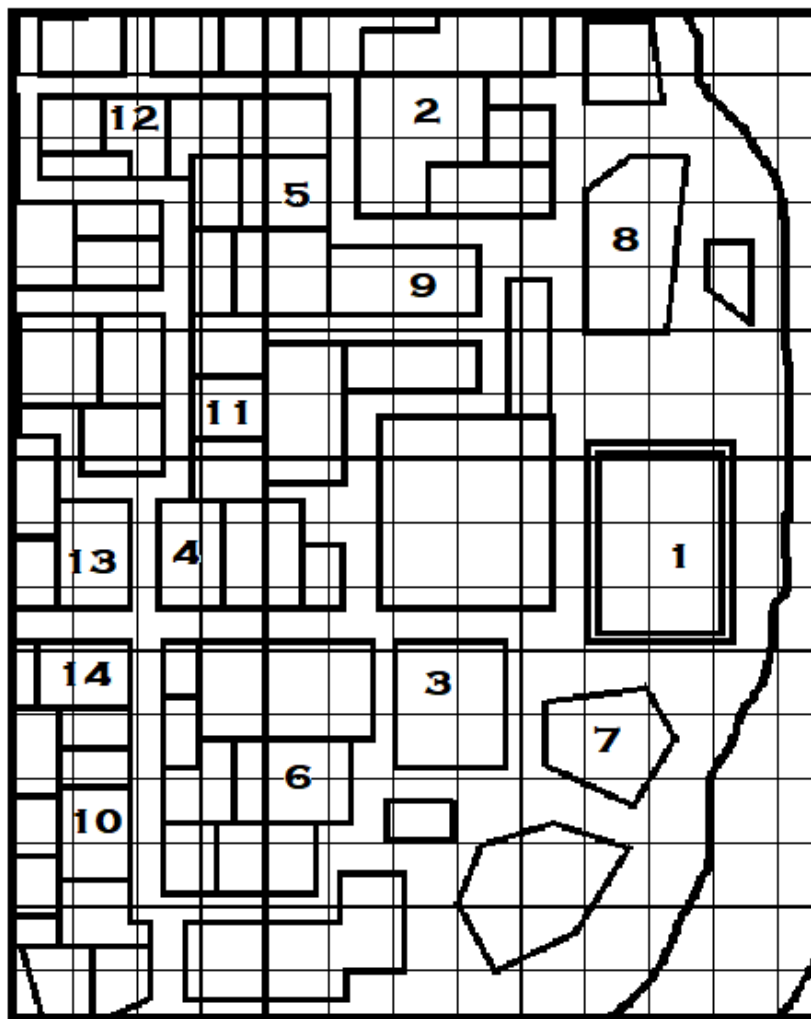
Notable Locations: (1) Wimborlane Square, (2) Earl Baraque'l's Palace, (3) City Office Building, (4) Master Permit Office, (5) Master City Watch Building, (6) Earl's Library, (7) Fire Watch Building, (8) Earl's Treasury Building, (9) Earl's Diabolic College, (10) Zachar Academy of Wizards, (11) City Records Building, (12) City Archives Building, (13) Agorok School of Oration, (14) barracks of the Earl's personal guards, (15) Ralschent Religious Academy (Seminary for Priests of Samale), (16) Baraque'l's Wine Cellar, (17) Warehouse, (18) Warehouse, (19) Tabislaus Diabolic Hospital

Notable Persons: (1) Diabolic Earl Baraque'l, (2) Cazoleek (**Myduforyas Devil**), Palace Seneschal, (3) Danphorgat (**Gaityas Devil**), Chief of the Palace Guards, (4) Glikarina (female **Mountain Giant**), Chief Palace Clerk, (5) Luka Jullid (female **Lycanthrope**, Wolf), Earl's Private Secretary, (6) Hernymett (**Type 5A Devil**), City Treasurer, (7) Dawudinga (**Type 2B Devil**), Chief Permit Clerk, (8) Li-odolf (**Ettin**), Commander of the City Watch, (9) Caszekee (male **Efreet**), Commander of the City Fire Watch, (10) Algobond (male **Great Ape**), Chief City Record Clerk, (11) Drosidda (**Black Annis**) Master Archivist, (12) Nikklas (male **Lycanthrope**, Boar), Dean of the School of Oration, (13) Upor Selgird (**Doppleganger**), Rhetoric Professor, (14) Choduin (**Centaur of Hell**) Dean of the Ralschent Academy, (15) Zubscoll (**Assura Devil**) Deputy Dean of the Ralschent Academy, (16) Dremmuth (**Type 1D Devil**), Keeper of Baraque'l's Cellar, (17) Talitha (**Medusa**), Head Doctor of Tabislaus, (18) Sebestyen (**Zombie Master**), Deputy Head Doctor of Tabislaus, (19) Bladimir (male **Vampire Lord**) Doctorus Magnus of the Zachar Academy, (20) Rikairdo (**Djinn**), Dean of Air Wizardry, Zachar Academy, (21) Theodorick (male Dwarf), Dean of Earth Wizardry, Zachar Academy, (22) Borniak (**Efreet**), Dean of Fire Wizardry, Zachar Academy, (23) Jarec Florian (male Human), Dean of Water Wizardry, Zachar Academy, (24) Yaphet (male Elf **Vampire**) Dean of Shaman Studies, Zachar Academy, (25) Klonokav (**Hulden Devil**), Rector of the Diabolic College, (26) Lagradod (**Type 6B Devil**), Dean of the Diabolic College, (27) Prazhekkus (**Type 5D Devil**), Dean of the Diabolic College

General Nusoru's Lodge

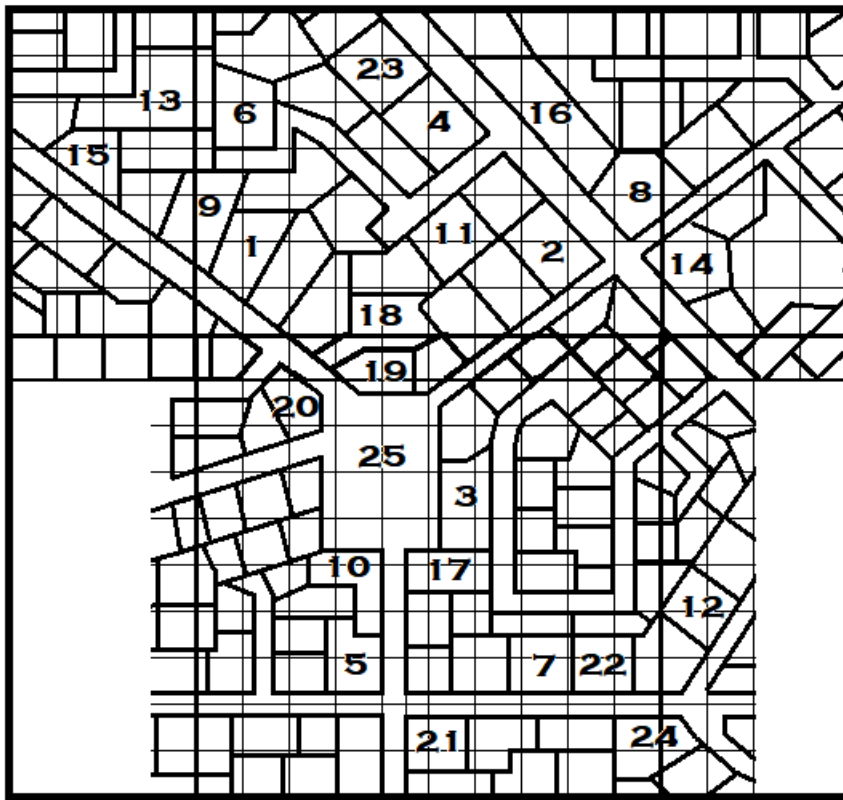
Notable Locations: (1) General's Lodge, (2) City Gaol, (3) City Court Building, (4) Gaol Records Building, (5) Court Records Building, (6) General's Staff Building, (7) General's Armory, (8) War College, (9) Warehouse, (10) Warehouse, (11) Officer's Club, (12) Sergeant's Club, (13) Quartermaster, (14) Prince's Secret Service

Notable Persons, (1) Diabolic General Nusoru, (2) Angus Drichlon (**Tablasyin Devil**), General's Seneschal, (3) Konelmingur (**Tablasyin Devil**), General's Chief of Staff, (4) Narlengor (**Yiblim Devil**), General's Aide, (5) Victoly (**Type 5A Devil**), Chief of General's Guard Detail, (6) Pynnocki (**Werdu Devil**), General's Valet, (7) Onorlian (**Yiblim Devil**), General's Intelligence Officer, (8) Ifahalog (**Centaur of Hell**), General's Signal Officer, (9) Elclud (**Tablasyin**), Warden of the City Gaol, (10) Karadnewt (**Quivaras Devil**), Chief of Security, City Gaol, (11) Fevdaff (**Werdu Devil**), Gaol Interagator, (12) Dornorb (**Berg Troll**), Security Lieutenant, City Gaol, (13) Jeggonsky (**Zoybim Devil**), Gaol Records Clerk, (14) Maigghas (**Hulden Devil**), Chief City Magistrate, (15) Taucuimot (**Tablasyin Devil**), City Magistrate, (16) Rhiagrav (**Efreet**), City Magistrate, (17) Mynathage (**Beng Devil**), City Magistrate, (18) Houleth (**Type 3A Devil**), Bailiff, (19) Emzaxiss (**Yiblim Devil**), Bailiff, (20) Caturrix (**Type 2C Devil**), Bailiff, (21) Kenelmob (**Zoybim Devil**), Court Reporter, (22) Moldysia (**Medusa**), Court Reporter, (23) Samtheski (female **Lycanthrope**, Rat), Senior Court Records Clerk, (24) Pomprhrun (**Yiblim Devil**), Court Archivist, (25) Obrect (**Type 4B Devil**), Weapons Master, (26) Delabel (**Succubus**), General's Mistress, (27) Lalmacoer (**Nimidoryas Devil**), Commandant of the War College, (28) Cumbrulagius (**Tablasyin Devil**), Dean of the War College, (29) Cyderdrich (**Werdu Devil**), Proctor of the War College, (30) Agnelbush (**Fire Giant**), Barkeep at the Sergeant's Club, (31) Stelfmakkar (**Type 2C Devil**), Quartermaster, (32) Portrex (**Gaityas Devil**), Secret Service Director



GENERAL NUSORU'S LODGE

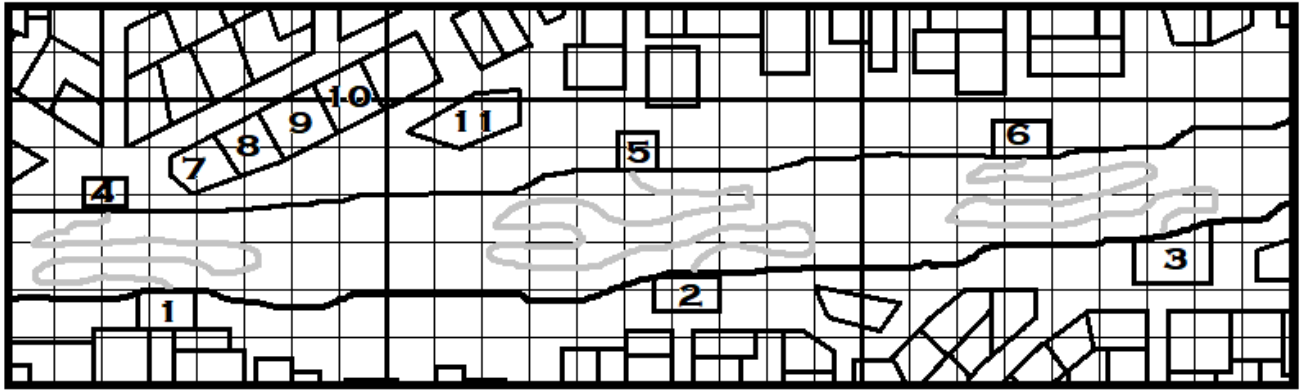
Cultural Area



CULTURAL AREA

Notable Locations: (1) Four Horns Festival Theater, (2) Manthuski Theater, (3) Gold Tail Dance Theater, (4) Aprophis Poetry Stage, (5) Mount Eminback Theater, (6) Earl Sachemir Theater, (7) Persimmon Oration Stage, (8) Full Moon Dance Stage, (9) Rosy Spectacles Gallery, (10) Fillog's Gallery, (11) Great Pit Gallery of Infernal Art, (12) Lucifer's Wings Diabolic Art, (13) Maktu Ulma Sculpture, (14) Dancing Pins Sculpture, (15) Nuechus Gallery of Modern Diabolic Art, (16) Prince's Museum, (17) Museum of the Natural History of Gehenna, (18) Museum of the Demon Wars, (19) Antiquities of the Celestial Spheres, Museum, (20) Gold Leaf Bookstore, (21) All the Written Languages, Rare Scrolls and Books, (22) Bongo Stage Music Hall, (23) Soaring Strings Concert Stage, (24) Yukko's House of Diabolic Jazz, (25) Dueling Gladiator Fountain Square

Notable Persons: (1) Sezzor (**Type 4B Devil**), Producer, (2) Muzhikki (**Type 5A Devil**), Producer, (3) Fimon Ritt (**Tablasyin Devil**), Director, (4) Pradudush (**Gaityas Devil**), Director, (5) Orsel (**Yiblim Devil**), Actor, (6) Prapko (**Zoybim Devil**), Actor, (7) Derzhonun (**Type 1C Devil**), Actor, (8) Chortemarx (**Type 2B Devil**), Actor, (9) Wibold (male **Feu'er Troll**), Actor, (10) Toemorgak (**Werdu Devil**), Actor, (11) Kulkion (**Doppleganger**), Actor, (12) Sinogor (**Medusa**), Dancer, (13) Pribashay (**Type 2B Devil**), Dancer, (14) Nachas (Black Annis), Choreographer, (15) Guzlausk (male **Lycanthrope**, Rat), Stage Designer, (16) Rebrov (**Harpy of Hell**), Costumer, (17) Bohoslaub (**Zoybim Devil**), Designer, (18) Allyhokko (**Nymph**), Singer, (19) Nothwulff (**Type 1D Devil**), Singer, (20) Oggux (**Type 3B Devil**), Singer, (21) Divdasty (**Djinn**), Composer, (22) Ugor Ginbuld (male **Lycanthrope**, Boar), Orchestra Leader, (23) Koessin (**Centaur of Hell**), Orchestra Leader, (24) Pribbo (male Elf), Conductor, (25) Hinecomar (**Centaur of Hell**), Jazz Trumpeter, (26) Rippsimiku (**Type 3B Devil**), Artist, (27) Ovdothian (**Werdu Devil**), Artist, (28) Lummerslyn (**Frost Giant**), Artist, (28) Salsonzo (**Bugbear**), Artist, (29) Gygorvy (**Type 3C Devil**), Gallery Manager, (30) Grodiflu (**Efreet**), Museum Curator, (31) Avughestho (**Doppleganger**), Museum Curator, (32) Iudidacca (**Type 1B Devil**), Museum Curator, (33) Eddemeny (**Zoybim Devil**), Historian, (34) Patrochixa (**Crone Hag**), Translator, (35) Huemoer (**Zoybim Devil**), Illustrator



TELCHINE DISTRICT CROSSINGS TO THE KORIOFF BLUFF DISTRICT

Telchine Crossings

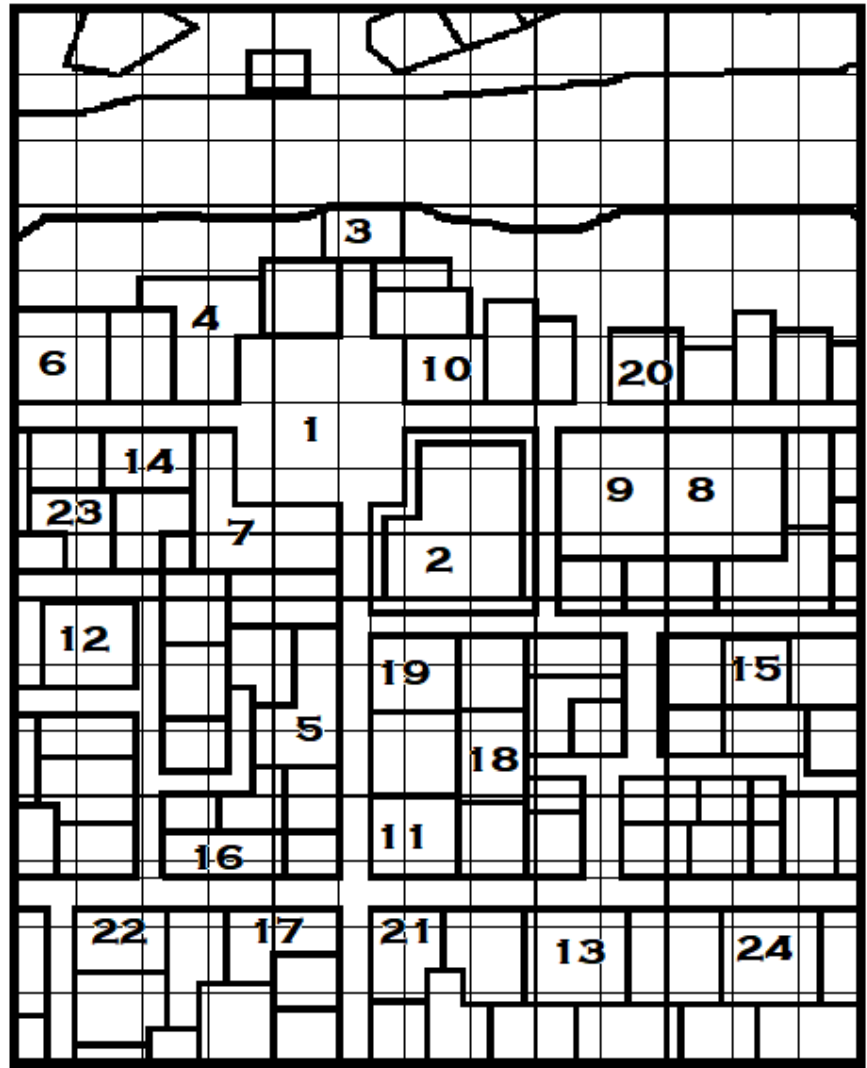
There is approximately 200 vertical FT between the marsh-level Telchine District and the Korioff Bluff District located on top of the bluff.

Notable Locations: (1) Lower Gate, Bronze Street, (2) Lower Gate, Silver Street, (3) Lower Gate, Gold Street, (4) Upper Gate, Scholars Street, (5) Upper Gate, Wizards Street, (6) Upper Gate, Lead Street, (7) Warehouse, (8) Warehouse, (9) Warehouse, (10) Warehouse, (11) Warehouse

Notable Persons: (1) Zelcorbossus (**Tablasyin Devil**), Officer, Bronze Street Gate, (2) Mabillion (**Yiblim Devil**), Watch Sergeant, Bronze Street Gate, (3) Hayalongo (**Yiblim Devil**), Watch Sergeant, Bronze Street Gate, (4) Formossusk (**Tablasyin Devil**), Officer, Silver Street Gate, (5) Cauctakoni (**Yiblim Devil**), Watch Sergeant, Silver Street Gate, (6) Lypanpaut (**Yiblim Devil**), Watch Sergeant, Silver Street Gate, (7) Swydorerk (**Tablasyin Devil**), Officer, Gold Street Gate, (8) Howgruof (**Yiblim Devil**), Watch Sergeant, Gold Street Gate, (9) Vilursmare (**Yiblim Devil**), Watch Sergeant, Gold Street Gate, (10) Vorimerit (**Tablasyin Devil**), Officer, Scholar Street Gate, (11) Callegrugh (**Yiblim Devil**), Watch Sergeant, Scholar Street Gate, (12) Amilynum (**Yiblim Devil**), Watch Sergeant, Scholar Street Gate, (13) Gryfrudd (**Tablasyin Devil**), Officer, Wizards Street Gate, (14) Nardrautgador (**Yiblim Devil**), Watch Sergeant, Wizards Street Gate, (15) Srythibad (**Yiblim Devil**), Watch Sergeant, Wizards Street Gate, (16) Euvorand (**Tablasyin Devil**), Officer, Lead Street Gate, (17) Banzerblin (**Yiblim Devil**), Watch Sergeant, Lead Street Gate, (18) Tecguarat (**Yiblim Devil**), Watch Sergeant, Lead Street Gate, (19) Uhneer (**Type 1C Devil**), Warehouse Manager, (20) Kijaweld (**Type 1A Devil**), Warehouse Manager

Lord Klaerill's Mansion

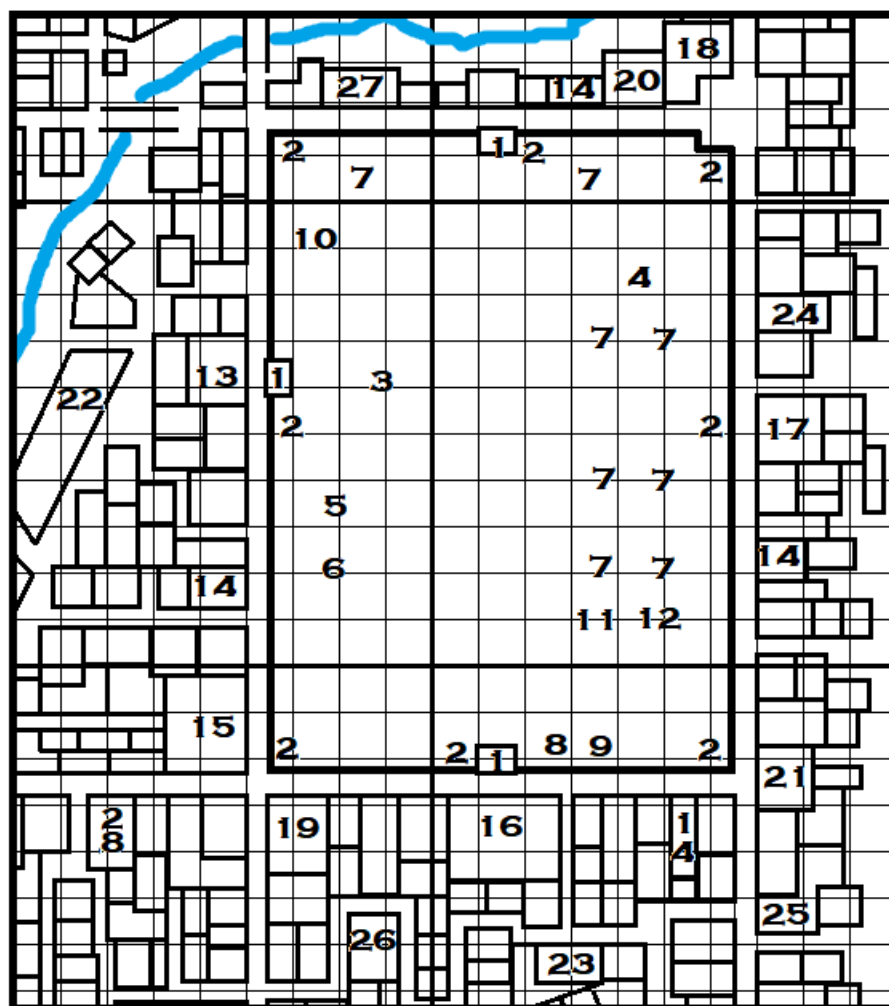
Notable Locations: (1) Lord Cralboot Square, (2) Lord Klaerill's Mansion, (3) Bronze Street Gate (to the Korioff Bluff District), (4) Headquarters of the Telchine Union, (5) Telchine Archives, (6) Telchine Library, (7) Telchine Shrine to Lucifer, (8) Telchine Museum, (9) Founding Laboratory of the Telchines, (10) Klaerill's Office Building, (11) Court of the Telchines, (12) Gaol of the Telchines, (13) Scribe Tower, (14) Skill Arch, (15) Labolas Monument, (16) Building Yard, (17) Casting and Assayers Building, (18) Smithy of the Winds, (19) Xalchoer Carving Shop, (20) Twenty Hides Leather Shop, (21) Vaults of the Arcane, (22) Vaults of the Profane, (23) Ritual Circle Center, (24) Maxklox Tower



LORD KLAERILL'S MANSION

Notable Persons: (1) Telchine Lord Klaerill, (2) Ambroxditus (**Telchine Devil**), Klaerill's Major Domo, (3) Diffory (**Yiblim Devil**), Chief Butler, (4) Friccorquo (**Type 1B Devil**), Chief Housekeeper, (5) Kynaneur (**Telchine Devil**), Klaerill's Aide, (6) Ouerddron (male Dwarf **Vampire**), Klaerill's Valet, (7) Holsebug (**Tablasyin Devil**), Klaerill's Chief of Staff, (8) Omodro (**Zoybim Devil**), Klaerill's Archivist, (9) Liffroskub (**Medusa**), Klaerill's Secretary, (10) Zelcorbossus (**Tablasyin Devil**), Officer, Bronze Street Gate, (11) Mabillion (**Yiblim Devil**), Watch Sergeant, Bronze Street Gate, (12) Hayalongo (**Yiblim Devil**), Watch Sergeant, Bronze Street Gate, (13) Marcorisu (**Telchine Lord Devil**), Presiding Officer of the Telchine Union, (14) Taftwinee (**Telchine Devil**), Telchine Archivist, (15) Loughvek (**Telchine Devil**), Assistant Telchine Archivist, (16) Mabuzzor (**Centaur of Hell**), Head Librarian, (17) Pattuwedic (male **Lycanthorpe**, Bear), Assistant Librarian, (18) Paratris (**Type 1D Devil**), Book Preserver, (19) Thrassesnix (**Gaityas Devil**), Major Priest of Lucifer, (20) Sed'Rogger (**Telchine Devil**), Priest of Lucifer, (21) Nohhallo (**Yiblim Devil**), Priest of Lucifer, (22) Saghlyrwas (**Type 3B Devil**), Museum Curator, (23) Tralloni (**Type 5A Devil**), Museum Curator, (24) Zosimmusk (**Zoybim Devil**), Office Manager, (25) Puddens (**Djinn**), Chief Clerk of the Telchines, (26) Myebrab (**Tablasyin Devil**), Diabolic Negotiator, (27) Elguedib (**Telchine Lord Devil**), Chief Magistrate of the Telchines, (28) Foellawcov (**Telchine Devil**), Magistrate of the Telchines

Castle Zillapree Area



CASTLE ZILLAPREE DIABOLIC LEGION XXXV

Notable Locations: (1) Entry Gates, (2) Guard Towers, (3) Fort Command Building, (4) Armory, (5) Commandant's Quarters, (6) Deputy Commander's Quarters, (7) Barracks, (8) Smithy, (9) Hospital, (10) Brig, (11) Officer's Club, (12) Sergeant's Club, (13) Castle Receiving Building, (14) External Guard Posts, (15) Telchine Armory, (16) Saber and Slash Concert Stage, (17) Military History Library, (18) Officer's College, (19) Flying Cavalry Auditorium, (20) Legion Warehouse, (21) Legion Warehouse, (22) Legion Warehouse, (23) Legion Intelligence, (24) Unarmed Combat Dojo, (25) Fletcher Manufactory, (26) Metal Works, (27) Printing Shop, (28) Carpenter Shop

Notable Persons: (1) **Diabolic General Nusuro**, Legion Commander, (2) Guegoflog (**Keres Devil**), Castle Commandant, (3) Leavawutt (**Gaietyas Devil**), Deputy Castle Commandant, (4) Fylofulch (**Tablasyin Devil**), Company Commander, (5) Chaco'edrack (**Tablasyin Devil**), Company Commander, (6) Wallkynd (**Tablasyin Devil**), Company Commander, (7) Gunlestio (**Tablasyin Devil**), Artillery Commander, (8) Nichomus (**Gaietyas Devil**), Chief Engineer, (9) Thrygush (**Assura Devil**), Bow Corps Commander, (10) Phalliodoxus (**Type 3D Devil**), Chief Armorer, (11) Quoxcob (**Type 5B Devil**), Chief of Drill, (12) Zenorix (**Nimidoryas Devil**), Intelligence Chief, (13) Waldoo'Habzar (**Type 3E Devil**), Chief Quartermaster, (14) Totoguald (**Telchine Devil**), Master Smith, (15) Wio-caxin (**Zoybim Devil**), Signals Chief, (16) Zorphoram (**Black Annis**), Chief Medical Officer, (17) Uildagness (**Medusa**), Special Tactics Officer, (18) Reminingus (male **Mountain Giant**, Wizard L12 {Earth, Fire, Shaman}), (19) Methyr (**Efreet**), Wizard L10 {Air, Fire}), (20) Newal (male Dwarf), Explosives Officer, (21) Oengus Kleeth (**Type 2C Devil**), Chief Librarian, (22) Mazbuz (**Zoybim Devil**), Military Historian, (23) Wenlynoop (**Type 5B Devil**), Dean of the Officer's College, (24) Loenvalk (**Type 1B Devil**), Warehouse Manager, (25) Iddigoky (**Type 1D Devil**), Warehouse Manager, (26) Emrysowl (**Type 2D Devil**), Weapons Master, (27) Lambonusku (**Yiblim Devil**), Master of Unarmed Combat

Telchine Food Warehouses

Noteable Locations: (1) Black Walker Gate (between Mortal District and Telchine District), (2) Celestial Gates, Transportation Center, (3) Passport Office, (4) Permit Office, (5) Food Distribution Office, (6) Telchine Laboratory, (7) Telchine Laboratory, (8) Telchine Laboratory, (9) Telchine Smithy, (10) Telchine Forge, (11) Patent Office, (12) Wood Carver Shop, (13) Weavers Shop, (14) Leatherworks, (15) Food Warehouse, (16) Food Warehouse, (17) Food Warehouse, (18) Food Warehouse, (19) Food Warehouse, (20) Food Warehouse, (21) Water Storage, (22) Water Storage, (23) Slegowax Cannery, (24) Meat Smokehouse, (25) Telchine Ritual Circle Building, (26) Telchine Library

Noteable Persons: (1) Fiarcherre (**Tablasyin Devil**), Gate Commander, (2) Motdercohn (**Yiblim Devil**), Gate Sergeant, (3) Caleveagho (**Yiblim Devil**), Gate Sergeant, (4) Prootykek (**Telchine Devil**), Overseer of the Transportation Center, (5) Sakkoquob (**Telchine Devil**), Transportation Center Lieutenant, (6) Arithicanon (**Yiblim Devil**), Passport Office Overseer, (7) Ozoyut (**Telchine Devil**), Passport Office Clerk, (8) Goraihdox (**Type 2B Devil**), Passport Officer,



TELCHINE FOOD WAREHOUSES

Notable Persons: ... (9) Kayronryk (**Tablasyin Devil**), Permit Office Overseer, (10) Woettok (**Yiblim Devil**), Permit Officer, (11) Smilmimn (**Zoybim Devil**), Permit Clerk, (12) Elbonnusk (**Type 3C Devil**), Food Distribution Officer, (13) Meichowgog (**Telchine Devil**), Laboratory Overseer, (14) Tholiannij (**Telchine Devil**), Laboratory Overseer, (15) Arcaperd (**Telchine Devil**), Laboratory Overseer, (16) Stalholmee (**Telchine Devil**), Master Smith, (17) Raollong (**Telchine Devil**), Artificer, (18) Grolfrydix (**Telchine Devil**), Master Locksmith, (18) Veriannux (**Telchine Devil**), Master Caster, (19) Jyndogg (**Telchine Devil**), Patent Office Overseer, (20) Olthimlos (**Djinn**), Patent Examiner, (21) Vilkwolma (**Telchine Devil**), Master Ritualist, (22) Zodolockus (**Centaur of Hell**), Master Librarian

The Black Walker Gate is always garrisoned by a **Yiblim** Sergeant and a squad of **Werdu** Troopers. The Celestial Gates Transportation Center has 50 permanent teleportation portals to semi-permanent locations throughout the Celestial Spheres. There are seven gates to the Material Plane, each one opening into a seedy and disguised location maintained by an evil worshiper of Lucifer or Samael, or by a death-cult or similar organization; as long as a group continues to please the Devils they maintain their portal, if they displease the Devils the portal is moved to another location. No two portals are within 1000 miles of each other and they are well-hidden. There are no gates to the Plane of Demons or the Plane of Good (First Sphere). There are three gates each to the Elemental Planes of Air, Earth, Fire, and Water (Second Sphere). Each universe in the Third and Fourth Spheres has one gate. A few universes in the Fifth and farther Spheres have gates, less than half of the number of universes {each Celestial Sphere is comprised of a prime number of independent universes}. A **Tablasyin**, three **Yiblim**, and a squad of **Werdu** are always stationed at the transportation center, along with five **Zoybim** clerks.

Two patrols are always in the vicinity of the food warehouses, each patrol consisting of a **Yiblim** Sergeant and an augmented squad of **Werdu** Troopers,

GLASYA-LABOLAS DETAILS

Feuds and Allies, continued from Page 64

The following neighborhood bosses are allies and will generally cooperate with each other.

Myri Urggason (Grand Dame) and **Corran Darksaber** (Central Digs)

Selliah Ruilk (Trader Letho's) and **Markkyn** (Gheokhi)

Juaxcab (Diamond Falls) and **Ellirry Parquim** (Rat's Corner)

Dellia Whent (Old Town) and **Teiggan O'Sneagha** (Upper Fali-gar)

Lelerond Hoursh (Marsh Bottom) and **Priddian Wex** (Fixers)

Hermann O'Kersky (Last Stop) and **Thallia Mac'Noll** (Half Pint)

Gretha Cowyerton (West End) and **Reggas Shirm** (Anvil Town)

Abbar Holchister (Borister) and **Al Niethimes** (Obby)

Jakkan Dor Aikon (Rogue Alley) and **Quirra San'Fell** (Saints Al-ley)

Breen Jack (Distiller Row) and **Ellisa Blue** (Monger)

Mortimar Gladehigh (High Ridge) and **Caronnius Vanck** (The Throat)

Cleland (Iron Gaol) and **Zekk Stoneshield** (Bright Axe)

Hermann O'kersky (Last Stop) and **Khaffakokess** (Penbottles)



WHERE TO FIND SERVICES

The Games Master can assign any sort of business or activity to any neighborhood in the city, and every neighborhood has buildings to which they can be assigned. Even though most neighborhoods are described as having specialties, that doesn't mean that activities mostly associated with other neighborhoods don't occur everywhere in the City. The following list can be used when Adventurers are trying to locate specific services, functions, buildings, etc. The left column lists the activity and the right column lists the neighborhood(s) where that activity can be readily found.

Accountants	Lord Jonn	Cloth Goods	Half Pint, Last Stop
Addictive Drugs	Sinner's Tower	Clothing	Old Town, Upper Faligar
Alchemists	Deep Muck	Components (magic)	Penbottles, West End
Aliens	Apssiss, Diamond Falls	Concert Halls	Chillingham, Grand Dame, Obby
Apothecaries	Penbottles, Trader Letho's	Cords and Ropes	Last Stop
Appraisers, Identifiers	Diamond Falls, Little Picksman,	Courtesans	Central Digs, Flatback
Armor Smiths	Anvil Town, Tiger's Eye	Cure Blindness	Fixer's, Penbottles, Red Friar's, New Friar's, Red Oak
Armsmen	Rogue's Alley, West End	Cure Paralysis	Fixer's, Penbottles, Red Friar's, New Friar's, Red Oak
Artificers	Anvil Town, Monger, Polt Circle, Stumpy, Speartip	Cure Stoning	Red Friar's, New Friar's, Red Oak
Astrologer	The Throat	Cure Poisons	Fixer's, Penbottles, Red Friar's, New Friar's, Red Oak
Banks	Lord Jonn	Cure Wounds	Penbottles, Red Friar's, New Friar's, Red Oak
Barrister (city)	Halebuss, Iron Gaol, Perrywinkle	Curses, Curse Removal	New Friar's
Beast Healing	Taelchus Point	Dream Readers	The Throat
Betting Parlors	Grand Dame, Motherlode	Dwarves	Anvil Town, Bright Axe, Polt Circle
Blessings	Red Friar's, New Friar's, Red Oak	Elves	Hook Knife
Bodyguards	Rogue's Alley	Employment	Deep Muck, High Ridge, Iron Gaol, Old Town
Bondsmen (Gaol)	Iron Gaol, Little Picksman, Raven's Foot, South Angle	Enchant Objects	Chillingham
Bookies	Motherlode	Engineers	Bright Axe, Central Digs, Stumpy
Booksellers	Obby	Enforcers, Thugs	Rogue's Alley
Brewers	Distiller's Row	Exorcist	Red Friar's, New Friar's, Red Oak
Cartwrights	Corimond, Tiger's Eye	Fire Houses	Bony Fingers, Bright Axe, Gommacher, Halebuss, Lower Faligar, Obby, Old Town, South Angle, Stumpy
Casinos	Motherlode	Forgers	Hook Knife
Chemicals	Marsh Bottom	Fortune Telling	Half Pint, The Throat
City Watch Stations	Borister, Dark Market, Gheorkhi, Penbottles, Saint's Alley, Taelchus Point, Trellhigh	Gossip	Black Docks, Half Pint, Last Stop, Little Picksman, Motherlode, Saint's Alley, Speartip, Trader Letho's, West End
Clean Water	Distiller's Row	Guides	Deep Muck, West End
		Hard Liquor	Distiller's Row
		Haulers, Teamsters	Corbus
		Healers	Grand Dame, Fixer's
		Jewelers	Apssiss, Bright Axe, Diamond Falls
		Leather Goods, Tanner	Last Stop, South Angle

WHERE TO FIND SERVICES

Library	Central Digs, Upper Faligar	Sage, Researcher	Chillingham, Dark Market, Hook Knife, Trellhigh
Livestock Traders	Corbus, Corimund	Slavers	Dark Market, Last Stop, Rogue's Alley
Lockpicks	Raven's Foot, Saint's Alley, Trader Letho's	Smugglers	Dark Market. Trader Letho's
Madams	Flatback	Stables	Corbus, Corimund
Maggap Distillers	Distiller's Row	Street Prostitutes	Flatback, The Throat, Sinner's Tower, Upper Faligar
Mapmakers	Speartip	Strong Rooms	Lord Jonn, Trellhigh
Massage	Flatback	Summoners	The Throat
Medicines, Poultices	Penbottles	Surgeons	Fixer's
Mercenaries	Rogue's Alley, Trader Letho's	Theaters	Obby, Rat's Corner
Moneychangers	Lord Jonn	Trainers	Deep Muck, Gateway, Hook Knife
Moneylenders	Gommacher, Lord Jonn	Translator	Hook Knife
Mortal District Court	High Ridge	Trapper	Deep Muck, Last Stop, Marshbottom
Mortal District Gaol	Monger	Tools	Anvil Town, Bright Axe, Tiger's Eye
Mortal District Hettman	High Ridge	Undead Creation	The Throat
Mortal District Overseer	South Angle	Underhill District Court	Central Digs
Mortal District Permits	High Ridge	Underhill District Gaol	Diamond Falls
Muckrunner Guild	Black Docks	Underhill District Hetman	Central Digs
Muckrunner Distret Court	Perrywinkle	Underhill Distr. Overseer	Grand Dame
Muckrunner District Gaol	Iron Gaol	Weapon Smiths	Anvil Town
Muckrunner Hettman	Perrywinkle		
Muckrunner Overseer	Old Town		
Muckrunner Permits	Perrywinkle		
Museums	Gateway, Gheorkhi, Polt Circle		
Music Venues	Borister, Upper Faligar		
Pickpockets	Motherlode, Sinner's Tower		
Pirates	Bony Fingers, Last Stop		
Portent Reading	Red Friar's, New Friar's, Red Oak		
Poisons	Sinner's Tower, Trader Letho's		
Potions	Penbottles		
Public Baths	Corimond, Gheorkhi, Raven's Foot, Trellhigh		
Quests	Dark Market, Gheorkhi, Old Town		
Resurrection	Red Friar's, New Friar's, Red Oak		
Reincarnation	Red Friar's, New Friar's, Red Oak		
Religious Objects (buy)	Red Friar's, New Friar's, Red Oak		
Ridge Runner Guild	High Ridge		



ASZOCLARN LODGE MINING CAMP

Aszoclarn Lode Mining Camp

The Aszoclarn Lode mining camp is typical of mining camps that may be found scattered through the Apophis Mountains, especially within a 12 hours ride of Glasya-Labolos. This camp is found in the central Apophis Mountains about 200 miles to the south-southeast of Glasya-Labolos. Refer to the map on page 148.

[A] **Sheriff's Office.** Sheriff **Wyte Reaper**, Deputy Albudosin (**Type 2C Devil**), Deputy Syranuru (**Type 2A Devil**). The office has four desks, four wood file cabinets, a combination lock safe (5 digits), a small meeting room, a small kitchen, and three 10x15 FT cells (locks Difficult). The safe holds 49 SP, 92 GP, a 1000 GP diamond, a 500 GP ruby, six vials of *Unholy Water*, and copies of the deeds for all of the local mines, the sawmill, and the crushing mill.

[B] **Hetman's Office.** Hetman **Obmer Jolmay**, Deputy Mohoullia, Guard (Werdu Devil). The office has two desks, six wood file cabinets, a small parlor, and a small meeting room. The Hetman has a hidden stash (buried on the mountain) consisting of 2600 GP, 62 SP, 254 CP, 4x rubies (8200 GP, 6210 GP, 5508 GP, 4415 GP), 2x diamonds (3875 GP, 3010 GP), and a 3000 GP sapphire.

[C] **Healer's Clinic.** Surgeon Shujanni (**Zoybim Devil**), Healer Holmum Aglear, Healer Ba'Kob, Nurse Vauswey. The clinic has two offices, an examination room, a surgery, and two wards each of six beds. Three of the beds are currently filled.

[D] **Assayer's Office.** Master Assayer Wong Guaroo, Assistant Assayer Xalxu (**Zoybim Devil**). The building consists of a receiving room, Wong's private office, Xalxu's office, a workroom, a file room, and a strong room. The strong room holds 400 pounds of raw unassayed ore, 300 pounds of assayed gold ore, 140 pounds of assayed silver ore, 80 pounds of assayed ore containing gemstones, 1620 GP in coin, 872 SP in coin, and 1900 CP in coin.

[E] **Shrine to Lucifer.** Senior Priest Nultippe (**Type 2D Devil**), Priest **Abcromor L8**, Priestess Elsamillia L6. The building consists of a 80x100 FT worship area, sacristy, robing room, office, receiving parlor, small library, and a small underground strong room. The worship area has a 16 FT onyx statue of Lucifer, a 12 FT altar with a jade veneer, four cauldrons of burning oil, four stands holding gold incense burners, and tapestries depicting Lucifer creating Gehenna. The library has 320 volumes concern-

ing Lucifer's history and theology, rituals, psalters and hymnals, and other religious works; on 1d20 rolls GTET 16 there are also 1d4 enchanted books (determined randomly). The strong room has a Very Difficult lock and a Difficult trap, the room holds four chests (each Difficult lock, two Difficult trap). One chest holds 4200 CP in coin, 2770 SP, 190 GP; one chest holds 1100 SP in coin, 1420 CP, and ten rare religious books (each at 3d100+500 GP); one chest holds a variety of gold religious implements (cups, chalice, pattens, trays, bells, etc.); one chest holds twenty bolts of silk (at 350 GP/bolt), six bolts of satin (at 250 GP/bolt), two 600 GP tapestries, and two small oil paintings of Lucifer (820 GP, 705 GP).

[F] **Hellbent Gorge Stage Coach Company.** Office Manager Keyhoil (**Berg Troll**), Ticket Manager Xadsot, Stevedore Utcaer, Stage Driver Mojals. A one-story wood building which holds a waiting room, baggage room, ticket office, the manager's office, small maintenance shed, and a small strong room. The strong room (Difficult) holds 1010 CP in coin, 580 SP, and 165 GP. The stage connects to Hellbent Gorge, Two Face Mountain, Lucifer's Nose, Horned Creek, Horned Nugget Camp, and Little Boghorn; three stagecoaches come through, one at mid-morning, one just after noon, and one in late afternoon.

[G] **Hawlsan Underrock Brickyard.** Manager Balasor Mac'Kek, Foreman Ol'Speddi (**Bugbear**), Foreman Azabar, Pay Master Erett Yar (**Zoybim Devil**). The yard consists of two two-story brick buildings, a wood barn, a small wood smithy, and six large kilns. The office safe (Difficult) holds 158 CP in coin, 110 SP, and 76 GP.

[H] **Burty Bawstod, Cartwright.** He employs two carpenters, a joiner, a wheelwright, and four laborers. He has four completed wagons (2x half ton, 1x one ton, 1x two ton) and six under construction.

[J] **Dead Drop Mountain Carters, Shipping Company.** Owner Kermal Ul'Stix (male Dwarf, Warrior L5), Shipping Clerk Opuwadix (**Zoybim Devil**), Routing Clerk Yilgo Brock, Merchandise Manager Wadilf, Ostler Tajas Vogal (**Type 1B Devil**), Carters Halefrad, Nelkor, and Borforn. The site consists of a one-story brick building, a two-story wood warehouse, a large wagon barn, a large stable for mules, oxen, and horses, and an outdoor coral. The company will ship up to 200 miles, as far away as Apis Rapids, Geyser Cliff, and Hang Devil Valley. There are currently four one-ton wagons available.

ASZOCLARN LODGE MINING CAMP

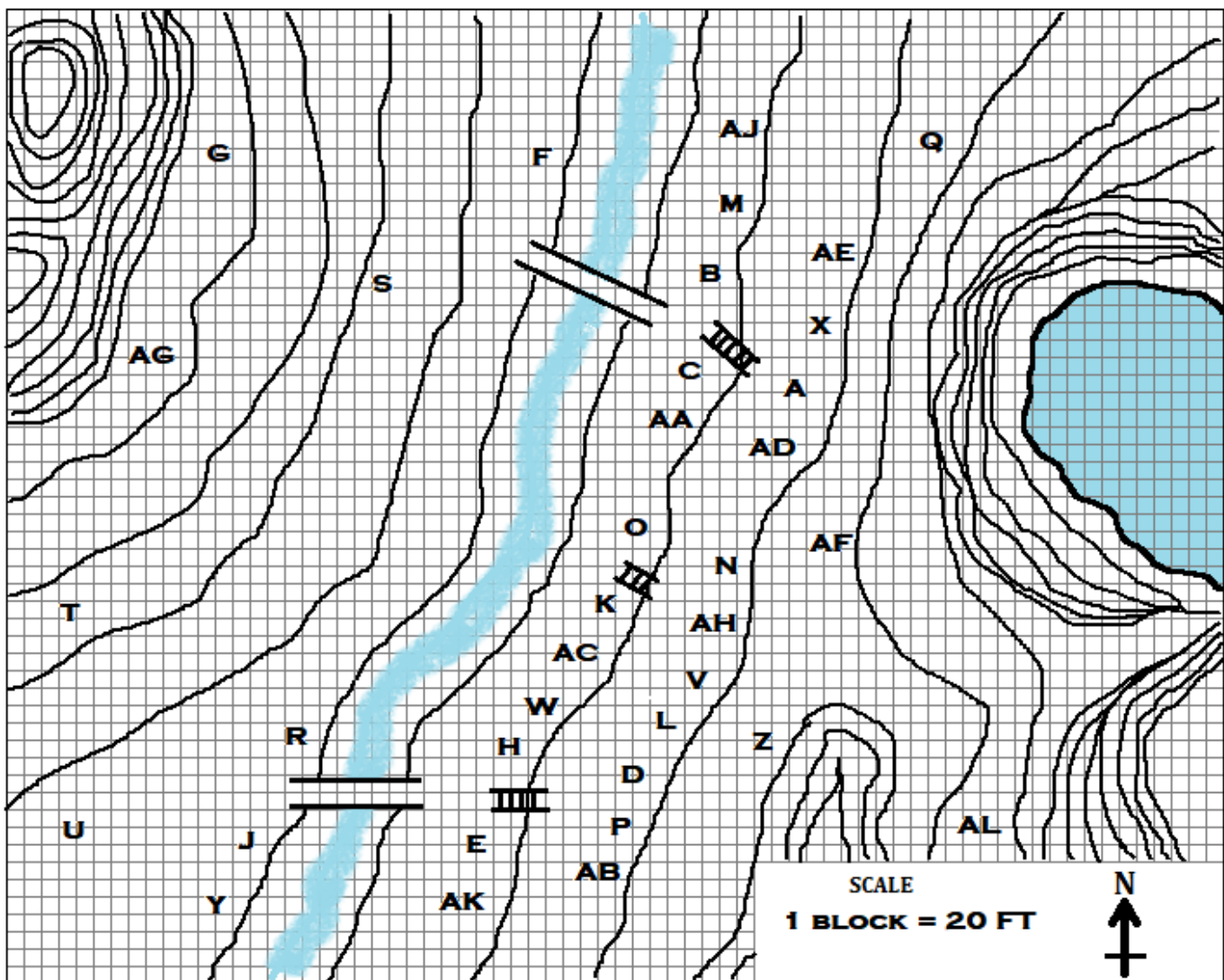
[K] **Singing Anvil Smithy.** Master Smith Rouk La'Vann (**Common Troll**), Blacksmith Nuggens (aka Baron Alkran Igor Svelys, male Dwarf, Rascal L6), Stoker Munbrett, Laborer Wellis. The smithy has one large anvil and two smaller anvils, a small forge, a small smelting oven, a large stone cooling bath, and a large wind-powered grinding wheel. There are four excellent quality swords, two good quality double-bladed axes, eight lumberjack axes, ten good miner's picks, two mattocks, six long pry bars, fourteen small pry bars, and six excellent war hammers.

[L] **Alpophis Peaks Smithy.** Master Smith Mya Van'do'Flicks (female Human), Blacksmith Hylda Quor (female Human, Warlock L4), Laborers Cazadon and Loppalor. The smithy has two anvils, a small forge, a moderate stone cooling bath, three flaming charcoal pits, a heavy hoist, a metal lathe, and a small drill press. There are nine good quality swords, two Two-Handed Swords, three good Cutlasses, four Mace heads, ten hatchets,

eighty-two steel arrowheads, twenty spear heads, and five bear-claw traps.

[M] **Ringin Hammers Forge and Smithy.** Toolsmith Glar Mastin, Toolsmith Wignin Ender, Stoker Ikkim, and Apprentice Slalanym. The smithy has three small anvils, a large forge, a medium smelting oven and pour station, a moderate stone cooling bath, two foot-powered lathes, two foot-powered grinding wheels, and a pull saw. There are fourteen large pry bars, seventeen small pry bars, ten large spades, twenty-one small spades, twelve ball peen hammers, four mallets, forty-seven iron spikes, five mattocks, fifteen miner's picks, thirty-four metal hooks, eleven saw blades, and sixteen long metal tongs.

MAP OF THE ASZOCLARN LODGE MINING CAMP



ASZOCLARN LODGE MINING CAMP

[N] **Phoenix Tail Mine Office.** Owner Pal Noc'Duff (male Human **Vampire**), Mine Manager Corazzorres (**Lycanthrope** {Rat}), Office Manager Zawasax, Assayer Hullan Drey (male Half-Elf, Wizard L6 {Earth}), Mine Foreman Buythran. The Phoenix is an iron mine located about three-quarters of a mile to the west-northwest; it has 3200 FT of tunnel on four horizontal levels between 50 FT underground to 290 FT. The mine has two eight-hour shifts a day, each shift has a Shift Manager, three Foremen, twenty-eight miners, a Tool Handler, an Ostler, and four loading Stevedores. The office safe (Very Difficult) holds 620 CP in coin, 476 SP, and 349 GP, along with 5 pounds of platinum ore.

[O] **Petchal Lode Mine Office.** Owner Petrack, Mine Manager Sir Jerroc O'Quille, Office Manager Retwoy (**Type 2C Devil**), Assayer Vollecix (**Zoybim Devil**), Chief Engineer Doulgol Fartrack (male Dwarf), Mine Smith Relgard. The Lode is a silver mine located about eight-tenths mile to the south-southeast; it has about 6000 FT of tunnels on five levels starting at 200 FT underground (260 FT, 305 FT, 380 FT, 490 FT). The mine has one daily twelve-hour shift with a Senior Shift Foreman, eight Foremen, one-hundred ten miners, two Tool Handlers, three Ostlers, a Healer (also Priest of Lucifer L4), three Cooks, and ten loading Stevedores. The Office safe (Difficult with Very Difficult trap) holds 1870 CP in coin, 1420 SP, 920 GP, three silver ingots, an ingot of gold and one of platinum, three 1200 GP rubies, and two gold Unholy Symbols (880 GP, 640 GP).

[P] **Balgump Opal Company, Mine Office.** Owner Cyrano D'Vergerac (Gnome, Warlock L7), Mine Manager Yelholu (**Type 4B Devil**), Office Manager Flemnia (**Black Annis**), Assayer Wettirong, Chief Engineer Tolsnap (**Type 2D Devil**), Shipping Master Voludux, Company Detective Iddethon (female Half-Elf, Rascal L6). The opal mine is located about one-and-a-quarter miles away in a narrow valley to the northwest. It has one main tunnel 1900 FT long with an 1150 FT horizontal tunnel at +120 FT and a 925 FT crosswise tunnel at -100 FT. The mine runs two ten-hour shifts, each has a Shift Commander, six Tunnel Foremen, 90 miners, a Tool Handler, two Ostlers, a Blacksmith, six loading Stevedores, three Rough-Crushers, and an Opal Grader. The office safe (Very Difficult, with a Moderate trap) holds 680 CP in coin, 515 SP, 425 GP, eighty rough opals (between 50 GP and 500 GP), thirty-two polished opals (between 950 GP and 3400 GP), ten pieces of polished jade (between 150 GP and 600 GP), and eight pieces of polished coral (between 80 GP and 420 GP).

[Q] **Grumpy Beard Mine Office.** Owner Grostenz (**Feu'er Troll**), Mine Manager Rohwelk, Office Manager Exaplecx (**Zoybim Devil**), Assayer Lelalotth (**Medusa**), Mine Foreman Arxosalin, Ore Dowser Aelatheia (female Elf, Wizard L7 {Earth}). Grumpy Beard is a gold mine located about a mile-and-a-half west of town, the entry port being halfway up a 350 vertical FT cliff. The mine has seven sections, 4100 FT, 3680 FT, 3050 FT, 2630 FT, 1880 FT,

1275 GP, 860 GP; two sections are above the entrance (roughly parallel at +80 FT), the other main tunnel is 3050 FT, the remainder are below the entrance at -90 FT, -210 FT, and -330 FT. The mine has two ten-hour shifts, each has a Shift Commander, twelve Shift Lieutenants, seven Section Foremen, seventy-four miners, a Tool Master, three Ostlers, two Grooms, a Healer, and six loading Stevedores. The office safe (Very Difficult, with a Difficult trap) holds 215 CP in coin, 130 SP, 2240 GP, three raw gold nuggets (1200 GP, 920 GP, 710 GP), five ingots of gold, two ingots of platinum, and eight ingots of silver.

[R] **Sleeping Bear Mine Office.** Owner Kalathoquo, Mine Manager Voyaxgoa, Office Manager, Mine Engineer Morisamme, Senior Mine Foreman Clix'a'Gemma. The Sleeping Bear is a coal mine located about nine-tenths mile south-southeast of town, it has three primary tunnels (1550 FT, 2200 FT, 3000 FT) which parallel each other, and six smaller tunnels. The mine operates one twelve-hour shift a day, each shift has a Shift Manager, three Deputy Managers, twelve Foremen, one hundred ten miners, two Cooks, two Tool Wranglers, four Ostlers, a Blacksmith, one Healer, and eight Stevedores. The office safe (Difficult) holds 310 CP in coin, 177 SP, 96 GP, ten pieces of amber (40 GP to 200 GP), three pieces of jade (505 GP, 435 GP, 315 GP), and a rare Apophis fossil.

[S] **Giant's Hammer Crushing Mill.** Owner Culjor (**Berg Troll**), Mill General Manager Zoxoz (**Mountain Giant**), Chief Engineer Trallant, General Foreman Sphanix, Office Manager Querwash. The mill runs two ten-hour shifts, each shift has a General Shift Foreman, four Foremen, thirty-six mill workers, a Healer, a Cook, and a Maintenance Foreman.

[T] **Split Pines Sawmill.** Owner Tad Irgan Rothrik (male Human, Crusader of Lucifer L5), General Manager Ugur/Podfrass (**Ettin**), Mill Engineer Verskstat, General Foreman Bildras Woern, Office Manager Cuchachan. The mill runs one twelve-hour shift with three Foreman, twenty-five sawyers and laborers, a Cook, two Board Inspectors, and two mechanics.

[U] **Beaver Tail Lumber Company.** Owner Vilmia Mac'Stout, General Manager Ifelanion (male Elf), Head Mechanic Belkanir (male Dwarf, Warrior L6), Office Manager Quermabay. The company runs their sawmill ten hours a day and runs a finishing shop for eight hours a day. The staff consists of a Shift Manager, three Foreman and twenty sawyers at the sawmill, two Foreman and twelve carpenters at the finishing shop, a Cook, and an office-sales staff of five. The company generally has about four tons of wood available for sale. The office safe (Difficult, Moderate trap) holds 380 CP in coin, 265 SP, 62 GP, an ingot of silver, two ingots of bronze, four raw opals (410 GP, 373 GP, 306 GP, 188 GP), two pieces of amber (440 GP, 370 GP), and two Giant Eagle's eggs.

ASZOCLARN LODE MINING CAMP

[V] **Iron Bucks, Miner's Clothing.** Owner Savignon Dent (aka Red Buck, male Half-Elf, Rascal L8), Tailor Nangross (male Gnome), Seamstress Erjulia. The front part of the building is a clothing and fabric store, including a variety of skins, hides, and furs bought from local trappers; the rear of the building is a large sewing shop. A hidden chest (-5 to find, Moderate lock) holds 328 CP in coin, 88 SP, 49 GP, Leather Armor AC+12, a Chain Mail Hood, Studded Leather Gauntlets AC+3, poisoned *Dirk +1*, *Rapier +2* (armor ripping), Short Bow, quiver of 28 War Arrows (smoke arrow, flash arrow, *Arrow of Troll Slaying*).

[W] **Yabloon's Odds Parlor.** Owner/Oddsmaker Yabloon De'Morency, Bookie Vera Drulj, Bookie Pophalar, Accountant Chaxix (**Zoybim Devil**), Bouncer Wedsow (**Ogre**). A small building with a betting counter, a blackboard of betting lines and odds, and a few tables and chairs. Patrons can also buy beer, ale, and mead. The large office safe (Very Difficult, Difficult trap) holds 1345 CP in coins, 1020 SP, 319 GP, two ingots of silver, two ingots of gold, six uncut rubies (350 GP to 1600 GP), two uncut diamonds (750 GP to 4000 GP), and seven pieces of amber (75 GP to 500 GP). The parlor opens at midday and the days bets are settled at two hours past sundown.

[X] **Big Red's Card Room.** Owner Reddrosh O'Cabby (aka Big Red), Card Boss Nownaphin (**Type 2A Devil**), Cashier Holphossus (male **Centaur of Hell**), Bouncers Trelido and Voraldo (brothers, **Bugbear**), Wench Lavalola. The card room has three blackjack tables and ten tables for poker. The bar sells beer, ale, mead, and ciders, and also some food. The card room generally opens at midday. The very large safe (Difficult lock, Moderate trap) holds 13,100 CP in coin, 6240 SP, and 1320 GP.

[Y] **Madame Truds Casino.** Owner Trudsola (female Gnome, Warlock L4), Chief Croupier Weslinar, Card Boss Achoshar, Cashier Folatinna, Accountant Bolaburrine, Bouncers Garfarlod and Rotwell (**Common Troll**). The casino offers blackjack, roulette, craps, and slot machines, along with two poker tables. It has a complete bar with spirits, beer, ale, and a variety of foods. The casino has an underground strong room (Very Difficult lock, Easy trap, Difficult trap) with a permanent armed guard; it holds 24,350 CP in coin, 16,370 SP, 8730 GP, fifteen gold ingots, nineteen silver ingots, ten bronze ingots, a platinum ingot, and an ingot of electrum.

[Z] **Miss Kethy's Girls,** Brothel. Madam Kethy O'Hattar, Courtesans Aballia, Coryanna, Lorilola, Numentha, Olla Forat, Radollia, and Wellma, Bouncer Kildos Bray. The establishment opens at dusk every day. It has an ornate parlor with a small ballroom, an office, as well as the girl's rooms. A secret room off of the office has a chest (Difficult lock, Easy trap) holding: 1410 CP in coin, 650 SP, 290 GP, a 800 GP ivory necklace, eight 300 GP gold rings,

four 1000 GP gold-jade-amber pairs of earrings, a 1400 GP gold-diamond brooch, a 900 GP gold-sapphire pin, seven 500 GP gold bracelets, a 475 GP silver-jade pendant, and a 2200 GP platinum-ruby armband.

[AA] **Amdalin and Leah's Massage Parlor.** Owner Amdalin Heyl, Masseuse Leah O'Dould, Masseuse Melthia, Masseuse Relkao, Bouncer Weillor. The parlor features a large hot tub and steam room as well as the massage rooms; the girls are not full-time courtesans but can be convinced on a slow day to offer extra services.

[AB] **Lucky Shot Ladies,** Brothel. Owner Malfrad (male Half-Elf), Madam Elphiria, Courtesans Besca, Darlinna, Forachat, Hellena, Neskia, Polaphai, Salamea, and Yalleno, Bouncers Mallark and Goragan. The building has a small but expensive restaurant and an invitation-only high stakes poker room. The girls are available starting in mid-afternoon.

[AC] **Bonanza Saloon.** Owner Fabian Mac'Hennish, Barkeeps Ephanold and Lirngen, Bouncer Sabatt, Wenches Irma Groat and Querora and Dolomaria, Cook Adelenish. The saloon has a large taproom with two fireplaces and twenty tables, a small room of eight tables, and a small private dining area, as well as the office, kitchen, and storeroom. Every ten days a small trio plays after dark. The office safe (Difficult lock) holds 4160 CP in coin, 460 SP, and 44 GP.

[AD] **Miss Gabby's Dance Hall.** Owner Gabriella Zalan, Band Leader Techatalo (**Type 1D Devil**), Barkeep Ogobok, Dancing Girls Bethie Rals and Celima and Falginna and Nola De'Reston, Comedian Melcho Durk (**Feu'er Troll**). The hall has a 90 FT dance floor, a ten-table dining area, and a 40 FT bar. It opens in late afternoon and the band begins at dusk.

[AE] **Dancing Fires Saloon.** Owner Zalzo (Efreet), Musician Horatto Mac'Damis, Barkeeps Eldgar and Yurgi and Hurgorad, Dancing Girls Ashla and Koradella, Bouncers Edweek and Jorman. The saloon has four fireplaces, a ground floor taproom with fifteen tables, an upstairs taproom with ten tables, an upstairs dance floor, two upstairs rooms that can be rented, a ground floor private room used by the regular girls, an office, two rooms used by Zalzo and Horatto, and a storeroom. The saloon opens for lunch, Horatto plays every other night beginning an hour after dusk. The saloon is known for its good soups. The office safe (Moderate lock, Easy trap) holds 2170 CP in coin, 520 SP, and 78 GP.

ASZOCLARN LODGE MINING CAMP

[AF] **Bottom's Up Alehouse.** Owner Nygorgi, Barkeeps Tysnad and Chorlin, Bouncer Unborang, Prostitutes Sorimna and Hophia. The establishment offers nine different ales and four meads. The main room has a 70 FT bar and twenty-six tables. The building also has a small private room, an office, a storeroom, and Nygorgi's quarters. The alehouse opens at dusk. The office safe (Moderate lock) holds 1040 CP in coin, 280 SP, and 55 GP.

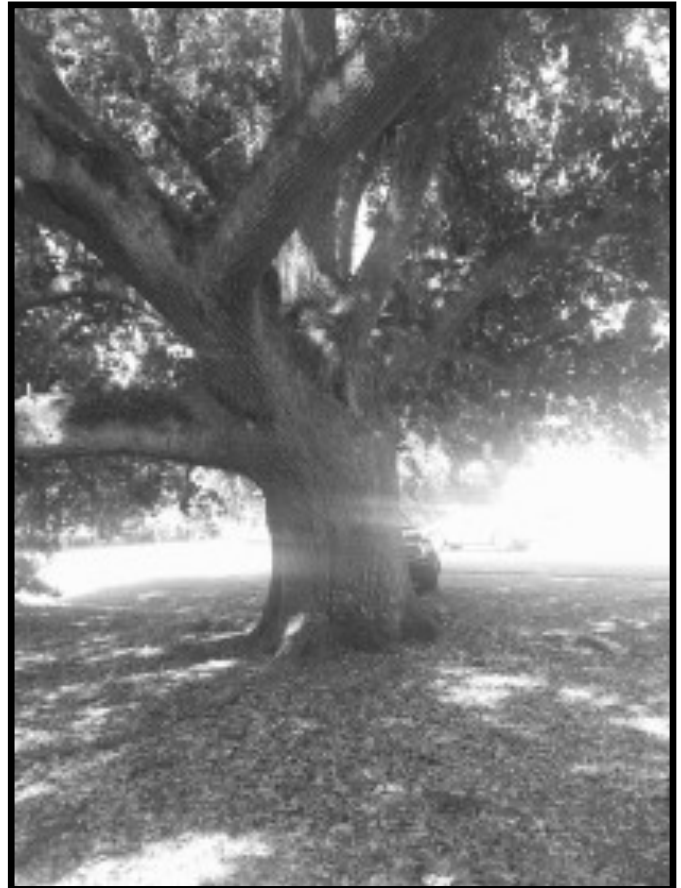
[AG] **Tickling Ivory Ragtime Bar.** Owner Reggos (one-handed **Djinn**), Singer Alsweala, Jazz Pianist Thajojo (**Type 1B Devil**), Jazz Pianist Mellia Slolak (female Half-Elf), Barkeep Xylo, Cook Rachim. The bar has eighteen tables and a small stage featuring two harpsichords and a large harp; every six days the pianists are joined by a string quartet. There are two one-hour shows a night plus background music most of the evening. The bar opens in late afternoon. The office safe (Moderate lock, Easy trap) holds 790 CP in coin, 330 SP, and 40 GP. Every few months Master Player Fathalune Gorix (one of the ten most talented pianists throughout Gehenna) drops in and plays for a night or two.

[AH] **Raging Storms Pub.** Owner Medilin (female Gnome), Barkeeps Belgon O'Fey and Grawmost, Bouncer Spencaz (**Ogre**), Gambler Brenda Ajollor, Billiard Shark Harrian. The pub has a 50 FT bar, fourteen tables, and three billiard tables, as well as five dark boards. The pub opens just before dusk. It has an office, a storeroom, and quarters for Medilin. The office safe (Moderate lock) holds 440 CP in coin, 205 SP, and 23 GP. Medilin has a buried chest about a half-mile to the east which holds 400 CP in coin, 930 SP, 1325 GP, four 200 GP gold rings, a 1000 gold-sapphire necklace, a 800 GP platinum brooch, and a 1140 GP gold-diamond-amber-bloodstone bracelet.

[AJ] **Lotus Jade's Hashish Den.** Owner Jadelyn Chai (aka Lotus Jade, Master Poisoner, Warlock L7), Pipe Master Lai Dao Weshkim, Apothecary Fa'Youndi, Healer Lorra Van'Dolsk, Bouncer Palathaph. The building has a main parlor with a 25 FT bar, and small ten side rooms, an office, a storeroom, and a strongroom for hashish. They offer hashish as a smoke and in a pipe, as well as hookah pipes. The den opens at mid-morning. The den always has enough stock for three hundred fifty smokes of hashish. The office safe (Difficult lock, Difficult trap) holds 615 CP in coin, 1580 SP, and 445 GP.

[AK] **Bouncing Balls Billiards Den.** Owner Jaack Deboc, Barkeep Ulsaphit, Wenches Beullia and Tatlaonni, Bouncer Geliphesius. The building has a 30 FT bar and ten tables, with twelve billiards tables and six dart boards. The den opens at midday. The office safe (Easy lock, Easy trap) holds 510 CP in coin, 200 SP, 34 GP; a hidden (-5 to find, -4 open lock) underground strongroom has a chest holding another 1820 CP, 1070 SP, and 260 GP.

[AL] **Dancing Bones Cemetary.** Register Gollinick, Caretakers Cillix and Goghragum. Currently has two hundred fourteen filled graves and space for four hundred forty new ones. The grounds have a small office and two tool sheds.



ENCOUNTERS

Encounters with Diabolic Prince Pithius

When the **Prince** is outside the Palace, he is always accompanied by eight **Werdu Troopers**, two **Yiblim Sergeants**, a **Tablasyin Diabolic Officer**, and a **Type 4E Devil**, all of the strongest kind and maximum hp. He is accompanied by an additional 1d10 creatures on 1d100 rolls GTET 26. Determine the additional creature(s) using 1d20: (1) Telchine Devil, (2) Zoybim Devil, (3) Type 3C Devil, (4) Type 5C Devil, (5) Lycanthrope, (6) Centaur of Hell, (7) Harpy of Hell, (8) Djinn, (9) Efreet, (10) Black Annis, (11) Vampire, (12) Mummy, (13) 1d8 Ordinary Devils, (14) 1d10 Common Devils, (15) Medusa, (16) mortal Wizard L1d6+6, (17) mortal Priest L1d4+6, (18) Zombie Master with 1d20 HD3 Zombies, (19) Vampire Lord, (20) Mummy Lord. When the Prince is accompanied by a Wizard determine their speciality using 1d100: (01-15) Air only, (16-28) Earth only (29-45) Fire only, (46-59) Water only, (60-69) Shaman only, (70-85) two rolls {GTET L8}, (86-100) three rolls {GTET L8}; two/three rolls can only occur once.

Encounters with Diabolic Earl Baraquel

When the Earl is outside of his Mansion, he is always accompanied by five **Werdu Troopers**, two **Yiblim Sergeants**, a **Tablasyin Diabolic Officer**, and a **Type 1C Devil**, all of the strongest kind and maximum hp. He is accompanied by an additional 1d6 creatures on 1d100 rolls GTET 40. Determine the additional creature(s) using 1d20: (1) Zoybim Devil, (2) Type 1D Devil, (3) Type 2D Devil, (4) Type 3D Devil, (5) 1d6 Common Devils, (6) 1d6 Ordinary Devils, (7) Centaur of Hell, (8) Harpy of Hell, (9) Hound of Hell, (10) Nightmare, (11) Medusa, (12) Vampire, (13) Mummy, (14) 1d6 HD4 Ghouls, (15) Black Annis, (16) mortal Wizard L1d6+6, (17) mortal Priest 1d4+6, (18) Hag, (19) Common Troll, (20) 1d3 Bugbear. When the Earl is accompanied by a Wizard determine their speciality using 1d100: (01-15) Air only, (16-28) Earth only (29-45) Fire only, (46-59) Water only, (60-69) Shaman only, (70-85) two rolls {GTET L8}, (86-100) three rolls {GTET L8}; two/three rolls can only occur once.

Encounters with Telchine Lord Klaerill

When Lord Klaerill is outside of his lodging, he is always accompanied by three **Werdu Troopers**, three **Telchine Devils**, a **Type 2A Devil**, and a **Type 3A Devil**, all of the strongest kind and maximum hp. He is accompanied by an additional 1d6 creatures on 1d100 rolls GTET 55. Determine the additional creature(s) using 1d12: (1) Zoybim Devil, (2) Tablasyin Devil, (3) 1d4 Telchine Devils, (4) 1d4 Werdu Devils, (5) Djinn, (6) Efreet, (7) Harpy of Hell, (8) Centaur of Hell, (9) Medusa, (10) Vampire, (11) mortal Warlock, (12) mortal Wizard L1d4+5. When Klaerill has a Wizard

with him, determine their speciality using 1d100: (01-15) Air only, (16-28) Earth only (29-45) Fire only, (46-59) Water only, (60-69) Shaman only, (70-85) two rolls {GTET L8}, (86-100) three rolls {GTET L8}; two/three rolls can only occur once.

Encounters with Diabolic General Nusoru

When the General is outside of his townhouse he is always accompanied by four **Werdu Troopers** and a **Yiblim Sergeant**. He is accompanied by 1d4 additional creatures on 1d100 rolls GTET 60. Determine the additional creature(s) using 1d12: (1) Zoybim Devil, (2) Werdu Devil, (3) Tablasyin Devil, (4) 1d3 Eklune aliens, (5) 1d3 Grelgo aliens, (6) 1d3 MaurYube aliens, (7) 1d3 Oxquerny aliens, (8) 1d6 Bugbear, (9) Berg Troll, (10) Feu'er Troll, (11) mortal Warrior L1d6+6, (12) mortal Wizard L1d3+5. When a Wizard is with the General, determine their speciality using 1d100: (01-15) Air only, (16-28) Earth only (29-45) Fire only, (46-59) Water only, (60-69) Shaman only, (70-85) two rolls {GTET L8}, (86-100) three rolls {GTET L8}; two/three rolls can only occur once.

Random Encounters in Gehenna

When encounters occur in the **Apophis Mountains** determine the specific encounter(s) using 1d100: (01-30) Mountain Devils, (31-45) Wanderers, (46-63) Beasts Group One, (64-81) Beasts Group Two, (82-100) Beasts Group Three. See below for groups.

Mountain Devils, 1d100: (01-22) 1d10 Common Devils, (23-45) 1d10 Ordinary Devils, (46-55) 1d8 Common Devils with 1d8 Ordinary Devils, (56-62) 1d10 Common Devils with 1d6 Zoybim, (63-70) 1d10 Zoybim, (71-74) 1d6 Werdu, (75-79) Yiblim with 10 Werdu, (80-82) Yiblim with 1d6+10 Werdu, (83-84) Tablasyin, (85-86) Tablasyin with 1d3 Yiblim, (87-88) Tablasyin with Yiblim and 1d8+10 Werdu, (89) 1d6 Type 1A Devils, (90-91) 1d6 Type 2A Devils, (92) 1d6 Type 1B Devils, (93) 1d6 Type 2B Devils, (94) 1d6 Type 1C Devils, (95) 1d6 Type 2C Devils, (96-97) Diabolic General with 1d6 Tablasyin and 1d6 Yiblim and 2d20 Werdu, (98-99) Diabolic Earl with 1d8 Tablasyin and 1d6 Yiblim and 2d20 Werdu, (100) Prince Pithius with 1d10 Tablasyin and 1d8 Yiblim and 3d20 Werdu.

Wanderers, 1d100: (01-18) 1d12 Evil Warriors L1d6+9, (19-22) 1d12 Evil Crusaders L1d6+9, (23-28) 1d6 Evil Warriors L1d6+9 with 1d3 Evil Warlocks L1d6+9, (29-35) 1d8 Evil Warriors L1d6+9 with 1d4 Evil Rascals L1d6+9, (36-45) 1d8 Evil Warriors L1d6+9 with 1d3 Evil Crusaders L1d6+9 with Evil Rascal L1d6+9 with Evil Wizard L1d6+9, (46-53) 1d8 Evil Warriors L1d6+9 with 1d3 Evil Priests L1d6+9 and 1d3 Evil Crusaders L1d6+9, (54-60) 1d10 Evil Warriors L1d6+9 with 1d6 Evil Wizards L1d6+9, ...continued

ENCOUNTERS

Apophis Mountains, Wanderers, continued from page 145...(61-76) 1d6 Evil Warriors L1d6+9 with Evil Shaman L1d6+9 and Evil Wizard L1d6+9 and Evil Rascal L1d6+9, (77-84) 1d6 Evil Warlocks L1d6+9 with 1d4 Evil Shaman L1d6+9 with Evil Wizard L1d6+9, (85-92) 1d6 Evil Crusaders L1d6+9 with 1d6 Evil Priests L1d6+9, (93-100) 1d6 Evil Crusaders L1d6+9 with Evil Warlock L1d6+9 and Evil Priest L1d6+9.

Beasts Group One, 1d100: (01) 1d4 HD10 Aitvaras, (02) 1d20 HD1 Fire Breathing Ants, (03) 1d12 HD2 Ice Ants, (04) 1d4 HD3 Giant Badgers, (05) 1d3 HD5 Baku, (06) 1d6 HD4 Ant Lions, (07) 1d4 HD3 Giant Scaly Anteaters, (08) 1d3 HD4 Basilisks, (09) 1d6 HD3 Armorpeckers, (10) 1d12 HD2 Giant Bats, (11) HD6 Spectral Bat, (12) HD3 Bear, (13) HD6 Grizzly Bear, (14) HD9 Ursus Bear, (15) 1d6 HD2 Giant Dung Beetles, (16) 1d8 HD2 Club-Tailed Birds, (17) 2d100 HD5 Killer Bees, (18) 1d6 HD4 Blister Beetles, (19) 1d12 HD3 Stinger Birds, (20) 1d3 HD6 Black Annis, (21) 1d12 HD2 Giant Boar, (22) HD2 Bobcats, (23) 1d20 HD4 Bugbears, (24) 1d12 HD1 Giant Blood Sucking Bugs, (25) 1d12 HD0 Canines, (26) 1d8 HD2 Rabid Canines, (27) 1d8 HD2 Shadow Hounds, (28) 1d20 HD2 Lightning Bugs, (29) 1d3 HD8 Chimera, (30) 1d3 HD6 Ciuthach, (31) 2d20 HD2 Longhorn Cattle, (32) 2d20 HD3 Wooly Cattle, (33) 1d12 HD6 Centaur, (34) 1d8 HD4 Greater Condors, (35) 1d6 HD2 Constrictor Snakes, (36) 1d12 HD8 Daymares, (37) 2d20 HD2 Giant Deer, (38) 2d20 HD3 Giant Musk Deer, (39) 1d12 HD3 Giant Cave Crickets, (40) 1d12 HD2 Giant Mole Crickets, (41) HD9 Cyclops, (42) 1d12 HD5 Doppelgangers, (43) HD7 Brown Dragon, (44) HD7 Copper Dragon, (45) HD12 Crystal Dragon, (46) HD10 Orange Dragon, (47) HD13 Red Dragon, (48) HD9 Violet Dragon, (49) HD8 White Dragon, (50) 1d10 HD3 Giant Eagles, (51) 1d10 HD6 Ettins, (52) 1d12 HD1 Falcons, (53) HD8 Earth Elemental, (54) 1d20 HD2 Lesser Firebirds, (55) 1d12 HD6 Greater Firebirds, (56) 2d20 HD3 Fireflies, (57) 1d10 HD3 Giant Foxes, (58) 1d8 HD4 Giant Tree Frogs, (59) HD2 Explosive Fungus, (60) HD8 Hanging Fungus, (61) HD5 Shelf Fungus, (62) HD4 Stool Fungus, (63) 1d6 HD3 Walking Fungus, (64) 1d12 HD5 Gargoyles, (65) 1d3 HD8 Cloud Giants, (66) 1d6 HD9 Fire Giants, (67) 1d12 HD5 Frost Giants, (68) 1d12 HD6 Hill Giants, (69) 1d12 HD8 Stone Giants, (70) 1d3 HD4 Ghosts, (71) 1d12 HD4 Ghouls, (72) 2d20 HD3 Giant Goats, (73) 2d20 HD3 Bighorn Sheep, (74) 1d20 HD3 Mountain Goats, (75) 2d20 HD2 Goblins, (76) 1d6 HD9 Griffins, (77) 1d12 Harpies of Hell, (78) 1d6 HD4 Bush Hogs, (79) 1d8 HD1 Giant Hedgehogs, (80) 1d8 HD7 Hell Horses, (81) 1d12 HD6 Hippogriffs, (82) 1d6 HD5 Snow Leopards, (83) 1d12 Lycanthropes, (84) HD12 Lich with 1d20 HD2 Skeleton Warriors and 1d6 HD4 Uber Skeletons, (85) 1d3 HD11 Manticores, (86) 1d6 HD6 Mautherdoogs, (87) 1d10 HD5 Medusa, (88) Rust Molds, (89) 1d12 HD1 Toadstools, (90) White Molds, (91) Cloud Molds, (92) Gold Molds, (93) Psychic Molds, (94) Poison Molds, (95) 1d12 HD6 Giant Moose, (96) 1d6 HD5 Mountain Lions, (97) 1d10 MD7 Mummies, (98) HD10 Mummy King and 1d4 HD7 Mummies, (99) 1d6 HD6 Nightmares, (100) 1d12 HD5 Ogres

Beasts Group Two, 1d100: (01) 1d6 HD3 Giant Owls, (02) 1d4 HD4 Arctic Owls, (03) 1d3 HD6 Ghost Owls, (04) Blue Slime, (05) Grey Oozes, (06) 1d6 HD4 Giant Screech Owls, (07) 1d4 HD6 Giant Snowy Owls, (08) 1d10 HD4 Great Horned Owls, (09) 1d6 HD4 Perytons, (10) 1d10 HD4 Poltergeists, (11) 1d100 HD1 Giant Rats, (12) 1d8 HD3 Copperhead Snakes, (13) 1d10 HD4 Diamondback Snakes, (14) 1d8 HD2 Giant Rattlesnakes, (15) 1d3 HD5 King Snakes, (16) 1d6 HD4 Giant Winged Snakes, (17) 1d3 HD5 Rotting Dragons, (18) 1d3 HD5 Hell Salamanders, (19) 1d6 HD7 Mole Salamanders, (20) HD10 Giant Psychic Snail, (21) 1d12 HD4 Satyrs, (22) 1d20 HD1 Skeletons, (23) 1d20 HD2 Warrior Skeletons, (24) HD5 Skeleton King with 1d12 HD2 Warrior Skeletons, (25) 1d3 HD10 Senmurus, (26) 1d6 HD3 Giant Skunks, (27) 1d12 HD2 Slyphs, (28) 1d20 HD1 Spark Bugs, (29) 1d6 HD7 Specters, (30) 1d20 HD2 Huge Spiders, (31) 1d12 HD2 Giant Jumping Spiders, (32) 1d6 HD4 Blue Winged Spiders, (33) 1d4 HD4 Incorporeal Spiders, (34) 1d10 HD3 Poison Spiders, (35) 1d6 HD2 Recluse Spiders, (36) 1d12 HD7 Giant Stags, (37) 1d20 HD1 Stigae, (38) 1d8 HD4 Web Spiders, (39) 1d6 HD3 Widow Spiders, (40) 1d8 HD5 Yassakko's Spiders, (41) 1d8 HD4 Zithabee's Spiders, (42) 1d10 HD9 Thunder Birds, (43) 1d8 HD5 Spirits, (44) 1d12 HD2 Disease Ticks, (45) 1d8 HD6 Saber Tooth Tigers, (46) HD22 Titan, (47) 1d10 HD6 Troll, (48) 1d10 HD9 Berg Troll, (49) 1d6 HD11 Cave Trolls, (50) 1d6 HD7 Feu'er Trolls, (51) 1d8 HD4 Ice Toads, (52) 1d12 HD9 Vampires, (53) 1d4 HD11 Vampire Lords with 1d8 HD7 Vampires, (54) 1d10 HD5 Visions, (55) 1d20 HD3 Giant Warthogs, (56) 1d20 HD4 Spider Wasps, (57) 1d12 HD7 Giant Weasels, (58) 1d10 HD7 Giant Clawed Weasels, (59) 1d20 HD2 Wights, (60) 1d20+1d12 HD5 Giant Wolves, (61) 1d8 HD8 Giant Arctic Wolves, (62) HD16 Fenris Wolf, (63) 1d20 HD3 Timber Wolves, (64) 1d8 HD10 Wraiths, (65) 1d20 HD7 Wyverns, (66) 1d12 HD9 Black Wyverns, (67) 2d20 HD1 Zombies, (68) HD5 Zombie Master with 1d12 HD2 Zombies, (69) 1d4 HD7 Ahlatrals, (70) 1d8 HD3 Amadanns, (71) Anger Flowers, (72) 1d20 HD2 Giant Antelopes, (73) 1d12 HD6 Aralez, (74) 1d6 HD9 Arctic Bears, (75) 1d10 HD5 Auras, (76) 1d20 HD2 Balringogs, (77) HD9 Banshee, (78) 1d8 HD8 Basilisk Lizards, (79) 1d12 HD3 Bomber Beetles, (80) 1d12 HD7 Metallic Beetles, (81) 1d8 HD5 Rifle Beetles, (82) 1d8 HD2 Rot Beetles, (83) 1d12 HD3 Bogeymen, (84) 1d10 HD4 Bone Zombies, (85) 1d8 HD6 Uber Bone Zombies, (86) 1d8 Burning Bushes, (87) 1d12 HD7 Copper Wyverns, (88) 1d6 HD5 Dire Cats, (89) 1d6 HD4 Disease Snakes, (90) 1d3 HD11 Drakes, (91) 1d3 HD10 Fachens, (92) 2d100 HD2 Zithabee's Flies, (93) 1d20 HD3 Giant Red Flying Squirrels, (94) Ghost Wind Pollen, (95) 1d12 HD5 Ghoulies, (96) 1d10 HD2 Giant Black Ermines, (97) 1d10 HD5 Giant Striped Ermines, (98) 1d12 HD5 Giant Hawks, (99) 1d8 HD7 Giant Arctic Hawks, (100) 2d8 HD3 Giant Minks

Beasts Group Three, 1d100: (01) 1d6 HD1 Giant Moles, (02) 2d10 HD2 Giant Ravens, (03) 1d12 HD7 Giant Wolverines, (04) 1d8 Trance Gourds, (05) 1d10 HD4 Great Vultures, (06) 1d12 HD4 Killer Hares, (07) 1d12 HD10 Hell Boars, (08) 2d12 HD9 Hell Cattle, (09) 1d10 HD6 Hell Owls, continued page 147...

ENCOUNTERS

Apophis Mountains, Beast Group Three, continued...(10) 2d12 HD3 Hell Rats, (11) 1d6 HD5 Hell Skunks, (12) 2d8 HD12 Infernal Hounds, (13) pair HD15 Alpha Hounds with 1d12 HD12 Infernal Hounds, (14) 1d12 HD4 Huge Elks, (15) 2d20 HD5 Infernal Locusts, (16) 2d20 Poison Ivy plants, (17) 2d20 HD4 Killer Rocks, (18) 1d12 HD5 Laskowices, (19) 2d10 HD8 Lhiannons, (20) 2d100 HD0 Giant Locusts, (21) 1d12 Madder Plants, (22) HD12 Mahr, (23) 1d20 HD4 Man-Faced Giant Stink Bugs, (24) HD9 Marruts, (25) Gold Mold, (26) 2d20 HD2 Narockopedes, (27) HD14 Naui, (28) 1d6 HD5 Nyamas, (29) 1d12 Pepper Plants, (30) 1d12 HD5 Petrads, (31) 2d20 Rattlesnake Weeds, (32) Razor Grass, (33) 2d10 HD3 Scimitar Oryx, (34) 1d12 HD2 Scorpion Weeds, (35) 1d20 HD5 Cat-Headed Skeletons, (36) 1d6 HD12 Flaming Skeletons, (37) 1d20 HD1 Skeleton Weeds, (38) Sleeping Poppies, (39) 1d8 HD12 Invisible Spiders, (40) 2d8 HD10 Tapagoz, (41) 1d12 HD7 Tawiskarrons, (42) 1d4 HD5 Tentacle Trees, (43-54) two rolls in Group Three, (55-68) one roll in Group Three and one roll in Group One, (69-84) one roll in Group Three and one roll in Group Two, (85-90) one roll in Group One and one roll in Mountain Devils, (91-95) one roll in Group Two and one roll in Mountain Devils, (96-100) one roll in Group Three and one roll in Mountain Devils.

When encounters occur in the **Orobus Marsh** determine the specific creature(s) using 1d100: (01-23) Marsh Devils, (24-34) Wanderers, (35-48) Beasts Group One, (49-62) Beasts Group Two, (63-79) Beasts Group Three, (80-100) Fish. See below for groups.

Marsh Devils, 1d100: (01-22) 1d10 Common Devils, (23-45) 1d10 Ordinary Devils, (46-55) 1d8 Common Devils with 1d8 Ordinary Devils, (56-62) 1d10 Common Devils with 1d6 Zoybim, (63-70) 1d10 Zoybim, (71-74) 1d6 Werdu, (75-79) Yiblim with 10 Werdu, (80-82) Yiblim with 1d6+10 Werdu, (83-84) Tablasyin, (85-86) Tablasyin with 1d3 Yiblim, (87-88) Tablasyin with Yiblim and 1d8+10 Werdu, (89-91) 1d6 Type 5A Devils, (92-93) 1d6 Type 5B Devils, (94-95) 1d6 Type 5C Devils, (96-97) Diabolic General with 1d6 Tablasyin and 1d6 Yiblim and 2d20 Werdu, (98-99) Diabolic Earl with 1d8 Tablasyin and 1d6 Yiblim and 2d20 Werdu, (100) Prince Pithius with 1d10 Tablasyin and 1d8 Yiblim and 3d20 Werdu

Wanderers, 1d100: (01-18) 1d12 Evil Warriors L1d6+9, (19-22) 1d12 Evil Crusaders L1d6+9, (23-28) 1d6 Evil Warriors L1d6+9 with 1d3 Evil Warlocks L1d6+9, (29-35) 1d8 Evil Warriors L1d6+9 with 1d4 Evil Rascals L1d6+9, (36-45) 1d8 Evil Warriors L1d6+9

with 1d3 Evil Crusaders L1d6+9 with Evil Rascal L1d6+9 with Evil Wizard L1d6+9, (46-53) 1d8 Evil Warriors L1d6+9 with 1d3 Evil Priests L1d6+9 and 1d3 Evil Crusaders L1d6+9, (54-60) 1d10 Evil Warriors L1d6+9 with 1d6 Evil Wizards L1d6+9, (61-76) 1d6 Evil Warriors L1d6+9 with Evil Shaman L1d6+9 and Evil Wizard L1d6+9 and Evil Rascal L1d6+9, (77-84) 1d6 Evil Warlocks L1d6+9 with 1d4 Evil Shaman L1d6+9 with Evil Wizard L1d6+9, (85-92) 1d6 Evil Crusaders L1d6+9 with 1d6 Evil Priests L1d6+9, (93-100) 1d6 Evil Crusaders L1d6+9 with Evil Warlock L1d6+9 and Evil Priest L1d6+9.

Beasts Group One, 1d100: (01) 1d12 HD3 Alligators, (02) 1d10 HD5 Giant Alligators, (03) pair HD4 Ammits, (04) 1d4 HD3 Giant Badgers, (05) 1d4 HD3 Giant Scaly Anteaters, (06) HD5 Banshees, (07) 1d3 HD4 Basilisks, (08) 1d8 HD3 Armorpeckers, (09) 1d6 HD3 Giant Vampire Bats, (10) HD6 Spectral Bat, (11) HD3 Bear, (12) HD6 Grizzly Bear, (13) 1d6 HD4 Giant Musk Beetles, (14) 1d6 HD4 Giant Rot Beetles, (15) 1d3 HD6 Death Beetles, (16) 1d10 HD4 Spitting Birds, (17) 1d3 HD6 Black Annis, (18) 1d8 HD2 Giant Boar, (19) 1d3 HD7 Boobrie Birds, (20) 1d20 HD4 Bugbears, (21) 1d6 HD3 Assassin Bugs, (22) 1d12 HD1 Giant Blood Sucking Bugs, (23) 1d12 HD2 Lightning Bugs, (24) 1d10 HD3 Predator Stink Bugs, (25) 1d12 HD1 Giant Caterpillars, (26) 1d6 HD2 Poison Caterpillars, (27) 1d4 HD8 Chimera, (28) 1d3 HD5 Catoblepas, (29) 2d20 HD3 Musk Oxen, (30) 1d20+1d8 HD5 Giant Musk Oxen, (31) 1d6 HD3 Giant Spitting Cobras, (32) 2d20 HD5 Centaur, (33) 1d3 HD9 Cockatrices, (34) 1d4 HD6 Giant Pythons, (35) 1d6 HD6 Daymares, (36) 1d10 HD1 Giant Crayfish, (37) 1d12 HD1 Giant Crickets, (38) 2d20 HD2 Giant Deer, (39) 1d12 HD3 Giant Musk Deer, (40) 1d12 HD7 Doppelgangers, (41) 1d8 HD5 Dragon Lizards, (42) HD9 Blue Dragon, (43) HD10 Brass Dragon, (44) HD7 Brown Dragon, (45) HD11 Green Dragon, (46) HD13 Red Dragon, (47) HD7 Yellow Dragon, (48) 1d20 HD2 Giant Dragonflies, (49) 1d6 HD1 Dryads, (50) 1d10 HD3 Echidnas, (51) 1d6 HD6 Ettins, (52) HD6 Water Elemental, (53) 2d20 HD3 Fireflies, (54) 1d6 HD3 Giant Foxes, (55) 1d12 HD2 Giant Frogs, (56) 1d6 HD2 Dart Frogs, (57) 1d8 HD2 Giant Jumping Frogs, (58) HD2 Explosive Fungus, (59) HD5 Shelf Fungus, (60) HD4 Tropical Green Fungus, (61) 1d12 HD3 Walking Fungus, (62) 1d8 HD6 Garm, (63) Gelatinous Mass, (64) 1d3 HD8 Cloud Giants, (65) 1d8 HD6 Hill Giants, (66) 1d6 HD4 Ghosts, (67) 2d20 HD3 Ghouls, (68) 2d20 HD4 Giant Goats, (69) 2d20 HD3 Goblins, (70) 1d4 HD2 Harazons, (71) 1d12 HD8 Harpies of Hell, (72) 1d12 HD4 Bush Hogs, (73) 1d12 HD1 Giant Hedgehogs, (74) 1d12 HD7 Hell Horses, (75) HD7 Humbata, (76) HD1d4+2 HD-Headed Hydra, (77) 1d8 HD6 Hippogriffs, (78) 1d4 HD6 Komodo Dragons, (79) 1d6 HD4 Lamias, (80) 2d20 HD0 Giant Leeches, continued page 148...

ENCOUNTERS

Orobus Marsh, Beasts Group One, continued... (81) 1d12 Lycanthropes, (82) HD10 Lich, (83) 1d6 HD4 Giant Preying Mantis, (84) 1d3 HD5 Giant Praying Mantis, (85) 1d12 HD4 Mautherdoogs, (86) 1d20 HD6 Medusa, (87) 1d6 HD8 Minotaurs of Hell, (88) Purple Molds, (89) Rust Molds, (90) 1d12 HD2 Toadstools, (91) Yellow Molds, (92) Psychic Molds, (93) Poison Molds, (94) 1d12 HD5 Mummies, (95) HD10 Mummy King with 1d10 HD5 Mummies, (96) 1d3 HD6 Nightmares, (97) 1d6 HD3 Naiads, (98) 1d20 HD 5 Naga, (99) 1d6 HD5 Ogres, (100) 1d8 HD2 Giant Owls

Beasts Group Two, 1d100: (01) 1d3 HD6 Ghost Owls, (02) Black Puddings, (03) Blue Slimes, (04) Green Slimes, (05) Green Proto-plasms, (06) Purple Oozes, (07) 1d6 HD3 Giant Hooting Owls, (08) 1d4 HD4 Giant Screech Owls, (09) HD4 Great Horned Owl, (10) 1d6 HD4 Panthers, (11) 1d4 HD4 Poltergeists, (12) 1d100 HD1 Giant Rats, (13) 4d20 HD2 Water Rats, (14) 1d6 HD3 Giant Poisonous Snakes, (15) 1d6 HD4 Coral Snakes, (16) 1d6 HD3 Cottonmouth Snakes, (17) 1d6 HD5 King Snakes, (18) 1d8 HD3 Giant Rat Snakes, (19) 1d12 HD4 Giant Winged Snakes, (20) 1d6 HD Siren Salamanders, (21) 1d8 HD3 Rusulkis, (22) 1d10 HD4 Water Scorpions, (23) HD10 Giant Psychic Snail, (24) 1d20 HD1 Skeletons, (25) 1d20 HD2 Warrior Skeletons, (26) 1d12 HD4 Uber Skeletons, (27) HD5 Skeleton King with 1d8 HD4 Uber Skeletons, (28) HD14 Simorgs, (29) 1d8 HD3 Giant Skunks, (30) 1d6 HD3 Sirens, (31) 1d12 HD1 Spark Bugs, (32) 1d12 HD7 Specters, (33) 1d12 HD2 Huge Spiders, (34) 1d12 HD2 Giant Jumping Spiders, (35) 1d8 HD4 Blue Winged Spiders, (36) 1d3 HD4 Incorporeal Spiders, (37) 1d10 HD3 Poison Spiders, (38) 1d6 HD2 Recluse Spiders, (39) 1d20 HD2 Water Spiders, (40) 1d20 HD1 Stigae, (41) 1d12 HD4 Web Spiders, (42) 1d8 HD3 Widow Spiders, (43) 1d8 HD4 Zithrabee's Spiders, (44) 1d8 HD5 Spirits, (45) 1d12 HD2 Disease Ticks, (46) 1d6 HD6 Trolls, (47) 1d8 HD3 Disease Toad, (48) 1d8 HD5 Alligator Turtles, (49) 1d6 HD7 Bog Turtles, (50) 1d3 HD4 Razorback Turtles, (51) 1d10 HD3 Spiny Turtles, (52) 1d3 HD12 Giant Steamer Turtles, (53) 1d10 HD3 Wood Turtles, (54) 1d3 HD8 Undines, (55) 1d10 HD9 Vampires, (56) 1d4 HD Vampire Lords, (57) 1d8 HD5 Visions, (58) 1d12 HD3 Giant Warthogs, (59) 2d20 HD3 Giant Wasps, (60) 1d20 HD4 Spider Wasps, (61) 1d12 HD5 Giant Weasels, (62) 1d8 HD7 Giant Clawed Weasels, (63) 1d8 HD2 Burrowing Worms, (64) 1d8 HD5 Cut Worms, (65) 1d4 HD12 Giant Putrid Worms, (66) 1d20 HD3 Wights, (67) 1d12 HD5 Giant Wolves, (68) HD16 Fenris Wolf, (69) 1d8 HD10 Wraiths, (70) 1d12 HD7 Wyverns, (71) 1d6 HD9 Black Wyverns, (72) 2d20 HD1 Zombies, (73) HD5 Zombie Master with 1d12 HD2 Zombies, (74) 1d20 HD2 Giant Antelopes, (75) 1d10 HD5

Apophis, (76) 1d10 HD8 Aralez, (77) Arrowhead Plants, (78) 1d12 HD5 Auras, (79) HD10 Banshee, (80) 1d8 HD10 Basilisk Lizards, (81) 1d12 HD5 Crab Beetles, (82) 1d12 HD4 Diving Predator Beetles, (83) 1d10 HD5 Fungus Beetles, (84) 1d8 HD2 Rot Beetles, (85) 1d12 HD4 Water Beetles, (86) 1d3 HD6 Bereginyas, (87) 1d10 HD3 Bogeymen, (88) 1d8 HD4 Bone Zombies, (89) 1d8 HD6 Uber Bone Zombies, (90) 1d20 HD4 Bugganes, (91) 1d3 HD8 Chrysa-dors, (92) 1d20 HD4 Giant Freshwater Clams, (93) HD3 Constricting Vines, (94) 1d8 HD6 Cold Crocodiles, (95) 1d6 HD10 Giant Mummified Crocodiles, (96) Curse Roots, (97) 1d6 HD4 Dire Cats, (98) HD10 Drake, (99) 1d10 HD6 Electric Eels, (100) 1d8 HD8 Moray Eels

Beasts Group Three, 1d100: (01) 1d12 HD4 Spiny Eels, (02) 1d20 HD4 Elmo's Fires, (03) 1d20 HD8 Emishar, (04) 1d3 HD10 Fachens, (05) Fire Swarm, (06) 1d20 HD3 Flaming Bats, (07) Paralysis Flowers, (08) 3d100 HD0 Flesh Flies, (09) 2d100 Poison Plant Flies, (10) 1d20 HD3 Giant Flying Squirrels, (11) Forgetfulness Flowers, (12) 2d10 HD6 Ghoulies, (13) 1d12 HD2 Giant Beavers, (14) 1d20 HD2 Giant Kicking Cranes, (15) 1d20 HD4 Giant Whooping Cranes, (16) 1d12 HD4 Giant Fly Trap Plants, (17) 1d100 HD2 Giant Fungus Flies, (18) 2d8 HD3 Giant Long Necked Geese, (19) 1d20 HD1 Giant Grubs, (20) 2d8 HD4 Giant Gulls, (21) 1d6 HD5 Giant Hawks, (22) Giant Grasping Kelp, (23) Giant Poison Kelp, (24) 1d8 HD4 Giant Freshwater Lobsters, (25) 1d10 HD5 Giant Stinging Manta Ray, (26) 1d12 HD4 Giant Swamp Minks, (27) 3d10 HD2 Giant Diamondback Moths, (28) 2d10 HD4 Giant Ghost Moths, (29) 2d6 HD3 Giant Muskrats, (30) 1d10 HD4 Giant Pelicans, (31) 2d20 HD3 Giant Pitcher Plants, (32) 2d10 HD3 Giant Boring Snail, (33) 1d12 HD5 Giant Trumpeter Swans, (34) 1d8 HD2 Hawk Bill Turtles, (35) 1d10 HD5 Giant Musk Turtles, (36) 1d8 HD4 Giant Walking Sticks, (37) 1d10 HD4 Giant Water Strider Bugs, (38) 1d6 HD6 Giant Wolverines, (39) Giant Fungus Gnat Swarm, (40) Giant Poison Gnat Swarm, (41) 1d20 HD6 Goons, (42) 1d20 HD6 Great Vultures, (43) 1d10 HD7 Gui Xians, (44) 1d8 HD7 Hell Owls, (45) 3d10 HD4 Hell Rats, (46) 1d6 HD6 Hell Skunks, (47) 2d20 HD4 Giant Hornets, (48) 1d20 HD6 Giant Bald-Faced Hornets, (49) 2d8 HD4 Glowing Hell Hornets, (50) 1d12 HD10 Infernal Hounds, (51) HD15 Alpha Hound with 1d8 HD10 Infernal Hounds, (52) 3d20 HD2 Huge Roaches, (53) 1d10 Hypnotic Gourds, (54) HD5 Immense Protozoa, (55) 2d20 HD2 Kangaroo Vines, (56) 2d20 HD3 Killer Ducks, (57) 1d6 HD8 Labbu, (58) 1d10 HD5 Lampreys, (59) 2d20 HD2 Swamp Leeches, (60) Leopard Flowers, (61) 2d10 HD5 Leshi, (62) 1d12 HD7 Lhian-nons, (63) 1d100 HD Maggot Flies, continued on page 149...

ENCOUNTERS

Orobus Marsh, Beasts Group Three, continued...(63) 1d100 HD Maggot Flies, (64) HD12 Mahr, (65) 2d10 HD2 Marsh Bucks, (66) 1d6 HD5 Mobile Piles, (67) 1d12 HD4 Giant Mockingbirds, (68) HD16 Naii, (69) 1d8 HD4 Fire Newts, (70) 2d10 HD 8 Ningyos, (71) 1d8 HD5 Nyamas, (72) 1d12 HD2 Giant Otters, (73) 1d12 Pepper Plants, (74) 1d20 HD4 Piranhas, (75) 1d12 Poison Hemlocks, (76) Razor Grass, (77) 2d20 Red Hot Cattails, (78) 2d20 Red Hot Lilies, (79) 1d20 HD1 Remora Fish, (80) 1d12 HD7 Serrushs, (81) 1d12 HD6 Cat-Headed Skeletons, (82) Sleeping Poppies, (83) HD8 Giant Slug, (84) Sneeze Weeds, (85) 1d10 HD11 Invisible Spiders, (86) 2d20 Tangleberry Plants, (87) 1d8 HD8 Tapagoz, (88) 1d20 HD5 Tentacle Trees, (89) 1d12 HD4 Thorn Vines, (90) HD7 Thorn Wall, (91) 1d10 Tree Fungus, (92) 1d12 HD8 Turas, (93-94) Two rolls on Group Three, (95) One roll on Group One and one roll on Group Three, (96) One roll on Group Two and one roll on Group Three, (97) One roll on Group One and one roll on Group Two, (98) One roll on Marsh Devils and one roll on Group One, (99) One roll on Wanderers and one roll on Group Two, (100) One roll on Marsh Devils and one roll on Group Three.

Fish, 1d20 each, determine using 1d20: (1) HD3 Archer Fish, (2) HD2 Bat Fish, (3) HD1 Bony Fish, (4) HD4 Dragonet Fish, (5) HD5 Flame Fish, (6) HD4 Flying Fish, (7) HD5 Hatchet Fish, (8) HD4 Needle Fish, (9) HD Pearl Fish, (10) HD5 Porcupine Fish, (11) HD8 Scorpion Fish, (12) HD6 Snapper Fish, (13) HD2 Sucker Fish, (14) HD5 Sword Tail Fish, (15) HD7 Tiger Fish, (16) HD4 Trap Fish, (17) HD5 Viper Fish, (18) HD6 Wolf Fish, (19) HD8 Lion Fish, (20) HD3 Giant Gar

Encounters in the Mortal and Muck Runner Districts

Determine the people encountered using 1d20: (01-04) male Human, (05-06) female Human, (07-09) male Dwarf, (10-11) male Elf, (12-13) female Elf, (14-15) male Gnome, (16) female Gnome, (17-18) Devil, (19) Alien, (20) Other Creature. Devils are determined using 1d10: (1) Zoybim, (2) Werdu, (3) Yiblim, (4) Tablasyin, (5) Yiblim with 5 Werdu, (6) Type 1C Devil, (7) Type 2C Devil, (8) Telchine Devi, (9) Lord Klaerill, (10) General Nusoru. Aliens are determined using 1d8: (1) Camverallian, (2) Eklune, (3) Grelgo, (4) Jhaskou, (5) Maur Yube, (6) Oxquernny, (7) Roighaw, (8) Vasfrong. Other Creatures are determined using 1d12: (1) Medusa, (2) Black Annis, (3) Bugbear, (4) Common Troll, (5) Feu'er Troll, (6) Lycanthrope, (7) Leprachaun, (8) Centaur of Hell, (9) Harpy of Hell, (10) Nightmare, (11) Vampire, (12) Mummy. The general business of a mortal can be determined using 1d20: (1) Merchant, (2) Adventurer, (3) Mercenary, (4) Smith, (5) Courtesan or Gigalo, (6) Madam or Pimp, (7) Drug Dealer, (8) Apothecary, (9) Entertainer, (10) Courier, (11) Banker or Moneychanger, (12) Street Vendor, (14) Street Crier, (15) Pickpocket, (16) Con

Artist, (17) Guild Official, (18) Gambler, (19) Craftsman, (20) Musician. A creature or Devil is interested in hiring Adventurers on 1d12 rolls of 12.

Encounters in the Underhill District

Determine the people encountered using 1d20: (01-02) male Human, (03) female Human, (04-11) male Dwarf, (12) male Elf, (13) female Elf, (14-15) male Gnome, (16) female Gnome, (17) Devil, (18) Alien, (19-20) Other Creature. Devils are determined using 1d10: (1) Zoybim, (2) Werdu, (3) Yiblim, (4) Tablasyin, (5) Yiblim with 5 Werdu, (6) Type 1C Devil, (7) Type 2C Devil, (8) Telchine Devi, (9) Lord Klaerill, (10) General Nusoru. Aliens are determined using 1d8: (1) Camverallian, (2) Eklune, (3) Grelgo, (4) Jhaskou, (5) Maur Yube, (6) Oxquernny, (7) Roighaw, (8) Vasfrong. Other Creatures are determined using 1d12: (1) Bugbear, (2) Centaur of Hell, (3) Harpy of Hell, (4) Infernal Hound, (5) Boggymen, (6) Ghoulie, (7) Zombie Master, (8) Vampire, (9) Common Troll, (10) Ogre, (11) Lycanthrope (Rat, Boar), (12) Doppelganger (Dwarf form). A mortal's general business can be determined using 1d20: (1) Dock Worker, (2) Metal Worker, (3) Bookie or Oddsmaker, (4) Miner, (5) Sailor, (6) Moneylender, (7) Healer or Surgeon, (8) Barrister or Assistant, (9) Street Vendor, (10) Agent or Spy, (11) Entertainer, (12) Musician, (13) Courtesan or Gigalo, (14) Madam or Pimp, (15) Marsh or Mountain Guide, (16) Adventurer, (17) Mercenary, (18) Smuggler, (19) Pickpocket, (20) Thief or Burglar. A Devil or Other Creature is interested in hiring an Adventurer on 1d12 rolls of 12.

Encounters in the Telchine District

Determine the creatures encountered in the Telchine District using 1d20: (1-9) Devil, (10) Alien, (11-13) Mortal, (14) Djinn, (15) Efreet, (16) Centaur of Hell, (17) Harpy of Hell, (18) Vampire, (19) Doppelganger {Human form}, (20) Other Creature. Devils are determined using 1d20: (1-7) Telchine Devil, (8) Telchine Lord, (9-10) Zoybim, (11) Werdu, (12) Yiblim, (13) Tablasyin, (14) Vackli, (15) Gaityas, (16) Daityas, (17) Quivaras, (18) Keres, (19) Earl Baraquell, (20) Lord Klaerill. Aliens are determined using 1d8: (1) Camverallian, (2) Eklune, (3) Grelgo, (4) Jhaskou, (5) Maur Yube, (6) Oxquernny, (7) Roighaw, (8) Vasfrong. Other creatures are determined using 1d20: (1) Ogre, (2) Common Troll, (3) Berg Troll, (4) Feu'er Troll, (5) Mummy, (6) Mummy Lord, (7) Vampire Lord, (8) Frost Giant, (9) Fire Giant, (10) Black Annis, (11) Medusa, (12) Minotaur, (13) Minotaur of Hell, (14) Lycanthrope {Rat, Boar, Wolf, Tiger}, (15) Ettin, (16) Beast-Headed Men, (17) Fire Imp, (18) Garm, (19) Buggane, (20) Bereginy. Mortals are determined using 1d20: (01-06) male Human, (07-08) female Human, (09-12) male Dwarf, (13-16) male Elf, (17) female Elf, (18-19) male Gnome, (20) female Gnome. Continued on page 150.

ENCOUNTERS

Encounters in the Telchine District, continued...A mortal's general business is determined using 1d20: (1) Lord Klaerill, (2) Diabolic Legion XXXXV, (3-4) Telchine laboratory, (3-6) Telchine smithy, (7-10) Transportation Center, (11) Spell Researcher, (12) Ritualist, (13) Seer, (14) Item Enchanter, (15) Library, (16) Archives, (17-18) food Warehouse, (19) water Warehouse, (20) Employer

Encounters in the Korioff Bluff and Prince's Heights Districts

Determine the creatures encountered in the Korioff Bluff and Prince's Height Districture using 1d20: (1-12) Devil, (13) Alien, (14-16) Mortals, (17) Djinn, (18) Efreet, (19) Harpy of Hell, (20) Other Creature. Devils are determined using 1d20: (1-3) Common Devil, (4-6) Ordinary Devil, (7-13) Telchine Devil, (14) Werdu Trooper, (15) Yiblim Sergeant, (16) Tablasyin Officer, (17) Zoybim Clerk, (18) Lord Klaerill, (19) Diabolic Earl Barquel, (20) Diabolic Prince Pithius. Aliens are determined using 1d8: (1) Camverallian, (2) Eklune, (3) Grelgo, (4) Jhaskou, (5) Maur Yube, (6) Oxquernny, (7) Roighaw, (8) Vasfrong. Other creatures are determined using 1d20: (1) Centaur of Hell, (2) Minotaur of Hell, (3) Ogre, (4) Common Troll, (5) Berg Troll, (6) Feu'er Troll, (7) Mummy, (8) Mummy Lord, (9) Vampire, (10) Vampire Lord, (11) Zombie Master, (12) Ghoulie, (13) Lycanthrope {Rate, Boar, Wolf}, (14) Infernal Hound, (15) Nightmare, (16) Garm, (17) Medusa, (18) Ettin, (19) Frost Giant, (20) Fire Giant. Mortals are determined using 1d20: (01-06) male Human, (07-08) female Human, (09-12) male Dwarf, (13-16) male Elf, (17) female Elf, (18-19) male Gnome, (20) female Gnome. A mortal's general business is determined using 1d20: (1) Pithius' Palace, (2) Baraquell's Palace, (3) Pithius' Gaol, (4) Baraquell's Gaol, (5) Baraquell's Permits, (6) Library, (7) Museum, (8) Archive, (9) Diabolic Legion XXXXV, (10) Pithius' Courts, (11) Barquell's Courts, (12) Entertainer, (13) Musician, (14) Adventurer, (15) Religious Activities, (16) Liege, (17) Courier, (18) Payment or Transaction, (19) Seeking Employment, (20) Negotiation



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