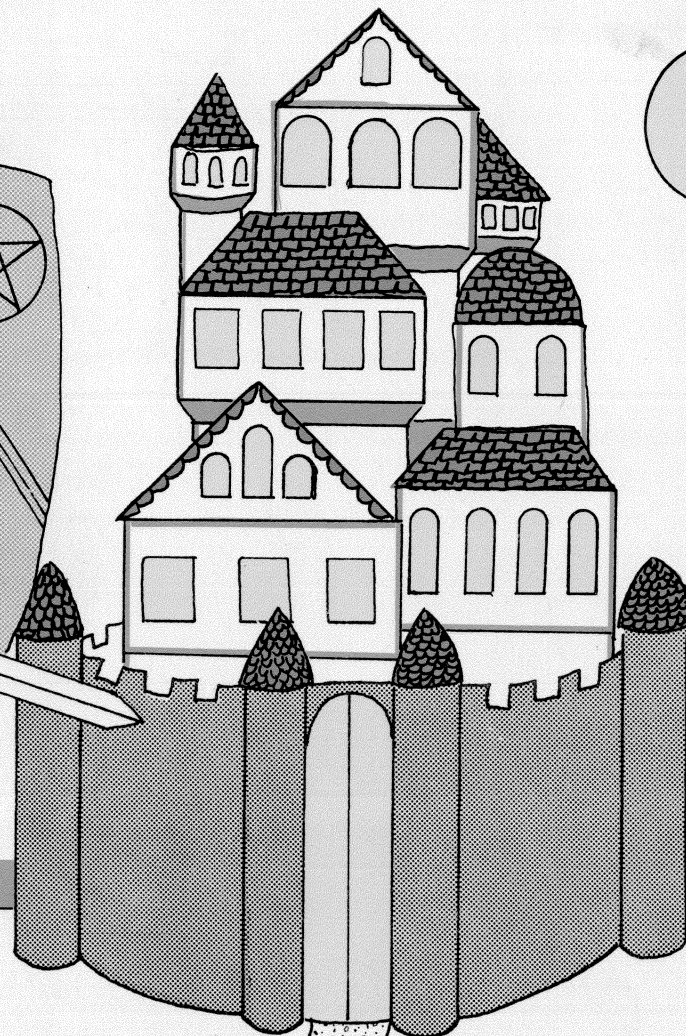
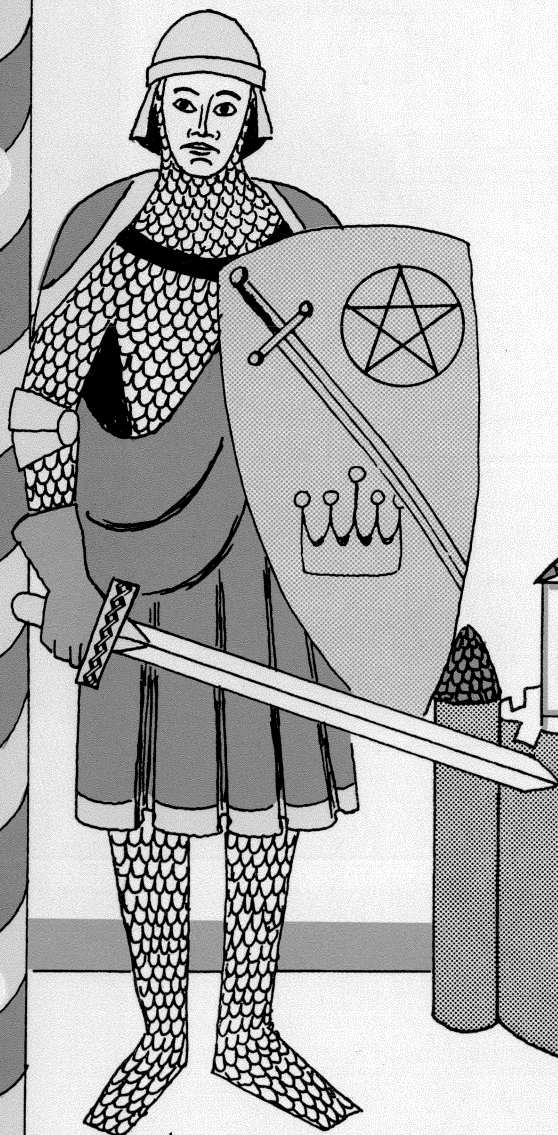


The Free City of Haven



Gamelords, Ltd.

THE FREE CITY OF HAVEN

BOROUGHES

The Heights can be found on:

III, VIII, IX, XIII, & XIV

The North Corridor can be found on:

XIII, XIV, XVIII, XIX, XX,
XXIVa, XXIVb, XXV, & XXVI

The Commons can be found on:

XXVI, XXVII, XXVIII, XXIX,
XXXI, XXXII, & XXXIIa

The Outlands can be found on:

Ia, Ib, III, IV, V, X, XI,
XIa, & XV

The South Corridor can be found on:

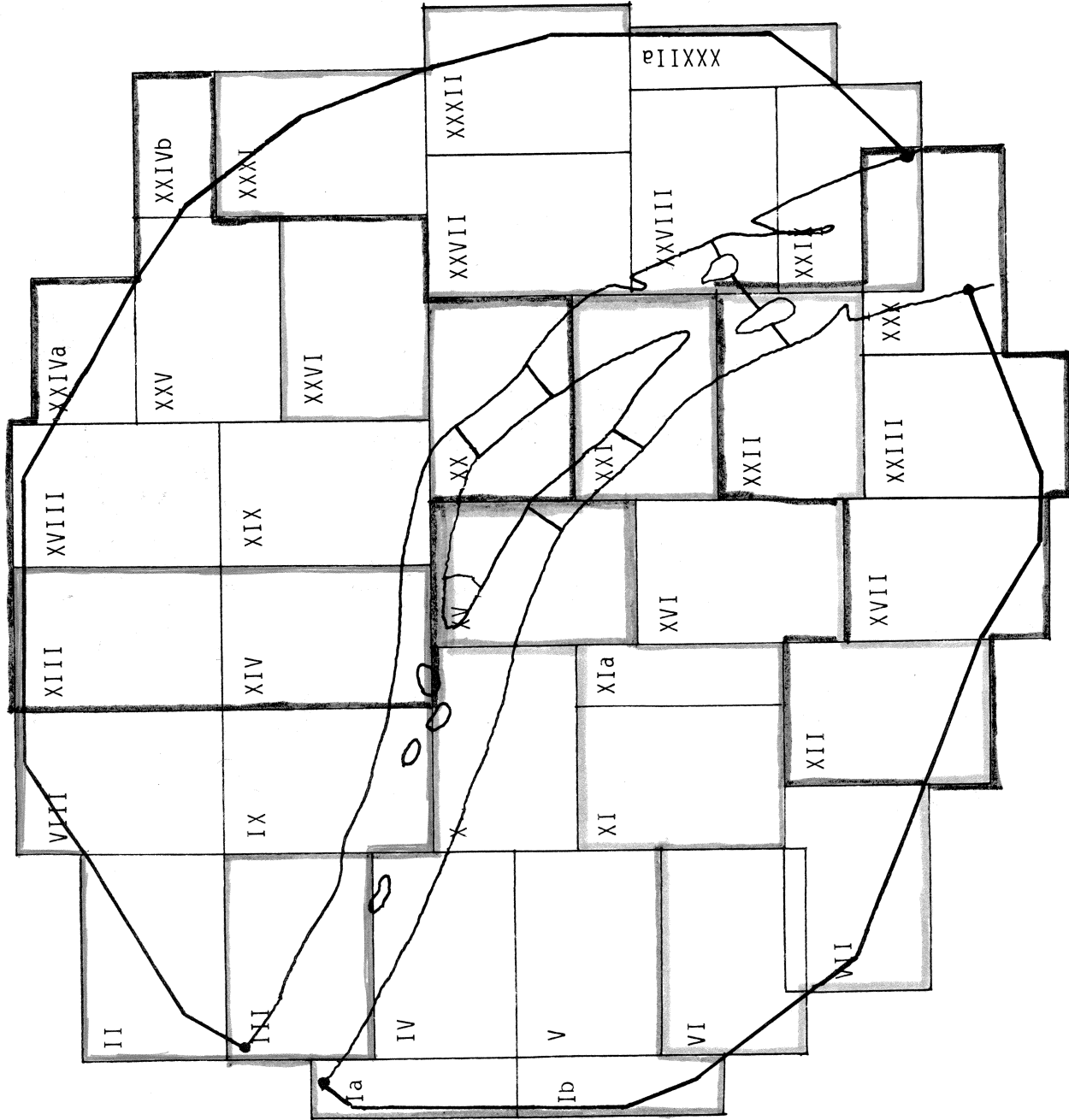
VI, VII, XI, XIa, XII, XV,
XVI, XXI, & XXII

The Labyrinth can be found on:

XII, XVII, XXII, XXIII, & XXX

Trade Island can be found on:

XV, XX, & XXI



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Table of Contents

Introduction.....	iii
Haven - an Overview.....	v
Section H:	
The Heights.....	H-1
Section N:	
The North Corridor.....	N-1
Section T:	
Trade Island.....	T-1
Section C:	
The Commons.....	C-1
Section O:	
The Outlands.....	O-1
Erinhir.....	O-2
The Dwarfrow.....	O-9
The Dell.....	O-21
Section S:	
The South Corridor.....	S-1
The Street of Harps.....	S-5
Section L:	
The Labyrinth.....	L-1
Appendices:	
Encounters on the Streets.....	A-1
Statistics for NPCs.....	A-11

INDEX OF KEY ABBREVIATIONS

Throughout the Free City of Haven, certain abbreviations are commonly utilized. The meanings of these various abbreviations are summarized below.

AC - Armor Class: represents the protective value of armor, shielding, and skin
APP - Character's appearance rating
BT - Bit(s), a small iron coin; 10 BT = 1 CP
CDN, CO - Character's co-ordination rating
CP - Copper piece(s); 5 CP = 1 SP, or 50 CP = 1 GP
CSF - Clear Strike Figure: the die roll for an attacker which bypasses all defense, and strikes his opponent squarely
D (3D6, 1D8, etc.) - Number and type of dice to be thrown in the process of resolving a particular situation
DSC, DN - Character's discretion rating
EAC - Effective Armor Class: represents AC (armor class) plus the character's dodge ability
FRP - Fantasy Role-Playing
GM - GamesMaster: the referee or moderator of an FRP game
GP - Gold piece(s): 1 GP = approximately \$5 (1980's)
HACØ - Number that must be equalled or exceeded on the roll of a D20 in order to strike an unarmored foe successfully
HP - Hit Probability: the chances of successfully striking

HTK - Hits To Kill: the amount of damage a character can sustain before dying
IQ, INT - Character's intelligence rating
MA - Movement Allowance: number of hexes (normally 5') or squares that a character can move in one melee round
MAG, MG - Character's magnetism rating
MGR, MR - Character's magic resistance rating
mr - melee round: a 15 second time span used to regulate the flow of play
NPC - Non-Player Character: any character or being controlled by the GM rather than the players
REF, RF - Character's reflexes rating
SP - Silver piece(s); 10 SP = 1 GP
SR - Saving Roll: an attempt to accomplish a feat extraordinaire; usually 2D12 against a particular requisite rating
SSF - Shield Strike Figure: the lowest die roll at which an attack succeeds in hitting one's opponent, but only upon the shield
STM, SM - Character's stamina rating
STR, ST - Character's strength rating
TAL, TL - Character's talent (magical ability) rating

THE FREE CITY OF HAVEN

LOCALE AND HISTORY

A FOREWORD

For hundreds of miles the two branches of the Dorian, the East and the West, flow south, one along each side of the Khuz Mountains. The East Branch has its source high in the fabled Peaks of the Great Hawks, far to the north; the West Branch flows through the High Plains (where the nomads roam), then down through the Wold, the immense forest inhabited and controlled by the Sylvan Elves. The two branches meet and join at Lake Ve, where Durin's Stream, flowing from the Khuz, tumbles into the lake.

The Dorian is exceptionally swift along all its length, at times broad, at times narrower, but seldom narrow enough to bridge. Only at Trade Island has construction been feasible, and there have been bridges there for nearly 5,000 years.

At the north end of Trade Island stands a strong citadel, guarding the Long Road, the main east-west passage of trade since the beginnings of the Namori Empire some 4,000 years past; the Citadel Guard has held to its duties for nearly that long.

Haven itself began as a small collection of huts on the south side of the river three-and-a-half millennia ago, and has risen and fallen many times (the ruins at the southern tip of the island date from about 1,500 years past), sometimes expanding, sometimes contracting. Presently, Haven is of reasonably large size (there are 80,000 stories in the naked city), and sits squarely across the Long Road on both banks of the Dorian.

Under the hegemony of the Namori Empire (now sadly decadent, and fading back to much reduced boundaries under the unremitting attacks of the reptilian Lizarim, as they moved south from the tropics, spreading into, and eventually raiding out of, the Mountains of Peace), Haven prospered and grew large in trade, wealth, and power. As the Empire retracted, the ruling families grew more tyrannical and ambitious; eventually the most powerful family, the di Cotillion, assumed control of the city and the surrounding territory along with the title of Duke of Haven. For two centuries, they ruled with an iron fist concealed in a velvet glove, balancing the other noble families against the growing power of the Guilds and the tradesmen. About 175 years ago, such a balancing act became a thing of the past.

Duke Bertrand di Cotillion, faced with a coalition of the strongest (and most necessary) Guilds, and the growing dissatisfaction of the city's slave population (threatening an impending, and likely very bloody, revolt), granted a Charter to all the inhabitants, present and future, of Haven, effectively abdicating the power (but not the lands or other holdings) of his position. Among other rights and privileges secured by this document was the freedom of the slaves, along with a recognition that slavery, per se, would never be permitted within the city again (indenturing, however, is not uncommon, and is sometimes the only recourse a debtor has to get out of prison). Since that time the Guilds have steadily grown in power, and many noble families have been forced into bankruptcy, and the sale of their lands, to satisfy their creditors, the canny members of the various trade Guilds. There are today many very wealthy merchants and Guildsmasters, and far fewer wealthy nobles than in days of yore.

The Long Road is of tremendous importance to the

Free City, and the Council of Boroughs (a front organization for the oligarchy of Guild and merchant families that actually rules the city from behind the scenes) does its utmost to assure the safety of the traders, merchants, and just plain folks who travel along the highway. A strong patrol maintains the road bandit-free (What, free? Yes, free! What, free? Well, nearly free.) for a distance of 100 miles to the east, and nearly 150 miles to the west, to the gates of Seki, a walled seaport on Sholokith Bay, for which service Seki's Captains' Council pays Haven an annual tribute.

Within the city's walls are multitudes of shops, residences, temples, and factories, and, of course, people. There are seven major divisions to the city, six of which are actual politically coherent areas called boroughs: the Heights (where the majority of the nobility have their residences), the North Corridor and the South Corridor (the primary business districts for the Long Road's travelers, located on each side of the river; the North Corridor is also the home of the city's government buildings, and the location of most of the Guild halls), the Commons (along the north bank and to the eastern edge of the city, where most of the larger factories are located, and where most of the common laborers in those factories reside), the Labyrinth (where the poorest of the poor, and the lowliest of the low - and most of the criminal population, the known ones, that is - exist, since you can't really call it living in the majority of cases; in this section can be found almost anything one could want, licit or not, provided one has the wherewithal, and is willing, to pay for it - this is a true slum area), and the Outlands (where many members of the other races prefer to reside, although representatives of almost all of the races of Portal can be found living somewhere within Haven's walls). Trade Island (almost a world unto itself, with rules and customs which differ strangely and wondrously from those of any other area) is not considered a borough, and is not allowed representation on the Council of Boroughs.

In Haven the traveler will find that most of the people are humans, but there are elves, hobbits, dwarves, centaurs, orcs, kobolds, and even the occasional pixie, goblin, or troll. It is a polyglot city, a world of many colors, many languages, and many life-styles. There are scholars and businessmen, priests and courtesans, fighters and thieves and mages - the city throbs day and night with the pulse and breath of adventure. There are myriads of opportunities for a single person or for almost any group of adventurers - all they need to do is enter "THE FREE CITY OF HAVEN" and look for them.

* * * * *

GM's Notes:

There are eight primary text sections to "The Free City of Haven", the first for an overview of the entire city, and the one for each of the seven divisions of the city mentioned above. Each of the sections descriptive of a given division follows the format below:

First: a general description of the borough or city quarter, an encompassing overview of the area with general description of physical locations, political ambiances, and descriptions of the prominent families (if any) and/or GM's characters

likely to be met or encountered (there are some NPC descriptions also in the first section - those people who are extremely prominent, or who are likely to be met anywhere). A description of the Guard company assigned to the borough or area, and their patrol times and patterns, completes this portion;

Second: GM's Notes, on special situations in the area, and ways to handle them, and general hints on the portion of the city being described;

Third: more fully detailed descriptions of various NPCs to be found in that general area, including motivations and goals;

Fourth: shop and house descriptions, many with small diagrams or floor plans; these follow a special format:

Shop's (or Building's) Name:

Type of Business:

ID# from Main Map:

OWNER (or head man):

HOURS OF OPERATION:

EXTERIOR DESCRIPTION:

INTERIOR DESCRIPTION:

Price Range:

Quality Range:

Outstanding Items:

Cash Box:

OCCUPANTS:

Staff:

Customers:

Loiterers:

NPC ENCOUNTERS:

FLOOR PLAN:

(usually provided only if the shop or building is involved in one of the many plot and/or scenario outlines given in the various sections, or if it is likely to be the setting of a GM-inspired adventure or happening)

SPECIAL OPTIONS:

(not always provided)

NOTE

(Price Range: through Cash Box:

will be given only if the building is a business.);

Some of the shops, buildings, etc., have abbreviated descriptions, since, frequently that building has been described more thoroughly elsewhere (for instance, one of the Thieves' Guild volumes); if so, the location is referenced.

Fifth: capsule descriptions of the various shops, businesses, residences, and temples in the areas that have been detail mapped, divided by street; and,

Sixth: plot outlines and/or scenarios, involving many of the characters and locales described previously.

Some of the plot outlines mentioned may take the player-characters out of the city if the adventure is pursued. In this case, the GM is responsible for the generation of the country involved.

There are ten sections of a heavier cardstock to be found at the rear of the book. These are detail maps of various portions of the city, and correspond in number and placement to the keying on the layout of the detail maps of the city, which has been included as the inside front cover of this book. The sections included are Ia, IV, VIII, X, XI, XIa, XV, XVI, XIX, XX, and XXI (two of these, Ia and XIa, will be found on one sheet - they require cutting apart). These smaller maps do not detail the entire city (that requires 36 different sections of detail map, on 33 separate sheets of cardstock), but each one covers most of the areas of interest in the neighborhood being described. These

maps may be trimmed of the excess at the north and east edges (as indicated by the direction arrow on each map), and can then be laid together to form a larger scale general map of the whole city (eventually all 36 of the map sections will be available; two additional major volumes are planned, "Secrets of the Labyrinth", and "Intrigue on the North Bank", which will complete the city; the additional detail maps to complete the layout of the city will be included in these).

For many of the streets described as the scene of an adventure, or as the starting point of some plot outline, most of the buildings on that street are given at least a capsule description. Some of the areas have been left either blank or undescribed, so that the GM may fill in such buildings as he desires. (Remember, though, that any city is primarily residences; there have to be dwelling places for the people who make up the city.) Descriptions of "a shop", "a tavern", and "a residence" have been included at the end of the first section, on the general description of the city, for the GM's convenience; also included are methods and tables for determining personnel, clientele, and particulars for "a shop", so that a random shop may be quickly provided when the players turn away from the GM's carefully designed adventure (they always do, you know). All of the alleyways in the city, however, have been noted in on all the detail maps.

Any GM using the city should feel free to alter the NPCs, locales, shops, street names, or any other information s/he might wish. This is intended to be an aid for the GM that s/he can feel comfortable with, not a straightjacket to bind the GM into an unalterable pattern. If the GM desires more information on the city of Haven, s/he may consult the Thieves' Guild series by Gamelords; many of the scenarios in this series use the same locales and settings described in this book, and can contribute much additional material. Areas that have been fully described in various Thieves' Guild adventures are, however, seldom described as thoroughly in the Free City of Haven.

Much of the material here is cast in terms of the character requisites used in the Fantasy System, the set of role playing rules compiled by Gamelords. If the GM is using a different system (as many will be), the requisites may be matched with the abbreviations in the following table; this book does assume that all character requisites were at least started in the range of 3 to 18 (3D6) - calculations are based on those figures, and use of a different scale may render some of the figures useless.

STR - strength, force, muscle

CDN - co-ordination, manual dexterity (thoughtful action)

REF - reflexes, agility, speed (instinctive action)

STM - stamina, constitution, health, endurance

DSC - discretion, common sense, wisdom

IQ - intelligence, reasoning ability

TAL - talent, psychic ability, power

MGR - magic resistance, luck, will

MAG - magnetism, charisma, leadership, sex appeal

APP - appearance, good looks, beauty

Occasionally it will be suggested that a character or NPC be required to "make a saving roll against" a particular requisite. If a bonus or penalty is specified, the amount should be added to, or subtracted from, the requisite before any comparison is made. The saving roll is made using the total of 2D12. If the total is greater than the adjusted requisite, the saving roll has been missed; if the total is less than or equal to the adjusted requisite, the saving roll has been made.

THE FREE CITY OF HAVEN

AN OVERVIEW

POLITICS, PERSONALITIES, AND LOCALITIES

Politics

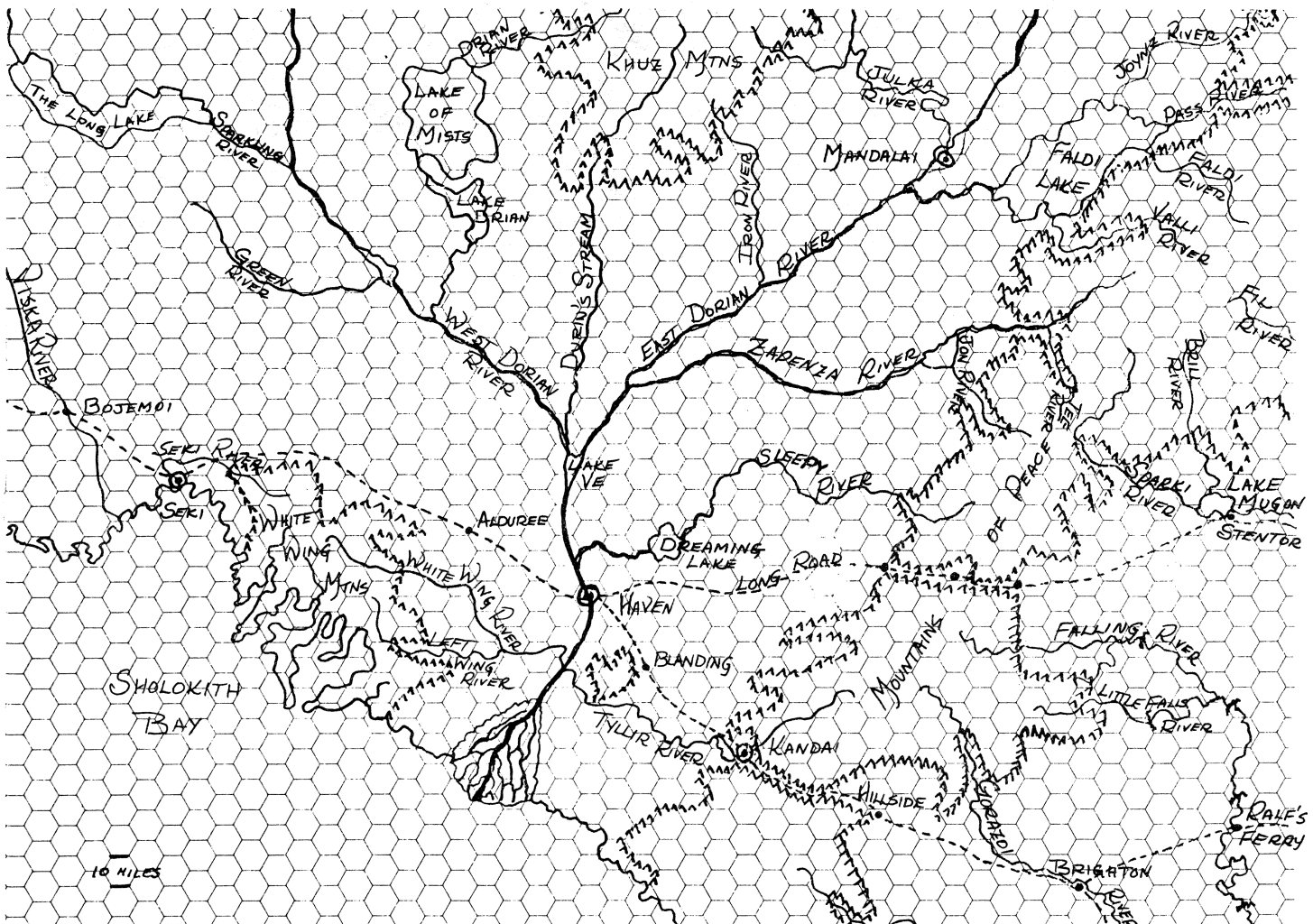
Haven is a city at war. This war is not apparent because it's not being fought in the streets, or along the walls - it's being fought in the Guildhalls and in the Council's chambers and in many of the palaces and townhouses and estates of the nobility. The war is between the merchants, who presently control the government of the city, and the nobles (particularly a group of noble youths called the "Young Stallions"), who formerly controlled not only the government of the city, but that of the entire surrounding area as well. Occasionally the war breaks out in open hostility (this happens only rarely, unless one of the Young Stallions is present), but on most occasions it is a quiet sort of undercover war normally confined to verbal sniping, oneupsmanship, and economic struggles.

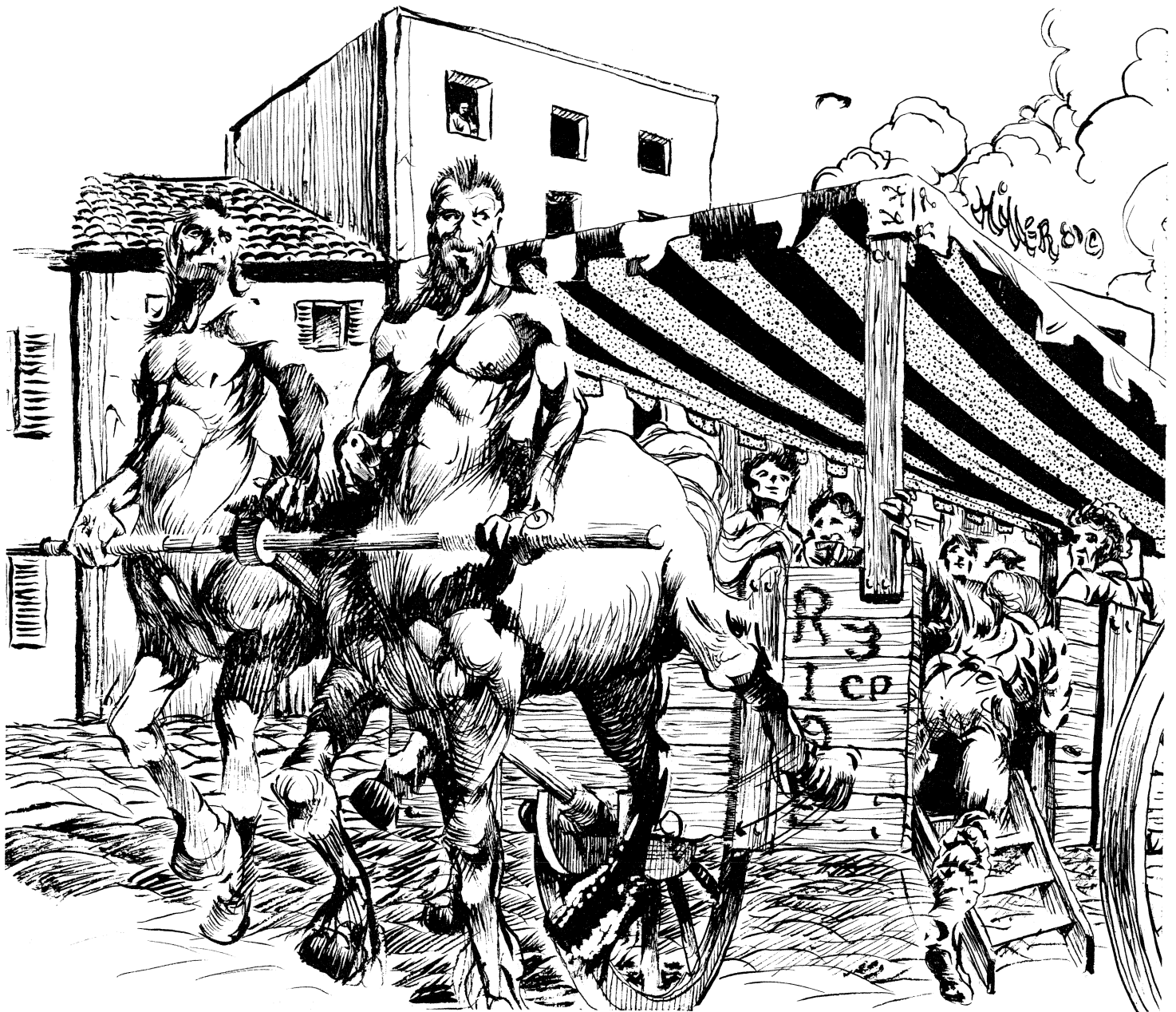
Since the mercantile forces gained control of the course of their own destinies nearly two centuries ago, the nobles have discovered that their power has slipped away from them. In addition, in many cases, a large portion of their former economic base has disappeared, and, along with the vanishing funds, a goodly portion

of the prestige they used to enjoy.* There are today fewer noble families holding lands (within or without the city walls), and many of the old noble family lines and names have disappeared altogether. Other families have been forced to resort to what would normally have been considered "undignified means, quite beneath our stations", merely to survive. The Citadel Guard, which is comprised solely of the nobility, has become an important source of income to many of the formerly rich (but now sadly impoverished) noble houses, when in former years it was considered merely an excellent place for a younger son to make a career. Indeed, some of the nobility have even indulged in (let us whisper the ugly word) trade; these families may be richer than some of their noble cousins, but they tend to be lonelier, since, under most circumstances, they are ostracized by the nobles and mistrusted by the merchants and guildsmen.

Government

The titular government of the city is in the hands of the Council of Boroughs, a group comprised of





officials elected from each of the city's six boroughs - the Heights, the North Corridor, the South Corridor, the Commons, the Outlands, and the Labyrinth (Trade Island is not considered a borough, and has no representation on the Council; it is officially part of the North Corridor). Membership for the individual borough depends on the number of people residing in that area. The Council selects the Mayor, who is responsible for the actual management of the city, and the Mayor proposes the various Ministers for the Council to approve.

(This is the supposed government. In actuality, power currently rests in the hands of five families, each of which is headed by one of the Guildmasters of the most powerful Great Guilds; in Haven, most things are accomplished in government by "the Great Guilders' leave". These families, the Blackbournes, the Cellinis, the Maggias, the Varrasches, and the eleven family of Nimrodel, the shipwright, are able to virtually dictate the elections in the various boroughs - with the exception of the Heights, which really doesn't matter since the representation from the Heights is a very small percentage of the total Council. By stocking the Council with their picked puppets, the five families

can usually determine the course of policy and events in Haven.

The various Ministries include Public Streets, Highways, Health and Sanitation, Guards, Constables, and Militia, and Ports and Shipping among others. Each is managed by one of the Mayor's appointees (the current Mayor, Murothus, is relatively honest, but he is not a perfect judge of men - one of his appointees is crass, greedy, and venal, a man whose only thoughts appear to be to line his own pockets as expeditiously and thoroughly as possible), and generally functions without recourse to Council permissions - when something needs doing, it gets done (the Council would like to have a touch more power in these situations, but since they are effectively powerless in actuality...).

There are also five High Judges, appointed "by the people" for a term of 10 years. These men and women are responsible for the courts and trials, both civil and criminal, in Haven. All but one of the High Judges are fair, relatively unbiased, and do try to be as honest in their judgments as possible. They manage a host of magistrates for the lower courts, and also have charge

of the governance of the Gray Halls (the local prison, located in the South Corridor near the Judgment Gate) and its subsidiary at the Courts, the Black Halls.

Coinage

Haven mints its own coinage, in gold, silver, copper, and iron, and has tried over the years to keep the coins the same size and weight as the coins minted by the Namori Empire during its long reign (most of the coins minted in the Ten Cities, and other area formerly controlled by the empire, tend to follow the sizes and weights of the empire coinage; seldom is there any problem with regard to money-changing, although many travelers do prefer to carry their funds in small gems rather than coins - less weight among other things). Most of the coins are the same size as a modern American dime, but are a trifle thinner. All of the major coins (gold and silver) are struck, rather than poured; the minor coins (copper and iron) are poured, and issued in large quantities.

In addition to the normal gold, silver, and copper coinage, which is recognized throughout the former Empire, the Haveners use a small iron coin called a "bit"; there are 10 bits abbreviated BT to a copper piece, and the coin is about two-thirds the size of the normal coin - a bit has about the purchasing power of the 1980's penny. The normal progression of value is:

Bit (BT)

Copper (CP) = 10 BT

Silver (SP) = 5 CP = 50 BT

Gold (GP) = 10 SP = 50 CP = 500 BT

(GM's Note: All values are figured on the purchasing power of the US dollar in 1980, and may be altered according to the richness or poverty prevalent in a given campaign. A gold coin is considered to have an equivalent purchasing power of \$5.00.)

Transportation

One of the more interesting features of Haven is its rather unique public transportation system (the uniqueness is in the fact that the city has a public transportation system; most of the other cities in this region don't). There are some 350 centaurs living in or near the city, and they have organized both a scheduled trip trolley system, and a cab service. The trolley runs from the Horse Gate at the south end of Caravan Street to the Caravan Gate at the north end of the same (traveling north along South Caravan and south along North Caravan; there is another line that runs around the Horseshoe, Southbridge, and Southbank (trolleys run both directions on the circuit), and a shuttle from the North Gate to the Copper Gate along Gate Street and back (these routes are illustrated with red dotted lines on the large city map). The service runs from about 6:00am to midnight (Stonebridge and Woodbridge, the two large bridges crossing the Dorian at Trade Island, are both closed from midnight til 6:00am), and the fares are reasonable - 30 bits to ride on one side of the river (no transfers), and 50 bits (total fare) if one crosses the river; the vehicles are large wagons with post-supported canopies, and a set of steps at the front leading to the rows of benches in the bed of the wagon. The cabs, very similar in design to the Hansom cabs of Victorian London, and capable of seating up to six in reasonable comfort, operate on nearly the same time schedule (more of them are available from 3:00pm on), and charge 2 silver pieces per person per approximate mile or part thereof (one can occasionally bargain with the centaur in regard to the price of an entire ride), with an additional silver piece to cross the bridges over the Dorian. These cabs will occasionally operate in the suburbs outside the city walls, but the price goes up accordingly; (1-2 GP per mile); they provide service to all parts of the city proper except the inner Labyrinth, and the Dwarrow.

The city fathers are so pleased with the centaurs' transportation system that they have arranged free access across the toll bridges for the centaurs and their vehicles (a toll of 5 BT see Coinage, above) is charged for each passenger, track being kept on a monthly basis, billed to the centaur company), and a law has been enacted which classes freeloading on the trolleys as a major infraction, on the same level as theft (an action generally despised in a mercantile society, even though many individual thieves are folk heroes). Any person caught by the centaurs attempting to board without prior payment is usually subject to a swift kick with both hind hooves (this will prove not only embarrassing, but painful as well, since the strongest centaurs are assigned to the trolley lines), and a call for the nearest city Guardsman. Trolleys run on a twenty-minute schedule along the three lines; they are on schedule about 60% of the time, unless the weather is extremely inclement. There is a 10% chance of a cab within hailing distance from 6:00am to 3:00pm, and a 15% chance thereafter (one may wish to wait for about 5 minutes after an unsuccessful try, and then whistle again; centaur cabs are about as easy to locate as a New York taxi on a rainy day).

The Bridges

There are three bridges crossing the Dorian River in Haven; these are Stonebridge, Woodbridge, and Southbridge (very imaginative names - the northernmost bridge is constructed of stone, the middle one of wood, and the third lies at the southernmost end of the island). Stonebridge and Woodbridge both lead to and from Trade Island and both are toll bridges; both are closed from midnight til 6:00am each night. Southbridge is only a footbridge, with no vehicular or animal traffic allowed, and there is no charge to use it; it is never closed (except in extremely bad weather). The tolls are higher on Stonebridge (the official reason being the higher cost of upkeep), so most of the poorer folk use Woodbridge or Southbridge; the tolls are based on the type of traffic, and are figured in bits:

BRIDGE TOLLS		
Stonebridge	Class of Traffic	Woodbridge
60 BT....	Riding Animal (including rider).....	35 BT
45 BT....	Led Animal (with load).....	30 BT
30 BT.....	(unloaded).....	15 BT
100 BT....	Wagon or Cart (loaded).....	60 BT
45 BT.....	(unloaded).....	30 BT
30 BT....	Man.....	15 BT
15 BT....	Woman or Child.....	8 BT
5 BT....	Large Dog.....	3 BT
8 BT....	Small Animals (each).....	1 BT

(Toll rates for wagons do not include the motive power, or passengers. The high rate for small animals on Stonebridge are designed to discourage passage of flocks of sheep and goats.)

The City Guard

The City Guard of Haven is equivalent to a modern police force in actions (though they do not investigate any but the most infamous or notorious crimes); they are charged with keeping the general peace in the city, and ensuring the safety of the inhabitants. There are approximately 1100 men in the Guard, with 13 stations (seven of them at the city's gates), the prison, and the training facility (the Citadel Guard, stationed on Trade Island, is not considered part of the City Guard, even though the city pays the salaries of the guardsmen). Approximately one-quarter of the Guard is on duty at any given time; the men tend to work 3 weeks of five 8-hour shifts each, and one week of 6 shifts. Some of the guardsmen are married, or have semi-permanent arrangements with young ladies, and

maintain separate living quarters; about half the Guard prefers to live at the various barracks buildings to which they are assigned.

The stations of the City Guard and their complements are grouped into boroughs, with one of the station commanders (known as Captains) in each borough assigned as overall borough commander (marked "*"; the overall commander of the City Guard is the Captain of the Heights' Shield Gate station).

Borough	Station	Complement
Heights	Shield Gate*	60

North	Nobles' Way	48
Corridor	North Gate	48
	Caravan Gate	80
	The Mint*	160

Commons	Copper Gate*	120

Labyrinth	Southbridge	100
	Market*	80

South	Judgement	40
Corridor	The Gray Halls	60
	Corridor*	80
	Horse Gate	44
	The Academy	6
	(trainees)	30

Outlands	Iron Gate	40
	The Tower*	40

The Guard does recruit, and looks for men with strength, agility, and leadership capability. The pay is not spectacular, but the hours and the work are relatively easy. A trainee makes 7 GP a week, a guardsman 12 GP, a sergeant 20 GP, a watch commander 30 GP, and a captain 50 GP (60 GP if he is the overall commander for a borough). A guardsman may live at his barracks, if he wishes, and two meals a day are provided in the barracks mess hall. After a year of service the Guard will permit a player to take a one-month leave of absence per year (to go adventuring).

If a player-character wishes to join the guard, there are many different possibilities. Joining the guard does require certain physical minimums, a total of 40 points in STR, CDN, REF, and MAG; the sum of the four requisites represents the character's base percentage chance of acceptance - add 5% for each level greater than 1st. A fighter-class character may also apply for a rank higher than trainee: Intermediates may apply to start as guardsman without undergoing training; Veterans may start as sergeants (roughly a position of patrol leader); and Elites may start at watch commander. When applying for advanced positions, acceptance is strictly on physical point total percentage - no bonus for level). While involved in normal duties, a Guard member has a 2% chance of becoming engaged in a potentially fatal engagement.

* * * * *

QUICK SHOP GENERATION

When a quick description of a shop or business is required, the following method will produce a reasonable facsimile of most businesses. The GM may either choose the various components of the shop, or if s/he desires a truly random business, s/he may roll dice (D100 and/or D1000 are suggested) for those components. These components are type of business, quality of merchandise, price range, relative honesty of personnel, treatment of cashbox, amount of cashbox, and number of personnel.

In many of the charts, percentage figures will appear in parentheses. These are designed to allow the GM who wishes to choose (rather than randomly generate) the components of the shop to decide whether the proposed shop is common or rather unlikely.

First, decide the type of area, rich, normal, or poor, in which the shop is located. This will color the probabilities of most of the components of the shop's make-up (one is very unlikely to find a glassblower's shop which deals in fine leaded crystal - and charges accordingly - in a slum area).

Second, determine whether it is a specialty shop or a general store:

	GENERAL	SPECIALTY
Rich	01-10	11-00
Normal	01-25	26-00
Poor	01-35	36-00

If the shop is a general merchandise business rather than a specialty shop(pe), it is usually unnecessary to determine the type of goods it deals in; the GM may wish to skip to "Fourth".

Third, select the business type:

TYPE	RICH	NORMAL	POOR
<u>Foodstuffs:</u>			
Vintner	001-045	001-018	001-008
Brewer	-	019-045	009-072
Greengrocer	-	046-063	073-088
Drygoods	-	064-099	089-128
Dairy	-	100-126	129-136
Butcher	-	127-153	137-152
Baker	-	154-180	153-176
Patisserie	046-090	181-189	-
Confectionery	091-135	190-198	-
Victualer	-	199-216	177-192
Suttler	-	217-234	193-224
<u>Clothing and Fabrics:</u>			
Tailor	-	235-261	225-256
Seamstress	-	262-288	257-288
Haberdasher	136-165	289-297	-
Couturier	166-195	-	-
Milliner	196-240	298-315	-
Cobbler	-	316-342	289-320
Cordwainer	241-270	343-351	-
Weaver	-	352-369	321-352
Spinner	271-285	370-396	353-384
Lacemaker	286-315	397-405	-
Furrier	316-360	406-414	-
Dyer	-	415-432	385-416
Jeweler	361-390	433-441	-
Perfumer	391-420	442-459	-
Cosmetician	421-465	460-469	-
<u>Various and Sundries:</u>			
Chandler	466-495	470-496	417-448
Corder	-	497-514	449-480
Apothecary	496-525	515-541	481-512
Potter	-	542-559	513-608
Silversmith	526-570	560-568	-
Goldsmith	-	569-595	-
Blacksmith	571-585	596-631	609-640
Weaponer	586-645	632-649	-
Armorer	646-675	650-658	-
Bowyer	-	659-685	641-656
Fletcher	-	686-712	657-688
Glazier	676-720	713-721	-
Leatherer	721-735	722-739	689-720
Woodcarver	736-750	740-766	721-752
Toymaker	751-780	767-784	-
Locksmith	781-810	785-802	-
Watchmaker	811-825	803-811	-
Carpetier	826-855	812-820	-
Furnituremaker	856-885	821-847	753-768
Cabinetmaker	886-900	848-856	-
Carriagemaker	901-925	857-865	-

Wainwright	-	866-883	769-800
Basketmaker	926-940	884-910	801-896
Cooper	941-955	911-928	897-928
Tanner	-	929-946	929-960
Saddler	956-985	947-964	961-968
Antiques	986-000	963-973	-
Secondhand Merchandise	-	974-000	969-000

(Columns are read DOWN, for the type of area in which the shop lies.)

By way of explanation of the terms above, we present a small glossary:

A vintner makes and sells wines (and, in this time frame, liquors as well); a brewer provides beer and ale. The greengrocer handles quickly spoilable produce, while the drygoodsman sells grains, potatoes, and other readily storable foods. The dairy sells cheeses, butter, and milk related products. A patisserie is a fancy pastry shoppe, and the confectioner makes candies and sweetmeats, as well as selling various grades of sugar. The victualer deals in preserved foods, and the sutler carries most food items, and a small selection of clothing, boots, and minor household items.

A haberdasher displays readymade men's apparel; a coutourier does the same for the ladies. A milliner makes hats for anyone who cares to wear one (provided they pay). The cobbler makes sandals and shoon (the proper plural of shoe), while the cordwainer specializes in boots. The spinner makes threads and yarns, which the dyer occasionally adds color to in his vats. The cosmetician produces rouges, powders, talcs, etc. for milady's toilette.

A chandler makes candles, and usually handles lamps, lanterns, etc., and the fuels (usually oil) for them (a ship's chandler carries these as well as cordage, canvas, small fittings, and all the myriad items that make life aboard ship endurable). The corder makes ropes, cords, and string. A silversmith normally makes serving pieces, plates, and utensils from either silver or pewter (Paul Revere was a silversmith), but a goldsmith is a pawnbroker and/or moneylender (he may accumulate gold - "make it" in terms of earning - but never makes anything from it). The glazier, leatherer, and woodcarver all produce various household items from their respective materials; the glazier also produces fine crystal. The locksmith can provide trapping mechanisms as well as locks of all types, and the carpetier carries tapestries in addition to his rugs. The furnituremaker usually deals in everyday furniture, unornamented, while the cabinetmaker works with fine veneers and inlays (you've heard of Duncan Fife?). A carriagemaker is the fancy craftsman the nobles prefer to patronize for their conveyances, while the wainwright simply makes wagons (Conestogas, heavy freight wagons, buckboards, etc.). A cooper makes barrels and chests, a tanner can provide canteens and water- or wine-skins as well as bulk leather, and a saddler makes all the tack for a horse or other mount. Antiques, in the richer sections, are the same as secondhand merchandise in the poorer.

Fourth, determine quality range and price range:

QUALITY	VALUE	RICH	NORMAL	POOR
Shoddy	0.1x	01-15 (15%)	01-03 (3%)	01-25 (25%)
Poor	0.6x	16-20 (5%)	04-15 (12%)	26-45 (20%)
Fair	1.0x	21-40 (20%)	16-60 (45%)	46-75 (30%)
Good	1.5x	41-70 (30%)	61-82 (22%)	76-91 (16%)
Excellent	2.0x	71-90 (20%)	83-95 (13%)	92-98 (7%)
Superb	3.5x	91-00 (10%)	96-00 (5%)	99-00 (2%)

(VALUE is the multiplier of normal cost to get actual value for the item depending on quality.)

RANGE (PRICE)	RICH	NORMAL	POOR
Cheap (0.4-0.6)	01-02 (2%)	01-07 (7%)	01-15 (15%)
Low (0.6-0.9)	03-08 (6%)	08-20 (13%)	16-35 (20%)
Fair (0.9-1.1)	09-30 (22%)	21-65 (45%)	36-50 (15%)
High (1.1-2.0)	31-65 (35%)	66-90 (35%)	51-85 (35%)
Costly (2.0-3.5)	66-80 (15%)	91-97 (7%)	86-94 (9%)
Outrageous (4.0+)	81-00 (20%)	98-00 (3%)	95-00 (6%)

(PRICE, the figure in parentheses, is the percentage of listed costs that will be charged - or at least asked - for a particular item in a shop with that price range.)

Fifth, ascertain the relative honesty of the people in the shop; this is a function of the quality related to the price range. The honesty rating helps determine where the cashbox is located, and may be used to indicate whether the players will possibly be cheated (or even attacked) if they flash large amounts of money.

	CHEAP	LOW	FAIR	HIGH	COSTLY	OUT.
SHODDY	B	B	A	A	A	A
POOR	C	B	B	A	A	A
FAIR	D	C	C	B	A	A
GOOD	E	D	D	C	B	B
EXCELLENT	F	E	E	D	C	C
SUPERB	F	F	F	E	D	C

SIGN	RATING	DESCRIPTION	CASHBOX LOCATION
A	01-10	Very dishonest	01-75 76-95 96-00 -
B	11-35	Dishonest	01-50 51-85 86-00 -
C	36-55	Normally honest	01-30 31-74 75-99 100
D	56-80	Honest	01-15 16-59 60-99 100
E	81-95	Scrupulous	01-05 06-35 36-95 96-00
F	96-00	Painfully honest	01 02-15 16-90 91-00

- (1) Thoroughly concealed, hiding place not revealed while customer(s) are in sight.
- (2) Out of sight normally, may have cash placed inside while customer is in view.
- (3) In plain sight, but closed.
- (4) In plain sight, and top is frequently open, unguarded.

In a poor neighborhood, the cashbox will usually contain 1D10 x 1D20 SP, in a normal one 1D20 x 1D50 SP, and in a rich one 1D20 x 1D20 GP. This amount will be in assorted small coins and minor (5-10 GP value) gems. Please note that the multiplication method given draws a different form of distribution curve than a xDy roll.

Sixth and finally, determine the number of personnel and the number of customers (other than the players) who may be in the business at a given time. Personnel can be rolled on the chart below:

STAFF	RICH	NORMAL	POOR
One man operation	01-05 (5%)	01-20 (20%)	01-35 (35%)
2 to 3	06-35 (30%)	21-70 (50%)	36-85 (50%)
4 to 6	36-85 (50%)	71-93 (23%)	86-98 (13%)
7 to 12	86-00 (15%)	94-00 (7%)	99-00 (2%)

The number of customers present will depend on the type of business, the quality of the area, and the time of day or night. There will tend to be more customers in a store in a rich area than in a poor or normal area. Usually there will be 1 to 4 customers for an average store at any given time; for food stores in the morning, double that. Clothing shops tend to do most of their business in the afternoon. For a true specialty business, there is a 50% chance there are no other customers in attendance. Most shops are fairly slack in the evenings, unless they deal in spirits or special pleasures.

BUILDING DESCRIPTIONS

In this section are provided generalized descriptions of a shop, a tavern, and a residence. These may be considered fairly typical of the non-noble areas of Haven. The Roman numeral portion of the ID number refers to the section of detail map on which the building is to be found, and the remainder, the Arabic numeral, is the code for the building itself.

A SHOP

Krango's Suttler (Groceries and supplies) #XLIV-X000

OWNER: Krango - is a man who enjoys haggling, even over the cost of a bunch of carrots, unless he is very busy.

HOURS: 11:00am to 8:00pm.

EXTERIOR: Wooden display racks of vegetables and fruits front the lower story of a two-level stone building. Only a door breaks the expanse of the wall on the first floor. There are three windows on the second floor, all usually open in decent weather; the windows all have glass panes leaded in in a multiple diamond pattern (lozengy to you heralds). A large, ruddy-faced man stands behind a movable counter, which is set out into the street. A younger man pushes a broom around the area in a desultory fashion; occasionally he is sent into the shop by the large man to bring something out, or chases off one of the street urchins by clobbering him with the broom. At night, the racks are empty, and the movable counter sits near the door; the windows tend to be closed at dark.

INTERIOR: Barrels, bales, crates, and baskets are stacked in perilously unbalanced piles throughout a large room that seems to occupy most of the first floor. At the rear is a doorway blocked by a leather drapery.

Price Range: Fair. (Krango does like to haggle, and will settle for a reasonable price, even though his original quote may seem outrageous. Most of his neighbors know about this "hobby". If there are 4 or 5 customers, there is only a 35% chance he will be able to haggle; with 6 or more, he gives his price.)

Quality: Good to Excellent.

Outstanding Items: None. (GM's discretion: Maybe Krango has a special source for the best mush-mush fruit in the city?)

Cash Box: The apron Krango wears is divided into many pockets, in which he keeps the various coins he receives. There are 1D10 x 1D10 SP in assorted coins in the apron's pockets.

OCCUPANTS:

Staff: Krango and his sons, Mikal and Hilgo. Mikal is the younger, and runs deliveries for steady customers. Hilgo pushes the broom and hates it.

Customers: There are likely to be 2 to 8 women (2D4) around the counter at any given time, waving produce or shouting for flour and other comestibles.

Loiterers: Many of the local urchins (and the rare hapless kobold) hang around the shop, occasionally attempting to steal a piece of fruit. Hilgo has a deadly aim with the broom.

NPC ENCOUNTERS: None unless the GM arranges one.

SPECIAL OPTIONS: None.

A TAVERN

The Quiet Thyme (A neighborhood bar) #LXV-X000

OWNER: Jerrold the Mild - seems a quiet man, of small stature, whose favorite method of quieting an unruly customer is with a Mickey Finn drink (good for at least 24 hours under the table).

HOURS: Noon to 11:00pm.

EXTERIOR: A three-story building of brick, nestled between two others, door to the left as one faces the building; there is a window of inset glass circles (they could be the bottoms of bottles) to the right, about 7' wide by 4' high. A sign hangs over the door; it is carved to resemble a plant drooping over a smooth rock (the plant is thyme - an herbal seasoner for food).

INTERIOR: The tavern is dimly lit by lanterns hung from the ceiling beams; there are several tables surrounded by stools and benches. At the rear of the common room is a bar of a heavy-looking black wood, behind which stands a man of smaller than average height. Along the wall to the left are positioned five dartboards.

Price Range: Fair.

Quality: Fair.

Outstanding Items: None. (You were expecting, maybe, magic darts?)

Cash Box: Kept under the bar, behind the leftmost of three doors. There is usually 30 to 90 SP in assorted coins in the box, depending on the time of day (the later, the more there is).

OCCUPANTS:

Staff: Jerrold, and two barmaids, Shalie and Kathia. Shalie is short, blonde, and zaftig, and not averse to offers. Kathia has a husband to whom she is devoted, and will quietly refuse any offers; if she is bothered overmuch, she will complain (again quietly - Kathia does everything quietly) to Jerrold, and the next drink the offensive customer gets will be a Mickey.

Customers: From noon to about 5:00pm, the bar is nearly empty; by 8:00, there are usually 25 to 40 people clustered at the tables, talking, or playing darts. They are all average working class types.

Loiterers: Aren't all the people in a bar loiterers?

NPC ENCOUNTERS: None.

SPECIAL OPTIONS: None. This is just a normal neighborhood tavern.

A RESIDENCE

The House of Hanki (Just a normal home) #XLVI-X000

OWNER: Hanki - a bachelor herbalist whose main concern is the garden he maintains in the rear of the house.

EXTERIOR: Two-story corner building, of stonework with a stucco and timber upper level which overhangs the street by about 3'. There are numerous windows on the second floor, but only two doors (and no windows) on the ground floor, one on each of the streetside walls of the first story. The entire rear of the property is a walled garden; the wall is of stuccoed brick 10' high.

INTERIOR: Other than the contents of the garden, the house is the same as any normal house, bedroom, kitchen, etc. The garden contains living samples of many different herbs and spice plants. There is a 85% chance that any given herb or spice is growing there; if the plant is extremely rare, the chance drops to 35%.

Outstanding Items: In the den there is a mortar and pestle made from chalcedony; the set is probably worth 200 GP. There is also a set of leather-bound tomes (18 of them) on botany, which might be worth 500 GP to a scholar.

OCCUPANTS:

Staff: There are two maids (Hanki is not poor) who arrive each day by 8:00am and leave about 6:00pm. Hanki also employs a gardener to aid him in the cultivation and propagation of the various plants. The gardener lives in, and occupies the small room in the rear that opens out onto the garden.

THE FREE CITY OF HAVEN
THE BOROUGH OF THE HEIGHTS

POLITICS,
PERSONALITIES,
AND
LOCALITIES

Since the time when Haven expanded to its present boundaries, the city's aristocracy have made their homes atop this rambling, fertile greensward overlooking the north banks of the Dorian. Many of the stately residences were adorned with elaborately landscaped gardens, pools, and private stables, or set off from public view by high stone walls or hedges. In these surroundings, the nobility entertained themselves lavishly; feasts, and hunts in the nearby countryside, and bacchanalian revels that were the stuff of legend in the commoner parts of town.

In more recent times, as the nobility lost their control over the city's political affairs, several of the great families exhausted their traditional wealth, and their urban estates fell into disrepair, or passed into the hands of the newly rich guild families. The transition of ownership has transformed the Heights into a battleground, where the guilds and the "gilded" live side-by-side as unwilling neighbors.

The noble families who remain in the Heights have attempted to maintain as many of the trappings of their past glory as possible. They continue to dominate traditional outdoor pursuits - tournament jousting, the hunt, falconry, and chariot and horse racing. Those who retain the financial resources to do so (like Duke Fernando) still own both urban estates and large parcels of farmland in the countryside under Haven's jurisdiction; these farms are used to provide for their basic needs, and for some of the luxuries of noble status. The nobles conduct their entertainments on a grand scale, festive and not uncommonly bawdy (though such events are now held much less frequently than in days of yore). And most importantly, they maintain the ceremonies and social conventions (graces) associated with their titles, recognizing that these symbols still arouse feelings of awe, respect, and loyalty in the hearts of many of the city's inhabitants.

In the last few years, a number of the younger nobles have grown increasingly discontent with the unprivileged lives they lead under the hegemony of the Guildmasters, and now aggressively seek to re-awaken the city's fealty to the former leaders, the aristocracy. This group, who call themselves the "Young Stallions" (referring to the nobility's inarguable precedence in, and near-monopoly of, horsemanship skills), is openly contemptuous of the competence of Guild rule. They roam the streets and byways of Haven, keeping a high public profile, sowing seeds of discontent, and fanning the flames of rebellion whenever they do erupt. The Stallions prefer to physically intimidate their opponents when possible. They frequently will corner a fellow noble, whom rumor identifies as a seller of family lands or an associate of "tradesmen", and threaten him with various dire punishments unless he desists; on occasion in the

recent past, incidents of vandalism against the newly purchased and recently occupied estates of Guildsmen on the Heights itself have been traced to them as well. The Guild leaders use the officers and men of the City Guard to keep the activities of the Stallions somewhat in check, but, at the present time, they consider it too risky of the public calm, and altogether too divisive of the fragile rapprochement between the majority of the "gilded" and the Guilds, to crack down forcibly on this group.

In many ways, the successful guildsmen have attempted to imitate the social mores of the nobility. They have adopted similar modes of dress, and attempted to adorn their persons and homes with the most sumptuous and luxurious trappings available - jewels, perfumes, furs, tapestries, and great masterpieces of stone, metal, and artwork. Their decision to move into the Heights bespeaks their desire to be recognized also as an elite group, chosen by virtue of their business acumen rather than their bloodlines. Yet, in other respects, the guilders are very different from their predecessors. Because of their general inability to compete with the aristocrats in outdoor activities, they compensate by financially supporting, and elevating the importance of, the fine arts (music, painting, sculpture, philosophy). Where those nobles with religious ties tended to support sects with strong mystical connotations (not here, but in the next world they shall have their reward), the guildsmen have actively supported the development of a church based on a premise somewhat akin to modern social Darwinism, suggesting that the rise of powerful merchant "princes" is part of the inevitable evolution of the younger races. Most importantly, the Great Guilders have been able to rise above the petty divisiveness that often characterized relations between the noble families. As they maintain a consensus about the course the city should follow, unity has given them the strength to produce a sound overall record of accomplishment, which is the cement holding together their political power.

The Guard contingent in the Heights is referred to as the Ducal Guard (they are under the command of the Great Guilders Council, not the nobles); they are primarily trained cavalymen, and are all mounted on blood-bay mares supplied by Varrasch and Family. They patrol in irregular, but near hourly, intervals during daylight hours, and on regular (with sufficient variances in pattern to stay slightly unpredictable) half-hourly during the evenings and nights. There are 60 men in the contingent, based in a fine brick two-story building at the Shield gate; the captain is Mikyl Swiftsword, a renowned campaigner (and the recognized commander of the entire City Guard in times of general trouble or danger).

* * * * *



Major Families: The SAVONNAS -

Lady Margery Savonna is the very wealthy matronly widow of Eklund Savonna, the late lord of Kinselbrock. The family retains substantial fuedal land holdings in the north, now governed by Eklund's half-brother, Tolman Burlingame. Margery herself has no interest in politics or administration, and much prefers the active social life of the city. She shares the family's city estate with her younger daughter Donia and a host of servants; her elder daughter, Karys, is a priestess of Eollana.

a) Margery (#101) - is an extremely heavy-set woman, with flaming red hair (obviously dyed) and a booming voice. She dresses in loose, tent-like houpelandes, and is often adorned with a number of extravagant pieces of jewelry from her extensive collection. She is very talkative and gossipy, and a bit scatterbrained as well; she has a well-known habit of leaving her (non-jewelry) possessions behind. She has an excellent memory for names, however, and through her gossip maintains a vast store of trivial knowledge about almost every noble family located within 500 miles of Haven (which means almost certain woe to anyone

impersonating a noble in her presence). She loves to have a good time, and will attend almost any social affair held on the Heights. Although she still maintains a healthy interest in the opposite sex, and is very prone to flattery (however blatant and ridiculous), her primary interest these days is to find a willing suitor for her daughter Donia.

Places Encountered: Golden Ducat (almost every afternoon), Pierre Farce's House of Beauty, Groton's Perfumery

b) Donia (#102) - Quiet, very plain girl in her late teens; she is very nervous around men and stutters heavily in their presence. Years of perpetual browbeating from her strong-willed mother has badly undermined her self-confidence. She is well-versed in household skills, especially weaving (she makes fine rugs, and all her own clothing). Donia has burning artistic desires that she keeps secret from Margery; she has a sketch pad hidden in her room and draws the scenes she sees from her window (these sketches show reasonable talent given her total absence of formal training). Donia is desperate for real affection from others, but too terrified to seek it out; a kind word or gesture from another would make that person an immediate friend.

Places Encountered: Studio Lane (She frequently peers into the various studios to watch the artists as they work; but avoids contact with others, and will probably run away if spoken to)

The DE KAMMERONS -

Boccaccio and Swayze de Kammeron are two young noblemen from the lands to the east of Haven now known as the Free Sector. Having no wealth or lands of their own to serve as a power base, they came to Haven, and used their titles as a bargaining point to obtain financially secure marriages with members of the wealthier guild families. The de Kammeron's flagrant opportunism has aroused the hatred of some of the established aristocracy, particularly the Young Stallions; both are unaffected by such criticisms, and in fact dress in a very elegant, dandified fashion to show off their newly gained riches.

a) Swayze (#103) - A tall, dashing gentleman with long, flowing dark hair and a diamond earring in his left ear, his tastes in clothing run toward rich tunics of silk and velvet, adorned with elaborate lace cuffs and collars. Swayze is married to Gabrielle, the beautiful daughter of the perfumer, Broutier. The two share a love for the outdoor life, and have journeyed together to many exotic climes. Swayze is an accomplished fencer, and has been forced to demonstrate his skill twice previously in duels. It is said that even the fiery Stallion Paul de la Riis respects Swayze's prowess with the blade, and thus dares not challenge either Swayze or bother Boccaccio, the man he accuses of "selling his birthright as if he were some cheap whore on the Street of Silk Veils." Swayze always wears 2-3 items of expensive jewelry.

Places Encountered: The Aerie, the north docks (where he and Gabrielle have a small pleasure craft at anchor)

b) Boccaccio (#104) - The younger de Kammeron is known around Haven as the "Merry Widower"; for he has recently remarried the third time in seven years. All Boccaccio's brides have been very old matrons who were the sole heirs to sizable financial estates; it is rumored that all three of his prior wives "died smiling", made happy in their waning days by his grace, charm and razor-sharp wit. His current wife, the Lady Alvona Dwillian de Kammeron, has been bedridden for months with pleurisy; during her illness, Boccaccio has expertly handled the day to day affairs of the family's watchmaking business. Boccaccio has inherited a number of choice residential properties in the Heights section

of Haven; in each case, he has divided this real estate into a number of parcels, and sold the fragments at a huge profit to members of the "nouveau riche" anxious to acquire the status associated with this exclusive neighborhood. This practice infuriates the Young Stallions to no end, but to date they have been able to do little about it except attempt to intimidate potential buyers. Though Boccaccio's brief forays into the business world clearly indicates his acumen, he also goes through phases of extreme self-indulgence when he wastes great sums of money on epic binges of debauchery. In these latter times (which sometimes last for weeks), Boccaccio may acquire an entourage of up to 50 fellow revelers.

Places Encountered: The Aerie, the Horned Hardart, the Silken Chain

The DE LA RIIS FAMILY -

The de la Riises are one of the most prominent and long-lived aristocratic households of Haven. Currently, three generations of de la Riises live and work side by side, and are active both as feudal landlords (on their substantial land holdings some 20 miles northeast of the city walls) and as key figures in the city's political conflicts. Count Tybalt de la Riis is the reigning patriarch of the family; though in his seventies, he still plays an active role in family decision making. Tybalt has four surviving children living in the area: Harz, the eldest son, who has managed the family's land holdings, the county of Brandenwald; Sir Bruning, a career military man; daughter Rutnilla; and Morgan, a minor officer in the Citadel Guard. All are married and (except for Rutnilla) have children of their own. Harz's eldest son, Paul, has already established a growing reputation for himself, as one of the fiery leaders of the Young Stallions. There is considerable dissension within this family. Tybalt, Harz, and Paul are continually at one another's throats, arguing over the question of how the de la Riises should use their remaining political influence in the power struggle between the nobility and the Great Guilders. A second source of controversy has recently arisen, when Bruning returned to the city after an absence of many years with a new bride, a commoner woman almost half his age named K'maill. K'maill has not been accepted by either Rutnilla or by Bruning's daughter from his first marriage, Ingrid; the latter two have spread rumors that K'maill has used gypsy witchcraft to gain hold over Bruning's affections.

a) Tybalt (#105) - The Count's hair is now snow-white, but he is still hale and keen-eyed. Tybalt is rarely (10%) present at the city-estate, for he only comes to town when his presence is required at ceremonial events. He has a dour, foul temperament and judges everyone in his family harshly except Paul (who is the apple of his eye and can do no wrong). Tybalt loves to hunt in the woods surrounding their country manor, and is still a good marksman with a short bow.

b) Grazia (#106) - Once a beautiful, lively queen of the Haven social circuit, Tybalt's sister is now senile and feeble-minded. She rarely is taken beyond the boundaries of the manor house, for she has an unfortunate habit of mistaking young men that she meets for her dead son, Porcassio, making quite a scene in the process.

c) Harz (#107) - A husky, well-muscled man with grey-streaked dark hair, and a deeply furrowed brow. Harz has managed to keep the de la Riis property intact while many of the other noble families have had to sell off their hereditary lands; to do so, however, he was forced to adapt to the changing economic system resulting from the rise of the Guilds, and diversify the family's activities from farming into related

businesses like grain milling. He has been rewarded for these efforts by the hostility of his two sons, who accuse him of "selling out" to the Guildsmen; their lack of affection has robbed him of his zest for living. On formal occasions, Harz wears a large emerald ring engraved with the family crest; at all times, he wears a bronze medal-lion inlaid with a sunburst design of orange and yellow zircons (a present from his wife Claudia). Harz is one of the 24 members of the Council of Burroughs, and spends about 50% of his time in the city.

d) Claudia (#108) - Harz's wife is a tall, spare woman with sharp angular features and a thin, oval face. She uses excessive make-up, perfume, and tight-bodied clothing to hide the effects of middle age of her appearance, and is extremely vain about her looks. She is talkative, and gossipy, and always has an opinion on how things should be done. In her youth, she was an excellent equestrian, but now she rarely rides in the hunt. She is prone to hypochondria, and frequently seeks the medical advice of the charlatan Americus (see Heights, Shop Descriptions).

Places Encountered: Office of Americus, Groton's Perfumery

e) Paul (#109) - A firebrand leader of the Young Stallions, Paul has a haughty bearing that exudes self-confidence. He is of medium height and clean shaven, with dark, elaborately pomaded hair, and lively dark eyes. In public, he wears the common symbols of the Stallions - a dark green velvet swordman's cloak with the emblem of a rearing white horse on its back, adorned with a white ivory brooch shaped like a horse's head; a walnut walking stick; and a broad-brimmed velvet hat with a feathered plume. Paul always carries a well-balanced, +2 HP broadsword in a jet-black leather scabbard edged with gold leaf; he is an expert swordsman, and an excellent horseman. He is extremely disrespectful to all guildsmen, and particularly despises the Varrasch brothers. He and the other Stallions are frequently seen all over the city and in the surrounding region, listening to the grievances of merchants and commoners, and fomenting discontent with the current regime.

Places Encountered: Anywhere that there is trouble brewing and an opportunity for political gain, but especially at the Golden Ducat or the Aerie. If encountered outside the Heights, there is a 60% chance he is accompanied by 1-3 other Young Stallions.

f) Thomas (#110) - Thomas is three years Paul's junior, with sandy hair, brown eyes and his father's broad features. He is tall and gangly, and somewhat uncoordinated; all his clothes (a carbon copy of his brother) seem to fit him awkwardly. Thomas idolizes his older brother, who in turn barely tolerates him. The Stallions make him the frequent butt of practical jokes, but this does not reduce his ardor to be a member of their group; Thomas is very anxious to figure out some noble deed that will gain him favor. He knows how to read and write several languages. Excessive physical exertion will frequently drive him to an asthmatic coughing spell.

g) Cortina (#111) - Harz' daughter is a small but amply endowed girl, with long brown hair and hazel eyes. Both of her older brothers are very protective of her; she longs to be independent, and often develops impetuous crushes on young gentlemen she meets (particularly if they are well-traveled). Her parents both indulge her every whim; thus, though she shows little aptitude, Cortina is taking (at great expenses) operatic singing lessons with Largo Profundo (Street of Harps).

Places Encountered: Profundo's Studio (usually accompanied by Thomas); Guildhall of Entertainers

h) Bruning (#112) - A stocky man with dirty blond hair, and a robust appearance that belies his age. Well-known in Haven in his youth for his several victories in city jousting tournaments, he has spent the last twenty years as a knight in the military service of the late Viscount of Kveklan. With the coronation of the Viscount's son, Bruning was dismissed; the old warhorse is now chafing at the bit from inactivity and would be receptive to joining an expedition if it were satisfactorily funded and led by a fellow noble. He can be contacted through the mercenaries guild in Haven, the Sworn Swords (South Corridor).

Places Encountered: The Iron Phalanx tavern (South Corridor); Mastrecard the weaponeer

i) K'maill, Ingrid, Rutmilla (#113, #114, #115) - K'maill is a voluptuous, raven-haired beauty who stands almost as tall as her new husband. She dresses in exotic color combinations that reveal her gypsy upbringing, and also reveal an amount of leg and décolletage considered shocking by those in finer society. At first confused by the hostility of her relations she has now become angry, and deliberately plays on their fears of witchcraft (by chanting gibberish phrases in the gypsy argot in their presence, snatching locks of their hair as fuel for her "voodoo", etc.). This response of course fuels their efforts to discredit her. Ingrid is a well-proportioned young lady with auburn hair and green eyes, but her facial appearance is marred by poorly-spaced teeth. Rutmilla is big-boned and very homely, with a broad flat nose and moles on her chin. The two have spread rumors of K'maill's evil magical powers around the Heights, and this is a popular subject of conversation in many of the shops near the Shield Gate. Popular sentiment among the aristocracy (as might be expected) runs overwhelmingly against K'maill - the only allies she has in the de la Riis household are Harz and the boy Carlo (her husband remains totally unaffected by the criticisms of his neighbors, most of whom he respects little anyway).

j) Rampallio Aguirre (#116) - Squire to Bruning for the last twelve years. A short, wiry man with a thick black beard and a sweaty complexion. Through not an exceptional fighter by any means, Rampallio understands his employer's personal needs, and has often helped Bruning cover up for his various amorous affairs. The squire lives very frugally; he is rumored to have accumulated a substantial bankroll over the years, but its location is unknown. He will almost certainly (90%) accompany Bruning on any new expedition he undertakes, receiving one-third of any salary or shares of treasure paid to the knight.

k) Morgan de la Riis, Clemente Panfusille (#117, #118) - Morgan and Clemente (Rutmilla's husband) are close friends, and fellow officers in Haven's prestigious Citadel Guard. Both have served in the Guard for more than ten years, and are very pleased to have the chance to exert authority over the vendors and visitors of Trade Island. Morgan is tall but slightly built, with a plain face adorned by a well-kept van dyke and bushy sideburns. He is much more comfortable with his career than with his home life, for he has great difficulty dealing with his son's physical deformity; he consequently spends most of his time at his Citadel duties. Clemente's face still shows the ravages of a childhood bout of smallpox. Unlike Morgan, who is almost universally liked, Clemente is viewed as a martinet by the men in his barracks, for he drills his command hard and very frequently. Both are very loyal husbands, uninterested in other women, and are happy with their rather pedestrian duties (harboring no great urges to seek a more adventurous avocation).

Places Encountered: Trade Island (particularly if some

sort of dispute erupts between stall keepers, or between buyer and seller)

l) Astrilde, Bismunde (#119, #120) - Astrilde, Morgan's wife, is happy with her lot as a Guard's wife. She has honey-blond waist length hair, high cheekbones, and delicate features. Astrilde is sweet-tempered, but more than a trifle slow upstairs. If seen in the shops of Haven, she will be carrying her 6 month old baby daughter Bismunde, whom she dotes on to make up for her feelings of failure regarding Carlo, whose inquisitive, intellectual nature is beyond her comprehension.

m) Carlo (#121) - Carlo is a thin, frail young lad of 10, with an unkempt mop of brown hair, and very intense brown eyes; his left arm is severely withered, and hangs uselessly at his side. His disability isolates him from his peers, and he possesses an almost eerie intensity that often makes adults in his presence uncomfortable. He spends his days wandering through the Heights, the North Corridor, and even Trade Island, observing (and sometimes reacting to) the events going on around him. The boy has minor precognitive abilities (visions of events that will happen 10-15 minutes in the future); if he is in the vicinity of a player-character or NPC about to take an action, there is a 30% chance that Carlo will "see" the event in advance. If the actions to be taken by the other character arouse Carlo's curiosity, he is likely to approach and ask questions of the other that reveal what he knows. Carlo is quite capable of using his knowledge to bargain for a piece of the action, or a bribe to purchase his silence. If he is treated with respect, and not as a "child", there is some chance that Carlo would agree to use his powers to aid others (particularly if these characters will provide him with some useful training in exchange for these services).

Places Encountered: Studio Lane, Believers Lane, Trade Island, Tradesmaster's Square

The TAINLEY FAMILY -

The Tainley clan arrived in this region with the legions of the Namori Empire that subjugated and ruled Haven and its surrounding territories for many years. The family has an illustrious military tradition, and its farflung descendants control lands in many corners of the Three Continents. The Haven branch of the family is of comparatively minor stature when stacked against some of its distant relatives, like the Taindoora's (the hereditary absolute rulers of the mountain-ringed lands of Laja Dara), or the Princess-Generals of the female-dominated realm of Qesan. Nonetheless, the

Tainleys have prospered in Haven for seven centuries, surviving the ebb and flow of the Empire (and more recently, the decline of the aristocracy as a whole). Currently, the Tainleys include not only men-of-arms, but also masters of the arcane arts and defenders of the soul.

a) Sir Tenley Tainley (#122) - A husky, athletic figure who moves gracefully for a man of his size; Tenley has bushy, rust-colored hair and blue eyes. Twelve years ago, he led an expedition that successfully subdued a band of orcs which had seized one of the villages along the Long Road (effectively cutting the flow of trade from that direction in half). He remains an active participant in discussions of the city's defense, and has long been a staunch proponent of creating a permanent city Guard unit assigned to patrol the perimeters of the region and keep the trade routes clean of brigands and wild beasts. Tenley is an avid organizer of hunting parties, and remains a formidable opponent in the festival jousts. He still follows the practice of accepting the children of other noble

families into his household, to supervise the final stages of their training for adulthood; he has three of these wards presently living at his estate, and his own son Richard is abroad in the service of Baron Ruppert du Kleef. Given his predilections for the outdoor life, he tends to dress rather ruggedly, and eschews most jewelry (the exception being a simple, slender gold chain worn round his neck).

Places Encountered: Maas Turkar, the Weaponeer; the Aerie; taverns near Guildsmaster's Square

b) Father Alain (#123) - Alain, Tenley's younger brother is an enigmatic religious scholar; a devoted priest of the sect of Kar. Like the god he worships, Alain is a creature of the night, seldom seen in public by the light of day. He has dark eyes, close-cropped brown hair, and a mottled complexion; he projects a very foreboding presence that normally discourages others from speaking with him. He occupies the tower room of the temple of Kar, and spends his nights in detailed study of the movements of the moon and stars. At present, Alain is abroad in the city far more often than usual; he seeks to learn the whereabouts of a meteor which recently fell to earth, and will show an interest in any traveler in Haven who has recently come from the far north (the Khuz mountains area). Alain will not communicate with the rest of his family, unless they are in dire need; his brothers in the sect know nothing of his noble background, or his true identity, for he has kept these things secret.

Places Encountered: Temple of Kar; Pilgrim's Progress Tavern

c) Virago Tainley (Zprahim, the Illusionist, #124) - Virago was the eldest of the three brother, but foresook his inheritance to pursue his first love, the study of the arcane arts. Virago's late father, Secor Sed-Hallah, never forgave him for that decision, and completely disowned Virago (who adopted the name of Zprahim as part of his new life). Tenley, however, always disapproved of this censure, and secretly kept in touch with his brother until Sed-Hallah's death. Zprahim now spends about 25% of his time at the family estate, agreeably attempting to teach Tenley's wards some rudimentary magical skills; he spends the rest of his days in his small suite of rooms on Magic Street, immersed in his research into mass effect illusions. Zprahim seldom accepts commissions these days, for his basic needs are satisfied, and he has no love of money; he will only take on a job if the magic required is of sufficient intricacy to pique his interest, and the cause of the querent is a just one (Virago has a very lawful temperament).

Places Encountered: Illusionist's Park; Eye of Newt; Hire-a-Mage (accepts occasional assignments, under the conditions stated above)

d) Stella, Lady Tainley (#125) - Stella, a tall, rather zaftis blonde who wears her hair in braids adorned by thongs of rich cowhide, is an outdoorswoman who shares her husband's interest. She herself is quite a competent swordswoman, and during the feasting which follows the hunt, she may impulsively challenge a male newcomer to their circle to a mock combat (a battle not to the death, using weapons that have been blunted or padded to reduce their damage potential). Such events are often accompanied by wagering among the crowd, and the results (when Stella is victorious) are usually known all over the Heights within hours (woe to the chauvinist loser with a thin skin). Stella wears no jewelry except a gold chain that matches the one worn by Tenley.

e) Antonio Berensten (#126) - A muscularly built young man with long, shaggy blond hair and a bushy moustache, Antonio is one of Tenley's wards. He has been here in

Haven for almost three years, and has become a major figure in the Young Stallions movement. He possesses immense personal charisma, and fervently believes in the righteousness of their cause. His heart is beset with great inner turmoil, however, for he has fallen madly in love with Marita Maggia; the daughter of one of his staunchest Guild opponents. The two have sworn their love to each other, and are trying to find a cleric willing to marry them secretly (see the Heights, Scenarios); in the meantime, Antonio lives a double life, and has begun to show external signs of strain - a haggard look to the eyes, a growing habit of nervously drumming his fingers on his swordbelt, impatience with some of his colleagues, etc. Paul de la Riis, his closest friend, suspects that something is seriously wrong with Antonio, and has begun to keep a closer eye on the latter's activities - this of course makes it even harder for Antonio and Marita to see another, even for a few moments. Antonio wears the green cloak and brooch of the Stallions, but does not go in for the elaborate accessories favored by some of the others (walking sticks, plumed hats, etc.) In the past, Antonio always wore a pendant in the shape of a small golden claw (his family's insignia) on formal occasions; he has given this pendant to Marita as a troth of his love. There are some (Paul, Margery Savonna) who may take note of its absence, and ask Antonio discomfiting questions about its whereabouts; of course, if other Maggia were to come upon it in Marita's possession . . . (50% chance he is with other Stallions when encountered)

Places Encountered: Golden Ducat, taverns along Caravan Street (priest search), anywhere that the Stallions would benefit by their intervention

f) Taramilla (#127) - The daughter of a baronet of Seki, she is much younger (5-7 years) than the two male wards in Tainley's household. Her figure is still quite boyish, though she has gorgeous long flowing hair the color of wheat and green eyes that belie her immaturity. Taramilla has become hopelessly infatuated with Antonio, who is completely oblivious to her attentions. She spends virtually all her time daydreaming about possible ways to attract his interest; consequently, she often receives verbal abuse from her instructors for being inattentive and unprepared.

g) Prince Kaspar Bunder (#128) - The Prince comes from a very inbred aristocratic family, and he has paid a price for this heritage. Kaspar is an albino, with white-blond hair, red eyes, and a skin that is hyper-sensitive to exposure to the sun. The lad has very strong hands and upper arms, and has developed reasonable close combat skill. His weak daytime vision and sensitivity to the elements, however, make it very difficult for him to perform many activities and thus the Tainleys have given him special treatment. Kaspar is himself enamoured with Taramilla, who does not treat him condescendingly (though she thinks of him only as a friend); Antonio's inattention to her angers him greatly (although to be truthful, it is likely that Kaspar would resent someone with Antonio's natural physical ability anyway, because of his ability to easily accomplish tasks that Kaspar can only perform through great effort). Kaspar has shown an excellent aptitude for magic use, and has received additional private instruction from Virago. He has learned several low level spells - Sleep, Shield, and Detect/Read Magic - and has a 70% chance of successfully casting the spell (if cast, the recipient of the magical energy then receives its MR saving roll to determine if the magic takes effect). If Kaspar should happen to find out about Antonio's interest in Marita, he is very likely to attempt to disgrace the man he considers his rival.

n) Gorboo (#129) - A long-time associate of Tenley's from the yeoman class, Gorboo lives on the Tainley estate, and is responsible for training the wards in the use of a variety of weapons - sword, mace (men only), bow, and dagger (females only). Of the three current wards, of course, Antonio far outstrips the others in combat skill, and receives the bulk of Gorboo's personal attention. Gorboo often praises Antonio's fighting prowess publicly (particularly after he has had a few drinks).

The HOCHRITTER FAMILY -

The Hochritters are of the old noble families of Haven, but their fortune has greatly dissipated over the years, and they have been forced to sell off many of their personal valuables and almost all of their land. They now own only a small piece of acreage surrounding their city estate; the home itself shows substantial signs of decay (leaks in the roof, rotting porch columns, etc.).

a) Mathilde (#130) - "The widow Hochritter" is a somewhat plump middle-aged woman, with short-cropped, greying blond hair, a double chin, and a prominent mole on her left cheek. She is always garbed in traditional black "widow's weeds", and a veil - but she also incongruously adorns these outfits with an extravagant amount of jewelry. She has been mourning her late husband Stephan for 16 years, and each month her fond memories become more elaborate - although those old enough to remember the couple often laugh at her idyllic portraits, for Mathilde and Stephen fought like cats and dogs throughout their married life. Mathilde had four children, but two died during an epidemic of scarlet fever ten years ago. Her oldest remaining child, Willetta, is married and in court life to the north; she has two infant daughters of her own. The subject of her son, Zender, invariably sends Mathilde into an emotional uproar, and initiates another flurry of sorrowful self-pity ("If only Stephen were here."). She spends almost every afternoon in the sitting room of the Ducat, sipping tea laced with brandy, and talking to Margery Savonna (the latter is her best friend and one of the few people who can tolerate Mathilde for more than a few moments; this is because she talks so loudly and interrupts so often that she barely ever hears Mathilde's complaints). Except for her wedding ring (dwarven-made and of reasonable value), all of her elaborate jewelry is made of paste, and virtually worthless.

Places Encountered: Golden Ducat, Othmar the Astrologer

b) Zender (#131) - A tall, thin man with a pale complexion and a scraggly black goatee, Zender too dresses entirely in black; but not for reasons of mourning. He is the prototypical "angry young man", and the thing he does best in the world is hate - almost everyone and everything, with a consuming bitterness that leaves little room for logic or common sense. Zender nominally supports the Stallions cause, and will appear with them on occasion (wearing the Stallion brooch on his own black cloak); at heart, however, he is more of an anarchist, and has no close friends among the other Stallions. There are suspicions that Zender has been responsible for a number of acts of serious vandalism committed against Guild establishments; but no proof to support these suspicions has been found. It is no secret that Zender has an incredibly violent temper, and a short fuse to match. However, he is a mediocre brawler at best, so that his outbursts are only dangerous if; 1) his Stallion friends are with him, and willing to back him up (only a 40% chance, since even they know how irrational he sometimes is), or 2) he loses the fight, and develops a grudge against the victor (an 85% chance if he is defeated).

Places Encountered: The Aerie; Street of Silk Veils; Plaza of Troubadors (15% chance he is with other Stallions when encountered)

FALSTAFF and RODNEY -

Sir Falstaff of Borrintorr (#132) is a portly, extravagantly outfitted nobleman in his late forties, with a receding hairline and bushy muttonchop sideburns. He is usually dressed in a tunic of crimson or royal blue velvet, adorned with ruffles, gold piping, and an abundance of medals and insignia (most of which have been purchased by Falstaff for the sake of appearances). Falstaff is a prodigious liar who constantly tells fanciful tales of his fighting exploits - unfortunately, his facts are so garbled that anyone with even a smattering of knowledge about military history will see right through these tales. If caught in a lie, he will first try to bluster his way out of difficulty, then meekly admit his mistake, playing on the sympathy of the crowd by confessing he "is an old warrior, whose memory is not what it once was". Within five minutes, he will be back at it again, undaunted by his experience. Indeed, Falstaff's family did sire many heroic warriors, and Falstaff for his part did serve long (albeit not particularly well) in the armies of the Ten Cities. Though married twice for brief periods, Falstaff never was able to sire a heir, a fact that causes him great regret. He keeps a watch out for a young man "of character" without family ties, who might serve as his surrogate son and heir. (The candidate need not be a noble, but must have demonstrated a taste for the finer things in life).

Places Encountered: Golden Ducat; Iron Phalanx (South Corridor); Gladshaw the Falconer

Sir Rodney of Shaftsbury (#133) has a moderate build, silvering hair, and watery blue eyes; his face is clean shaven, and he has a long, very unflattering nose. Rodney's family has rapidly lost its wealth over the last ten years (primarily as a result of Rodney's own abysmal choice of investments), and have been forced to sell all of their property holdings. His four children are now scattered across the countryside, and none would take him into their home. Despite Falstaff's kindness, Rodney has become sullen and uncommunicative; he mistrusts all young people, and will try to sabotage any relationship that might be developing between Falstaff and a potential "foster" son. Both Falstaff and Rodney are avid gamblers (at cards, dice, or billiards), and Falstaff is likely to propose a game to liven up a quiet evening at a dinner party or tavern.

The GERONDE FAMILY -

The Geronde family was an old aristocratic family that had fallen upon hard times, and lost most of its greatness until Lady Rowena became its matriarch. Rowena actively joined the new merchant class, using her abilities as an enchantress of magical items, and now runs by far the largest establishment producing magically-enhanced goods in Haven. Her shrewd business sense has enabled her to prosper, and she has used a sizable portion of that newfound wealth to repurchase the family's land holdings, and restore their stately mansion that lies just inside the city walls. Rowena has been widowed for ten years, and is often preoccupied with business matters; consequently the family (now consisting of her husband's deaf-mute brother Udral, Rowena, and her four children) is not a close-knit one, and each of its members lead largely separate lives.

a) Rowena (#134) - A tall and stately woman in her mid-forties, with dark hair and grey eyes, the Baroness Windemere cuts a regal figure. She dresses with conservative class, wearing clothes and jewelry that

are understated but elegant. She has remained aloof from the Nobility-Guild struggle, for she refuses to judge individuals on the basis of a convenient label. Her strong-willed independence is grudgingly respected by most in the community, but Rowena has few real friends. She keeps her emotions very secret, and rarely raises her voice; however, on those rare moments when she becomes angry, it is very wise to stay out of her way. She always wears a silver medallion set with a large blue sapphire; the jewel Detects and Discerns all active Magic within a radius of 100 feet. If the medallion is held by anyone other than her, it becomes unbearably hot after sixty seconds and must be dropped. When traveling in areas where she believes she may need physical protection, she wears a matching pair of leather wrist thongs that, when activated, simultaneously produce a combined-effect spell that generates a Missile Repulsor shield (deflects up to 8 pts of missile weapons per melee round, with spear=4, crossbow bolt=2, arrow or sling stone=1 pt; and can deflect a total of 60 pts of missiles before it is nullified) which also carries a charge of psychic electricity such that a person trying to pass through the aura (to grab Rowena or hit her with a close-range weapon) will take 2D6 pts of system-shock damage to STM per mr (If STM is reduced below 0, a character is dead).

Places Encountered: Magic Street (see Enchantments, Ltd. for a complete description of Rowena's business).

b) Udral (#135) - Although he has been a deaf-mute since birth, Udral is far from a simpleton. He likes the outdoors, and carefully tends the estate's gardens, which grow some of the finest produce in the region. Udral can read and write, although he may pretend ignorance if he believes he is in trouble of some sort. He is deathly afraid of complete darkness; Rowena and Karl have enchanted the ceiling of his room with a permanent Moonlight spell.

Places Encountered: Goodreau's Market; the Tool Shed

c) Karl (#136) - Rowena's oldest child, Karl is the certain heir to the family business, and a well-recognized Enchanter in his own right. He is not particularly handsome, for he has a tall thin frame, and a long, bearded face with an angular jaw and a prominent nose. He dresses very modestly and does not stand out in a crowd; his only trademark is the serpent symbol he uses to adorn his attire. Karl, unlike his mother, is well-liked by virtually everyone; for although he has tremendous self-confidence in his magical abilities, he is not at all aggressive and puts others readily at ease. Karl spends most of his spare time at home doing research, for he does not enjoy socializing and is quite shy around members of the opposite sex. His pet project is an attempt to develop a storage "battery" for magical power that, once fueled with a base amount of psychic energy, can set these energies off against one another in a manner that produces additional spell power as a product (essentially, a breeder reactor for magical energy). Karl still continues to study part-time with Osondrea, a high level elven enchantress who specializes in the enchantment of wood and fire. Very non-violent, the only magical protections he wears are a ring of Haste, and a small pentacle-shaped coin that, when touched to a figure, expands into a Circle of Safety 25 feet in diameter.

Places Encountered: Enchantments, Ltd.; Guild of Mages; pathways near the tree house of Osondrea (Riversedge area)

d) Valma Geronde Matters (#137) - The second oldest, Valma, is the only one of Rowena's children who has married. Hanzel Matters, her husband, is a leatherworker from a merchant background who repairs



tacks and saddles in a little shop located very close to the city's immense Horse Market. He and Valma live with the rest of the Matters family in a crowded, but nicely maintained, two-story wood structure in the residential area west of the Street of Harps; Valma is kept busy with her two children, and is already pregnant with a third; she is very content with her lot as a homemaker, having had no interest in studying magic. Rowena visits her daughter very rarely, on the way home from the shop; Valma never travels to the Heights, for she does not wish to deal with any catty remarks about her marrying beneath her station.

e) Gunter (#138) - A thin lad of twenty with dirty-blond hair and a perpetual sneer, Gunter eats, sleeps and breathes the lifestyle of the Young Stallions. The group is his source of identity; without it, Gunter would probably be a faceless recruit in the Citadel Guard. He always wears the green swordsman's cloak, white brooch, and black boots that constitute the Stallion's uniform, and seldom travels outside the presence of one or more of his compatriots. A decent but not overpowering fighter, Gunter is nonetheless unafraid to take on very unpromising odds, if he believes that fighting will further the nobility's cause. Gunter, while not stupid, did not inherit his parents' intellectual prowess; he was an extremely lackadaisical student, and consequently cannot read or write very well (a fact he desperately tries to hide from the others). He would like to be Paul or Antonio's best friend, and is somewhat hurt by the unspoken closeness between the two that he cannot share.

Places Encountered: Aerie; Golden Ducat; around the city (80% chance that he is accompanied by 1D6 other Stallions)

f) Adrienne (#139) - Is a tall but full-bodied girl of sixteen with shoulder-length, curly auburn hair, green eyes, and a thin aquiline nose. Rowena sees much of herself in Adrienne, and has pushed very hard to interest her daughter in the study of magic; unfortunately, the Baroness is also a perfectionist, and soon cooled any ardor for the arcane arts that Adrienne possessed. She is very intellectually oriented, however, and seems likely to become either a scholar, or a cleric of some sort. Adrienne finds most social events around the Heights to be dreadfully boring, for she is expected to mingle with the other noble daughters of her age group, almost all of whom are preoccupied with men, marriage, and clothing (and

not necessarily in that order). Although she has blossomed in the last two years and become very physically attractive; she has a negative self-image of herself in this regard, and considers flattery of this type to be vaguely insulting. She wears the ivory pendant of the Sisters of the Unicorn, which glows red whenever it is held or worn by one who is not sexually chaste.

Places Encountered: Arkmonides, Scribe; Enchantments, Ltd. (Magic Street looking bored, and brought there by her mother no doubt); Scholars Triangle (South Corridor)

The OHLFAARDT FAMILY

The Ohlfaardts own massive plots of rangeland to the southeast of Haven, and have traditionally been Haven's largest supplier of cured meat products. This role has been somewhat reduced over the years, because 1) the availability of relatively inexpensive magic have made it possible for wealthier merchants to buy storage chests with permanent Cold spells embedded in them; and 2) the expansion of cottage industry in Haven has resulted in the construction of large slaughter-house complexes which are close enough to food markets so that proprietors can pick up a day's worth of fresh meat every morning. The Ohlfaardt's have unequivocally refused to change in step with the times, and thus have heightened their problems; nonetheless, the sheer size of their herds are such that they continue to make a significant profit from these activities. The last five generations of Count Ohlfaardt's have been uniformly miserly men, who enjoyed counting their money more than spending it. The current Count Neberhard, fit this model perfectly until, at the ripe old age of sixty, he cast caution to the winds, and wed a voluptuous young maiden of fifteen from the exotic Southern Isles. The other aristocratic families look upon Neberhard's sudden transformation as scandalous; they consider it even more shocking, however, that he has spent a fortune on fine jewels and gowns to crown his lady's beauty.

a) Count Neberhard (#140) - A stocky white-haired man with droopy moustaches and thick spectacles, the Count moves with a faltering step and looks his age, except for the boyish look of absolute rapture that lights up his face from time to time. He considers his bride well worth the price he pays to keep her, and indeed she has revitalized his whole life. He has almost daily consultations with the quack Americus, and religiously follows an exercise and diet plan designed by the latter to restore his virility. He is very attentive to his beloved's every whim, and seems to ignore the advances made on Sui by others (in fact, however, he monitors these flirtations very circumspectly, and takes action through his hired muscle if he considers someone a real threat).

b) Sui Tuong Ding (#141) - This young maiden is truly a breathtaking beauty, with chestnut brown hair flowing 'round her slender, sinuous frame, full pouting lips and seductive almond eyes that few can resist. She is not bright by intellectual standards, but is very aware of her beauty and is wily about using it to get what she wants. Of course, as might be expected of a girl of 15, what she wants changes from day to day for she becomes bored with a particular pastime or fashion style very quickly. She has not yet tried to cuckold old Neberhard (a fact which has greatly surprised several of Haven's young dandies); but this seems due more to her awareness of the four bully boys that Neberhard has hired to protect her than to any great affection for her spouse. In sooth, it is likely that a man of discretion and taste would probably find Sui too shallow to satisfy him in the long run (but, oh, lord, what a surface she has to explore until then!).

c) Skiff Borden, Wilverado, Cambol Tartyn, "Brick" (#142, #143, #144, #145) - These four men are built like the cattleherds and dockworkers they once were. They now work for Neberhard, filling a job officially described as "personal assistants", but which primarily involves keeping Sui out of the clutches of other men. Of the four, Skiff Borden is the most literate and well-spoken, and generally acknowledged as the leader; if some young gentleman is engaged in soulful conversation with Sui, Skiff is the one who will approach the suitor and suggest he might be happier elsewhere (like Tasmania). If the subtle approach fails, Skiff will point out his friends and repeat the suggestion. If the young man is still not sufficiently impressed (either because he is accompanied by friends of his own, or too stupid to recognize a beating when it's staring him in the face), it falls to the man known only as "Brick" to provide a small demonstration of his physical prowess. Brick is built like a refrigerator with legs, with a completely shaven head and a maniacal look in his eyes; when the mood strikes him, he has been known to juggle three or four oaken chairs like they were tennis balls, or to lift the central beam holding up the roof of a building off the floor. If this final warning does not do the job, the four will attack the suitor, with orders to thrash (but not permanently injure, if possible) the latter. All four think that this is an easy job, that lets them spend time in high-class places they would never see otherwise (Actually, it's not clear that Brick actually thinks at all, but he does like beer, and gets to drink it in copious quantities).

The MAGGIA FAMILY

The Maggias are an enormous family, with more than 50 blood relatives located within the city of Haven, and almost 100 other in-laws, cousins, and live-in acquaintances (apprentices, wards, old family friends with no other place to go). This book can only mention a few of these individuals, but it may help the GM to remember that any Maggia home will constantly be filled with a variety of relations and hangers-on, giving him leeway to insert almost any kind of NPC encounter he wishes. The family made its original fortune in the winemaking business. Gilberto Maggia, the family's patriarch, is both head of the Winemakers Guild and master of the Guild that governs all the food production trades (butchering, baking, brewing, etc.). There has been a Maggia on the Council of Boroughs since it was first established, and their opinion has traditionally carried great weight in the Council's deliberations.

Gilberto and his sisters Portia and Gallia form the nucleus of the branch of the Maggia that live in the Heights; they want to reduce rather than intensify the conflict between the nobles and the guildsmen, and seek to identify compromises that can bring the two groups together to work toward a common prosperity. Another faction of the family, led by Gilberto's younger brother Prospero, lives in the Commons section of Haven, and make their money through heavier industrial enterprises like grain milling. Prospero loudly defames his siblings for abandoning their simple origins, and claims that they have become as pretentious as the nobles they supposedly supplanted as the city's administrators. Prospero has been frequently linked by rumor to the activities of the underworld organization known as the Black Hand, though no criminal charge has ever been levied against him (for more information on the operations of the nefarious Black Hand, see Thieves Guild IV). Gilberto and Prospero have not spoken to each other for many years and communicate with each other solely by innuendo.

a) Gilberto (#146) - Is an immensely proud, hard working man of about fifty, who has olive skin and dark hair and eyes. His hands are covered with many small scars from his work. Gilberto himself is not a highly educated man, for he discovered at a young age that his heart was in the vineyards; he has a great respect for learning, however, and has encouraged other members of his family to seek a sound education. He is a very emotional man given to flowery prose or earthy curses when his sensitivities are aroused. Lately he has been in ill health, and frequently bed-ridden; consequently, he is very pleased at the great progress his son "Mano" has shown as a wine-maker (and simultaneously fearful of his son's immaturity and quick temper). He hopes to find a suitable girl for Mano, so that the latter might settle down. Gilberto has used some of his wealth to encourage promising young artists, sculptors, and inventors; several of those receiving his patronage have work spaces in the flats and lofts along Studio Lane in the Heights (see Romulo Valesquez, below).

Places Encountered: Studio Lane; Guildmasters Hall

b) Graella (#147) - Gilberto's wife is a very rotund, cheerful woman, she has wavy, shoulder-length black hair, several double chins, and seems to always reek of stale sweat. Graella is an excellent cook (which, in large part, accounts for her size), but a very lazy housekeeper; she treats her household maids as slaves, and no one has ever worked for her for more than 6 months. She knows full well that she is out of place in high society, and never attends social functions with Gilberto. She was well loved by the children who grew up in the Commons neighborhood where Gilberto and Graella spent their early married life, and many of these young men and women still stop by the Maggia estate to say hello to "Mamma".

Places Encountered: Goodreau's Market

c) Romano (#148) - Gilberto's eighteen year old son, called "Mano" affectionately by his family (and derisively by the Young Stallions), is a tall, wiry young man with heavily pomaded black hair and a thin moustache. Mano is already well-advanced in his wine-making apprenticeship, and shows an uncommon intuitive skill for selecting the proper blend of grapes to make a superior product. Unfortunately, he is impatient and quick to anger, and jealously protective of his sister Marita's virtue. Because of his temper, Mano has always been a prime target of the Young Stallions' taunts; now Mano believes (correctly) that the Stallion Antonio Berensten is lusting after his sister, and has avowed to himself to keep them apart. It is not uncommon to see Mano trailing one or the other of the two "lovers" around the Heights (35% chance that Antonio or Marita will notice the tail).

Places Encountered: Aerie; Fandril Cloess' Clothing Shop; Gladshaw the Falconer

d) Marita (#149) - A year younger than Romano, Marita has her father's coloring (skin, hair, and eyes), and very beautiful, expressive features. She too wears the pendant of the unicorn (see Adrienne Geronde), but of late has thought seriously of throwing it into the river. A gold locket, also always around her neck, contains a lock of Antonio's hair in its tiny compartment; she also has Antonio's golden claw pendant hidden in the bottom of a bureau drawer in her bedroom, and occasionally takes it out to stare dreamily at it before the mirror. Marita wants desperately to be with Antonio, but is religious enough to insist that they find a way to be honorably married (see the Heights, Scenarios). She is very restless these days while waiting for Antonio to find a solution to their problem, and often takes long walks along the cliffside overlooking the river. Gilberto believes Marita is

worried about his health, and makes a special effort to appear active when she is around the vineyards or winery.

Places Encountered: Temple of Eollana; the hillside along Lombard Street

e) Portia (#150) - A small, delicately boned woman with intense dark eyes, short curly hair and finely chiseled facial features. She was a scholar of philosophy in her youth, and is now quite a successful independant spice finder; she dresses in a distinctly male fashion when travelling on business. She wears two daggers on her person, and knows how to use them very well. She also regularly wears two items of jewelry that are worthy of note 1) a mithril bracelet with a seashell pattern that identifies the wearer as an elf-friend, and 2) a belt buckle of lapis lazuli, formed in the shape of a P; when the center is touched, a defensive spell is activated, so that anyone grasping her will receive a shock equal to a 106 temporary STM loss per mr (STM = 0 means unconsciousness rather than death). Portia wishes to be treated as an intellectual equal, and is strongly offended by men who make forceful sexual advances. If treated with respect, she is very outgoing and friendly, and has a great store of useful knowledge about events occurring inside and outside the city. There is only a 25% chance that Portia will be in Haven at any time; if in town, there is a reasonable chance that she is preparing for a new journey (and may invite people she meets to accompany her on that trip, if they have made a good impression on her).

Places Encountered: Thieves Market; Riversedge; Anise Thyme's spice shop; E. Stindja Corp. (North Corridor)

f) Galliana (#151) - Almost twelve years Gilberto's junior, Galliana has many of Marita's features but on a smaller, rounder face; she is of medium build, with brown hair and eyes. Galliana is a portrait painter, and spends part of her time engaged in this pursuit in a small walk-in cubicle located in an alleyway just off the Street of Caravans in the North Corridor. She also has had formal training in mathematics, and helps Gilberto out two days a week by keeping his business accounts in financial order. She is very soft-spoken, but confident; new challenges interest her and spur her on. Secretly, Galliana would like to be the family member that replaces Gilberto in the Council of Burroughs; but she does not know how to show Gilberto that she is more qualified for this role than Romano. While she is around the Maggia offices, Galliana observes of the merchants and traders who come and go, and mentally notes those that have influence with Gilberto (hoping some day to convince one of them to intervene in her behalf). Galliana and her husband Emmaeus (a lieutenant in the Ducal Guard) have two sons, 12 and 10 years old, and an enormous sheepdog, Stanislaus, who lies at Galliana's feet when she is working on her portraits.

g) Romulo Velasquez (#152) - Of all the artists receiving Gilberto Maggia's support, Velasquez is the most favored; he has a small private studio on Studio Lane, and receives a generous monthly stipend. Velasquez is tall and dark, with craggy features that are striking though not handsome; he considers himself quite a Lothario, and has indeed had his way with a number of young, aristocratic maidens. He has attempted to ply his charms with Marita, in the hopes of securing a more permanent place in the Maggia household, but received nothing but cold shoulder (he remembers these encounters with more than a little bitterness, and would like to find a way to take some wind out of Marita's sails). On two previous occasions, he has been approached by agents of Prospero Maggia, and asked to garner information on a particular business transaction

being contemplated by Gilberto; Romulo considers such efforts an easy way to increase his income, and has no moral qualms about spying on his benefactor.

The BLACKBOURNE FAMILY

The Blackbourne family first made its fortune through the importation of fine fabrics; they have now expanded their sights, and are involved in all aspects of the clothing trade (dyeing, tailoring, and even retail sales). The Blackbourne's own several fine clothing shops, and three large sailing vessels. The rapid growth of the Blackbourne business interests is due to foresight of its current patriarch, Hamlin, an incredibly vigorous man of sixty who has built up an extensive trade network that brings him the latest fashion concepts from abroad, and has the good sense to commission the best clothiers in the city to produce these innovative new designs. His election as master of the Guild of the Loom was virtually unanimous, and this Guild is not characterized by the petty internal politics that dominate the activities of some of the other professional Brotherhoods. Hamlin was recently widowed, and has three adult sons: Anson, Marcus, and Gladiolus. Only Anson is married, to Talia Corio, whose Uncle is master of Haven's Stonemasons Guild; they have one young daughter, Amatheia.

a) Hamlin (#153) - A small, bald-headed man with a nagging cough and darting watery eyes; Hamlin is an austere, stern man who rarely laughs or smiles. Despite the key role he plays in setting the trends of fashion in Haven, Hamlin wears rather worn, out-of-date outfits himself, and often looks as if he has just slept in his clothing. He is a workaholic, who can often be seen burning the midnight oil in the study of his estate, poring over the scrawled notes taken by one of his traders on his last expedition. He hates formal occasions, and does not drink alcohol; he does smoke a pipe incessantly (using only the finest blends of tobacco), despite his respiratory problems. It is easy to respect Hamlin for his boundless energy and his business genius, yet he is difficult to like, for he is very opinionated and expects things to be done his way.

Places Encountered: Any of his clothing shops; the South Docks

b) Anson (#154) - The oldest son, Anson is a slender man with prematurely thinning golden hair and a pale complexion; he is not physically strong. He has not only demonstrated an ability to manage the Blackbourne business effectively, but has proven much more adroit than his father at making use of the family's considerable political clout. Anson, regardless of the time of day, is always willing to widen his circle of influential acquaintances; he is very friendly to strangers if they are well-dressed and mannered, and polite to almost everyone; and generally conveys an image of amiability that people respond to warmly. Anson usually sits in for his father at the meetings of the Council of Burroughs, and it is he who keeps the officials of the Ministries of Trade and Ports (and the clandestine powers of the Thieves Guild) content through payoffs and gifts. Anson is always dressed in the latest Blackbourne fashion styles, and has a frame that shows these garments to good advantage; he always carries an elegant walking stick studded with diamonds. Anson has one severe weakness, a fondness for cheap trollops; he frequently spends his afternoons or early evenings at one of the many houses of prostitution that line the Street of Silk Veils (or the seedier flats along the South End). He recently was nearly caught in a disastrous scandal, when a blackmailer obtained information that linked Anson to a young prostitute who had been strangled in the South End; he believes he has eliminated that threat by having the blackmailer

assassinated.

Places Encountered: Council Hall; taverns in the Trademaster's Square area; Street of Silk Veils

c) Talia Corio Blackbourne (#155) - A rail thin young woman with straight long reddish - brown hair and placid, doeish eyes. She is normally a very shy woman who blushes easily when made the center of attention; if she has been drinking enough to be tipsy, however, (not a very difficult feat given her low tolerance for alcohol) she becomes a totally different person, full of laughter and willing to try almost anything, no matter how brazen. When inebriated, she is very susceptible to the suggestions of others and will believe most of what she hears while in this state. Because her husband spends so much time away from home, her bouts of drunkenness have become more frequent. She loves Anson deeply, and knows nothing of his extramarital sexual interests.

Places Encountered: Othmar the Astrologer; various bars in the North Corridor (afternoons only)

d) Marcus (#156) - The second son, Marcus is in his third year of apprenticeship as a cloth trader; there is only a 20% chance that he will be in Haven at any given time. Marcus is learning the ropes under the tutelage of the Blackbournes' oldest and wisest hand, Jock McPherson (#157); it is likely that the two men will be together if encountered in the city. Marcus is a fairly tall, slender young man with sandy brown hair; he repeatedly tries to grow a moustache, but can only grow a light "peach fuzz" on his upper lip. When he and Jock hit the city after an expedition, their pockets are usually full; Marcus for his part seems compelled to spend this money in the shortest time possible. If one or more of the Young Stallions are in a bar with Marcus, it is a virtual certainty that they will come to taunt him (about his moustache, his younger brother, or his incompetence as a horseman). Marcus will not back down from a confrontation (though Jock, if he is present, will attempt to dissuade him); if a fight ensues, there is only a 5% chance that Marcus will win - he has fought more times at twenty than most men do in a lifetime, and lost every one; but he remains undaunted (nobody said he was bright, but he is courageous).

Places Encountered: North or South Corridor, in any rowdy bar, or establishment providing light entertainment (song, belly dancing, gambling events like a cockfight)

e) Gladiolus (#158) - A pudgy blond haired lad with very delicate features and an ascerbic tongue, Gladiolus has exhibited rather unusual sexual preferences, and is known disparagingly around town as the "Fruit of the Loom". Gladiolus is his father's shame, and the two rarely speak (when they do, it is usually at the top of their lungs). Hamlin tried for a time to bring Gladiolus into the business as a clerk, but he was so insulting to customers that the idea was quickly abandoned. He now receives a small stipend from his father, and has no other income; consequently, he can often be found in local taverns, trying to find someone who will buy him a drink (there is also a 40% chance that Gladiolus will show a strong, non-platonic interest in any male in the party with a combined MAG + APP > 25). Gladiolus spends most of his days hanging around Studio Lane, for he has several friends among the artist community; he is working out a plan with one of them, Romary Claiph, to replace some of the valuable paintings in the homes of the Heights with clever facsimiles painted by Claiph.

Places Encountered: Studio Lane, North Corridor taverns

The VARRASCH FAMILY

The Varrasch family are horse breeders and trainers, who in the days before the rise of the Guilds in Haven, led a very nomadic existence, following the wild herds of stallions, breaking those caught to domesticity, and then selling the animals in nearby communities. Thus, of all the merchant families of prominence, the Varrasches are the least citified, and the most comfortable with horses, weapons, and a system of law enforced by sheer, brute power. Though it would seem the Varrasches would get along with the nobility of Haven because of the common interests they share; the Varrasches have in fact become the most controversial, hated Guildsmen of all (in large part because they represent an opponent that has proven its ability to beat the nobles on their own turf, and most deeply threaten the aristocracy's confidence in their superiority). This antagonism has worsened greatly in the new generation, particularly in the blood feud brewing between Heidel Varrasch and Paul de la Riis (see the Heights, Scenarios).

a) Brandon, Valken, and er-Keng (#158, #159, #160) - Brandon is the aged former leader of the Varrasch clan; he, his brother and wife (Valken and er-Keng) all live on the family's city estate in virtual retirement. Brandon was reknowned in his prime as a fearless horsebreaker, able to calm the wildest stallions. Valken was a pitchman at the Horse Market, whose relentless cheerful patter proved a very successful selling tool. Er-Keng loved both brothers at different times during her youth, and the relationship between the three after her marriage to Brandon has always seemed ambiguous to those outside the immediate family (and served as the source of many a juicy rumor over the years). They have not survived the passage into old age well. Brandon suffered a fall from a horse that left his legs completely crippled, and he is now confined to a wheelchair. Valken still works the Horse Market occasionally, but frequently forgets his spiel in mid-sentence, embarrassing himself, and hurting business as well. Both are angry that Heidel and Kronen no longer consult them about major business decisions; er-Keng has tried to subtly inform the younger brothers of their elder's discontentment, but has so far been unsuccessful (an unsurprising result, given that Heidel and Kronen seldom notice anything more subtle than a 2 by 4, "upside the head").

b) Heidel (#161) - The current master of the major Freight and Transport Guild (which includes the horse trainers and sellers, the wagonmakers and wheelwrights, the saddle and harnessmakers, and other allied trades) is a hulking bear of a man, with immense, well-muscled legs, arms and shoulders; he is almost completely bald with broad and rather unseemly features. He dresses in rugged leather breeches, and often works bare-chested; he also possesses a collection of vulgar personal habits better left unmentioned in a family oriented gaming aid. Heidel is astonishingly agile for a man of his girth; and has inherited his fathers uncanny understanding of horses (those in the nobility given to sarcasm would contend that this is due to Heidel's own animal-like behavior). He owns the fastest horse in Haven, which has beaten all challengers to date (no mean feat, considering the stallion carries Heidel's considerable bulk). Heidel has a very short temper; if verbally taunted by the Stallions or others, he will almost certainly respond with physical force unless his brother is present to calm him down. On one such prior occasion, Heidel badly thrashed Paul de la Riis in a brawl, and Paul has sworn to get revenge. Heidel has used some of his past business profits to buy lands outside of Haven put up for sale by the more impoverished nobility; the Stallions are strenuously



opposing any further sales to Varrasch, so he now hires others to act as his agents in such negotiations (keeping his role anonymous).

Places Encountered: Saddle and Harness Maker; the Aerie; Horse Market area; Guildmasters Hall

c) Kronen (#162) - A barrel-chested, husky giant, Kronen is several inches taller but somewhat thinner than his brother, with a shaggy mane of dirty blond hair and a very long beard. He is an exceptionally happy man, with a loud booming laugh and not a care in the world. Kronen is considered the smarter of the brothers, and handles most of the family's dealings with other merchants (however, this is only a relative statement, for both brothers have in truth been somewhat shortchanged in the intellect department). When Kronen becomes bored with the businessman's life, he is prone to break up the routine by hiring on to an outgoing band of adventurers (when he is prowling the taverns in search of such a party, he disavows his real identity and goes by the name of Kromm). If he joins up with a player character party, he should be played as a reliable (though unimaginative) Veteran fighter; since he travels solely for the excitement and adventure, he will become angry if he feels the party is becoming too cautious, and is likely to take matters into his own hands to liven things up. Extremely superstitious.

Places Encountered: the Aerie; Saddle and Harness Maker; taverns along the North and South Corridor

The Golden Ducat
(A fine inn for rich nobility)
#VIII-H001

OWNER: Leander Perkins (#163) - is a red-faced man with thinning white hair; he wears spectacles, a satin waistcoat, and a ruffled shirt (as part of his habiliment). Fawning and syncophantic to visiting lords, he is stiff-lipped and imperious when dealing with non-nobles; he makes much of the fact that he is often invited to the affairs held by nobles, and is a vocal supporter of the Young Stallions (they, in turn, treat the Ducat with deference, and as a safe meeting place).

Leander has a discerning eye for quality in fabrics and jewelry. In his personal quarters, he maintains a library of historical volumes (primarily biographical works on great families). Though his official working hours are 8:00am to 8:00pm, he frequently (60% of the time) spends his evenings conversing with the guests in the main sitting room.

HOURS: The inn is open for arrivals 24 hours a day, but most guests arrive in the afternoon.

EXTERIOR: The main building is a large three-story structure of stucco, painted white, with trim in slats of a dark wood, surrounded by flowering shrubs and graceful old trees. There are many windows, and a dozen pairs of doors, each leading onto a small railed balcony, spaced regularly about the second and third stories. A sign on a post in the front yard depicts a lordly gentleman alighting from a formal carriage, and identifies the names of the inn and its proprietor. A graveled roadway leads around to a stable and carriagehouse in the rear.

INTERIOR: The main floor contains a sitting room, a tea room, kitchen, and a formal dining area. The huge marble central staircase leads to the 12 large suites on the upper floors. All rooms are panelled with a darkly golden wood; the large crystal chandeliers in the sitting room and dining area seem to bring forth a glow from this panelling. The entire establishment is furnished sumptuously; however, some of the carpeting and upholstered furniture is fraying slightly around the edges, mute evidence that the heyday of the Ducat is passing.

Price Range: Outrageous. Suites are 10 GP per person per night (one's servants and retainers may occupy the same room for only an additional 3 GP each per night). Meals in the dining area run from 8 GP per person up. The tea room is the least expensive of the lot, but high tea in the afternoon (served buffet style) is 5 GP per person.

Quality: Fair.

Outstanding Items: The menus in the dining room often include freshly caught local game, hard-to-get seafood items, and other delicacies. Musical entertainment is provided nightly in the sitting room (Leander is trying to introduce appreciation of the "finer things in life" to the residents of the Heights). If requested, Leander will provide blacksmithy services, barbering, and other special guest need (for a slight extra fee, of course).

Cash Box: Hidden behind a secret panel in the wall of Leander's personal sitting room (not the main one), it contains (2010 x 25) GP in assorted coins and small gems; the box is trapped, and releases a poison gas (Level 16; 2D8 damage to all within 10'), unless opened with a special S-shaped key from Leander's key ring.

OCCUPANTS:

Staff: There are two main staff members besides Perkins, although there are a small horde of maids tidying and cleaning during the day. The night assistant, Harlequin Bussbender (#164), is a youth of 20, blond-haired and blue-eyed. He works a variety of jobs between 4:00pm and 2:00am (the official closing hour for the inn), tending the front desk, serving

meals and drinks, and answering guest demands for services or repairs. He is sometimes lackadaisical in performing his duties, which earns him regular tongue-lashings from Perkins. The son of an affluent mercantile family, he dreams of someday running off with a beautiful noblewoman; he has excellent skills with thrown missile weapons, and an instinctive knack for repairing mechanical implements.

The chef, Haldo Rumbutter (#165), is an exceedingly rotund hobbit who recognizes only one chef, Lindo Hardcastle (the Aerie), as his peer. He is exceptionally perturbed by all the recent uproar in the Heights about the cooking feats of Biggs Oldbuck, and the mere mention of the latter's name when Haldo is in earshot is a good way to guarantee a badly burned meal. Customers: On any given day, there is a 10% chance that the inn will be completely full; else, 3 to 9 of the suites will be occupied by an assortment of visiting nobles; nearly half of the guests will spend at least part of the evening in the sitting room and/or dining room.

Loiterers: Only Harlequin, when he starts daydreaming.

NPC ENCOUNTERS: Dame Margery Savonna, Lady Matilde Hochritter, the Young Stallions.

SPECIAL OPTIONS: None.

The Aerie
(A dining spot of renown)
#IX-H002

OWNER: Joffa the Barakite (#166) - is a small, dark-skinned man with an oily complexion, and a personality to match; it is certainly safe to say that people do not patronize this establishment out of personal affection for the owner. Joffa is an unctuous, hard-hearted individual who has little regard for his fellow man; however, he has made it his business to know what people like, and to spend the cash necessary to provide such comforts.

Joffa has refused to take sides in the guilders-"gilded" controversies, being unwilling to reduce his possible profits. Thus, members of both factions regularly come into contact with each other in the Aerie, frequently leading to violent confrontations. Thus far, Joffa and his Krindorian bouncers have been able to walk successfully the tightrope of keeping the peace, without alienating either faction; however, tensions are continually increasing. Joffa, being pragmatic, has begun to transfer some of his finances into safe investments outside the city.

HOURS: 5:00pm to 3:00am

EXTERIOR: A sign posted along Chambard way reads "The Aerie - Fine Food and Drink" (there is no picture). The building itself is of green and white marble, with a base 80' square, and a circular tower, 35' in diameter, in the southeast corner. There is one entrance to the establishment, large, arched, in the western wall; a second door leads out of the tower at the second level onto the garden roof.

INTERIOR: Just inside the entryway, one of Joffa's Krindorian goliaths surveys each party, and decides if it may enter. Once accepted (a cut of clothing well above average, or a very generous hand with largess, is sufficient qualification for admittance), a party may make use of the varied facilities of the lower levels - including baths, massage, and a game room, or chose to dine immediately.

There are 8 tables in the elaborately decorated chamber at the top of the tower, each providing a breath-taking view of the city. Four enormous crystal chandeliers adorn the ceiling, the tables are carved of heavy walnut and spread with delicate lace, and the chairs are upholstered with finely needlepointed covers on comfortable cushions. Patrons may choose,

alternatively, to drink and dine on the lightly roofed terrace, where several long tables are spotted among the greenery. Throughout the building, each patron's needs are eagerly catered to by a bevy of voluptuous, scantily clad wenches (and handsome young men, too - Joffa believes firmly in providing something for every taste).

Price Range: Outrageous.

Quality: Superb (even at the prices charged, this place is the kind of sin worth committing).

Outstanding Items: Meals with drinks will cost from 30 GP up per person. Massage services are 10 GP, with additional arrangements up to the parties involved.

Cash Box: There is a central cashbox on each floor of this establishment. All are kept under lock and key (Complexity 5 locks!). By pressing a stud on the bracelet he wears on his right wrist, Joffa can transport the contents of the 3 subsidiary boxes to a chest hidden beneath the floor of his private office.

OCCUPANTS:

Staff: Joffa is the owner, and the young servitors are just a part of the window dressing, but Lindo Hardcastle is the heart of the kitchen. The hobbit chef is reckoned one of the best (if not actually the best) chefs in Haven. Over the years, many attempts have been made to hire Lindo away from Joffa, but to no avail; the little man likes the treatment he gets at the

Aerie, and the free hand he has in the kitchen, and has no desire to change employers.

The three bouncers, Kromantrystabytmanihedzof (#167), Rhymeekanripammanzarmzof (#168), and Wolter-bownzezpebulovdewalz (#169), are Krindorians; the race is said to have descended from the hill giants - with these examples of the strong, silent type each over 7' tall, and weighing in at over 350 pounds, who's to argue with the theory? These gents are so mean-looking, even their friends call them "Sir". Besides maintaining a strict watch over the entrance, these three brothers are summoned to the scene whenever trouble erupts. Though they rarely speak, the giants understand the need for delicacy in performing their job; they have become particularly adept at eliminating potential combatants by means of a surprisingly rapid head slap which renders the recipient unconscious, but causes no permanent damage (other than a ringing in one's ears for several hours after). The Krindorians seem to have little interest in fleshly pleasures, save for an occasional craving for raw meat...

Customers: The Aerie is always filled to at least 80% capacity with revelers. The clientele on any moment is likely to consist of 45% visitors to Haven, 35% local nobility, 15% local guilders, and 5% other ("An bin savin fo dis fo sigs jeers, an..."). There is a 12% chance (1 in 8) that a disturbance will occur on any given evening (the combatants in such a brouhaha can be freshly designed by the GM, or they may be drawn from the cast of NPCs described earlier in this section).

NPC ENCOUNTERS: Almost any resident of the Heights, and virtually all guests of the Golden Ducat, have dined here at one time or another.

SPECIAL OPTIONS: None.

Scribe and Messenger Service
(A writer's ability without the Cramp)
#VIII-H003

OWNER: Culver and Janus Domenici Trask (#170, #171) - a husband-and-wife team, endeavor to provide decent service for the nobles of the Heights. He is a tall middle-aged merchant with hair still jet black, and piercing gray eyes; possessed of a humble self-image, he is genuinely grateful for his modest business successes, and strives to provide rapid service for his customers (he will make urgent or private personal deliveries himself, and can be trusted to keep a

confidence - except from his wife, whom he worships completely). Janus is the daughter of Pietro Domenici, a local ship's captain and explorer of some small renown, who was lost at sea when she was a young woman. She is still a striking woman with hip length auburn hair and greenish eyes, but the years of indoor labor have left her pale and wan, and she seems to have forgotten how to smile; she will not travel by water since her father's tragedy, though she loved to sail in her youth.

HOURS: 8:00am to 7:00pm.

EXTERIOR: The shop occupies the lower floor of a two-story white wood-frame building with Tudorish styling; it is one of a long row of closely bunched buildings of the same construction, which line one side of Boutique Lane. A sign above the door depicts a winged messenger skimming the heavens with a scroll tucked underneath his arm.

INTERIOR: The entry to the shop proper is at the end of a narrow hallway. Customers are handled by Culver at an "L"-shaped marble counter just inside the door. Behind the counter, toward the actual front of the building, are heavy oaken writing tables with slanted tops, at which Janus and two other scribes are normally hard at work. Each work area is lit by a small globe set into the ceiling beam above it (these are enchanted and embedded with Daylight spells to provide adequate illumination). Over the customer counter hangs a long hempen cord, which is attached to a bell in the alleyway beside the shop, and is used to summon the young messengers employed by the Trasks to make deliveries.

Price Range: Fair.

Quality: Good, although limited in scope.

Outstanding Items: The Trasks produce well-calligraphed invitations, personal messages, and public notices, and will provide for distribution of these materials inside the city or within a 25 mile radius (they did the invitations for both the betrothal ball and the wedding ceremony for the Duke's niece just recently). The cost is 1 GP per sheet (additional for special inks and parchments); almost all work is produced in the Common tongue, as the staff has very limited facility with other languages.

Cash Box: Not locked or hidden, a small bowl rests on a shelf beneath the counter, and usually contains 1D20 x 1D6 GP in assorted coins and small gems.

OCCUPANTS:

Staff: Janus and Culver and the other two scribes are daily within the shop; there are several young boys who hang about outside, waiting to be summoned by the bell for messenger duty - they will usually investigate loud noises within the shop (usually the result of some flim-flammy on the part of the occupant of the upper floor).

Customers: The clientele is primarily guild families, with an occasional commission from a noble house. There will normally be 01-70 = no customers, 71-90 = 1 customer, 91-97 = 2 customers, 98-00 = 3 customers.

SPECIAL OPTIONS: None.

Othmar the Astrologer
(Readings from the stars)
#VIII-H004

OWNER: Othmar (#172) - is about 50 years old, with a gray, wispy beard and mustache, and a raspy voice; a virtual recluse, little has been done in the matter of his personal hygiene for a long period - his body and the disheveled blue robe he constantly wears appear to have never been washed in the last ten years, and he constantly scratches himself. Othmar tells a good story when he gives a reading, and he always puts his predictions in the most optimistic context; as a

result, he has developed a faithful clientele, despite his personal habits.

HOURS: 12:00noon to 12:00midnight.

EXTERIOR: There is a sign in the front window of the second floor of the Scribe service, showing a moon and stars pattern, against a bright yellow background.

INTERIOR: At the top of a flight of stairs, off the hall to the Scribe's office, is a locked door with a huge brass doorknocker. The consultation room reeks of incense and sour sweat. Astrological books and star charts are strewn about the area, and overflow the two crude wooden bookcases against a side wall. The astrologer conducts his readings at a small circular table in the middle of the room; four chairs surround it, and a guttering oil lamp and a smoking incense burner complete the setting.

Price Range: Costly. Immediate future readings run from 3 GP to 7 GP, with full-life readings ranging from 25 GP to 50 GP. Tarot readings may be performed for 10 GP to 25 GP. Price quotes vary depending on Othmar's estimate of the sucker's...ah, client's ability to pay.

Quality: Good. Othmar provides very acceptable predictions, even if they seldom come true.

Cash Box: There is some 800 GP in coin wrapped in a dark piece of cloth, and stashed inside Othmar's straw mattress (in the back area, behind the curtain).

OCCUPANTS:

Staff: This is strictly a one-man operation.

Customers: There is a 15% chance that Othmar is engaged in a reading; if so, he will gruffly tell all visitors to "come back later; I'm extremely busy!"

NPC ENCOUNTERS: Gilberto Maggia, Claudia de la Riis, Antonio Berensten, Joffa the Barakite.

SPECIAL OPTIONS: None.

Arkmonides, Scribe
(Scripting and Copying with Flair)
#VIII-H005

Arkmonides (#173) has a great many scrolls and leather bound volumes for sale, mostly classics (military histories, the memoirs of great men, religious texts). He does custom copying at a price of 20 GP per page. The materials he uses are of exceptional quality - fine vellums, inks that will last for many centuries, genuine gold flake used for illumination; unfortunately, the quality of the actual transcription leaves much to be desired. If the item copied is a magic scroll, there is a 50% chance of a copying error that will cause the spell to misfire; if it is a book designed to aid someone in learning a skill, there is a 20% chance that a critical portion of the text will be unintelligible or simply omitted.

Price Range: Costly.

Quality: Poor.

Groton's Perfumery
(Eau de Parfum par Excellence)
#VIII-H006

Groton's (#174) wares are exceptionally expensive, often justifiably so; he will often buy out the entire stock of a trader who brings a fresh new scent into the city, to keep up his exclusive image. He grills the traders he deals with for news of abroad, and usually has a lot of up-to-date information and rumors to pass on to his customers. Groton's top-of-the-line colognes and perfumes cost about 150 GP for a small bottle containing approximately 10 uses; these scents are potent enough, however, to increase the wearer's charisma by +2 in dealing with the opposite sex (provided that the wearer is otherwise suitably attired, and not trying to make an amorous impression on a swine-herd).

Price Range: Outrageous.

Quality: Excellent/Superb.

Pierre Farce's House of Beauty
(Improve your looks)
#VIII-H007

Pierre's (#175) shop sells barbering services and beauty treatments to female customers, by appointment only. Its proprietor is a man of very small stature, elaborately perfumed and always dressed in the latest styles; he speaks with a pronounced foreign accent. Though the men of the Heights often snicker derisively at the mention of his name, Pierre has "had his way" with a fair portion of his exclusive clientele, and knows many highly sensitive personal secrets. The beauty treatments he purveys are alchemical potions or spells, which generally are effective (80%) chance of a 1D4 increase in APP but have a short duration - a few days to 6 months.

Price Range: Costly.

Quality: Good.

Goodreau's Market
(Everything you want in a shop and a little bit more)
#VIII-H008

Goodreau (#176) carries a varied selection of fresh meats (kept in a magically constructed Cold storage box), fruits and dairy products, all of good quality. Most of the patrons of the store are the kitchen servants of the estates; consequently, there is a great deal of gossip passed back and forth over the counter here (only about 40% of it true).

Price Range: Fair.

Quality: Good.

The Tool Shed
(Tools and Services)
#VIII-H010

This shop, run by Amsterdam Craddock (#178), sells both house and garden tools, as well as small pieces of agricultural equipment; they also do simple repairs and provide a variety of small miscellaneous services (e.g., blade sharpening). Like Goodreau's, most of the clientele is comprised of servants and hired hands from the estates; there is less idle talk in the air here overall, but one has a much better chance of learning which estates (if any) are in the market to hire on new help.

Price Range: High.

Quality: Fair.

Emperor Clothiers: Fandril C. Cloess, Prop.
(Outfits with Style)
#VIII-H009

Fandril (#177) is known around the Heights as a quality tailor who produces good, well-fitting clothing, whose styles are conservative rather than trendy high fashion. This reputation is justifiable where his steady customers are concerned, for Fandril and his assistants are very competent craftsmen. They will cheat on the quality of a garment (sometimes shamefully), however, if they believe the customer will not know the difference - by using a poorer grade of fabric, skimping on the amount of stitching done, etc. Such a garment will wear out in 30-80% (20 + 1D6 X 10) of its normal lifetime.

Price Range: High.

Quality: Shoddy/Excellent.

Anise Thyme's Spice Rack
(Anything and/or Everything)
#VIII-H011

Anise's (#179) shelves are laden with exotic spices, rare food delicacies, and other unusual items. Anise is likely to be the only shop in Haven where a visitor can find timber wolf claws, or genuine "guaranteed" beanstalk-seeds, or a host of other unique and semi-useless items. (Treat the store as a virtual Whole Earth Catalog of bizarre trivia; the GM should use his own discretion to decide what these items can do once in the player's possession.) Anise will be fascinated by any new knick-knacks that characters show him, and will attempt to buy or barter for them if possible.

Price Range: High
Quality: Excellent

Americus, Healer
(Diet to Health)
#VIII-H012

Every decade or so, some charlatan meteorically rises to prominence in the city, espousing some vague new theory that promises to cure all ills; Americus (#180) is this year's model of this perennial breed. Americus' long-winded doctrine of health through the addition of special herbs to the diet is sheer hokum, and sooner or later he is bound to plummet back into obscurity (whether he slips out of town with a pile of money, or is escorted out on a rail under a cover of tar and feathers will largely depend on his own ability to anticipate the fickle winds of change). At the moment, however, this tall, thin bespectacled man is riding high, with many adherents among the rich and powerful (some of whom are noted in the previous section). Anyone who speaks out against him now without a great deal of compelling proof would only be asking for trouble (and will receive it in abundance).

Price Range: Outrageous.
Quality: Shoddy.

Maas Turkar, Weaponeer
(Excellent Swords and Bows)
#VIII-H013

Maas (#181) makes swords, rapiers, and mace-type weapons himself; and acquires bows and pole weapons for sale in his shop from other craftsmen in the city. His own creations tend to be of good quality; a customer can order a sword or mace crafted up to a maximum of +2 HP and/or +4 to damage (triple the base cost of the weapon ordered for each point of increase desired, waiting period 3 months). There is also a 15% chance that a weapon of these types purchased from Maas' current stock will be +1 HP, but sold at normal cost. Bows and pole weapons purchased here are likely to be of fair quality with no chance of a random enhanced weapons. Special orders of these items can be taken under the terms listed above (except that bows cannot receive damage bonuses), but the waiting period is 6-9 months, and there is a 25% chance that the finished weapon will not meet the desired specifications.

Price Range: High.
Quality: Fair/Good.

Kelvar, Armorer
(Excellent Armor)
#VIII-H014

Kelvar (#182) is the only dwarven artisan who chooses to work in the Heights; he lives a solitary existence very near the city's North Gate, and it is said that his past holds some dark secret that makes him isolate himself from the rest of the dwarven community. Whatever his reasons are, his customers reward him

handsomely for his services in his present locale, and his suits of chain and plate armor are usually worth their inflated price. There is a 70% chance that his goods will absorb 10% more hits than a normal suit of armor before it is rendered useless, and a 25% chance that they will absorb 25% more. Kelvar is very gruff with his customers and has no use for idle chatter. If a customer persists in asking Kelvar questions (especially personal ones), subtract 20% from the above stated chances of receiving an above standard product (and there is also a 10% chance that the armor produced by Kelvar under these conditions will absorb 10% less hits than a normal set).

Price Range: Costly.
Quality: Excellent.

Pirandello's Pastries
(Pies, Cakes, and Buns)
#VIII-H015

Ambrosia (#183) for the spirit, but hell on the waistline, Pirandello's cakes, buns, and pies are renowned both throughout the city and abroad. Pirandello's own ample form shows the effects of sampling his own wares. Player characters who would be described as husky, burly, or otherwise overweight and who pass by the open doors of the shop, must make a saving roll versus DSC - 3 or be stricken with an insatiable urge to "pig out" on these goodies (with the aftereffect of reducing that character's MA and HP by 2 for the next 6 hours).

Price Range: High.
Quality: Superb.

Elsi Klukoo, Watchmaker
(Watches, and Clocks)
#VIII-H016

Elsi is a rather elderly but spry woman who makes pocket watches and large clocks. In this epoch, watchmaking is still a rather speculative enterprise, and the final products are delicate and easily damaged (almost any blow to the face of the watch will render it useless; and most of the spring mechanisms cannot be overly tightened, and require rewinding every 4-6 hours). Given these restrictions on the technology, Elsi makes watches about as well as anyone else in the city. She also accommodates the pretensions of her clientele by engraving a design of their choice on the outside of the gold or silver watch case.

Price Range: Outrageous.
Quality: Fair/Good.

BLACKSMITH
(Saddle and harness maker)
#VIII-H017

OWNER: Folonar Fairweather and Gibbon Garrazano.
HOURS: 8:00am to 6:00pm (though work is often performed after these hours).
EXTERIOR: This 60' square wooden structure has two immense sliding doors which are opened during business hours. A sign depicting a rearing white horse hangs from a brass post in front of the building. There is a second story half the size of the ground level. There are circular windows on all sides and a large skylight.
INTERIOR: (Lower story) The forge is in operation throughout the day; it is located in a rectangular depression dug into the earthen floor. Thick, evenly spaced, pillars support the roof and second story. (Upper story) is indicated by a large brass arrow pointing up the stairwell. A variety of flowering plants adorn window sills and walls of this single room. The flooring is made of richly patterned ceramic

tiles, and there is a large bust of a warrior on a shield in one corner of the room. Either Tolonar or his apprentice will respond to the ringing of the bell on the customer service counter.

Price Range: Expensive.

Quality: Good.

Outstanding Items: Custom made riding saddles with tack and harness priced at 225 GP, and leather barding for a charger or heavy warhorse priced at 400 GP. Orders take 4 to 6 weeks to be completed.

Cash Box: Daily receipts and 104 x 10100 GP are kept in a drawer beneath the counter upstairs. Folonar takes the receipts home each night.

OCCUPANTS:

Staff: Gibbon Garrazano (#185), the blacksmith, is a tough and darkly bearded dwarf who swings his nine pound hammer like a child's toy. He often works effortlessly for 10 to 12 hours a day, without rest breaks. Gibbon is a gentle type and enjoys wandering through the fields outside the Shield Gate during non-working days. He relies on Folonar for guidance and will almost always (95%) accede to the latter's wishes in business or personal matters.

Folonar Fairweather (#186), a leatherworker, is half-elfen, and a smooth talker. He always tries to convince his customer's to purchase more equipment, or a more elaborate version of whatever they want. He is successful 40% of the time. (When dealing with a player character Folonar's sales pitch is sweetened by his claim concerning magically enchanted harnesses and reins which increase horse speed and rider's control over his steed.) If any customer comes back and complains about the non-enchanted pieces (at such competitively low prices, enchantment is not profitable), Tolonar will deny that he made any claims of that sort.

Qaften (#187), an apprentice leatherworker of great skill, is a horrible salesman. He is easily bullied by customers and often forgets the prices of the goods (his are usually 10% to 60% lower than normal). Folonar tries to keep Qaften from the front desk, but there is a 10% chance that Qaften will be alone in the shop.

Customers: At any one time there will be (01-65) - 2 customers, (66-88) 1 - customer, (89-98) - no customers, and (99-100) - a party of 206 adventurers.

NPC ENCOUNTERS: Heidel or Kronen Varrasch (owners of the building), Sir Tenley Tainley, and off-duty members of the Ducal (Shield Gate) Guard.

SPECIAL OPTIONS: None.

GLADSHAW THE FALCONER (Training and trading) #VIII-H018

OWNER: Gladshaw, who else?

HOURS: 9:00am to 5:00pm (the door is always barred from the inside).

EXTERIOR: A sign hangs outside the only door, reading "Gladshaw's Aviary; Please Knock," and in smaller letters, "No Solicitors Welcome!" There are no windows in the walls of the entire building.

INTERIOR: The entire structure consists of three rooms: a small office immediately behind the front door, Gladshaw's personal quarters, located directly above the front office (accessible by a circular staircase in the office), and a large open area where the falcons are bred, fed, and trained. The main room is lit by fires in iron sconces; there are also cages of "targets" - small birds used in training exercises.

Price Range: Outrageous and more.

Quality: Superb.

Outstanding Items: Magnificently trained hunting falcons are Gladshaw's stock in trade. Prices for a completely trained bird range from 100 GP for an



average specimen, to 5,000 GP for birds of championship caliber. The entire cost must be paid in full and only 50% of the total can be paid back should the bird die in training (a 15% chance). The accessories, i.e. gloves, hood, and cage, are included in the cost.

Cash Box: Gladshaw's business receipts are not kept in a cash box; the same day he receives payment he deposits his receipts in his banking house. His purse contains 106 x 1010 GP, located in a leather pouch on his belt.

OCCUPANTS:

Staff: Gladshaw (#188) is egotistical and conceited. He has never hired a helper due to this very fact. He keeps his bird training abilities a secret, as they are practically flawless and quick (4 to 11 months for any bird; 3 +108). Due to his very "noble" manner he will not deal with characters who do not show him proper respect.

Gladshaw dresses in a dandified fashion when appearing socially, and often wears a gaudy cloak made of hundreds of different colored bird feathers and plumes.

Finally, Gladshaw takes no sides in the guild-noble conflict, and deals with several families in both camps.

Customers: (01-75) No customers, (76-90) 102 customers, (91-100) Business meeting in progress (other trainers and craftsmen 206 in number).

NPC ENCOUNTERS: Tybalt de la Riis, and Sir Tenley Tainley.

SPECIAL OPTIONS: There are three levels of hunting bird, based on breeding and Gladshaw's training techniques. When a commission is purchased the final product is determined by the bird's breeding (falcon, duckhawk, or merlin).

	Falcon	Duckhawk	Merlin
EAC	6	10	8
MV	50	80	60
AT	Diving with talons, CHP= +6		
DA	106	106	106
	(If steel claws attached x2)		
HTK	10+208	6+206	8+204

Scenarios and Plot Outlines

THE YOUNG STALLIONS

The conflict between the upstart Young Stallions and the major guild families presents many opportunities for players to interact with major NPC's from the Heights. In addition to the possibility of meeting the Young Stallions in their normal haunts - the Golden Ducat or the Aerie - they may be encountered at various times in any section of the city. If there is a dispute between workers and management that causes a temporary work stoppage, or a public protest about backed-up sewers or crime in the streets, it's a good bet that one or more of the Stallions will be somewhere on the scene, adding their voice to the outcry (it's also likely that one or two members of the city guard will be on hand, keeping an eye on the situation). The Stallions exert their strongest influence on events in the Dwarrow, on Trade Island (where the Guildmasters have recently stepped up their efforts to collect licenses and tax fees from the vendors), and in parts of the Commons section. Their support is weakest around the docks (where merchant traffic has increased greatly under Guild rule) and on the Street of Harps, although one can find a few staunch royalists even in these areas.

There are three primary ways in which a player may become directly involved with the Stallions, described below:

a) Purchasing Land

At any given time, there is a 60% chance that one of the noble families, beset by debts, will be looking to sell some of their country property (located 3D10 miles from the city gates). If the buyer is not of noble blood, and the Stallions get wind of the transaction, they will try to stop the sale by pressuring both parties; including, perhaps a late night visit en masse to the room of the prospective purchaser. A player character may also become involved in a land-buying effort as an anonymous agent for Heidel Varrasch (see Varrasch family description).

b) Accepting Guild Hospitality

If a traveling player-character with an artisan background chances to meet a member of a prominent Guildsman's household, and the two get along together well, it is not uncommon for the latter to offer the player the hospitality of his home for the duration of the player's stay in the city. Anson Blackbourne and Portia Maggia are two examples of Guild NPC's likely to extend such an invitation. If the player and Guild family member begin to appear together in public frequently, there is a 35% chance that the Young Stallions will decide to teach the newcomer his place, by putting the player character in a position where he must fight or face public humiliation. Paul de la Riis is a master at engineering and manipulating such situations, many of which are the product of elaborate preparations - a purse left lying in the player's path, and then claimed to be stolen; a bumping incident in a crowded barroom, etc. The Stallions will always be willing to carry a confrontation to its violent conclusion if the player character does not yield. All of the Stallions are quite competent fighters, despite their hotheadedness; any one would give an Intermediate or Veteran level fighter a tough battle, regardless of the weapons used, and in fact the Stallions are likely to have their opponents significantly outnumbered.

c) Joining the Stallions

A player of noble blood may decide that the cause of the Stallions (or their brash, devil-may-care lifestyle) appeals to him, and seek to join their ranks. This is by no means an easy proposition. First, the player must make a favorable impression on the Stallions he expresses his interest to (must make a die roll of 11 or greater on 3D6, with one point added to the dice roll for each point that the player's MAG

rating exceeds the MAG of the Stallion he is addressing). If successful, arrangements will be made for the player to meet with Paul de la Riis and/or Antonio Berensten (the meeting will take place at either one of the Stallions' homes, or at the Golden Ducat). At the meeting, the Stallion leaders will question the player extensively, testing his commitment to their cause and trying to reveal any "fatal" weaknesses in the player's character (cowardice, a frivolous view of the Guild/Noble struggle, addiction to serious vices). If the player passes their inspection, he becomes eligible for membership if he can satisfy any one of the following three criteria:

1) - has a MAG > 13 (the Stallions always want strong leader types, who can build up support among the masses based on personal appeal).

2) - has sufficient personal wealth to bankroll some of the Stallions' political activities (at least 10,000 GP to devote to the cause now, with a reasonable probability of future contributions).

3) - lacking the other two requirements, the player must successfully complete a test of initiation, which usually involves performing some sort of symbolic gesture that affirms their courage (e.g., breaking into the upper floor of Guildmasters Hall, and replacing the insignias representing the nine Great Guilds with banners bearing the heraldic emblems of the local nobility). No second chances are given if a player fails the test.

If the character passes this final hurdle, he can become a Stallion. He must, however, agree to spend at least half of his time within the confines of the city, lending his support to the struggle (thus the GM can exact payment for the player's increased political influence, by restricting the character's mobility to go adventuring). If the player refuses to make this sacrifice, the deal is off, and the Stallions will keep a close eye on his activities in the city thereafter.

THE SECRET CEREMONY

What the Players Learn: Fighters or clerical types visiting Haven who spend time in either the taverns of the North Corridor or the hospices and inns around Believer's Lane may meet a husky, mustachioed man with shaggy blond hair, who introduces himself as the go-between for an anonymous employer who seeks the services of 1-4 discreet individuals to perform an unspecified (but guaranteed to be perfectly legal) task, in exchange for a rather large fee (or charitable contribution, if a player-cleric prefers such a reward). If the players show interest, they will be invited to meet with the employer 24 hours hence, and be given a room number and address of a cheap inn in the Commons section (named Duhm's Rooms).

If the players decide to attend this second meeting, they will arrive to find the same tall, blond fellow present. He will tell the players that the "employer" is in the next room, observing them through a secret panel; and proceeds to question the players in an attempt to establish their political interests, loyalties, and general trustworthiness. If the answers given are satisfactory (see below), he will walk into the other room, and return momentarily - alone, but now garbed in the distinctive cloak of the Young Stallions. Apologizing for his subterfuge, the young noble will indicate that he is their employer, and will swear the players to secrecy about the mission he then reveals. The priest is asked to find a house of worship located outside the city walls that will allow the cleric to perform a very private wedding ceremony, with none but the bride and those currently in the room present. When such a place has been located, the priest is to identify its location, and the date it is available, in a note left at this address. The others are to wait for

instructions, stopping once each day at the place where the original meeting took place to check for messages; they are told that when the time comes, their job will be to rent a freight wagon, meet the lovers at a specified rendezvous point, and carry them to and from the city in a manner that will not arouse suspicion. The Stallion will refuse to disclose his actual identity, or that of his bride, and will warn the players not to follow him, or attempt to find out who he is. He will give the cleric an initial payment of 200 GP, out of which any expenses incurred in securing a temple's services are to be paid. The others are given 100 GP each, and asked to use some of this money to rent a small covered freight wagon, and to purchase some cargo and empty barrels to carry inside the wagon. According to the actions taken thereafter by the players, the main body of the adventure will take place several days or weeks later.

GM's Notes: The Young Stallion orchestrating this plot is Antonio Berenstein; as noted in the character descriptions, he has fallen hopelessly in love with Marita Maggia, daughter of one of the nine Great Guildmasters, and they have secretly sworn their mutual affection (see the Duke's Dress Ball scenario in Thieves' Guild III for details). Though Marita longs for Antonio's caress, she is a deeply religious woman, and has insisted that they may not lie together until they have been truly married; Antonio thus has been desperately searching for a way to arrange this ceremony, without revealing the differences between his political beliefs and personal feelings to the whole city.

Because of the awkwardness of his situation, Antonio feels he dare not confide in his noble comrades, and thereby plays a lone hand in making these arrangements. Antonio is looking for accomplices who are non-residents of Haven and appear to be traveling alone or in small groups. If Antonio notices individuals who know him personally on the premises of an establishment, he will not approach a candidate, but will instead attempt to casually follow the other back to his lodgings, so that he can try to contact him at another time.

On the day of the ceremony, Antonio's plan is to meet with his accomplices at some specified landmark in the North Corridor, and to continue on to another predetermined spot in the Heights where Marita will be waiting. The two lovers will then conceal themselves in the rear of the wagon, while the players pass through the city gates. If all goes well, the couple will be married, and ready to return to town within a few hours of their departure, and will disembark from the wagon separately at a point near the Shield Gate.

Sounds easy, doesn't it? Well, that's the way the plan works if everything goes well, and goodness knows that should never be allowed to happen. To begin with, unless the lovestruck Stallion is extremely circumspect in his actions, there is a good chance that some aspect of these deliberations and negotiations will be witnessed by someone whose curiosity will be piqued. There is a 20% chance of such an occurrence during the initial meeting (remember, the description says that Antonio will not approach a party if he notices others who know him in the same establishment); this chance rises to 30% if Antonio fails to make a DSC saving roll (11 or less on 2D12). If Antonio and the players are seen, roll D100 to determine what type of individual witnesses the encounter: 01-40 Mano Maggia (or more likely one of his associates); 41-75 Paul de la Riis (or one of his confederates or informants); 76-95 other acquaintances of Antonio's (e.g., Gunter Geronde; in this event there is only a 50% chance that the

acquaintance will actually pursue the matter to find out what is going on); 96-00 both Mano and Paul learn of the meeting. If Mano is the one who finds out, he will greatly increase his vigilance over Antonio and his sister; thus, there is a 60% chance that he will burst upon the scene with weapon drawn and 5 or 6 city guardsmen behind him, when the lover's rendezvous actually takes place. Paul, on the other hand, is likely to try a more direct approach, like visiting the players and demanding to know what is going on. If he learns enough to affirm his suspicions, he will confront (and try to stop) Antonio (what happens from that point on is up to the GM's discretion, but Antonio would likely be in grave trouble if a fight broke out and he killed Paul).

The second obstacle to the success of the plan is the step in which Antonio is to contact Marita to tell her where to rendezvous. There is a 2D20 percent chance that Antonio will not succeed in contacting Marita; if he fails, of course, Antonio and the adventurers will have to locate her after they meet, and may even have to go onto the premises of the Maggia estate to get her. This latter rescue should not be an easy one to pull off, for the estate is well guarded, and Mano's watchful eye is also likely to be a factor.

Finally, it is possible that the players themselves may become, in Antonio's mind, an obstacle to the ultimate success of his plan. If they violate his instructions and try to discover who their benefactor is, or act in such a manner that Antonio somehow becomes suspicious of their intentions, Antonio has resolved to kill them at the conclusion of the scenario to preserve his secret. He will not, of course, want Marita to discover his intent, and might even have to track the players down after the scenario is apparently completed. The players can avoid turning Antonio into a foe by following his instructions, and being straightforward and aboveboard in their actions, so just ignore them if they complain about the unfairness of the situation they bring on themselves.

THE CHALLENGE CUP

What the Players Learn: Player characters spending an evening at the Aerie or Golden Ducat, or stopping to listen to the gossip in any shop in the Heights or tavern in the North and South Corridors, are likely to hear individuals arguing over who is going to win the upcoming horse race to decide the winner of the Duke's Challenge Cup. Anyone inquiring about the race is likely to get an incredulous look, but will probably learn at least some of the following information: The Challenge Cup is an annual 5 mile horse race over a relatively open timber course. Anyone can enter, provided they can ante up the 100 GP entry fee. First prize is 1000 GP, and gives the winner possession of the golden, jewel-encrusted cup for a year. The race has always been almost an exclusive province of the nobility, but for the past three years Heidel Varrasch, the coarse, crude master of the Drayer's Guild, has won the race easily. Paul de la Riis, the Young Stallion who has a long-standing hatred of Heidel Varrasch, has vowed to win this year's race at any cost.

Player characters can become involved in the frenzied activities leading up to race day in a number of ways:

- 1.) By volunteering to help Paul de la Riis locate a steed capable of bringing him home a victor.
- 2.) By investigating (either for oneself, or as an agent for the Stallions) the rumors heard around the corridor that some of the gypsies on Trade Island have an extremely fast horse in their possession.



- 3.) By locating another individual interested in wagering on the outcome of the event.
- 4.) By entering the race oneself.

GM's Notes: The winner of the Challenge Cup traditionally enjoys great reknown in the city for his horsemanship, and greatly increased prestige (which in the right hands can be molded into political patronage of the financial wherewithal to organize an expedition). Heidel Varrasch, the defending champion, will again ride the same mount - the dark brown stallion Demon. Paul de la Riis, on the other hand, whose own horse Snowcap has finished second the past year, has been searching for a new and better mount to ride in this year's cup. He (and at his father's insistence, Thomas) are planning to take a trip up to the northern plains, to examine the wares of the nomadic horse traders who ply their trade there. Such an expedition may well be fraught with dangers of the wilderness; consequently, a number of other young nobles (some Stallions, some not) and yeomen have been recruited to also make the trip. Any player of noble blood would be welcome to join the expedition, unless he has been involved in some activity that has angered the Stallions. There is a 20% chance that Paul will be able to find a new horse that is 1D12 points better than Snowcap (see below for explanation of how to calculate a horse's ability), and another 25% chance of a horse 1D3 points better. Although other members of the expedition are also likely to be purchasing horses, Paul will always outbid all other potential buyers for the "best" horse available.

Meanwhile, within the city's limits, there lurks a literal "dark horse" with a legitimate chance of winning the cup - if its owners can somehow manage to get it entered in the race. One of the gypsy clans inhabiting the small tent cities on the southern end of Trade Island has acquired a recently broken wild mare from the plains, whom they call Firebringer for its fiery chestnut coat. Firebringer's owner, Daruko Ken-Ursa, has heard the talk about the Cup and believes his horse could win - unfortunately, he and his clan do not have anything approaching the 100 GP to risk on the entry fee. Daruko has been hitching all sorts of schemes (many of which are of dubious legality) for raising this money. Consequently, if anyone from

outside Trade Island questions the clan about buying the horse, their response will be threefold - first, they will try to relieve the interested party of his money without making any binding deal concerning the horse (by pickpocketing, some sort of ruse, etc.); if this fails, they will try to make a deal of offering the party a share of the winnings if he will put up their entry fee (this would be a honorable deal); third, if both courses fail, they will offer to sell the horse, starting the bargaining by asking for 1000 GP - the total prize - and haggling no lower than 300-500 GP (this bottom line will dip as race time gets closer). Given the reputation of gypsies everywhere, it should come as no surprise that there is a 10% chance that the family acquired this horse illegally, and that its real owner will be one of the crowd of race observers (and likely to approach the players after the race to demand the return of his property).

Simulating the Race: The race is run over an approximately triangular course that lies in the midst of rolling terrain. The course, particularly on its second leg, does contain a number of obstacles - a stream bed, broken ground, hedgerows - that must be negotiated. A miniature diagram of the course is provided below.

Each horse in the race receives a rating for its three prime requisites - Speed, Agility, and Stamina - speed is rolled on a 5D6; the others on a 4D6. If the horse is considered to be of Superb quality, add an additional 1D8 to each of these requisites; if of Excellent quality, add 1D4 to each requisite. Conversely, Mediocre, and Poor horses receive penalties of 1D4 and 1D10, respectively, to base requisite values.

The characteristics of the rider will also affect a horse's performance. A rider with expertise in Horsemanship will add 7 points to his horse's effective Agility level; a rider with basic Horsemanship skills adds 2 points to this rating. If the rider would be classified as very small or thin, add 6 points to his horse's Stamina if somewhat below average in size, add 3 points. Conversely, a larger than average man will cost the horse 3 points in stamina, and a very burly man a penalty of 6 points.

Once these statistics have been determined, the horseman should calculate their effective ratings on each segment of the course, as follows:

- 1st leg (turns 1-13) = 2 X Speed + Stamina *
- 2nd leg (turns 14-26) = Speed + Agility + Stamina *
- 3rd leg (remainder of race) = Speed + 2 X Stamina *
- (* Stamina is adjusted by rider + quality bonuses)

During each turn, the player rolls a D10, and checks the column in the results chart below corresponding his current effective rating; the result indicates the number of squares that he may move his piece. Once the race has begun, the leader always rolls and moves first, then the second place horse, and so on through the entire field. A horse cannot end its turn on the same space as another horse, or atop a marked obstacle that must be hurdled or jumped. The entire course is 400 squares long, and should take about 10 game minutes to complete.

Obstacles are marked on the course diagram with a number (indicating the number of squares from the starting line that the obstacle is located); a letter (indicating whether the obstacle requires jumping - J - or is crossable - C), and a second negative number, if applicable (reflecting the difficulty of the obstacle in terms of its minus) to the saving roll described below). On any turn in which his horse passes over an obstacle, the player must make an Agility saving roll (on 2D12) to determine whether the horse has cleared this obstacle successfully. On a missed roll, the horse falls and the rider is unseated. Both horse and rider must then make Stamina saving rolls; if successful, they are uninjured, and the rider may remount and continue the race (receiving a movement rate of 0 for the turn in which he remounts), if one or the other is unsuccessful, they are out of the race. Fallen horses and riders represent additional obstacles in the paths of onrushing horses, and require a second Agility roll to avoid them. (Note - A player has the option to reduce his chances of taking a costly spill by maneuvering around these obstacles at a slower speed. For every 2 points of movement a player foregoes in the turn that he crosses an obstacle, 1 point is subtracted from his saving roll die result.)

Player-characters using their own or recently purchased horses should roll up their animal's requisites in the manner outlined here. Statistics for some of the horses likely to comprise the contenders in the field are presented below:

Horse	Quality	Rider	Speed	Agility	Stamina
Demon	Superb	Heidel Varrasch	33	25(30)*	27(21)
Snowcap	Superb	Paul de la Riis	24	18(23)**	31
Firebringer	Excellent	Hooli Barzen	32	18	20(26)***
Bold Queen	Excellent	Stella Tainley	25	27(32)*	19(22)
Thunderclap	Good	Gunter Geronde	24	16(18)	20(23)
Fog Bank	Good	Sir Falstaff	22	17(19)	21(18)
Spitting Image	Excellent	Kronen Varrasch	31	20(22)	20(14)
Sea and Spray	Excellent	Melior (elf) Gildenwood	22	21(26)	23(26)
Azkharbundi	Good	Sir Tenley Tainley	21	18(23)	19

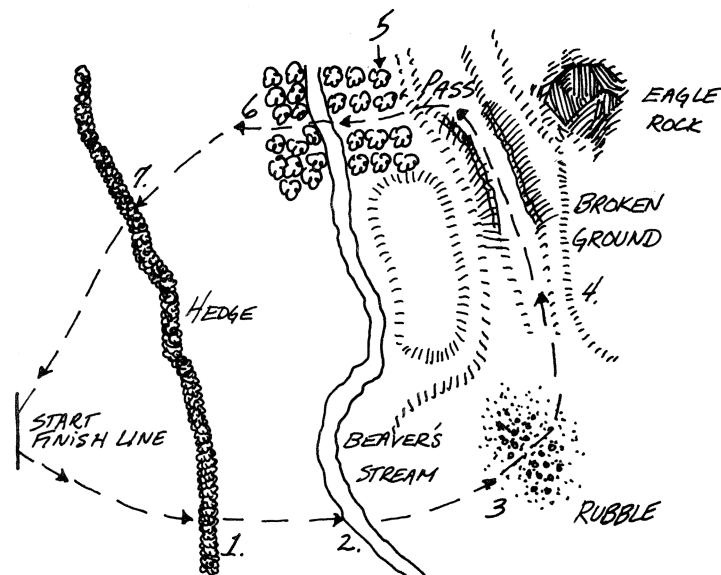
* Automatically makes all Agility saving rolls.

** Only if Paul de la Riis is the rider; if Paul finds a new mount, Snowcap will be ridden in the race (though not with Paul's blessing) by Thomas de la Riis, and have an adjusted Agility rating of 20.

*** Receives the +6 Stamina Bonus only if Hooli Barzen is the rider; if the horse is purchased by another, make appropriate adjustments to both Stamina and Agility.

Race Results Chart

		Horse Rating									
		31-40	41-50	51-60	61-65	66-70	71-75	76-80	81-85	86-90	91 UP
DIE	<31	1 2 4 5 6 7 7 7 8 8 8 9	2 3 5 5 7 7 8 8 9 9 9 10	3 4 5 6 7 8 8 9 10 10 11 11	4 5 5 6 8 8 9 10 10 11 12 12	5 5 6 7 9 9 10 10 11 11 12 13	6 6 6 8 9 10 10 11 11 12 13 14	7 7 8 9 10 10 11 12 12 13 14 15	8 7 8 10 11 12 12 13 13 14 15 16	9 8 10 11 12 12 13 13 14 15 16 18	10 9 10 12 13 14 14 15 16 17 18 20



- 1 - 80, J, -1
- 2 - 135, C, 0
- 3 - 170, J, -4 (-2 to STM save if fall)
- 4 - 205-220 (no Agility sav required, but horses may only move through this narrow pass single file - no passing possible)
- 5 - 265, C, 0
- 6 - 290, C, -3
- 7 - 330, J, -1

THE FREE CITY OF HAVEN

THE BOROUGH OF THE NORTH CORRIDOR

POLITICS, PERSONALITIES, AND LOCALITIES

The North Corridor is probably the richest sector of the city. Spreading mainly to the west of Caravan Street, it contains a large shopping and trade section (stretched along the main avenue, Caravan Street), the financial sector, the major guild halls, the government buildings and courts, and the homes of many wealthy artisans and merchants.

Caravan Street is lined with shops and inns, all appealing to the mass of people comprising the trading caravans and to the travelers who pass along the Long Road. Nearby lies the "financial section", the location of most of the major banking houses of Haven (including some of the wealthiest in the Ten Cities), and the winding way called Gold Alley, where the goldsmiths, Haven's moneylenders, tend to congregate. This area is bounded by Wall Street, The Trax, Northgate, and Caravan Street, and probably contains more actual monetary wealth per square foot than any other borough (the Heights included) does per square yard.

Along the river's edge lies Believer's Lane, home to most of the major religions and temples available in the city. At the northwestern end reside the most prestigious of the temples. As one proceeds east on the Lane, the buildings tend to get smaller and meaner, until, at the very end of the street, they disappear entirely, leaving only a pair of vacant lots in which the most minor faiths have their congregational meetings. The four largest temples in Haven (by congregation, wealth, and political power of adherents) are Eollana (the triple-faceted earth mother), Kol (Sun and fire), Dorian (the much revered god of the river - this is normally the only deity accorded by the elves), and the Ethical Way (from which many of the judges are drawn, since a true believer tries to be as honest, fair, and unbiased as possible - this is not a true religion, but a system of behavior). Also at this end (west of Caravan Street) can be found the temples of Kethrin (a warrior god) and Denarius (the god of all successful merchants).

On the far western edge of the borough, along the river, are shipping wharves, warehouses, and drydocks and ways for shipbuilding; these run right to the city wall, and provide for the upriver trading vessels. The remainder of the western sector of the borough is a residential area referred to as the Glens; populated by wealthy merchants and guildsmen, it occupies the area between the Heights and the Old Wall (occasional portions of which can still be seen along Wall Street).

Inside the Old Wall lies TradesMasters Square, at the end of Journeymen's Road; the square is dominated by the Hall of All Guilds, an immense building in which the insignia of all the trade and craft guilds in Haven are displayed, and official meetings of the Great Guilders (the Guildmasters of the over-organizations for the various classes of craft and trade associations) are held. Surrounding the hall, in Guilders' Park, are the halls of the Great Guilds, and in many cases, additional halls for the subsidiary guilds and associations.

There are nine of the Great Guilds, the broad-scope organizations that gather a number of smaller guilds and craft associations into a powerful political unit. Seven of these unions have their halls in Guilders' Park; the Guild of the Loom (representing most of the cloth-makers, tailors, seamstresses, and associated crafts in Haven), the Provenders' Guild (eat, drink, and be merry, for tomorrow you may diet), the Builders' Guild (all the construction trades), the Guild of the Ship (anything to do with ships, from building to sailing), the Drayers' Guild (freight and transportation, as well as horse dealing), the Artisans' Guild (an organization torn by internal strife, representing the metalworkers, jewelers, and other fine crafts), and the Guild of the Hearth (comprised of all the smaller guilds and associations that receive little or no respect from the others; headed by a man named Dan Jerfeeld). The other two Great Guilds, the Mages' Guild (located on Magic Street) and the Guild of Entertainers (the Bards' guild hall on Liederstrasse is considered the Great Hall), share the power in the city, but not the real estate of Guilders' Park.

Across from the Hall of All Guilds lie the buildings of the High Courts - the civil courts (which seem to do most of the business in the justiciars' desmesne), the criminal courts (which have less, but far more dramatic, activity), the Black Halls (the retention facility for the criminal courts - a smaller version of the Gray Halls in the South Corridor), and the offices of the five High Judges. Just to the east are the Chamber of the Council of Boroughs and the Palace of the Mayor; most of the governance of the city is determined within these two structures.

The block to the immediate south of the Courts and the Council, bounded by Nobles' Way and Northgate, is referred to as the Barristers' Maze, and is a twisting collection of small alleys, offices, and residences where dwell the legal luminaries of the city of Haven. 'Tis claimed by the inhabitants of the city that the maze is the perfect place for the lawyers, since it resembles their "twisty minds", a base canard quickly disproved by the tendency of many of these same inhabitants to consult swiftly with one of the denizens in the maze at the first sign of trouble.

It could be said that there are families of influence, rather than actual power, in the North Corridor. Two of the families controlling banking houses, the Hofstra and the Rand, are in favor with most of the nobles of the Heights, and with many of the merchants of the town. These houses provide a means (through letters of credit) of making one's wealth available for travel without the necessity of carrying large amounts of gold and gems, as well as generally increasing the wealth of many of their investors (the banking houses usually have greater resources than the goldsmiths, and can make larger loans and greater investments). The Cellinis also have strong influence among the artisans in the district, since the elder Cellini is Guildmaster for the Great Guild of the artisans.

Business thrives in the North Corridor, but it is primarily a daytime area - most of the shops and offices have closed by 7:00 in the evening, and the streets and byways seem strangely silent and deserted (except, of course, for Caravan Street, which is usually bustling until midnight). During daylight hours, the men of the various contingents of the City Guard attached to the North Corridor are not seen in abundance - scattered individuals take an easy patrolling route. After the close of business, however, the patrol groups are larger and much more frequently seen in the business area; in the residential sections, the Glens and Gateland (that small neighborhood of Commons which lies in the section of the North Corridor between the North Gate and the Caravan Gate, on the wrong side of The Trax), the guards patrol steadily at all times, but not in great force. There are four Guard Barracks in the North Corridor: Nobles' Way (48 men commanded by Jan Hacker); Northgate (48 guards under the orders of Beryn Perkins); Caravan Gate (Zeluan Kurtin, Captain of 80 men); and the Mint, 160 well-trained soldiers under the command of Claidhaemnor Redkilt, who is also commander of the overall North Corridor contingent. The guardsmen in this section tend to be very conservative, and not prone to take chances; thus, they are less likely to give a suspicious character they encounter the benefit of the doubt, and more apt to arrest a man on minimal provocation (with all the money that lies in this small stretch of ground, it does not pay to allow the "wrong kind" to run around unrestricted).

* * * * *

Judges may be created, if the GM desires, using the method described below. A decision table for the judge should be selected (or created); the table should cover both minor and major crimes, and cover all the general results possible in a trial. GMs are encouraged to create their own magistrates, for this provides great variety and flexibility for the player-characters engaged in courtroom antics. Samples of decision tables for various types of judge are given below; the columns (from left to right) represent Death, Mutilation (for instance, removal of a thief's right hand, or possibly branding), Prison (2 to 12 months for minor crimes; 1 to 10 years for major, non-capital crimes), Fine (10 GP to 100 GP §2D10 x 5† for minor crimes, 10 GP to 10,000 GP §1D10 x 1D10 x 1D10 x 10† for major crimes), and Acquittal.

The Strict Judge

Minor	-	01-25	26-50	51-75	76-00
Major	01-20	21-40	41-60	61-80	81-00

The Fair Judge

Minor	01-05	06-15	16-35	36-60	61-00
Major	01-15	16-30	31-45	46-60	61-00

The Bleeding-Heart Judge

Minor	-	-	01-05	06-30	31-00
Major	01	02-05	06-20	21-35	36-00

The Hanging Judge

Minor	01-05	06-25	26-35	36-60	61-00
Major	01-50	-	51-55	56-65	66-00

The Sadistic Judge

Minor	01-05	06-40	-	41-60	61-00
Major	01-25	26-65	-	-	66-00

The Greedy Judge

Minor	-	01	02-10	11-65	66-00
Major	01-05	06-10	11-20	21-70	71-00

Bribability is an important facet of a judge. Generally, the higher the number of the rating, the more honest (and less bribable) the judge is. The GM should select this specification for his judge.

Bribability (relative honesty):

- 0 - Expects bribe; -25% if none offered: Greed - 30
- 1 - Expects bribe; -10% if none offered: Greed - 20
- 2 - Easily bribed; 100% bribable: Greed - 10
- 3 - Easily bribed; 100% bribable: Greed - 5
- 4 - Bribable; 90% bribable: Greed even
- 5 - Bribable; 60% bribable: Greed + 5
- 6 - Relatively honest; 35% bribable: Greed + 15
- 7 - Relatively honest; 15% bribable: Greed + 25
- 8 - Honest; not bribable
- 9 - Unbribable; -10% if offered
- 10 - Unbribable; -25% if offered

To derive the Greed rating for a judge (how much he expects to be bought for), roll D100, and apply the adjustment indicated above. The result is the individual judge's rating. Compare the figure to the chart below to get the judge's Bribe rating (what he will do for what you're paying).

Rate	10 or less	11/ /35	36/ /65	66/ /80	81/ /95	96 or more
A	01-35	01-10	-	-	-	-
B	36-65	11-30	01-10	-	-	-
C	66-90	31-50	11-30	01-10	-	-
D	91-00	51-75	31-45	11-30	01-10	-
E	-	76-95	46-70	31-55	11-35	01-10
F	-	96-00	71-85	56-75	36-60	11-25
G	-	-	85-95	76-90	61-80	26-50
H	-	-	-	-	81-85	51-70
J	-	-	96-00	91-00	86-95	71-85
K	-	-	-	-	96-00	86-00

Bribe Rates:

- A - +5% per 100 GP; minimum 100 GP (maximum +50%)
- B - +10%; minimum 200 GP
- C - +5% per 250 GP; minimum 250 GP (maximum +30%)
- D - +10%; minimum 500 GP
- E - +5% per 500 GP; minimum 500 GP (maximum +30%)
- F - +10%; minimum 1,000 GP
- G - +25%; minimum 2,000 GP
- H - +25%; minimum 5,000 GP
- J - assured release; minimum 2,000 GP
- K - assured release; minimum 5,000 GP

Under most circumstances, if a bribe less than the minimum is offered, the judge (if bribable at all) will accept the money, but will:

- 01-30 ignore the bribe
- 31-60 be insulted, -5%
- 61-85 be insulted, -10%
- 86-00 be insulted, -20%

Remember that the players and their characters have little or no knowledge of what the judge is going to do, after he has accepted the bribe, until the trial actually begins. The only exception is the rumors that may have been garnered at various spots concerning the judge's bribe rating; the players might get a vague idea of the result in a range of numbers, which somewhere includes the actual result.

* * * * *

GM's Notes:

Medieval justice, in the forms of trials, judges, and punishments are fairly well described in Thieves' Guild I, also by Gamelords. However, the effect of a lawyer on the outcome of a trial is of interest, since it is not unlikely that a player-character might be apprehended in the commission of a crime of some sort. 'Tis usually helpful to have a lawyer representing the character in this situation, particularly if he is guilty. It is also possible for player-characters to function as lawyers (provided the character has training for the courtroom - magistracy).

Lawyers are rated as to ability (the lawyer's chances of affecting the outcome of the trial, either favorably or unfavorably), reputation (what everybody else thinks the lawyer or barrister can accomplish), fee structure, and idealism (what sort of cases the lawyer will accept).

The lawyer's effective courtroom performance (Ability) is rated from -25% to +50%, with a good lawyer rating +25% to +30% (the ranges from +40% to +50% are saved for Perry Mason types). If the lawyer is a player-character, he will start with +5% for standard training in magistracy, and +15% if he is a master magistrate (totally untrained should be rated at -15% to -25% depending on character MAG). For each case a player-character wins (a win is an acquittal, nothing less, when one is acting as a defense lawyer, or any conviction when one is prosecutor), increase ability by +1%; for each loss, decrease by -1%.

A lawyer's reputation, although usually correlated strongly with his actual ability, also could be the result of a long string of cases where his uncle was the judge; this reputation rating, rather than ability, is what the player-characters know of the lawyer they're trying to hire. Reputation is rated from 1 to 10; a player-character lawyer will start with a reputation of 1, or 2 if he is a master magistrate. If a lawyer's reputation should drop into negative numbers, he is finished in that city, and should probably move away. Reputation may be enhanced or decreased by various situations:

INCREASES

- +1 to +5 for winning a case of reasonable notoriety
- +1 or +2 for maintaining a good record over a six month trial schedule
 - +1 for 75% win record
 - +2 for 90% win record
 - (this must be for 5 cases or more)
- +1 to +3 for "the right connections"



DECREASES

- 1 to -3 for being involved in a scandal (whether intentional or not)
- 1 to -5 for a stupid loss in a notorious case (GM's discretion on "stupidity")
- 1 or -2 for having a very bad record over a six month trial schedule
 - 1 for 75% loss record
 - 2 for 90% loss record
- 1 to -3 for "guilt by association" (defending the second most notorious thief in the Black Hand, or the Believers' Lane Seven, etc.)

These adjustments are primarily for player-characters functioning as trial lawyers. The GM is advised to use discretion in awarding such to players, particularly those for notorious cases. A "notorious" case would be one involving the alleged murderer of Duke Fernando, the rapist of the High Priestess of Eollana, etc.; the theft of Farmer Jones' cow just doesn't qualify (at least in the big city - it might if it happened in Lower Treesquat).

Fee structure for NPC lawyers (player-characters get to charge all the traffic will bear) is figured for both criminal and civil cases. The civil column relates to the percentage of the final award the lawyer will charge for his fee; there are, for game purposes, no contingency cases taken by NPC lawyers - any lawyer will charge a minimum fee in any civil case (the criminal fee 1 level below his normal schedule).

Rank	Criminal	Civil
0	5 to 50 SP (5x1D10)	-
1	1 to 10 GP (1x1D10)	20%
2	5 to 50 GP (5x1D10)	25%
3	10 to 100 GP (10x1D10)	33%
4	100 to 1,000 GP (100x1D10)	50%
5	1,000 to 10,000 GP (1000x1D10)	65%

Participants in civil cases will normally find themselves paying assorted court costs - filing fees of various amounts; usually the lawyer is charged for these and collects back from his client. In any civil case, there will be 2D6 writs to be filed, and these will cost 1D20 SP each to have filed. These seldom appear all at one time, but are spread out over the waiting period before the case is actually tried.

A lawyer's idealism rating governs the clients he will tend to accept. The ratings run from 0 to 10, and the lower the number, the more restricted his clientele would tend to be (0 would probably only accept rich nobles or wealthy guildsmen and merchants as clients; 10 will take any one as a client, regardless of ability to pay, and would probably be quite interested in cases of "profound social significance").

During the trial, several other adjustments may be made to the die roll (on D100) for determining the trial outcome. A difference in social status between plaintiff and defendant will almost always have an effect on the verdict, as will racial differences between judge and lawyer, and judge and defendant. The judge may have a positive or negative relationship with the client's lawyer or possibly even the client (percentage adjustments for these relationships should be determined by the GM - for instance, being the judge's nephew might be worth a +30%, while being the son of the judge's worst enemy could penalize -50%). Bribery is usually a possibility (judges have different views of bribery - some expect it and will be insulted if it is not offered, others will be insulted if it is, and some may succumb to the amount offered); the more established lawyers would have some idea of who is bribable and who is definitely not. If a client is

actually innocent, the die roll should be adjusted by +15%.

There is only a 10% chance that a person will know the name of his judge before he selects a lawyer. If one waits to learn the judge's name (normally this is announced only days before the trial date), any lawyer selected will suffer a -15% penalty to his ability rating, since the time to prepare is inadequate.

To determine the trial modifier for social differences, subtract the plaintiff's social rating from the defendant's social rating (it is quite possible that this will produce a negative modifier), drawing the rating figures from the chart below.

Social Status	Rating	
	Haven	Other
High Nobility	60	75
Wealthy Guild	55	40
Wealthy Merchant	50	35
Aristocracy	40	60
Guildmaster	30	30
Landowner	25	25
Merchant	20	15
Shopkeeper	15	15
Peasant	10	5
Freedman	10	0
Indentured	-5	-15
Serf	-5	-25
Gypsy	-10	-10
Slave	XX	-50

Criminal trials are conducted without juries in most instances; the judge hears the case, then makes the decision as to guilt or innocence - if the defendant is guilty, he also determines sentence. To hold the actual trial, add together all the modifiers to obtain a single result; roll D100, and apply the modifier, then consult the individual trial judge's "decision" table. This will provide verdict and sentence in one step; crimes are specified as either minor (petty theft, vagrancy, drunkenness, etc.) or major (murder, rape, grand theft, treason, etc.) - use the line on the judge's table that best fits the type of crime.

Civil suits are a different story when it comes to trial. In most cases, one can assume that the judge is going to make his decision based on all the factors. Add together all modifiers for the plaintiff, and for the defendant. "Right on one's side" should be worth +25% to the side which possesses it. Bribery modifiers go to the party paying the largest bribe, unless bribes are equal, in which case they cancel out. When all factors have been included, compare the two figures, deriving a percentage of difference:

Plaintiff total

Plaintiff total + defendant total

Roll D100, and if the percentage is less than or equal to the above result, the plaintiff wins.

* * * * *

Government Officials:

The "recognized power" in Haven resides with the Mayor, Murothus, and his various Ministers. These men run the bureaus which control the city's activities. In general, they are honest, hard-working fellows, except for the Minister of Ports and Shipping.

Murothus (#201), the current Mayor of the city, is not an imposing figure; he is paunchy, stands middle

height, and has graying hair and watery blue eyes. However, he is devoted to Haven, and works hard to do his job properly. He can usually be found in his private office in the Mayor's Palace from 10:00am to about 7:00pm, or in the Council Chambers whenever they are in session, usually explaining why he had something done or spent city funds on a particular project. He is not required to seek Council permission to do his job or to spend money, but the Council does have the right to remove him from office at any time. He has appointed all of the current Ministers to their positions; for most of these jobs, he succeeded in choosing men of his own stripe, but he did not pick all angels - one devil snuck in.

Freggo the Beardless (#202), the Minister of Ports and Shipping, is greedy and corrupt, and is widely (but unofficially) known to have his hand out for whatever baksheesh (bribe money) or graft he can weasel out of the captains and shipowners of the city. Unfortunately, he is clever, and seems to have a sixth sense that has enabled him to appear completely honest when an attempt has been made to catch him in the act. Freggo is short, pale, and pasty, with piggy little dark eyes, and is totally hairless; his handshake feels like one has grasped an unbaked bagel. He has accumulated enough graft money to buy himself an estate far up the river near Mandalai, and is beginning to feel that it may be time to "resign" his post, and "retire" from the active public life. One of his clerks has managed to locate and secrete a fund of information on his various activities which, if revealed, would probably lead to a swift execution following an equally swift trial - both Freggo and the Young Stallions are searching for this clerk (see Adventure Opportunities - North Corridor), who seems to have recently thoroughly lost himself somewhere in the city.

The Minister of Highways is occasionally seen galloping into Haven from either the Horse Gate in the South Corridor, or the Caravan Gate in the North; he and his band are charged with the suppression of banditry along the Long Road and the routine maintenance of the roadway. Boldan Hansumrogge (#203) is an exceptionally strong, well built, and good-looking centaur, with green eyes and long blond hair which whips in the wind when he runs. He has developed a fondness for a half-elven girl (who happens to reciprocate his feelings), and will normally be found at her home in the Glens when not out of the city on anti-highwaymen forays (most of Haven is wondering about this relationship). He leads a band of mixed two- and four-legged fighters (two-legs frequently riding four-legs), who have developed a reputation for ruthless efficiency in the extermination of bandits and other undesirables who attempt to prey on the Long Road's traffic.

The head of the Ministry of Sanitation is a broad-shouldered dwarf by the name of Kithli arn Robur (#204); most of the employees of the ministry, which is responsible for keeping the sewers in workable condition and removal of large amounts of offensive materials among other things, are also dwarves, although a number of orcs have been hired for some of the less desirable positions (it is not unusual to see a dwarf or an orc popping out of an open manhole in many of the residential sections). Kithli, who is average in height for a dwarf, with gray-brown skin, reddish hair and dark eyes, lives in the Dwarrow, as do most of his workers. They have been tagged with the collective nickname of "Stinky" by the citizens of Haven, for the obvious reason; however, it is usually cause for a rousing brawl to so address one of them.

Major Families:

Although there are many wealthy families living and working in the North Corridor, it is hard to distinguish individual clans as the most powerful; for the area's strength rests in the overall quality of the mercantile community here. If there are any who can be said to control the destinies and fortunes of others, it is the bankers who provide the capital to finance expeditions and expansions; and of the banking houses, none are more powerful than the two described below.

The Hofstra Family

The Hofstra clan consists of the patriarch, Jaime, his four sons, Abel, Bakka, Sharli, and Dauge, and their wives (who are of little consequence). Jaime's only daughter, Eezie, is married to the youngest Rand brother, but still keeps in close contact with her family. The two older sons assist Jaime in running the bank, determining investments, foreclosing on overdue loans, etc.; Sharli and Dauge run the courier service which connects the main branch in Haven with the branches in the rest of the Ten Cities - they are presently engaged in trying to set up a coach and mail line to compete with the successful venture run by Gillaume Fargot and Andre Welshe. The family fortune makes the Hofstra one of the five richest families in the Ten Cities; they still maintain their residence in the Glens, however, and show few pretension of power.

A) Jaime (#205) - is about 55, tall, and slender, with piercing hazel eyes and raven's wing hair, slightly graying at the temples. He has an almost uncanny facility for knowing which way an investment, or a client, will run. Since his wife died 10 years ago, he has devoted himself almost entirely to his business affairs. Occasionally, he will treat himself to an evening of shoptalk at his favorite tavern, Garduccio's.

Places: The House of Hofstra, Garduccio's.

B) Abel (#206) - is the spitting image of his father, except for the graying temples. He does not have the uncanny business sense his sire shows, but is a capable businessman who seldom makes bad investments. He has a wife of whom he is reasonably fond, and three young daughters he positively adores. When not at the banking house, he is at home with his family.

Places: The House of Hofstra.

C) Bakka (#207) - resembles his mother, with a gentle smile, flame-red hair and blue eyes; he is of medium height, with a slight tendency to fat - in fact, he looks soft and pliable, not at all like the hard-headed and -hearted businessman he actually is. Bakka has inherited all his father's abilities and talents for finance, and he is Jaime's favorite (and chosen successor). Bakka's one weak spot is his wife, of whom he is fiercely possessive. He does like to party, and he and Linden (his wife is one-quarter elvish, and the family is proud of the blood of the forest people) are frequently seen at various evening spots throughout the city. However, excessive attention paid to Linden (just about any attention is excessive) will raise the specter of jealousy in Bakka; he is not a fighter, but he knows his financial power, and has succeeded in driving out of the city more than one man of whom he was jealous.

Places: The House of Hofstra, the Loft, the Aerie, The Purple Cow.

D/E) Sharli and Dauge (#208, #209) - are twins; they look exactly alike, tall, heavily built, with black hair and dark eyes, and even seem to think alike. Both are outdoorsmen, and are quite likely (and happy for the opportunity) to take to the road as couriers for the family business on very short notice, not to return for two or three weeks. They are in the process of arranging remount stations, coach stops, and contracts for light freighting in the Ten Cities, hoping to provide competition for Messers Welshe and Fargot. Neither is married, but they are currently sharing quarters with identical twin girls (the confusion must be incredible - who sleeps with whom?).

Places: The House of Hofstra, the Waggoner's Delight, the Horse Market.

The Rand Family

The Rands are considered upstarts, having burst upon the Haven financial scene only a decade ago; their flamboyant rise to the near top of the banking pile has made them many enemies, but the three Rand brothers appear unconcerned with others' opinions of them - they are, purely and simply, out to make as much money as they can. The head of the group is the eldest brother, Kruegger, the most money-wise of the three - under his direction, the family's fortunes have increased many fold; the other two, Sberri and Zalle, are good



investors, one in land, the other in commodities for export, but neither has the management skill displayed by Kruegger. The three share an estate in the Glens; only Zalle is wed, to Eezie Hofstra (which has prompted rumors of a possible merger between two of the largest fortunes in the Haven desmesnes).

A) Kruegger (#210) - is brown-haired, brown eyed, and of medium height; he's a bit roly-poly, since he enjoys good food and fine wines. His appearance is a bit misleading, since few would credit him with as needle-sharp a mind as he has. In the evenings, Kruegger may be found at any of a number of different taverns, visiting friends and clients. He particularly favors Garduccio's, where many of the other financiers gather.

Places: The House of Rand, Garduccio's, the Loft, the Hanged Man, the Open-air Theatre, the Myxolidian Mode.

B) Sberri (#211) - hardly looks like he had the same parentage as Kruegger - he is quite tall, almost 6" over 6', and very slender, with blond hair and ice-blue eyes. He works primarily on land investments, and could be considered an expert on real estate valuation. His real expertise, however, is in the field of entomology - he collects butterflies, and has a collection with few peers in the known world (he is rumored to have paid 2,000 GP for one little bug!). Sberri is quiet and studious, and is seldom found outside the office or the estate, unless he is taking a lepidoptrian sabbatical (an annual occurrence - he is gone for a month, chasing butterflies).

Places: The House of Rand.

C) Zalle (#212) - resembles Kruegger, except he is quite trim. He makes reasonably good guesses about which ships, which goods, and which caravans to back. Two years ago, he met Eezie Hofstra at a party at Garduccio's; they were married a year ago, and she is his one extravagance - he showers her with expensive gifts, flowers, scents, anything he thinks she would like. He loves her so much he would trade his family's fortune for her safety (Hey, GM! Hint, hint!), and certainly his own portion. He is a homebody, but Eezie is gregarious and drags him to the theater and various fine restaurants frequently - he'll do virtually anything for her.

Places: The House of Rand, the "finer places" of Haven (at least twice a week), the Open-air Theatre.

D) Eezie (#213) - is a petite, vivacious brunette with blue eyes and a luscious figure. She is totally devoted to Zalle, but does like to enjoy herself with a lot of people. She frequently talks Zalle into "going out for the evening? Please, I've been stuck in this stuffy old house all day." He's putty in her soft little hands.

Places: Same as Zalle (same times for the evening spots).

* * * * *

Major Religions:

The following are the current major religions of Haven; most of them have their temples located near the western end of Believers' Lane, toward the Stonebridge and the government/guild center. Religions in Haven rise and fall in popularity, and move up and down the street of temples in the process, depending upon the amount they can afford to spend on upkeep at a given moment. At the far eastern end of the Lane, there are no buildings, simply a large open area surrounded by the back fences and yards of homes, shops, and other businesses on the neighboring streets and alleys; here the poorest of the cults meet, those who have so few adherents that they cannot afford a building at all.

EOLLANA

The cult of the triple-faceted earth mother, Eollana, is the largest and wealthiest of all the faiths prevalent in the region of the Ten Cities. Eollana herself is represented as gamine, mother, and crone, representing the three major facets of life and womanhood - youth, birth, and death. The sect is primarily a fertility cult, and many of Haven's women subscribe to its beliefs; it is also popular with those involved with agriculture and husbandry, the farmers and stock-raisers of the countryside surrounding the cities. Women who desire children, regardless of their other religious affiliations, will come to this temple and make sacrifice.

The current High Priestess of Eollana is Gaea, a striking woman in her late thirties. She is of medium height, and relatively slender, with long blond hair and black eyes; she has borne seven daughters for the temple, the youngest of whom is now 7, and all of whom (in so far as they are old enough to choose) have elected to follow in their mother's footsteps. Gaea presides at the weekly ceremonials (usually held on the fourth, or middle, day of the week), and is assisted by many of her priestesses (Eollana does not have any priests; most of the boys born to the priestesses are dedicated to the temple of Kol). The temple is open day and night to any of Eollana's adherents.

As befits a fertility based religion, Eollana has spawned many sub-cults, such as Timothus, the Seekers of the Young, and Kafuzalum. All are allowed to maintain small grottos or enclaves in the main temple.

Timothus is the unicorn protector of young (virginal) women. His adherents wear a special medallion, depicting a unicorn, carved from a whitish stone, and believe that the stone will remain white only as long as the wearer is chaste and pure (if one of Timothus' faithful adherents is experiencing trouble of a sexual nature - i.e., in danger of being raped or molested - there is a 15% chance that Timothus himself will appear to succor the girl); the stone turns red if the wearer is not a virgin, or is contemplating involvement of a sexual nature. Those girls who believe in Timothus, but have fallen in love with some young man and wish to marry, will frequently toss their medallion in the river (a shame, since the medallions are hard to come by).

The Seekers of the Young (known to most as the Crotofiros, meaning child carriers) are a band of friars who provide succor and food for homeless children; the group is found all over the Ten Cities, and are frequently seen on streetcorners, begging a few coins to feed the many waifs they gather into the homes they maintain, usually in the poorer sections of town. These friars dress in brown robes, with a bright red sash, and normally have a small throng of children clustered about them; they seem to delight in pleasing children, and are famed as storytellers and toymakers (in their spare time). Any child (and widowed or deserted mothers with small children) is welcome to meals and lodging at the hostels of the Seekers; the friars also attempt to provide some training in a trade or craft for those children who elect to remain with them; each hostel has a school in which brighter youngsters are taught to read, write, and cypher.

Kafuzalum is the heavenly courtesan, she who pleasures all the gods. This cult is a favorite among the girls of the Street of Silk Veils, and is held as a popular second choice by many women who believe in Eollana. The symbol of the cult is the ankh, or looped cross, which the members usually wear on a chain around their necks. Kafuzalum maintains a small grotto of

worship on the grounds of Eollana's temple, and it is usually crowded at the end of the normal ceremonies for Eollana. Kafuzalum is believed by many of her faithful to be the youngest daughter of Eollana.

The temple of Eollana is set on beautifully landscaped grounds near the river, and consists of the large main temple and the two side structures in which the priestesses have their chambers. It is constructed of a softly glowing pinkish marble, and the luxurious growth of the plants surrounding the buildings sets off the beauty of the stone; it is believed that the goddess herself blesses the growth of the verdure in the vicinity of her temples, for, in these areas, the plant growth is particularly abundant.

KOL

Kol is the god of the sun, representing fire and light. The cult is very popular with the nobility, and is even paid lip-service by the wealthier guildsmen and merchants. Kol has thirteen major temples scattered throughout the Ten Cities, and the fading Namori Empire; numerous minor temples dot the landscape, and the golden robes with hems of flame that are worn by Kol's priests are accorded respect in all the civilized areas. The major temples are each ruled by a FlameMaster; at the present time, the temple in Karajanda, far to the west, has no FlameMaster, and the others are considering a convocation to select a new member of their august ranks - the conference will likely be held in Haven, since it has the most centrally located of all the thirteen temples.

The FlameMaster in Haven is Carn ne-Seval, a tall broad-shouldered man of late middle age; he has an imposing presence, partly due to the elaborate costumery and headdress of his office. He has been scheming and manipulating for a number of years in an effort to establish Kol as the state religion and himself as the primate of all the faiths in the Ten Cities; success is still many years in the future, especially with the opposition of the priests of Kar (Kol's twin brother - or other half, depending on one's outlook), but ne-Seval has fortitude, courage, and, above all, a tenacity which would do credit to a steel-jawed bear trap.

Kol is a rich cult, very rich, since the symbol of the god is a golden sphere, and since most sacrifices to the god are rendered in his favorite metal (nobody ever called the priests of Kol fools). The temple holds its main ceremonies on the first day of the week, the day usually treated as holyday in the Ten Cities; they are complex, and exhibit considerable showmanship - the costuming of the upper level priests uses much red silk and velvet, gold lame, and just plain gold ornamentation. Much of the rite involves fire, the gift of Kol to the younger races (few of the other races, however, accord Kol any credence; humanity is the primary source of adherents), but no sacrifices are burned; fire is regarded as a servant, not a destroyer.

The temple is built of a polished white stone of exceptional purity of color; most of the interior fittings are of gold and a brilliantly red carnelian, to simulate flame and the sun - the twelve pillars in the main chamber of the temple are constructed of this stone, and trimmed with gold, while the main pillar near the altar is totally sheathed in pure yellow gold. The entire temple complex rests on a carefully manicured meadow-like setting, just northeast of the temples of Eollana and Dorian.

DORIAN

The god of the river is well respected in Haven, as well as north along the length of the great

watercourse. Dorian is the only god of non-elven origin to whom the elves accord any respect. Dorian is respected by all the other religions, and is believed to have much influence with the sea gods worshipped by many of the sailors. There is an annual ceremony at which the major figures of the city thank the god for his continued support of the city, and beg him to continue flowing for another year. Any who have reason to fare forth upon the river come to the temple and make sacrifice (usually a handful of grain, a few flowers, or a cup of wine) to ensure the god's benevolence. Other religions may be wealthier and of greater regional importance, but Dorian is paramount in the eyes of the Haveners.

Thalionduin Ethirgaladul, an noble-browed elf, is the High Initiate of the river god; he is quite old for a city elf, nearly 500, and only acceded to the post about a century ago, after some two hundred years in the priesthood. He has pale golden hair, golden eyes, and is bent and gnarled like an old tree. His influence has gentled the faith, and transformed it from a rather bloody (in terms of sacrifices) sect, into a marvel of calm and gentle beauty (remarkably, the river, which would almost annually rampage, destroying crops, fields, and homes, has become as gentle as the faith which now worships it - the annual flooding, from the melting of the snows in the high mountains, has receded to a slow increase in the depth of the water, instead of the enormous walls of water which would formerly sweep down the river's course; could there actually be something to the rumor that the old elf has mysterious powers?).

Rites of the god are celebrated daily, at dawn and at dusk, and are generally well attended; the daily rites take place in the main chamber of the temple (through which a small stream flows, led from the river itself). Once a week, there is a major ceremony held out on the esplanade, using the cantilevered platform that extends out over the river itself. The rites of Dorian are now quite gentle in all respects (probably due to the elvish influence in the cult), and sacrifices never involve living beings - the fruits of the fields, and hand carved representations of the various vessels used to travel the river are used.

The temple (which was built about 75 years ago, under the direction of the High Initiate) is set on a long plot of ground next to the river. An inlet to the west brings water into the first of two lakes surrounding the temple; a small stream flows through the temple itself into the second lake (which has an outflow into the river). The grounds are lightly wooded, and a superbly carved marble esplanade follows the river's edge, with a raised dais-like platform extending from the esplanade out over the river. The main building is constructed of a bluish stone with many waves of white undulating through it; the interior is open and airy, with large portals to admit sun, weather, and people. The priests' quarters are on the second level, but are very small; Dorian preaches a system of individual worship, with only occasional recourse to the major rites at the temple, and actually has only a small cadre of regular clergy at the main temple (there are many small kiosks along the length of the river, with an individual priest responsible for up to a dozen of them).

THE WAY

The Philosophical Way is not a religion as such, but a system of ethical conduct; its adherents believe that if one lives the best life possible, dealing fairly (i.e., in accordance with the Prime Law) with one's neighbors, at all times the believer will eventually progress to a state of perfection, in which

the spirit will merge with the basic life principle prevalent throughout the universe. The Prime Law is the major commandment: "Do unto others, as you would have them do unto you." They believe that all beings in the world, whether they realize it or not abide by this law, and therefore, all beings should be treated as they treat others (if someone slaps a follower of the Way, the assailant will probably be slapped back; if a person cheats the follower, he is likely to get cheated somehow in return). In the matter of judgment, the followers of the Way are usually unbiased, looking at a case in which they are not personally involved with no favoritism, and weighing the factors as they are presented; as a result, these people are much sought as judges and magistrates (whenever they have a knowledge of the common law).

There is no particular leader of the Way; all members are equally responsible (self-responsible). There is a reasonably large following in Haven, as about 10% of the total population professes belief in the Way, but there are only about 400 who actually follow the teachings to the letter. The temple is merely a library, quite extensive, and a number of reading rooms, where one may study the various scrolls, tomes, and texts that have been accumulated in the five centuries since the belief system evolved; the temple, built of wood and brick, with a shaded portico, is located on North Caravan, close upon the northern terminus of Stonebridge, and is set in a grassy plot decorated with some scattered trees. The only regular resident of the Pavilion of the Way of Philosophy is the librarian, Keladrith, a young auburn haired woman of petite stature, with a pleasing figure and laughing blue eyes set in a pretty face; she maintains a small apartment on the second floor, in order to be available to anyone who needs reading material at any hour. She is a true believer in the Way, and may respond to people in ways that sometimes puzzle them if they are not familiar with the sect (such as being extremely friendly with an outgoing person, then turning around and being cold and distant with one who is aloof). None of the material may be removed from the general premises, although it is permitted to take the books outside to the lawn to peruse them.

KETHRIN

Kethrin is a warrior's god, and is extremely popular with most of those who follow the ways of battle. Most of the Sworn Swords (the mercenary companies and their leaders, throughout the former Namori Empire) are devotees of Kethrin, as well as the majority of the Uruk Hai. Kethrin promotes a code for the warrior, with the promise of an eternal life in a Valhalla-like setting for those who follow the code to the best of their ability.

THE WARRIOR'S CODE

Always respect your superiors.
Never desert a wounded comrade.
Be noble in battle; do not slaughter needlessly; grant quarter to those who surrender.
Surrender is not dishonorable; it is dishonorable to continue fighting when all hope of winning is lost, and fighting on can only cost lives that need not have been lost.
When hired, earn your pay; serve to the utmost of your ability.
Keep your weapons and armor clean, fit, and ready.
Never desert an employer until the agreed term of original service has expired.

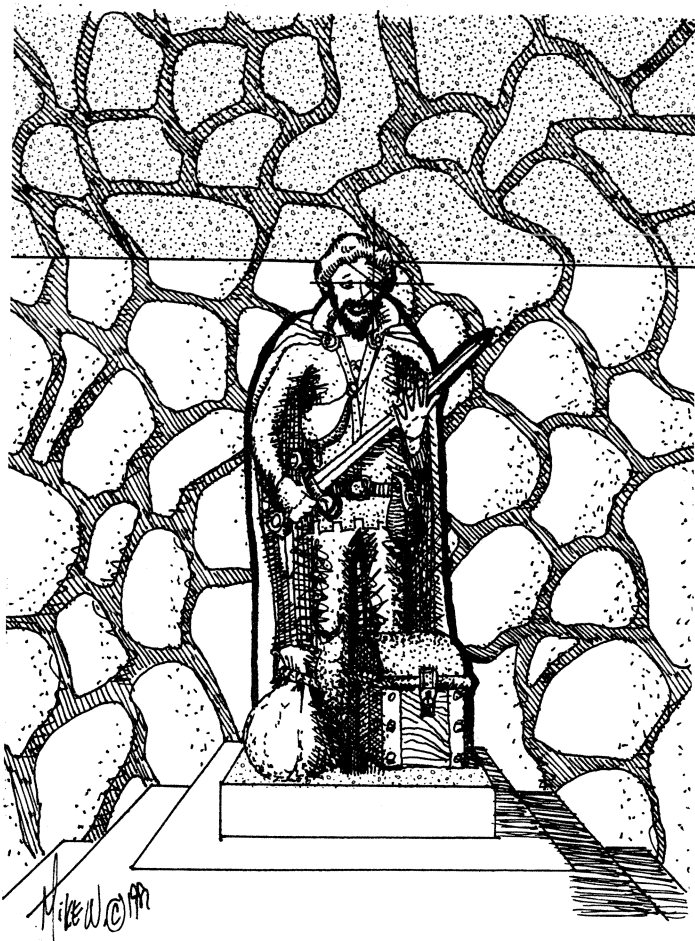
There is no acknowledged high priest for Kethrin; in fact, all the priests of Kethrin are old soldiers, former fighters whose wounds have retired them from the battlefield. Since great cunning (tactical ability and strategic genius) in one's leaders is much respected among fighting men, most of the priests are referred to as Uncle Fox; those of great physical prowess are called Uncle Bear. The professed priests of Kethrin wear normal clothing with an over-tunic of white with a large red bullseye (a series of 4 concentric circles) on both chest and back; the colors are designed to stand out in the hurly-burly of a melee on the battlefield.

The priests run a hostel for wounded and recuperating (and just plain down-on-their-luck) soldiers and fighters, where free food and lodging are available; recipients of this largesse are expected to contribute to the temple when life starts treating them a little better, so that the service may be continued. Hostels of this type are found in every sizable town and city in the territory once ruled by the Namori; the cult originated in honor of one of the finest generals of the empire, Kethrin Culinaris, called the Fox of Judorica, who, on retirement, spent the entirety of his fortune to ensure his men places to retire to when their careers had run their course. Many of the priests have also had training in battlefield first aid and life-saving surgery, and a contingent of priests, with ambulance wagons and field hospital equipment, will accompany any army that goes forth to battle; no one will attack, or even threaten, these men as they tend those hurt, and rescue wounded fighters even from the middle of a swirling melee (the occasional fighter who has gone deep enough into battle fever to raise weapon to Uncle Fox or Uncle Bear is almost always cut down by his own comrades, before he can strike the priest).

The temple of Kethrin is located across from the temple of Dorian; it is a mishmash of buildings, with four different sections each of different height. The actual chapel of Kethrin is buried deep inside the maze of corridors and rooms; most of the complex is a hostel capable of serving over 500 men (and women, if the Lydian Sisterhood would deign to enter) - the only requirement is that one acknowledge Kethrin. The proper form for acknowledgment is taught by older fighters to their younger comrades, as they are deemed worthy of the knowledge - there is a 25% chance that any blooded (having combat experience) 1st level fighter will have been taught, 65% for a 2nd level, and 99% for third level and above (the cult of Kethrin is extremely widespread).

DENARIUS

The god of merchants is an old god; he has been worshipped by traders for nearly 5,000 years, and is one of the few gods considered interested enough in the younger races to walk among them in their forms. The basis for the "entry to paradise" in the religion of Denarius is the accumulation of large amounts of money (not by raiding, but trading); the more money one has made in his lifetime, the higher one's place in the afterlife will be. This does not include inherited fortunes; the money must be earned in one's lifetime. Denarius is quite popular among the guildsmen and craftspeople of Haven and the rest of the Ten Cities, since it gives them a platform on which to base some feelings of superiority to the nobles, those of "natural superiority by bloodline and breeding"; the religion is, of course, despised by the nobles. Despite the age of the cult, it has only become relatively powerful within the last few centuries, since the "might makes right" policy of the nobility effectively kept it underground during the reign of the empire.



Worship in the temple of Denarius is unusual, to say the least; this is a religion that encourages boasting, particularly in the group rites. Frequently, a merchant will be found standing before the statue of the god (represented as a sharp-eyed trader examining a sword), declaiming that, on his last trading trip, he "made a profit of over 300% on all the goods, and furthermore...". The god only helps those who help themselves, and it is truly said that if one does not toot his own horn, one's horn goes untooted. Most merchants and traders have developed the habit of dropping by the temple to make a small donation to "encourage the god to listen", whenever they feel the need of confidence, and particularly during the negotiations of a difficult business deal.

Theodicu the Hagglar (#214), the Bhas of the local temple of Denarius, is renowned in the city as an excellent trader (the priests of Denarius are expected to engage in trade and support themselves; their position in the afterlife is just as dependent on the money they have earned as is that of a member of the laity), and has accumulated a considerable fortune; since he has no children, that fortune will pass to the temple on his demise. Theodicu is a short, fat, and very jolly man, with only a fringe of hair about his ears and sparkling brown eyes with many laugh wrinkles about them; he enjoys bargaining, and has a sharp eye for value. Normally his business is as a broker of goods imported by the various ships and caravans that enter Haven, but occasionally he leads a caravan himself (rarely, about once every two years). There are a small number of underpriests, each in business for himself, and all striving to be deemed worthy to succeed Theodicu on the day he decides to retire.

* * * * *

Minor religions:

KAR

Kar is the twin brother of Kol, the god of the moon and the dark of night; he is frequently considered to be the other half of the personality of Kol, the brooding, near-evil side. Kar is not a popular religion in Haven, but since the priests of Kol share a belief in Kar, and show some respect for the dogmas of his faith, the cult does have a number of adherents.

Located farther down Believers' Lane than would be expected, the temple of Kar is a cube of polished black stone that seems to absorb all the light that impinges upon its surface; the interior of the pile of menacing stone always seems cold and cheerless, and is lit only by a silvery glow, like that cast by moonlight. Most of the interior adornment is of silver, for that metal is sacred to Kar; donations to the temple must be in silver, since gold is the metal of the god's hated twin, Kol.

The current High Priest of Kar is Goradran Ravenswing, so called because, even at the advanced age of 65+, his hair is as black as a raven's wing (supposedly, his heart is also); he is above average height, with a particularly erect posture, and piercing black eyes, and shows little evidence of his age. The current contention between Kol and Kar is partly of his doing, for he has agitated strongly among his priests about the value of the bolide which fell in the Khuz Mountains.

It is whispered that the priests of Kar still practice blood sacrifice of members of the younger races. Few people care to be in the vicinity of the black temple when the major moon is full, and those who have had the temerity (or the misfortune) to wander near tell tales of the blood-chilling screams and noises that they have heard emanating from the structure. If the priests do engage in such practices, they have managed to keep it a close secret.

EMERALD GOD

The temple of the Emerald God is a relative newcomer to the street of faith, within the last five decades. It is not a particularly popular religion, but its adherents seem to be wealthy and to gift the temple with riches. The god himself is a huge statue of a seated man, carved from a single great crystalline-green stone, and according to legend he will protect the wealth his worshippers have given him. These riches are primarily gems, and rest in a great golden bowl at the feet of the seated god; for some reason, thieves have neglected (or been unable) to loot the enormous trove of stones on display in the bowl. (The Emerald God is covered in more detail in Thieves' Guild I, "Waylaying the Couriers".)

THE SKY

The Temple of the Sky is very new to the upper reaches of Believers' Lane; for years, this small cult was a fixture of the lower end of the lane, nearly indistinguishable from a multitude of other sects with miniscule congregation. In the past few months, the cult has seen a phenomenal growth in membership, and a corresponding rise in contributions; the sect has managed to lease a relatively large building (and immediately removed the roof of the major chamber), and now conducts its rites, worshipping the great blue sky, in relative opulence.

The rites are simple and gentle: to the accompaniment of the sweet music of a harp, the

congregation thanks the sky for his gift of the air, the rains, and all that makes life worth living. Since this is basically a nature cult, most of the sacrifices celebrate life and living (such as planting a tree or a flower, releasing doves, etc.); lately, it seems that every day a great cloud of flapping white wings bursts from the temple and disappears into the distance. The silvery tinkling of a harp can usually be heard in the background.

* * * * *

The High Judges:

The five High Judges sit on the majority of criminal cases in Haven, and on any civil cases of more than minimal notoriety. Each Judge is described with a coding of bribability and greed (bribe rating can easily change with the particular trial, and should be determined for each different case). Likes and dislikes for each judge have already been specified in the section on lawyers. The columns in the Decision Tables are Death, Mutilation, Prison, Fine, and Acquittal.

High Judge Lucius Cardallo, (0, 43)

Cardallo (#215) is without a doubt the most corrupt person in Haven. He keeps himself in office by being good at not revealing his true self (as in the trial of Sir Luron Raily), and by ruining anyone who appears to threaten him (there are exceptions, a few men in the city that Cardallo fears and respects). The Judge is a rotund man, with a full beard, thinning dark hair, bushy eyebrows over an aquiline nose, and dark, smoldering eyes; he is of middle years, but his hair and beard are already streaked with gray. Cardallo is a true lecher, and takes advantage of his position to ensure himself of a steady supply of bedmates; he believes himself irresistible to women, and does possess a sort of perverse magnetism that draws many women to him, some of them unbelievably fine. He is totally unscrupulous, and appears to have no conscience at all. Cardallo and Dagnir Saurul have formed a mutual hate society, and what one appreciates, the other tends to despise. The judge maintains a large house across the street from the Courts, next door to the Hanged Man, although he is seldom there during daylight hours.

Decision Tables:

If bribed:

Minor	01	02-05	06-15	16-60	61-00
Major	01-10	11-25	25-35	36-65	66-00

If not bribed:

Minor	01-10	11-20	21-35	36-70	71-00
Major	01-35	36-55	56-60	61-75	76-00

High Judge Ellian, (8, 0)

The only woman among the High Judges, Ellian (#216) was chosen because she was a living example of what is good in the study of the Philosophical Way. She is in her middle thirties, with mid-length brown hair, green eyes, and a reasonable figure (Tut! Tut! She's a judge.). Ellian has never married, but has a relationship with Herven (no secret about it, their affair is common knowledge in Haven) which they have maintained for over a decade. She strives to be as fair in the courtroom as possible, but has her occasional slips into mild bigotry (as with Meron, the orc - but then, who wouldn't?). Ellian despises Cardallo, and feels ashamed that early in her career she almost succumbed to his wiles.

Decision Tables:

Minor	01-05	06-15	16-35	36-60	61-00
Major	01-20	21-40	41-50	51-65	66-00

High Judge Herven Ault, (9, 0)

Ault (#217) is tall, and spare, with longish sandy hair and blue eyes. He is also a member of the Philosophical Way, and has been conducting an affair with Ellian for over ten years. Herven is relatively staid in all other ways, and exhibits less bigotry than any other judge. He, too, despises Cardallo, and would like nothing better than to see the lecherous scoundrel removed from office; so far, no evidence sufficient for impeachment (even in the aggregate) has been discovered.

Decision Tables:

Minor	01	02-05	06-35	36-60	61-00
Major	01-30	31-45	46-60	61-65	66-00

High Judge Dagnir Saurul, (6, 84)

Dagnir (#218) is the only non-human judge in the Haven Courts; he is a handsome elf, of middle years (only 193 last birthday), with flowing brown hair and brown eyes, average in height and weight. As can be seen from his decision tables, he favors elves in any court action, and is fairly strict with non-elves. He hates Cardallo, and would eliminate him from the Courts with little provocation, and from the city, and from the world...

Decision Tables:

Elves:

Minor	-	-	01-25	26-60	61-00
Major	01	02-05	06-30	31-65	66-00

Non-elves:

Minor	01-10	11-25	26-50	51-70	71-00
Major	01-20	21-45	46-60	61-75	76-00

High Judge Mindal Thievesbane, (7, 47)

Ever since Mindal's (#219) wife of three years was slain accidentally in the course of a robbery, Mindal has hated thieves; he is extremely vindictive to them, and known Thieves' Guild membership is an additional penalty of -10%. He is very lean, of average height, with short, curly blond hair, and gray eyes. He considers Cardallo an excrescence on the body politic, and would be happy to see him disbarred, disrobed, unseated, drawn and quartered (whatever). In general, Mindal is strict but relatively fair in his judgments; he does believe that anyone appearing before him is most likely guilty or the person wouldn't be there in the first place. With thieves, particularly second offenders, he is even more strict; in Mindal's courtroom, a thief is definitely guilty until proven innocent (a rare occurrence).

Decision Tables:

Thieves:

Minor	01-05	06-50	51-70	71-80	81-00
Major	01-30	31-65	66-80	81-90	91-00

Others:

Minor	01	02-15	16-45	46-70	71-00
Major	01-20	21-40	41-60	61-75	76-00

* * * * *

NPC Encounters:

Lawyers, Barristers, and Attorneys:

A number of Haven's legal eagles are described in this section; all have offices in the Maze and may be encountered in the Lying Lawyer or Hanged Man taverns. Each is rated (in parentheses, following his name) for race, reputation, idealism, ability, and fee schedule; relationships with the various High Judges are also provided.

Megallo Manyak (#220, human, 4, 2, +20%, 3) - is a small, bookish individual, with thin graying hair and a wispy beard. He has practiced law in Haven for over

thirty years, and is fairly tight with the current set of judges. He is friends with Cardallo, and will receive a +15% preference from him; neither of the two Judges of the Ethical Way like him and he receives -5% from each; with the others, he is neutral. He is nearing his 40th wedding anniversary, and is definitely a homebody, seldom (3%) visiting either of the legal hangouts.

Keyan Dorin (#221, half-elfen, 6, 6, +15%, 2) - is the nephew of Dagnir Saurul; he is tall and leonine, with a great shock of golden hair, and black eyes. In any cases tried before his uncle, he receives a +20% bonus; with Cardallo, who hates the elf judge, he has a -25% penalty. With all others he is neutral. Seldom can he be found other than at his office during the day, but in the evenings he is usually (75%) at the Loft in Erinhir.

Eldarato Imbethang (#222, elfen, 3, 4, +25%, 3) - is a typical elf physically, medium tall, slender, brownish hair, brown eyes. His idealism rating is 10 where elves are concerned. The elfen judge gives him a +10% preference; Cardallo dislikes elves in general, for a -15% penalty; with all others, he has no adjustments. He tends to frequent the Hanged Man (65%), but may occasionally be found at the Lying lawyer (30%).

Huiel Farris (#223, human, 8, 10, +30%, 3) - is tall, lean, dark-haired, with penetrating eyes. He has excellent connections with all the High Judges, and receives preference from all (a difficult feat, to say the least): +15% from Cardallo (who feels Huiel is no one to cross), +5% from Dagnir, +10% from Ellian and Herven, and +20% from Mindal. Probably one of the finest legal minds in Haven, his schedule is usually so filled that there is only a 25% chance that he will accept a new client, although he makes no distinction as to class or ability to pay - if you hit him at the right time, you've got a good lawyer. Huiel is frequently (80%) found at the Lying Lawyer in the evenings, shoptalking with others in the legal profession.

Meron Glyptes (#224, orc, 2, 6, +50%, 3) - is the lawyer of choice, it seems, for every orc, kobold, or goblin who gets into trouble in Haven. He is a relatively handsome orc, with a slightly less wolfish face than usual, rather chunky, dark hair and dark eyes. Unfortunately, although he is probably the best lawyer in the city, he deals at a tremendous disadvantage with all of the judges because of his racial background. Dagnir, the elf, costs him a -40% penalty; Mindal dislikes him, but tries to be relatively fair, only -20%; Ellian feels he should be disbarred, a -30% penalty, but Herven is a bit fairer, realizing that the law must provide at least opportunity of representation to all (and who else would take an orc for a client?), -10%; Cardallo feels that in any cases involving Meron's clients he should receive a bribe (-20% if none is offered, half normal buying percentages if he is bought). Many of his fellow lawyers respect him for the ability he displays, but they wish he would "just go away"; he is not allowed in either the Hanged Man or the Lying lawyer (Yes, Virginia, there is bigotry in Haven).

Burley Stonecastle (#225, hobbit, 4, 7, +20%, 3) - is slender for a hobbit, and seems to have an excess of energy for this usually sedate folk. In court, he is attentive to all that happens, and is sharp in questioning witnesses. Most of the judges like him, and he has a +10% preference with all except Cardallo, who dislikes the little man intensely (-15% penalty). Burley lives in the Dell, and may be found of an evening at the larger of the two hobbits-only-taverns

in the Dell. He prefers hobbit clients, but will accept as client anybody he believes is innocent, or getting a raw deal.

Riklos Longstrider (#226, centaur, 2, 8, +10%, 4) - is more of an investigative specialist than a trial lawyer; he is generally employed by the other lawyers of the Maze to check out information and witnesses for their various cases. Few judges wish to allow him in their courts, but if he does have a trial before them, they bear him no malice. He is of normal centaur build, with reddish hair and blue eyes. He lives outside the city walls from the Horse Gate, and, like Meron Glyptes, is not allowed in either the Hanged Man or the Lying Lawyer.

Herbert (#227, human, 5, 1, +5%, 5) - is a portly, well-dressed man of middle years, with a shiny bald pate and gray eyes. He tends to specialize in civil cases, and has an excellent record in them, since he will split his fees with the judge involved. Any time Cardallo sees Herbert's name as lawyer of record on a civil case, he arranges to preside; Herbert has never failed the judge's expectations, and gets a healthy +60% preference from him. He limits his clientele to the more wealthy of the city, and seldom (10%) will he accept a criminal case. If any judge is presiding but Cardallo, he functions at a penalty of -10%, since all of them know of his deals with Cardallo. He is basically colorless in personality, and rarely, if ever, patronizes a tavern, preferring to spend his evenings at home with his family.

Argli arn Skibur (#228, dwarf, 4, 4, +20%, 4) - is of the Iron tribe of dwarves, and it shows in his courtroom procedure; he is steely hard. Of average height for a dwarf. (but built like an arena wrestler, and exceptionally strong for his size), he has bright red hair and beard (not uncommon among the Iron tribe) and bright blue eyes; his beard is always curled and ribboned (one of the few vanities he has), and reaches to his belt. He tends to accept only dwarven clients, but will take others if sufficient remuneration is offered (fee structure 5). Cardallo is afraid of this man, one of the few in the city that he respects, and gives him a +15% bonus (Argli felt Cardallo had been influenced unduly in a trial one time, and swore he would break every bone in Cardallo's body if he ever had any evidence that, at any trial at which both he and Cardallo worked, Cardallo took bribes or unduly favored either side - Cardallo believes him implicitly). None of the other judges particularly favor or dislike the dwarf, but because of his reputation for honesty and righteousness, all do give him a +5% bonus.

Gordon Vickry (#229, human, 5, 7, +15%, 3) - is a good average lawyer; he wins the share of cases his ability entitles him to, and draws neither bonuses or penalties from any of the judges. His reputation comes from winning a very messy murder case in which his client (actually innocent) was totally implicated by circumstantial evidence. Vickry is tall, stocky, with brown hair and blue eyes. He is frequently (90%) found at the Lying Lawyer; he might be a better lawyer, but he has a incredible taste for alcoholic beverages, and is not uncommonly poured into a bed in one of rooms upstairs at the inn at the close of business.

Interesting People:

Kinderk the Scrofulous (#230) - is an ugly, filthy, scabby beggar, who frequents Caravan Street in the North Corridor; at least he's ugly, filthy, and scabby when he's in working clothes. He's actually a highly paid informant for the Thieves' Guild, effectively working undercover. There is a 25% chance per block

traveled on Caravan that he will show up and beg for a coin; being an excellent actor, he will follow, whining and mewling until paid off or physically driven away. Kinderk manages the activities of most of the beggars on North Corridor Caravan Street, with relation to rumor gathering and trivial information.

Petrovka (#231) - is young, only 17, relatively pretty, with long, thick brown hair and hazel eyes, and a trim figure, and sells flowers from a small cart. She can be found almost anywhere in the Guilders' Park area, or wandering in the Maze. She has a crush on Huiel Farris, and will usually show up at his office door each evening at the time he normally leaves and wait for him; Huiel does not know the depth of her feelings, but buys a small bouquet from her each night (he almost always gives it to old Malanna, the cook at the Lying Lawyer - Malanna thinks he's a sweet boy). Petrovka will seldom miss a trial in which Huiel figures. Her prices are reasonable for her flowers, and they are always fresh in the morning.

Targoan (#232) - is the north bank's town drunk; if he has not been encountered elsewhere, passing any tavern gives a 35% chance he will come either reeling out (and probably into you) or flying out (propelled by the boot of the innkeeper planted firmly in his fundament). He will pick himself up (he falls frequently, even when not helped), dust himself off, and, mustering what dignity he can, stagger off in the direction of the next nearest tavern; for Targoan, the shortest distance between two points is never a straight line. His appearance is usually mussed and slightly liquid, and the feature most remarked on is the enormous red nose in the middle of his face; if it is noticed, he has black hair (thinning) and dark eyes.

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Shops, Taverns, and Residences:

Garduccio's
(A tavern frequented by money)
#XXVI-N001

OWNER: Garduccio (#233) - is a large, fat man in his early forties; he has black hair which curls in little ringlets, and black eyes which can appraise a person in a few seconds. He likes food, beer, and company, particularly that of people who deal with money. Usually he greets his customers at the door and escorts them to their seats, chattering excitedly at them about the day's specials on the menu; occasionally, he will ask about upcoming good investments - he has managed to accumulate a fair fortune by acting on some of the answers he gets. Garduccio lives upstairs above his tavern, sharing accommodations with his chef, Tuskan, and the four girls of the morning shift.

HOURS: 10:00am to 12:00midnight.

EXTERIOR: A large two-story building, with a lower floor of stone, and a timber-and-stucco second story which overhangs the street by about 3', occupies the northwest corner of the intersection. There are four small windows, each made of circles of glass set in mortar, on the lower level, one on the wall with the door; on the second floor, there are six wide windows which are usually swung open during the day. A sign depicting a plate of food and a goblet swings over the door.

INTERIOR: The common room is large, about 60' by 100', with many tables and sets of chairs. At the rear, opposite the door is a long wooden bar; behind the bar is a long rack constructed of diamond-shaped niches, many of which are filled with leather and glass bottles. Four serving wenches bustle about, under the

directions of a seemingly harried Garduccio, who frequently disappears through a curtain to the rear, reappearing with plates piled with foods of all descriptions in each hand.

Price Range: Fair.

Quality: Excellent.

Outstanding Items: The various noodle dishes, many served with a spicy tomato sauce, are exquisite.

Cash Box: Each of the girls wears an apron with a number of pockets; the coinage collected is kept in these until the end of the girls' shift. The individual girl will have 106 x 104 GP in the pockets of her apron.

OCCUPANTS:

Staff: Garduccio is present from noon till 10:00pm; he frequently cooks in the kitchen to aid Tuskan, the chef. There are two shifts of four serving girls each, the first from opening till about 6:00pm, the other from 5:00pm till midnight. The girls of the morning shift will occasionally (35%) respond positively to a proposition, inviting the man upstairs; the evening shift is far too busy.

Customers: At lunchtime, there are usually 40 to 60 customers enjoying Garduccio's hospitality. During the afternoons, the clientele decreases to about 10 to 20. From 6:30pm on, there are usually 90 to 130 customers crowding the tavern at any given time.

NPC ENCOUNTERS: Kruegger Rand, Jaime Hofstra.

SPECIAL OPTIONS: None.

House of Hofstra
(Bankers and Investment Counselors)
#XXVI-N002

OWNER: The Hofstra family.

HOURS: 10:00am to 5:00pm.

EXTERIOR: Is a large two story brick building that stands on a busy street corner. There are no windows on the first floor and those on the second story are all barred with iron grillwork. Over the door is a golden cutout sign of a coin, with the name "Hofstra" painted across it in black letters.

INTERIOR: The first floor consists of a desk near the front door, guarded by a well-armed and healthy-appearing young man, with a locked, floor-to-ceiling set of bars behind him. Through the bars can be seen the enormous door of a large vault. A set of stairs ascends to the right. The second story is divided into a number of offices, with a pleasant appearing young woman stationed in the office at the top of the stairs, who will conduct a visitor to the proper office for the person with whom he wishes to deal.

Price Range: Interest rates charged run from 2% to 8% per month, depending on the amount of the loan, and the reliability of the client.

Quality: If investment is contemplated, the Hofstras have a number of different opportunities available, with interest paid from 4% to 40% per year; however, the higher the interest return, the greater the risk of loss - a 4% return would have only a 0.5% chance of loss, but the 40% return would have an 85% risk factor.

Outstanding Items: Lots and lots of money, gold and silver coins, small gems, oodles of money.

Cash Box: The vault on the first floor.

OCCUPANTS:

Staff: Besides the Hofstras, there are half-a-dozen assorted guards (#234, #235, #236, mixed) on duty at any given hour, and the receptionist on the second floor.

Customers: One customer is seldom likely (5%) to see another.

NPC ENCOUNTERS: Unlikely.

SPECIAL OPTIONS: None.

House of Rand
(Banking, real estate, and commodities)
#XXVI-N003

OWNER: The Rand brothers.

HOURS: 11:00am to 4:00pm - the boys believe in short hours.

EXTERIOR: A sturdy stone house of a single story has a sign over the front door; the sign is square, and shows a pile of golden coins, surmounted by the name "Rand".

INTERIOR: A tastefully decorated office occupies the entire first floor; there is a railing across the entire building about 4' from the door, behind which are six desks. The nearest desk is immediately behind the railing, and is occupied by a young man. The other five may, or may not, be occupied by the Rands and their clerks. At the back of the room can be seen a set of steps going down; these are guarded by two impeccably uniformed guards in armor with swords (scabbarded).

Price Range: Much as the House of Hofstra.

Quality: Much as the House of Hofstra; the only change normally encountered between one banking house and another are the results produced.

Cash Box: The Rands' vault is down the stairs.

OCCUPANTS:

Staff: The Rand brothers, the three clerks, and four guards at any given hour of the day; six guards during non-business hours.

Customers: There is a 35% chance of encountering other customers, one (75%) or two. These will usually be very wealthy people.

SPECIAL OPTIONS: None.

The Mint
(Production of coinage)
#XX-N004

HOURS: Not open to the public.

EXTERIOR: A huge four-story brick building occupies the entire block on which it sits (across from an active City Guard barracks).

INTERIOR: Unless a player manages to secure a job here, the interior is unlikely to be seen. In that case, the GM is responsible for the design of the interior; the building's outer dimensions are 100' by 125'.

Outstanding Items: Haven's coins are produced here.

OCCUPANTS:

Staff: There is only one shift here, from 7:00am to 5:00pm, six days a week; approximately 30 dwarves work here making the coins, with another 20 of other races functioning as guards. There are other shifts of guards, and a functional City Guard unit across the street.

SPECIAL OPTIONS: If the GM wishes to allow an attempted robbery of the mint (there is some 1,000,000 GP in gold and silver ingots stored in the vaults), s/he will have to design the interior and the guards' patrol schedule, unless, of course, one of the players has secured a position here as either workman or guard.

The Hanged Man
(Caters to legal luminaries)
#XIX-N005

OWNER: Alonzo Boarstuffer (#237) - so called from his habit of procuring a large boar from one of the farms outside the city and roasting it whole, stuffed, whenever there is a spectacular trial in the courts - is a large, jovial man, with little hair on his head and much on his chin (his beard is waist length). He enjoys the study of the law in his spare time, and has always dreamed of sitting as judge for a trial.

HOURS: 7:00am to 11:00pm.

EXTERIOR: A single-story building of timber and stucco has an alley on one side and a two-story brick building on the other. The front is a pair of large windows of diamond paned glass, with a door between; over the door hangs a sign showing a gallows with a body suspended from the rope.

INTERIOR: The common room is about 60' wide and 40' deep, with a bar to the rear; the decor is leather and dark wood, including the bar. There are numerous tables and chairs scattered in sets around the room, and both walls are lined with booths. A pair of short swinging doors in the corner beside the bar leads to the kitchen in the rear.

Price Range: High.

Quality: Excellent.

Outstanding Items: Alonzo's stuffed boar is superb, if rarely served. Midway along the right wall stands a dressmaker's dummy with ragged and bloodstained judge's robes draped upon it (these were the robes worn by High Judge Polder Marki on the day he proclaimed a group of lawyers (to their faces) as useless - he did not survive the statement).

Cash Box: Hidden under the bar is a soft leather bag containing 108 x 1012 GP.

OCCUPANTS:

Staff: Alonzo is usually in the kitchen, but his wife Hezal greets the customers and helps Jinia and Kilin, the two serving maids with their duties.

Customers: There will usually be 15 to 25 people for breakfast, prior to the opening of the courts at 9:30am. At lunch, the common room is usually jammed (130 to 150 people) with lawyers and their clients, judges, bailiffs, etc; seating requires a 10 to 40 minute wait (204 x 5 minutes). The afternoons are quiet, but business picks up again about 4:30pm, and continues steadily (about 40 to 60 customers) til closing.

Loiterers: Newcomers to the tavern are treated as outsiders, and tend to be disregarded, unless they have been introduced by one of the regulars. Disregarded means not seated nor served.

NPC ENCOUNTERS: Some of the lawyers described earlier can be occasionally found here with a client.

SPECIAL OPTIONS: None.

The Lying Lawyer
(A tavern for barristers and their clients)
#XXVI-N006

OWNER: Milo Forki (#238) - is a outcast from the Dwarrow; his father was a dwarf and his mother a goblin (is he a dwablin or a gorf?), and neither race would accept him. Luckily for him, he was accepted as a squire by a group of adventurers, and was richly rewarded for his efforts in three raids on deserted cities and monsters' strongholds; he was smart enough to invest the money in the tavern he now owns, and has prospered since. He is dwarf height with a slightly greenish skin, black eyes, and very sparse black hair and beard; usually found tending the bar, he is known for the massive heads of foam he can create on schooners of beer.

HOURS: Twenty-four hours a day, seven...etc.

EXTERIOR: At the southwest corner of the Maze, a large stone building of three stories stands alone, cut off by streets and alleys. The main entrance is on Northgate, and over it hangs a sign depicting a recumbent figure clad in lawyer's robes. There are no windows on the ground floor (there is a kitchen door on the alley paralleling Northgate), but the second and third floors are well pierced with openings.

INTERIOR: The common room is large, and well lit by arcane bulbs, disguised as torches in the sconces on the walls. There is a short bar against the north wall, with tiers of tuns and casks behind. Many long tables with benches, and some smaller circular tables with

Price Range: Fair. Beer is plentiful and cheap ("We have Starkerb Beer on tap" reads a sign over the bar); meals are reasonable and filling, but not spectacular (Mallana's cooking is excellent home style, but not haute cuisine); rooms run from 5 SP a night for a shared bed in a room to 10 GP a nite for a suite with bath, bathing maid, and maid made.

Outstanding Items: The mace Milo used in his adventures is kept under the bar; it is enchanted, and is capable of knocking unconscious anyone struck with it on an attack value 5 over minimum.

Cash Box: A wooden box is kept under the bar next to the mace. Most of the girls who work as serving wenches for Milo keep a fair amount of change in their apron pockets (2D4 GP in assorted coins), but tend to put the overage in the box periodically. The box will contain upwards of 140 GP in assorted coins and small gems by the end of an evening.

Staff: Milo is usually behind the bar from 10:00am to 10:00pm daily; there are three shifts of wenches, with 8 on the daytime shift (plus 8 maids for the rooms), 14 on the evening shift, and 4 on through the night. One of the girls handles the bar when Milo is absent. Old Mallana, an ancient half-orc lady, manages the kitchen with three helpers, and generally has a large pot of soup simmering that the girls can serve when she is off; her cooking is available from 7:00am til 1:00pm and from 5:00pm til 10:00pm, with soup in between.

Customers: The common room can seat 300 people easily, and usually does in the evenings; it averages about a third full for breakfast or lunch, and about a sixth full after midnight.

NPC ENCOUNTERS: Most of the lawyers of the Maze are here at one time or another during a given week. Various judges drop in occasionally.

(The major meeting place of business and men)
#XIX-N007

EXTERIOR: The Hall is a set of three structures, a large central building, and two smaller subsidiary wings, one to either side. It is constructed of a light gray stone, polished to a high sheen, and reflects light from sparkling high points.

INTERIOR: The main building is completely panelled on the inside in a lustrous wood with a flame pattern. Hung from the ceiling are the insignia of all the Guilds in Haven, some 140 banners of various shapes, colors, and patterns. On each side a wide door leads into the wings, the smaller buildings in which the meeting rooms and offices of the warders of the building are located.

Outstanding Items: On a dais at the back of the long Great Hall is a large glass case in which rests the charter given to the Guilds and the city by Duke Bertrand nearly two centuries ago. It is carefully guarded by shifts of 4 uniformed guards armed with halberds.

SPECIAL OPTIONS: None.



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U. N. Owen, Jeweler
(Some of the nicest jewelry in Haven)
#XXVI-N008

U. N. Owen (the U. N. stands for Ulysses Nicodemus) is middle-aged, graying, and among the top five jewelers in Haven (Cellini is acknowledged number one - grudgingly in many instances). He produces most of his items in the workshop in his home, with the aid of a dozen apprentices and journeymen, and wholesales these pieces to a number of shops throughout the city; seldom does he retail, other than very special commissions for the nobility. His home is a large, three-story building with a workshop attached, and a private garden which occupies the corner of Northgate and Jewel Street; it is made of timber and stucco, and has many windows (all barred).

Price Range: High.

Quality: Excellent. (See Thieves' Guild I, Pursuit Adventures, "Waylaying the Couriers" for more information.)

The Feather and Frock
(Clothing and adornment for milady)
#XXV-N009

This store tends to a clientele of medium wealthy merchant and guild wives. The styles are relatively up-to-date (usually only three to four months behind), and there is a fairly reasonable selection, any of which can be tailored to a perfect fit in just a few hours. Katryn Khatt (called Kitty by her close friends) employs six other women to aid her, and does a brisk business. There are usually 15 to 20 women in the salon, trying dresses and chapeaux; the store is open from 10:00am to 7:00pm.



Price Range: Costly. Frocks may cost as little as 25 GP for a simple fashion, and chapeaux run from 10 GP up.
Quality: Fair to Excellent.

No-Yen Drachmah, Goldsmith
(Money lent, collateral accepted)
#XXV-N010

No-Yen (#239) lends money to major businessmen in the city, and to very well known out-of-towners. No-Yen's office is on the first level of his home in Gold Alley, and he is generally available from 1:00pm til 8:00pm daily. His interest rates are reasonable (only 5% per month, compounded); he will loan up to 1,000 GP to known borrowers with no collateral, and make maximum loans of 10,000 GP with proper collateral. He has two Krindorian "enforcers" who go out to collect overdue loans; they seldom have problems in collecting, either money or collateral. The two Krindorians are Jilomankanikikdedorsin and Randorileezlazabundel (#240, #241); they are brothers who were exiled from Krindor for attempted robbery.

SPECIAL OPTIONS: No-Yen may decide to make loans to player characters who have some sort of collateral to offer (magic items, property rights, etc.); this requires a saving roll against Mag in addition to collateral. There is a limit of 5,000 GP on a first loan to an unknown, regardless of the amount of collateral.

The Black Halls
(A small prison for those awaiting trial)
#XIX-N011

This forboding pile is placed at the northeast corner of the block of buildings comprising the Courts. Here are kept those prisoners awaiting trial, under the guard of the court bailiffs. Occasional jail breaks from this facility have been attempted; those which have had no inside aid have failed miserably. There are 32 bailiffs, with 9 on duty at any given time; they are reasonably skilled with weapons, and few can escape their clutches on the way to trial (it has been rumored that some prisoners have been allowed to "escape" - they were cut down in the attempt - only to save the city the cost of the trial).

SPECIAL OPTIONS: The bailiffs make tours of the cells on an hourly basis, usually in pairs. A successful escape or rescue would require the co-operation of at least one of the bailiffs; they may be rated for honesty on the chart below (roll D20):

Die Roll	Description	Money
01-02	SNEAKY - will accept bribe, but will blow whistle on attempt to gain recognition for self.	-25%
03-05	SUSCEPTIBLE - will accept bribe; listens to normal number of offers.	-10%
06-09	SUSCEPTIBLE - will accept bribe; listens to offers, number - 1.	+10%
10-11	SUSCEPTIBLE - will accept bribe; listens to offers, number - 2.	+30%
12-13	SUSCEPTIBLE - will accept bribe; listens to offers, number - 3.	+45%
14-15	MARGINALLY HONEST - will accept bribe; listens to offers, number - 4.	+60%
16-17	NORMALLY HONEST - will accept bribe only if the amount involved is very high; listens to offers, number - 6.	+90%
18-19	HONEST - cannot be bribed; does not listen to offers.	
20	TOTALLY HONEST - cannot be bribed, and will report any attempts (even those involving coercion) to his superiors; does not listen to offers.	

In most cases, the bailiff who is being bribed will demand 20% to 80% (2D4 x 10%) of the amount before the attempt is made, usually threatening exposure if there is no front money. There is also a possibility of coercion (threatening the life of someone near and dear, threatening the life of the bailiff, etc.); this is at the GM's discretion, and will usually work in all cases except the first and the last - the sneaky bailiff probably doesn't care, and the totally honest one will report it anyway.

The amount of money involved in the bribe involves the minimum offer the bailiff will accept. Roll D100, add the money adjustment, and determine the base amount.

Result	Base	
< 06n	5 GP	When the base amount has been
05n-10	10 GP	determined, roll a D10 and
11-30	50 GP	multiply the result by the base
31-65	100 GP	amount; this will produce the
66-90	250 GP	minimum amount the bailiff will
91-110	500 GP	consider acceptable for a bribe.
111+	1,000 GP	He will, of course, accept any
(n = negative)		amount greater than that minimum.

To prevent players from beginning at ridiculously low figures and working their way up, all bailiffs have a boredom factor - how many offers an individual bailiff will sit still to listen to. This ranges from 0 to 9 (1D3 x 1D3, which averages about 4; apply the honesty offers adjustment); if the bribe has not been settled in that many offers, the bailiff will rebuff further attempts, and there is a 35% chance he will become annoyed enough to report the incident (reports will cause increased watchfulness in regard to the specific prisoner until the execution of sentence).

The Inn of the Seven Sisters
(A comfortable but fairly priced hostel)
#XXVI-N012

OWNER: The seven daughters of Kiriocus inherited a relatively unknown inn on their father's demise - they had been raised on their uncle's farm outside the walls - and have succeeded in turning it into one of the better hostels on Caravan Street, a way well favored with good inns and taverns. The girls, including two sets of twins, are Kethi, Jania and Isobel, Heidi, Gillian and Freia, and Elanya; they are between 17 and 25 years of age, and are uniformly blonde-haired and blue-eyed, with farm-maiden figures, wholesome faces, and no objection to men at all. The girls share one suite on the third floor as living quarters, and do all the work of the inn themselves.

HOURS: 7:00am to 12:00 midnight.

EXTERIOR: A pleasant seeming three-story building of stone, timber, and white-washed stucco, the inn displays a sign over the door which portrays seven dancing milkmaids. There are many windows on all three stories, with wooden shutters which are usually flung wide.

INTERIOR: The common room is airy and pleasantly day-lit, with many padded benches beside long tables covered with different colors of gingham tablecloths. A staircase ascends to the upper floors from the back of the common room, and a curtained doorway under the stairs leads to the kitchen; there is no bar - all beverages are served from the kitchen.

Price Range: Fair.

Quality: Excellent. The rooms are always clean, with freshly made beds (many single beds even!), and the food is high in both quantity and quality (good farm-style cooking, and plenty of it).

Outstanding Items: None. Everything is good.

Cash Box: There is a large bowl kept just inside the kitchen door, into which the girls dump all their receipts. It will usually contain 60 GP to 80 GP in assorted coins. The last thief who tried to steal from the bowl (one of the lieutenants, on a dare) was caught in the act by Isobel; he was totally astonished to be told to take as much as he needed, if he needed it more than the girls. Since then, the inn has been under the tacit protection of the Thieves' Guild, and no local thief would dare take as much as an iron bit from the bowl. Besides, the girls will provide a hearty meal to anyone willing to work for it (they seldom actually make that person work, but they want to hear the offer).

OCCUPANTS:

Staff: The seven sisters are the only staff. Five of the seven will always be present. They are relatively free with smiles and kisses for regular customers (sometimes, a little more than kisses, depending on the customer), and treat all who enter pleasantly.

Customers: There are usually 20 to 30 customers in the common room at all times, increasing to 90 to 120 at the various mealtimes.

Loiterers: Two or three undercover thieves are always hanging around to prevent shenanigans by uninstructed independents and out-of-towners.

NPC ENCOUNTERS: The lieutenant who placed the inn off limits, Kendry O'Mourne, has become the suitor of Isobel, and is frequently found at the inn during the day.

SPECIAL OPTIONS: This is a good place for out-of-town thieves to contact the Guild; all that is necessary is to attempt to steal some of the money from the bowl.

Daffyd, Fletcher & Bowyer
(Excellent archery equipment and supplies)
#XXV-N013

Daffyd's (#242) small shop is near the corner of Northgate and Wall Street; he is the owner and only employee. The old man (he is a half-elf in his early 160's) is a fine bowyer, and archers of renown have sought (and bought) his bows. Daffyd only makes custom bows, to the proper weight for the customer; it requires 4 to 12 weeks (4D3) for a bow to be completed, and the customer is expected to place 50% of the cost down on order - the remainder is paid on delivery. Daffyd keeps his loose change in a small open wooden box on the corner of his workbench; there is usually 5 GP to 10 GP in it. Custom fitting for bows is by appointment, since the process requires about 3 hours; there is a 35% chance Daffyd will feel himself overloaded with work, and will turn down a commission.

Price Range: Fair. Daffyd charges 40 GP to 80 GP for short bows or horse bows of the lower weights, and 70 GP to 120 GP for the heavier weights. Longbows cost 100 GP to 250 GP, and are so perfectly fitted to the person who buys it that anyone else will use it at a penalty of -2 to HP. Compositing trebles the cost of the bow (longbows are very seldom composited). Arrows cost 2 GP per bundle of 20.

Quality: Good. There is a 15% chance that any custom bow bought from Daffyd will have a +1 bonus to HP due to fine workmanship; any bundle of arrows (20 to a bundle) has a 15% chance that 1D6 of them will be +1 to hit due to proper balancing.

Cowry Keltus, Investigations
(People tailed, nailed, jailed, and maybe bailed)
#XIX-N014

Cowry (#243) is a stocky but well-built middle-aged man with white hair and eyebrows, green eyes, and a nose that appears to have been broken many times. He is a hearty drinker, and, when reasonably lit, will tell lurid stories of his exploits (in which he always leaves scores of corpses strewn about, and invariably winds up with at least three beautiful women panting in his arms). When not available in his office during the day, he can usually be found at the Lying Lawyer, guzzling immense quantities of beer, and telling lurid exploits. He is, despite all appearances to the contrary, a very able and successful investigator.

Price Range: High - 10 GP per day, plus incidental expenses.

Quality: Excellent. He has a 65% chance of finding information on any subject about which something is known in Haven.

Dunstan's, Pipeweed
(A smoker's haven - pipes and weed)
#XXVI-N015

Dunstan Herlihea is of average height, slender, red-haired, and black eyed; he makes most of the pipes available in his shop, carving them from seasoned briar, blackthorn, or cherry, sandstone, soapstone, or corn-cobs. He also carries a wide selection of assorted pipeweeds, ranging from the strong, harsh tobaccos of the dwarves to the smoother, more aromatic pipeweeds of the hobbits. The shop is open from 10:00am until about 6:00pm, and is usually busy, with 10 to 15 customers milling about. Dunstan's wife, Colleen, handles the sales, depositing the money in a small partitioned box under the shop's only counter; Dunstan concentrates on carving pipebowls (his artistry is consummate).

Price Range: High, for pipeweeds. Costly for pipes.

Quality: Good, for the various smoking leaves. Superb for the hand-carved pipes (there is never a rough draw).

Melanie's
(A hole-in-the-wall with delicious food)
#XXVI-N016

Melanie is short, round, ruddy-faced, blonde-haired and hazel-eyed. She is an excellent cook, and serves meals three times a day; her small kitchen has no menu - customers pay 2 SP for whatever Melanie serves for breakfast or lunch, and 3 SP for dinner. There is only seating for about 40 people at the long tables in the front room of her house, and the place is usually jammed (10% chance of finding a seat). Mealtimes are 6:30am to 8:30am for breakfast, 11:00am to 2:00pm for lunch, and 5:00pm to 8:00pm for supper. Melanie is assisted by her two daughters, Shalimar and Frangipani, both of whom are plump, blonde, and thoroughly married and proposition-proof; the girls do the majority of the customer service.

The customers are on the honor system, expected to drop the cost of the meal into a small box by the front door; if you can't afford to pay now, pay later (freeloaders are generally noticed after the first few times, and usually ejected by the regular clientele; for every attempt after the first, there is a cumulative 5% chance of it being noticed that one hasn't paid). Few customers freeload; they remember what it was like, trying to find good, cheap food before Melanie opened the place, and they don't want her to even think of closing.

Price Range: Low, see above.

Quality: Good to Excellent.

Wicker and Withy
(Fine baskets, hampers, etc.)
#XXV-N017

The door to this shop is always open during the daylight hours, regardless of the weather. The interior is crowded with stacks of baskets, hampers, wicker chests, etc., of all sizes and shapes. In the rear can be found the three owners of the shop, Lilia, Selaan, and Jurana, middle-aged motherly sorts all. They are usually engaged in the production of new pieces, assisted by their two apprentices. One of the three women will be able to haggle over costs, while the others continue production.

Price Range: Fair. Final prices range from 1 CP for some of the smaller baskets to 20 GP for the biggest wicker chests.

Quality: Fair to Good, depending on who made what.

Jurana is best with wicker (she can make shields of wicker also, but only does so as special commission, 50% of the cost on the order), and Selaan is excellent with the lighter withies; Lilia is the business brains of the crew, but she is capable of producing baskets of fair quality.

The Golden Goblet
(Drinking equipment galore)
#XXVI-N018

Racks of goblets, mugs, steins, cups, horns, and virtually any description of drinking vessel imaginable line the walls and the stands scattered throughout the shop's sales room. The more expensive equipment is kept toward the rear, and there is a young loiterer browsing about the store who is actually a guard. "Guzzler" Gohegan (#244), the owner, a fat little man who is never found without a mug in his hand (usually partially full of beer), is normally behind the counter in the rear (near the expensive gold, silver, and glass); he keeps a keg of beer handy, and will occasionally (when he sees the person is truly interested in buying a particular item) invite the man to fill the vessel and "try it on for size." Guzzler buys all of his stock from other sources; he does not make any himself, but has a good eye for what will sell. The shop is usually open from 12:00noon til 8:00pm; Guzzler has a small apartment located on the upper floor of the two-story frame building in which the shop is located.

Price Range: Fair.

Quality: Good to Excellent. Guzzler often has access to some of Tacobur's rejects.

Tabitha's
(Le patisserie - one glance is 1000 calories)
#XXV-N019

This is a very Haute-Whatever shop, and attracts a clientele from the Glens. One may consume the fattening delicacies on the premises (there are about 8 sets of white-painted wire chairs and small circular tables), or take it home. Tabitha is a slender young woman of exceptional beauty, and can usually be found preparing various pastries immediately behind the counter; she is one of those people who can eat forever, and never gain an ounce (I hate her!). Her younger sister, Samantha, aids her in serving the customers (there is frequently a line of 12 to 16 people waiting for Tabi's gooey delights). The shop is open from 10:00am til 7:00pm daily.

Price Range: High. The least expensive pastry in the shop costs 2 SP each, and prices go up from there - the gooyeyer the pastry, the higher the price.

Quality: Superb. The heavenly odors emanating from the shop are guaranteed to put 15 pounds on anyone sniffing them.

Merriwether, Cordwainer
(Boots, sandals, and shoon)
#XXVI-N020

Merriwether is a decent bootmaker, and custom fits his work. An order requires 2 to 6 weeks (2D3) to complete; 50% down is required with the order, and two additional fittings are required to ensure the comfort of the footgear. There are seldom more than two customers in the shop, and Merriwether, a small man, hunched from years of leaning over his work, usually has time to

talk (unless his mouth is full of tacks). He does know a good deal of gossip about the area, and the comings and goings of its residents, and can be an invaluable source of information (both the Thieves' Guild and the Black Hand use him for news of the North Corridor).

Price Range: High.

Quality: Good.

Scenarios and Plot Outlines:

THE KNIGHT'S LADY AND THE HIGH JUDGE

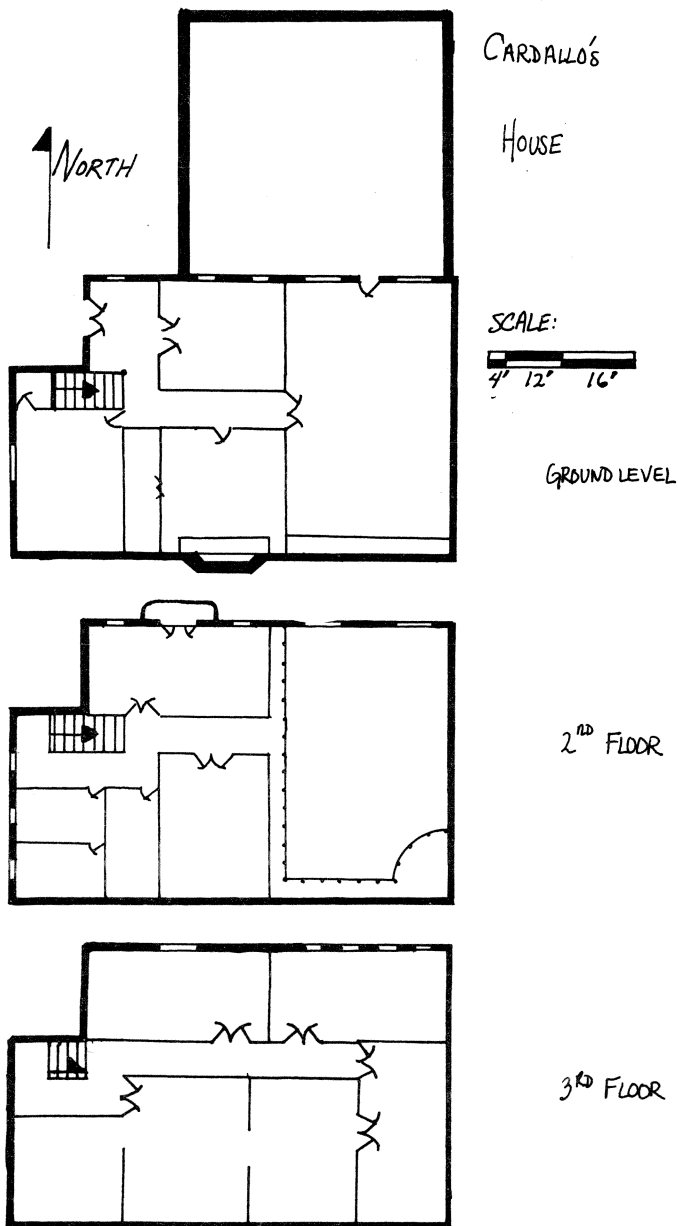
Players' Information: Some three years ago, a down on his luck noble named Sir Luron Pailly became involved in a scheme to recoup his family's failing fortunes. Unfortunately, the scheme was not only illegal but dangerous, and the denouement cost the lives of eleven people, including three City Guardsmen. Luron was implicated, and was apprehended, indicted, and put to trial; the trial was presided over by High Judge Cardallo.

At the conclusion of the trial, when sentencing was due, Cardallo revealed that the defendant's wife had attempted to bribe him; he sentenced Luron to death, and ordered the confiscation of all the family's lands and resources in the desmesnes of Haven. Subsequently, the young widow, now in disgrace, found employment in a fine clothing shop. She can frequently be found at some of the taverns the adventurous people favor; she is said to be quite beautiful.

GameMaster's Notes: Lady Jarenni Pailly, Luron's wife, seeing that her husband was going to be found guilty, and would be sentenced to prison or death, went to the High Judge and pleaded with him to mitigate the sentence to banishment. Cardallo agreed, provided that the young woman spent the remainder of the time of the trial as his mistress (Jarenni is one of the most notable beauties of the city, and Haven is noted for the many beautiful women within its walls); to save her husband, Jarenni agreed.

After the conclusion of the trial, Cardallo prolonged the agony by waiting an extra week to "ponder the proper punishment". During that period, he enjoyed Jarenni's company to the fullest. When he returned to his bench to announce the sentence, he exposed her "attempted bribery" by Jarenni (he was feeling some pressure from the Young Stallions, and he had not been as discreet as was his usual wont in this affair), and announced his decision to give the harshest sentence, to extract the maximum punishment - Luron was sentenced to death. Scarcely a week later, the lady's husband was beheaded (hanging is the execution method reserved for the lower classes, or for crimes in which a public example must be made). Lady Jarenni was disgraced, and subsequently ostracized by the majority of the nobility in Haven; the remains of the family's fortune were confiscated, leaving her without means.

Since her husband's execution, she has been planning revenge, not as direct retribution (like having him killed outright), but a drawn-out process, designed to cause Cardallo as much anguish as possible. While she was sojourning as the judge's mistress, she discovered (unbeknownst to her erstwhile lover) the location of an cache of papers containing incriminating evidence of Cardallo's extralegal activities, the release of which would destroy him politically if not totally. Between the jewelry she was able to secrete before the confiscation, and the money she has saved from her salary as a shop girl in Adrielle's Fine Silks and Fabrics shop, she has some 2,000 GP. She will give a group of adventurers willing to break into Cardallo's residence the location of the evidence, along with another location, that of a cache of jewelry (none of which is likely to be notorious, and all of which could be easily fenced), and will pay the 2,000 GP to them when they return the papers to her. She does not want Cardallo killed (cutting him up a little would be all right, but nothing fatal - she wants to watch him squirm).



If a group takes the assignment (there should be 3 to 5, including at least one person skilled in lock-manipulation), the papers are hidden in a small niche behind a locked panel in Cardallo's private suite (on the third floor of the house); the panel is hidden behind the draperies at the head of the large four-poster bed, sunk into the wall. The lock is Complexity 3, but the wall and the panel will succumb to 60 points of damage. The jewelry, in a carved wooden jewelry case, is hidden in the large bottom right hand drawer of the desk in Cardallo's den on the second floor; there are 8 pieces, worth an aggregate value of 15,000 GP - the carved box is worth about 1,000 GP.

If the break-in is attempted during the day, there is a 25% chance someone in the street outside will notice something suspicious and summon the local Guard; Cardallo is unlikely to be home, and his three servants are 80% likely to be out shopping (or simply goofing off) - the Judge only demands service when he's there. If the break-in is made in the evening, the chances of the Guard being summoned on suspicion drop to 10%, but all three servants will be in the house and fairly active; there is also a 65% chance Cardallo will be home, possibly (50%) enjoying the "company" of some feckless lady who has had the bad fortune to come under his jurisdiction. At night, there is only a 2% chance of the Guard being summoned, and the servants will be asleep (a 35% chance they will awaken if there is excessive noise); Cardallo will likely (85%) be in his bedroom, with his lady (if any) - if before 1:00am, they will be engaged, if after, asleep (it seems unfair, given his character and the blackness of his soul, but Cardallo sleeps like a baby, totally at peace with himself).

THE HIGH PRIESTESS' DREAM

Players' Information: It was recently revealed in a dream to Gaea, the High Priestess of Eollana, the Triple Goddess, that a major sacred artifact lies hidden somewhere within the walls of the city of Haven. The temple desires to recover this item, but so far no one has been able to puzzle out the meaning of the cryptic dream. The temple of Eollana will reward the person or group securing the artifact and delivering it to them with a lifetime of prayers and blessings (plus a temporal reward of 10,000 GP). The sacred item is described as a perfect globe of multicolored jade (white, green, red, and brown), inlaid with lapis lazuli (a glorious blue stone); it is efficacious only in the hands of the High Priestess of the cult (or someone trained as she has been).

The substance of the dream is available at the temple to anyone who wishes to ask, and it has been bruited about in many of the taverns of the city (Eollana is a very popular cult, particularly with women). In her dream the priestess saw a small roofed area, near a grove of linden trees. Under the roof is an anvil set on a pedestal (a 2' cube of clear material); lying on the anvil are a warrior's knife and a wooden axhandle. Inside the pedestal could be seen the sacred globe.

GameMaster's Notes: The globe represents the world, and is capable of controlling weather patterns over portions of it, as well as calming or causing earthquakes, tidal waves, etc., as long as it is in the hands of someone who knows how to use it (generally limited to High Priests and High Priestesses of Earth Mother or Fertility cults). The puzzle is relatively simple, provided the players do a fair amount of wandering around the city. In the Dwarrow can be found the smithy of one Dagar Oakenhaft, a dwarf; it is an open roofed area near a grove of linden trees, and the



pedestal Dagar's anvil rests upon is a 2' cube of solid granite - the globe is hidden within the cube. The smith has no idea that anything is inside his anvil block, but he is canny enough to realize that when someone offers to buy a relatively worthless hunk of rock, for whatever reason, it is probably valuable - he is likely to demand as much as 2,000 GP for it.

THE MINISTER'S CLERK

Players' Information: A youngish man, obviously bookish and not at all a warrior, approaches a group of adventurers in a tavern, and asks when they are leaving on their next jaunt; if it is within a few days to a week, he asks if he may join them. He will volunteer to contribute a fair amount to the stocking of the expedition.

If the group considers the proposition, a short, pudgy, pasty-looking individual will enter the tavern, and looks around; the young man shrinks down and attempts to make himself inconspicuous. The pasty-looking man departs. Within ten minutes, another group, obviously young nobles from their bearing, will enter; all are wearing green swordsmen's cloaks with brooches showing a white horse, rearing, and black calf boots - they also carry swords. Again the young man shrinks down and attempts to fade out of sight.

GameMaster's Notes: The young man is the former clerk of the Minister of Ports and Shipping; he has managed to accumulate a fund of evidence and information concerning the malfeasance in office by the Minister, and now wishes to get out of town to a relatively safe place, from which he can conduct negotiations with the various parties interested in recovering this information.

The pasty-looking individual is the Minister. There is a 65% chance he has spotted the young man with the group; if so, when the group leaves the tavern, they will be trailed and attacked by a group of a dozen cutthroats hired to eliminate the clerk. The clerk will be the prime target, but if the band of cutthroats find themselves getting close to 1 to 1 odds in the fight, they will most likely (85%) cut and run. If the odds drop below even for the ruffians, they will always flee.

The young nobles are members of the Young Stallions; they are searching for the young clerk because they wish to expose the iniquities of the Minister of Ports and Shipping to the city as a whole. They actually intend to protect him from the Minister's attempts on his life, at least until they get the material he has hidden away (they do not think they should have to pay for it, however). There is a 40% chance the clerk will be spotted as he sits with the group; if so, they will swagger over and demand that the adventurers turn the fellow over to the Stallions. A refusal will likely provoke a fight (85%), which will cause the taverner to "cry the watch"; the Guard will arrive in 2D4 melee rounds (30 seconds to 2 minutes), and will attempt to break up the fight - serious damage done to any Guardsman is cause for arrest (the young nobles know this, and will not use their weapons on the Guardsmen, only fists). Injuries to the Stallions, serious or light, will be taken as part of the game, but the death of one of these young noblemen would be a good excuse for a vendetta by his family, or a trial for murder (they are nobility, and rank hath its privileges).

If a fight occurs, sometime during the pandemonium, the young clerk will disappear. If all goes well and the group reaches their lodgings safely, the young clerk will offer to go to his own quarters the following morning (with adequate protection, of course), and secure the 500 GP he has accumulated there. He will probably desert the party as soon as they pass through a town of reasonable size, where he feels he would be in a position to negotiate safely with both sides in this matter - he wants to sell the evidence to the highest bidder, and stay alive to enjoy his profits.

THE METEORITE - KOL VERSUS KAR

Players' Information: A number of weeks ago, a shooting star was seen to pass over Haven, falling to the north. It was later learned that it had impacted somewhere in the Khuz Mountains (the ancestral territory of the dwarves).

Two of the cults of Haven, Kol (the god of light and fire - the sun god) and Kar (the god of night and darkness - the moon god), desire possession of this meteorite; each feels that the metal of this "piece of the heavens, where the gods live", will prove to have many arcane properties and effects. Both temples are readying expeditions to recover it, and are renowned for their antagonism to each other.

GameMaster's Notes: Both temples have priests stationed at the major gates of the city, the Caravan Gate and the Horse Gate, questioning travelers for any information. There is a 65% chance that any group of adventurers will be approached by one or the other (or maybe even both) to check for information. The priests of Kol wear robes that resemble flames, of red and golden dyed material; the priests of Kar are clad in black robes with much silver piping and trim; all are

clean-shaven, but do retain their hair. There is a 10% chance for each person in a party that some member of an adventurer's group will have some tidbit that one group or the other of the priests will consider of import; if so, the party will be asked if they wish to join the expedition.

The priests are looking for fighter-types, thieves, and scholars primarily. Fighters should have a minimum total of 4 points in the physical requisites (STR, CDN, REF, STI; thieves should have good skill levels in Silent Movement and Hiding in Cover, since they will be doing the majority of the scouting for the group. Pay scales depend on the skills possessed by the person, each person being considered separately. Mountaineering skill, knowledge of tracking, cartographic ability, and first aid knowledge are being sought; trapping skill and a knowledge of Khuzdul (the native tongue of the dwarves) are also considered assets. Base pay for a fighter or thief would be 5 GP per day, with a 1 GP per day increase for any skill in the first four, and 5 SP (half a gold piece) per day for either of the secondary skills. Base pay for a scholar would be double that of the fighter or thief, with a corresponding increase in the bonuses for the skills - scholars would be expected to have primary fields of knowledge in either arcane lore, natural history, astrology (astronomy), or cultural history and analysis (particularly the dwarven culture). If a bard would be willing to travel with the expedition, he would be welcomed (bards frequently fulfill diplomatic duties, similar to those of the Heralds) and would receive the same pay scale as the scholars. Pay will also depend on experience; Green characters will receive the minimum, Intermediates receive a 33% increase, Veterans a 100% raise, and Elites a 200% increase. There should be a maximum of about 50 (including 10 priests of each temple) in a given temple's expedition; the GM may wish to fill out the expeditions with NPCs.

The GM is responsible for designing the actual territory involved (there is a limit to how much we can put in one book). The meteorite landed in a high valley situated nearly in the middle of the Khuz Mountains, some 150 leagues north by northwest of Haven; the trip should require some 120 miles worth of trekking through mountainous terrain, with appropriate encounters with the local flora and fauna. There are scattered villages of dwarves, and a few hunters and trappers of other races, located throughout the mountains; these may provide encounters which will point the proper way to the valley where the siderite landed; this valley is easily identified once one has located it, since the landing caused a fire which has burned out the center of the valley. The meteorite itself weighs some 1,600 pounds (a rather large fragment), and will not be easy to transport - a wagon might be required, and a road would probably have to be cut through the forested mountains to allow its passage.

This scenario may be run as a team adventure, by having one team representing each temple; internecine warfare is possible, and the scenario should be carefully run if handled in the team manner. It is assumed that both temples have spies in the other camp, and neither will be able to gain much more than a one day lead on the other by leaving early. Peace has been enforced on both temples by the Council, and is enforced by the City Guard (who will incarcerate any who violate the prohibition - this is a minor crime, and will draw only 10 to 40 days of prison, unless someone has been killed). Of course, once outside the city's boundaries, anything goes - and the chances are good that one or the other side of this contest will meet a bloody end.

THE FREE CITY OF HAVEN

TRADE ISLAND

POLITICS, PERSONALITIES, AND LOCALITIES

Trade Island splits the River Dorian into two deep and rocky gorges of rushing rapids. The island is nearly a mile in length. Two sets of bridges, Stonebridge and Woodbridge, cross the river via the island. This is the only place the Dorian may be bridged for commercial traffic. Trade Island has served as a neutral meeting place for merchants and traders for countless centuries, even before the city existed. Those who buy and sell on Trade Island, rate no warehouses, large caravans, or trade ships; they are considered the least of the merchants and traders of Haven; they are the Free Traders, Gypsies, and various craftsmen.

The greater part of the island is an open-air bazaar, where all manner of goods may be found (if one looks hard enough). The bazaar is a sprawling tapestry of color and sound, where traders and craftsmen display their wares from wagons, tents, pavilions, hastily constructed booths, or from scattered camps.

All manner of trinket may be found: things to delight the eye or tempt the jaded palate; things to make life easier, and things to give a moment's joy. The voices of traders fill the air, calling attention to their wares, "which are like no other", and further calling attention to their prices, "which are the lowest in Haven!". The sounds of haggling over costs of such precious goods as spices from Seki and knick-knacks from far Namorin resounds amidst the stirring crowd. The atmosphere is electric; a bustling panorama of noise and riotous color exists, unmatched anywhere in Haven (who else would wear such lousy looking clothes?).

The booths of the major traders and craftsmen line the length of the Loop, a wide, well-trodden dirt road that circles the island, and Caravan Street, between the north and south bridges. Lesser traders form along lanes that run from one side of the Loop to the other, but rarely set up near the forbidding ruins of the South Keep (which is fearfully haunted, as any Havener will tell). The gypsies have traditionally encamped along the South Loop, near the ruins. As the Loop moves north, it climbs a low hill and forms a ramp leading to the gates of the Citadel, the imposing stone castle that has guarded the island and its vital bridges for over 4,000 years.

The population of Trade Island is transient; except for the Citadel guards and a small number of semi-permanent residences, peoples are always on the move. Of all the populace, the Free Traders are the most numerous. They are the independent, travelling businessmen who provide a good portion of all intercity trade. Their wares are sold mainly to in-town merchants, but they also retail small quantities of easily transported goods at the island's bazaar. Some traders, like Emel d'Lormai or Peregrin Watchstar, specialize in a particular line of products, such as spices, potions, or medicines. Many others tend to carry whatever is profitable, such as precious stones from the Thanamyl region. These latter traders use a triangular trade principle; the stones are brought to Haven and traded for magic items; magic items are then taken to Mandalai to be traded for furs, fleeces and woven cloth; finally, the latter materials come back to Haven to be traded for magic items...and so on.

There is stiff competition for the choice spots to set up stalls, those on the Bridge roads, and on the Loop near the Citadel and between the Bridges. Among the Free Traders, there is a loose hierarchy, measured by the size of one's business, and its apparent wealth, as well as by reputation of trading acumen. Well-established traders of higher prestige usually get the best spots in the bazaar, while the younger traders and smaller operations take what is left; the poorest end up on the far end of the Loop, near the gypsies. Disputes over precedence or other matters are usually settled peacefully by arbitration by another Free Trader who is known for his fairness; violence is considered to be very bad for business.

The Free Traders are not organized as a group, but are bound together by customs and traditions as old as the Road. Outside of the normal competition of business, they are usually friendly, and deal fairly with one another, even with those they have never met before. They will readily lend each other help if needed (particularly in catching thieves), and trade among themselves at wholesale rates. Frequently, they travel in groups, for the safety of all; and are an excellent source of information on the safety of the roads. The growing merchant guilds, however, are beginning to monopolize more and more of the trade along the Long Road and the River, traveling in larger, well guarded caravans, bringing in a greater bulk of goods at lower cost. The activities of the guilds are a sore point with many of the Free Traders, and a constant subject of complaint around the nightly campfires. There are those among the Free Traders, the most noted of whom is the spice trader, Emel d'Lormai, that seek to form another guild of sorts, by organizing the Free Traders, but they are a fiercely independent folk, and so far this has not been particularly successful.

Not all on Trade Island are Free Traders. Many craftsmen and artisans bring their wares to the Island from workshops in Haven and nearby villages to better catch the eye - and the purses - of customers. Food and drink vendors operate out of pushcarts and simple stalls, and the ever-present beggars and thieves roam the bazaar in search of marks. There are even those who have made Trade Island their home, living in simple shacks or tents, and rarely crossing either Bridge.

The most visually impressive residents of the Island have the least to do with it; the brightly garbed, well-armed members of the Citadel Guard, traditional guardians of the sanctity of Trade Island, who ride primarily on their reputation and their ancient heritage.

Below the southern bend of the Loop is the traditional camping spot of the Wandering Folk, the gypsies. The Ursan clan that presently occupies this spot are primarily horse dealers and trainers from the Great Plains area, dark of skin and hair, and wear brightly colored, embroidered garb. They are in town for the annual Stallion's Challenge, the most prestigious horse race in the region (see the Heights, Scenarios). This race has been dominated for years by the Varrasch family of the Heights, but this year, the gypsies have a surprise entry, a magnificent chestnut



stallion named Firebringer, who has won many a race in the Plains.

The gypsies are led by Daruko Ken-Ursa, a proud, shrewd man, and a charismatic leader whose total authority is rarely questioned. They are a close knit group of around forty men, women and children, and keep mostly to themselves, although they may wander the bazaar. The Ursan speak their own language among themselves, but they also know the Common tongue and many other languages from their constant traveling. The gypsies are also renowned for their "second sight", and several members of the clan will see clients for foreseeing, answering questions, etc. during the day - for a reasonable fee, of course.

Beyond the gypsies camp, are the ruins of an ancient stone fortress, long abandoned, known as the South Keep. No one ventures past its overgrown, crumbling walls, or even camps within a hundred yards of it at night. All Haveners and Islanders know it to be haunted; the restless, vengeful spirits of the long-dead guardians of the Island still keep vigilance among the fallen towers and grass-grown barrows. At times, one can hear the tramping of feet, the clinking of ghostly arms and armor, or glimpse shadowy forms moving in the twilight or early dawn near the Keep. On stormy nights, there are often pale, luminous figures flitting about the stones, and unearthly moans fill the air. More detailed information about the inhabitants of the South Keep, both living and dead, can be found in the scenarios at the rear of the section.

The Bridges close at midnight, leaving all still on the Island to stay there until dawn when they re-open. The Island at night becomes a community of friends; although many have just met, and may never meet again. Campfires glow cheerfully in front of the wagons and pavilions, or behind booths, and the heady aromas of roasting meat and trader's stew (made of whatever's donated) draw the Islander's together in congenial circles. Should the player-characters spend a

night on Trade Island, they will find the Islanders open and hospitable, sharing food and around the many campfires, laughing, talking, singing, dancing, drinking, and storytelling far into the night. It is said the Islanders celebrate Festival (that yearly holiday of mardi gras, masks and madness that has no date) every night, and there are those who seem the worse for it the next morning.

When morning comes, the wagons of those who are moving on rumble over the Bridges down the Long Road, and those who remain, and those who have come in to set up the evening before, make ready for another day.

As was mentioned earlier, most of the population of Trade Island is transient. For the GM's convenience, it is assumed that all NPC's hereafter described are all present when the players first encounter them. After each NPC's name there is a percentage figure in parentheses - this is the percentage chance that the NPC will still be on (or returned to) the Island the next time the players are looking for them. As there are no shops, per se, the NPC descriptions contain information on the wares they sell and the type of booth, stall, or tent they have; their location on the Loop (on the neighborhood maps) gives an idea of their prestige in the Free Trader's pecking order.

* * * * *

NPC Encounters:

Emel d'Lormai (#301, Half-elf, 65%) is a tall, lean man with silver hair, handsome, rugged features and the slightly slanted eyes and brows of his Elvish kindred; he wears a well made tunic and breeches of Elvish fashion, and a grey cloak.

Emel (and his elvish wife Mordaina) have been plying the spice trade for nearly three decades, traveling the Long Road and the river. But when in Haven, on the Island, they have a home, for they always camp on the same spot, which is quickly vacated should it be occupied when Emel rides in.

Emel is well known among the Free Traders as a fair and honest man, who owes no favors to the Guilds or to any individuals. Emel is trusted as an arbitrator of petty disputes, a source of sound advice, and wise counsel.

Emel and Mordaina have been endeavoring for the past few years to organize the Free Traders so that they might be a more effective economic force, but so far, the traders are too feircely jealous of their independence to co-operate on anything but short-term agreements. They will talk to traders at night on the Island, advocating their new idea, and adjudating disputes.

Magda Cordovan (#302, Human, 20%) is a slightly plump young woman with long dark curly hair, usually worn in a scarf; she has a charming smile and bright eyes.

Magda is a streetsinger, expert in unaccompanied ballads, sea chanties, and ribald barroom ditties. She is a popular performer in the Commons and on Trade Island for her renditions of ballads, and her strong, gutsy voice. Tambourine is about the only instrument she plays, but her song repertoire is incredible.

Magda has a vibrant, sunny personality and she thoroughly enjoys herself when she plays, caring little for money. Many in the Guild of Entertainers dislike her for her lack of musical training and lack of "professional attitudes", but her popularity with her listeners is undiminished.

She and her sister Galena live on Gambol Street; Magda knows nothing of Galena's other profession.

Mother Yosofal (#303, Human, 90%) is an old woman with a craggy, wrinkled face and beaked nose; she wears colorful rags and a black shawl over her head. She is well known on the Island, and rarely leaves it. She hobbles about with a staff, or sits before her crude shack, huddled over a small fire, muttering to herself and other unidentified invisible presences, which she apparently sees quite clearly.

Mother Yosofal tells fortunes (as improbable as her "companions"), mixes potions (90% useless), but her amulets and talismans are rumored to be the best on the Island. Since she does have more than a reasonable talent for enchanting, her charms, amulets, etc. have an 80% chance of being what she claims they are.

She is a wheedling old beggar if she sees money; otherwise, she will probably sit and mumble to herself, hoping you will go away.

Places Encountered: Trade Island; Eye of Newt (Magic Street)

Bonyodel (#304, Human, 90%) is a stout man in a herald-style tabard and a staff, who struts about the Island, occasionally making Announcements in a booming, clear voice. These range from bans of marriage, advertisements for one merchant or another, to help wanted and lost dogs. Bonyodel charges 5 CP for a given announcement of a limited duration, given twice, at opposite ends of the Island. No Insults, Profanity, or Foreign Tongues.

Jaquel Estankris (#305, Human, 40%) is fourteen; a slight boyish figure with shaggily cut black hair, and dark of skin and eye. She wears boy's clothes, and will pass herself off as a boy (use disguise rules) if she can. Like the average player-character, she is newly arrived in Haven, and is not familiar with the city. She has been supporting herself by picking pockets and petty theft - she is very quick. The Thieves Guild has been keeping an eye out for her, but they have yet to catch her...

Jaquel is a bitter girl, and on a mission of vengeance: only a year ago, a bandit gang raided and destroyed most of her clan in the southeastern mountain area. She has been on the lookout for members of this

gang ever since, and has actually assassinated two men she believed to be some of the guilty ones. At the GM's discretion, she may enlist the aid of the players in her quest, or test them to see if any among them are guilty of her family's murders.

"Jac", as she calls herself, is very good with a bow, a dagger, or tracking; she has a small amount of poison she will use if necessary.

THE FREE CITY OF HAVEN

TRADE ISLAND

Raku the Potter (#306, Human, 40%) is tall and skinny, with long auburn hair tied back in a ponytail, and a shaggy handlebar moustache; he is usually dressed in a mud-splattered tunic, with the sleeves rolled up, muddy breeches and bare feet. He smokes a pipe constantly, and is very easy-going, taking nothing in life seriously; very laid-back and mellow.

Raku makes various sizes of vases, pots, etc. on a treadle-powered wheel. He experiments with glazes, however, and the colors don't always come out the way he wants, so about 20% of his merchandise is half-price, due to mottled or otherwise odd colors.

Price Range: Fair

Quality: aside from above, Good

Old Lea (#307, Human, 80%) is a fat, dark haired woman with a wide grin on her round cheeks, and a loud, penetrating laugh. Old Lea sells sweetmeats and hot pastries from her stall, baked fresh "on the premises" in a stone oven. She has a loud, brassy voice to hawk her wares, and is a jovial person, easily moved to laughter, which causes her her considerable bulk to shake. She will say many things in order to get a customer within selling distance, including both flattery and insults. Lea loves to banter.

Price Range: Fair

Quality: Very Good

Miranda (#308, Human, 75%) is a lovely woman with honey-colored hair and hazel eyes, with the easy grace of a dancer. Usually wears a sari-style gown, with a flowing skirt, veils and a bare midriff.

Miranda is a woman of the Veil who left the houses of the Street of Silk Veils because she felt the life in the bordellos too restrictive. Now she has a tent on the Island where she plies the same trade, as she feels like it; sometimes playing hostess to a particular man she favors for several weeks, or refusing all men when she wishes to be alone.

Miranda has a young daughter of around seven who lives with her on the Island, the result of a particular affair Miranda still remembers with some wistfulness.

Miranda gets along well with the Islanders, and sometimes dances at the campfires for sheer entertainment. She is only available when she dons the face veil, which is rare nowadays; she prefers to love for pleasure at her own choice, and accepts whatever gifts are offered in return.

Jarien the Jeweler (#309, Human, 40%) is a small man, balding, with greedy eyes. Jarien buys and sells old jewelry and coins; his stall has glassed-in cases (enchanted to prevent breakage) where his more expensive wares are displayed. Jarien knows well the value of his pieces, and has a 65% chance of recognizing a fake at first glance (100% if he spends some time to study it more carefully).

Jarien is a notoriously hard bargainer, and is quick to take advantage of a customer's ignorance, should the occasion arise; but an aggressive bargainer can usually get a fair price out of him. Jarien collects rare old coins, in addition to his money-changing; he will be very interested in any coins

he has never seen before. (30% chance they are unknown to him). The coin collection is in a secret panel in one of the three heavy traveling trunks on his wagon; it is heavily trapped. The existence of this collection is not well known, and he will reveal it only to another "collector". It is worth approximately 20,000 GP for the metal and rarity of the coins.

Samoradat (#310, Human, 70%) is tall, and big-boned, with dark hair in many small braids; Samoradat speaks with the accent of the Namorin Empire. She is a former slave who escaped to Haven many years ago; she is kind hearted to all who are oppressed.

Samoradat keeps a huge cauldron of stew a-boiling all day, which she sells for 3 CP a bowl on her high counter which surrounds 3 sides of her stall. She has a small cannister of Namorin seasonings that can be sprinkled on the stew if the customer desires - use more than a pinch, and one must make a saving roll against STM or suffer the results.

Samoradat has a soft heart, and has been known to feed penniless kobolds and even orcs. She is friendly with old Kazan the Mender (see below) and is well-liked by the other "regulars" of the Island.

Kazan the Mender (#311, Orc, 85%) is an orc who makes a meager living mending pots and pans; also buys and sells used kitchenware and small metal items (hooks, nails, belt buckles, hinges, etc.) from the back of his old wagon.

Kazan is past middle-age, and walks with a slight limp, leaning on an oaken staff, dressed simply in wool and patched leather garments. He is an inoffensive, subservient fellow, but knows how to defend himself with the quarterstaff he leans on so heavily. He is tolerated fairly well by the Islanders, since he has been around for a long time, and they are used to him. He also has been known to help other Free Traders by catching vandals and thieves.

Kazan hangs around the perimeter of the campfires at night, an observer, but not a participant; he knows most of the regulars and semi-regulars on the Island by sight, and is a keen observer of detail. He has a 20% bonus to penetrating a disguise, but only a 20% chance of doing anything about it - like voicing his suspicions. Avoids Elves. Good friend of Samoradat.

Price Range: Average to Low (Kazan can be intimidated into lowering his prices).

Quality: Fair to below Average

Kopernikos (#312, Centaur, 30%) is a very old Centaur, with an age-lined face, dark eyes and a long grey beard. He wears a dark blue mantle of fine wool worn draped over a shoulder and across his back, and a necklace from which hang various pendants representing the signs of the Zodiac. Frequently has a scroll-case worn on a shoulder-strap.

Kopernikos has studied the movements of the stars and the planets and how their movements influence life on the world for most of his long life. Of late he is concerned, for the heavens seem to be moving toward a critical conjunction between the Sun and the major moon, and the confrontations of such opposites in the sky can reflect a similar confrontation on earth. Kopernikos also saw a fiery shooting star that blazed across the sky some weeks ago (from his "observatory" in a small village north of Haven), and saw it disappear in the direction of the Khuz mountains in the north.

Darius (#313, Centaur, 85%) is a tall, blonde and bearded centaur; he pulls a cart with several large barrels with spigots on it; a painted sign on both sides of the wagon proclaims: Wine and Ale - Cold and Refreshing! 1 SP per cup. Those who wish to partake of this mobile beverage fountain must provide their own

cups, however; and Darius is not gentle with those who try to drink without paying.

Darius samples generously of his own wares, and is far less observant of drink-filchers by late afternoon. He does not stay in one place, but slowly travels the Loop around the Island all day long. The barrels are kept cool in the hottest weather magically.

Meryn Longleaf (#314, Elf, 30%) is a slender Sindarin elf woman, dark hair worn loose to her waist; she wears a soft green-grey gown, edged with silver embroidery, and a hooded cloak of the same fabric. Speaks with an elvish accent.

Meryn sells elven made cloaks and other garments from her small cart. All are of various shades of green and grey, and exceptionally well woven; none have any magical qualities. Some (20%) have embroidery, which raises the price an additional 20-30%, depending on the complexity. Meryn will show her wares to any who ask, but will not allow people to look through the wagons contents themselves.

Meryn has been robbed several times in her journeys and has become very wary - some would say paranoid. The wagon is enchanted so only Meryn may handle its contents, others would receive a nasty shock. The horse who pulls the cart is trained to defend it, and she wears a defensive magic medallion, and has rings with non-fatal offensive spells.

Meryn keeps to herself on the Island, unless there are other Elves present, she is uncomfortable and nervous except with her own people.

The other Islanders know little of the cause of her reclusiveness, interpreting her withdrawal as Elvish snobbery, but would help her if she called.

Price Range: High

Quality: Good

Sirius the Scribe (#315, Human, 90%) is an old man with thin white hair; his eyes and hand are no longer what they were, but still are serviceable. Sirius can not walk very well, due to acute stiffening of his leg joints, so he spends most of his time on a low cushion, under an awning in his usual spot. Sometimes he ventures out to enjoy the sunlight; always his parchment and scribing tools are with him. Sirius serves as a sort of medieval notary public, validating papers, reading and writing for the illiterate. He does very little business now, preferring to nap, and will be cranky if awakened. The Island people look out for him, and he is accompanied by a large dog called Orion, who protects him and keeps him company - the dog also is old, and spends much of its time napping near its master.

Sirius has lived on Trade Island for twenty years and is familiar with the legends of the South Keep, which he will recount if flattered slightly when asked questions.

Pippin Frosh (#316, Hobbit, 45%) is round as a dumpling, with rosy cheeks and bright eyes, and perpetually wearing a floured apron. Pippin sells hot pies and pastries from his pushcart on Trade Island (where the prices are higher) baked fresh every night in the Dell. The cart has an enchanted brick in it to keep the goodies just-out-of-the-oven hot.

Price Range: High

Quality: Good

Damiano Dwarf-friend (#317, Human, 30%) is short and getting stout in his later years, Damiano has a long beard, and his chestnut hair is shot with grey. Damiano represents a number of Dwarven communities in the south-eastern mountains, and his cart contains toys and other small well-crafted items made by skilled Dwarven craftsmen abroad and in Haven, often carrying mail and other messages to and from the Dwarrow.



Damiano speaks the Dwarven language well, and has a 20% bonus to dealings with Dwarves. It is said that he is never (well, hardly ever) cheated by a Dwarf, because he is also a sharp bargainer.

Damiano is well-acquainted with the Dwarrow, and knows of both the Brotherhood of the Broken Blade, and the planned expedition by A. Gori Greataxe (see the Dwarrow, Scenarios).

Daruko (#318) - A slender man of middle years, with grizzled hair bound with an ornate leather headband bearing a single opal. He wears usual gypsy raiment, but includes a long flowing blue velvet cape, and an authoritative air.

Daruko is the leader of the tribe of the Wandering Folk presently on Trade Island. He is a dominating, magnetic individual whose people follow him with great loyalty; the fortunes of the tribe have prospered under his strict leadership.

Daruko is a firm believer in everyone working hard and making sacrifices for the good of the tribe - Dzarina's singing is part of her contribution to the tribe, since she is not good at anything useful, and he is quick to point out her faults, in hopes that the humiliation might spur her on to improve. He is quick to hide her if he hears the Entertainer's Guild is seeking her, for he is well aware that she is performing illegally, under Haven's laws.

Daruko is not above a bit of petty larceny on strangers, but will not bother the Trade Island "regulars".

Dzarina (#319) - A slender girl of 15, with wide dark eyes and curly black hair caught up in a red kerchief. She wears a colorful assortment of garments, numerous bangles, and gold hoop earrings; she wears a knife at her belt, and sometimes carries an old, well-worn guitar.

Dzarina is blessed with a beautiful, lyrical voice, and frequently sings for donations from the audience. She also has two left hands (and feet) as far as moving gracefully, is afraid of horses, and is prone to trip over her own feet, but her fingers are deft and sure on the strings of the guitar.

Dzarina is not well treated by her father, who appropriates all the coins her musical talents bring in, and berates her for her clumsiness and lack of domestic skills. But, like most of the Wandering Folk, Dzarina distrusts the non gypsies, and will not readily leave the life she knows for the stifling houses of the city. She is also very close to her younger sister Anhilde and doesn't want to leave her.

Dzarina is watched by the hopeful young men of the tribe; if a stranger engages her in conversation for any length of time, they will not interfere, but there is a 60% chance one will report it to Daruko.

Damon N. Pythias (#320) - Damon is a short, skinny man with hair that can't seem to make up its mind. In a line down the center, and around his ears, Damon's hair is very thick and full. In between these two strips, however, there isn't any hair at all. The combination is wierd, and presents an interesting addition to this thoroughly disgusting man.

Damon, for a living, sells things. He has, in his lifetime, sold Scollian Strip Scales, Phantastic Phantasmal Phizz, Ollander's Awful Owls, etc. At present, he is now selling a concoction of his own: Damon's Dastardly Drops, a proposed cure-all for sight, hearing, and office related ailments. To coin a phrase: its all a crock of bull.

Several years ago, Damon acquired a dozen small bottles which he "found" in a "deserted, empty house". These bottles, although Damon doesn't know it, are magical, and will double the power of any magical liquid put into it (i.e. a healing potion heals double the normal amount; a poison is twice as powerful; etc.).

Scenarios and Plot Outlines

THE GYPSY NIGHTINGALE

Players' Information: In the Mixolydian Mode, Street of Harps: A rumor that there is a very talented singer among the gypsies, who belongs at the School of Bards - it is generally felt that this singer's talent is being wasted among the gypsies.

On Trade Island: On the southern part of Loop Road, a gypsy girl in her mid-teens, dressed in bright colors, sits on a grassy bank with a guitar and a ceramic bowl, and begins to sing. Her voice is clear and sweet as she sings gypsy ballads; a group of people gather to listen, many leaving coins in her bowl. A bard, lute slung over his back, joins the crowd; the concert ends as soon as the girl sees him. She snatches up the guitar and the bowl, spilling some of the coins which she frantically gathers, and quickly departs to the nearby circle of wagons. The bard is prevented from following her by the appearance of two young gypsy males, who make it clear his presence is not desired.

GM's Notes: The Guild of Entertainers has heard of this very talented singer in the gypsy tribe presently on Trade Island, and would make her very welcome among them at the School of Music, but they have been unable to contact the girl, Dzarina, directly with their invitation. The player-characters could be asked by one of the high level bards of Street of Harps to convey their message and persuade her to return with them, if possible. The Guild will pay a small fee if they can deliver the message; more if the girl returns with them. The Guild does not want her kidnapped; she must come of her own free will.

The player-characters will find it extremely difficult to talk to Dzarina during the day; her concerts are infrequent and short, and she will take refuge in the safety of the encampment if pressed, or if one of her audience is obviously a bard. Since she is not a Guild member, her concerts for money are illegal, and she and her people are wary for this reason.

At night, after the bridges close, the gypsies relax and mingle somewhat with the rest of the Islanders in the nightly holiday, and Dzarina may (40%) sing again at one of the campfires on the southern end of the Loop. Since she is not collecting money, she will be less timid, and a player-character using some tact should be able to talk to her alone. The other gypsies will only interfere at her call, although the young men of the tribe will undoubtedly report the conversation to Daruko Ken-Ursa, their leader, and Dzarina's father.

Daruko's mind is preoccupied with the upcoming horse race; he allows Dzarina to sing (and take the money) because she lacks talent for household chores and is useless with the horses. He would prefer not to worry about his least favorite daughter, and will not take kindly to her causing trouble that distracts him from the race.

Dzarina is not well treated by her father, who berates her for her clumsiness and fear of horses. She is devoted to her younger sister Anilde, and shares the usual distrust of non-gypsies. She has also been a nomad all her life, and dislikes the city's noise and closeness. But she loves music, the only thing she's good at; and is frustrated at being barred from the people who might see what she is, rather than what she is not.

Whether Dzarina accepts the invitation of the Entertainer's Guild depends on how the players deliver it; the result is up to the GM's judgement (see NPC's - Daruko, Dzarina).

IN SEARCH OF DRAGONSBANE

(This scenario is described more fully in the South Corridor, but should the players seek the Harp on the Island, there is some information the GM should know in order to provide clues for the players; or, if they are not yet involved in the scenario, they may have been present when the Harp was played, and be affected by its power.)

Players' Information: A number of nights ago, the Free Traders rioted, and marched on the gates of the Citadel, shouting anti-nobility slogans and waving torches. The Gates remained closed and they were ignored, save for a few dumped chamberpots from the battlements.

GM's Notes: Many nights ago, the harp Dragonsbane was in the possession of the Free Trader Ratchet, who lent it to one Dan Vedder to play around the campfire. Dan holds great bitterness in his soul, for his sister was kidnapped and raped by some young nobles in another duchy; his anger at this injustice was broadcast to all who heard him play (if the players were present and heard the music, they must STA MGR at -10, or be swept up into the emotional ambience of those around them).

Even after the riot calmed down, those who were present will still be less than cordial to any member of the nobility they encounter for several days. Some of those involved who could recount the event (though they do not know its cause) are Kazan, Samoradat, and Ratchet (see NPCs, Trade Island). Dan Vedder has long since moved on.

THE SOUTH KEEP GANG

Players' Information: On the south end of Trade Island are the crumbling ruins of the long abandoned South Keep. Haveners, especially those who stay on the Island, are certain the ancient ruins are haunted by the soldiers of old, and will not venture beyond the remaining shards of the walls. Sometimes ghostly figures are seen patrolling the walls on stormy nights, and weird noises are heard. No one camps within 300 feet of the walls at night, but the spirits are apparently quiet unless disturbed.

GM's Notes: The ruins are actually inhabited by a gang of fourteen kobolds, who live in the old barracks and storage tunnels of the outer keep. They roam the Island, begging (and stealing) food and other necessities of life, sometimes even venturing across the Bridges in twos and threes to eke their trade on less wary customers. There is some affection and loyalty to each other in this particular group, and if one member is caught or in trouble, the others will try to help by creating a diversion, etc., or even throwing some well-aimed sling stones; but they will not attack directly.

The gang's leader is Slevryt (#321), a nimble fellow with a bit more ego than the average kobold, and a very good knife-fighter. He walks with a bit of swagger and always wears a feather in his cap, and speaks of himself with the royal "we", which the others consider very noble. He "nobly" permits Cinnamon to steal for him.

Kzap (#322) - wears a motley collection of flowing robes that drag along the ground, and have mystical runes crudely painted on them; he also wears a tall pointed cap. Kzap is an illusionist, and is responsible for some of South Keep's reputation; but his illusions frequently go awry, because his imagination is greater than his skill. Kzap's prize possession is a ring of Invisibility, which is the only way he ventures out to "forage", since he is not a good thief.

Cinnamon (#323) - the sharpest wit of the bunch, Cinnamon is named for her curly red hair. She does most of the planning, and then convinces Kzap and Dagger that it was their idea all along. The least likely to do something stupid, yet she is very loyal to Slevryt and will go out of her way to help him should he be in trouble.

Imported (#324) - the only literate kobold in the gang (he got his name from a packing crate). He has a round, innocent face, and can pass for a human child if he covers his ears. Prefers panhandling to stealing.

Snatch and Dash (#325, #326) - they are both quick on their feet, and specialize in cutpursing and picking pockets. The girls are sisters and frequently work together.

Guzzle (#327) - is a pickpocket, but has a passion for cheap wine. Most of what he garners goes right down the hatch, unless one of the others bullies it out of him first.

Wolfbait (#328) - has seen more fighting than any of the others, and is nasty with a bow, thrown knife, or shortsword. Has a vicious streak and delights in picking on things weaker than himself, like kittens and squirrels, but is superstitious and afraid of Kzap's powers.

Fuzzy (#329) - is a curious little kobold, and will follow an interesting party or individual for an hour or more before attempting to get close enough to pick

pockets. But woe to her quarry if they set something down for a moment or leave their horses or saddlebags unwatched!

Zipper (#330) - knows some sleight-of-hand, and card tricks, etc. Will approach passersby with "Pick a card, any card" or "Wanna see a neat trick!?" and attempt to substitute fake coins for real (if someone is foolish enough to give him a coin for his trick) or simply distract him long enough for him to try to pickpocket. Zipper can make almost anything disappear once he gets his hands on it; he's the best Pickpocket of the gang.

Bounce (#331) - (so called because he has been "bounced" out of more bars than most kobolds see in a lifetime) specializes in the Hard Luck story, and selling Dragon Insurance. His stories become more and more elaborate as he goes, attracting an amused audience, which is quietly relieved of valuables by Cinnamon, Snatch, Dash, and Grabbit.

Grabbit (#332) - got his name from his favored M.O.; it is fortunate that he knows every possible hiding place on the Island, and is very good at escaping, since subtle he ain't.

There are two other, younger kobolds who are, by tradition, nameless until they prove themselves by an exceptional act. This may involve the player-characters at the GM's discretion, as the two kobolds plan a trick or theft to earn their names.

Kobold #1 (#333) a female; wears flowers in her hair, and is attracted to kittens, horses and elves with wide wondering eyes. She likes to wear green.

Kobold #2 (#334) is interested in stealing something really impressive like a riverboat or a coach-and-four, but hasn't figured out the details yet...

SPECIAL NOTE: The kobolds only inhabit one tower of the outer keep, and never venture any farther into the ruins. This is as well, for the Inner Keep and the barrows are inhabited by various forms of undead. It is quite possible the players could win through the kobolds' illusions, and then run into a REAL spectre that cannot be vanquished by merely disbelieving he's there!

THE WRESTLING MATCH

Players' Information: On Trade Island, in front of a large pavilion, a crowd gathers around a small man standing on a box, who is speaking; beside him stands a bare-chested man in a leopardskin loincloth flexing his powerful muscles. The little man is issuing a challenge - tomorrow Tanzor the Strong will fight any man who cares to challenge him. The challenger must put up 10 GP, and spectators will pay 1 SP to watch; if the challenger wins, he may keep the proceeds.

GM's Notes: Tanzor is a mighty fighter, but his manager, Aliyas Korby, has discovered a way to guarantee his champion always wins. Aliyas has obtained a ring, which contains various spells allowing him to temporarily transfer (the effect lasts for one hour) one-quarter of Tanzor's opponent's STR and CDN to Tanzor; thus, there is always a greater disparity between the two combatants than would be apparent. Since one use of the ring drains what little spell-casting power Aliyas possesses, the manager only uses it if the challenger looks likely to beat Tanzor. The match in which the ring is used will always be the last match for the day.

The wrestling match itself may be simulated in the following manner:

Agree on the number of falls to the match (generally "best of" an odd number).

Start both opponents in the ring in the center.

Each person chooses to grasp or defend.

* If both defend, start the process again.

* If both grasp, each has secured a grip upon his opponent, and may attempt to turn it into a hold

(one may cause pressure on his opponent only while the opponent is in a hold). To obtain a hold, derive the difference between $[(CDN \times 2) + STR]$ for attacker (hereinafter called ATT) minus defender (hereinafter called DEF); add this to 13 (adding a negative figure actually subtracts), and make a saving roll against this result. If successful, a hold has been obtained by ATT. It is possible for both opponents to obtain holds on each other at the same time.

* If one grasps and one defends, ATT makes a saving roll against CDN to secure a grip. If a grip has been secured, DEF may "shake" the grip by making a saving roll against REF. If DEF is still in the grip of ATT, an attempt to obtain a hold may be made as outlined above.

Once a hold has been obtained, it must be maintained to cause pressure on one's opponent, so that a pin may be effected.

* To maintain a hold, derive the difference between $[(STR \times 2) + CDN]$ for ATT minus DEF; add this to 13, and make a saving roll against the result. If it is successful, ATT has maintained his hold.

* When a hold is maintained, pressure results. Pressure is dependent on the difference in STR between ATT and DEF.

Difference	Pressure	Difference	Pressure
0	1D4	4-6	2D6
1	1D6	7-10	2D8
2-3	2D4	11+	2D10

Pressure is accumulated during the course of a hold. When the pressure sustained reaches the total of a wrestler's STR + STM, he has been pinned by his opponent. Pressure is not cumulative either from hold to hold or from fall to fall, simply within a given hold.

* If the pressure applied in a particular round is the minimum that can be applied (either 1 or 2), DEF may make a special effort to "break" the hold. Make a saving roll against $(13 + [DEF STR - ATT STR])$. If this is successful, the hold has been broken.

* To reflect the fact that a wrestler tires when under pressure, decrease the effective STR by 1 for each round of a hold in which at least average pressure is maintained (e.g., average pressure for a roll of 2D6 is 7).

THE PINOCCHIO GAMBIT

Players' Information: Players crossing Trade Island will encounter a number of individuals in bright jester costumes, handing out leaflets to the crowd. The leaflets contain the following proclamation:

The Society of Puppeteers is proud to present:

STROMBOLI'S WORLD OF MARIONETTES

Astounding feats of manipulative artistry to delight young and old alike - Featuring the famous "Blockettes" chorus line of twenty beautiful girls - Alakazzam, the magician - and Mondo, the Black Knight, the most lifelike puppet you've ever seen! And, for one day only, Stromboli dares to ask:

ARE YOU TOUGH ENOUGH TO ACCEPT THE BLACK KNIGHT'S CHALLENGE?

Stromboli offers 100 GP to any man or woman who can best Mondo in mock combat - where the only strings attached will be to Mondo - and you! Now playing at the South Loop of Trade Island - shows hourly!

If the players go to the South Loop and inquire about the contest, they will be directed over to see a burly, mustachioed man with long, curly black hair. Stromboli will show the players Mondo, a 5' tall marionette, armed with a wooden broadsword and covered with a painted wooden suit of chain mail, that is hanging limply from a set of strings in the small dressing room tent behind the stage. He will also outline the specific rules of the contest:

- 1) Contestants may choose their weapon from any of the padded, blunt, and edged weapons laid out on a long wooden counter (and may carry a wooden shield, as well).
- 2) To give the contestants a reduction in freedom of movement similar to that suffered by Mondo, the players must hook a similar set of strings (several sets of varying lengths lie in another pile in the corner of the room) to his elbows, knees, and waist - the contestant may choose any friend or a stranger from the audience to stand atop the stage and hold this set-up.
- 3) The battle is won by the contestant who first lands five blows to the other.
- 4) Use of magical enchantments during the contest - by the contestant or his confederates is absolutely prohibited and results in immediate forfeit (Stromboli will show the players the Detect Magic ring he possesses to guarantee this final condition). If the players find the rules satisfactory and have not gotten cold feet (a condition Stromboli will try to goad out of them with sarcasm) - they need only wait until the next performance, and try their hand.

GM's Notes: Stromboli, like many of his compatriots on Trade Island, is a non-malevolent scam artist of the highest order. The puppeteer has been running this "One Day Only" challenge three or four times a week for the past several months, and it has proved to be a most lucrative crowd-pleaser. (By the way, the "Society of Puppeteers" mentioned in the flier, to add a tone of legitimacy to this operation, is a very select group of individuals, comprised entirely of Stromboli and his current employees.)

The astute GM reading the player's notes above may have noticed that the rules of the challenge prevent the use of magic by the player or his confederates - but not by Stromboli. This explains the reason for Stromboli's confidence in his ability to emerge

victorious in these combat. All of the string sets in the dressing room (including those already on Mondo) are embedded with the same enchantment. The effect of this set of spells is to reduce the wearer's effective CO and REF by 50%; he can either move himself at this reduced level of ability, or allow himself to be guided by the man holding his strings (which is of course what Stromboli does). If the latter course is chosen, the holder uses his own CO and REF ratings to make necessary ability rolls (see below); if he is not an experienced puppeteer (and how likely is that), subtract 2 from his base ratings, and subtract an additional 2 if he is not trained in the weapon being used by his comrade.

To simulate the mock combat, each of the combatants secretly selects one of the four maneuvers each mr: Thrust (Smash, if blunt weapon), Lunge (Bash), Parry (block), or Dodge. They declare their intentions, and make Ability Rolls on 2D12 (for Thrust and Lunge, CO is the requisite used; for Parry and Dodge, REF ability rolls are made) to determine whether they were successful in fully executing these maneuvers. After the Ability Rolls are made, the combatants cross-reference their maneuvers on the table below: The number in the the left-hand portion of each cell represents player A's percentage chance (on a D100) of scoring with a blow; the number in the right-hand portion represents Mondo's percentage chance of doing the same. As noted in the rules, the winner of the combat will be the first fighter to land five blows. Each successful blow will do 1D3 points of damage to the player (thus it should be almost impossible for this battle to be fatal to anyone of average size).

The player involved in the fight, if he battles under his own power, will likely notice that he seems to be moving sluggishly, and may suspect skullduggery. If the group acts upon this suspicion by declaiming the show as a fraud, they are likely to be asking for trouble, for the Free Traders of the Island stick closely together - a physical assault on Stromboli or his troupe is likely to evoke a similar response, plus the additional risks the players take in fighting the master puppeteer, who is quite an adept broadswordsmen in his own right.

		PLAYER								
		THRUST		LUNGE		PARRY		DODGE		
		Success	Failure	Success	Failure	Success	Failure	Success	Failure	
M O N D O	THRUST	S	60/60	20/80	70/55	45/75	25/40	10/65	00/25	00/45
		F	80/20	35/35	85/15	30/20	45/20	15/30	0*/0	0/25
	LUNGE	S	55/70	15/85	70/70	25/90	10/50	0/80	0*/10	0/65
		F	75/45	20/30	90/25	25/25	50/10	0/30	0**/0	0*/10
	PARRY	S	40/25	20/45	50/10	10/50	0/0	0/20	0/15	0/30
		F	65/10	30/15	80/0	30/0	20/0	0/0	0/5	0/15
	DODGE	S	25/0	0/0*	10/0*	0/0**	15/0	5/0	0/0	0/0*
		F	45/0	25/0	65/0	10/0	30/0	15/0	0*/0	0/0

* - +25% to next mr's Success chance;

** - +50% to next mr's Success chance

THE FREE CITY OF HAVEN
THE BOROUGH OF THE COMMONS

POLITICS,
PERSONALITIES,
AND
LOCALITIES

Without any competition, the Commons is the largest borough in the city in population. It occupies almost everything to the east of Journeymen's Road and Caravan Street on the north side of the river, includes the section east of The Trax and north of Wall Street, and contains most of the factories located inside the city's walls. One quarter of the city's population lives here, and they are the primary labor force for these factories (factory as applied in the context of the city of Haven does not mean one of the highly automated, noisy, smoky leviathans we know in 1981 - it doth refer to a building in which different items are made, but there are few assembly lines, and any technological equivalents tend to be arcane, not mechanical; there are simply a lot of people engaged in making the various products of the business), and tend to be on the lowest scales of income available (just above the beggars).

Along the river's edge is a substantial section of piers and wharves, which service the large sea-going vessels which beat their way through the delta, and up the forty-odd miles of the Dorian to Haven. These ships may carry cargo from as far away as Carrenth in fabled Khemmia, and many are owned by the wealthy traders of the city; each trip only seems to make these men richer.

Most of the factory buildings are situated near the wharves, and along the walls south of Coppergate, taking advantage of major sources of both water and land transportation. The homes of the laborers fill the remainder of the borough. There are few single family homes, the majority of the buildings being tenements and rooming houses, with only a small number divided into flats (these tend to be the homes of the supervisors and foremen). Small shops (mostly subsistence goods like food or clothing) are scattered throughout the area, and there are some taverns, but the Borough of the Commons is primarily people, many people, common people.

There are almost no families of note in the Commons; those who achieve sufficient status to have some political power will usually quickly migrate to better neighborhoods. The major powers in the area are the absentee factory owners and the Black Hand, a dissident group of thieves who split off from the Thieves' Guild almost fifty years ago. This rival clique nearly wrested control of the city's criminal activity from the Guild's grasp; but after years of internecine warfare, with many dead on both sides, their operations are now largely confined to the Commons. In this area, however, their power is close to absolute (assignment as the lieutenant for the Thieves' Guild in the Commons is a virtual death sentence - of the last fifteen to be so assigned, all but one have been contemptuously murdered by the Black Hand, and none has lasted longer than 8 months).

Life in the Commons is hard, and there is little of glory or adventure in the daily grind of earning a living. Few of the average inhabitants of the borough have the energy left at the end of a long hard day in the mills and factories to do more than visit their local tavern for a quick mug, and some friendly griping and chatter. It is not a soul-expanding existence.

The Guard contingent of the Commons has its barracks near the Copper Gate, on the eastern wall. The contingent numbers 120 men, and patrols the area of the South Docks, the warehouse and factory district, and the dwellings up to Caravan Street. They tend to travel in groups of three to five after dark, and will normally respond to cries for help or assistance. The overall captain of the Commons Guard is Tikkan Maltby, who is generally available at the barracks during the day; his four watch lieutenants are Hial Burry, Radanthis, Llor Dimhee, and Cabal Thunderstroke (a ham-handed individual with a penchant for roundhouse rights) - each has a 25% chance of being on duty at any given time, and only Radanthis is married and lives at home.

* * * * *

GM's Notes:

The first volume of Haven is designed to sketch out the basic outline of life in the Commons. As the city is expanded and filled out, adventure scenario opportunities will appear in this area (involvement with the Black Hand, sea adventure possibilities, shanghaied sailors, etc.); for the present, it is a pretty dry area. Two shops, a tavern, and a rooming house have been included for those GMs whose players insist on wandering into the area, but the only sensible reasons for entering the Commons are to seek temporary employment at one of the numerous factories and/or mills in the area near the docks, or to find a cheap place to live.

Jobs of all descriptions are available, so that anyone with any type of practical training should have no problem locating a job, regardless of their level of expertise. Base chances should be modified by the following factors:

- +5% for each point of MAG > 13
- 5% for each point of MAG < 7
- 35% if character has no experience
- 15% if character has only apprentice level training
- +10% if character is an experienced journeyman (5 years experience in the field)
- +25% if character holds a master's rating in the skill sought

In the common trades (laborer, carpenter, tanner, etc.), there is a 65% base chance that the job will be offered. In the business trades, such as bookkeeping, architecture, etc., or if one is looking for a

foreman's or supervisor's position, the base chance for a job offer is 40%; in the executive positions, or the exotic trades (perfumery, goldsmithing, etc.), the base chance is 20%. In all cases, the GM should play the prospective employer, and have the player "interview" for the job; a bad interview with the boss can cost a qualified worker a fine job opportunity, while exceptionally good interviews frequently bring job offers at much higher rates of pay.

Pay is low in the Commons, with the average being 10 GP a week, for six days of 10 hours each, at a journeyman's equivalent level of training in one of the common trades. Apprentices will normally be offered half that, 5 GP, while experienced journeymen will hear offers of 15 GP to 18 GP. A master will seldom be content to work for less than 30 GP. Wages in the business trades are about 150% of the common trades, and the exotic trades run about 250% of the common wages. Foremen's and supervisors' positions will usually pay experienced journeymen's wages for the particular class of trade, and executive positions (plant manager, chief clerk, etc.) will pay masters' wages for that class. The GM is advised that "out-of-towners" are unlikely to find executive positions, and will have much less chance of getting middle management jobs (foreman, supervisor) as well.

Living expenses in the Commons are comparatively low, but are not dirt cheap (unless one has to kick aside the dirt to get at the cheap). A moderate room and board rate would be about 6 GP a week (bath down the hall, breakfast - coffee and donut equivalent, brown bag lunch, and dinner - no service for latecomers, and the bedding changed and cleaned once every two weeks) in many of the boarding houses in the Commons. Rooms alone run from 8 SP (kick the rats out and fight the bedbugs for the sheets) to 12 GP (a relatively clean two-room suite with fireplace for cooking) a week (slightly less if taken by the month - all rents in advance, please), while a flat will normally rent for 60 GP to 80 GP a month unfurnished (about a 30% increase if it is furnished). Food costs in the taverns that do serve food are capable of running from the sublime (3 CP for steak) to the ridiculous (1 GP for beans), and hitting all the points in between; the GM should scale meal costs according to the quality and price ranges for the various taverns. Groceries in the Commons should run around 4 GP for a family of four (let's face it - they'll probably run the same for a family of one, two, or three) for a week's worth of minimal eating (little meat - and that mostly poorer cuts, lots of vegetables, and heavy on the starches); better eating will cost more.

NPC Encounters:

Bokkhra (#301) - is an exceptional troll, the only member of his race known to be resident in Haven. He stands about 7'8", and weighs near 600 pounds; his skin is a ghastly greenish/slatey-gray, and his eyes are red. Bokkhra's exceptional status is not from his size (he's actually rather small for a troll), but from his mental abilities - he is an esper, capable of reading emotions and, occasionally, sensing the meaning of the thoughts of the people around him. Presently, he is working in a saloon called The Snowblind Mouse, as the bouncer; the tavern has become known as a great place to go for a quiet drink since he began work there, since anyone who attempts to cause trouble is likely to leave rapidly, crashing through the swinging doors and rolling down the street. The troll dislikes "troublemakers" (one of the few words in the Common Tongue that he knows), because of the pain in the head

they give him, and he tends to remove the irritating presence as quickly as possible, usually by chucking the person bodily out of the tavern (or wherever else he happens to be). People swiftly learn to "think pretty" around him. He rents a room in a rambling pile of a building referred to as Duhm's Rooms, but usually eats at the tavern. Bokkhra does like the city, for its variety and color, but wishes more people would "think pretty", so he could stop having "hurt in head". Places: The Snowblind Mouse, Duhm's Rooms.

Tikkan Maltby (#302) - is the Captain of the Commons Guard; he is of average height, with brown hair and dark eyes. He has been the head of this Guard contingent for over 15 years, and is reckoned a good leader by his men. He likes to drink good beer (almost always at the Snowblind Mouse - he and the owner have known each other for years), and tell stories of the battles he fought in as a younger man when "the streets were wilder". He has never married (although he is occasionally seen on the Street of Silk Veils), and has quarters at the barracks. Tikkan is very outgoing, and an acquaintance can easily become a friend; any friend who convinces him of sincerity has a good chance for a recommendation to the Guard Academy (35% bonus to chances of acceptance for training).

Places: The Snowblind Mouse, Guard Barracks, Street of Silk Veils, on patrol.

Llor Dhimee (#303) - is a feisty little man, who happens to be an excellent boxer (he has won Haven's equivalent of the Golden Gloves for his weight class, seven years in a row). He is a special friend of Tikkan Maltby, and the two generally spend their off-duty hours together. If Llor is involved in a fight, he receives a bonus of +5 to his effective armor class, because of his small stature and speed. Llor is currently unmarried (his wife died about three years ago), has little to do with women, and lives at the Guard barracks.

Places: The Snowblind Mouse, Guard Barracks, on patrol.



Shops, Taverns, and Residences:

The Snowblind Mouse
(A neighborhood bar, with food)
#XXXII-C001

OWNER: Muggorl (the Bald, #304) - a man of imposing presence (though he stands only 4'11" in his socks), with a tendency to react violently to comments about his lack of hair.

HOURS: 10:00am to 1:00am.

EXTERIOR: A two-story wooden building at a street corner, with an alley on a third side. The sign hanging over the door depicts a mouse peeking out of a snowbank, squinting.

INTERIOR: The tavern is well lit by a large chandelier (arcane - there are no candles or wicks visible) hung from the main ceiling beam; large numbers of tables surrounded by stools and benches dot the common room. A bar of a flame-grained reddish wood, behind which stands an imposing man, lines the side wall. A very large chair is positioned centered against the back wall; frequently it is occupied by a troll, who smiles at everybody (a truly terrifying sight - a troll smiling).

Price Range: Fair.

Quality: Fair.

Outstanding Items: None.

Cash Box: Kept on the bar, at the end nearest the troll; the top is normally open. There is usually 60 to 150 SP in assorted coins in the box, depending on the time of day (the later, the more there is). Reaching into the cashbox is usually cause for a broken arm (from the smiling troll).

OCCUPANTS:

Staff: Muggorl, a barmaid named Shia, and Bokkhra the troll. Shia is tall, blonde, and slender, and will accept the occasional offer. The troll is the bouncer, and anybody he ejects bounces (up to seven or eight times, on a good throw). Bokkhra is sweet on Shia, and there is a 15% chance he will become upset if she accepts a pass (he'll never hurt her, but the guy bounces); Shia has come to accept the troll's fondness for her.

Customers: From 11:00am to about 1:30pm, the bar has a smattering of lunch customers; during the afternoon, it is nearly empty; by 8:00, there are usually 65 to 90 people clustered at the tables, talking and drinking. They are almost all average working class types, but seem to be an unusually quiet group, with few outbursts; everybody smiles back at the troll.

Loiterers: If you ain't buyin' drinks, you ain't sittin'. The boss doesn't like loiterers.

NPC ENCOUNTERS: Tikkan Maltby, Llor Dhimee.

SPECIAL OPTIONS: None.

Gip's Clothing
(Off the rack ready-to-wear)
#XXVII-C002

OWNER: Algipon the Crafty (#305) - (known as Gip, for short - the name's the only thing about him that is short) stands 6'9", and weighs 150 pounds; in overall appearance, he resembles Boris Karloff. He will dicker on the price of the clothing he sells, but never goes below the actual value (he usually starts by asking 3 times his normal price).

HOURS: 6:00am to 9:00am, and 4:00pm to 8:00pm.

EXTERIOR: A three-story brick building, on a street corner. The lower half of the second floor is painted white, and various scenes of well-dressed people decorate the strip of white.

INTERIOR: Dimly lit, with scores of racks with various robes, tunics, pantaloons, dresses, etc. hung about them, the sales room occupies all but the last 10' of the depth of the lower floor. There is a three-mirrored corner, even more poorly lit than the rest of the room, and one changing room masked off by a curtain. The back of the store contains the office, and a stairway up to the second-floor flat occupied by Gip and his assistant, George.

Price Range: High.

Quality: Cheap.

Outstanding Items: There is a 15% chance one might actually find a good quality cloak or dress among the apparel in the shop. Gip buys many secondhand items, cleans and presses them, and presents them as new merchandise. Sometimes he gets lucky.

Cash Box: Kept in the back office. Gip or George will disappear behind the door to the rear with whatever money is given them, returning with a receipt (and possibly change).

OCCUPANTS:

Staff: Gip and George are the only staff. George (#306) is Gip's nephew, and has lived with the haberdasher since his parents died as a small boy; as a result of Gip's training, the lad is totally without scruples when it comes to making money.

Customers: 01-50 = 1 customer, 51-90 = 2, 91-00 = 3 or 4.

Loiterers: Gip does not encourage browsers; they might discover what they're buying before they buy it (there is, of course, a no returns policy).

NPC ENCOUNTERS: Few self-respecting NPCs would admit that they shopped here.

SPECIAL OPTIONS: Gip does not know, but there is a second-hand embroidered linen shirt in his shop that is embedded with a spell which increases sex appeal (+4 to MAG, when dealing with the opposite sex); there is a 10% chance that a given selection of shirts will contain the magical item. Because of the fancy embroidery, Gip's asking price starts at 5 times normal cost; he can be bargained down to only 150% of his normal price.

Tandy, Leathers
(Bulk leather and leather goods)
#XXXI-C003

OWNER: Tandelorn Buckwalter (#307, call him Tandy) is a hobbit who prefers to live with the humanfolk in the Commons (although his cousins in the Dell look down upon him, and consider him quite odd). He is married to a very lovely human girl, Roxanne, who stands only a head (not shoulders) taller than her husband. He is honest, hardworking, and easy to trade with, a totally atypical merchant for the area.

HOURS: 12:00noon to 8:00pm.

EXTERIOR: Frame building, wooden-sided, with many windows. Two stories tall, the second story overhangs the alleys on the corner of which it stands by some 4'. A lettered (rather than pictorial) sign over the front door reads "Tandy, Leather Goods".

INTERIOR: The shop is well lit by the many windows of the first floor. Rolls of various grades of leather are stood in barrels dotted about the floor. Many items of leather (belts, scabbards, purses, collapsible camp buckets, etc.) adorn the western wall, while the hobbit works away on assorted projects behind a low (3' high) counter which approximately divides the shop. A flight of stairs can be seen in the rear.

Price Range: Fair.

Quality: Good to Excellent. Any items made personally by Tandy are of superb workmanship - he prides himself on perfection.

Outstanding Items: The leather backpacks made by Tandy are capable of holding 150% of normal weight. Tandy also does an incredibly detailed tooling job on the leather items he designs for women (purses, sandals, etc.), and has accidentally produced a purse design which includes an ancient rune of protection (anyone attacking the carrier of the purse, or attempting to snatch it, must make a saving roll against CDN at a penalty of -3 or fall upon the ground); there is a 10% chance that any purse purchased will be the protected version.

Cash Box: Located under the counter on a small shelf, it is easily visible from behind the counter. Usually contains 50 SP to 120 SP, but there is a 15% chance of a recent large sale, in which case it will contain 200 SP to 350 SP.

OCCUPANTS:

Staff: Tandy, and his children, two young sons and a daughter. The daughter, Springviolet (Spring), is the first-born, and is an exceptionally beautiful, very petite (4' 3", and slender) young lass of 16; she handles most of the sales and bargaining, and is quick-witted and very perceptive. The boys, Corriadoc (Corey) and Periwinkle (Wink), are 15 and 12, respectively, and are industriously learning the leather trade from the bottom up.

Customers: There will usually be from 3 to 10 customers in the shop; Tandy has a city-wide reputation, and those who can locate his shop prefer to purchase their leather goods there.

Loiterers: There are occasionally browsers among those in the shop, but most people who do make the trip become customers.

NPC ENCOUNTERS: None particular, but it is possible to meet nearly anybody in the city at Tandy's shop.

SPECIAL OPTIONS: None.



Duhm's Rooms
(A rooming house)
#XXXII-C004

OWNER: Glumin Duhm (#308) - is a morose man of middle years; he appears gray, and even projects an aura of gray. He will tell you all the terrible things that have happened to him, and the problem of his tenants, raining a veritable barrage of pessimism upon the ears of anyone willing to listen (or unwilling to be impolite and walk away).

HOURS: If you live there, any. Duhm is usually available to rent rooms from 11:00am to 5:00pm.

EXTERIOR: A large rambling, two- to four-story brick-and-wood frame building, occupying nearly one quarter of a large city block. There are some ten different entrances, from both main streets and alleys. The building's wooden portion is painted a dull battleship gray.

INTERIOR: Over 150 different rooms and suites make up this incredible warren. Duhm himself has a three room suite on the first floor near the entrance at the corner of Loom and Broom.

Price Range: Fair, from 12 SP per week for a 10' square furnished room with a communal bath and a communal kitchen, to 6 GP per week for a four room suite with private bath and kitchen (a regular little apartment).

Quality: Good. All the rooms are reasonably clean, and Duhm does not allow rats.

Outstanding Items: In a rooming house?

Cash Box: All rents are due on the first day of the week, in advance, and Duhm makes a trip to the House of Hofstra, a banking family in the financial district as soon as they are all collected. His weekly take would be about 450 GP if the entire set is rented; normally about 2/3 of the rooms are occupied.

OCCUPANTS:

Staff: Duhm, that's it - only Glumin Duhm.

Customers: There is a 10% chance that there will be a tenant in Duhm's room, complaining about something.

Loiterers: Who would loiter in a rooming house?

NPC ENCOUNTERS: Bokkhra

SPECIAL OPTIONS: There are usually rooms and suites available; since there are less of the suites, the chances of a vacancy should be about 25%, but there is always a furnished room available.

THE FREE CITY OF HAVEN
THE BOROUGH OF THE OUTLANDS

POLITICS,
PERSONALITIES,
AND
LOCALITIES

The Outlands is the most diverse of Haven's six boroughs; it is the home of the more affluent members of the non-human races. Each of the major races has its own quarter, where the living conditions are quite similar to those in their homelands. The quarters are the Dell, a meadow and hill area favored by the hobbits, the Dwarrow, primarily underground construction sunk into the bedrock of a largish hill, living and working area for the most businesslike of the younger races, the dwarves, and Erinnhir, the River-Forest, where, amid stately trees, some nearly as old as the city itself, dwell the elves (some nearly as old as the city itself). The fourth quarter is called the Cauldron (alluding to the melting pot quality of the mixture of races), and is the home of the less wealthy; the centaurs have no special quarter of their own, since they normally prefer to live outside the city's walls, and they share this southern portion of the Outlands with all the other races.

The Outlands reaches from Summ Plaza, at Lorien and Southbank, to the western wall, and covers most of the available living space to the Horse Gate, at the southern end of Haven's main passageway, Caravan Street. Along the river's edge, closest to the wall, and at the bottom of the dwarves' hill, can be found the docks and warehouses of the chandlers who deal with the upriver trade; slightly to the east, where the hill levels out to the height of the rest of the riverbank, a row of gristmills lines the Dorian (these mills are primarily owned and operated by hobbits). The remainder of the riverbank, almost to Stonebridge, is a thickly grown strip of near-forest called the Shieldwood. The Dwarrow, the Dell, and Erinnhir spread eastward along the edge of the river, and the Cauldron occupies the major portion of the southerly area.

In the western-most portion of Erinnhir is located the scholars section called Hypotenuse Square. Most of the colleges of esoterica and science are seated here. This is the primary source of education and educators for the city's inhabitants.

The Outlands reflects the diversity of its inhabitants in its architecture, and in the wide range of adventure opportunities available within its borders. Within mere blocks of each other, one may deal with an elven mage, a hobbit chef, or a dwarven armorer, take a ride on the centaur trolley, or have one's pocket picked by an errant kobold. The district provides a delicious medley of many cultures and social systems.

There are two outposts of the City Guard in the Outlands. One is found at the Iron Gate, and is manned almost exclusively by dwarves (who can get rather sticky about admitting non-dwarves); the other is called the Tower, located in the center of the circle

at the juncture of the Dwarrow and the Dell, and its complement is primarily hobbit and elf. Drobur arn Fegli (#500), a dwarf who is called Angbor (Ironfist) by the elves as a token of respect, is captain of the Iron Gate contingent, and Lithfan Isilluva, an elven bowmaster, is the commander of the Tower.

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GM's Notes:

The Outlands is so diverse an area that is is nearly impossible to treat it as a single entity, as has been done with the other boroughs. Each of the major quarters has its own subsection, which follows the format given in the introduction for the major sections of this first volume of the Free City of Haven. No attempt is made to cover the Cauldron in this volume, but the Dell, the Dwarrow, and Erinnhir are all thoroughly described.

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Major Families:

There are a number of major families in the Outlands, but none is of strategic importance in the borough as a whole. Each of the subsections describes the families paramount in that particular quarter.

* * * * *

NPC Encounters:

There are few NPCs who are likely to be encountered anywhere in the borough. One of the most interesting of these is:

Willemina (#619) - is an old woman of indeterminate race and age; she is dressed in an old gray dress and cloak, and is almost always hooded. She has been wandering around the Outlands as long as anyone's memory runs, and will occasionally totter up to a person walking along the street, stop that one with a gentle hand on the arm, then peer earnestly into that person's face. There seem to be only two reactions to whatever she spies there - either she frowns, as if in fear and displeasure, and hobbles quickly away, or she smiles broadly and holds out her hand, palm up. It has been discovered that those she favors with a smile, if they should cross her palm with a piece of silver, usually fall into good fortune within the next few days; should the person ignore her and proceed on his or her way, misfortune of some variety is sure to befall. (The GM should give a 25% chance for Willemina to be in the area. If so, there is a 10% chance she will approach the player-characters, and peer into one's face. Normally, she will smile - a 75% chance; there is no penalty if she frowns and hurries off, but, if she has smiled, and is not silvered, apply the Murphy Principle to that character for the next 2D4

days until something that can be interpreted as a true misfortune occurs. If Willemina is tipped, she will chortle and pat the person's cheek, then toddle off about her own incomprehensible affairs; the GM should probably grant the player-character involved the benefit of the doubt for the next week of game time, and should probably arrange for something nice to happen to the character. Note that, if Willemina is being sought, she cannot be found.)

Shops, Taverns, and Residences:

All shops will be treated in their own quarters.

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Scenarios and Plot Outlines:

There are many, varied situations that can and will arise in the Outlands; few, however, occur throughout the borough.

THE FREE CITY OF HAVEN

THE BOROUGH OF THE OUTLANDS - ERINHIR

POLITICS, PERSONALITIES, AND LOCALITIES

Located in the Outlands of Haven is the elven section, called Erinhir by its residents (called other things, few of them polite, by the dwarves). This seemingly enchanted place reaches into the Dell (where the hobbits dwell...), and south to the intersection of Lorien and Magic Streets; from this corner, it extends east along Lorien to Summ Plaza. The entire area is surrounded by a hedgerow of bushes and shrubbery, intended to ensure privacy. Along Southbank Street, between the avenue and Dorian's bank, is a thickly grown strip of trees called "The Shieldwood", which the elves planted nearly 300 years ago attempting to protect their children from the sights of thousands of cut trees floating in the water (since loggers use the Dorian to transport many toppled forest giants to the sawmills, and large rafts of sawn lumber and planks downriver to the drying yards, to be processed for commercial uses). Throughout Erinhir, there are paths, groves, and peaceful clearings for the delight of the elves, as well as a stream and pond for refreshing dips or thirst-quenching.

Housing in Erinhir is elegant and decorative. Abodes are well built, mostly of live-wood with some stone; the structures tend to be one level, built around the bole of a tree, or constructed in and around the limbs of gnarly old oaks. In most cases, residences are open to the air, yet provide fair protection even in rough weather. Those who wish to obtain property in Erinhir are, if elvish, directed to Elegrin Herundor (#585); he handles "real estate" transactions for the folk of the trees (although land in Erinhir is never actually bought or sold, he advises his people in their choices of living space); non-elves are simply told there is none available.

The pre-occupations of many of the elves in the city tend to be meditation and contemplation (as always...). Some have become business-like to a high degree, and actually do quite well in their chosen fields of endeavor; of these, many have followed the lure of yellow gold and sparkling gem, and deal freely with those of other, younger, madder races (but then again, of those elves who sell the fruits of their labors to humans and dwarves, who cares anyway?).

Most of the Noldor elves are magically apt, and tend to take up residence in Erinhir, congregating mostly in the southwest areas nearer to Magic Street. In the city of Haven, there is a question debated for many years: did the elves come first to Haven or did Magic Street? The Sindar elves, who probably came to Haven at least 2,000 years ago, and now tend to reside close to the river bank, might answer if they wished, but few consider the question of sufficient import to contemplate. The residences that are built around the open grassy area called Calenarth, or the Meadow, are relatively evenly divided among both Noldor and Sindar elves.

The three major families of Erinhir are the Elengul, the Ilorim, and the Conindir, and all have members in unusual places. The patriarchs of these families are Skorindir Elengul (#586), the proprietor of The Loft; Firlirril Ilorim (#587) (father of Adrielle (#588), the young elven woman who runs the shop called Fine Silks and Fabrics), one of the finest bards in the city; and Teleril Conindir (#589), an architect with a considerable reputation in Haven.

* * * * *

GM's Notes:

Few non-elves ever enter Erinnhir, for whatever reason, other than to frequent the Loft, unescorted by an elf. Those who do receive slightly hostile or suspicious glances. Players attempting to travel through Erinnhir should make a saving roll against MAG (at -4 if human, -6 if dwarf, +3 if hobbit, -2 for most others, except immediate ultimate hostility for orcs and uruk-hai) to avoid attracting undue attention. Disguised characters must roll for successful disguise to be classified as an elf (check as if in a "crisis situation"); players who attract attention will most likely be the recipients of a polite "Excuse me; are you lost? Can I help you find your way out?" from elves who notice them.

Hypotenuse Square is the center of the educational community in Haven, and provides for Haveners the best teaching money can buy. The colleges in the Square offer three sessions a year, each of three months (with a month at the end for relaxation). Costs of education are dependent upon the teacher's reknown and the difficulty of the subject being taught; prices per session range from 25 GP to 100 GP for a course (books run from 10 GP to 60 GP per course, and equipment - if called for - can cost as much as 100 GP).

Students who do not live in Haven, or who wish to reside near the school they're attending, may rent bed (and, supposedly, study) space in dormitories provided in the buildings of the various colleges. These dorm rooms are seldom clean, and the conditions do not permit much privacy; the cost is 3 GP for room alone, board not included. Many students prefer to dwell out of the immediate buildings of the schools, since overcrowding and noise seem to be the rule in the dorms (the colleges are less than discrete in their choices of tenants, and will rent space to anyone who is willing to endure the conditions - and can afford to pay). There are rooms for students available in many of the homes nearby in the Cauldron, Erinnhir, around lower Magic Street, and in a complex of buildings called Genius Park. Depending on the race of the prospective roomer, accommodations might even be arranged in the Dell or the Dwarrow. Cost and availability of rooms vary with the section:

Location	Availability	Cost
Erinnhir	5%	15 GP to 60 GP
The Dell	15%	10 GP to 40 GP
The Dwarrow	10%	15 GP to 90 GP
The Cauldron	20%	5 GP to 40 GP
Genius Park	25%	10 GP to 60 GP
Hostels / Inns	65%	as given

* * * * *

Major Families:

There are three elven families important enough to consider in Haven's many political arenas. None of the three are really very powerful in either the political or business structures of the city, since elves do not usually concern themselves with the idiosyncrasies of other races, but they do play a great role in some of the city's major institutions for recreation, construction, and music. They are legitimate equals of the non-elfen higher classes, but, beyond their residences in Erinnhir, they are not considered as nobles in the classical sense. As a result, none of the three is as well known as the di Cotillions or the Gerondes; overall, the elves in general (and those of Erinnhir in particular) are respected more than many of the nobles of the city (perhaps some elfin wizardry at work?), so they do not force issues with them (after all, what is the point?).

The Elengul have resided in Haven for almost eighteen centuries; at present, only two of the line actually live in the city, the patriarch and ruling head of the family, Skorindir (#586), and his youngest son, Taurbardur (#590); they collaborate in the management of the Loft, one of the finer eating places in the city, and one of the few places in Erinnhir in which non-elves are generally welcome.

Skorindir is getting elderly for an elf; he has lived all his long 430 years in Haven, and realizes that, if he wishes to live much longer, it is getting close to the time when he should escape to the Wold, returning to Nature, and retuning himself to the rhythms that enable the elves to endure for millenia. He is white-haired, an unusual sight in Erinnhir, but is straight as a sapling, and still strong. Taurbardur is young, only 75, and frequently shows his youth in the outbursts of energy for which young elves are noted. He is enamored of Adrielle Ilorim (#588), and is making suit for her hand through her family.

The Conindir are relatively new to Haven, having resided in the city for only 40 years. The family numbers seven, the patriarch (a comparative youngster of 180), Teleril (#589), who has become reknowned for the unexpected side effects from completing constructions designed by his hand, his wife, Khelekien (#591), two sons, Mirthule (#592) and Celeblinde (#593), and three young daughters, Tehtavilya (#594), Tariluine (#595), and Finsilivren (#596). Other than Teleril, the family is without exceptional note.

Teleril, who is tall for an elf, with golden eyes, and ebony hair, is a very powerful untrained mage, and has no notion of the extent of his powers. Any building constructed exactly to the design he prepares for it will evince some magical and arcane property - exact description unknown until the construction has been finished. Over the past 30 years, as this has become general knowledge, many of the nobility have retained Teleril as the architect of choice for additions and modifications to older buildings, and designs for many totally new ones. To date, no harm has come to any person as an immediate direct result of this power of Teleril's; people have come to grief, but, in all cases, it was caused by panic or pure thoughtlessness in actions.

The family Ilorim is also relatively new to Haven; Finlirril (#587), who is presently accounted as one of the five finest voices in Haven, arrived only some 120 years ago. After making a great impression on the Entertainers' Guild with his superb voice (as well as on the elves), he wooed, won, and married Lachoriel (#597), a beautiful elfin maid of Londhin, a minor family in Erinnhir, and produced a daughter, Adrielle (#588). Adrielle disappeared for a number of years when still a very young girl of 30, but eventually returned, and now runs a shop on Lorien Street specializing in silks and other fine fabrics. Finlirril is still a power in the various ramifications of the Street of Harps, but seldom performs now, other than on special occasions. He is engaged in writing a history of the elvish peoples, and devotes most of his time to that project.

The GM may wish to set up political intrigue scenarios for one or more of these families. Such adventures may take place in Erinnhir and/or adjacent shops or taverns. Assassinations, either by or of elves, are highly unlikely, but spying (either industrial espionage, or simply casing a special job) and commission of hired burglaries will provide thieves with an interesting change of pace (especially if they happen to be dwarves or orcs).

NPC Encounters:

There is a chance that a party will be under the scrutiny of a small group who refer to themselves as Adrielle's Watch; in and around Erinnir proper, the chance is 60%, but only 25% in the rest of the Outlands. The group rarely leaves the Outlands, but may be encountered on Magic Street or Caravan Street 5% of the time. Their leader is Culunen (#598), a golden-eyed elf who has developed an excessive fondness for brandy; he keeps in surreptitious contact with Adrielle concerning payment for his watchers' work. There are 10 humans, elves, and hobbits who work for Culunen (#599 to #608); all of them do it for the money, and care little what happens to the people they spot and capture. If the party has come under the surveillance of this group, there is an 8% chance (1 in 12) that some character in the players' party will apparently fit the description of one of those being sought by the Watch; if this is the case, the party will be tailed (the average perceptiveness ratings for the Watch members is 13), and there will be a kidnapping attempt made if the Watch outnumbers the party by 3 to 2 or better, whenever the party reaches an infrequented area.

QUEEN TAKES PAWN (Pawning Business) #XV-0043

OWNER: Regin A'Queen (#620) - is a half-elf with an eye for trinkets. He is new in Haven and, as a result, habitually gets lost in the labyrinthine side streets every weekend. (His greatest dream is to accumulate enough money to visit his homeland some thousand miles north of Haven).

HOURS: 10:00am to 5:00pm.

EXTERIOR: A shop with a many faceted window faces Lorien Street, an alley on the east side of the building leads to a back road. On the shop's window is a translucent painting showing a queen ordering the execution of a convict ("Innocent!" asserts Regin).

INTERIOR: The front room is filled with ceiling high piles of boxes, each containing myriad objects. The piles are arranged in a maze, around which a perilous path (menaced by swaying stacks which threaten to topple momentarily) meanders through the cluttered room. Magical light continually floods the areas so that search is possible without carrying artificial sources. Each week, the piles change and the boxes move - Regin must keep mental track of his inventory, and he has alot of it. Virtually anything a player might want is available here, if s/he is willing to spend the time to search (don't take it from the bottom!!).

Price Range: Depending on Reg's mood he will charge from .5 to 1.5 times the worth of any particular item - $\$(3 + 2D6)/10\%$.

Quality: GM's discretion (Remember, what is at the bottom of a stack, ain't necessarily what's oldest).

Outstanding Items: The GM should restock the store once per month with 1D6 special items. Presently there are two valuables which may be found (10% chance cumulative to locate per hour of search). The first is a hand-painted deck of Tarot cards wrapped in a black silk cloth; the cards are in mint condition, priced at 2,000 GP. The second is a dusty old book with a cover lock (Complexity 6); the book is a treatise on demonology, complete with a spell to summon Balrogim (it doesn't say how to banish them, though, nor how to control them) - use of this manual (actually, survival from the fire demon likely to appear) grants an additional 2D12 x 100 EP to a demonologist or mage of any type. It is priced at 35 GP.

Cash Box: Located under a hidden desk near the front door is a strong box of steel with a Complexity 3 lock. It contains 1D10 x 1D10 GP in mixed coins and small gems, and Regin's ledgers.

OCCUPANTS: Besides the occasional customer, only Regin is found in the shop, usually reading or taking inventory on new items. He is quite a talker when he strikes up a conversation. (If the day of the week is a Moonday or a Treesday, there is a 65% chance that he has become lost over the weekend and the store is closed, a sign will be posted on the front window reading, "Back soon, hopefully!").

SPECIAL OPTIONS: None.

TELERIL, ARCHITECT (Advice and custom planning) #XV-0044

OWNER: Teleril Conindir (#589) - has studied architecture for 100 years and more. He is well dressed, having vast amounts of money available to adorn himself richly. His services are renowned throughout Haven because his designs confer magical properties to the structures they depict (Teleril is very talented, but he was never trained as a mage).

HOURS: 10:00am to 6:00pm.

EXTERIOR: A sign displays a compass superimposed over a brick pattern hanging over a steel bound oaken door. The two story red brick building with shaded windows has an alleyway surrounding it. The windows prevent outsiders from seeing the inside of the structure.

INTERIOR: The shades conceal an extravagantly furnished set of offices and studios with large desks, file cabinets, and drafting tables as the major furniture pieces.

Price Range: Costly, but advice costs only 10 to 60 GP (free for friends).

Quality: Excellent.

Outstanding Items: Good drawing tools and pens, high quality paper, and expensive furniture.

Cash Box: In Teleril's office desk-drawer, a stout leather bag with a Complexity 2 lock contains receipts, invoices, and IOU's, in addition to 1D10 x 1D100 GP.

OCCUPANTS:

Staff: Teleril works hard in his business but has a constant work influx. His son, Celeblinde (#593), helps him out every weekend, or when the overtime hits. A maid from Teleril's residence comes in once a week to clean up. (A player trying for a job with Tel will get it only if a saving roll against MAG is made; -6 if apprentice, -2 if journeyman, +2 if master architect.)

Customers: There is a 50% chance for 1D4 individual customers at all times, and a separate 30% chance for 1D2 couples looking at samples and asking advice.

NPC ENCOUNTERS: Various nobles looking for good (and hopefully free) advice are occasionally encountered in the main office.

SPECIAL OPTIONS: None.

FINE SILKS AND FABRICS (Fine silk and quality cloth) #XV-0045

OWNER: Adrielle Ilorim (#588), a lovely young elven woman of middle height, with long black hair. She appears frequently to be totally absorbed in her own thoughts, even when dealing with customers.

HOURS: 9:00am to 7:00pm.

EXTERIOR: A white walled building of large size on the Summ Plaza has a white sign with a well dressed elven female posed in a regal stance painted on both sides.

There are pictures of other elves on the walls of the building, between windows and doors; all appear to be dressed in shimmering fabrics.

INTERIOR: In a large warehouse full of bolts of cloth of all types, there are also many racks of pre-made clothing. There are dressing rooms for privacy (only three garments inside, please!), several sewing rooms, and an office where business takes place. Several young women appear to be helping various customers with fittings, and the selection of various lengths of fabric.

Price Range: (1-2) Fair, (3-6) High, (7-10) Costly.

Quality: (1) Fair, (2-6) Good, (7-9) Excellent, (10) Superb.

Outstanding Items: A pair of manacles is laying near the back door of the warehouse area.

Cash Box: In the office desk, there are two strong steel boxes 5" x 10" x 3" in size. Each has a Complexity 2 lock and a poison needle trap (saving roll against REF to avoid, saving roll against STM to counteract 12 levels of poison). In one is 1D20 x 1D20 GP in mixed coins, the other contains notes, papers, and ledgers covering 1D12 x 2D10 GP.

OCCUPANTS:

Staff: Adrielle is usually found on the sales floor or in her office; four assistant seamstresses work in the sewing rooms, while five salespeople wander the sales floor assisting customers. A dwarf accountant, Brikarn Mugin (#621), works in the office from 9:00a to 11:00am everyday. Among other duties, he forges for the indenturing papers that Adrielle uses for her illegal slavetrade (he is also able to sell his work to the Black Hand, since it is of such high quality).

Customers: Usually, there will be 1D10 customers, half of them couples, looking at clothing and bolts of yardgoods.

Loiterers: There are frequently browsers of almost all the races.

NPC ENCOUNTERS: None particularly; Adrielle's watchers are under instructions never to enter her shop.

FLOOR PLANS:

SPECIAL OPTIONS: See Erinhir, Scenarios.

TARMIALDA ("THE LOFT")
(Elven cuisine - par excellence)
#X-0048

OWNER: Skorindir Elengul (#586) - is the only elf in Haven with white hair.

HOURS: 2:00pm to 4:00am (the elves enjoy stargazing).

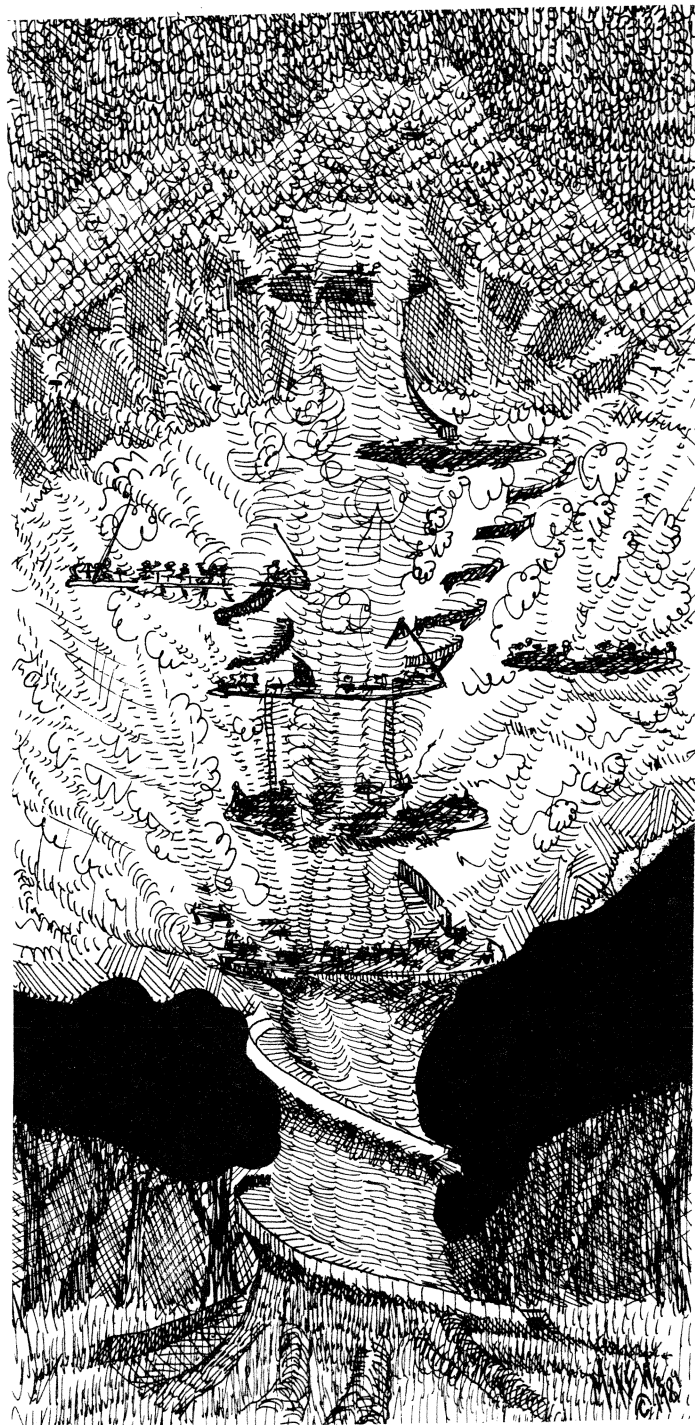
EXTERIOR: A 3,000 year old tree near Calenarth (the Meadow) has a wooden staircase winding around its trunk. Visible from the ground are wooden tables, chairs, and planked flooring about 30 feet up.

INTERIOR: The public "room" of the Loft is a labyrinth of branches and secluded eating areas, lit by elven magic (the inn seats up to 300). The center of the area is a circular bar and staircase set into the hollow area of the trunk, where food is prepared and drinks are mixed. (Any non-elf in the tree must be very careful to avoid losing balance while making sudden movements, a saving roll against CDN must be made to prevent falling, and, if missed, a saving roll against REF must be made to clutch on to a branch or limb. If drunk, a character's saving roll against falling are at discretionary penalties (see Gamelords' The Compleat Tavern)).

Price Range: The cuisine at The Loft is renowned throughout Haven. The prices are high, but worth every penny.

Quality: Superb, what else did thee expecteth?

Outstanding Items: None. When all is superb, how can any one be outstanding?



Cash Box: In the trunk of the tree is a large pouch with 1D20 x 1D20 GP in mixed coinage.

OCCUPANTS:

Staff: Along with Skorindir, who supervises the kitchen area most of the time, is his son Taurbardur (#590), called Taur by his friends, who works many jobs in the business. There will be one serving person (usually a half-elf, 80% female, 20% male) per 20 customers in attendance. The kitchen is manned by 4 master cooks, and a number of journeymen and apprentices.

Customers: An average of 60 customers can be found in the Loft in the afternoon, and at least 200 will be in attendance during the early evening hours.

NPC ENCOUNTERS:

SPECIAL OPTIONS: None.

LORIEN LEATHERGOODS
(Nice leatherwork and tanning)
#XV-0046

OWNER: Sindra (#622) is a master leatherworker, a slender elf woman of youthful appearance (after all, she's only 240, hardly out of her teens). She is in union with Raf Poul (#623), an associate of Nimrodel the shipwright.

HOURS: 9:00am to 6:00pm.

EXTERIOR: A pair of leather boots with an intricate sign reading "Lorien" hangs outside the front door. The building is a two level brick structure, painted light green, with a large front window and several other smaller windows.

INTERIOR: The first floor consists of a merchandise room, a leatherworking room, a dyeing room, and a large business office.

Price Range: High.

Quality: (1-2) Fair, (3-7) Good, (8-10) Excellent.

Outstanding Items: A lightly tanned but perfectly made leather jacket hangs in the front window. It bears the design of a strong dwarf with a pretty tavern girl slung over one shoulder (and a wineskin slung over the other); it is dwarf-sized and priced at 1,000 GP.

Cash Box: A leather bag lies on a shelf in the rear working area. It contains 1D10 x 1D10 GP.

OCCUPANTS:

Staff: Sindra makes most of the complicated clothing designs for customers who wish to purchase custom work. There are 4 youthful apprentices, one of whom is a level 2 thief trying to learn an honest trade, and a journeyman elf (#624) who does the less complicated leatherwork that Sindra has no time for. Raf Poul occasionally helps Sindra with the bookwork, when he has free time.

Customers: There are 1D4 customers in the shop on the average (nearly half of them will be elves).

NPC ENCOUNTERS: Mithule and Finsilivren Conindir, and Regin A'Queen.

SPECIAL OPTIONS: None.

THE SILVER STAR
(Exquisite dining and drinking)
#XV-0047

OWNER: Celebel (#625), called so because he has silvery hair and eyes as white as stars.

HOURS: 9:00am to 1:00am.

EXTERIOR: Over the front entrance, a wrought iron gate in a whitewashed brick wall, hangs a lantern with a many pointed crystal inside. During the dark hours the crystal glows magically.

INTERIOR: A clean-swept public room with a seating capacity of 100 persons comprises the major eating area. There is a bar, a kitchen, and several private rooms (for eating), as well as a sauna and bath area. Lanterns containing crystals hang over each of the tables, glowing like the sign outside the door.

Price Range: Fair

Quality: Good.

Cash Box: Contains 1D6 x 1D20 GP and is located in a kitchen drawer.

OCCUPANTS:

Staff: Celebel works in the kitchen with other cooks, primarily journeymen. There are several serving maids bustling about serving meals.

Customers: There is an average of 35 customers in the common room at luncheon; at suppertime, there is usually a wait of up to an hour for seating.

NPC ENCOUNTERS: At any given time, any relatively affluent person with a taste for good food could be met here.

SPECIAL OPTIONS: None.

PROFESSOR'S CHALLENGE
(Coffee House and games)
#XI-0049

OWNER: Theadus McKessin (#609).

HOURS: 10:00am to 10:00pm.

EXTERIOR: A quaint red brick building of one level has a sign displaying a silver armored knight on the back of a griffin outside its door.

INTERIOR: A large front room makes up the whole shop. There are old wooden tables and chairs, some booths, and a counter area. The shop seats 30 people. Anybody making the slightest noise within the shop front will receive a chorus of "shhhh!!" and very cold stares from the customers.

Price Range: Fair.

Quality: Good, if Theadus makes the coffee (35%) and poor if any other clerk makes it (65%).

Outstanding Items: Most of the tables have chess boards on them. Pieces may be acquired from the counter clerk.

Cash Box: A wooden box is in the only back room, where the coffee is stored. It has a Complexity 2 lock and contains 1D4 x 1D6 GP in assorted small coins.

OCCUPANTS:

Staff: Theadus, an old elf, works in the store on weekends and his two counter clerks Murfy (#610) and Gible (#611) work during the week. Theadus is a teacher at the College of Alchemy, the bungling professor type with spectacles and a nose-tuned voice box. He is the only surviving member of the Strathspey Regiment.

Customers: At any particular time, there will be (1D4 x 2) customers in pairs playing Haven's equivalent to chess. On firesday (just before the weekend) the store will have 1D6 x 1D5 customers, with the odd ones looking for a good game at a good bet (watch it! - most of these old guys know their stuff).

SPECIAL OPTIONS: None.

THE BENT PAGE
(All night bar)
#V-0050

OWNER: Arlog Gutray (#612), a fat, middle aged man with a thick beard and spectacles.

HOURS: 10:00am to 2:00am.

EXTERIOR: A stone building with a large window faces Lorien Street, the window bears a painting of a grey bearded scholar reading a book in bed.

INTERIOR: A large public room with a bar has several booths and tables. The place is clean swept and lit by wooden chandeliers hanging from chains. It will seat a maximum of 100 people. Beyond the drinking and gaming room, there are several private rooms (by reservation only, please), and another large room with several bunks for overnight guests.

Price Range: Fair.

Quality: Fair.

Outstanding Items: Arlog enjoys reading and has amassed a collection of over 500 books. They are in his private library near his personal quarters, which are on the second floor of the shop.

Cash Box: Each serving maid collects and holds her own tips. The main cash box is hidden under the bar, next to the bouncer. It has no lock and contains 1D6 x 1D8 GP in assorted coins.

OCCUPANTS:

Staff: Arlog works as a bar tender and supervisor until 11:00pm, when he is replaced by Poin Sestar (#613), a wiry student of the College of Physical Naturalism. There are up to 10 well endowed serving maids working

at night, they are well trained and prompt in service (they don't mind a little fun, either). The bouncer is Urb Brassknuckle (#614), a mean and tough Uruk Hai (when he hits, it's like he wears brass...no, iron...no, steel knuckles).

Customers: Folk that come here tend to be students and commoners from the Cauldron looking for a night on the town for a good price.

SPECIAL OPTIONS: None.

THE WIZARDS' STAFF
(A wayfarers' inn)
#V-0051

OWNER: Humbrey Staffcarver (#615) - a wizard who carves staves with ancient runes of power (he is a subclass of mage known as a Rune Binder, or Wizard - see Gamelords' Fantasy System for information), is a tall and husky man, and wears a blue robe and jewelry set with aquamarines (it is rumored that the silk of his blue robe is magically meshed with thousands of aquamarines).

HOURS: Round the clock; check out is at 11:00am.

EXTERIOR: A wooden sign with a large rune carved in it hangs over the entrance. The rune is understandable by any mage of level 3 or better, and translates as "Come peacefully, or leave piece fully!"

INTERIOR: There are 10 one bunk rooms, 6 two bunk rooms, and 2 multiple bunk rooms. The entrance room is a small dimly lit office area, where a clerk is seated. There are two bath areas for those who pay.

Price Range: High.

Quality: Rooms vary in quality as far as cleanliness and privacy are concerned: (D10) 1-2 = Poor, 3-7 = Average, 8-9 = Good, 10 = Excellent.

Cash Box: The clerk's desk has a steel box with a Complexity 1 lock on it. A rune of Invisibility is on the box, as well as a rune of Clamor (which will wail louder than a banshee if the box is mishandled). It contains 1D10 x 1D20 GP in assorted coins.

OCCUPANTS:

Staff: Humbrey rarely is seen on the premises of the inn, he spends most of his time in freelance rune binding and adventuring. There are 6 elves, hobbits, and dwarves of varying ages (young to elderly) who work full time and live for free in permanent rooms. Two desk clerks, both attractive half-elfen females, work after 10:00pm

Customers: The inn is rarely full of guests and will accept any who have wandered into the city. The majority of the customers are farmers of either hobbit or human race, or travellers who have just come to Haven and need a place to stay.

SPECIAL OPTIONS: None.

SPECTACULAR SPECTACLES
(Professional eye care and adjustment)
#V-0052

OWNER: Nima J. Neb (#616), and his quiet wife Nosi (#617). Both are opticians-extraordinaire, but they tend to use archaic methods of eye adjustment (it is rumored that they once electrocuted a blind man to restore his sight). Both of them wear their own product.

HOURS: 11:00am to 3:00pm.

EXTERIOR: A two story white building with a large sign by the front door that contains simply a large letter "E".

INTERIOR: Directly inside the entrance there is a small room with a receptionist's desk manned by Nosi. Beyond this room are several offices, examination rooms, and shops for making precision spectacles. The front room

is clean, as well as the examination areas, but the shop rooms are very messy and littered with strange tools, files, machinery, and glass dust.

Price Range: Fair/Outrageous. When a customer inquires the price of the spectacles, Nima tells him, "20 GP." If the customer doesn't flinch, Nima continues, "for the frames. The lenses are 25 GP." If the customer still doesn't flinch, Nima finishes, "each." An alternate pricing method involves a eye test chart with prices instead of letters (the prices get higher as the print gets smaller); the smallest line the customer can read is the cost of the spectacles - ranging from 5 GP to 120 GP.

Quality: Poor to Superb (GM's discretion, based on Nima's current hangover).

Outstanding Items: The procedure for eye adjustment takes several steps. After the extent of the problem is ascertained, the physical correction of the eyes is attempted (if the problem is not severe, a sample pair of spectacles is sold to the patient). When the eyes require great adjustment, customized spectacles are ground (3D3 weeks); if extensive damage must be repaired, an operation will be suggested (remember the electrocuted blind man?).

Cash Box: A wooden box, in a desk drawer with Complexity 2 lock, holds 2D6 x 2D6 GP in assorted coins. The key to the drawer is kept in Nosi's sash.

OCCUPANTS:

Staff: Just Nima and Nosi. When not in the shop, they are frequently out on the town getting sloshed.

Customers: Few and far between, and there is seldom repeat business.

Loiterers: There is one kobold (#618) who frequently peers in through the front window, squinting as if he has trouble seeing.

SPECIAL OPTIONS: Occasionally (10%) Nima succeeds in creating a pair of spectacles with the effect of a Far Vision spell. These increase the wearer's acuity of vision by 100% to 400% (2D4 x 50%).

* * * * *

SILKS AND SLAVERY:

Players' Information: The shop owned by Adrielle Ilorim, Fine Silks and Fabrics, has been under the scrutiny of the Thieves' Guild (as the object of a probable robbery) for some time. As a result of this, the guild has noticed that Adrielle (#588) has a second "business" - trade in human flesh. The guild has instructed its minions to case the shop, and then burglarize it. In the process, they are to take as much merchandise as possible, as well as any money from the cash box (as usual), and to search for any documents concerning the illegal trafficking of human cargo (for future blackmailing purposes, naturally!).

In addition, there seem to have been a high number of disappearances of travellers, although only those of human ancestry, in Haven; in most cases, these people were last seen in the vicinity of Erinhir, usually somewhere along Lorien Street. There appear to be fewer women missing than men. The numbers, in terms of the total population of the city, are not large, but the drain has apparently been reasonably steady over a period of several years. The nobleman whose daughter recently disappeared has alluded to the fact that she used to frequent the Loft in Erinhir.

GameMaster's Notes: Adrielle does hate humans, not all of them, just particular individuals, and with seemingly good reason. While a young girl, she was taken captive by slavetraders; transferred from owner to owner (among them a particularly vicious woman, who mistreated her terribly), she finally escaped and



succeeded in returning to her family in Haven. She has told no one of her plight, but she is very vengeful toward the slavers and many of her former masters, and wishes to capture and enslave those who first took her into captivity and those of her masters who were cruel to her. As she had no way of ever knowing where any of these slavers are currently likely to be, she instituted a watch by a group of henchmen for persons who appear to meet the descriptions of her captors.

Through the years since the lovely elven girl began taking her vengeance, many men and women who match the appearances of Adrielle's captors have been kidnapped and sold to slavers; rough look-alikes of Adrielle's sworn enemies were captured, drugged, and taken out of Haven under the cover of forged indenturing papers (which obligate the person described therein to a certain number of years of service, usually 7).

Adrielle has a problem at the moment. A young elf of whom she is quite fond has proposed union with her, and she is thinking that her vengeance is nearing

completion (she does not want Taurbardur Elengul (#590), her suitor, to discover what she has done). Unfortunately, the Black Hand, whom she has been using to expedite some of the sales of her victims, is loath to lose one of its more profitable sidelines, and is threatening dire consequences if she ceases operations.

If the scenario is that of the burglary, there is a fair chance that the Guild thieves will discover the Black Hand connection in the course of either the surveillance or the actual robbery attempt. In the cashbox, at the very bottom under the other papers, is a note about a meeting with Father Marco (the current leader of the Hand). Also, there is a 15% chance that a recognizable Black Hand will visit the shop on any given day.

Any human players who venture into Fine Silks and Fabrics might resemble Adrielle's captors; there is a 5% chance (1 in 20) that any given character may fit the description. If so, Adrielle will dispatch some of her henchmen to tail that player to his or her home, or to frequented establishments (taverns, inns, shops, etc.). A kidnapping attempt will normally be plotted, using a drug which reduces willpower to zero, concealed in a drink. For example, the character might be met by a man in a tavern, who strikes up a conversation, and offers to buy a round of drinks; there is a chance equal to the character's perceptiveness rating that he will notice the drugging attempt. If not noticed, the player will later awaken to the harsh reality of bond slavery.

Information on Adrielle's shop may be found in the shops section, under ID# XV-0045.

THE PROFESSOR'S DAUGHTER

Players' Information: Nimbel Harrock, a renowned alchemist of the School of Alchemy, has posted several signs around the Magic Street/Genius Park areas, which offers a reward for information concerning his daughter Jewl, a voluptuous young lady who has disappeared (within the last few weeks) from her father's home. He fears that she has been taken by bandits or kidnappers.

GM's Notes: Jewl was last seen in Adrielle's shop, Fine Silks and Fabrics, on Lorien Street (she was not, however, spirited out of the city by the slaving operation). She simply moved out of her father's house, taking a newly bought wardrobe, and has moved in with a master thief, Tryvart, a tall, handsome man she met in the Professor's Challenge (he likes to play chess), and subsequently fell in love with; she is certain her father would totally disapprove of her choice, so she has neither told him of Tryvart or her wish to marry him. They are accumulating the funds necessary to leave the city and purchase a small farm (Tryvart's boyhood dream). Jewl's best friend, Lalie Bulin, knows where she is staying and visits her occasionally, but will not inform Jewl's father until the lovers have left the city.

THE FREE CITY OF HAVEN

THE BOROUGH OF THE OUTLANDS - THE DWARROW

POLITICS, PERSONALITIES, AND LOCALITIES

The Dwarrow, home to the vast majority of Haven's dwarves, lies just to the east of the Iron Gate. It is bordered on the west by the city wall and on the north and east by a very steep incline (at the base of which is the River Dorian, and the hobbit community of the Dell). To the south the Dwarrow is bounded by the teeming merchantile traffic of the South Corridor and the conjurers and wizards who reside on Magic Street. The peculiar geography of the Dwarrow plays a significant role in the location of various families and businesses within the community. Dwarven merchants who wish to have contact with humankind set up shop in the southern boundaries of the section, but as one travels northward, the inhabitants become much less open to outsiders and more anxious to defend their privacy. The mix of peoples seen on the various streetcorners of the Dwarrow will reflect this difference.

With rare exceptions, the structures in the Dwarrow are made of stone or brick, and have only 1 aboveground story. Additional floors are built underground, and the number of subterranean floors a dwarven building possesses is considered an excellent measure of the owner's financial stature. The open spaces surrounding the buildings are frequently adorned with statuary or terraced rock gardens and there is very little greenery about, in sharp contrast to the elven and hobbit neighborhoods. The Dwarrow's layout also emphatically illustrates the dwarven love of order and consistency, for this is the only section of Haven in which the streets were laid out in absolutely symmetrical fashion.

There is considerable political discontent within the Dwarrow at present, for the dwarves feel they have been ill-treated by the Guild organizations. Unrest is greatest by far within the metalworkers of the Artisans Guild, who previously had a dwarven Master, but now chafe under the leadership of Salvatore Cellini, an overbearing man who has sharply criticized the dwarven craftsmen as "too dull and staid", and greatly reduced the share of dwarven goods exported on Guild-organized trade caravans. The disgruntled craftsmen frequently meet at the Delver's Trove tavern to air their grievances; unfortunately, there is a great deal of dissension between these artisans about what sort of course should be taken, and the meetings seldom produce a coherent plan of action. Some of the dwarves look to the Young Stallions as the solution to their problems, and have given the Stallions monetary support; others feel that it is Cellini himself, not the Guild rule, that the dwarves should be fighting against, and have engaged in reprisals against Cellini's personal business interests (many of which have been of dubious legality). The problem is a constant topic of discussion all over the Dwarrow (though most of the residents will speak with less candor if there are non-dwarves within earshot), and virtually everyone has an opinion about what should be done.

Otherwise, the consuming interests of the merchants of the Dwarrow are the same as those of any other dwarven community; making money and finding a mate (probably in that order). Dwarves, as some of you readers may have already noticed from your own



campaigns, are notoriously hard bargainers, willing and able to squeeze every last copper of profit out of a sale. It is also generally true that a dwarf will charge a member of his own tribe (there are seven tribes- Iron, Stone, Mountain, Lowland, Gold, Deep, and Durin) less than he will members of the other dwarven kindred, and that he will charge non-dwarves a still higher price for the same goods and services. (These tendencies are duly noted in the popular tourist book, 500 Useful Dwarven Phrases, which lists the following translations under the heading titled Trade: How much does that cost?; No, really, how much does that cost?; and Are you out of your mind?) In the shop descriptions that follow, a shopkeeper's tribe will be noted if he provides discounts to fellow tribesmen; the two numbers listed immediately after his tribe will be the % discount provided to fellow tribesmen, and the percentage markup applied to sales to non-dwarves. (If player-character dwarves need to determine their tribal affiliations, the GM may allow them to choose their own heritage, or roll a D100 against the following table (TRIBAL TABLE)).

Dwarven Tribes	
01-10	Iron
11-20	Stone
21-34	Mountain
35-36	Deep
37-54	Gold
55-76	Lowland
77-00	Durin

Due to the peculiar genetic make-up of the dwarven race, male dwarves have always greatly outnumbered their female counterparts, even in the eras of the great Dwarf-Goblin wars when male dwarven warriors fell by the thousands. In Haven, the ratio of male to female is better than in the underground cities, but is still about 3 to 1; thus competition for brides is fierce, and the men fortunate enough to find brides tend to

pamper them and guard them rather jealously. Most of the women accept tradition and submit to this treatment (although in actual fact most are quite capable of taking care of themselves in a physical confrontation), and lead very domestic lives, seldom going outside the boundaries of the Dwarrow (and almost never appearing in public without their husbands). Those that insist on pursuing their own careers (and there are a much larger number here than in the very closed underground communities) are tolerated by most, but viewed as somewhat strange by the menfolk. Visitors to the Dwarrow would be wise to act circumspectly in undertaking affairs of the heart; for there are few available women, and many suitors, and fewer still who would take kindly to an outsider making off with one of these treasures.

* * * * *

GM's Notes:

Unlike many of the other races, who prefer to keep their cultural heritage secret from outsiders, the dwarven ego is great enough so that they are very pleased when non-dwarves conduct their dealings in the dwarven tongue. Thus, to promote greater interracial harmony, we are pleased to offer the following brief glossary of common dwarven words:

Alter - High
Ard - Metal, ore
Arn - Son of
Bek - Mine
Berg -

Ground level (literally translated, it means up to a dwarf, who thinks of underground as normal depth). [Bergalter - Above ground level (used for hilltops, mountains, top of tall buildings, etc.).]

Berger - An aboveground dweller; generally used in a derogatory context.

Bhatt - to fight
Delve - Home
Dhum - Fool
Ein - Lost (enim - to lose)
Erb - City
Fast - Fortress, stronghold
Gehn - More
Gliss - Jewels
Hol - Rich, wealthy
Ithan - South
Khuz - Rock, stone
Klek - silver
Kravvs - to want, desire
Larg - long
Oyik - Water
Myn -

Gold (For those of you who always wondered why dwarves always seem to be leaping headfirst into treasure chests, screaming "Myn, Myn, Myn!")

Ne - No
Ob - Brand new
Orban - Northern
Pheh - Goblin
Skorr - to cheat, sucker
Stark - Iron
Trau -

Poor (Said to be derived from traurig, meaning sad; to a dwarf, what is sadder than being poor?)

Trenn - to barter, trade
Trodd - Avenue, walk (trodd - to walk)
Vaey - street (vek - which way?)
Ye - Yes
Yikk - Water

Major Families:

As a race, dwarves are generally much too individualistic for a family to remain cohesive enough long enough for it to amass much power. Extended dwarven families are usually just a good excuse for having a big dinner once a year; however, the nuclear family is very important (albeit, not very powerful). Although some extended families seem to be more solid than others, they still do not tend to work together toward a common goal; instead they work alone - together.

NPC Encounters:

The Brotherhood of the Broken Blade

The Brotherhood are a group of older, experienced dwarven warriors, who hold in their possession the shards of the legendary Singing Sword of Truth, Waarmite; they seek the dwarven man or woman fated to make the weapon whole again, and to free the ancient dwarven stronghold Arkendelve from its domination by a stalker from the netherworld (see The Heights, Scenarios). The Brotherhood may be encountered all together, at their semi-regular meetings at the Stone Hammer inn; its individual members may be found at their various places of business. However, if a dwarven player is an experienced (Veteran or Elite) fighter, and makes more than one appearance in the Dwarrow, he will probably not have to seek them out, for the brothers are likely to be already searching for him.

The details of Waarmite's legacy, and the possible expedition to Arkendelve, are presented in the Scenario description on the Broken Blade; thumbnail profiles of major figures of the Brotherhood are provided below, to guide the GM in handling initial encounters.

Coppin Oxblood (#501) - Leader of the Brotherhood, Coppin is a rugged-looking fellow, with a weatherbeaten face, and part of his right ear missing (a souvenir of a barroom knife fight in his younger days). Coppin is one of the few members of the Brotherhood who still earns his living with his sword; he still accepts guard and mercenary assignments, provided they do not last longer than 3 months duration. He visited Arkendelve in his youth, and has strong memories of the great Halls, and the massive smelters rumbling deep in the bowels of Mount Thaare; it is his steadfast perseverance that keeps the Brotherhood going in its darkest hours of disappointment. Coppin is certain that the dwarf fated to possess Waarmite will be a great fighter, and is hopeful that he will also be of noble blood (and thereby likely to resettle Arkendelve and rebuild its greatness); he is adamantly opposed to letting those who are not fighters handle the broken blade, for he believes they sully its greatness.

Tolbin Ironhand (#502) - Proprietor of the Stone Hammer, Tolbin is the de facto leader of the group when Coppin is out of town. Tolbin is perhaps the most persuasive orator of the group, and is often the one chosen to convince a recalcitrant candidate to test his destiny. For his own part, he is certain that Nithri Griffinrider, the reclusive dwarven warrior who refuses to touch the blade, is the chosen one, and the two often engage in vociferous arguments at the Stone Hammer.

Sikki (#503) - An assistant weapons trainer at Eldri's establishment, Sikki often has the chance to watch potential candidates in action before he approaches them. Since Sikki himself is of common parentage, he believes the soothsayer's ancient words that the chosen one will be a commoner, "pure of heart and willing to let the sword guide his hand". Given the opposition Coppin and many of the others show to this theory, however, Sikki can only rarely get the opportunity to

put a commoner or inexperienced fighter to the test; once previously he was caught and sharply reprimanded by Coppin, and threatened with expulsion from the Brotherhood if he was caught a second time.

Sombur (#504) - The youngest of the Brotherhood, Sombur is an assistant cabinet-maker with little battle experience; his two older brothers were lost on the last ill-fated expedition to Arkendelve, and he has sworn to avenge them (an oath the Brotherhood felt they had to honor). Sombur is anxious to attain that vengeance, and will react with rabid enthusiasm if a candidate should arouse any sort of reaction from the blade (including the brief and insignificant flicker described in the Broken Blade Adventure outline). Though cooler and wiser heads will prevail when the Brotherhood's next meeting is held (and it may be an emergency session, if the young dwarf has succeeded in arousing the community's fervor), the candidate may experience several days of hectic notoriety as a legacy of his meeting with Sombur.

Kynnik (#505) - A greatly renowned warrior, and the best fighter amongst the brotherhood by far, Kynnik became fascinated with the saga of the blade some years ago, and sees the ultimate rescue mission as a way to engrave his name in the history books forever. In large part because of his overweening personal ambition, Kynnik was highly disappointed when the blade failed to respond in his hands. (But of course his impure motives doomed him before he tried) Despite this failure, his brain swarms with schemes to use the eventual "chosen one" as a tool to gain the highest glory for himself. Coppin and Tolbin both suspect Kynnik's motives and keep a watchful eye on him, but they believe the Brotherhood cannot afford to lose a man of his fighting skill. Kynnik will never be the one who initially brings in a candidate to take the test; but he may play a pivotal role in the actual expedition, and will try to make himself the trusted best friend of the person who finally lays claim to Waarhite.

The Disaffected Artisans

A second group of individuals who are likely to come into contact, either singly or as a group, with visitors to the Dwarrow are the disaffected artisans seeking to increase their role in the political life of the city. They can frequently be encountered together at the Delver's Trove tavern, or in one another's shops; they are also the Dwarrow residents most likely to be encountered abroad in Haven, pleading their case with other interest groups unhappy with the current pattern of Guild rule. Depending on the player's affiliations, encounters with the artisans will take one of three forms (regardless of the particular artisan encountered):

1. If the player character is a dwarf from a Guild or Merchant background, he will be asked to join the group at their next get-together to discuss their common problem.
2. If the player character is known to be affiliated with the Guild leadership, the artisans will levy some sort of verbal attack at him - ranging from cajoling him to switch sides to threatening his continued safety if he does not.
3. If the player character falls in neither of the above classes, the artisans will try to rally him to their cause, and to convince him to contribute any monetary or political clout he possesses to this struggle.

What will differ in these encounters, depending on the particular artisans being spoken to, is the actual course of action being proposed, and the degree of risk to which the player-character is expected to subject himself.

If the player encounters Duumin (#506, see Apex Metalworks), Borin (#507) the clockmaker, or Malakki (#508) the jewelsmith, the artisan's ire will be directed exclusively at the Cellini family, and the support requested will consist of some sort of direct action against the Cellini's (anything from a boycott of his products, or to defeat of one of Salvatore's pet political initiatives, down to downright vandalism or sabotage; the more these dwarves feel they can trust you, the nastier the suggestions get).

If the artisans encountered include Konig (#509) the Master Armorer, Zaubel (#510) the jeweler, or Vassig (#511) the metalworker, their objectives will be to raise support for the return of the aristocracy to power in the city. The player character may be asked for either overt (participation in a rally, signing a petition) or covert (financial contribution, and invitation to a secret planning meeting) support of this cause. If the player-character is himself of noble blood, any NPC encounter initiated by the artisans would almost certainly be made by members of this royalist group.

It is possible that, if a player allows himself to get involved in the more violent schemes of the unhappy artisans, he may be contacted shortly thereafter by Tacobur (#512) the artisan or Bethli (#513) the smelter owner. Both of these wealthy dwarven merchants take a neutral stance in the Guild-Noble conflict, and seek to keep matters peaceful. Both dwarves have well-placed connections around town which make it worth a player's while to disengage himself from such illicit activities, if either feel the contemplated action is important enough to pose a real danger to the city's political stability.

Other NPC's

A. Gori Greataxe (#514) - A small bespectacled dwarf who runs a small print shop in the Dwarrow, and publishes a weekly newsletter featuring local news and gossip called The TeaSeR. Most of the TeaSeR's readers buy it for the well-drawn cartoons contributed by various local artists; nonetheless, Gori uses the newsletter as a vehicle to pontificate about his pet peeve, the absence of bearded dwarven women in Haven. Gori swears that there is a dwarven city near the borders of the Namori Empire where such bearded beauties dwell, and has actively been trying to organize an expedition to bring back some as wives. Most of the older dwarves view these claims with skepticism, but Gori has developed quite a following among the younger males of the Dwarrow; it is also rumored that Brown Treebeard, the proprietor of Martin Metals and a regular advertiser on the back page of the TeaSeR, has donated a substantial sum of capital to finance the expedition.

Nithri Griffinrider (#515) - An extraordinary enigma, Nithri was orphaned as a youth when his parents were ambushed and murdered by brigands as Nithri crawled unnoticed from their burning wagon. He grew up on his own in the mountain wilderness, living simply and learning the ways of the beasts. In later years he became restless, as the dwarven yearning for gold grew within him, and ventured back into the cities of man. Now, he makes a living as a solitary soldier of fortune, coming to Haven from time to time to glean information about new opportunities for lucrative adventures that he can pursue. He remains suspicious of his fellow man, and keeps his own counsel; he will not voluntarily put himself in a position where he is responsible to, or for others (hence his unwillingness to touch the Broken Blade). He also remains a master of wilderness lore, an expert tracker, trapper and mountaineer. He has wrestled a grizzly barehanded and been victorious, and flown on the back of a legendary griffin - yet one will learn of these feats only from



others, for Nithri has no love of fame, or desire to impress anyone with his skills. He dislikes royalty, and people of pretension, and has never shown the slightest interest in women of any race - if there is any way to stir his heart, no one living in Haven knows of it.

Kobri, the Outcast (#516) - A spare, dark bearded dwarf with a sharp tongue and a ready wit, Kobri operates a small cobbler shop located near the northernmost end of Magic Street, at the very edge of the Dwarrow. Kobri found a unique, and to most of his dwarven peers repulsive, solution to the problem of finding a spouse; he married a goblin woman, a very young apprentice mage named Zbyssso (#517). His marriage has thus far been a happy one, despite the constant taunts that he must endure from his neighbors. Indeed, he has not succumbed to the social pressures of the community at all, and visits freely around the Dwarrow both with and without his bride. He wears a bracelet of semi-precious stones intertwined among strands of his love's hair; if he is threatened on the street, he will wield the bracelet as if it were a magical weapon (thus far, fortunately for Kobri, nobody has called his bluff). He is friendly to any who ask his assistance, and offers freely of his hearth and home - needless to say, however, those that accept such hospitality do not exactly move to the top of the dwarven hit parade.

Bambur, Tobacconist
(pipes, weed, and accessories)
#Ia-0001

OWNER: Bambur - (#518, Lowland, -10%, +50%) is a very rotund dwarf with a long reddish beard and large ears; Bambur is a rather garrulous fellow, prone to seriously overselling the quality of his wares. On a patron's first visit to the shop, Bambur will offer to let him sample a prospective purchase (test smoking a particular tobacco, or a new pipe); on future visits, this privilege will only be extended if the character actually made a purchase on that first occasion. Bambur has an excellent memory for names and faces, and can recall almost any customer that passes through his shop on a given day. When he is not smoking his well-used briar pipe, he is usually eating.

HOURS: 9:00am - 6:00pm

EXTERIOR: A small stone building with a large plate glass window in front, behind which is a two-tiered counter upon which a variety of pipes, pouches, tinder boxes, and humidor are displayed. (The window is

enchanted with a variant of a Magic Mouth spell known as the Screaming Banshee; if broken, it will emit a horrific shriek at 10 second intervals until the magical charge expires - total duration about 5 minutes). A sign in one corner of the window reads "Yes - We Have Drumhold Glen Tobacco". Bambur's name is etched in a bronze panel set in the heavy oaken door.

INTERIOR: Both side walls are lined with more of the same wares, and large, labelled glass jars filled with various blends of tobacco (The alert browser might note that none of these containers, strangely, bears the legend Drumhold Glen). In the rear of the room is a desk littered with loose tobacco and by afternoon, food remains, behind which the proprietor sits. At the absolute rear of the room is a wooden staircase that leads down to Bambur's living quarters.

Price Range: Fair/High

Quality: Poor/Fair

Outstanding Items: Bambur's selection of pipes and tinderboxes include the stylish as well as the functional; there are pipes in the shape of dragons and serpents, and boxes made of ivory or inlaid with mother-of-pearl. Dwarven tobaccos tend to have a good bit harsher taste than hobbit pipeweed; anyone sampling it for the first time must make a STM saving roll, or succumb to a rather nasty coughing fit (providing great entertainment to any dwarves present in the shop). On the positive side, these tobaccos tend to burn less rapidly, so that a supply of it will last the user about 50% longer than a similar amount of normal pipeweed. The best of the dwarven tobaccos is universally agreed to be Drumhold Glen; it costs about 3x more than any other blend in the shop, and is worth the difference. Bambur keeps his supply of it under lock and key, in the bottom left-hand drawer of the desk.

Cash Box: Also kept under lock and key, in the right-hand desk drawer; Bambur keeps both keys on a ring with about 20 others, most of which are obsolete precursors that fit earlier locks. (The key ring almost always remains in his pocket when not in use; 2% chance it is left out in the open). Cash box contains 4D20 GP in coins, and 7D100 GP in small gems.

OCCUPANTS:

Staff: Only Bambur.

Customers: 70% chance of 1D4 patrons in the shop at any time; most will be chatting loudly with Bambur in the rear of the room, pipes in hand; the most common subject talked about is women (politics is rarely discussed here).

NPC ENCOUNTERS A. Gori Greataxe, Thrivin the money lender.

The Stone Hammer
(Good Brew - Good Stew)
#IV-0002

OWNER: Tolbin Ironhand - (Durin, -20%, +20%; adjustments made to room prices only). Tolbin arn-Kali is a broad-shouldered, robust dwarf with a well-kept beard and thinning hair. He bought the Stone Hammer five years ago, after thirty years as a mercenary and adventurer. He still maintains his fighting skills with a few hours of training each week at the Salle d'Armes of Eldri the weapons teacher, and is not a man to be trifled with in the event of a barroom altercation. Many of his old adventuring companions stay at the Hammer when they visit the city, and the inn is an excellent place to find out information about expeditions leaving Haven in search of riches and glory. Tolbin himself yearns more than occasionally for his old lifestyle, and plans on joining the party that accompanies the reformed Broken Blade back to Arkendelve.

HOURS: 11:00am - 2:00am (The doors at the bottom of the stairs are bolted from the inside at 1:00am, and these bolts are locked in place from closing time until Tolbin rises at 8:00am).

EXTERIOR: A fairly large granite nativity creche contains three stone statues of dwarves, in various mining poses, surrounding a metal cart filled with many chips of sparkling glass. Above the creche is a marble sign with the legend carved in the stone - The Stone Hammer - Fine Food and Drink. Two stairwells, one on either side of the nativity, lead down to the tavern.

INTERIOR: The tavern comprises the first underground floor, and consists of four rooms - 1) a large common room filled with long benches, with two roaring fireplaces on its east and west walls, and two bars, 2) a smaller dining room, with its own fireplace and eight tables (seating for 48), 3) the kitchen, and 4) a small private meeting room, kept locked under normal circumstances; the room may be rented by anyone, and is sometimes used for meetings of the Brotherhood of the Broken Blade (see Dwarrow, Scenarios).

On the next floor down, there are six sleeping chambers - two private rooms, and 4 rooms sleeping up to 4 each, Tolbin's own two room suite, and a liquor storage area. There are two connecting stairways to this floor; one in the common room, and one in the corridor that runs between the kitchen and the private meeting room.

Price Range: Fair

Quality: Fair

Outstanding Items: The Hammer offers filling, hearty food and drink for a fair price; its rooms are well-kept and clean, but are rather small, and no bathing facilities are available (All the beds are dwarven size, except in one of the 4 person rooms).

Cash Box: Behind each of the bars, there is a slotted hole that empties into a metal box which is locked into place. Tolbin will remove these boxes at the end of each evening, and transfer the contents into a secret, well-trapped compartment concealed in the floor of his bedroom. Each box will contain 5D10 GP in coins by the end of a day; Tolbin also carries 10-20 GP in silvers and coppers in his apron pockets (to make change with).

OCCUPANTS:

Staff: Pallinar (#519) - The former owner of the inn, Pallinar was forced to sell the Hammer to raise money for the treatment of his invalid daughter Arabel. He still works at the inn several nights a week, and lives a few buildings away. He is a grim, joyless man, whose liveliness was snuffed out on the fateful day his daughter suffered her crippling accident in a fall; he blames her injury on his own inattentiveness, and no one (not even Tolbin, who has tried repeatedly) can comfort him. Since the accident, he cannot abide to see others engaged in frivolous horseplay, and will unleash

a violent outburst at anyone involved in such actions.

Customers: 3D8 during the afternoon hours, and 4D20 during the evening; the crowd tends to be very boisterous. There is a 40% chance on any given day that all the rooms in the Inn will be rented out by sundown, and a 15% chance that one of the roomers will be an old traveling companion of Tolbin's. About 75% of the patrons will be dwarven, but non-dwarves should not feel uncomfortable here.

NPC ENCOUNTERS: Nithri Griffinrider; Mahti, Enchanter; Eldri the weaponmaster -

Mahti, Weaponeer
(Weapons of Power)
#IV-0003

OWNER: Mahti - (#520, Durin, 0%, +150%) is a husky dwarf of middle age; he is soooo ugly that he keeps his face hidden from the world behind a bejewelled golden mask. He is quite an experienced adventurer, and still is interested in an occasional venture, if it is lucrative enough (i.e., if there is the promise of potent capturable magical knowledge at the end of the line). As a party member, and in daily social intercourse, Mahti is highly opinionated and frequently borders on the obnoxious; he is not overly fond of non-dwarves, and has an impressive array of insults for almost every race inhabiting Portal. However, he is fearless when the chips are down, and would carry with him a vast arsenal of mystical power.

HOURS: 8:00am - 4:00pm (Evening visits may be arranged by appointment, at least 24 hours in advance.)

EXTERIOR: A large rectangular brick structure, about 40' long and 80' deep; its walls are very thick. There are small round windows on either side of the heavy oaken door; behind each is a small velvet-lined case, filled with a diorama of figures in full battle dress, squared off in fighting poses. Every 15 seconds or so the figures shift position, as their flashing weapons exhibit a variety of arcane powers; the whole effect is a very stunning (and sales inducing) visual display.

INTERIOR: The shop is divided by paneling into over a dozen partially open cubicles; in each there are an array of weapons and arms and paraphernalia, all carefully labeled as to their powers (but without marked prices). A number of small metallic, sword-wielding spheres move irregularly through the cubicles; they keep an eye on the proceedings but also provide entertainment, for whenever they cross paths they launch into a mock combat. In the rear of the shop are two wooden doors; both are normally barred. The left hand door leads to a weapon testing chamber, which is protected by a limited Null Magic Shield that greatly reduces the power of the enchantments encased in the weapons. The right hand door leads into Mahti's enchanting chamber, which is filled with magical tomes and paraphernalia (and has a magical charge placed on the door which, if opened by any hand save Mahti's, cuts loose with an arcane assault that feels like the electrified barbed wire fence, the killer guard dogs, and the pool of piranhas all rolled up into one).

Price Range: Costly and Outrageous

Quality: Excellent

Outstanding Items: GM's discretion - there is much potent magic here, with prices to match.

Cash Box: Who cares? Enchanters - especially high level enchanters - don't leave money in places where mortal men can get at it.

OCCUPANTS:

Staff: Only Mahti

Customers: A steady stream of fighting men (between 8 and 20 at any one time); about 1/2 to 2/3 of these will be wistfully browsing rather than buying

NPC ENCOUNTERS: Almost every high level fighter in the city has visited here at one time or another.

Konig, Master Armorer
(Protection with Strength)
#IV-0004

OWNER: Konig - (Durin, 0%, +30%) is an embittered man, seeking to wreak vengeance on the cause of his unhappiness. He and Valli, the armorer located just up Ard Street and his former friend, wooed the same dwarven woman, who finally chose Valli. Konig is certain that Valli used some trickery or enchantment to secure Soranal's love, and has sworn to drive his now enemy to bankruptcy, and has drastically lowered his prices and hired large numbers of additional help to do so. With so many new employees, Konig's usual level of quality has fallen somewhat, but has not decreased so fast as his prices. Konig also has a shop in the Arcade and the proceeds from that enterprise help him to continue this brutal price-cutting war.

HOURS: 7:00am - 10:00pm

EXTERIOR: A large square building of stone. In the front, their feet set into stone bases, are three suits of finely honed armor of chain-mail, scale, and plate. The great helm accompanying the set of plate armor is decorated with a large pair of wings. A set of double doors lead inward, and are wide open during business hours. Currently, there are always 2-4 assistants walking the street in front of the shop, talking up the great sale prices available within, and emphasizing Konig's reputation for craftsmanship.

INTERIOR: Within, all is a flurry of activity; in the main room, several more suits of armor are on display, and Konig's assistants are busily fitting customers. In the back, a curtain divides the showroom from the work area, and the sounds of hammering, buffing, and welding echo through the shop from the rear.

Price Range: Normally Costly, at present Low/Fair

Quality: Normally Excellent, at present Good/Excellent

Outstanding Items: Konig specializes in making armor of great strength. For a cost of 3x his normal rates, he can make a suit of chain armor that absorbs 4 hits of damage per successful blow (instead of the usual 2 hits), or plate armor that absorbs 6 hits per blow. These special items are not in Konig's current price war.

Cash Box:

OCCUPANTS:

Staff: Konig and four assistants, journeymen armorers who are glad for the opportunity to work with him.

Customers: The news of Konig's campaign has begun to spread through the city, and the crowds at his shop are increasing by the day. The process of attracting a free sales clerk during the heaviest hours of traffic (from 11:00am - 1:00pm, or 4:00pm - 6:00pm) can become quite hectic, and one or two fistfights have occurred on the sales floor.

SPECIAL OPTIONS: None.

Valli, Armorer
(Protection with Comfort)
#IV-0005

OWNER: Valli - (Lowland; -15%, 0%) - is a fairly plain-looking dwarf, with a prematurely greying beard and a perpetually harried look; he is an innocent victim of Konig's suspicions (in fact, the lady Soranal chose Valli because she recognized the malicious streak in Konig's temperament). Regardless of the unjustness of the persecution, however, Konig's practices have taken a great toll; Valli has been forced to cut prices even lower to compete at all with his more renowned foe, and his business has suffered to the extent that he has had to release a substantial portion of his staff. These days, he has begun to view his situation as hopeless, and is strongly considering closing down and moving to another city with the somewhat meager

fortune he has remaining. His late hours are beginning to take their toll, and there is a 20% chance any armor personally made by Valli will be seriously flawed in some respect.

HOURS: 8:00am - 8:00pm (Valli, however, can often be heard working until 1:00 or 2:00am).

EXTERIOR: A long, not particularly deep shop, made of brick. The entire eastern half of the storefront is a full length pane of glass, behind which stand armored mannequins in various fighting poses. A sign in the window says "Why Buy Armor That Looks Good in a Trophy Case - When You Can Buy Armor You Can Fight In With Comfort?" A smaller, hastily scrawled sign tacked below it says "Lowest Prices Ever". The wooden front door of the shop is ajar.

INTERIOR: Here, too, there are bustling crowds, though the waiting lines seem a bit longer, and there are few employees in sight. A sandy, railed-off area, formerly used by staff wearing full armor to demonstrate their malleability and protective value, lies unused.

Price Range: Normally High, at present Low.

Quality: Normally Good, at present Mediocre/Good

Outstanding Items: As the sign implies, Valli's specialty is making chain armor that provides normal protection, but inhibits its wearer's activities less. For 2x his normal rates, Valli can make a suit of chain that does not reduce characters' CDN when worn, and reduces REF by only -1 (normal penalties are -1 and -2 respectively).

Cash Box:

OCCUPANTS:

Staff: Fertik-(Lowland) has worked with Valli for 22 years, and is very loyal to his employer. Knowing the seriousness of Valli's plight, Fertik has thought about the situation, and concluded that the only way to save Valli's shop would be to kidnap Konig and somehow convince him of the error of his ways. Fertik has talked to the Thieves Guild about this, but they categorically refused to take on such a job; he is now discreetly looking for an independent band of rogues that might be willing to perform the deed.

Customers: Valli's establishment still does a fair amount of business, but at a cost that barely pays him back for his materials and employee expenses. The wait to get fitted for a suit of armor can range from 10 minutes to 2 and 1/2 hours; for the most part, the fellow customers sharing these lines are congenial, and a great deal of gossip (a fair portion of it concerning this situation) is passed through the crowd over the course of the day.

SPECIAL OPTIONS: None

Martin Metals
(Quality figurines)
#IV-0006

Brown Treebeard (#524, Iron, 0%, +100%) is the owner of this shop, which makes miniature pewter figurines, depicting dwarves in a variety of labors (including a number of fighting poses), and a number of real and legendary beasts. The shop is the only two-story aboveground structure in the Dwarrow, and most of its neighbors view Brown and his employees as almost dangerously eccentric. Strange rumors abound that these figures sometimes move by themselves, acting in character with the form they depict (these rumors are, of course, unconfirmed, but anyone trying a figure of a dwarven thief or assassin is just asking for trouble, in my opinion). The shop advertises regularly in A. Gori Greataxe's newsletter, and there are also rumors that Brown is financing A. Gori's proposed expedition to find the bearded dwarven women (see Adventure Possibilities-The Dwarrow).

Price Range: High

Quality: Fair

Meydal, Matchmaker
(Wife, with no strife)
#Ia-0007

Meydal (#525, Stone, -25%, no dealings with non-humans) is an old, cronish dwarven woman who will attempt to arrange marriages for lovelorn male dwarves. The prospective suitors must pay 50% of the base fee up front, and agree to reimburse Meydal for any major expenses (travel, gifts) she incurs during her search. She employs a regular network of 10-12 informants (mostly young dwarven men in their thirties and forties) who keep her informed of events in the Dwarrow; frequently, however, a bride must be imported from outside the city. An applicant's monthly percentage chance of finding a bride are equal to $1/3 \times \$MAG + APP$, discounting racial adjustmentst + 1% for each 1000 GP he is willing to offer as a dowry.

Price Range: Outrageous

Quality: Fair

Golbur, Gem Appraiser
(Fine Stones Traded and Sold)
#IV-0008

Golbur (#526, Deep; -10%, +50%) deals in both cut and uncut stones, purchasing them mainly from adventurers fresh from a dungeon haul or from estate disbursal auctions, and selling them to travellers who wish to carry their assets in a light, easily convertible form. Golbur is very good at discerning his customer's knowledgeability about gems and gem lore (90% chance he can tell if the customer is trained in jewellery or not). He will deal with those who know jewelry on a completely honorable basis; but will try to cheat a novice, and may even try to switch a worthless gem for a valuable one of the same type if circumstances seem propitious. Golbur dresses rather foppishly, in brightly colored clothing of golds, reds and oranges; he has a personal weakness for gems of the same shade, and will pay 10-20% more for these stones than he will for others of the same quality (his preference should be noticeable to an attentive customer, who could exploit this knowledge in future visits).

Price Range: High

Quality: Good

Tambel, Sculptress
(Busts and more)
#IV-0009

Tambel (#527, Durin, -20%, 0%) is a quite comely female dwarf of middle age, with very long golden hair. She is totally blind, and sculpts busts by feeling the contours of her subjects face. Though she is able through this means to replicate a persons features fairly accurately, her real talent stems from her empathic ability to sense the emotions of her subjects, and to capture that inner being in her works. She is always accompanied by an enormous brown dog, Lokja, that has a pair of small antennae protruding just above its ears; the dog has the ability to teleport itself and Tambel up to a mile in any direction, if it senses its master being threatened. Tambel has a loyal suitor who is often in the shop named Benngrimm (#528), a very misshapen, ugly dwarven warrior who possesses tremendous strength (albeit little brain); she will not marry him for she feels she is unworthy.

Price Range: Fair

Quality: Excellent

Stammrig, Bootblack
(Boots, and Other Footwear)
#Ia-0010

Stammrig (#529, Mountain, 0%, +20%) makes work boots and war boots of fine leather, built to endure hardship and rough terrain (roll D10 for any pair purchased to determine their endurance value compared to other boots: 1-3, no change; 4-6, last 10% longer than other boots; 7-8, 20%; 9, 30%; 10, 50%). Stammrig and his wife have sired three children, all of them amazingly daughters, and now of marriageable age. They will frequently be seen around the shop, or in the open courtyard behind the shop; Stammrig watches over them with an extremely jealous eye, and tries to keep them totally shielded from suitors (he is hoping to marry them off through Meydal, and to secure dowries large enough to greatly advance his families position in the community).

Price Range: High

Quality: Good

Malakki, Jewelsmith
(Gemcutters and Admirers)
#IV-0011

Malakki (Stone, -10%, +10%) and his four assistants cut and facet gemstones, and are highly renowned for their precision. There is a high demand for their services, and new commissions (especially if from private citizens rather than traders of Guild jewelers) will take 2-4 weeks to complete. Malakki is honest to a fault but very paranoid; he keeps his backlog in a huge concrete storage vault and has five guards permanently on the premises. He deals infrequently with non-dwarves, and even more rarely with travelers; he and his staff know little useful gossip.

Price Range: High

Quality: Excellent

Eldri, Weaponsmaster
(Training and Exercise)
#Ia-0012

Eldri (#530, Iron, 0%, +75%) is a talented, expert fighter who is qualified to teach any axe or hammer weapon, as well as the bastard and broadsword. He is capable of training a fighter to a level of normal weapon skill in 6 weeks (i.e., 25% faster than a normal weaponsmaster); unfortunately, unless a character establishes himself in early practise sessions as a highly talented warrior, he will be trained not by Eldri, but by one of his two assistants, Novig (#531) or Sikki (at the normal learning rate of 8 weeks per weapon). Eldri can also train fighters in the use of battleaxe or war hammer up to expert level in these weapons after three months of extensive sessions, these sessions are only available to dwarves, and there is a 20% chance of an opening in these classes being currently available (otherwise, the wait is 1 + 10d4 months). Experienced fighters relaxing for a time in Haven frequently come in to Eldri's once or twice a week to work out in the gymnasium and keep their weapon eye sharp; this is an excellent place to meet potential hiring fighters, with the added advantage that one can observe the candidates in mock action to gauge their relative proficiency.

Price Range: Costly

Quality: Excellent

Sakbar, Excavation Contractor
(Construction and Excavation)
#IV-0013

Sakbar (#532, Gold, 0%, +30%) employs about three score working class dwarves and hires them out for pick and shovel work (ditchdigging, demolition, etc.). He is

himself a reasonably competent stone mason, and with three other assistants will also take on small construction jobs (homes, small footbridges, and the like). Within the city limits, his workmen keep their noses clean; but on jobs outside the jurisdiction of the Guilds, Sakbar's crews will often walk off the job at a critical juncture in its completion, using any small incident as a pretext for declaring the site unsafe or the land owner unreasonable. They will then demand higher wages and benefits to complete the project. Sakbar's reputation for these hold-up tactics is well known around Haven, if anyone bothers to ask around; otherwise, Caveat Emptor!

Price Range: Fair/High

Quality: Fair

Klekbek
("The Silver Mine" - Fine Metalworking)
#Ia-0014

Oin (#533, Iron, -20%, +100%) is an irascible old dwarf with wispy grey eyebrows and beard, and stormy dark eyes; his fingers are gnarled with age, but his hands retain much of their metalworking skill. Oin conducts business dealings solely in the dwarven tongue (a fact hinted at by the dwarven store name), and non-dwarves must get along as best they can. His tone is fearsomely stern, and may give the impression that he is greatly insulted when a customer attempts to bargain; in fact, he loves to haggle, and a buyer will get a much better price if he perseveres. His works are classical in styling, and finely detailed- in his shop, one will find bowls, trays, ceremonial masks, rings and belt buckles; all of beaten silver and gold. Oin also has a shop along the Arcade, where some of his most unique works are on display.

Price Range: High

Quality: Excellent

Thrivin, Goldsmith
(Loans, Moneychanging)
#IV-0015

Thrivin (#534) is a moneylender, who will make loans of up to 20000 GP to a dwarf from the Dwarrow, up to 10000 GP to other residents of Haven, and up to 5000 GP to non-residents. His interest rates range from 5-20% per week, depending on the collateral a borrower has to put up; he deals only in short term loans (6 month duration or less). All borrowers must sign a promissory note on a special sheaf of paper provided by Thrivin, and seal their bond with a drop of their blood. Thrivin is a disgustingly wealthy dwarf, and will not suffer financially if some of his loans are not repaid; consequently, his primary interest if he discovers he is dealing with a welcher is in revenge. The paper he uses is enchanted, and the blood of the borrower attunes the spell within each sheet to the psychic vibrations of that specific person, a link that attenuates only slightly with distance. If the borrower is more than a month overdue on his repayment, Thrivin will burn the note; as the paper is consumed, it will act like a Fireball spell (albeit one hurled through space and time), doing 1006 of damage to the borrower (subtract 106 for each 100 miles of distance between the debtor and Thrivin at the time the spell is activated). Thrivin defends his tactics as a cruel but necessary device to ensure the good faith of his creditors, and has been upheld by the Court of Haven in a suit brought against him by the widow of one of his less fortunate customers (on the other hand, if his small hole in the wall were ever to be struck by arsonists... well, one can only shudder at the consequences).

The Grubstake
(Ninar Goldrush and Forti, Props.)
#Ia-0016

Ninar & Forti (#535/#536, Lowland/Mountain, -20%, +20%) are former wildcat prospectors who met years ago in the foothills of the Khuz and have survived as rather rocky business partners ever since. Ninar is both incredibly gullible and incredibly lucky, the kind of fellow who spends his life savings on an abandoned, worthless mine, and then falls through a hole in its shaft and discovers an untapped mother lode beneath. After years of feast and famine, Forti convinced his partner to abandon the miner's life for the "greater security" of owning this shop, which sells all manner of prospecting supplies. The shopkeepers are currently in substantial financial distress, as Ninar recently invested a large part of their capital in a shipment of "The Special Revolutionary New, One-Size Fits All, Pick and Shovel Set" (Each tool is designed with a handle that expands or contracts to fit the height of its wielder; but, unfortunately, as soon as the device makes contact with rock or a hard layer of soil, it immediately telescopes down to the size of a trowel, regardless of the setting used). Needless to say, Forti and Ninar are not on speaking terms at the moment...

Price Range: Fair

Quality: Fair

The Clothes Closet
(Jambur, Prop.)
#IV-0017

Jambur (#537, Durin, -10%, +50%) and his wife, Gorra, make and sell men's and women's clothing; about 80% of their stock is designed to accommodate the dwarven build, so that selections in human and other-sized clothing is rather limited. Jambur's goods are of reasonable quality, and should last through an average amount of wear; however, Jambur is the type of high pressure salesman who will do anything to make a sale (including the old trick of manipulating the back of a tunic so that the customer can't tell that it is six sizes too large). Plainly, non-dwarves run a much higher risk of this type of larceny, because of his small stock of garments in odd sizes. As part of his spiel, Jambur may claim to know a number of city notables well, and will spread fourth hand gossip, and idle hearsay to his patrons as gospel truth (there is a 75% chance that any information he gives out - except at swordpoint - will be highly exaggerated or downright false).

Price Range: High

Quality: Poor/Fair

Ralki, Men's Tailor
(Fine Tailored Products)
#IV-0018

Ralki's (#539, Deep, -30%, +100%) establishment is like day compared to Jambur's night. Ralki is a very diminutive, elderly dwarf with horn-rimmed spectacles, and a military posture; he does only custom tailoring (waiting time, from first fitting to receipt, ranges from 10-28 days) and has an uncannily precise sense of fit. He serves all races with equal skill (Ralki is so good he can make a hobbit look like a Swiss banker). His clientele includes several of the major Guild families, and - though this is a very well kept secret - is occasionally called to Duke Fernando's estate to fit him for formal attire. Hamlin Blackbourne (Guild of the Loom's Master) has long tried to get Ralki to work for him, but the latter prizes his independence too highly ("De only time I took orders from anyvun, vas

during de last Goblin-Dvarf var - and dat vas qvite enough, tank you"). A character dressed in one of Ralki's outfits should probably receive temporary bonuses of +1 to +3 in MAG if he is in a position where a person's attire would be important to his image (like an explorer asking a possible benefactor for financial assistance, or a male-female relationship in the upper social strata).

Price Range: Costly

Quality: Superb+

Apex Metalworks

(Duumin, Prop.)

#IV-0019

Duumin (Gold, -10%, +10%), as noted in the description of the dissidents, is the most vocal of the discontent dwarven artisans, and covets the Mastership role for himself. His works are decorative and ceremonial, not functional; he works primarily on goblets, bowls, and small statuary, and always uses gold as his medium. When working on fairly straight interpretations of basic designs, Duumin's merchandise is very good, and sometimes makes a very strong impression because of his use of firm, hard lines. The artisan imagines himself an innovator, however, and his most grandiose works tend to be radical departures from traditional styling; they are unfortunately, also uniformly mediocre, often badly misproportioned and lacking a clear, defined form. Nonetheless, he is an impressive orator and has convinced many of his peers that these miscalculations are an intentional part of his "art". (Those wishing to give him the benefit of the doubt may choose to think of him as a Dadaist way ahead of his time).

Price Range: Costly/Outrageous

Quality: Mediocre/Excellent

Starkedelve Brewery

(Millar Lightfingers, Prop.)

#Ia-0021

The brewery, which sits at the edge of the cliff above the river Dorian, manufactures Starkerb beer, which is served on draft in many of the city's inns and drinking establishments. Millar is a chubby, extremely red-faced dwarf who samples his wares perhaps a bit more than would be politic. Although Bethli's iron and copper smelter lies downstream from the brewery, many who have sampled Starkerb beer swear that Millar must somehow get his water directly from Bethli's drain pipe.

The Dwarrow Smithy

(Dagar Oakenhaft, Prop.)

#IV-0020

Dagar (Stone, -15%, +25%) is rather slight for a smithy but the red-bearded dwarf is no less powerful for his lack of girth (his secret is tremendous upper arm strength). He works at a forge mounted on a large, rectangular wooden platform, under a partially open wood canopy; this pavilion is located in the shade of three immense linden trees, in one of the few areas of green in the Dwarrow. Dagar is newly wed, and totally and completely infatuated with his new bride, Merian (found for him by Meydal) - he may be convinced to trade his services for a traveler's small trinket, if he thinks it will brighten Merian's eye. The pedestal for Dagar's forge, unbeknownst to him, hides a mighty religious talisman (see North Corridor, Scenarios).

Price Range: Fair

Quality: Good

Bethli's Iron Works

(Bulk Metals)

#Ia-0022

Bethli's (Lowland, -10%, +25%) huge smelter lies along the south banks of the Lorian, and melts massive

quantities of iron, lead and copper ores (carried down the river by flat barge from the mines of the Khuz) into thin sheets or ingots. An avowed political neutral who worships no god except profit, Bethli will sell to anyone, and most of the major weaponers, metalworkers, armorers and smiths of the city are among his constant customers. Bethli's brother Kels is a fairly high ranking mage who provides the iron works with a number of potions (in powder form) that can be added to the molten metal, for a rather stiff fee, to improve its strength, malleability, resistance to heat or cold, etc. Bethli himself is a rather congenial dwarf with a ruddy complexion and a love of fine whiskey. He forges hammers and swords as a hobby - though he is a mediocre craftsman and often misbalances a weapon (-1 to -3 to HACØ), almost all of his weapons receive damage bonuses because of the quality of raw materials he uses.

Price Range: High

Quality: Good

Katzi's Dwarven Deli

(Quick-n-Good)

#IV-0023

A stand up lunch counter serving quick filling fare (sausages wrapped in dark bread, beans and sauerkraut, boiled horsemeat with cabbage) and an endless stream of local gossip, both dispensed by the shop's rotund, constantly complaining, proprietor. In any given hour, Katzi will kvetch about the weather, the price of meat, the tax rate, and the disrespectfulness of many of the clientele - in between, however, he is likely to pass along several morsels of useful information about local comings and goings, merchants holding sales, etc. Katzi's regular customers are 99% dwarven, and the presence of non-dwarves around the counter will cause Katzi to button up his otherwise flapping lip.

Minotaur Metalworks

(Superbly crafted metal goods, with no bull)

#IV-0024

OWNER: Tacobur (#512, Gold, -0%, +25%), the artisan, is unquestionably the best dwarven metalworker in Haven, and arguably the peer of Salvatore Cellini, the upstart Master of the Artisan's Guild. Unlike his discontented colleagues of that Guild, however, Tacobur is unconcerned about the political struggle for Guild leadership, and largely minds his own affairs. He is an incredible perfectionist, who often consigns finished works that other artisans would give their eyeteeth to produce to the scrap pile (see below).

HOURS: 9:00am - 6:00pm

EXTERIOR: A fairly large stone structure, with a sloped roof. Hanging above the doors is an immense bronze gryphon, incredibly realistic in every detail. There are two large ground floor windows, and a small opening in the attic; a silver bell hangs in the latter aperture. In each of the ground floor windows, a single large item is displayed (these items change every week, ranging from statuary to jewel encrusted bowls and chalices; all are breathtakingly beautiful).

INTERIOR: A set of velvet lined glass cases line the side and rear walls - each contains but one or two exquisitely crafted works of gold, silver, or platinum. A large revolving globe in the center of the room depicts the Three Continents of Gateway, with attached small miniatures representing major landmarks. A door in the rear of the room leads to the workroom, and is usually ajar.

Price Range: Costly/Outrageous

Quality: Superb +

Outstanding Items: Anything that gets past Tacobur's stringent scrutiny is a special piece of work.

Cash Bbx: Wall safe concealed in the base of the wall - lock of Complexity Level 5.



Staff: Tacobur has one assistant metalworker, Vassig (Gold, -10%, +100%), who is constantly imploring Tacobur (unsuccessfully) to become involved with the other disaffected artisans. Whenever possible, Vassig tries to rescue Tacobur's rejects from the trash pile before they can be thrown back in the smelter and remelted; he smuggles these pieces out of the Dwarrow, and has them sold at Thieves Market (to conceal the origin of these goods, Vassig etches the additional letters "rito" at the end of the artisan's original signature).

Customers: On a D100, a roll of 01-35 indicates 1 customer in the shop; 36-60, 2 customers; 61-80, 1D4+1 customers; 81-00, 2D6 customers.

Loiterers: There are many loiterers around the window displays, most of whom realize that the works they covet are far beyond their modest means.

NPC ENCOUNTERS: Bethli, Ralki

Delver's Trove

(A small, mercantile dwarven tavern)

#IV-0025

OWNER: Blankin (#523, Stone, -0%, +100%), a man of medium build with a tremendous booming voice. Blankin keeps a sharp ear tuned to the more influential members of his clientele and invests money on the basis of this information he hears in passing (if you're wondering about how effective this technique is, notice that we said a small tavern...).

HOURS: 11:00am - 11:00pm

EXTERIOR: The above ground portion of the Trove is a triangular peaked roof of heavy planking, with stone chimneys jutting from three sides, and the entire western face of the building is open to the street. Onlookers can see that the stone steps on that side lead down to a sunken bar room with its floor about 7 feet below street level. A sign at one corner reads "Delver's Trove - Good Food, Drink, and Company" - the sign at the opposite corner bears the same message in Dwarven.

INTERIOR: The main room is comprised of an open center section (seating for 60 and additional standing room),

booths (sitting up to 6 each) along the north and south walls. The bar stands in the rear of the room, and is flanked on both sides by stairs leading down to the kitchen and a small dining room (seating for 25).

Price Range: High

Quality: Fair

Outstanding Items: None.

Cash Box: A coffer is clearly visible behind the bar, empty and trapped with a poison hasp; Blankin actually keeps his money in a large jar which sits in a recessed space in the nearby shelving.

Staff: This is a family run business, as two of Blankin's three sons, Torin and Hankin (the third, Fessig, works for Valli the armorer) wait on tables in the dining room and bar (both are efficient, very serious-minded lads, who appear to have no sense of humor whatsoever), while his wife Maybel does the cooking. Unbelievably, none of the four have a single distinguishing characteristic or personality quirk of interest to anyone (although the presence of four such hopelessly normal people in such close proximity might suggest that some malevolent scoundrel is conspiring to force bland reality upon an otherwise fantastic universe).

Customers: The establishment is fairly full at lunchtime and the dinner hour, and relatively empty otherwise. Given the much rowdier atmosphere of the Stone Hammer, the Trove attracts precious few adventurers.

NPC ENCOUNTERS: Any of the dissident artisans; Eldri the weaponsmaster.

Scenarios and Plot Outlines

THE BROKEN BLADE

Players' Information: A player may learn of the Broken Blade legend in any one of three ways:

- 1) If he is present at the Stone Hammer on a night the Brotherhood congregates, and inquires about what is going on;
- 2) If he is a dwarven fighter of 6th level or above and spends more than one day in the Dwarrow (in this

case, one or more of the Brothers will contact him); or
3) If another dwarf has already been "selected" as the bearer of the sword (a 5 in 1000 chance), whereupon news of the upcoming expedition to Arkendelve will be all over the Dwarrow, and volunteers for that journey will be actively sought.

The legend told to the players will follow more or less the same form, regardless of its teller.

"In the olden days, the underground city of Arkendelve was a great bastion of dwarven might, the source of rich metalcrafts of all types, and of magical weapons of valor. Of these latter, none were greater than the weapon that was passed down through the many generations of ruling Princes of Arkendelve, the blade known as Waarhite, the Singing Sword of Truth. Yet in time, the blade surpassed the valor of its wielders; so it was that a century ago, Prince Argavi (the 17th Master of Arkendelve) shattered the sword in despair, after watching his two older brothers become undone by the harsh truths the blade revealed of their own weaknesses of character, and of a grim evil that had begun to grow beneath the earth."

A few years later the shards of Waarhite were banished from Arkendelve, for they were said still to haunt Argavi with visions of a future he could not face. Nodri the enchanter brought the Broken Blade to Haven, and thus, on a dark night some twenty years later, did a seer and oracle hold the pieces of the blade in his entranced fingers, and beheld a horrific vision - of an immense and silent stalker in the halls of Arkendelve, able to change form at will, a beast that could flow into any sort of matter, be it flesh or stone, and rend apart its very essence. And still in the trance, the seer spoke, in a voice totally unlike his own, "So shall it be, 'til the dwarf be found capable of reforging the blade of Truth. He will be pure of heart and mind, a common and decent man willing to let the sword guide his course - and the sword will pulse with life when in his hand. Until he is found, all is lost, for naught but Waarhite can stand against the dissolutive powers of the beast, nor strike the blow that renders the beast assailable by mortal man."

"Most (though not Nodri) thought the seer mad, and his words were soon forgotten - until fifteen years ago, when all news of Arkendelve ceased, and no delvewares came to Haven. Some remembered the long dead seer then, and still more remembered when an expedition - and then another - went to Arkendelve and never returned. Coppin Oxblood, son of Nodri, went through his father's possessions, and found the broken blade, along with a scroll which set down the exact words of the seer - and began his quest to find the one dwarf destined to reforge and use Waarhite."

Any of the Brothers (or a common citizen, if the chosen one has been found) will willingly relate this tale to a visitor to the city, for they are always anxious to have additional people searching for the chosen one. If a dwarven character is a veteran fighter (6th level or above), he will be invited (or implored, if he is initially unwilling) to test the blade. If a dwarven character is of good moral character, but not an experienced fighter, the only Brother who would willingly contemplate putting him to the test would be Sikki (see NPC descriptions for this section), and the test would even then have to be made in a very careful and surreptitious manner.

GM's Notes: The seer's vision is true in all respects. Arkendelve has fallen to this stalker, roused from the depths of the earth by the ever deeper excavations of the dwarves. The stalker appears in the form of an immense fifteen foot tall amorphous mass of earth and stone. The stalker can restructure its form to deal

with its foes, shaping itself into long appendages for pursuit, or increasing its mass to form a veritable battering ram of force. Most importantly, it is able to alter its molecular structure when it has an object in its grasp, and infiltrate the being's own form; once it has violated a form in this matter, it can tear the body apart from within (a fatal attack from which there is no defense). The being can be struck by normal weapons but since there is no way to deliver a critical blow to this ever-shifting mass, little of the damage done is lasting; a magical weapon will do lasting damage, but only Waarhite can freeze the being into the form it presently occupies, and make it vulnerable to normal attack.

Without Waarhite's special powers the last two expeditions were slaughtered to a man. The corridors of Arkendelve are now filled with the stalker's animated minions, which are of three basic types:

- 1) small creatures of earth and stone (#544), which function as rather slow bare-handed fighters (packing a reasonable wallop, but likely to be shattered to pieces by a good blow).
- 2) distorted mutants of flesh and bone (#545), vaguely recognizable as their former dwarven identities, but with misshapen hunks of rock and mud jutting out of their joints or oozing from their eyes and mouths. They retain some instinctive memory of their former fighting skills, and can use weapons; their new form provides them with a natural AC of 6. There is a 20% chance that one of these creatures is one of the Haven dwarves who went on the prior two expeditions, and recognizable to the Brotherhood; anyone fighting against him must make a STM save to avoid violent revulsion (-2 to HP for duration of the malee)
- 3) inanimate objects, such as weapons, chairs, plates, bpowls, etc., which have been invaded by the stalker's consciousness, and are capable of limited movement, all of it malevolent in nature.

The GM should treat the first two classes as semi-intelligent monsters (fight with very little strategy, may retreat if being badly beaten), and the last as nonintelligent nuisances.

If a dwarven fighter of 6th level or greater grasps the sword (which is kept behind a secret panel in the Stone Hammer's private meeting room), roll a D1000 (3D10 read like percentiles). On a roll of 001-012, the blade will glow brightly, revealing the holder to be the foretold heir. On a roll of 013-075, the sword will flicker briefly, then fade; though this will thrill the uninitiated (including, perhaps, the player), it holds no significance and the response will never be duplicated again. On a roll of 901-000, the righteous power of the sword will be too overwhelming for the holder, and he will lapse into unconsciousness. For a lengthy period after this experience, he will be bothered by this contact, and respond to crisis situations indecisively (subtract 1 from initiative dice, if they are used in your combat system; otherwise, GM's discretion as to the form this penalty will take). It is rumored by many in the Dwarrow that Nithri Griffinrider, the reclusive mercenary who has refused to touch the blade, is the chosen one; if he can be made to grasp the sword, there is a 5% chance it will respond to him (of course, if it doesn't, there is a much greater chance that Nithri will respond rather unkindly to those who forced this confrontation upon him). If by chance a commoner without fighting experience is brought in contact with the blade, there is a 15% chance the sword will come to life (the GM should note, however, that Coppin and several of the other Brothers are violently opposed to allowing such "unworthies" to be tested, so that engineering the test should be a fairly difficult task).

THE CRAFT SHOW

Players' Information: If a dwarven fighter or thief character from outside the Dwarrow ventures into the Delver's Trove tavern, (either alone or with companions, as long as less than 50% of the group are non-dwarves), he may be offered a drink by a dwarf in rather well-to-do merchant's garb. The merchant will inquire about the visitor's background and the nature of his business in Haven, maintaining a very jocular manner (even buying a second round, if necessary, to gain his subject's confidence). If the merchant's impression of the other character is favorable, he will ask the latter and his friends if they are interested in making a little money. The merchant will indicate that an item of great value has been stolen from him, and that he is fairly positive that it is being concealed somewhere in the metalworking shop of Salvatore Cellini. He wants to hire someone to slip into the shop unseen, and make a list of the items he sees there. The merchant offers to pay 250 GP for such a list, plus expenses.

GM's Notes: The merchant's story is pure fabrication; in fact, the dwarves want to infiltrate the Cellini shop for a much different purpose. There is a major trade show coming up soon, and the dwarves are hopeful of using it as an opportunity to demonstrate their superiority of craftsmanship; to ensure this outcome, they seek to find out exactly what items Cellini has designed for the show, in order to plan a collective strategy to discredit him, as a copier of their ideas.

The Cellini shop is a two-story structure in the North Corridor, located on a moderately busy side street alongside the workshops of a number of other craftsmen. Normal hours of business at these shops are 8:00am - 6:00pm. After hours there are three human guards on duty (#546, #547, #548); there is also a 20% chance that one or more of Cellini's employees will be working late (til 9-11:00pm).

There are somewhere between 12-24 items, in various stages of completion, lying around the work spaces of the shop. Many of these items are specially commissioned and being completed for private customers, but three of them are being prepared specially for the craft show:

- 1) A delicately filigreed chalice, composed of two layers - a smooth inner layer of silver, and an outer layer of spider-thin gold wire, intertwined in a Celtic-style knot pattern.
- 2) A braided tiara of platinum, gold, and a blue-dyed silver, inset with tiger-eye opals. At each corner of the octagonal rim, there is a miniature of a bird in flight.
- 3) A carefully scaled model of a horse and carriage, inlaid with lapis lazuli - with miniature furnishings of velvet and gold threads, and jewel dust sparkling on the wheels and horse's eyes.

For each of these, there is a 20% chance that the items are only partially assembled, so that the players must make an educated guess about their final form; there is another 20% chance that the items are out of sight, in a cabinet or even (if the item is completed) in the central safe.

SEARCH FOR THE BEARDED DWARVEN WOMEN

Players' Information: An expedition is being assembled to leave Haven shortly, bound for a hidden dwarven city said to be located near the borders of the Namori Empire. The expedition travels in search of the bearded dwarven women said to live in this city and seeks to bring back some of these rare beauties to the Dwarrow as wives. The expedition is being organized and led by A. Gori Greataxe, the owner of a small print shop in

the Dwarrow, he is fanatically convinced of the truth of this legend, and has attracted quite a following among the younger dwarves of the Dwarrow. Most of the money to outfit and provision the expedition has been put up by Browin Treebeard, the eccentric proprietor of a shop (Martin Metals) that produces pewter figurines. Browin has temporarily closed his shop, and announced his intention to travel with the expedition as its unofficial historian (although no one is quite sure what he intends to do). Any and all dwarven characters are welcomed to join the expedition.

GM's Notes: The source of A. Gori's belief in the existence of bearded dwarven women is a book of memoirs written by the renowned human explorer and world traveler, Revi Llug. Revi did indeed visit (quite by accident) the well-hidden underground stronghold of a tribe of deep dwarves called Wellerfast where he was attended and served by bearded dwarven women; to this day, a sizable percentage of the female population of this city is facially hirsute. However, contrary to Gori's own views, the male dwarves of Wellerfast consider their bearded maidens to be the least desirable females in the city, and their low status explains why they were allowed to come in contact with male outsiders. Ironically, this means that if the expedition reaches Wellerfast, they will be likely to bring some of the bearded women away as wives, and without the pitched battle Gori expects - for these are the only women the residents of Wellerfast would willingly part with.

Getting there, however, may not be as easy as it seems. Revi Llug's account is almost 500 years old, and the science of cartography has greatly improved in that time - consequently, the proportions on his maps are slightly distorted, and one must use visual landmarks rather than the actual distances given in his book to correctly retrace his route. Unfortunately, the sum of A. Gori's wilderness knowhow could be placed on the head of a pin with plenty of room left over for various additional notes. Thus, unless someone else in the party with cartographic training looks over these maps and realizes the difficulty facing them (60% chance, 80% if expert, of grasping the problem), the party is likely to become hopelessly off the trail within two weeks. Moreover, A. Gori is totally confident of his ability to lead the group, and will very strongly discourage others from getting involved in the decision making process.

A second complication facing the expedition is the presence of Browin Treebeard. Though Browin has the physical appearance of a dwarf, he is actually an alien being from another sphere which has a portal that opens onto this world on rare occasions. He also has a diabolical plan for making use of the travelers on this adventure. Browin will spend his waking hours sculpting life-sized replicas of the party's members; when a duplicate is completed, it draws life forces from its original while the latter sleeps, and assumes its consciousness (leaving the original in a state of suspended animation until this replacement has been destroyed). These inert forms will be carried off and kept in Browin's wagons, (and later, in the sub-basements of his shop), for that body must be kept alive in order for the creation to function. Browin will complete one replica every 2 days (victim selected at random from the party members, unless someone spends a lot of time in Browin's company). The activated replicas will perform as their counterparts; however, their thought patterns will resemble those of their creator, and they will occasionally do inexplicably "weird" things of the sort that have branded Browin as an eccentric.

THE FREE CITY OF HAVEN

THE BOROUGH OF THE OUTLANDS - THE DELL

POLITICS, PERSONALITIES, AND LOCALITIES

The small hobbit community of the Dell lies on a meadowlike greensward in the very middle of the Outlands borough; it is bordered on the north by the river, on the east by the elvish woodlands of Erinnhir, and on the west by the by the steep slope of Dalin's hill (the top of which forms the informal border between the Dell and the dwarves of the Dwarrow). The Dell is connected to the rest of the city by two primary byways - Tower Street, which passes by the great symbol of Outlander unity, the Tower of the Kindred People, empties onto Southbank Street, and is the conduit for traffic entering the Dell from the South Corridor. Both streets meet at the Green, the lush, flower festooned circle that is surrounded by a ring of shops and municipal offices. The Green is the heartbeat and activity center of the Dell, the places where hobbits congregate both for major celebrations and for quiet, private conversation. In the center of the Green, two huge and ancient oaks stand - these are the "party trees" of the community, known as "The Lovers" because their upper branches have intertwined together over the years to form a beautiful, shady resting place.

The Dell is not heavily developed, and has a great deal of green space left vacant or used to develop small personal vegetable gardens. With the exception of the party trees, most of the foliage in the area is comprised of flowering shrubs or well maintained hedges. The buildings are low, one-floor structures with round windows and doors, primarily made of straw, wood, and thatch. The families with the highest status live in barrows built into the hillside, and are greatly envied by some of those who live on the flatlands below. Overall, however, there is little class consciousness in the Dell, for with very rare exceptions, the wealthy and the lowborn mingle together in the streets and the taverns, and frequent the same shops and parties. This sort of lifestyle has fostered a very strong sense of community spirit, and the people of the Dell are, for the most part, generous and willing to share any good fortune they receive with others. Thus, a down-on-his-luck hobbit visiting the city can often find friends in the Dell willing to bankroll him to a new start. Conversely, the residents of the Dell are generally unimpressed by pretension, and become easily turned off by individuals who try to put on false airs.

GM's Notes: Under normal circumstances, the crowds walking around the Dell are quite racially mixed, and the hobbits welcome non-hobbit visitors to their community, for they are a curious and inquisitive folk anxious to learn what is going on in the world around them. This friendly openness has been greatly diminished of late, however, because the Dell has been troubled by a gang of young toughs of human and orcish blood, who have been threatening merchants and demanding "protection money". As a result, a group of travelers without a hobbit in their company are likely to be viewed with suspicion, and may even be stopped by a group of 1-4 Shirriff's Deputies (#549, #550) armed with truncheons and slings, and asked to state their

business. If the group remains open and friendly, they will have no major problem, and will be readily accepted by the hobbits after a short period of initial reserve. These problems will largely disappear if the toughs are vanquished.

The hobbits, as a rule, prefer a simple lifestyle, and the merchandise they produce and purchase tends to be functional rather than ornamental; thus shoppers in the Dell will be able to find sturdy garments, home furnishings, and the like, but precious little of what passes for high fashion around the city. Every rule of course has its exceptions, and there are two in this case: 1) restaurant meals, baked goods, and other foodstuffs - which, given a hobbit's love of things gastronomical, is hardly surprising, and 2) the merchandise sold in Bucklander's Import Emporium, a massive building full of exotic and unique merchandise which dwarfs the rest of the business establishments along Merchants Row. Its proprietor, Rigaletto Brandybuck (#551), is one of the very few inhabitants of the Dell seeking to gain influence in overall city affairs, and he owns a shop in both the North and the South Corridor, in addition to his shop and warehouse in the Dell. Rigaletto is not well liked in the Dell because of his social airs, but this bothers him little, for he is much too busy cultivating his friendships with the major merchants of the Corridor. For players anxious to make their mark in the mainstream of Haven's political and social structure, Rigaletto (and to a lesser extent, his brother Paladin) are the only inhabitants of the Dell who can be helpful in these endeavors. Those who prefer to seek relaxation and pleasant entertainment when they visit the city between adventures, however, are likely to find the Dell a delight to the eye and ear, a community filled with story, song, and good . . . and just the right touch of excitement!

NPC Encounters: The Dell

Paladin Brandybuck (#552) - Paladin is a very proud young hobbit fighter with political aspirations, who has recently been appointed a Lieutenant in the Outland Guard company despite his rather pedestrian record in that unit (rumor has it that Paladin's brother Rigaletto "coincidentally" made a large contribution to the company's upkeep a few weeks before this commission was awarded). He will almost always be wearing a spotlessly polished dress uniform when encountered, and will frequently (60%) be in the company of non-hobbits (i.e., elves, dwarves, or humans). Considers matters in the Dell to be unworthy of his attention, particularly the current problem posed by the gang of young human toughs (see Dell, Scenarios). Paladin shares a spacious smial with Rigaletto; their home is the frequent site of parties with guest lists including many influential Haveners from the South Corridor, and which are widely renowned as the dullest social events occurring in or around the Dell. Anyone wishing to make Paladin livid with rage need only persist in calling him "Lad", a derogatory nickname given to him by some the the more waggish members of the Guard.

Chelsea Cheddar (#553) - Chelsea is a rather chunky, dark-haired, young hobbit woman with a throaty alto voice and a falsely sultry demeanor. She desperately wants to become an adventuress, and has become good friends with the old wanderer Rombo Alecastle (#554, for whom she runs errands, and transcribes and edits the undisciplined mass of jottings and notes he has made of his life's adventures. Chelsea may often be found at either the Wayfarer's Rest or Bandersnatch Inn during the evening, keeping an ear open for one or more adventurers who might be interested in helping Rombo find his lost son (see Dell, Scenarios). In helping Rombo, she hopes to kill two birds with one stone by accompanying the search party on its journey. As noted, Chelsea will try to tempt potential employers with the intimation of sexual favors to come; in fact, however, she is very romantic and innocent at heart, and would be at a great loss about what to do if her bluff were called.

Places Encountered: Bandersnatch Inn; Wayfarer's Rest; Mathom House; Rombo Alecastle's home

Mayor Pelleas Pennywhistle (#555) - Pelleas is a modest man without pretensions of greatness, who has a penchant for finding common sense solutions to the problems that face his small community. He firmly believes that the citizens of the Dell must keep their own house in order, and will discourage non-hobbits from getting involved in the current struggle the community faces in trying to keep out the young toughs from the Commons. Though Pennywhistle is by no means an able fighter, he has recently begun the practice of walking around the Green nightly, to reassure his neighbors that everything is all right (Unbeknownst to the Mayor, Shirriff Pauli Bracegirdle follows Pelleas on these jaunts at a safe distance to protect the latter from harm).

Places Encountered: Mayoral Hall; the Green

Shirriff Pauli Bracegirdle (#556) - Pauli and his four deputies are charged with keeping the civil peace within the Dell, and handle those disturbances that are too petty to warrant the Tower Guard's involvement. He is normally a pleasant, easygoing man, conscientious while on duty and not averse to a bit of drink and womanizing (he is a bachelor and considered quite a catch by the young hobbit woman) when off the job. The current situation has made him much more edgy and irritable than usual, and greatly increased the watchfulness of himself and his men - Paulie and/or his deputies are likely (80%) to approach any human traveling in the Dell who is not either well-dressed, or accompanied by a hobbit, with their weapons drawn, and harshly question him about his business in the area.

Places Encountered: While on-duty, anywhere in the Dell; personal haunts include the Bandersnatch Inn, and Trencher's Pony Stable

Dingo Proudbottom (#557) - Dingo is a traveler and scholar of the fabled cultures far to the east of the city, who makes his living by dealing in spices and rare volumes that he brings back from his travels. (Buckland's Import Emporium is a major customer for these products.) He is very lean for a hobbit, and tends to dress in exotic, bright-colored silken robes. Dingo is extremely pacifistic in nature, and will not take life even in self-defense; he is protected on his travels by 1) a silver bracelet that contains a permanent 12 point Missile Repulsor spell, and 2) his training in judo (in close combat, he has a 25% + (5 x (18 - opponent's CO rating)) chance of throwing any human or smaller sized foe in his grasp to the ground - if successful, the opponent must make a STM saving roll or be stunned for 1D6 mr). Dingo is only in the city

about 25% of the time; when he is gone, his housekeeper Sobelia lives in and maintains his home in the Dell (which is a cornucopia filled with artifacts, books and maps from his wanderings - the biggest thing protecting his smial from robbers is the fact that most of his neighbors consider his collection to be junk).

Places Encountered: Hypotenuse Square; Bucklander's Emporium and Warehouse

Elias Pennywhistle (#558) - Elias is the part-owner of one of the Dell's fresh produce stands. A fervent Royalist, he uniformly blames the Guild government for all the city's current problems. Possesses excellent hearing, and a very good sense of smell, and is an astute observer of passersby.

Places Encountered: Dines every evening at the Leaf and Jar.

Marlo Breakwater (#559) - A greying, older, hobbit who lives with his daughter's family, Mardo can almost always be found either sitting on the Green, holding forth at the Leaf at the Leaf and Jar. He is an outrageous storyteller, and loves to hear new jokes and riddles (preferably obscene). Hot-tempered, Mardo is frequently at odds with his daughter's husband over the latter's inability to hold a job; their bitter arguments often take place in public.

Benham Barleyman (#560) - A sandy-haired, handsome young hobbit who frequently takes long trips out of Haven, the purpose of which he remains silent about. On the rare occasions he returns to the Dell, he is usually surrounded and pressed for tales of his travels. He may also be cajoled into playing a few tunes on the fiddle, which always brings a crowd to the Green. Barleyman is quite an experienced trief, but will not ply his trade while within the confines of the city.

THE LEAF AND JAR
(A working class tavern)
#IV-0026

OWNER: Hambo Stoutbarrel (#561) - A middle-aged hobbit of tremendous girth, who is always dressed in a tent-like brown tunic and a grease-stained leather apron; he dislikes working hard, and gets angry when patrons become impatient for service. Hambo is extremely chauvinistic (one may note the absence of female employees in this establishment), and an accomplished spinner of tall tales; he knows a smattering of lore (just enough to be dangerous) on about a thousand different subjects.

HOURS: 12:00noon - 10:00pm

EXTERIOR: A T-shaped structure made of earth and thatch, 50' feet long across the front. A wood-carving of a sprig of flowering dogwood in an earthenware jar hangs above the circular doorway; in seasonal weather, both the door and the windows on either side of it will be thrown open, filling the street with the sounds of loud conversation. There is a small, well tended vegetable garden on the east side of the building, toward the rear.

INTERIOR: The front portion of the T is a single long room with a dirt floor and a wooden crossbeamed ceiling 6' above it. There is a large open hearth along the west wall; an immense pot of soup or stew is always simmering there. The bar stands at the cross of the T, made of rough wood planking; a door behind it leads to Hambo and Furry's living quarters.

Price Range: Cheap.

Quality: Poor but filling food and drink.

Outstanding Items: None.

Cash Box: Kept beneath the bar, it holds 1D10 SP in silvers, coppers, and bits for each hour of operation.

WAYFARERS REST
(A night spot serving all Outlanders)
#IV-0028



OCCUPANTS:

Staff: Besides Hambo, only one, Forindoc "Furry" Bucket. Furry (#562) is waiter, cook, and clean-up crew, and looks like Laurel to Hambo's Hardy (he is extraordinarily thin for a hobbit; i.e., only slightly overweight). He is somewhat slow-witted, and has almost no hair on his feet or hands (resulting in his nickname); he is occasionally the butt of practical jokes, but most of the patrons like the lad because of his eagerness to please. His two loves in life are whittling and his vegetable garden, which he tends with great care.

Customers: 2D8+2 customers during the afternoon; 5D10+5 during the evening, almost all lower class types. Non-hobbit patrons are rare, and often suspected of being government officials; if one has recently been on the premises, he will be a major topic of conversation. The place is full of gossip and chatter; however, there is a 60% chance that any rumor heard here will be greatly exaggerated, and a 30% chance that it is utter fabrication. It is often possible to find someone in the crowd willing to undertake a bit of theft for a price; in fact, if a character enters the Leaf and Jar looking well-dressed or flashing money, he is quite likely to meet such a cutpurse under less than pleasant circumstances.

NPC ENCOUNTERS: Elias Pennywhistle, Mardo Breakwater, Benham Barleyman

SPECIAL OPTIONS: None.

OWNER: Aygona Budge (#566) - a ruddy-faced hobbit who always wears a velvet waistcoat and pocket watch; Aygona moves about the rooms of his establishment, making sure everything runs smoothly. Aygona is a fairly wealthy man, and pays top dollar to get the best caliber staff; he firmly believes that the customer is always right (especially if the latter is bigger and meaner).

HOURS: 8:00am - 2:00am

EXTERIOR: A whitewashed three-floor building of stucco, located at the busy corner of Tower Street and Southbank. Many of the upstairs rooms have small private porches, and flags of many nearby kingdoms festoon the rooftop. There are three first-floor entrances; the northern and southern doors are locked at 11 PM. A cookhouse (brick) and a large stable lie behind the inn.

INTERIOR: There are two fair-sized barrooms on the first floor, set off from one another by a set of small rooms where performers hold forth, or patrons organize a variety of gambling games - dice, cards, darts, etc. There are two sturdy-looking dwarven bouncers at each entrance, who enforce the dictum that customers must surrender their weapons at the door. There are 15 private suites, and 4 large dormitory-style rooms with bunkbeds and a common sink.

Price Range: High.

Quality: Good/Excellent.

Outstanding Items: Biggs Oldbuck, the chef at the Rest, is renowned for his skill with desserts; several of the families of the Heights have tried (unsuccessfully) to woo him into their employ.

Cash Box: All receipts are carried hourly to Aygona's office, and locked in a safe concealed behind a wall hanging.

OCCUPANTS:

Staff: There are 25-30 employees of the Rest, performing the usual functions associated with an inn, and also special additional services (like blacksmithing, laundering, message delivery). All are very good at their jobs, and represent a microcosm of the mix of races residing in Haven; the women are physically striking but, by Aygona's dictum, not allowed to fraternize with the patrons while on duty.

Customers: At least 40 people at all times, and up to 300 on some festive occasions. The crowd is a mix of hobbits, dwarves, elves, and humans; this is a good place to meet wanderers of all types. If the players participate in the gambling games, there is a 15% chance they will encounter an adept card shark or cheat.

NPC ENCOUNTERS: Rigaletto Brandybuck, Teleril Coninder

SPECIAL OPTIONS: None.

THE BANDERSNARCH INN
(A pleasant hobbit inn)
#IV-0027

OWNER: Dolby Spreeker (#563) - A gregarious, well-loved fellow with a heart of gold, always willing to lend a sympathetic ear to a patron's problems. He keeps undesirable elements out of his establishment, however, with an iron hand, and is a deadly accurate artist with a knife if pushed to violence.

HOURS: 7:00am - 12:00midnight.

EXTERIOR: A two-story wood frame structure, with many windows. The sign above the heavy front door is a printing of a strange creature composed of parts of over a dozen animals, looking very frumious . . . A path leads behind the inn to a small stable.

INTERIOR: The rooms on both floors have very low ceilings (5 1/2 - 6 feet), with irregularly spaced

beams and ceiling lanterns (human-sized patrons should be prepared to bump their heads periodically unless they are verrrry careful). Two blazing hearths are set in the east and west walls of the inn's large common room, and keep that area warm and cheerily lit in all seasons. The second floor contains a dozen rooms of varying sizes, and can sleep 1-4 hobbits - Dolby will sometimes allow additional individuals to sleep on the floor of the common room.

Price Range: Fair.

Quality: Good.

Outstanding Items: Dolby occasionally gets a shipment of effervescent fruit wines from the hobbit community of Spring Glade - their taste is reminiscent of champagne, but at about half the cost.

Cash Box: Kept beneath the bar during working hours, and a wall safe at night - contains (60%) 1D20 GP of (40%) 3D20 GP in assorted coins at any time.

OCCUPANTS:

Staff: Patman Winder (#564), the assistant barkeeper, and Cecilia and Lurella Sandhill (#565), the identical twins who serve as waitresses. Many of the regular customers have their own mugs hung on the southern wall, and order personalized drinks known by bizarre names like "Squeezy's Blinding Thunder"; all the help thus appear to be speaking a strange code half the time. The twins are quite coquettish, and delight in switching places with one another at the most compromising times.

Customers: About 4D10 during normal evening hours, 2D8 during non-prime hours, and up to 100 on "special" nights. There is only a 10% chance that all the rooms upstairs are full. About 50% of the crowd is comprised of regulars, who know each other extremely well; almost everyone here is exceptionally congenial to newcomers, and will help them learn the sometimes eccentric way things operate here. Non-hobbits are uncommon, but welcomed. The place is always filled with stories, song, and lore - indeed, once a week, the Bandersnatch holds a special Tall Tale night, with the teller of the winning story receiving free food, drink and lodging (if desired) for the night.

NPC ENCOUNTERS: Pauli Bracegirdle, Chelsea Cheddar, Lotto and Mella Harnhocker

BUCKLANDER'S IMPORT EMPORIUM

(The everything store)

#IV-0029

OWNER: Rigaletto Brandybuck is a vigorous entrepreneur, always looking for a new angle to increase his already substantial fortune. He dislikes competition, and will use threats or underhanded tactics to maintain his monopoly on sales of many prestigious products (see Dell, Scenarios); is frequently seen in the company of non-hobbit merchants.

HOURS: 11:00am - 7:00pm

EXTERIOR: An immense one-floor stone building, three to four times larger than the other shops on Merchant's Row. The sign atop the massive double doors says in script "Buckland's Import Emporium: The Most Unique Gift Ideas in Haven". The Bucklander family banner hangs above the sign.

INTERIOR: A cavernous single room, sectioned off into more than twenty alcoves, each labelled with a sign identifying the general class of items contained within. Each alcove contains a number of display cases, tables and shelves; all are immaculately clean, and the individual items are clearly separated and marked with prices. Certain of these items may be marked with tiny red "Special Sale" tags.

Price Range: High/Outrageous.

Quality: Fair/Excellent.

Outstanding Items: Bucklander's is the sole source in Haven for a number of goods - the best blends of hobbit pipeweed, canisters of dates and nuts from faroff

lands, the finest Solnedrin crystal, etc. The prices on these goods are, by and large, outrageous, because of their effective monopoly. Any items marked as sale items (never more than 5-10% of the total stock) are goods which have moldered too long in inventory, and tend to be mediocre bargains even at their lowered prices - there is also a 10% chance that the sale goods are flawed or somehow defective.

Cash Box: One in each alcove, of an open slot variety - all the cashiers wear coin changers. Members of Rigaletto's personal guard force regularly circulate around the shop to empty the boxes into large sacks; they carry the complete set of keys that open the Complexity Level 4 locks on the boxes.

OCCUPANTS:

Staff: There are a cashier and salesman in each alcove; the salesmen are usually quite familiar with the most admirable qualities of the goods they are selling, and can offer very persuasive arguments to a prospective buyer. There are, at any time; 6-10 guards on the premises, identifiable by the cloth sash they wear (emblazoned with the Brandybuck emblem). There is a 30% chance that Rigaletto is present; if not, the Head Clerk Treboc Wexwing is left in charge of the shop.

Customers: Bucklander's will have 30-120 customers at any time. Only about 30% will be hobbit, and the rest a wide variety of other races. There is a 15% chance that 1D4 nobles or prominent merchants of the city will be present in the shop.

NPC ENCOUNTERS: Dingo Proudbottom; Paladin Brandybuck; Almost everyone in Haven with pretensions of class has been in Bucklander's at one time or another.

Residence of Rigaletto and Paladin Brandybuck

(Where the Dell's most prominent citizens entertain the city's elite)

#IV-0030

EXTERIOR: A flagstone pathway leads off from Hillandale Street, and splits in two at the base of the hill; the segments lead to two elaborately carved cherrywood doors, 80 feet apart; the left hand door is engraved with the emblem of a mace held in a black leather glove, and the right hand door with a mercantile insignia. Only the face of the smial, and its living room, can be seen from street level.

INTERIOR: The house is organized into two completely and elaborately finished apartments occupied by Paladin and Rigaletto, respectively. At the center of the houses, the inner doors can be swung back to form a communal party room.

Outstanding Items: Paladin has, among his personal effects, the stuffed heads of several wild beasts (bagged in the dark wilds of the local taxidermist), a collection of cloth-bound volumes on military history, and a huge bronze statue of a hobbit warrior in full fighting pose. Rigaletto of course has an expensive wardrobe of silks and velvets, and a number of beautiful masterworks culled from his shop over the years; he also owns an obsidian and jade chess set, and has a map of Haven and its surrounding territories that fills an entire wall of his study.

Cash Box: Paladin sleeps with his money under his pillow. Rigaletto has a wall safe in his study with a complexity level 7 lock.

OCCUPANTS: In addition to the Brandybucks (described elsewhere in this section), an elderly hobbit woman named Lissa Glass serves as housekeeper for the two men and lives on the premises; a chef named Ambo is called in to prepare the food for their frequent parties, Paladin, because of his Guard duties, will be absent from home several nights each week.

NPC ENCOUNTERS: The Brandybucks hold fairly large (12-30 person) dinner parties about once a month. The guest lists at these affairs are comprised almost totally (80-95%) of influential merchants from the

Corridor, members of the Guild leadership, or key figures in the elven and dwarven communities.

Trencher's Pony Stable
(Stabling and proper care)
#IV-0031

Owner Gallo Trencher (#567) and his four stable boys - Gib (#568), Dembo, Salbredor ("Sal"), and Lem - tend the ponies of visitors to the Dell. They also rent and sell travel-worthy steeds to those in need. The stable has 30 stalls, and the stabling rate includes hot walking and a good brushdown as well as food and bedding. At any moment, Gallo will have 104 (30%) to 206 (70%) ponies for sale or rent; most of these will be serviceable, though not particularly fast or sturdy, steeds, though there is a 10% chance that a beast is literally on its last legs (conversely, if the buyer is a well-trained horseman, he should be able to find an above average pony among Trencher's merchandise). After hours, one can frequently find a low stakes card game going on in the back room, where anyone is welcome to join. Gib, the stable boy, is not averse to trying a bit of larceny if the opportunity presents itself - if a character leaves an item of value in his saddlebags or the stable area, there is a fair chance Gib may attempt to pilfer it (if possible, he will steal only a hopefully unnoticeable fraction of the goods left behind, like 1 gem from a sack containing a half dozen).

Price Range: Fair
Quality: Good

Sutler on the Green
(Anything you might need)
#IV-0032

Lotho Scuttle's (#569) shop is very large, and offers a good selection of general supplies, such as ropes, lanterns, simple farming and excavation tools, seed, and leather and canvas goods. Some of the leather and canvas goods are made by his wife and two daughters - he modestly sells these homemade items at below normal prices, though their quality is actually above average. Lotho is as honest as the day is long, and would never knowingly cheat anyone - unfortunately, he is also somewhat gullible when subjected to hard sell tactics, and about 5% of the goods he carries are substandard products foisted upon him by aggressive, unscrupulous traders (if a character purchases such an item, and it breaks or malfunctions within a short period of time after its sale, Lotho will willingly refund the character's money if he returns to the shop and complains). Lotho minds his own business, and gossips only rarely (usually at holiday celebrations on the Green, when he engages in one of his very infrequent drinking sprees).

Price Range: Low/High.
Quality: Fair/Good.

Otto Chubb, Butcher
(CUTS O MEAT)
#IV-0033

Otto Chubb's (#570) store offers meat on the hoof in more ways than one these days. While roly-poly Otto and his equally rotund wife Ingrid dispense cuts of meat, and trade tales and gossip with their customers, his daughter Bundy (#571) lounges around the front of the shop, hungrily eying the male customers that pass through. Unbeknownst to her parents, Bundy has gotten herself in the "family way", and is desperately searching for a male hobbit willing to be her husband. She is quite comely of face and form (though looking at her parents, one could justifiably have doubts about

how long her svelteness will last); and would make a good homemaker. Since Otto knows nothing of Bundy's past indiscretion, and Bundy does not have the nerve to tell her father the truth, anyone associating with Bundy socially now runs the risk of being railroaded onto a crossbow wedding when her condition becomes more obvious.

Price Range: Costly.
Quality: Fair.

The Kitchen Cabinet
(Fine Furnishings and Locksmithy Services)
#IV-0034

Owner Wilham Took (#572), a greying, weathered old hobbit in his nineties, and his five craftsmen design and build tables, desks, and cabinets - these furnishings are primarily built of the sturdiest woods (oak, walnut, ironwood), designed with clean lines and little ornamentation. Their specialty, proudly declaimed in an advertisement in the window, is building "thief-proof" desks, chests, and cabinets. Wilham is a man who should know, for in his prime he was a master second story burglar and safecracker. He remains the overall leader of Thieves Guild activities in the Dell, and is the hobbit to contact if the services of a thief are desired. The staff at the Cabinet can produce exceedingly intricate lock mechanisms - up to a Complexity Level of 12 (a thief's normal chances of picking a lock are divided by the lock's complexity rating in calculating his actual effectiveness) - at a cost of 10 GP X the square of the complexity level being designed (thus a level 4 lock would cost 10 X 4 X 4 GP, or 160 GP).

Price Range: Fair.
Quality: Good.

The Mathom House
(Antiques and Collectibles)
#IV-0035

The Mathom House (owner Renna Buckwalter) is a small, oddly shaped structure that more closely resembles a fairy-tale gingerbread house than a conventional shop. Within its doors are tables and shelves filled with ceramics and glassware, woodworkings and leather goods, all mixed together in a disorganized tangle. Renna (#573) is a very sweet-hearted older woman prone to bouts of forgetfulness; she hears a great deal of gossip but will hopelessly confuse the information in the retelling. She has little real business sense, and a shopper can often find incredible bargains if he has the patience, conversely, 40-50% of the store's inventory is comprised of virtually worthless items (magical lint removers, ebony back-scratchers, gaudy wall hangings, and the like). A shopper searching for a particular category of item has only a 10% chance of finding it (god knows Renna doesn't have the foggiest idea where it might be); anyone who indicates that they are carefully browsing through a particular pile of items, however, has a 70% chance of finding an item of good or excellent quality (Roll two D10 to determine the type of item found and its cost (Type: 1-2 ceramic, 3-4 glass, 5 woodworking, 6-7 leather products, 8 metallic non-weapon item, 9 book or scroll, 10 painting or sculpture; Cost: 1-2 low, 3-7 fair, 8-10 high)).

Price Range: see above
Quality: see above

East Street Bakery
(Irresistably Fattening)
#IV-0036

Lotto Hamhocker's (#574) breads, cakes and pies are without peer in the city, and his ovens operate day and night to keep pace with the burgeoning customer demand.

Anyone passing by the oper. shop doorway who has not eaten in the last half hour (or is without funds) will have an almost insatiable urge to enter and hopelessly gorge himself - DSC saving roll - 4; once a character orders and tastes one of these ambrosial morsels, he will continue to reorder until a) he makes a normal DSC saving roll, b) he runs out of money, or c) stuffs himself to a point where he can barely waddle back into the street (if c, player will be at HP -6 and 1/4 movement for 1D8 hours; reduce time by half if STM saving roll is made). When the lines in the shop grow long, and the tempers of the customers seem to be growing short, Lotto's wife Mella will take out her fiddle and provide a pleasant diversion.

Price Range: Fair

Quality: Excellent

The Tower of the Kindred Races
(A monument to racial harmony)
#IV-0037

At the edge of the Dorian, between the Dwarrow and Dell, a tall (4-story) stone tower stands atop a rectangular granite base, on a triangular plot of land. This Tower houses one of the two companies of the Outland Guard (a mixed group of dwarves, hobbits, and elves), and has meeting chambers which are used when events create a need for the Outlanders to act for a common interest. The tower was first constructed to commemorate the formation of a combined army that fought valiantly to break a siege of the city. The tower itself offers a panoramic vantage of the city and beyond, and beneath the structure, there is a secret passage leading down to the shoreline.

Residence of Rombo Alecastle
(Home for an aging adventurer)
#IV-0038

Those few who are invited to visit the now reclusive former adventurer are treated with warm hospitality, and a chance to browse among the many mementos of Rombo's wanderings. In the study, there are piles of parchment and bound diaries strewn about the long table where Rombo's young associate, Chelsea Cheddar, works editing the former's memoirs. In a sunny alcove of the front room, Rombo works at his current pastime of cartography, detailing many of the areas of his travels from memory (still excellent, despite his advancing years). Among his treasures are a Ring of Flying and a large chunk of feldspar with a Find Direction spell embedded in it, both (among other items) are kept in several immaculately clean glass cases linked to alarms. Rombo has a secret passage in the dressing closet of his bedroom that leads to the underground levels of the Dwarrow, for he is much loved by the dwarven peoples for his years of service.

Scenarios and Plot Outlines

THE MISSING HEIR

Players' Information: Non-resident player characters visiting the Bandersnatch Inn during the evening will almost always be asked to sing a song or tell a tale from their personal experience. If the players describe themselves as adventures, and relate an incident which either describes a past success, or demonstrates that they are possessed of high ideas or a love of nature, there is a 60% chance that they will be approached by a young hobbit woman named Chelsea Cheddar. Chelsea will ask the players if they are interested in undertaking a difficult quest for a lucrative reward. If they express interest, she will lead them out of the inn, and up the hillside to the residence of Rombo Alecastle, a well known figure in the Dell because of his past exploits

as a participant in a number of highly successful dungeon expeditions. Rombo will indicate that he is the person requiring the players' assistance, to seek out the whereabouts of his only son and heir, Thorn (#575). He offers them one sack of gold (1000GP) now to accept the mission, and will pay them an additional 10,000GP when Thorn is safely returned.

GM's Notes: Thorn set out almost seven years ago from Haven, seeking to follow in his father's footsteps. At first, he gained employment as an apprentice bard in the household of Narthi Hammerhand, a noble dwarven warrior who was an old fighting comrade of Rombo's, and accompanied the expedition that destroyed the goblin citadel of Bel Kassoor, and sacked its "heathen" temples. Soon after this adventure, Thorn left Narthi's castle in the company of four dwarven warriors; six days later, the hideously mangled bodies of the dwarves were found in a glade near the roadway, but no trace of Thorn or his possessions was visible. Since that time, Rombo has received messages from several of the villages in the region surrounding the initial incident, reporting that a hobbit matching Thorn's general description has been seen slinking about the forest lands, moving about in a terrified manner and babbling incoherently (each time the character has run away before anyone could approach and question him, and has proven a very elusive quarry). These messages also tell of a strange second figure, an exceptionally malevolent troubadour named Blackheart North (#576, opinion is mixed as to whether Blackheart is a hobbit or kobold), who has assembled a rather loosely knit band of highway marauders in the area, and who is said to have sworn vengeance upon the Alecastle family (among numerous other dwarven and hobbit kindred), for unspecified wrongs done to him in the past.

The area in which these sightings have been made is about 150 miles northwest of the city; the region consists mainly of farms and woodlands, with a scattering of small villages and trading outposts. Rombo has a number of old friends and contacts in this area (innkeepers, retired warriors, merchants) whom the player can get in touch with to obtain the most recent rumors about the whereabouts of Thorn, and Blackheart and his gang (The GM has free rein to work up these informants to his desired specifications, and to map out the specific terrain in which the sightings have taken place - the only restriction is that Blackheart and Thorn should never be seen more than a few miles apart). The players may also be able to find additional allies among Narthi's household or elsewhere among the dwarves of this area, for many in these parts know and respect Rombo. The dwarves believe that Blackheart North and his men are responsible for the murders of Thorn's comrades, and the source of his overwhelming fear.

The crux of the mystery of Rombo's heir is that, at present, Thorn and Blackheart North are one and the same person. During the sacking of the temple of Bel Kassoor, a stone idol was shattered, releasing a rather potent evil spirit named Shakeem; the spirit latched onto Thorn, and began to take over his consciousness. When its power became too strong, Shakeem/Thorn left the confines of the castle. He slaughtered his companions as they slept, and adopted the guise of Blackheart North (we hope, by now, you have noticed the anagrammatic connection between the two names) to continue his destructive assaults. As Blackheart, Shakeem is in complete control, a merciless diabolical schemer who has molded his band of petty ruffians into an efficient, albeit bloodthirsty, group of highwaymen. Within 8-12 hours after each vicious atrocity Blackheart engineers, however, the noble soul of Thorn generates enough strength to temporarily throw off its



domination. In these moments of lucidness, Thorn is virtually mad with grief and remorse. He has attempted to kill himself, but has found that he cannot overcome Shakeem's thirst for life long enough to complete that task. He shuns all contact with others, for the first time he tried to explain his plight to a farmer he encountered, Shakeem reasserted his control and brutally butchered the other man.

As Blackheart, Thorn's normal strength becomes greatly enhanced (See NPC descriptions for the statistical differences between the two identities). Because of Shakeem's supernatural powers, Blackheart can only be harmed by magical weapons, and cannot be critically or mortally wounded with a single blow (an attacker must roll 10 or more above his needed HP on two consecutive mr in order to register a critical hit). He can be affected by clerical spells of turning. Thorn can only be restored to himself if Shakeem can be successfully exorcised by a priest or priestly mage; even then, it is likely that he will go mad with grief over what he has done if he is not soon (within 48 hours of recovery) placed in the hands of expert healers, who can relieve this tremendous mental and psychological burden. If the players figure out the mystery, and confront Blackheart with his true identity, it will successfully stun him into inaction for 1D6 mr, until Shakeem can re-exert control; during this period, each brigand must make a morale roll (Base morale 80%, -5% for each highwayman in the party who is wounded, and -10% for each highwayman who has been killed) each mr, to see if he stands and fights while his leader hesitates.

THE PEACEKEEPERS

Players' Information: Almost anyone entering the Dell (hobbit or non-hobbit) is likely to learn that the area

has been terrorized of late by a band of 10-18 young toughs from the Commons section of the city. This information may be conveyed either by 1) Shirriff Pauli Bracegirdle or his deputies, when they question suspicious-looking groups containing non-hobbits, 2) by overhearing the problem discussed by the clerks and shoppers in almost any of the shops along Merchant's Row or the Green, or 3) by witnessing an actual attack made by the toughs on a shopkeeper or a traveler passing through the Dell (an attack is much more likely to occur if the players are present in the Dell at dusk or during the early evening hours). If one inquires further about the nature of these incidents, they will learn that the toughs have been demanding "protection" money, and vandalizing those who refuse to pay - total damage from these attacks has already cost the Dell merchants more than 800GP. They will also learn that any hobbit who wishes to help rid the Dell of this menace will be temporarily deputized, and assigned to a peacekeeping patrol. (Non-hobbits while their concern is appreciated, are discouraged from getting involved in the struggle; the only time they are likely to enter into this situation is if they come upon the toughs in the act of threatening or vandalizing someone). The mayor of the Dell has declared that any hobbit who volunteers for the peacekeeping force will be entitled to free food and lodging at the Bandersnatch Inn for the duration of the crisis.

GM's Notes: The group of toughs is about 70% human, and 30% half orc or orc; for the most part, the group members are simply urban poor trying to make a buck off the weakness and meekness of their neighbors. The two leaders of the toughs (#577), however, are hopeful that this operation will impress the recruiters of the Black Hand criminal organization, and earn them a place in that group's council (and a share of its spoils). Roll 3D6 to determine the number of toughs entering the Dell at any given time (#578, #579); however, no group will ever contain less than 6 men. The toughs will seek easy prey, avoiding any situation that might present relatively even odds to both sides (and will try to run for it if they are ever outnumbered).

Mayor Pennywhistle and Shirriff Pauli agree that the hobbits themselves must eliminate this menace from their streets. In addition to Pauli and his four regular deputies, five other hobbits have already signed on for temporary patrol duty. Patrols last 6 hours, and each patrol contains one regular deputy; Pauli himself is working 2 and 3 shifts a day during this crisis period (and, if not on duty when the Mayor takes his evening walk on the Green, he follows along in disguise about 60-120 feet behind the Mayor to act as a guardian angel). Under normal circumstances, Shirriff's men are outfitted with blunt weapons (essentially thick wooden tauncheons) and slings, and are sworn not to take a life except in self defense; the current situation allows for some variation from these rules, but not their blatant disregard.

There is a 45% chance that the toughs will appear in the Dell during the 2PM - 8PM patrol shift; a 30% chance of an incident between 8PM - 2AM; and a 5% chance of confrontation on the two remaining patrol shifts. As previously noted, these toughs are basically bullies, and are likely to turn and run in the face of stern resistance; their basic Morale rating is 55% (roll 1D100), with -10% for each seriously wounded member of their party, and +20% if one or both of the group's leaders are present (this bonus is lost if that leader himself becomes seriously wounded). They are tactically very unsophisticated, picking a target and walking straight up to it. If the Shirriff's men are not present, the target hobbit's reaction to the threats of the toughs is likely to be as follows (roll

D100): 01-40, acquiescence, and payment of the protection money demanded; 41-60, verbal argument, hoping to stall the toughs until help arrives (60% chance the hobbit will give in after 10 mr if no help has come, otherwise the toughs will start breaking things 3D6 mr after the stalling begins); 61-90, scream or run for help; 91-00, fight. If money is paid out, there is a 75% chance (unless they have been defeated), that the toughs will "hit" the same shop or person 7-10 days later.

THE PIPEWEED CONNECTION

Players' Information: Drungo Boxworth (#580), one of the part-time clerks at Sutler on the Green, is an ebullient, talkative young hobbit, who has a money-making idea that is his consuming passion - an idea which he relates to almost anyone he meets. Drungo believes that the Sutlory should carry pipeweed, and directly compete with Bucklander's Import Emporium for that market. He has relatives in Spring Glade, a little farming village about 90-120 miles west of Haven and not far from the Long Road, who have told him that this year's crop of Springglade Longleaf will be one of the finest pipeweeds ever grown. Drungo is looking for 1-3 co-investors and traveling companions to help him purchase a shipment of Longleaf and bring it back to Haven; he is offering to split all profits of the venture 50-50. Drungo has about 300GP saved, and figures the whole expedition will cost about 1000GP (including provisions, lodging, and purchase or rental of a freight wagon and team).

GM's Notes: Drungo's information about the quality of Springglade Longleaf is quite true; however, getting this cargo back to Haven will not be the easy task it appears. Because of Drungo's wagging tongue (and any player with sense should realize that if Drungo has told you everything about his plan on first sight, he's told everybody within earshot), Rigaletto Brandybuck, the owner of Bucklander's knows of his scheme, and is extremely anxious to discourage others from competing with him. Rigaletto will send some of his hirelings (#581, #582, #583) to trail Drungo and his companions, and to prevent their mission from being completed. The hirelings are not to use physical violence except as a last resort - instead they will try to sabotage the wagon or horses, spread misinformation about Drungo's honesty to the pipeweed farmers, or use other scare tactics to prevent the sale from taking place. The hirelings also have a substantial purse (200-500GP) available, to use for bribes or to purchase specialized assistance, such of the services of a good pickpocket. Rigaletto's men are quite competent at their duties; for they have done this sort of work of several prior occasions; it should not be easy for the players to catch them in the act, and they will need to be extremely vigilant in order to succeed at this venture.

The trip to Spring Glade (in the absence of delays) will take about 3 to 4 days, depending on the quality of the steeds purchased by the players (greater speeds may be possible if the horses are purchased at the Horse Market rather than the Dell). Drungo has done very little traveling in his lifetime, and is an ignorant woodsman; he also has quite a cowardly streak in him despite his big talk, and is apt to be rather easily convinced that the venture should be aborted. Consequently, it will be largely up to the player companions to figure out a way to combat their streak of "ill fortune", and bring the trip to a profitable conclusion. If they do succeed in bringing a wagonload of Longleaf back to Haven, the cargo will be worth 3000-4000GP, depending on the trading acumen of the bargainer (allowing Drungo to act as the group's spokesman will ensure that they will receive the lowest possible value). If the group is successful, there is a

good possibility that Rigaletto will try to hire the players on to his own staff (see below).

THE BUCKLANDER EMPIRE

Players' Information: There frequently are notices hung in Bucklander's Import Emporium, and in taverns throughout the Outlands, advertising openings in the Bucklander organizations for caravan guards of any race. Inquiries to residents of the city will indicate that Rigaletto Brandybuck has amassed a substantial merchant empire, and is said to pay top dollar to his employees. Interested parties are asked to apply at Brandybucks's large warehouse on East Street in the Dell.

GM's Notes: Bucklander's almost always needs guards to accompany the many trading caravans that he sends out to bring back the exotic goods he sells in his shop. An average of two caravans leave Haven per month under the Brandybuck banner, with a typical trip lasting 3-6 months and involving stops in 8-12 cities, towns and trading outposts. Guard salaries range from 5-12GP/day, depending on the fighting experience of the individual; on rare occasions (when the caravan is journeying to very dangerous climes), Bucklander's will also hire a fairly high level mage to accompany the travelers and provide arcane assistance.

To gain employment as a guard, a candidate must prove himself in mock battle with Ori (#584), the dwarf in charge of all the guards employed by the company. The fight takes place with padded weapons, and continues until one fighter loses his feet, or gives up. It is not necessary to win the battle with Ori to earn a job, only to acquit yourself honorably by a) lasting for a reasonable amount of time and b) having struck a damaging blow. (Ori is, after all, a Veteran fighter of substantial prowess, although his current life-style has softened his toughness a bit; he pulls his blows in these bouts, so that anyone confronting him outside these circumstances may be unpleasantly surprised at the difference in his performance level.)

The situation that distinguishes this job announcement from the many run-of-the-mill caravan guard jobs available in the city is the fact that an alert player character can use this opportunity as a stepping stone to obtain a more lucrative position in the Bucklander empire. Rigaletto is always desirous of bringing in sharp individuals who can help him maintain his preeminence in the Outlands merchant community (especially those adept at engineering underhanded, though not strictly illegal, maneuvers capable of hamstringing the competition). He has cultivated the friendship (or in some cases, grudging tolerance) of many influential individuals both in the Outlands and in the hall of city government.

To take advantage of this opportunity, however, it will be necessary for the player to do more than perform his job well. As noted, Ori has complete charge of hiring and assigning the company's guards; he has little desire to alert Rigaletto to someone who is performing admirably in the ranks, since such an individual might eventually represent a threat to the dwarf's hegemony. Consequently, the player (whenever he is not out of the city on assignment) must make an effort to cultivate the friendship of others in the organization, and listen to the grapevine to find out about special schemes that he can volunteer to undertake. It is also a very good idea to attempt to get oneself assigned to guarding the warehouse or in-city stores, rather than caravan duty. The player must be careful in making these alliances not to rouse the suspicions of Ori, who would make a very nasty enemy.

THE FREE CITY OF HAVEN

THE BOROUGH OF THE SOUTH CORRIDOR

POLITICS, PERSONALITIES, AND LOCALITIES

The South Corridor is the most active of the boroughs. It seems to be alive around the clock, as it is the location of the largest of the caravanserais and hostels in the city. Shops and taverns abound in the borough, and the residential areas are crowded with inhabitants. Each of the major sectors of the borough (Gambol Street, Magic Street, the bards' quarter along the Street of Harps, the great plaza called Thieves' Market, and the Horse Market) has its own particular flavor and tempo. Even the various residential areas seem quite differentiated.

Gambol Street (and the adjacent blocks) is essentially bohemian. Here live many of those who are interested in the theater; performers, playwrights, even stage and scenery designers. Many aspiring actors and actresses flock to the various acting companies like Frod's Theater, the Muse, or the Lyricon, trying to secure parts in the productions staged in those theaters.

Magic Street is the center of the arcane arts in the city. The area seems to virtually reek with magic; the atmosphere is charged with the forces of many mancies. Here will be found the residences and shops of some of the foremost mages, wizards, and enchanters in the Ten Cities. Many items of magical ability and power are for sale along the southern section of the street (which wends its way up to Dwarrow Square). Midway along it is the section known as Hypotenuse Square, a triangular area in which are located most of the schools of non-magical erudition; there are a number of famous scholars who reside here, and they are occasionally willing to impart their knowledge (for a slight fee, of course, for each course, of course).

The Street of Harps is the midway of an area that throbs with music, song, story, and verse. On Liederstrasse, in the center of the area bounded by Holly, Wood, and Vine, is located the Great Hall of the Guild of Entertainers. It is surrounded by theaters, shops, taverns and inns, whose life's blood is music and the art of words. Some of the finest bards in the Ten Cities, master musicians all, live and work in this vicinity.

Thieves' Market, as the large plaza near the Judgment Gate is called, is a great bazaar (of the common and the bizarre) where one can purchase anything from a piece of preserved fruit imported from the mystic western lands across the sea to a hand-carved pipe stand recently stolen 3 blocks away. There are numerous taverns surrounding the nearly 5 acres of open space, and pushcart peddlars hawk food and drink of many kinds. The great market fairly throbs with activity during the day, and slumbers quietly at night.

The Horse Market is located near the gate at the southern exit of Caravan Street from the city, the Horse Gate (interesting question: which came first - the market or the gate?), and is the primary source of riding and draft animals inside the city walls. Many centaurs work here gentling and training mounts for any that care to purchase them ('tis said that a centaur-trained animal will only throw a cruel master). Here also are located the trolley and cab barns for the centaur transportation system.

The South Corridor, in general, is a mercantile paradise; many small cottage industries produce a wealth of different items, and the atmosphere of trade is all pervading. It seems that one can find anything for sale in the area, provided one is willing to look, and to pay the price when it is found.

The City Guard has four stations in the South Corridor: Corridor Station, Market Station, Judgment Barracks, and Horsegate Barracks. The Grey Halls, the city's major prison, and the Academy, which provides training for new guardsmen (and for the city militia) are also located in the South Corridor. Patrols range through most of the residential and business areas of the Corridor on a regular hourly basis, both day and night.

* * * * *

GM's Notes:

The South Corridor is a huge tapestry of people and businesses, and it is impossible to do it justice in this one volume. Selected taverns and inns, and some of the shops along Caravan Street and scattered throughout the borough, will be covered, and the Street of Harps and the section referred to as Hypotenuse Square will be discussed in detail. Lower Magic Street, Thieves' Market, Gambol Street, and the Horse Market will be detailed in the second volume of Haven, "Secrets of the Labyrinth" (if more information on Magic Street is desired, see Thieves' Guild I, "Magic Books & Scrolls"). Each quarter of the South Corridor will be treated in its own section, so that additional material may be added with ease.

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Major Families:

The trade in the South Corridor is so competitive that few families have had the opportunity to become truly powerful. There are only a few who have even had the chance to arrive at being noteworthy, and most of them control businesses in the area but do not live here. The Gerondes, the Varrasches, and the Cellinis have all been discussed elsewhere.

NPC Encounters:

Mang (#701, human) - the neophyte adventurer, is the embodiment of youthful enthusiasm, and is truly a child on whom fortune has smiled. Though he is totally unschooled in weapon skills and has no concept of what it takes to survive in the wilderness, his supernatural good luck will allow him to escape unscathed from - even prosper in - the situations into which he propels himself (for example, as he rushes headlong toward a waiting swordsman who is certain to cleave him from crown to crotch, he will trip over a rock and fall out of harm's way, while his own cutlass flies from his hands and impales itself to the hilt in his foe's sternum). As long as Mang is left in his innocent state, bizarre events of this type will continue to occur; however, should anyone spend the time to teach him proper weapons use techniques or survival skills, these natural advantages will rapidly disappear, and Mang will become a normal fighter - and not a very good one, at that.

Curadon (#702, human) - is an excellent healer, although he cannot heal his own condition. Disfigured, hideous to behold, bent and misshapen, he is frequently referred to as the Monster Man; the other healers, even the priests of the various temples, have reached the conclusion that Curadon is the victim of some horrific and incredibly strong curse, one that there seems to be no relieving. Curadon normally stays in the House of Healing, but he will venture out to help the rare person who has need of his skill but is unable to travel to Curadon. He is much revered by the healers in the city, and they do what they can to protect him.

Shops, Taverns, and Residences:

Wagoner's Delight

(Courted by the waggoner's lad)

#XV-S001

OWNER: Baez Sweetsinger - (#703) drayed for some thirty years before he bought the caravanserai he now runs; he rather prefers catering to drayers than drovers, although he will not turn away any business. The tall, spare owner is in his sixties, but still hale and healthy, with hair only slightly grayed at the temples. He is often found in the compound talking with the wagoners who drive the Long Road, reminiscing about old times.

HOURS: The inn is never closed, although the tavern shuts down at 2:00am.

EXTERIOR: A large compound is surrounded by a low (3') stone wall; inside are stables, a large three-story stone and thatch building which combines tavern and hostel, and plenty of parking area for wagons.

INTERIOR: The common room of the tavern is spacious, occupying nearly the entire first level of the main building. There is a large bar along the north wall (this is closed from 2:00am to 8:00am), and the kitchen can be seen through a wide opening on the east. A flight of stairs against the south wall ascends to the sleeping quarters on the upper floors.

Price Range: Fair. Low for drayers.

Quality: Good. Nothing fancy, but solid meals and satisfying beverages.

Cash Box: A large box is kept in the kitchen, on a table near the back wall; there is usually 100 GP to 300 GP in assorted coins and small gems in the evenings - Baez banks his funds with the House of Rand, and makes deposits in the mornings. Another small iron case is kept under the bar when it's open; it usually contains 50 GP to 150 GP, depending on the hour.

OCCUPANTS:

Staff: Baez, his wife Trilda, son Karyl and his wife Shasta, and a crew of 10 yardsmen to aid in the care of the animals used by the waggoners.

Customers: Mostly drayers from the Long Road; the yard is usually deserted by 7:00am, and fills up again starting around 5:00pm. There will be 150 to 200 wagons, carts, and conestogas parked in the yard by 10:00pm.

Loiterers: The inn has a problem with a group of kobolds who occasionally pilfer goods, particularly food items, from the wagons. There is a roving guard maintained by the yardsmen from 8:00pm to 5:00am in an attempt to alleviate the problem.

SPECIAL OPTIONS: None.

The Silver Trumpet

(Favored by travelers for a night's stay)

#XIa-S002

OWNER: Aintree - (#704) is a muscular, black-haired man of middle-age; he enjoys working behind the bar, drawing drinks for the customers, and has an appreciative sense of humor - his booming, jocular laugh is heard frequently, resounding through the main room of the tavern. Aintree keeps a brassbound cudgel under the bar, and is not averse to joining in, and settling those customer squabbles which threaten to become serious. He can usually be found behind the bar at all hours the tavern is open.

HOURS: Tavern - 10:00am to 12:00pm; the inn never closes.

EXTERIOR: A two-story brick building, attached to a large three-story frame structure, is situated at a busy streetcorner; the entrance to the complex is found on Caravan Street. Over the entrance is a large sign depicting a large horn painted in silver. There are stables behind the main buildings.

INTERIOR: The frame building is entirely lodging rooms, on all three floors. The tavern common room occupies a large portion of the first floor of the brick building, and there is a separate dining room beside it; both are served by the kitchen located behind the bar. A small utility room divides the kitchen and dining room. The second story of the brick building provides living space for the various people working at the inn.

Price Range: Fair.

Quality: Fair to Excellent. The rooms are clean and tidy, with little problem with vermin. The food is very good.

Cash Box: A small iron bound coffer rests beside Aintree's cudgel. It normally contains around 50 GP (1020 x 1010 GP).

OCCUPANTS:

Staff: Aintree, a young (clumsy and forgetful, but well-intentioned) boy named Demko, and a crew of six serving wenches (cum maids - they make beds and clean rooms in the mornings). The kitchen is in the charge of a hobbit chef, Buckminster Alecastle, who is temperamental about who should be allowed access to "his" kitchen, but cooks superbly (when he is not throwing a temper tantrum).

Customers: The capacity of the common room is about 200, the dining area about 40. At lunch hour, they are about three-quarters full each, tapering off in the later afternoon. About 6:00pm, the tavern starts filling again; seating in the dining area will be on a hour's wait after 7:30pm. By 10:00pm, the crowd will be at its height in the common room, and spilling over into the, now nearly deserted, dining area.

SPECIAL OPTIONS: None.

Mystic Valley Inn
(A magical place to stay)
#XI-S003

OWNER: Bardol Murchisson - (#705) retired from the practice of magic about ten years ago. He keeps his hand in, entertaining his customers in the evenings with small displays of prestidigitative tricks and minor illusions. The inn has been part of the Haven cityscape for nearly two centuries, and Bardol inherited it from his father; he has no children of his own, and plans to will the establishment to the Mages Guild with the proviso that they keep it open to the public. He is tall and round (he likes good food and drink), with a wreath of white hair which flies wildly in all directions. He entrusts the running of the inn to Marjo, a young man he hired for that purpose.

HOURS: The inn accepts travelers at all hours. The tavern is open from 7:00am to 1:00am.

EXTERIOR: A large rambling wooden building which varies from 1 to 3 stories faces onto Caravan Street. There is a walled garden behind the main building, with a small cottage for the groundskeeper. Over the main door hangs a carved wooden sign with the words "Mystic Valley Inn", and a small picture of a pitcher pouring.

INTERIOR: The main entrance leads directly to the common room, a large area filled with tables, chairs, benches, people, and pipeweed smoke. At the rear, a wide doorway leads to the kitchen, and a broad staircase leads upstairs to the lodging rooms. There is a bar, which glows, along the west wall of the common room, behind which is a rack of casks, barrels, and tuns. There are a number of small private rooms in the annex to the northwest of the main building.

Price Range: High.

Quality: Good. Quality food and drink, and outstanding entertainment in the evenings.

Outstanding Items: The tavern is frequented by many of Bardol's compatriots from his days of magic, and there are generally two or three arcanists willing to put on displays of one sort or another for an evening's entertainment.

Cash Box: A glowing stone coffer rests on one end of the bar. Unauthorized hands get fried touching it.

OCCUPANTS:

Staff: Marjo (#706), the young man hired by Bardol to manage the inn, is a quality maitre d'hotel; he has improved the quality of the meals and service available, and it was he who originally suggested the evening displays of talent to Bardol. Marjo has hired

sufficient additional personnel to provide good service for all the customers, and personally inspects the rooms and the kitchen daily.

There are some 15 young girls who work as maids, bar girls, or serving wenches in the common room; in general, they are comely and well-mannered (discourtesy to a customer is grounds for dismissal), and will occasionally intercept a pass. The kitchen is manned by Numicia the Huge, a gigantic woman who is capable of giving a hobbit chef an adequate contest in cooking.

A number of years ago, a deaf-mute (who was eventually named William) appeared mysteriously at the inn. He now resides in the groundskeeper's cottage, and makes it his business to keep the garden clean and beautiful; he has a green thumb that is the envy of many herbalists in the city.

Customers: There are usually 120 to 200 people in the common room at almost any hour. The chances for a vacant room are about 80% before 7:00pm, 50% from 7:00 to 9:00, and 20% after 9:00.

Loiterers: Assorted magicians make the inn a hangout, and there are usually 10-10 bending an elbow with a mug of brew at any given time.

SPECIAL OPTIONS: None. (With all the mages and magic available, any GM should have no problems creating special options.)

The Prancing Pony
(Too good a deal to say "neigh")
#VI-S004

This inn is located on Caravan Street near the Horse Market. It is a reasonable place to stay for a reasonable price, and attracts many of the travelers along the Long Road as clients. The inn is owned by Guthrie Harlowe (#707), a retired bard; he allows many of the striving hopefuls from the Street of Harps to try out in the evenings, as performers in the common room. It is basically a quiet inn with little happening, unless one likes to listen to novice bards.

Price Range: High.

Quality: Excellent.

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Scenarios and Plot Outlines:

The various plots for the South Corridor are contained in the sections on each of the individual quarters of the borough.

THE FREE CITY OF HAVEN

THE BOROUGH OF THE SOUTH CORRIDOR - THE STREET OF HARPS

POLITICS, PERSONALITIES, AND LOCALITIES

The Street of Harps area is the center of the performing arts in Haven, from bards and troubadours to actors, dancers, jugglers and clowns. The Street of Harps runs south from the Street of Caravans to a wide plaza, the Leiderstrasse, and on down to intercept the winding Horseshoe. Many of the buildings on the Street of Harps, and neighboring streets, are the shops and residences of instrument makers, music copiers, or other craftmasters related to the performing arts. Those who have shops on the Street of Harps above the Leiderstrasse are acknowledged masters of their crafts, and their prices reflect their expertise. Below the Leiderstrasse, and on the neighboring streets are the shops of lesser masters and journeymen, residences of bards and other members of the community, and various studios and more ordinary shops such as weavers, meatsellers, etc. Theaters and the ivy-covered Guildhall of Entertainers face each other across the wide stone-paved Leiderstrasse, with its statuary, flowerbeds and fountains. Off Vine Street, to the east of the Street of Harps, is Circus Park; it takes up the entire large block, is enclosed by a high stone wall, and serves as an off-season rest and rehearsal spot for many circus and carnival style performers between tours.

Most of the people encountered in the Street of Harps neighborhood are involved in showbusiness, from bards to those who make costumes and sets for the Theaters, to the hopeful girls who wait tables at Scholl's Tavern, waiting to be discovered. For the most part, there is a close community spirit among the people of Street of Harps. Everyone knows everyone, at least within his area of expertise - this is partially due to the nature of the business, and the binding effect of the Guild of Entertainers. Of course, the sometimes competitive nature of show business frequently instigates petty jealousies and feuds among the folk of the Street. Rumors heard in the taverns of the Street of Harps, particularly in the Mixolydian Mode, are many times simply gossip about other area residents who are not present at the time (it is suggested that the GM study the NPC descriptions at the end of this section, and those mentioned in conjunction with local shops, to create appropriate stories). Bards also travel and perform throughout the city, and frequently pick up choice bits of information to share over beer back home. Almost any rumor in Haven might be heard on the Street of Harps.

Life on the Street of Harps is dominated by the Guild of Entertainers. All performances for money fall under the jurisdiction of the Guild, which tries, with varying success, to monopolize the field. It is technically illegal to perform for pay without a license, which is only obtained through Guild membership. Auditioning for acceptance into the Guild is covered under the Guildhall's listing later in this section.

NPC Encounters:

Fenris Redbeard (#708) - A tall, burly man with thick red hair and beard. An experienced showman, he has lived most of his life on the road. Fenris is a shrewd money manager, a better than average playwright and lyricist, and capable of making his voice heard clear to the back row of any crowd.

Fenris is one of many in the "carney" trade who chafes at the restrictions placed upon him by the Guild of Entertainers. Since he is a magnetic leader, the Guild is relieved to see him go on his yearly trek.

Fenris' first responsibility is to the safety of his troupe, and is quite likely to leave the player characters to fight while he gets the noncombatants out of danger (that is why he hired guards, after all), but he can wield a sword and will fight if pressed.

Rafael Swiftrider (#709) - A small wiry man, whose hair is thinning. His eyes are creased but still bright, and he smells of horses, leather, and tobacco.

Rafael is the horse trainer for the troupe. He has been around horses all his life, and knows each one of the heavy horses that pull double duty drawing wagons, as well as performing, and his own grey mare, Princess. Princess is well trained, for fighting as well as trickriding, and will obey only Rafael. If one of the horses is injured, he will nurse it as if it were his own child. Rafael does not sleep in a caravan, but beds down near where the horses are tethered.

An old campaigner, has traveled with Simba and Fenris before. Distrusts Simba's griffin, for obvious reasons; will not tolerate mistreatment of horses.

Rafael has no minuses to fighting from horseback; he uses a lance with skill.

Bing and Bob (#710, #711) - The two hobbits are brothers, and seem to act as two halves of one personality. Both are typically ruddy-faced and slightly rotund; but Bing is a bit taller, and Bob is losing his hair. Bing fancies himself a singer, and loves to sing lovesongs and ballads, particularly when there are ladies present. Bob tells jokes and funny stories, and has a quick wit, and an incredible arsenal of bad puns. Bob is known for his interest in the opposite sex, but Bing always seems to get the girl.

The two stick together, and frequently one finishes a sentence the other had started, and they occasionally answer in unison.

While both use a sling with proficiency, they will fight only to save their lives, being content to take cover under a wagon at any hint of trouble. The brothers are also the cooks for the troupe.

Simba the Strong (#712) - A powerfully built man, who wears tunics that show off his impressive physique. His skull is clean shaven, but he wears a full black beard and earrings of gold, and a bronze armlet with ornamental runes that never comes off.

Simba manages the two lions, the bear, and the griffin that comprise the Beast show. His armlet has a Control Beasts spell embedded in it. The two lions are overweight, lazy beasts, but not tame without the armlet; the bear will do anything for a snack, but is short-tempered if it feels the snack is being withheld. The griffin is only half grown, and is actually devoted to Simba, who has raised it from a hatchling. All beasts are securely caged when not performing.

Simba distrusts Toric, and privately threatened to tear him limb from limb if he proves untrustworthy. Simba keeps to himself mostly, but is loyal to Fenris, and the troupe. He will fight if the troupe is attacked, releasing the griffin, and is a deadly with a whip.

Clairone (#713) - A beautiful girl of 18, with wide violet eyes, fair skin, and waist-length hair of jet black, with a sweet soprano voice. Clairone always plays the heroine in the troupe's various plays, a part she is admirably suited for, due to her looks and the fact that to play the princess-in-distress is not a difficult role.

Clairone's chief joy is beautiful clothes, and will spend a great deal of time on trying on costumes and putting on cosmetics. She is a bit of an airhead at best, and only the loving supervision of her father keeps her from doing incredibly foolish things. She, alone of all the company, believes Toric's stories, and will actually be upset when he is kicked out of the troupe - but this will only last until the next morning, when she will have forgotten his name.

Toric Habadash (#714) - A good looking lad of about twenty or so, with brown hair, blue eyes, whose only trace of beard is an anaemic moustache. A charming fellow, on first impression, but his conceit and self promotion can wear very thin after a short time. Spoiled by his uncle (a Thieves' Guild official) this assignment is a true example of nepotism. Toric is proud, easily insulted, and vengeful towards those who he feels are out to get him. Despite the stories he tells, mostly about his own exploits, Toric is not a good liar, and doesn't know when to quit. He has set his cap for Clairone, and is already planning revenge on the beastmaster Simba, who is sure doesn't like him. Toric is not a particularly skilled fighter, nor is he of a courageous nature, preferring to stab in the back. He will avoid a direct fight at all costs, but he is also afraid of what will happen if he does not get that chest to Mandalai. He knows the chest is trapped, but not how to open it.

Yohan (#715) - Olive-skinned, longish dark hair, tied back in a ponytail; bearded, with dark, restless eyes. Yohan is somewhat short, and lean; he wears simple trail garb that allows him to blend into the woods easily. A bow and arrows, and a short sword are his weapons.

Yohan has long experience as a highwayman and can move soundlessly through the roughest terrain. He is a skilled hunter and tracker, a deadly aim with his longbow, and speaks Elvish and Orcish fluently, in addition to the Common tongue.

He has no personal interest in the contents of the chest, nor does he even know what it is he was assigned to guard. He is a mercenary hired to do a job, and is stubbornly loyal to his mysterious employers.

Xandrian (#716) - When visible, a young elf with long blond hair, wearing a tunic and boots, a cloak and a hood. The figure is semi-solid, and translucent, although solid to the touch.

Xandrian was an up-and-coming mage a hundred years ago, but he was betrayed and treacherously murdered by

Gorath, an evil wizard, who then used the skull for his spells. Of course, Xandrian could not rest with his skull so misused, nor can he rest now, with his precious skull in the (apparent) possession of another mage.

Xandrian knew little of humans, and does not understand the Common tongue. He does not realize that his skull is a prop for a play, or that the "workshop" is merely a set. Xandrian has been trying to attract the attention of the "mage" - the actor Chiles Putney - by re-arranging props in mystical sequences, leaving notes in an archaic High Elvish script in the margins of the "spell books", and by defending the workshop in the mage's absence from intruders - like stagehands. Xandrian can not speak, or cast spells, because his tongue was cut out before he died, and he is magically prevented from touching his skull, although he can handle and use the magical props, provided no verbal command is needed to activate them. Xandrian is not violent by nature, but is desperate to communicate with the mage.

Chiles Putney (#717) - A tall, ruggedly handsome fellow with thick, curly blond hair, piercing blue eyes and a deep, masculine voice. Dresses in the height of fashion; appears poised and somewhat foppish.

Chiles is an actor, in the best of the classic tradition. On stage he cuts a dashing figure; a perfect leading man.

Off stage, Chiles still acts the part of the "star" - he is extravagant with money when he has it (and a borrower of money when he has it not). He is vain about his appearance, always positioning himself to show off his best side, constantly smoothing his hair or his garments with his fingers. Unfortunately, Chiles is not too bright, but he seems to be able to be able to overlook this flaw, as does his "public", which Chiles speaks of constantly and in reverent tone - after all, his "public" made him into what he is today.

Phineous Tarkin (#718) - A middle aged man, with weary lines about his eyes and mouth, whose hair is thinning, particularly in the last three months since he's taken over the management of the Muses' Theater. The job has aged him, and it's obviously been some time since he had a good night's sleep. It's also been a while since he was sober.

Phineous invested a good deal of gold (his own, and his patron's) into refurbishing and renovating the Muses' Theater, and in producing this expensive premiere production. Now he sees all his dreams fading fast, in light of the present situation, and he has been indulging heavily in alcohol.

Phineous is desperate for a solution to his problem, and will eagerly accept help, promising great rewards. He will pay handsomely (1000 GP) to the players should they succeed; although once he's sobered up, he may regret it.

Robin O'Leary (#719) - Dashing, handsome young man with long curly dark hair, and gorgeously curled moustaches. A fine lutenist and singer, has a very glib tongue around members of the fairer sex, and is a flashy dresser. A notorious name-dropper; will try to pass himself off as one of the "In Crowd". His tales of relationships with the nobility and Great Guilders, however, are more than a little exaggerated. He wears a handsome rapier on his tooled leather belt, which he can not use to save his life...

Anton Valvidi (#720) - An elderly gentleman, with thinning white hair, a prominent nose, and spectacles. He doesn't move as well as he used to, but he still has plenty of spirit left, and is just as demanding as a conductor and teacher as ever.

Elias Thornapple (#721) - Also known as "Roundbottom", he is a middle-aged hobbit of considerable girth; a jester by trade. Makes his living by playing the country simpleton; he is sharper of wit than he appears, and acts as an agent for the Thieves' Guild.

A good-natured fellow, loves a good pipe and a good joke (Shaggy dog variety). Has not been a practising thief for some time (he doesn't fit into windows very well any more). He knows Haven very well, and would tag along for an "adventure", playing the bumpkin until he can take the loot and disappear, unless one of the party is also in the Thieves' Guild.

Most folk consider Elias a silly old hobbit, and he likes it that way.

Well known and respected by the elder generation on the Street of Harps for his talent and drive, but the younger bards believe he is too subservient to the whims of his patron, Duke Fernando di Cottilion.

Real Gavotte (#722) - A handsome man of middle years, with dark hair and a well-kept goatee, and is always impeccably dressed. Rael is clever as a fox, devious as adragon, and just as charming.

What Rael lacked in musical talent he made up for with ambition, and he now holds the post of Guild Magistrate, which gives him control over all petty disputes within the Entertainer's Guild. His dislike of the circus folk has much to do with the present unrest, and it is rumored that Rael's hand is always open when an important dispute must be judged.

Rael's parties at his luxurious home are legendary - he is a lover of good food and wines, and his parties frequently are regular bacchanals, with ladies from the Street of Silk Veils as hostesses.

Rael is admired by some, liked by few, watched warily by many, distrusted by most. And there are some, like Helvia Larksong, or Largo Profundo, who actually hate the man.

Largo Profundo (#723) - A great round man, bearded, usually well-dressed; Largo sings a powerful bass that can be heard clear across town when he wishes. One of the Masters of the Guild (the Singing master). He is very devoted to his craft, staying long hours at the Guildhall, and appears in the concert halls and theaters regularly. A lover of good food and wine, he can be found some nights at the Horned Hardart, or visiting his old friend, the wizard Koridian. A soft spoken fellow, it is known that he works late partly out of love for his work, and partly to escape his nagging wife and seven children. Largo lives in the Cleff.

Largo has heard of a wonderfully talented girl among the gypsies of Trade Island, and would love to have her trained as a bard, but is too pressed by his job to seek her actively.

Vernadot (#724) - A tall, awkward youth, thin as a scarecrow, with shaggy blond hair and a shy manner. His clothes appear to fit him poorly, and are usually too small for his long limbs.

A country boy, his love of nature led him to join the Temple of the Sky. Recently he spent almost all his hard earned silver to purchase an old harp from a trader on Trade Island, and had it restrung by Kelly O'Shea. Now he is paying back all the kindness shown him by the priests of the Sky by playing for services at the Temple.

Vernadot has no idea of the harp's powers, and is delighted at the sudden increase in attendance, but does not attribute it to his playing. He will not willingly give up the harp, for he likes the way the old instrument plays, but might be swayed by sufficient gold (at least 500 GP harps are expensive). He will be



more receptive if the offer comes from one who is also a believer in the Sky, or from a bard (GM's note: Vernadot is himself immune to the harp's power). If made aware of the harp's power, he will not give up the harp, but will seek the advice of the priests.

Melisandre (#725) - A slender young woman with long brown hair and wide brown eyes, of less than average height. Usually dresses plainly, as a commoner, unless performing as a bard. When revealing herself as a mage, her whole stance and voice changes. She is rather nondescript, and an expert at not being noticed.

Melisandre says little of herself; she is quiet and thoughtful, unless playing a role. Perhaps only Jaiken Amble, who lives with her, or Lady Rowena and Karl Geronde, for whom she secretly works on occasionally, know her very well. She is merry and serious by turns; a talented singer and harpist, a skillful mage, and a shrewd observer of people.

Melisandre is presently acting as Rowena's ears and eyes in the matter of the enchanted harp, Dragonsbane (see Street of Harps, Scenarios). She will only initiate contact with player characters if she feels they are trustworthy (GM's discretion). If approached, she will be the shy maid, appealing to others nearby for help if they annoy her. Her medallion helps her communicate with Lady Rowena, and she can sing sleep spells, etc., but will not willingly reveal herself as a mage. Most on Street of Harps are not aware that she is a mage.

Helvia Larksong - (#726, Master of Journeymen, Guild of Entertainers) A middle-aged, slightly built woman with bright blue eyes, greying hair, a vibrant personality, and an iron will. Dedicated to her job of overseeing the Guild's various journeymen, she knows them all by name. She also has on file where each journeyman is

assigned, and would be in charge of finding a "situation" for a new journeyman (i.e. a player character).

She is happily married to Petrovio Larksong, a composer, and lives in the Cleff. She despises Rael Gavotte for personal reasons.

Helvia knows that the harper-journeyman Vernadot has recently become a member of the Temple of the Sky, and will answer questions to this effect, if she believes the questioners are friends of Vernadot's, or have a legitimate reason for needing to find him.

Turlough O'Carolan (#727) - An old man with a careworn face and long grey hair and beard meticulously trimmed, and pale, sightless eyes. His voice is rich and full, his fingers restless except when on the strings of his harp. His clothes are of good quality, embroidered with intricate designs, and he wears some finely crafted jewelry.

Old Turlough is well-revered in Haven; his mind is still quite sharp, but he has been ill of late and tires easily, falling asleep over his beloved harp. A song is rare, but wonderful. Turlough knows more of bardic lore than almost any bard in Haven, but his memory is fading, and needs the stimulus of a song. If asked, he can tell of the legendary harp, Dragonsbane.

Turlough lives on Holly Road with a housekeeper, Fyrda, who looks after him.

Han Vilkorus (#728) - Dark-haired, clean shaven, and very well muscled, Han is the heartthrob of half the young ladies of the neighborhood. Han is also well aware of their interest, and it has gone to his head. Now he believes himself irresistible, and has become quite a ladies man. His ready smile and courtly manners have gained him many a pleasant evening, but he seems to love variety, and never stays with the same girl. Many of the local young men dislike him, not surprisingly.

Han sings when he works, and is charming and flirtatious with any attractive young woman he encounters.

Kivi and Petriko (#729, #730) - These two talented youths spend their days teaching at a small dance and acrobatic school which they own, near the Commons, and their incredible abilities have drawn many affluent clients to their small school.

At night, they perform at various points along the Street of Harps, the Plaza of Troubadors, as well as the Leiderstrasse. They have several times been employed to perform at houses in the Heights, and their popularity and fame is steadily increasing.

These two are inseparable, yet they are not married, and do not seem to plan to do so. Kivi is an incredibly beautiful and alluring girl with blond, straight hair, bright green eyes, and elfin features. Her grace and agility is no less than phenomenal. Petriko is a stocky, but quick young man who, in his earlier fighting career, suffered a serious face wound which left him badly scarred. He decided to give up fighting and joined Kivi to become a truly amazing acrobatic team.

Ratchet (#731) - This seemingly ageless man has long golden hair, with deep blue eyes and fine, delicate, youthful features (even though it is known he is over 50 years of age). His father was an elven warrior who left on an expedition when Ratchet was two, and never returned.

Ratchet describes himself as the "eternal middle man." He owns a small shop off Holly, where he runs a buy-and-sell operation. He specializes in buying newly arrived merchandise (particularly musical instruments) and then reselling them as soon as possible.

If questioned concerning Dragonsbane (see Adventures, Street of Harps), he will remember it as an archaic piece of junk with numerous broken strings. He was happy to be rid of it, but he does not remember to whom it was sold.

Guildhall of Entertainers (A Place to Hang One's Lute) #XI-S005

EXTERIOR: Taking up the bulk of a city block, and rising three floors high, the Guildhall boasts at least three architectural styles that show how the building has grown with the influence of the Guild. The front, which faces Leiderstrasse, is of carefully fitted grey stone, with some decorative masonry work around the windows and doors, not to mention the parapets and tower. Shrubby and lawn surround the Hall, carefully tended, and ivy clings to good portions of the stone walls. The doors are oak, and there is carved above the door: "Music is the tongue of the Ages." A Gothic style tower is on the right of the main entrance area.

INTERIOR: The doors open to a wide lobby, with polished wood floors, banded walls, and richly carved staircases. Two tapestries hang on the wall, on either side of two sets of double doors. These lead into the Hall of Song, a beautiful performing hall, with more ornate paneling and woodwork, leather and velvet upholstered seats, and a balcony that reaches almost all the way around the hall. Shields depicting various branches of the Guild hang in the Hall, and the stage is large enough for a full orchestra. The Hall is magically enhanced so that the acoustics are magnificent wherever one sits, and lighting is also magically controlled. Concerts by apprentices, journeymen and masters are frequent, and open to the public for a reasonable cost. There is a 42 bell carillon in the top chamber of the tower and occasionally music drifts down across the plaza.

From the lobby one can also go down hallways to the various Guild offices, or to the classrooms, etc. of the School; however, these areas are not frequented by the general public, and wandering aimlessly about is certain to attract someone's attention. The Guildhall is a bit of a maze, and fairly busy during the day; the doors are locked after sundown unless there is a concert.

NPC ENCOUNTERS: Helvia Larksong, Largo Profundo, Otto Heath, Vrian, Erico Opuswon, Allyra, Cor del Brasso, Tzindala, Pepito Scallon, Fessor del Cappel, Rael Gavotte, Stratford Avon, Turlough O'Carolan

SPECIAL OPTIONS: The Guild of Entertainers, dominated by the bards and traditional musicians, holds a near monopoly on performance-for-money in Haven. All entertainers must be licensed by the Guild, and pay a 10% tithe of their earnings to the Guild. In return, the Guild provides training, some health provisions, pensions for retirement, and reasonable job security.

Any bard player character who wishes to work as a bard must become a Guild member. This includes auditioning for the Guildmaster of the player's particular specialty (STA MAG with a +1 per level) and paying the tithes, plus a 10 GP initiation fee. A green bard (level 1-3) may enroll in the School or study under one of the journeymen (or masters if one will accept him) for very low rates. An intermediate or veteran level character is considered a journeyman, and has more job opportunities, but his training will cost more, and an elite level bard is accorded the respect due a master of the craft.

Florina's Flutes
(Florina of Lorinwood)
#XI-S006

OWNER: Florina (#731) is an Elven woman with violet eyes and hair of jet. She is one of the most beautiful women in the city, but her snobbish, and childish behavior creates numerous problems for her. She plays, but does not make, her flutes.

HOURS: 10:00am - 6:00pm

EXTERIOR: Florina's shop is a small, delicately made wooden structure with gracious carvings and frescos, with several large windows spaced evenly around the building. It is two storied, and the carvings on the second floor are even more beautiful and complex than those on the first floor. The windows are enchanted to make them very strong, and at night, when the store is locked, they will deliver an electrical shock of 2D12 damage to any but Florina who happens to touch them.

INTERIOR: Inside, the store is equally as beautiful, but slightly more functional. The showroom occupies most of the ground floor, and consists mainly of racks displaying the merchandise. In the rear of the room is a small counter at which Florina sits, playing a flute. The remainder of the ground floor is taken up with a small workshop where many of the flutes are made, and the staircase leading to the second floor. On the second floor there is Florina's apartments, and a small bar at which Florina entertains occasionally.

Price Range: Low/Costly

Quality: Fair/Excellent

Outstanding Items: The majority of the flutes that Florina sells are wooden and bamboo, but she usually has some very fine silver flutes which she imports from the Wold and other more distant lands. These flutes run at least 20% more than the regular cost as they are extremely well made.

Cash Box: Florina keeps the cashbox secreted in a secret compartment behind her counter. She keeps most of her cash in gems for a better rate of foreign exchange with Elves. 4D10 in small gems, 2D8 in coins.

Staff: Only Florina (see below)

Customers: 65% chance of 2D3 customers at any time, and also a 25% chance of a hopeful suitor to Florina hanging around making (less than subtle; Florina doesn't like shyness) advances towards her.

NPC ENCOUNTERS: Allyn, Largo Profundo

SPECIAL OPTIONS: The flute which Florina plays is enchanted, and with it she causes customers to feel happy, and very interested in the merchandise. She realizes how dangerous this is, and only uses it occasionally (15% chance).

Bell Foundry
(Glokkin Masterbellcaster, prop.)
#XI-S007

OWNER: Glokkin Masterbellcaster (#732) is a dwarf, black bearded, well-muscled, and perpetually scowling. He is notoriously hard to please, whether it be the tuning of a bell or the way the shop is swept by his apprentices. It is said that the only time he ever smiles is when he hears the Tower bells ring the changes.

HOURS: 7:00am - 7:00pm

EXTERIOR: A large bronze bell without a clapper hangs outside the front door of this squat 2 story stone building.

INTERIOR: The first floor is mostly one large room, with a bellows and a forge, heavy ingots of bronze and tin, and numerous molds and tools, including a metal lathe.

Price Range: Costly

Quality: Excellent

Outstanding Items: Glokkin's bells are of extremely fine quality, and he will make bells to order of virtually any size and shape, but custom made bells are very expensive.

Cash Box: The cash box is kept in the workbench and is locked; at night it goes under Glokkin's bed. Contains (2-6)D10 GP

Staff: Glokkin employs three apprentices and a journeyman, who all live upstairs.

Customers: 30% chance of 1D3 customers

SPECIAL OPTIONS: None

Music Copiers
(Bennichio Lapiz, prop.)
#XI-S008

OWNER: Bennichio Lapiz (#733) is a plump, mild little man with thinning hair. His voice tends to squeak when excited, and usually deals with the customers.

HOURS: 9:00am - 4:00pm

EXTERIOR: This building is rather nondescript, and the only indication of the shops presence is the small sign over the open door.

INTERIOR: The front room of the shop has racks along the walls showing samples of the careful work of these specialized scribes.

Price Range: High

Quality: Excellent

Outstanding Items: This shop puts out very high quality products, and is very well known, thus Bennichio does not feel he needs fancy (as well as expensive) frills. The shop is very spartan, and little is wasted.

Cash Box: the cash box is kept in Bennichio's desk drawer; trapped with a needle, SST or sleep 8 hours. 3D10 GP.

Staff: The chief scribe, Farris (#734), usually oversees the work and keeps the rowdy apprentices and journeymen under control and productive. Farris is not above boxing a boy's ears for careless scribing or avoidable errors.

Customers: There is a 40% chance of 1D8 customers at any time with an additional 75% chance of an additional 2D3 during lunch hours (11:30am - 1:00pm).

SPECIAL OPTIONS: None

Wig and Masque
(Quality Costumes)
#XI-S009

Rosina (#735) is the best of several seamstresses in Haven who specialize in costumes for the stage. A matronly lady with spectacles, she is an expert in costuming history, and can tell a good deal about a person by the way they dress. Rosina has a 30% bonus to penetrating a disguise, and can create authentic garb for almost any period in time and place.

There is a huge warehouse on the upper floors of costumes, and a library and designing room, and sewing and fitting rooms. Trunks of fabric, trims and paste jewelry are stored in every possible corner.

Twenty employees, mostly female, work here during the day; Rosina meets with customers and oversees the design of costumes. Two large dogs and magic-enhanced locks which resist picking (-30%) provide nightly security. Cash box in Rosina's office has 2D10 GP; and several letters of credit worth a total of 20D10 GP. Rosina lives in the Cleff.

Price Range: Costly

Quality: Excellent

The Cleff
#XI-S009

A narrow street near the Street of Harps; it is lined with old stucco and half timbered row homes and apartments. Balconies, porches, and covered walkways line the street, with ornate wood and iron work; window boxes and hanging plants adorn the old homes.

These houses and apartments are charming and comfortable, as well as moderately priced. The people who live here are all musicians, who are based semi-permanently in Haven. Many have families and children.

There is a 5% chance of an apartment or house being available for rent; the whole street is owned by the Maggia family from the North bank.

Residents here include: Largo Profundo and family, Rosina Malotti, Phineous Tarkin, Robin O'Leary, Helvia Larksong

The Master Puppeteer
(Ivan Petrushka, prop.)
#XI-S010

Ivan (#736) is a tall, burly man with a thick black beard, bushy eyebrows and a scowl permanently on his face. He speaks in surly monosyllables and grunts, and walks with a painful limp. Through his puppets, however, he is a different man; cheerful, loving, and vivacious, but only through the puppets can he release his true gentle nature. He is not aware of this split of his personality - but the puppets talk about "the boss" constantly, bemoaning his hard heart!

His young "daughter", Nadia (#737), a street waif the puppets adopted (and Ivan grudgingly allowed to stay) loves him dearly, recognizing him through the puppet's voices.

There are around 2 or 3 apprentices in the shop that carve the puppets and work the props, etc. but apprentices rarely stay long with such a dark and moody master. Only one, Gepetto, has stayed longer than six months.

Ivan has a beautifully carved enchanted marionette that he uses to attract people to the chows; it is capable of independent movement, controlled magically from a distance (see Encounters, Street of Harps)

Puppet shows range from legendary epics to humorous; 1 GP for a seat.

Price Range: Fair

Quality: Very Good

Academie of Classical Dance
(Zarabem, master)
#XI-S011

The house sits back from the street, surrounded by a high stone wall. A heavy oaken gate is the only entrance.

Zarabem (#738) is a well built man of medium height, with golden hair and blue eyes. He runs a studio in his home for young women who aspire to become dancers in the classical forms of belly dancing. All his students are boarders, and legally his apprentices, and he supervises them carefully. Rarely do they leave the studio and he does not permit them much outside contact. All the girls have CDN>14, and appearances of 15 or better. Zarabem's graduates are acknowledged to be the best in Haven, and are much in demand. There are 15 girls enrolled at present.

Graduates are rarely seen on the Street of Silk Veils, because they are in such great demand as dancers, that they do not need to wear the silk veil to earn a living. Zarabem teaches them confidence and independence.

Circus Park
#XI-S012

A high stone wall completely encloses this complex of long barns, caravan wagons, tents and sawdust tracks. The Park is a training ground for acrobats, jugglers, animal trainers, and other "carney" sorts of entertainment. Animals stabled here include horses, camels, elephants, great cats, and several even more exotic beasts.

The "carneys" do not feel a part of the Entertainer's Guild, although they are required to be members of it. They feel that the bards look down on them as 'peasant entertainment'; and, because they are more transitory take little part in running the Guild. The circus folk resent the rule bards, but do little about it.

Circus Park is a retreat; no shows are offered here, and non-circus folk are not readily welcome. Here they can relax, prepare new acts, train apprentices and animals, and live the winter months until spring when the road calls again.

Choirmaster's House
#XI-S013

A three-story brick house with a slate roof, set back from the street, with a walled garden in the back. It is the home of Anton Valvidi, the noted composer and choirmaster. He lives here with his daughter and her husband, and their two children. Anton Valvidi does not write much music anymore, and seems contented in retirement, only occasionally appearing professionally in Haven (see Anton Valvidi, NPC's Street of Harps)

His son-in-law, Darrel Hayden, is an average bard, with dreams of finding a good patron; but Anton will not recommend him to the Duke. Of late, this has caused some friction in the family.

The Harp Sellers
(Kelly and Erin O'Shea, prop.)
#XI-S014

Selling harps (by commission, usually) from ladie's lap harps to the great floor harps; most made on premises, though some are on consignment from other harpmakers. Quality is quite good, and Kelly (#739) frequently uses carving and inlay for ornamentation (at extra cost). The front room of the shop is workshop and display at once, aromatic with the scent of fine woods and resin.

Kelly is a tall, chunky fellow whose red hair has begun to grey, but his hands are sure at their task. His newly-wedded bride, Erin (#740), is twenty years his junior; a lovely girl, and devoted to him. She also plays harp; Kelly is secretly making a special harp for her and is frantic to hide it if she comes down to the shop from their upstairs apartment unexpected.

Two apprentices, Brian and Malcolm, spend mornings at the Guildhall in classes, and afternoons at the shop; they share a small room in the back.

About two weeks ago, Kelly restrung an old harp, made of Elvish heartwood and beautifully carved with the likeness of dragons for a young journeyman, Vernadot. He will only remember this if asked about a similar harp. He does not know where Vernadot lives.

The cash box is hidden under a work bench and contains 4D10 GP.

Price Range: High

Quality: Excellent

Drum-makers
(Artemis Guisto, prop.)
#XI-S015

Drums of various sizes can be acquired from this store. Most of the work is done by the senior Journeyman, Artemis' son Gemmon, and two apprentices.

Artemis (#741) is a pleasant, white-haired old man; he is well-loved by the children of the neighborhood for his storytelling. Children are in and out of the shop and the yard of the house next door, including some of the d'Larette and Profundo children; all call Artemis, and his wife Glory, their "grandparents".

Price Range: Average

Quality: Good

Carillon Tower
#XI-S016

A tall, 8-story tower of carefully fitted, irregularly shaped marble blocks of various colors, polished to a smooth glassy sheen (the effect is of a multi-colored jigsaw puzzle). There is a small door opening onto the Street of Harps, and several windows on the first and second floors, then no break in the smooth wall until the belfry itself.

There are 8 bells in the Tower, each rung by a heavy rope that comes through a hole in the floor to the Ringer's Chamber a floor below. Ringing the changes requires 8 ringers, as the bells are quite heavy. The bells are rung at sunup, noon, and sundown, signaling the opening and closing of the gates. A single bell rings the hour. The bells are also rung on special occasions, such as holidays.

There is a ninth bell in the tower, whose presence is unknown to all save Gavin Campanella (#742), Ranna Campanella's older son, the Keeper of the Tower, who lives on the lower floors. The bell is magical, although Gavin is not sure what it does; he knows it must be rung if the city is ever threatened. Gavin writes "adventure ballads" in his spare time (and he has a lot of spare time); which are sometimes sung in the taverns. They are, however, totally fictional.

The Ducal Arms Theater
(Play on Words)
#XI-S017

The grandest theater in Haven, a magnificent marble edifice with graceful columns and extensive carvings of scenes from famous plays. The Ducal Arms are carved on a huge stone shield high above the doors.

The interior is no less lavish, with marble parquet floors, rich paneling and woodwork on the staircase bannisters, and great tapestries hanging in the lobby. The seats in the upper boxes are padded, with leather upholstery, and the ceiling of the theater is covered with a magnificent allegorical painting.

Seats in orchestra are 5-10 GP; balcony seats are 15 GP, and boxes (with room for 8) are 100 GP.

The cash box has only sufficient GP to make change; most cash is magically transported to a safe location in the offices backstage almost as soon as it is received.

Presently the show is "The King of the Beggars", starring Largo Profundo and Silvia Bells; a most tragic story told in a song.

The Sackbut and Psalter
(Good Brew, Good Stew)
#XI-S018

A tavern and inn at the top of the Street of Harps, renowned as much for its rollicking, nightly entertainment as for its home-brewed beer.

Benjamin MacRyan (#743) is the proprietor of this sprawling stone and half-timber inn, as hobbit-like as a full grown man can be who stands 6 foot 4 inches tall, with bushy sideburns and a jovial face (and a belly that attests to the quality and quantity of his beer). Ben is a good natured fellow, always ready for a beer, a good joke, or a good brawl - he has hands like a wrestler's and usually acts as his own bouncer if things get "unneighborly".

The entertainment (for which a cover charge of 1 SP is collected at the door by a barmaid) is a group of musicians or a single singer, and the music is lively, loud, and usually bawdy. The patrons sing along, beat the rhythm on the tables, and even dance - frequently on the tables. They shout requests, orders for beer, and comical insults at friends across the room; the whole effect is one of a big, noisy party. The Sackbut and Psalter is usually quite crowded, needless to say.

Beer and food are good, prices average; rooms (if you don't mind a little noise) are simple, but clean.

Price Range: Fair

Quality: Good

Lutes and Viols
(Alfio Credenza, prop.)
#XI-S019

The front room is small, and used for display of fine lutes, viols and psalteries. A bell on the door alerts Alfio when anyone enters. The shop employs eight journeymen and four apprentices; only one of them, Nikklas, lives with Credenza's family upstairs.

Alfio (#744) has had a running feud with Luciano Clarino for 30 years, and will not abide even the mention of his name. He plans to marry his beautiful daughter Zofia to Nikklas in a few months, blissfully unaware that Zofia loves Derek Clarino, the son of his enemy, and Nikklas loves a different female every week. Nikklas, however, has no objection to the marriage because it will assure his position as heir.

Price Range: Expensive

Quality: Good/Very Good

The Trumpet's Call
(Brass Winds)
#XI-S022

Luciano (#748), a round-faced, pleasant little man, and his sons make various horns, trumpets, sackbuts, etc. Luciano's horns are good, but Derek the younger son, shows promise of being even better; to his elder brother Mercutio's frustration. In fact, Derek is usually better at things than Mercutio, which does not endear him to his jealous elder brother. Mercutio has some suspicions about Derek's interest in Zofia Credenza, daughter of their avowed enemy, and is quite willing to foul him up should the occasion arise.

The source of the feud between Luciano Clarino and Alfio Credenza lies back 30 years ago when they both loved the same woman, Elissa; who married Alfio, and died giving birth to Zofia. Both blame the other for causing her death.

Price Range: High/Costly

Quality: Good

Sign of the Jester
(No Jokes About Ale)
#XI-S020

A small tavern catering mostly to circus people; run by Old Olaf (#745), a small hunchback, and his partner, a seven foot Krindorian ex-gladiator named Sandoriskilarian (#746, called San for short).

The patrons trade tales about their experiences on the road, drink beer, throw darts, and grouse about the Guild of Entertainers. Non circus-folk are viewed with suspicion, although another "carney" is freely welcomed.

Fenris Redbeard (NPC's Street of Harps) is a regular here.

Price Range: Fair

Quality: Poor/Fair

Odino's Dance and Tumbling
(Odino of Mandalai)
#XI-S021

The entire first floor is one large room; mats are stacked neatly along a wall when not in use, and racks of barbells, ropes, etc. line the other wall. A door against the back wall leads to stairs going up and down. Downstairs, there is a food storage area and a large bath and sauna. Upstairs are Odino's rooms, which are starkly furnished, and a small shrine to Eollana.

Odino (#747) is a small, dark, wiry fellow, full of nervous energy. He teaches tumbling to students with at least an average CDN for 5 GP a week for daily 2 hour sessions. Odino is a good teacher, and if a student does well (STA INT and CDN), after 3 months, can improve coordination and reflexes (D6: 1-3 - +1, 4-5 - +2, 6 - +3). Odino is into a "health food" diet of brown rice and raw vegetables, which he eagerly espouses to his students, along with meditation sessions and a regular exercise ritual. The improvement will last as long as the student keeps up the half-hour of exercise ritual daily.

Odino has little money. Other than necessities, it is believed he takes the bulk of his money to the Temple of Eollana.

Scholl's Tavern
(A Good Tavern)
#XI-S023

A small tavern noted for its inexpensive food and the attractive girls who work here. Most are aspiring to be actresses, and are hoping to be "discovered". Alas, the Guild officers and other theater managers rarely eat here; however, the elvish silk merchant Adrielle Ilorin has been seen here on occasion. (see Adrielle Ilorin, Gambol Street)

Most girls do not stay long; they either become discouraged and go home, find better work elsewhere, or actually go on to the stage. Some simply disappear without a trace.

Price Range: Inexpensive

Quality: Average

House of Rael Gavotte
(Dwelling of the Guildier)
#XI-S024

A luxurious three floor house of fine stone, enclosed in a high stone wall, with an ornate bronze gate. The interior is well furnished and the gardens out back are well-tended, with beautiful statuary.

Composer's Studio
(Painter at Work)
#XI-S025

The studio (and living quarters) of Gustav Morris (#749), a young energetic composer working under the patronage of the Maggia family. Tall and thin, with curly blond hair (Gustav works odd hours, plunking on a harpsichord far into the night). Gustav has a well-deserved reputation for eccentricity, both in his person and his music.

Sundance, Inc.
(Elicia and Koali Mazurka)
#XI-S026

A dance company that incorporates magic and illusion with the dance media. Koali (#750) is an illusionist, and provides for the dazzling special effects with their dancers. Elicia (#751) is the director and choreographer for their troupe of 12 men and women.

Geronio's Games
(Casino and Fun Emporium)
#XI-S027

Geronio (#752) is a dwarf who is both extremely greedy and exceedingly lazy. He therefore is trying to make as much money as he can with as little effort as possible. To this end, he runs a small, casino-type operation which, on better days, is thoroughly dishonest (you wouldn't believe the bad days). Geronio is smart enough to realize that if everyone lost all the time, no one would ever come again. He therefore allows enough people to win enough money to give the appearance of honesty. If told that he runs a dishonest operation, Geronio will, at first, feign innocence and act very hurt, but if the accuser persists, he will become angry, and call on his Krindorian bouncer to "dispose of this trash."

Geronio is an immensely fat dwarf who can barely walk unassisted; he loves food, wine, and beer of any type, and he despises exercise with a passion. If in danger, he has a magically enchanted ring which will teleport him and the cash box (which he sits on) to his home.

Almost any gambling game imaginable is available here. There is only a 10% chance of any particular game being honest, however, this chance decreases in proportion with the amount of money being wagered.

Mixolydian Mode
(A Tavern)
#XI-S028

OWNER: Ranna Campanella (#753) is a fat, jolly blond-haired woman of middle age, with a cheerful grin; usually wearing colorful bell-shaped skirts and carrying a wooden spoon.

Knows and greets about everyone by name, and is quick to ask a newcomer about themselves. She never forgets a face or name, and is friendly and talkative. She has no head for figures, however, and can be muddled with counting out a guests change, and can easily under, or over charge him. Nor does she remember easily what items on her menu cost, and usually will ask someone else - even another "regular" customer. But her memory is flawless when it comes to news and people, and she is an excellent source of information.

Her older son Gavin is at the Carrilon Tower.

HOURS: 2:00pm - 12:00am

EXTERIOR: A two story building of stucco and half timber, with a few translucent-glass windows on the first floor and a solid oak door. The sign hanging at the door is faded; one can barely make out the crossed lurs (horns) and the name of the tavern. Windows on the second floor overlook the streets.

INTERIOR: The door opens into a comfortable common room, approximately 40' by 60', with beamed ceilings a plaster walls. The solid wood furniture looks well-used; benches line the walls, along with old barrels that supplement the furniture on crowded nights. A small raised platform serves as a stage for impromptu entertainment. There is a bar and a fireplace along the inside wall, and a door that leads to the kitchen area. The rooms upstairs are for Ranna and her staff. Interior lighting is from sconces on the walls and two heavy iron chandeliers hanging from the ceiling.

Price Range: Fair/Moderate

Quality: Average

Outstanding Items: Clientele are mostly local people, involved in performing in one form or another, and most know each other. Although not an unfriendly group, they are not likely to take up with strangers, unless they are also in "show business". Although there is a stage of sorts for entertainment, entertainment is rarely provided, except by the customers; a song thus presented would be new or different, not heard before. The primary interest of the customers is the beer, the food, and conversation, the favorite topics being happenings around town, and the people to whom it is happening.

Rumors - Rumors are rife at the Mixolydian Mode, since the traveling entertainers usually pick up a good deal of interesting tidbits of information, and then share them with their comrades over beer and cold mutton. Many rumors are personal anecdotes and just plain gossip, useless to player characters within and around Haven (unless their wierd and enjoy knowing who is having an affair with whom, and where they are doing it, and so forth...). The GM is given these rumors as a guide to creating others, and to use as teasers to involve the players in the scenarios in this and other sections.

a) the unfortunate illness of Elarie Saspirando - she was unable to perform at that dinner party at the Berensten's; her daughter is very worried. Algria Cambiata, her understudy, has been appearing for her and is doing very well. Rumor also has it that Algria is involved with Dominic Alderon, Elarie's former agent...

b) Fenris Redbeard, the troubador, is planning to take his troupe on the Road east to Mandalai (a city some 500 miles away) this spring but needs to hire some additional guards for the trip. (see "The Road Show" Adventure Opportunities, Street of Harps)

c) There is a 10% chance that Rael Gavotte is giving another one of his famous parties tonight. There will be wine from Karidda, and you know how Rael's parties are... (see NPC's, Street of Harps)

d) General sympathies of the performers craft in the class struggle between Guild and Nobility lie with the merchants, who support the arts and are usually good tippers.

e) there is a gypsy girl on Trade Island that can sing like a true bard - she belongs in the Guild school, not living like a vagabond. What a waste of talent! (see "The Gypsy Nightengale", Trade Island)

f) The new play at the Muse'e Theater may never open - 'tis said the spirit of the mage that the play is about haunts the theater. Just last week, a stagehand was thrown bodily from the stage when no one was near him - and he remains in a semi-comatose state, as if bewitched. Nobody will enter the theater now... (see "Muse's Theater" Street of Harps)

Cash Box: A small chest under counter contains 5 x 106 in small change; at night all cash is secured in a heavy iron chest with a complexity 4 lock in a upstairs room.

Staff: Ryan Campanella (#754) - Ranna's youngest son, a red-haired, freckle faced boy of 14 who has the head for numbers Ranna lacks. He manages the business end of the Mixolydian Mode, occasionally chastising his mother for undercharging customers or spending too much. If Ryan leaves his usual post behind the counter, the cashbox goes with him; he is the only one who knows where the key to the iron chest is hidden. Ryan is not a musician, but he aspires to be a wealthy agent - he has a natural sales ability, and a quick wit. He's not into sharing gossip, however, and will get suspicious if asked too many leading questions.

Nera (#755) - A half orc vagabond, a thin, bony girl of about 15, with dark shaggy hair and yellow eyes set aslant in her homely face. Taken in by Ranna, she cleans pots and pans in the kitchen and other simple chores. Nera speaks common with a thick accent and is very shy around people, preferring to remain in the kitchen. Fiercely loyal to Ranna and Ryan, and dangerous with a thrown knife.

Customers: Common room is 30% full until late evening (around 11:00 - 12:00 pm) when it can be very crowded indeed. Most customers are talking and drinking beer; few eat here.

NPC ENCOUNTERS: Elias Thornapple, Phineous Tarkin, Robin O'Leary, Largo Profundo, Odino the Nimble, Artemis Guisto, Dona Amelia D'Larette, Alfio Credenza, Florina, Galena Cordovan, Magda Cordovan, Fenris Redbeard, Han Vilkoros, Melisandre, Luciano Clarino

SPECIAL OPTIONS: The tavern that is the local "hangout" for bards, actors, etc. from the general neighborhood, and a hot spot for all kinds of news and gossip

Horned Hardart
(Bartholemew d'Larette, prop.)
#XI-S029

OWNER: Bartholemew d'Larette (#756) is a short, round little man, with thick grey hair and a moustache; he wears a tasteful, but not gaudy tunic, and hose and a cheerful smile. His family has managed the Horned Hardart for four generations, and he is very much a traditionalist. Serving the inn's patrons is his life, and he allows nothing less than perfection in that service. Knows most of the elite by sight and name.

HOURS: Technically, the inn is open 24 hours a day; major activity 4:00pm to 2:00am 6 nights a week (the nights the theaters are open)

EXTERIOR: A handsome 3-story edifice of stone and half-timber on upper stories, with heavy oak shutters and colored glass in first floor windows. The inn is set within a small courtyard with a stone wall around the entire property and an iron gate. A large shield shaped sign is on the outside wall next to the gate, bearing the name of the establishment and a picture of a hardart wearing a crown.

INTERIOR: The front door opens to a lobby with a high desk; doors lead to the common-room, where meals and drinks are served, and to comfortable sitting rooms. Stairs leads to upstairs rooms. Interior has smooth wood floors, with well-woven rugs in rooms; walls are half-timber and plaster, with hanging tapestries. Magically glowing balls set in ornate iron wall sockets provide light in hallways, similar lights in rooms can be covered for darkness. Furnishings are not overly lavish, but are beautifully crafted and in excellent condition.

Price Range: Expensive

Quality: Excellent, especially the food.

Outstanding Items: Room price is 5 GP per family member, and 2 GP per retainer. Music and dinner are provided in the sitting rooms as requested, and in the common room.

Cash Box: Contains 2010 x 10 GP. Kept in secret panel in d'Larette family quarters (ground floor, back wing of building).

Staff: Dona Amelia d'Larette (#757) is Bartholemew's wife; she is a plump and matronly woman, is a lover of music and theater, having grown up on the Street of Harps. She is involved more in running the inn than in direct contact with the guests; she spends a good deal of her time in the kitchen gossiping with Brisla the cook. She knows everyone on the Street of Harps; she is the daughter of Artemis Guisto, the Drum maker. She and Bartholemew have five children - Branden, Ophelia, Andrio, Carmen, and Petrio.

Branden d'Larette (#758) is a chunky youth of 19, he is trying to learn the business of running the inn, but lacks his father's drive for perfection when he feels his service is not appreciated. He is in love with Felitia, a singer/actress who occasionally performs at the Horned Hardart. He has an intense dislike of Paul de la Riis, for the latter's flirting with Felitia, and will be less than gracious to any other offender.

Brisla and Torvik Stoneaxe (#759, #760) - Brisla is the chief cook; a tall, hefty woman who speaks the Common tongue with an odd accent. She is bright and original with spices and herbs, adding to the Horned Hardart's reputation for fine food. Torvik, her husband, tends the stable, grounds and any other necessary manual work. Once a fine warrior until severely injured, he now walks with a pronounced limp, but has been known to disarm and bodily remove two of the Young Stallions when they were causing too great a disturbance for even Bartholemew to bear (8th level fighter equivalent).

Customers: 4 nights a week, there is a 75% chance that all rooms are taken; there is a 90% chance of the inn being full on weekends, without making reservations. One night a week, when the theaters are closed, the rooms will be only 10% taken, although the common room will be as busy as ever. Clientele are usually from well-to-do families of mercantile and nobility - although the two groups never mix.

NPC ENCOUNTERS: Portia Maggia, Anson Blackbourne, others of reasonable name and rank - Young Stallions (not overly welcome guests).

SPECIAL OPTIONS: Every evening there will be a performer in the common room, and these performers may be one of the following: Felitia (a lovely girl who performs a cappella from legendary epics, and plays lute); Robin O'Leary; Magda Cordovan, Melisandre

Muses' Theater
(Not really Mount Helicon)
#XI-S030

OWNER: Phineous Tarkin (see NPC's Street of Harps)

HOURS: It isn't open

EXTERIOR: A lovely Greek-styled building of marble and granite, with heavy bronze doors, fluted columns and an elaborate frieze on the eaves depicting nine young women in various poses and costume. A sign out front has a poster for the new play, "The Sorcerer's Secret", but the date has been scratched out and "coming soon" is written in over it.

INTERIOR: The Theater has recently renovated and refurbished, at great expense. The floors are marble tile, the walls have niches with lovely statuary in them, there is new upholstery on the seats in the theater itself, and new curtains and drapes for the stage and boxes. The effect is of elegant opulence. The stage is set as a mage's workshop with books, a stuffed owl, a globe, humorous scrolls, a huge tome chained to

a stand, wands, jars of mysterious substances, an ornate iron candelabra, a skull, a tall desk with parchment, pens and ink bottles, and a black cloak on a wall peg, to name a few items.

There are dressing rooms and costume storage rooms backstage, and various other scenery and props.

Outstanding Items: see Adventures, Street of Harps

SPECIAL OPTIONS: see Adventures, Street of Harps

Scenarios and Plot Outlines

In Search of Dragonsbane

Players' Information: The players are approached while in a tavern (GM's discretion) by a slender girl of rather average features, simply dressed, but carrying a lute. She has been performing for the patrons of the bar, but appears to pay them special attention, particularly if they reveal themselves as adventurers, or if there is a bard in the party. She will join them at their table, and offer them a proposition: that they help her find a valuable artifact that has been brought to Haven. If they appear interested, and seem trustworthy, she will ask them to meet her "employer", who will explain their task more fully.

GM's Notes: The Guild of Mages is very concerned over the rumored appearance in Haven of a rather notorious magical artifact, the harp Dragonsbane, made by the famed enchanter Estrado de Varyos, in centuries long past. The harp carries an array of powerful and subliminal spells that can be used to mold the subconscious wills of its hearers, to any end the harpist desires. As the Guild only functions legally as long as its members curb all misuse of magic, the possibility of Dragonsbane falling into the hands of an unscrupulous person who would take advantage of its powers is a real threat to the Guild's very existence.

Now the Guild needs to unobtrusively find the harp - for if it were known that they sought it, surely the Thieves' Guild or the Black Hand would take an unwelcome interest. Lady Rowena Geronde of Enchantments, Ltd., has sent the mage/bard Melisandre to find some adventuring types to help find Dragonsbane; they should be trustworthy and preferably unknown in Haven. Melisandre (see NPC's, Street of Harps) will take the players to meet Lady Geronde (see Enchantments, Ltd., Magic Street) who will tell them about the harp, although she will not detail its powers or how it can be used (if there is a bard among the player characters, he has an INT + 5% per level chance of already being familiar with the harp's legend). She can describe it as made of Elvish Heartwood, and that it is carved in the likeness of sleeping dragons. They believe the harp was brought in with other odd artifacts from an old dragon's hoard by a Free Trader, from the description of the informant, a street urchin. Rowena will offer a reward of 10,000 GP for the Harp's return to her, but neither she or Melisandre can offer much help, as they are too well known in Haven.

The Harp was brought into Haven by the Free Trader Trevoris, and by the sheerest of luck, gotten past the guards, despite its heavy Magic (he played the harp to show how worthless it was, unaware that the harp's magic would convince the guards of that very fact). He sold it to another Free Trader, Ratchet (see NPC's, Street of Harps) who had it for a few days; the harp's use on Trade Island had some interesting side effects (see rumors, Trade Island). It was then sold to a young journeyman, Vernadot (see NPC's, Street of Harps) who took it to be restrung at the shop of Kelly O'Shea (see Shops, Street of Harps) and is now being played at the bi-weekly services at the Temple of the Sky by Vernadot, who is a recent convert. Attendance of the services has increased dramatically in the past two weeks, due to Vernadot's unconscious broadcasting of his religious zeal by "harping on it", so to speak.



Information about the harps powers could be obtained through research in the Entertainer's Guild library, the old harper Turlough O'Carolon (see NPC's, Street of Harps). Helvia (see NPC's, Street of Harps) the Master of Journeymen of the Guild of Entertainers, would know that Vernadot is now associated with the temple. Rumors about the temple's sudden prosperity, useful if the players have found out the harp's powers, could be heard on Believer's Lane.

The Spectre of the Opera or The Sorcerer's Secret

Players' Information: The players overhear a rather loud discussion at the Mixolydian Mode between a foppishly dressed actor and a whining, drunken man who appears to be some sort of theater manager. The actor is complaining about the unsafe conditions at the theater, describing several incidents (that sound suspiciously like undead to our brave adventurers) in which his limbs, yea, his very life could have been endangered (see rumors, Mixolydian Mode, for a sample incident)! His tirade ends with the complaint that now the opening has been postponed yet again, and his "public" is not going to stand for this outrage! After

the "star" stomps out (making a grand exit) the manager sits alone, looking mournfully into his beer.

Casual questioning of nearby patrons of the tavern will reveal that the drunken man is Phineous Tarkin, manager of the Muses' Theater; the complainer is the actor, Chiles Putney, the star of the up and coming production at the Theater, "The Sorcerer's Secret". The show has been "coming soon" for the past several weeks, and rumor has it that it may never open. 'Tis said that the spirit of Arasmus, the mage about whom the play was written, is angry about his life and loves being thus revealed, and haunts the theater. Many of the stagehands and other actors will not enter the theater; only Chiles Putney seems unaware of the spirit, since it never bothers him. Phineous Tarkin sank a lot of money into producing this play, and if he can not put it on...

GM's Notes: Muses' Theater (see Muses' Theater, Street of Harps) is indeed haunted, although not by the spirit of Arasmus, as most suppose. On the stage, which is set up as a mage's workshop, are many items of magical paraphernalia. Most will read as magical to a Detect Magic spell, although they produce only special effects. One item that radiates magic is a humanoid skull; however, it is not used in the play other than

as a prop. The skull belonged to a long-dead Elvish mage, Xandrian (see NPC's, Street of Harps) and it is his spectre that haunts the theater, moving furniture and props, setting off the pyrotechnical special effects, leaving notes written in an obscure High Elvish dialect, and in general trying to call attraction to his plight. The spectre, unfamiliar with humans and theater, does not realize that Chiles Putney (see NPC's, Street of Harps) is only an actor on a stage, and has been trying to communicate with him - and will defend the "workshop" against those it considers to be intruders (stagehands, for example).

All the spectre desires is to reunite his skull with his skeleton (buried in the basement of Ravensrook, a house on Magic Street) and to be laid to rest somewhere nice - the Elvenwold, for instance. But Xandrian can not speak nor does he understand the Common tongue, and is having grave difficulties getting the message across.

Xandrian is most active when Chiles Putney is not on stage. The spectre's approach will set off the player-character's trap sense. His touch does 2D12 in damage, plus draining 1D8 points from a character's STM (STA MGR for half damage). Xandrian will only touch as a last resort, to prevent disturbance of the "workshop" on stage.

An elf has a 40% chance of recognizing the skull is elven, not human. A mage will sense magic use whenever the spectre is active.

For further background see: Phineous Tarkin, Chiles Putney, Xandrian (NPC's Street of Harps); Muses' Theater (Shops, Street of Harps); Ravensrook (Shops, Magic Street)

On the Road to Mandalai

Players' Information: A group of traveling thespians/musicians are seeking a well-armed escort to accompany them on their tour to the distant city of Mandalai. They plan to take their new acts to many of the towns and villages along the road, and are willing to pay the standard rates plus a small percentage of the gross take from their performances. The trip will take approximately two months, depending on how many stops are made. Fenris Redbeard, the leader, can be found at the Sign of the Jester.

GM's Notes: Fenris Redbeard (see NPC's, Street of Harps) is indeed hiring extra muscle for his annual trek, for the road to Mandalai is rumored to be plagued with orcs this year, driven from their usual haunts in the mountains to raid in the valley. His daughter Clairone is accompanying him, as a bard; she is very pretty and the apple of her father's eye. Unknown to either Fenris or Clairone, the chest used to store

Clairone's costumes in has a false bottom, in which the Thieves' Guild has secreted valuable papers and jewelry to smuggle out of Haven to their contact in Mandalai.

Toric Habadash, one of the troupe's thespians, is the Thieves' Guild agent assigned to make sure the chest reaches its destination. He is only a first level thief, and this is his first assignment (see NPC's, Street of Harps). He is enamoured of Clairone, however, and about a week into the trip will make one pass too many, and Fenris will thrash him and throw him out of the troupe (if one of the player characters is skilled in acting, he might fill the space).

Toric will not leave the area, but will skulk around, and will try to steal the chest after a day or so. If the opportunity presents itself, he may try to recruit highwaymen to make a raid on the party, attempting to impress them with his Guild status. If the party of player characters have shown a thievish bent, he may try to enlist their aid. Nor is he above leading a wandering monster or a patrol of orcs to the troupe, if it will serve his ends.

The player characters have a chance of (DSC + 2% per show) of noticing that there is a particular man who always seems to be in the audience wherever they play; a dark fellow in ordinary wilderness garb. This is Yohan, the other Thieves' Guild agent (not even the Guild trusts Toric!) who has been trailing the troupe, unbeknownst to even Toric. A ranger among the party has a 5% chance per level of noticing that they are being trailed; otherwise, no one will see him. Yohan will simply trail the troupe until Mandalai, when he will make contact with another Guild agent who will steal the chest. Yohan will defend the troupe with arrows, secretly, if it looks like the chest might fall into the wrong hands, but he will not reveal himself, and will avoid contact (see NPC's, Street of Harps).

Other members of the troupe include Simba the Strong, the Beastmaster; The horse trainer, Rafael Swiftrider; the Hobbit brothers, Bing and Bob; and 5 other acrobat/thespians, 3 more musicians, two roustabouts, and a cook. Two of the thespians are intermediate level archers, the roustabouts are green fighters (with blunt weapons) and Simba and Rafael are veterans. The troupe will only fight if unavoidable that's why they hired guards.

The troupe travels in five gypsy-style caravan wagons, with three heavy cage wagons, and two supply wagons. The caravan wagons are drawn by heavy horses, and the others by mules. Rafael owns a riding horse; all others ride wagons or walk. Player character guards will be expected to travel point and rear guard, as well as shotgun, and must have their own horses if they expect to be mounted and must also provide their own gear.

THE FREE CITY OF HAVEN

THE BOROUGH OF THE LABYRINTH

POLITICS, PERSONALITIES, AND LOCALITIES

The Labyrinth spreads across the cityscape like some great crepuscular beast, along the wall from the river to Thieves' Market. Once a relatively fashionable sector of merchant activity and residences, it is now a collection of slowly decaying tenements and falling buildings inhabited by those either too poor to live elsewhere or too notorious to leave the area. Politically, the Labyrinth includes the sector south of the Horseshoe (among others, the Street of Silk Veils), since it was considered impractical to have an area like the Labyrinth itself (the true thieves' quarter of Haven) have full representation on the Council of Boroughs.

The Street of Silk Veils is the pleasure area in the city of Haven. Here can be found many beautiful women, with whom one may pass a few hours in dalliance for a reasonable sum. One of the customs of Haven (from which the Street draws its name) is that a woman who is open to suggestion from any man or many men will wear a silken veil across her face; it is considered an insult to importune an unveiled woman. In Haven, slavery is illegal, so the girls who work in the various houses, or as independents along the Street, choose to do so; they are frequently joined by various women of the city who works as amateur talent for an afternoon or so, to gain sufficient for a new dress or a bauble that has caught their eye.

The area east of Silk Veils is primarily base materials manufacturing, and provides such commodities as bricks, seasoned lumber, bulk glass, cement and mortar, etc. There are numerous cottage industries in the area, producing such things as furniture, barrels, looms, etc. There is one large furniture "factory", the compound of which occupies an entire city block (it is owned by a man named Dortmund), and employs almost 100 people.

The Labyrinth itself produces nothing, it seems, but crime, trouble, pestilence and disease. Few people care to venture into the area (unless they are given no choice in the matter), but there are some interesting inhabitants. Some of these inhabitants are not derelicts, dregs, destitute, or criminals of any description, but have a special interest in the Labyrinth and its denizens.

Southbridge Barracks, Market Station, and, to an extent, Judgment Barracks are responsible for keeping the peace in the Labyrinth. To the guardsmen, this means making sure that the denizens of the Labyrinth stay in the Labyrinth; the guards go into the plague area itself only infrequently, and only in squads of 6 or more. The upper area of the Labyrinth, around the Street of Silk Veils, and the industrial area are patrolled on an approximate two hour schedule.

* * * * *

GM's Notes:

Many of the adventures in the Labyrinth (in the first volume, at least) will either start, or take place wholly, on the Street of Silk Veils, or the

industrial sections surrounding it (the Labyrinth proper will be covered in the second volume of Haven, "Secrets of the Labyrinth"). It is also likely that player-character adventurers visiting the city may decide to seek the pleasures of the flesh along this byway. Therefore, some general instructions are provided for running encounters in these houses of pleasure.

Each bawdy house on the Street may be graded as to size, small, medium, or large. There are six major houses of pleasure located on Silk Veils, another with pretensions of majority, and numerous happy amateurs. A small house will normally have 4D3 regulars, a medium sized house will employ 6D5, and a large house 10D6. In addition, there will be a number of amateurs who use a house as a base; they will usually average 50% of the regular staff of that house. There will usually be a small number of girls in training, frequently working as maids for the top regulars; they will number approximately 25% of the regulars - these girls do not yet work with the customers.

There are four classes of house: Fine, Normal, Low, and Slave (there are no slave houses in Haven, since slavery is banned within the city's jurisdiction, but many other cities do not practice this prohibition). The class of the house affects determination of a girl's price, and the racial mix within the establishment. Roll D20:

Die Roll	Class	Base Price
01-03	Fine	1 GP
04-12	Normal	5 SP
13-16	Low	2 SP
17-20	Slave	1 SP
Street	Amateur	2 CP

House amateurs usually receive about one-half of these base rates; one does not find amateurs in a slave house. The racial mix in the average house of its class is given below; one may either specify the race of the girl involved, or roll dice for each girl to see who's available in the Hall of Beauty - roll D100, and check under the class of the house:

Race	Cost	Fine	Normal	Low	Slave
Human	1.0	01-62 (62%)	01-67 (67%)	01-70 (70%)	01-60 (60%)
Elven	3.0	63-70 (8%)	68-70 (3%)	-	61-64 (4%)
Half-elven	1.5	71-82 (12%)	71-79 (9%)	71-75 (5%)	65-74 (10%)
Dwarven	5.0	83-84 (2%)	80 (1%)	-	75 (1%)
Hobbit	4.0	85 (1%)	-	-	76 (1%)
Orcish	0.5	86-88 (3%)	81-87 (7%)	76-84 (9%)	77-84 (8%)
Half-orcish	0.7	89-97 (9%)	88-99 (12%)	85-00 (16%)	85-95 (11%)
Exotic	8.0	98-00 (3%)	00 (1%)	-	96-00 (5%)

Houses tend to be run by women (65%, at least in Haven and others of the Ten Cities), although some are managed by men (occasionally chosen by the girls, frequently simply the "boss" who has hired them); if run by a woman, she is usually (80%) a high rank courtesan herself, and will occasionally be available to preferred (wealthy - and I do mean filthy, stinkin' rich) customers.

Individual courtesans should have their various requisites determined - DSC, MAG, and APP; base die rolls (on 3D6) should be modified by the proper racial adjustments. Further adjustments should be made to reflect the fact that the houses of pleasure tend to employ only sexy, good-looking girls:

Requisite	Adjustment	Minimum
DSC	+0	8
MAG	+4	12
(amateur)	+2	9
APP	+6	16
(amateur)	+2	11

If a girl's requisites do not reach the minimums, even when all adjustments have been made, increase the requisite to the minimum specified. It can be assumed that the girl who is bare minimum in appearance has other outstanding qualities which draw customers. For simplicity's sake, when a courtesan is described, her requisites will be noted in parentheses (DSC/MAG/APP-Level) following her name.

The courtesan's level of experience will affect the cost of the time spent with her, with those more accomplished costing far more than an untrained beginner. Roll D100:

Die Roll	Rank	Experience (Level)	Cost Ratio
01-20	1	Green (1-2)	0.7
21-50	2	Intermediate (3-5)	1.0
51-90	3	Veteran (6-8)	3.0
91-00	4	Elite (9-12+)	7.0

Amateurs are almost always (85%) Green; the rest are Intermediate.

To determine a particular girl's price, multiply the base cost by the girl's total MAG + APP, then by the experience Cost ratio, and by the racial Cost ratio. If in a Fine or Normal House, round to the next highest GP value; for Low or Slave houses, round to the next highest SP value.

There are some additional costs involved in patronizing a courtesan. Although entertainment is usually provided at no extra cost in the major houses, a player-character should expect to spend (Rank x 10)% of the girl's price for meals, and (Rank x 20)% for alcoholic beverages. If a character should wish to spend the entire night with the lady of his choice, the cost becomes triple the normal fee; this does, of course, provide one with a room for the night as well as a cuddly bed companion. If a man is dealing with one of the girls who work out on the street, there is a 25% surcharge to provide a room, unless the customer has nearby (within 2 to 3 blocks at the farthest) quarters. Time spent in a house can be as much as 4 to 6 hours (if not overnight); with one of the street girls, an interlude should occupy about 1-1/2 to 2 hours.

It is possible to contract a social disease during a visit with one of the ladies of the Street. The chances that the girl is diseased depend on the class of the house in which the girl works; the higher the class of the house, the better health care the girls

receive, and the lower the chances of infection. In a Fine house, there is a 3% chance that the girl is infected; in a Normal establishment, the chance is 5%; in a Low class place, the danger rises to 10%; and the girls on the Street have a 15% chance of being infected. The lowest rate is in a Slave house, only 1%, since most slavers consider losing income or valuable property to disease uneconomical. If a character is exposed to disease, a successful saving roll against STM will resist the infection.

* * * * *

Major Families:

There are no major families in the Labyrinth. Any family achieving a claim to power moves to a nicer area.

In the adjacent industrial areas, there a number of families who are inching toward prominence: Dortmund, the furniture manufacturer; Verdintro, who owns the brick kilns near Woodbridge; and Chan, the up-and-coming lumber magnate (he is the only man in the city who has been able to import teak from the equatorial jungles to the north). The power of these families is at present limited to the prominence of their patriarchs, and this is a purely local renown.

* * * * *

NPC Encounters:

Heydric Orcslayer - (#801) is handsome enough to pass as a full human, though he is a half-orc. His mother was raped by his father (an orc), and Heydric grew up being mistreated by both races. He hates orcs vindictively, and will take any opportunity that presents itself to revenge himself upon the hated race. He has been known to pursue an orcish enemy (any orc is an enemy to Heydric) through the streets of Haven, and butcher the poor creature without mercy when he catches up to the orc.

Enos the Maul - (#802) is a solid man, a granite block in human guise, who wields a 9-pound maul as if it was a flyswatter. He is usually up at dawn, working in his livery stable/blacksmithy. A forthright, upright, righteous man, he will aid anyone who is in trouble (physical, not financial) on the Street of Silk Veils.

Murfi - (#803) is a mage with a flair for showmanship; he likes to show off, so he works as a prestidigitator in the Plaza of Troubadors and along the length of Silk Veils. He is a competent mage, but he has been bitten by the show-business bug, and is seen more in the company of various entertainers, than in that of mages. If he is excessively bothered or annoyed by a person, he is likely to put the pest to sleep (or fry him, if the annoyance is too persistent).

Kuber Hasbin - (#804) lives and works in the deepest wilds of the Labyrinth. His house includes a clinic in which he treats anyone who walks in the door (he has even been known to make house calls!), regardless of financial status (there ain't none in the Labyrinth). Kuber doesn't practice healing for the love of mankind (or any other race, for that matter); he is totally interested in the spectrum of disease available in the Labyrinth. At times he has been heard to comment that he has "seen diseases I would not have believed it possible for a person to contract. With what this one man had, he should have been dead 5 years ago!" Kuber's house is given an unobtrusive guard by the Thieves' Guild, who appreciate the work he is doing, whatever his motivation. Anyone in the Labyrinth can give directions to Kuber's House.

* * * * *

Shops, Taverns, and Residences:

The Blue lantern (Entertainment and pleasure) #XVI-L001

OWNER: Kinalla Silkskin (#805, 14/19/12-EL) was once considered the most beautiful and accomplished courtesan in Haven (40 years ago). She is still attractive (particularly for the geriatric set), and will occasionally entertain a customer. Black-haired (with the help of a good hairdresser), black-eyed, and still slender, she has a good business mind, and succeeded in purchasing the Blue Lantern from its former madame some 20 years ago; the quality and name of the establishment have increased under her management.

HOURS: Yes.

EXTERIOR: A three-story building is slightly inset from the street proper; it has a wide opening centered on the ground floor, above which hangs a large lantern which glows blue (the color is intense enough to be easily distinguished even in full daylight). There is an alley on the south side of the building, a walled garden in the rear, and a row of small shops to the immediate north.

INTERIOR: Immediately inside the opening is a spacious room [a] dominated by a fountain which sprays a lightly scented blue liquid into the air above the wide basin. Three elaborately carved screens block the view of the other exits from this room.

Behind the screen to the left is a lounge [b] (to handle the musicians and entertainers who perform in the theater). A hall [c] leads to the wings of the theater, and to a dressing room [d]. To the right is a large office [e], where the accounting and management personnel work; it is seldom occupied after about 6:00pm, and is almost always locked, even during normal business hours.

The opening behind the third screen leads to a room [f] with a wide marble staircase. To the left is the "Hall of Beauty" [g], where many fair flowers wait to be plucked; there are usually 4D4 girls lounging about here, in various states of revelation. A wide opening leads to the entertainment area [h], where wine and song are provided (if you came through the Hall, you already have the women). The theater area is two stories, and has a large stage [j] with a runway and an orchestra pit. A long bar [k] in the rear dispenses alcoholic beverages of many kinds; meals may be ordered from the kitchen [l]. Most of the food supplies for both the girls and the customers are stored in the pantry [m] off the kitchen.

The remainder of the house is devoted to living (and working) quarters for the regular girls. The smaller rooms on the second and third floors are used for transient entertainment of clients; the larger rooms are housing for the regulars. Kinalla has a suite [n] on the third floor, with a circular iron staircase giving access to both the garden and the bar.

Price Range: As per the girl's qualifications.

Quality: This house is Fine, and of medium size.

Outstanding Items: There is a young newcomer, Bianca (#806, 9/17/19-INT), who has made quite a splash with the customers. She is the runaway daughter of a noble family on the Heights, and is a natural courtesan; she has altered her name and dyed her hair to change her appearance.

Cash Box: The money garnered in the theater-bar is kept in a wooden coffer stashed under the curved end of the bar. The girls are responsible for collecting their own earnings, and are expected to pay one-quarter to the house (if Kinalla discovers a girl is cheating on the amounts, she simply requests her to leave and not

return; Kinalla does not believe in violence).

OCCUPANTS:

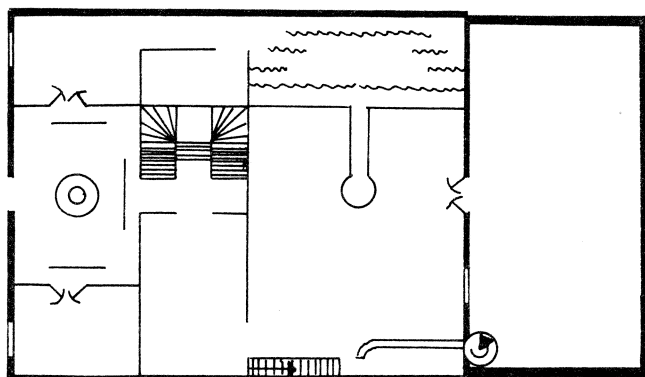
Staff: Kinalla, Bianca, and 17 other girls (11 of whom split the large rooms used for residence); 4 are elite level, 10 veteran, and 3 intermediate. There are also 12 part-time amateurs (1 intermediate, the rest green), 3 maidens-in-training, and various ancillary service personnel (none of whom reside in the house. The bouncer, Kethelas (#807), a bull of a man with sufficient physical power to toss an unruly customer lightly over the garden wall into the alley, has worked at the Blue Lantern as long as Kinalla, and has been her best friend and lover nearly that long.

Customers: Many.

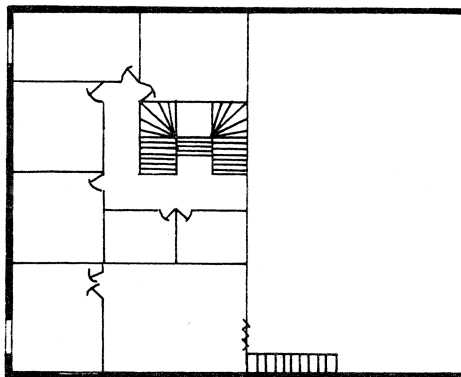
NPC ENCOUNTERS: Heydric Orcslayer, and a cast of thousands.

FLOOR PLAN:

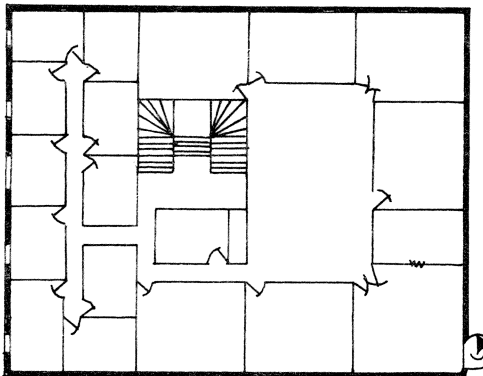
SPECIAL OPTIONS: None.



GROUND LEVEL

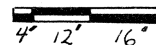


2ND FLOOR



3RD FLOOR

SCALE:



The Fox and Goose
(A pleasant sojourning spot)
#XVI-L002

OWNER: Randy Shuttlecock (#809) lives up to both his names; it is said that he has sampled all the regulars in all of the houses on Silk Veils. He is middle-aged, and quite handsome; keeping in trim is his second favorite hobby. He can usually be found at the tavern between 8:00am and 6:00pm.

HOURS: 24 hours a day.

EXTERIOR: The tavern is located on the lower floor of a large two-story Tudor-styled building; the entrance is on the corner. Over the doors hangs a sign depicting a fox dragging a goose in its mouth.

INTERIOR: The common room is large and airy, lit by many windows along the south and west sides of the building. The bar is placed along the north wall of the common room, and runs the entire length of the room. Seating space is available for some 250 customers.

Price Range: Fair.

Quality: Fair.

Cash Box: Randy keeps a small iron-bound box under the bar at the east end.

OCCUPANTS:

Staff: There are 3 shifts of servitors at the tavern. Randy has selected two people he trusts to keep the place open around the clock. There are about 10 serving wenches on each shift, most of them aspiring actresses from around Gambol Street; with the availability of company on Silk Veils, the girls seldom solicit trade.

Customers: The common room is normally about half full, with very limited seating from 4:00pm to 2:00am.

SPECIAL OPTIONS: None.

Mordecai, Surgeon
(Sews up everything but broken hearts)
#XVI-L003

Mordecai (#808) is short, round, balding, and has a sense of humor that considers slapping a sunburned man heartily on the back the height of hilarity. When he asks, "Now tell me if this hurts?", it generally will. He is extremely competent, and can usually save the worst sword wound (provided the patient is still alive when Mordecai gets to work on him). He can restore HTK up to half the patient's STM (those wounds received in a very recent - within the last two hours - fight), and has an 85% chance of saving the life of any character who has gone negative no deeper than his level. Mordecai maintains his residence in a large two-story brick house on Silk Veils; he claims he stays here because there are many duels in the area and he gets to treat lots of wounds (he likes to keep in practice). In the garden behind his house, he grows many herbs and plants that are used in various medicines. He is usually available day or night, although waking him out of a sound sleep causes him to double his fees.

Price Range: fair. Mordecai gauges his fees both on the amount of time he has had to spend on the patient and the ability to pay. He is seldom exorbitant.

Quality: One of the best surgeons in the Ten Cities.

* * * * *

Scenarios and Plot Outlines:

THE NOBLEMAN'S DAUGHTER

Players' Information: In most of the taverns of the city, the disappearance of Lady Byelaya Tainley some three months ago caused many whispers. She still has not been located, and no ransom note has been received by her family. Descriptions of the 16 year old girl (very beautiful and highly attractive, medium height, slender, blonde hair, blue eyes) have been nosed about, and the family is offering a reward of 1,000 GP for news of her. The girl was always known as a loner by the other maidens of the Heights; she had only one close friend - Cortina de la Riis.

GM's Notes: Byelaya Tainley has had dreams of being a hetaera (a very high class courtesan) since she heard, as a young girl, a very romantic story in which the heroine was a courtesan (she has confided these dreams to no one, not even her closest friend). Three months ago, she dyed her hair brown, changed her name to Bianca, and ran away from home; she began working at the Blue Lantern on the Street of Silk Veils. No one at the house knows her origins, and certainly no one suspects she is the daughter of a noble house. Bianca (Byelaya - both names mean "white") is a natural courtesan - she enjoys men, and men definitely enjoy her; she has that indefinable quality of innocence that is irresistible. She has rapidly progressed, in the little time she has been at the Blue Lantern, from a very green novice to a competent intermediate.

A few weeks ago, Cortina de la Riis, Byelaya's only close friend among the girls of the Heights, was traveling to her voice lessons on the Street of Harps, and spotted a young girl with brown hair who closely resembled Byelaya (Bianca had gone out to do a little shopping, and was not wearing her veil) except for the hair color. Cortina has worried about Byelaya since her disappearance, and has asked her brother Thomas to check out the girl she spotted circumspectly; this was in the vicinity of the plaza of Troubadors and the Street of Silk Veils. Thomas is looking around for a group to do some investigating on this matter, and there is a chance he may choose the player-characters to do the job.



ENCOUNTER CHANCES BY BOROUGH

Each of the six boroughs (with appropriate subdivisions) is listed, with chances (roll D1000) for the occurrence of a particular street encounter. The GM can note the area the party is in, and may roll to randomly select, or may select intentionally the street encounter for the group. Note that few encounters are likely to occur in all areas.

ENCOUNTER No. Description	The Heights	North Corridor	Trade Island	The Commons	The Labyrinth	Silk Veils	South Corridor	Outlands Erinnhir	Outlands Dwarrow	Outlands The Dell	Outlands Cauldron
1. Heydric	-	-	-	-	001-020	-	001-008	-	-	-	-
2. Boy Fight	-	-	001-028	001-025	021-060	001-025	009-024	-	-	-	001-010
3. Guide?	-	-	-	026-055	061-120	026-050	025-040	-	-	-	011-030
4. Shell Game	-	001-010	029-070	056-085	121-130	051-075	041-057	-	001-062	-	031-050
5. Centaur Cab	001-083	011-025	-	086-095	-	076-125	058-084	001-075	063-155	001-059	051-080
6. Traffic Jam	-	026-045	-	096-130	-	-	085-101	-	-	-	081-100
7. Caravan	-	046-090	071-084	-	-	-	102-118	-	-	-	-
8. Land Scam	-	091-100	085-098	-	-	-	119-135	-	-	-	-
9. Rats	-	101-120	099-126	131-160	131-160	126-150	136-152	076-100	156-186	060-118	101-110
10. Puppets	-	-	127-166	161-190	-	151-175	153-169	101-150	187-248	119-177	111-135
11. Warning	084-125	121-130	167-180	191-210	161-210	176-185	170-185	151-175	249-310	178-206	136-160
12. Collection	-	131-165	181-208	210-230	-	186-210	186-201	176-200	-	207-265	-
13. Relative?	126-208	166-175	209-215	231-235	211-220	-	202-209	201-250	311-372	266-324	161-185
14. Assassin	209-250	176-185	216-229	236-255	221-270	211-220	210-225	251-325	373-434	325-350	186-210
15. Chase	251-333	186-205	230-243	256-275	-	221-245	226-242	326-375	435-496	351-409	211-220
16. "Stallions"	334-499	206-225	-	-	-	-	243-258	-	-	-	-
17. Hell-fire	-	226-245	244-285	276-285	-	246-285	259-275	-	-	-	221-240
18. Book sale	-	246-265	286-327	286-295	-	286-300	276-291	376-400	-	-	241-250
19. Buy a duck?	-	266-285	326-369	296-305	-	301-315	292-307	401-425	-	-	251-260
20. Yok	-	-	-	305-325	271-310	316-340	308-323	-	-	-	261-280
21. Auction	-	286-315	370-397	-	-	-	324-351	-	-	-	-
22. Mang	-	316-335	398-425	326-345	-	341-365	352-368	-	-	-	281-300
23. Veils	-	-	426-481	346-355	-	366-435	369-378	-	-	-	301-310
24. Trick Shot	-	336-355	482-495	355-375	-	436-460	379-395	426-500	497-590	410-498	311-345
25. Urchin Gang	-	-	-	376-405	311-380	461-470	396-422	-	-	-	346-365
26. Mean Drunk	-	356-375	-	406-430	381-430	471-485	423-438	-	-	-	366-385
27. Happy Drunk	-	376-395	-	431-455	-	486-510	439-454	-	-	-	386-405
28. Dead Drunk	-	396-415	-	456-480	431-480	511-515	455-470	-	-	-	406-425
29. Argument	-	416-435	-	481-510	481-530	516-540	471-487	-	-	-	426-455
30. Carlo	500-603	436-460	496-523	511-520	-	-	488-504	501-550	591-652	499-527	456-465
31. Kidnapping	604-645	461-470	-	521-525	-	541-555	505-512	551-575	-	-	466-485
32. Ransoming	646-769	471-485	524-537	526-535	-	556-560	513-529	-	-	-	486-505
33. Monster Man	-	486-495	-	536-555	-	-	530-546	-	-	-	506-535
34. Beggars	-	496-515	538-544	-	531-590	561-585	547-562	-	-	-	536-555
35. Crier	-	516-545	545-586	556-575	-	586-610	563-590	576-625	-	528-616	556-585
36. Astrologer	-	546-565	587-628	576-595	591-600	611-635	591-607	-	-	-	586-605
37. Crotofiro	770-831	566-595	629-656	596-615	601-640	636-675	608-624	626-675	653-714	617-675	606-625
38. Hot Priest	-	596-630	-	616-635	641-660	-	625-641	-	-	-	626-635
39. Runaways	-	631-650	-	636-665	-	-	642-658	-	-	-	636-655
40. Directions?	-	651-660	657-684	666-675	-	676-700	659-675	676-725	715-776	676-734	656-665
41. JingleBells	832-914	661-680	685-698	675-695	661-670	701-715	676-691	726-800	777-807	735-793	666-685
42. Bag Lady	-	-	699-712	696-715	671-730	-	692-708	-	-	-	686-705
43. Escapees	-	681-700	-	716-735	-	716-740	709-725	-	-	-	706-725
44. Nathty Job	-	701-710	-	736-745	-	-	726-742	-	-	-	726-735
45. Dandy Sots	-	711-740	-	-	-	741-780	743-759	-	-	-	736-755
46. Frog Frock	-	-	-	-	-	781-805	760-769	801-850	808-869	794-852	756-795
47. Leopard	-	741-750	-	746-765	-	-	770-786	-	-	-	796-805
48. Alchemist	-	751-760	-	766-775	-	-	787-803	-	-	-	806-835
49. Storyteller	-	761-790	713-768	776-800	-	806-845	804-820	851-950	870-969	853-941	836-875
50. Tumbril Girl	-	791-815	769-782	-	-	-	821-828	-	-	-	-
51. Lost Child	-	816-835	783-810	801-820	731-780	-	829-845	-	-	-	-
52. Peddlars	-	836-855	811-866	821-840	-	846-870	846-862	-	-	-	876-885
53. Fire Brigade	-	856-875	-	841-870	-	871-895	863-878	-	-	-	886-905
54. Cock Fight	-	-	867-894	871-900	781-840	896-935	879-917	-	-	-	906-940
55. Beckoner	-	876-895	-	901-925	841-880	936-950	918-934	-	-	-	941-950
56. Green Cards	-	896-915	895-944	926-935	-	951-975	934-951	-	-	-	-
57. Girl Scam	-	916-935	-	936-955	881-900	-	952-965	-	-	-	951-960
58. Old Man	915-000	936-960	945-986	956-965	901-920	976-000	966-979	951-000	970-000	942-000	961-980
59. Tumbril Men	-	961-980	987-000	-	-	-	980-986	-	-	-	-
60. Gardayloo	-	981-000	-	966-000	921-000	-	987-000	-	-	-	981-000



THE FREE CITY OF HAVEN

RANDOM STREET ENCOUNTERS

1.) The quiet of the street is shattered as a quaking, fleeing orc, crying various pleas in a barely understandable tongue, is chased down the street by a cursing man brandishing a sword. The orc will dart into the party and will:

01-40 cower behind someone;

41-70 trip and fall down in the middle of the group;

71-00 keep on running.

In all cases, the swordsman will attempt to assault the orc, even if it means "crashing the party"; if not prevented, he will hack the cringing orc to bloody pieces.

The man chasing the orc is Heydrich (#801, see Labyrinth NPCs), called Orc-Slayer, and is renowned for his intense hatred of orcs of any and all descriptions. If the party attempts to protect the orc, or if the party

contains orc(s), he will revile them as "orc-lovers", but, if outnumbered more than 3 to 1, will not offer to fight; as soon as the party leaves, he will kill the orc, if possible.

2.) As the group strolls down the street, two young boys start fighting about 10' in front of them. At the height of the conflict, a third urchin will attempt to cut an item of value from a randomly selected member of the party, and make off with it.

The young thief (#901) has a pickpocketing chance of 45%, but he is only 1st level. If the thief succeeds, the character will lose some valuable-appearing item worn outside his clothing (purse, scabbard, pouch, etc.). If the boy is noticed, he will run into, and down, an alley less than 20' away (the trio of boys stages their operation carefully), and disappear over a wooden fence; it requires a saving roll against 1/2 CDN to catch the boy. While the thief is being chased, the other two will, of course, also disappear.

3.) A young street rat (sex indeterminable, due to dirt) approaches the party, and suggests that they employ the youngster as a guide, for a silver piece.

If the party does not hire the urchin, s/he will follow the party for 2 blocks, hurling epithets and mud, garbage, etc. (unless chased away). If the party does hire the kid, there is an 80% chance that s/he knows the location if it is close by, 50% if it is within a reasonably local area, and 10% if it is "somewhere in the city". In cases of lack of knowledge, the urchin will lead the party in circles, until the group grows tired and drives the child off.

4.) Standing at the side of the way is a man, with a small felt covered table in front of him; on the table are three silver cups, one of which conceals a little golden ball. The man is ballying the crowd of (2D10) watchers around him to "try your ability! Is the hand really faster than the eye? Any amount from a bit to a gold piece! Can you find the little gold ball?"

The huckster is running the old shell game, and he is good! If a character elects to play, the following method works well. The ball is displayed under a given cup, A, B, or C; the huckster then makes 3D10 moves. Roll D100 - on 01-20, the ball is under cup A; on 21-40, cup B; on 41-60, cup C; and on 61-00, it is concealed in his hand. When the characters demand to see the location of the ball, the huckster's chance to slip it unnoticed under the cup he is lifting equal to (110 + moves) - ([REF + DSC + IQ] of highest character). If he should be caught he will immediately run off, leaving the table, cups, and ball (the equipment has a total worth of about 2 GP) for whoever wishes to claim it; the table has been strategically placed near the entrance to an alley.

5.) A centaur cab comes pell-melling down the street at full speed; the driver/motive power is yelling " " " at the top of his lungs. The other pedestrians scatter quickly. The cab rattles quickly past the party.

All characters in the group should make a saving roll against REF to avoid being thoroughly splashed with muddy water and garbage. If the ST is missed by 1/3 of the character's REF or more, the character has been struck by the careening cab and suffers 2D4 damage. When maximum damage is rolled (8 points), a saving roll against STM is required to avoid a broken bone (D10): 1-3 = arm, 4-8 = 1D6 ribs, 9-10 = leg.

6.) Some fifteen cursing drayers, cabbies, and riders are trying to untangle their animals and vehicles from a near pile-up which blocks the near-by intersection completely. One of the wagons appears to be loaded with small parcels, but no one seems to be paying particular attention to it.

If characters wish to attempt removal of the parcels, a saving roll against CDN is required for each package to be removed unnoticed. The packages each contain quality merchandise (small objets d'art, less costly jewelry, bric-a-brac) worth 1D10 x 1D10 GP each.

7.) (Happens only on Caravan Street, otherwise no encounter) A colorful (and relatively noisy) caravan is passing.

A caravan consists of traders, animals, wagons, guards, and travelers. The animals will be (D10): 1-3 = horses; 4-9 = mules, donkeys, or burros; 10 = camels. The caravan is (D10): 1-3 = small; 4-8 = medium; 9-10 = large. The caravan contains:

	Small	Medium	Large
Traders	3D6	3D10	6D12
Animals	3D20	10D20	10D100
Guards	4D8	8D10	10D20
Wagons	30% 2D4	50% 4D6	75% 8D10
Travelers	4D6	4D10	8D12

It will take approximately 1/2 hour for a small caravan to file past, about 2 hours for a medium, and up to 6 hours for a very large group.

8.) A booth with a colorful awning has been set up along the road. It is decorated with bright banners and streamers, and a man out front is bellowing about great bargains in land for those who "have always wanted to own the land that could feed them handsomely." Inside the booth's tent-like structure may be seen a desk, with a second man seated behind it.

These two entrepreneurs are selling bargain plots of land "in the beautiful foothills of the Mountains of Peace", about 250 miles north and slightly east of Haven. The land is there, and the titles are good, but the parcels will be infested with unfriendly orcs, who have been driven out of the Peace Mountains by the hordes of Lizarim which have moved in. The costs are set at only 10 GP an acre, a most reasonable price.

9.) A display of trained rats is occurring at a nearby intersection. The rodents are being put through a series of tricks and stunts by a brightly dressed man, who rewards each successful performance with a small piece of cheese from his pocket. Nearby is parked a colorfully painted caravan (a gypsy style wagon-house), from which an assistant occasionally appears to deposit a fresh cage of rats, and retrieve another.

These rats are very well trained thieves as well as performers. There is a 15% chance that one of the rats will attempt to steal a small item from a random member of the party. It requires a saving roll against 1/4 (IQ + DSC) for the character to notice the theft attempt; otherwise, he will lose a coin, a gem, or a small item that is loosely attached. The rats return to the wagon, and deposit their take (in return for food); the wagon contains some 1,500 GP in rat accumulated merchandise (yes, these are pack rats).

10.) A small puppet theater has been set up on a street corner. As the party approaches, Punch is thwacking Judy with a club.

If the party pauses to watch (this could be decided by a saving roll against the average DSC for the party), there will be a pickpocketing attempt on a random member of the group. The thief (#902) is 4th level, and has a pickpocketing skill of 65%. He is quite fleet, and will be able to outdistance all but a loaded bow, since it requires only 30 seconds for him to reach the nearest alley. If the theft is successful, the victim's purse (wallet, pouch, or what-have-you) will have been emptied, and all carried cash will be gone.

11.) A youth sprints out of a nearby alley, and crashes through the party (bumping into a randomly selected player-character). He spins around, regaining his balance, then dashes into another alley and disappears entirely.

The character who was bumped into will find that a small piece of parchment has been pressed into his/her hand during the confusion. The message on it is in the common script, and reads "Get out of town quick - Zarkan is looking for you!"

12.) Two Krindorians (#240 & #241, see North Corridor Shops), armed with stout cudgels (where Krindorians are concerned, read "tree trunks"), approach the party from behind; they have very obviously (a Krindorian is seldom anything but obvious) been following the group for about 6 blocks. They select one member of the party by referring to a piece of vellum one of them carries, and inform him (in very deep bass voices) that No-Yen expects his money back, that the note the character signed is already 60 days overdue, and that they intend to collect, NOW!

The piece of vellum is a line drawing of the debtor involved, which happens to closely resemble the character selected from the party. If the party is sufficiently awed by the sheer size of the Krindorians, and antes up the money (the amount claimed to be owed is 1D10 x 1D10 x 1D10 x 2 GP), the giants will leave peaceably. If the party refuses, the giants will attempt direct seizure of the person of the "debtor", with the intention of hauling him off to No-Yen Drachmah (see North Corridor Shops); the Krindorians will fight, if necessary, to accomplish their goal. There is a 35% chance that the Guard will be attracted by the ruckus, and intervene before anyone is injured seriously, arresting all parties concerned, and hustling them off to the nearest Guard barracks.

13.) A reasonably well-dressed person begins following the party, making no attempt to conceal their presence, or the interest they show in the group.

If the party does not turn to investigate, the person will follow the group for 10 + 2D10 minutes. Whether the party approaches the person or the person approaches the party, s/he will ask one particular character (randomly selected, but let's keep the races straight) many questions concerning childhood, family, relatives, etc.; at some point, the well-to-do person will proclaim the character a long-lost relative (there is a 15% chance that the character actually is) - from that point, the GM is on his/her own.

14.) (If encounter #11 has not yet occurred, select another encounter.) An arrow narrowly misses (or just barely hits) a member of the party. As the party searches for the hidden Bowman (or cowers behind cover), a cloaked figure can be spied, disappearing from a nearby building roof.

The figure is Zarkan (#903), an assassin, mentioned in the note passed to the player in encounter #11. The target is the player-character who received the note (an obvious case of mistaken identity). There is a 25% chance that the arrow has actually struck, doing minor damage (1D4 hits). If this encounter occurs a fourth time for the same character, Zarkan will not miss; there is an 85% chance that the shot will be fatal immediately.

15.) A fleet-footed young person dashes through the party, with (1D4) guardsmen hot on his tail.

A cut-purse is fleeing the law. S/he wasn't quite adept enough at his chosen profession yet. If the guard catches the speedy one, s/he will likely never become adept.

16.) A troop of young horsemen, mounted on steeds of excellent quality, thunders down the street past the party. They are wearing green swordsman's capes, secured with white brooches, and knee-boots of black leather.

These are members of the Young Stallions (see Heights Plots); if any of the party is nobility, and is wearing



evidence of rank (emblazoned shield, coat of arms, etc.), they will rein up, and start a conversation. Otherwise, chances and saving rolls are as in encounter #5.

17.) A reasonably decent-looking woman in her late thirties is declaiming to anyone who will listen about the iniquities of just about anything that is any fun at all. She begins to follow the party, calling them sinners, consigning them to various forms of hell-fire and brimstone if they don't change their "sinful ways", etc. She cannot be driven off, and will continue to make a fuss until the guard arrives (2D10 minutes), and rather unceremoniously hauls her away.

As long as the party does no actual harm to the woman, there will be no problem. If harm is done to her, the guard will arrest everybody.

18.) The party is approached by a furtive, stoop shouldered man (#904) with a bushy black mustache, very thick, very mobile eyebrows, and heavy spectacles. He is wearing bulky clothing, including a coat (which is way too long for him), and has a large cigar which appears to be permanently clenched in his left fist. As he approaches, it can be seen that he walks with a curious weaving, low-hipped motion. He will, amidst a barrage of useless chatter, patter, and bad jokes, make an offer to sell the party a book. The book has a black leather cover, a cover lock (locked), and is quite thick and reasonably heavy. The man claims he "found it on Magic Street, which could be significant, but then again, if you say the magic word, it could be a duck; I don't read magic, anyway." He has no key for the lock, of course.

The man will ask 1,000 GP for the book; he can easily be argued down to 150 GP (this may require an hour of bad puns and wise cracks, however). The book will be one of a number of things:

- 1.) a big black book (with a list of, and ratings for, a lot of the girls on the Street of Silk Veils;
- 2.) a trapped demon (there is a 65% chance the demon will simply take off, glad to regain his freedom);
- 3.) an honest-to-gods, actual, real, not-faked magic book (GM's discretion as to contents);
- 4.) an incomplete hobbit genealogy; or
- 5.) a topologically altered duck (the spell will wear off in about 3 hours, and the duck will reappear).

Once he has either sold the book or been totally rejected, the man will bob and weave on his way (...never to be seen again?).

19.) The man described in encounter #18, now carrying a duck under his arm, sidles up to the party, and inquires, "Wanna buy a duck?" He claims that the duck is magical, can talk, and lays golden eggs; he is willing to sell it for only 250 GP.

As it happens, the duck fulfills 2 of the 3 claims made: it is magical, and it does lay golden eggs. On each (1D4)th day, the duck will produce an egg; the yolk of the egg is pure gold, and is worth 1D10 GP (depending on the size of the yolk). However, after 5D20 days, the duck will sicken, and egg production will cease. A visit to a veterinarian will provide the information that the duck is suffering from a rare disease which prevents egg laying; this disease can be arrested by feeding the duck special herbs, which can only be found in far (GM's choice of country).

20.) Down the street toward the party comes a sedan chair borne by four very large and burly men. In the sedan chair sits a gnome-like man with an elongated head. As they group draws abreast of the party, they stop, and the midget inside addresses the party. "I am Yok, the seer, who sees all the future. I know what you wish to do. For a portion of your gains, I will help you to accomplish your objectives. Come with me." At a signal, the sedan chair moves off down the street.

The sedan chair will be carried into an alley. If the party follows, the men who are carrying the chair will take a twisting turning path calculated to confuse anybody; eventually it will lead to a cul-de-sac with a door at the end. Yok is a fraud; he can see the same distance into the future as anybody else - little or none. However, his burly aides (#905, #906, #907, #908) are accomplished muggers, who will seize the first safe opportunity (when the party is unaware) to practice their profession.

21.) A wooden auction block and a podium have been set up in the plaza (square, wide space, etc.), and a rather listless group is bunched back of it from the crowd which is rapidly gathering. A well-dressed man approaches the podium, and motions one of the listless group up onto it. There appear to be several guards in the vicinity to maintain order among both the gathering crowd and the listless group.

This is an auction for the services of indentureds, people who have pledged their services for a number of years to pay debts of some sort. The indentureds are 65% male (x 3), and the remainder female (x 5). Terms of service run from 1 to 15 years (D20): 1-3 = 1 year; 4-10 = 3 years; 11-18 = 7 years; 19-20 = 15 years. Age group for an individual indentured is (D100):

Die Roll	Age Group [Random]	Value
01-25	14 to 19 [13 + 1D6]	(x 8)
26-60	20 to 25 [19 + 1D6]	(x 10)
61-80	26 to 35 [25 + 1D10]	(x 6)
81-95	36 to 50 [34 + 2D8]	(x 2)
96-00	51 + [50 + 1D20]	(x .5)

To obtain the general value of an indentured's contract, use the following formula:

$$\text{Value} = ([\text{length}^2 \times \text{sex} \times \text{age}] / 10) \text{ GP}$$

Square the length in years, multiply by sex value, then by age value. Divide the total by 10 to derive value of contract in gold pieces. Indentured servants may be punished, if deemed necessary, but they have more rights than slaves, and may not be killed out of hand; when their term of service has expired, an indentured is a free man (or woman), no longer bound to the master they have served.

To conduct the auction: the auctioneer will accept bids starting at 1% of the value of the contract (or item). From 1 GP to 50 GP, the minimum raise is 1 GP (NPC competitors will increase the bid by 1D10 GP); from 51 GP to 150 GP, the minimum raise is 5 GP (NPCs - 5 x 1D10 GP); from 151 GP to 500 GP, the minimum is 10 GP (NPCs - 10 x 1D10 GP); and from 501 GP up, 25 GP (NPCs - 25 x 1D10 GP). All transactions are cash on the barrelhead. The chances for a raise in the bidding are dependant on the relation of the bid to the value of the contract:

Percentage of contract	Chances for a raise in bidding
<= 20%	90%
<= 60%	75%
<= 90%	60%
<= 150%	35%
> 150%	15%

The GM should keep track of the last amount bid; for each call for a bid, roll the dice. If there are three consecutive calls for a raise with no response, the auction is closed, and the contract (or item) has been sold. If a raise is made, add the amount of the raise to the last amount bid; if the players do not bid, the NPCs in the audience probably will. This method may be utilized for any auctioning sequence.

22.) A young man, obviously excited at the thought of talking with adventurers, approaches the group and begs them to let him join their party on their next adventure. He appears eager and willing, but seems to be slightly clumsy, tripping, dropping items, etc.

This is Mang the Neophyte (#701, see South Corridor NPCs), the perennial tyro; he is helpful, courteous, kind, cheerful, loyal, brave, reverent, etc. (sort of a medieval boy scout). He is also very clumsy; however, he is compensatingly extremely lucky. For instance, when he trips and falls, he finds a purse with 50 GP lying in front of his nose. Many of his mishaps have a happy ending (GM's discretion).

23.) The party is approached by a bevy of (1D4) veiled women, who proposition the male members of the group.

The GM should refer to the GM's Notes in the section on the Labyrinth for methods and prices in situations such as this.

24.) A bowman is giving an exhibition of artistry in archery. He will invite one of the party to assist him by standing as target, while the bowman shoots a small piece of fruit from the character's mouth.

The bowman (#909) will gently rag the party a bit for cowardice if no one co-operates; the crowd surrounding the place of the exhibition will join good-naturedly in the harassment, until one of the party either gives in

or leaves. If one of the player-characters stands as target, the GM should graphically describe the bowman taking careful aim at the character's head, the drawing of the bow to its fullest extent, etc., until the player is completely positive that his character is about to be killed out of hand. As it happens, the bowman has an enchanted bow (with spells specially embedded for trick-shooting accuracy), and magical arrows (which will not strike living flesh). The piece of fruit will be neatly plucked from the character's mouth, leaving him or her completely unscratched, even if s/he is a nervous wreck.

25.) (This encounter will not occur on a major or crowded street; normally, the more deserted the street, the more likely this is to happen.) All at once, the party is surrounded, intercepted, infiltrated, knocked down, and pilfered by a large pack of street rats (kids, not rodents). The children quickly disappear with their loot.

The speed and ferocity of the attack are the primary reasons for its success. Each character will be hit and attacked by 6 to 8 children, and 1D6 items of exterior equipment and apparel will be snatched off. Determine randomly, but these items should be the most valuable appearing at a quick glance (a flashy piece of costume jewelry is more likely to disappear than a magic sword with a plain hilt or pommel).

26.) As the party passes a tavern, a drunk staggers out and collides with a member of the group. He is in a mean mood, and immediately accuses the person he bumped into of tripping him.

Unless an abject apology is forthcoming, and swiftly, the drunk whips out a rapier and challenges the party member by the simple expedient of cutting him with the sword (1D3 damage). If the character accepts the challenge to fight, the NPC is listed as #910 in the Statistics list; modify his HACØ by (D100): 01-10 = -6; 11-35 = -3; 36-80 = -1; 81-95 = +2; 96-00 = +8 (this one is the total surprise - the master of the blade, who is likely to hand the character the character's cojones). His purse contains 1D10 x 1D6 GP.

27.) As in encounter #26, the drunk makes his appearance, but considers the person he bumped into to be his only friend in the whole wide world.

The drunk will fawn, slobber, whiskey-breath, and (if his "friend" is female) grope all over the poor victim. He will insist on accompanying the party, but will begin singing loud (and lewd) songs (offkey) as the group moves on. His purse contains 1D8 x 1D5 GP.

28.) A well-dressed drunk staggers from a tavern, into the middle of the party, and passes out, collapsing on the ground. Three gold coins roll out of the pouch on his belt.

Attempts to waken the drunk will be to little avail; he is out for the duration. His purse contains some 700 GP in coins and small gems.

29.) Down a side-alley, two men can be seen involved in a fierce (verbally, that is) argument regarding possession of a sack on which each of them has a partial hold. Suddenly, one of them wrenches the sack from the other's grasp, and runs up the alley, straight into the party. His compatriot starts in pursuit.

The sack contains a small chest (locked, Complexity 3) which holds some 300 GP in coins and small gems. The two are thieves who are having a falling out. If the party presents a united and menacing front to the pair,

they will simply seek to escape. There is a 75% chance that the first thief will drop the sack when he runs into the party.

30.) A well-dressed young boy with a withered arm wanders up to the party, looks up at the apparent leader, and says "I know what you're planning. If you don't take me along, I'll tell the guardsman over there," pointing to a City Guard about 80' away.

This is Carlo de la Riis (#121, see the de la Riis in the Heights Families). He does know what the party is planning, but is willing to keep quiet if he is allowed to join in the adventure.

31.) The party hears a loud feminine scream. About half-a-block ahead, an enclosed carriage is stopped and a young woman is being forced to enter by three men. She is obviously reluctant, and is screaming at the top of her lungs. Various passers-by ignore the furor.

As soon as the girl has been manhandled into the carriage, it takes off in a burst of speed as the driver plies the whip to the horses. There is a 50% chance the carriage is headed toward the party (mud and injury chances as in encounter #5). Gallantry (i.e., trying to rescue the girl, or to stop the carriage) by one or more members of the party should be encouraged by the GM (use saving rolls against CDN for leaping on the horses, or against REF to avoid being run over by the carriage when the leap is unsuccessful). There are two men in the carriage (#911, #912), who will put up a fight to keep the girl and escape with her, and the driver (#913), who will fight only to protect himself, merely attempting to escape as quickly as possible. The girl's father will reward the party for a successful rescue (GM's discretion as to reward).

32.) A very expensively clad man (obvious nobility - he is accompanied by four retainers, all clad in the same livery) accosts the party. The weapons of his men are in their scabbards, and they make no hostile moves. He asks if the party is open to take a special job.

If the party shows interest in the situation, the noble explains that his youngest daughter was abducted about two days previously (the girl who was successfully kidnapped in encounter #31.). He has received a set of written instructions from the kidnappers, and feels he has no choice but to pay the ransom; he needs two neutral men to deliver the money. He is willing to pay the party handsomely (1,000 GP) to deliver the ransom money to the specified place and person at the correct time. The specified place is in the Labyrinth, at the corner of Cust Way and Y, a seamy tavern called the Silver Penny (there is a 15% chance that whoever accepts the job will be mugged while attempting to accomplish the mission).

33.) A heavily cloaked and cowed figure moves, haltingly and limpingly, along the street. A crowd of children swirls around the figure, taunting, throwing small globs of mud and garbage, and generally making thorough going nuisances of themselves. The cloaked figure, unable to proceed further, leans against a wall; at this point a particularly well-thrown mud ball knocks his cowl back and off his head, revealing a hideous mass of miscolored puffy growths, giving the face the appearance of a demon's mask. The figure cries piteously for help.

This is Curadon (#702, see South Corridor NPCs), otherwise known as the Monster Man. He is returning from a mission to aid a special friend (Curadon is a healer of repute and power), and was caught by the pack of children. If the party aids him, helping him to



return to the House of Healing on Magic Street, the healers of the city will be most grateful (and the gratitude of healers is nothing to scoff at).

34.) A miasma of beggars (3D4) surrounds the party, crying for alms. Their sores and scabs are sickeningly displayed, and they threaten by their closeness to touch the party with these evidences of disease and foulness.

Beggars (sample #914) are a common occurrence in any major city, particularly in the poorer sections. They will usually be satisfied with an average of 2D4 CP for each beggar in the group; there is a 35% chance they will call blessings upon the party if adequately almoned, or a 90% chance they will rain curses (and occasionally garbage) on their proposed almoners if nothing is forthcoming. If a beggar makes physical contact with a person, there is a 40% chance of contracting fleas, and a 5% chance of contracting some contagious disease. It is generally deemed best to keep this human garbage at a reasonable distance either by bribing them with coins, or by driving them off with weapons.

35.) A chunky man with a loud, penetrating voice strolls down the street, crying out various taglines and headlines to local news stories. Every so often, someone will go up to him, deposit a coin in his hand, and listen carefully to what he tells them.

This is the local crier, peddling news stories and gossip all over the town. His charges are usually in the range of 1 or 2 bits for local news or gossip, 1 copper for a major story, and as much as 1 GP for a

story of earthshaking importance. He is an excellent source of general information for the players and their characters in regard to current and upcoming events, and the direction of the political winds. There is a crew of approximately thirty of these men wandering the town.

36.) A tall skinny man in a robe elaborately decorated with symbols of sun, stars, moons, and planets runs pantingly up to the party. He points to one of the group, and gasps out "You are destined for great things! I have seen it in the stars! Come with me."

The astrologer (#915) will lead the party to his shop, where he will pour out a story about great portents he has seen in the patterns of the stars. He will explain that he needs 1D10 x 150 GP for the materials to make a thorough study of the matter, so that he can fully determine the future. Most of the time, this is a total come-on; the old man is needs to raise cash, and is simply attempting to sucker the party into supplying him with some funds. There is, however, a 5% chance that the astrologer is on the level (if he is, the GM gets to devise the "momentous happening" that involves the party).

37.) A friar in a brown robe with a red sash hails the group, and asks for a contribution to "feed and clothe the poor little children."

The friar (#916) is a member of the Crotofiros (or the Seekers of the Young). It is considered good luck to make a contribution, however small it may be, and bad luck to interfere with one of these men or harm them in any way. If the players make a contribution, there is a 35% chance that things will go particularly well for a period; if the players should commit some atrocity on the priest (don't laugh, GMs, you've seen it happen before), apply the Murphy Principle heartily (if it can go wrong...it does!) to anything the players attempt for about a game year (or until the characters involved are all deceased).

38.) A young priest in a blue robe is preaching on a street corner; a large crowd has gathered to hear him, and many of them are nodding agreement with the creeds he is propounding. As the party passes, he increases the fervor of his preaching.

This is a "hot" new priest (#917) in the cult of (whatever the GM wishes), and he has a silver tongue. As the party passes, each character should make a saving roll against (DSC + 1/2 IQ) to avoid becoming interested. If they stay to listen (a missed saving roll), a saving roll against DSC is required to avoid conversion. If the saving roll is missed by the amount of the character's DSC, s/he has become a solid convert and will not drift away from the faith (normal - i.e., temporary - conversions only last until a saving roll against the average of DSC and IQ is successful - roll once a game week); if the character misses the saving roll by double his DSC or more, s/he has become a fanatic convert to the faith, and will donate heavily to the sect, as well as trying to convert his/her companions (there is a chance equal to $[25 - 2 \times DSC] \%$ that the character will apply to become a priest[ess] of the cult - GM's discretion as to acceptance by the cult).

39.) A pair of draft horses harnessed to a wagon suddenly rear, then careen down the street toward the party. A small child is playing in the street about 15' from the group, and is directly in the path of the oncoming team. A shrill scream from a nearby window echoes between the buildings along the street.

The scream is from the child's mother, who has seen the danger her baby is in and realized she cannot save the little one. If one of the party should attempt to rescue the child, it requires a saving roll against REF to get to the child standing up, and another saving roll against CDN to grab the babe in mid stride and get out of the way of the wagon. If the first saving roll

is missed, it is assumed that the character has tripped and fallen (across the child - let's be kind), and will take heavy damage if a saving roll against STM is missed (1D10 if the saving roll is successful, 3D8 if it is missed); if the grab attempt is missed, it is assumed that the character gets out of the way of the wagon, but the baby is trampled by the horses and takes 2D4 of damage (GM - compute the child's HTK in the normal fashion - at this age, HTK would equal approximately 1/3 of initial adult potential). If the child is saved injury, the mother (a young, comely, and reasonably well-to-do widow) will be exceptionally grateful to the baby's rescuer (GM's hint - a romance in the offing?).

40.) A man approaches the party and asks for directions to TradesMasters Square.

It is amazing how lost an NPC can get following directions given by someone whose familiarity with the territory is as limited as his own - the poor man may never be seen again.

41.) The party begins to hear a high pitched humming, accompanied by jingling and occasional squeaky giggles. When the majority of the party has noticed the distraction, an incredibly small pixie will suddenly materialize in their midst with a loud "Whatcha doin'?" This pixie stands little more than a foot tall, and is clad in a shimmering opalescent tunic. He appears to be just short of weighed down by many tiny bells, and he jingles and tinkles whenever he moves.

His name is Gudyumar (#918), and he explains (to anyone willing to listen) that he has just "broken out" of his home on Wizard's Isle, where his parents were "being a real pain in the alar!" The pixie will be a general nuisance with his continued "What's your name?", "Whatcha gonna do now?", "Can I help, please, please, pretty please?", etc. After 3D10 minutes, he will lose interest and depart.

42.) As the party walks down the street, they will notice an old woman in faded, ragged clothes carrying a small cloth bag, and dragging a large duffel sack.

If the area is relatively deserted, there will be no difficulty; however, if there are a fair number of people around, the lady (#919) will, as soon as the party passes her, fall to the ground screaming and swearing. She will loudly proclaim that the party has "struck an old, helpless woman who wants nothing but peace," and will threaten to summon the Guard and then sue unless given 100 GP. Within 2D4 minutes two members of the local militia will arrive to investigate the disturbance. There is a 20% chance that the militiamen have encountered the lady before, and will politely remove the lady from the vicinity (with remarks such as: "Marte, we told you the last time...").

43.) As the party is walking down an unusually quiet street, a manhole cover 10-30 feet in front of them will suddenly raise up, two faces will peer out, see the party, and then disappear with a muffled curse; the cover will clang shut. Within a minute, an entire squad of the City Guard will arrive, and immediately question the group regarding any suspicious characters they may have seen in the area recently.

The two figures are a pair of kobolds, attempting to escape from the Guard, who caught them trying to "borrow" some money from a wealthy merchant.

44.) The party is approached by a small, demure man, flanked by at least a dozen huge, nasty-looking ruffians; he introduces himself as I.T. Tadeschi. He is dressed in conservative robes, wears a pince-nez and has a pencil-thin moustache, and he talks with a very distinct drawling, lisping accent. He explains that he is looking for some "military typeth" to do a "nathty, thimply nathty job" for him. He states further that the job is dangerous, and that he can't pay all that much; further, he would prefer volunteers. If necessary, however, he will accept just about anyone.

Despite their fearsome appearance, if given a civil denial, the group will leave the player-characters alone. However, should the party make angry motions, the ruffians will get frightened looks in their eyes, and will seek any opportunity to make a hasty (and uncontested) exit; they are merely hired bullies out to make a little money doing what they love best - looking tough, and doing nothing. If the party should accept the offer (probably unlikely), the GM is responsible for the ensuing adventure.

45.) As the party walks past a tavern, the door to the common room bursts open and from it weave two very drunk young dandies. They immediately stagger toward the party, single out (randomly select) one of the player characters, and proclaim him (her) to be their long, lost friend Smitty. No argument to the contrary will convince them that the player is not Smitty (race, sex, or age will make absolutely no difference; a ninety year old female orc will be, to them, "Good ol' Smitty"). The two will begin hanging on to the unfortunate, and start reminiscing about the old days, when "life was free and easy, and so were the women!"

Eventually (3D10 minutes), they will invite the player and his "quiet friends" to their abode ("wherever the heck it is") for some lunch (even though it might be as late as midnight). They will soon (2D10 minutes) forget this invitation, however, and demand to be dropped off at the next tavern. At this point, they will draw themselves up, look at "Smitty" very sternly, and (D10) 1-6) pass out, or 7-10) get sick on the player, and then pass out. Each is carrying 3D20 GP in his belt pouch.

46.) As the party passes by an alleyway, a faint "ribbit" can be heard coming from within its dark depths. If they should investigate, the party will find a four foot tall frog in a dirty white frock coat. The frog has an incredibly mournful look in his eyes, and will croak happily when he sees the party responding to his obvious need.

An aura of magic can be detected emanating from the frog, but its exact nature and position is very difficult to determine. The frog will follow along behind the party if allowed to do so, and will continue following, croaking miserably (?) for as long as it is not menaced. If a magic nullification spell of some sort is cast upon the frog (D10):

1-3 the frock coat will disappear, the frog will croak happily, kiss the caster and hop rapidly away.

4-5 the frog will disappear, a young man in the same frock coat (frog-sized, thus not a good fit) will appear, shout happily, kiss the caster and hop rapidly away.

6-8 the frog will disappear, an incredibly ugly (APP 3 or less) woman will appear, scream joyfully, kiss the caster, and then won't leave! (proclaiming love, and his responsibility to marry her, etc.)



9 the frog will disappear, leaving only the frock coat.

10 everything disappears.

47.) The party is suddenly interrupted by a stampede of frightened people; they stream past the group quickly, and in just moments the frantic rush is over (if the party tries to stop someone to inquire the reason for the confusion, they will receive only loud screams or angry orders such as, "Move out of the way!" and, "Run! Run for your life!"). After the street has become deserted, the party will notice that windows and doors recently ajar or open are now shuttered and closed.

Some streets away from the party, a wagon transporting a leopard (#920) of immense size and ferocious temperament in a cage has overturned. Unfortunately the cage was broken in the accident, and the leopard has escaped. The party will encounter the animal within 10 + 2D10 minutes, if they do not immediately leave the neighborhood. If the animal is not captured within an hour, a cry will rise from the people in the area for the destruction of the rampant beast (Heward l'Kyd (#921), the animal trainer in Haven who originally paid for the capture of the leopard, will offer 1,000 GP for capture; if the animal is damaged in any manner, Heward will be angered and will probably demand the inhumane monster who harmed his "little black pussycat" be arrested [for all the good that will do him]).

48.) The party is approached by a tall thin man in a stained tunic (parts of it appear to be partially eaten away). He asks if they would be interested in a temporary, but reasonably lucrative, job. When the

party expresses interest, he tells them the job is quite simple - just take a large chest about 10 leagues out, and bury it. For this he will pay 100 GP.

The man is a local alchemist, and the job involves hazardous waste disposal. In the chest are 100 sealed glass bottles, each filled with a quart of a thick purple liquid; this lavender mess is the result of three years of accumulation of left-overs from the alchemist's experiments. Unbeknownst to the alchemist, he has produced a powerful explosive which detonates on exposure to bright light (sunlight or a torch's radiance will suffice); each bottle does 16D10 damage (2D10 per ounce) within 10', 8D10 within 30', 4D10 within 50', 2D10 within 80', and 1D10 within 120' (outside that radius, the effects are negligible).

49.) A crowd has gathered around a man seated tailor-fashion on the ground at a streetcorner. He is regaling the crowd with a tale of wondrous adventure, bespeaking heroes and fair princesses, wicked wizards and terrible monsters.

Every so often the story-teller (#922) pauses (usually at a cliffhanger), and waits until someone tosses a coin or two into the hat at his knees (the higher the value of the coin, the better the next portion of the story becomes). At about the fifth pause, everybody looks expectantly at the party - they are supposed to contribute at this time. If the party should walk off without paying, they will hear a chorus of catcalls and razzberries (and the clink of a coin into the hat).

50.) A clattering tumbril (the special cart used for transporting prisoners and those condemned to execution) nears the party. In the cart, heavily shackled, is an extremely lovely young woman. She gazes soulfully at the party, as the tumbril rumbles on.

Viliadri (#923), the beauty in the tumbril, is accused of murdering a man, and is being taken to trial; she will be lodged in the Black Halls until the trial is over - it is scheduled to begin in three days. If any of the men in the party should fail a STA IQ + DSC, he has fallen in love with Viliadri, and will consider some attempt to rescue her. If the rescue succeeds, the girl will respond suitably; however, she is a psychopath who is intensely jealous of any man she loves - if she thinks her man is being "unfaithful", she will attempt to kill him (probably by inveigling him into bed, and slipping a knife into his neck while making love). She is, by the way, guilty of the murder with which she is charged.

51.) A small child (about five years old) tugs at the sleeve of one of the party. "Have you seen my mommy?" the waif asks, tearfully.

If the party attempts to find the child's parents, there is an 80% chance that mommy will be found in 1D6 x 1D10 minutes, frantically searching for her lost little one; the remainder of the time the party has inherited a dependent. If the child's mother is located, there is a 15% chance she will reward the party with 1D10 x 1D10 GP.

52.) The party passes a small covey of pushcart peddlars, many of them vending food items of one sort or another. All are hawking their products in loud voices, proclaiming them the best of their kind to be found in Haven. One of the carts is completely empty.

Food from these carts is usually reasonably priced, and there is only a 5% chance of ptomaine. One of the peddlars will be hawking "souvenirs of Haven" (the typical embroidered pillows, ash trays, and decorated

plates to be found in any tourist trap). If the players ask about the empty cart, the owner is peddling pushcarts (the price is all the market will bear).

53.) A fire is blazing merrily from a building just down the street. Fifteen men pulling a wagon in which a sixteenth rides (furiously ringing a loud bell) come dashing down the roadway from behind the party. They screech to a halt, unlimber buckets, ladders, and tar-and-canvas hoses from the wagon.

The local fire brigade (all volunteers) has arrived to fight the blaze; they will impress any able-bodied man in the vicinity to help form a bucket line from the nearest well (there is usually a well about every other block throughout the commoner portions of the city), and to man the pump on the wagon which will draw water through the hoses. In the interest of preventing the spread of the fire, houses next door to the blaze will be destroyed, if considered necessary.

54.) A large crowd has gathered at an intersection, surrounding two men who are stroking and fondling roosters. Both of the birds seem eager to escape the clutches of the men holding them. Offers of bets are flying among the various people in the crowd.

Cock fights are a not uncommon occurrence in Haven. Each cock will have HTK of 8 +2D6 (for the purposes of the fight only), CDN of 8 + 2D5, and STM of 3D6. During each combat round (approximately 1 second), make a STA CDN for each cock as an attack roll; if successful, a point of damage has been scored on the opposing cock - if the roll is half of the CDN or less, damage is doubled; if the attack roll is missed by more than half of the cock's CDN, his opponent automatically scores a point of damage. The fight may be stopped at any time by the owners of the cocks, but stopping is considered an admission of defeat; cock fights are usually to the death, and it is possible for both contestants to be killed. If a cock is not killed outright, it will recover 2/3 of its STM in HTK in the first week (which may cure all the damage it has taken) and the remainder in the following week. Fighting cocks of good qualities are quite expensive, and usually cost 250 GP to as much as 1,000 GP for a prime bird.

55.) As the party passes an alleyway, a shadowy figure within beckons to them.

If the party responds to the come-on, there are 5 outcomes (D10):

1-2 as the party enters the alley, they are jumped from above by a group of thieves (#924, #925, #926, #927 mixed) with cudgels and daggers (odds 2 to 1, in favor of the thieves);

3-5 the shadowy figure turns out to be a kobold (#928), who offers them a "bargain" on masterpieces of pornographic art and literature (unfortunately, it's all about kobolds, who have little imagination);

6-7 a short, fat man invites them to attend the "oldest established floating crap game" in Haven;

8-9 an orc (#929) offers to sell the party a magic sword, decorated with a gemmed hilt, and kept in a velvet scabbard (D10):

01-15 the sword is a total fake - the blade is soft pot-metal and the gems in the hilt are glass;

16-45 the sword is a reasonable quality blade, but is not magic;

46-85 the sword is enchanted, but has no spells embedded in it;

86-95 the sword is enchanted, and has one or two minor spells embedded in it, but no fighting bonuses;

96-00 the sword is all that the orc claims (GM's discretion as to power of the sword - but it's a good idea to keep it low);

10 the figure continues to beckon as it flees down the alley before the party's advance; when they reach the next street, the figure has disappeared.

56.) A burly man, dressed in high quality clothing, and flanked by four men in some sort of uniform, approaches the party, and demands to see their green cards.

If the party members are unable to produce the "green cards", the man (#930) informs them that all visitors to Haven are required to obtain the green cards as a form of identification; if they do not have them, they are liable to be fined and jailed - he will, of course, since the party seems ignorant of the necessity for the cards, provide them for a small fee (5 GP per person in the party). If there is any objection, he will summon his "guardsmen" to "arrest" the scoff-laws; in most cases, this has proved sufficient incentive for the victims of this scam to ante up the 10 GP the man now requires. If the party apparently knows the scam, he and his "guards" will rapidly disappear.

57.) A pretty young girl sashays up to the party, and engages one or two of the men in conversation. She is scantily dressed, but wears no face veil. Nearby, a group of hard-looking men lounge against a building, apparently keeping an eye on the girl.

After a time, the girl (#931) explains that the group of men are good friends of hers, and that it would behoove the men she has been talking with to gift her with 50 GP each, since she will scream rape if they don't, and her friends will beat the party up (there are about 15 in the gang of loungers, and all of them look mean enough to eat babies for breakfast). There is a 65% chance that the group of loungers is simply enjoying the sight of the pretty girl (she is very scantily dressed), and will do nothing to protect her; the remainder of the time, however...

58.) A very old man hobbles up to the party, and peers intently at each member's face. After looking closely at all of them, he shakes his head sadly, and hobbles off.

The old man is looking for somebody who was special to him in the past. He's been looking for so long without finding that he's probably forgotten exactly what the object of his search looked like.

59.) A tumbler passes the party, obviously headed for the execution site outside Judgment Gate. In it is a man in chains.

The man in the cart is (D10):

1-4 standing there, his demeanor resigned but sullen;

5-7 a zealot, who is preaching to the crowd, "They may have taken me, but there are many more! Rise up, ye prisoners of oppression! Throw off your chains!" etc.;

8-9 crying piteously, "Save me! I'm innocent! Won't somebody save me?"

10 apparently insane, for he is chewing on his chains.

60.) (This encounter occurs only in an alleyway or side street, never on a main thoroughfare.) From above, the party hears "Gardayloo!"

Assuming the party does not immediately scatter, at least one of them will be spattered as the contents of a chamber pot are emptied out the window.

CHARACTER DESCRIPTIONS FOR THE FREE CITY OF HAVEN

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage	Class	
101	Margery Savonna*		INT HU NON	4D20	5	10	10	10	6	8	9	12	11	5	None			NON 0	16
102	Donia Savonna*		GR HU NON	1D20	4	13	13	7	15	14	7	9	5	8	None			Non 0	13
103	Swayze De Kammeron	a	VET HU NON	2D100G	16	15	14	16	7	10	10	11	12	9	HFSWD	6	3D4	SCA 8	44
104	Boccaccio	a	VET HU NON	2D20G	12	14	14	10	14	12	13	12	16	16	RAPRe	4	1D12		
105	Tybalt de la Riis	a,b	EL HU NON	5D8G	7	10	8	13	11	12	6	14	12	7	BDSWD	8	1D10	LTH 4	36
															DGR	11	1D4	NON 0	40
															ThDGR	4/8/13	1D4		
															SBOwe	1/6/11	1D6		
106	Grazia de la Riis*	a,b	GR HU NON		4	6	7	4	6	6	9	4	2	6	None			NON 0	11
107	Harz de la Riis	a	VET HU NON	2D12G	13	7	11	11	13	10	12	15	8	10	DGR	10	1D4	CLO 2	29
108	Claudia de la Riis*	a	INT HU NON	1D20G	8	12	9	12	11	9	12	7	12	12	None			NON 0	20
109	Paul de la Riis	a,c	INT HU FTR	4D20G	11	16	17	12	14	13	4	18	17	15	RAPRe	3	1D12	LTH 6	41
															BDSWD	6	2D4		
110	Thomas de la Riis	a	GR HU FTR	2D10G	12	8	9	7	5	14	12	6	8	11	RAPR	11	1D8	LTH 4	22
111	Cortina de la Riis*	a	GR HU NON	1D10G	8	11	10	9	13	11	12	12	11	12	None			NON 0	11
112	Bruning de la Riis	a	VET HU FTR	3D12G	13	12	14	15	10	11	13	16	14	6	SHSWD	6	3D3	CHN 6	49
113	K'maill*	a	GR HU NON	1D6G	7	13	12	9	9	10	13	12	13	20	DRG	14	1D4	NON 0	16
114	Ingrid*	a	GR HU NON	3D6G	8	12	13	10	14	9	13	4	9	13	None			CLO 2	14
115	Rutmilla*	a	INT HU NON	4D4G	13	12	11	14	8	8	11	16	7	5	None			NON 0	14
116	Rampallio Aguirre	a	INT HU FTR	1D20G	9	8	6	10	11	11	7	7	12	6	SHSWD	7	3D3	CHN 6	29
117	Morgan de la Riis		INT HU FTR	5D6G	10	11	10	11	13	9	9	16	9	11	BDSWDe	6	3D4	CLO 2	21
118	Clemente Panfusille		INT HU FTR	1D12G	13	16	16	10	7	13	10	9	14	17	BDSWDe	6	3D4	CLO 4	26
119	Astrilde*		GR HU NON	1D4G	9	8	9	10	10	9	12	11	13	12	None			NON 0	13
120	Bismunde*		GR HU NON	1D4G	2	3	5	2	2	2	14	18	18	16	None			NON 0	4
121	Carlo de la Riis		GR HU NON	1D4G	6	9	14	8	12	16	17	15	6	11	None			NON 0	10
122	Sir Tenley Tainley		VET HU FTR	3D6G	14	12	11	13	9	9	8	3	14	10	BDSWD	5	3D4	NON 0	45
123	Father Alain		INT HU PRT	1D3G	8	12	8	7	10	14	13	12	15	8	NONE			NON 0	22
124	Virago Tainley (Zprahim)		VET HU ILL	1D6G	10	17	12	12	12	16	8	16	14	9	SPELLS			NON 0	28
125	Stella, Lady Tainley*		VET HU FTR	1D8G	12	15	14	10	9	9	13	15	14	12	RAPRe	4	1D12	NON 0	34
126	Antonio Berensten		INT HU FTR	3D8G	14	13	11	13	12	9	15	10	19	13	BDSWDe	5	4D4	NON 0	27
127	Taramilla*		GR HU NON	2D8G	8	15	11	7	8	14	11	12	12	14	NONE			NON 0	13
128	Prince Kaspar Bunder		GR HU MAG	4D8G	12	14	10	6	9	15	9	19	10	7	SPELLS			NON 0	14
129	Gorboo		EL HU FTR	1D6S	15	14	12	14	11	10	8	12	9	9	ALLE			LTH 6	48
130	Mathilde Hochritter*		GR HU NON	2D6G	8	9	8	9	5	6	12	9	8	9	NONE			NON 0	20
131	Zender Hochritter		INT HU FTR	4D8G	14	11	17	15	5	10	6	7	10	10	NONE			NON 2	30
132	Sir Falstaff		INT HU FTR	3D8G	11	9	8	10	7	10	6	7	8	10	NONE			NON 0	28
133	Sir Rodney		INT HU FTR	3D8G	11	11	11	11	7	11	14	11	9	9	NONE			NON 0	27
134	Rowena Geronde*		EL HU ENC	3D6G	12	15	14	16	15	16	17	13	7	13	SPELLS			NON 0	38
135	Udral Geronde		INT HU NON	1D6S	15	11	11	17	14	10	12	8	7	10	NONE			NON 0	21
136	Karl Geronde		VET HU ENC	1D6G	12	17	15	15	14	15	8	17	7		NONE			NON 0	28
137	Valma Geronde Matters*		INT HU NON	1D6S	12	11	10	10	9	9	9	11	13	17	NONE			NON 0	18
138	Gunter Geronde		GR HU FTR	6D6G	13	15	12	9	8	10	12	15	10	9	RAPR	5	1D8	LTH 4	17
139	Adrienne Geronde*		GR HU SCH	1D6G	5	9	10	13	16	17	14	5	11	13	NONE			NON 0	15
140	Neberhard Ohlfaardt		VET HU NON	4D10G	7	10	10	7	12	9	5	9	10	12	NONE			NON 0	21
141	Sui Tuong Ding*		GR HU NON	1D8G	8	10	10	8	11	6	11	14	15	17	NONE			NON 0	10
142	Skiff Borden		VET HU FTR	1D10G	16	14	11	12	10	9	12	7	6	7	BDSWD	4	4D4	NON 0	34
143	Wilverado		INT HU FTR	1D8G	14	11	7	10	7	8	15	10	10	9	BDSWD	6	3D4	NON 0	28
144	Cambol Tartyn		INT HU FTR		12	11	11	10	6	7	10	4	5	5	BDSWD	5	2D4	NON 0	26
145	"Brick"		INT HU FTR		20	11	8	16	4	5	7	18	3	4	BDSWD	5	5D4	LTH 4	29
146	Gilberto Maggia		VET HU NON		10	15	12	7	15	11	13	15	13	10	NONE			NON 0	26
147	Graella Maggia*		INT HU NON		12	11	7	9	15	8	14	7	8	8	NONE			NON 0	22
148	Romano Maggia		GR HU NON		10	15	13	15	8	7	6	6	11	9	SHSWD	7	2D3	CLO 2	21
149	Marita Maggia*		GR HU NON		5	13	8	14	14	10	12	16	14	17	NONE			NON 0	15
150	Portia Maggia*		VET HU TDR		7	11	15	10	16	10	9	13	13	15	DGR	9	1D4	CLO 3	18
151	Galliana Maggia*		GR HU NON		8	16	10	8	12	10	9	8	14	14	NONE			NON 0	11
152	Romulo Velasquez		GR HU NON		9	17	15	10	10	10	9	10	15	15	NONE			NON 1	13
153	Hamlin Blackbourne		EL HU NON		8	12	10	6	13	16	14	11	9	6	NONE			NON 0	21
154	Anson Blackbourne		VET HU NON		6	10	13	10	11	11	13	12	15	12	NONE			NON 0	19
155	Talia Corio Blackbourne*		INT HU NON		7	13	13	6	12	9	12	9	11	13	NONE			NON 0	15
156	Marcus Blackbourne		INT HU TDR	4D10	11	14	8	10	9	8	10	12	10	10	NONE			NON 0	23
157	Jock McPherson		VET HU FTR		14	13	12	16	15	16	4	12	12	16	HFSWD	5	3D4	CHN 6	48
															LBOW	0/4/8	1D6		
158	Gladiolus		GRE HU NON		7	10	10	12	10	14	12	4	5	13	NONE			NON 0	14
158	Branden Varrasch		VET HU NON		8	12	11	8	10	10	13	15	11	7	NONE			NON 0	16
159	Valken Varrasch		VET HU TDR		9	11	10	7	5	10	13	7	11	9	NONE			NON 0	19
160	er-Keng Varrasch*		VET HU NON		6	10	7	8	10	10	11	5	13	14	NONE			NON 0	17
161	Heidel Varrasch		VET HU NON		15	18	15	12	5	6	10	10	3	8	NONE			NON 1	26
162	Kronen Varrasch		VET HU FTR		15	16	15	15	7	8	12	10	5	9	HfSwd	7	3D4	LTH 4	39
163	Leander Perkins		INT HU NON		7	9	14	10	14	10	9	8	12	8	NONE			NON 0	21
164	Harlequin Bussbender		GR HU NON		9	10	8	10	9	10	11	14	9	14	MAUL	5/11/17	1D6	NON 0	16
165	Haldo Rumbutter		INT HO NON	3D4S	5	16	14	8	14	11	8	13	8	10	None			NON 0	16

CHARACTER DESCRIPTIONS FOR THE FREE CITY OF HAVEN

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor Class	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage		
166	Joffa the Barakite		INT HU NON	4D10G	8	15	9	10	14	12	14	5	4	7	None			NON 0	19
167	Kroman		VET KR FTR	3D6GS	19	8	11	15	4	7	8	15	6	8	HANDS	4	1D6	NON 4	56
168	Rhymee		VET KR FTR	2D4S	20	11	9	14	3	6	10	18	4	7	HANDS	3	1D8	NON 4	63
169	Wolter		INT KR FTR	1D6C	19	14	8	17	4	8	3	17	5	4	HANDS	5	1D6	NON 4	58
170	Culver Trask		INT HU NON		8	18	14	7	15	12	7	8	14	12	None			NON 0	18
171	Janus Domenici Trask		INT HU NON		6	17	12	8	13	11	14	9	12	15	None			NON 0	19
172	Othmar		INT HU NON	2D8G	8	13	10	7	16	12	10	5	5	6	None			NON 0	20
173	Arkmonides		GR HU NON		6	9	14	5	10	10	11	12	10	9	None			NON 0	19
174	Groton		INT HU NON	2D6G	8	12	14	9	15	11	6	8	14	10	None			NON 0	18
175	Pierre Farce		INT HU NON	4D6G	7	15	11	8	14	12	11	9	15	12	None			NON 0	17
176	Goodreau		INT HU NON		8	9	10	7	14	10	7	14	13	10	None			NON 0	19
177	Fandriil C Cloess		INT HU NON		8	14	10	10	14	10	8	11	11	8	None			NON 0	17
178	Amsterdam Craddock		INT HU NON		12	12	12	10	12	10	9	7	8	8	None			NON 0	20
179	Anise Thyme		INT HU NON		8	10	7	7	11	14	8	12	15	10	None			NON 0	17
180	Americus		INT HU NON		6	8	9	10	10	11	5	7	16	8	None			NON 0	19
181	Maas Turkar		INT HU FTR		14	14	14	14	8	9	13	5	7	10	HfSWD	5	3D4	LTH 4	24
182	Kelvar		VET DW NON		17	15	13	15	7	11	9	13	5	8	None			NON 0	23
183	Pirandello		INT HU NON		5	13	10	4	10	12	11	18	9	5	None			NON 0	19
184	Elsi Klukoo*		INT HU NON		5	17	14	6	12	10	7	7	13	12	None			NON 0	18
185	Gibbon Garranzo		INT DW NON		19	15	13	14	6	5	11	14	8	10	LHMR	10	5D4	NON 0	23
186	Folonar Fairweather		INT /E NON		11	14	11	10	14	10	13	7	14	12	None			NON 0	22
187	Qaften		GR HU NON		7	12	14	10	7	10	9	12	10	10	None			NON 0	21
188	Gladshaw		INT HU NON		11	15	12	10	13	14	9	8	9	14	None			NON 0	24
201	Murothus		VET HU NON		12	11	10	13	13	9	10	9	8	10	NONE			NON 0	20
202	Freggo the Hairless		VET HU NON	6D20G	8	12	11	9	16	13	9	6	5	6	NONE			NON 0	19
203	Boldan Hansumrogge c,s		VET CE FTR		19	14	12	16	7	10	14	8	14	16	BDSWDe	4	6D4	CHN 8	43
															LBOWe	-1/3/7	1D6	LTH 5	
204	Kithli Arn Robur		VET DW NON		15	12	12	14	9	12	11	12	7	8	NONE			NON 0	36
205	Jaime Hofstra		EL HU MER	1D20G	8	14	12	13	22	14	10	10	9	6	NONE			NON 0	29
206	Abel Hofstra		VET HU MER		12	12	11	14	18	10	11	12	10	10	NONE			NON 0	28
207	Bakka Hofstra		VET HU MER		13	11	12	10	15	12	11	11	11	12	NONE			NON 0	22
208	Sharlie Hofstra c,s		INT HU FTR		14	12	14	15	12	13	8	13	12	14	SHSWD	5	1D8	CHN 4	21
209	Dauge Hofstra c,s		INT HU FTR		14	12	14	15	14	11	8	11	12	14	SHSWD	5	1D8	CHN 4	21
210	Kraegger Rand		VET HU MER	2D20G	12	11	10	13	20	15	6	10	12	10	NONE			NON 0	23
211	Sberri Rand		VET HU MER		11	13	10	12	14	17	14	7	8	10	NONE			NON 0	25
212	Zalle Rand		INT HU MER		14	12	10	12	15	12	16	9	12	13	NONE			NON 0	21
213	Eezie Hofstra Rand*		GR HU NON		7	13	13	14	9	11	11	14	9	16	NONE			NON 0	14
214	Theodicu		VET HU PRT	1D20G	9	13	12	11	18	14	12	12	13	8	SPELLS			NON 0	28
215	Lucius Cardallo		EL HU NON		15	9	8	10	16	15	8	17	15	6	MACE	8	5D4	NON 0	31
216	Ellian*		VET HU NON		7	14	10	9	13	13	13	6	13	12	NONE			NON 0	19
217	Herven Ault		VET HU NON		12	12	10	12	15	12	10	5	12	10	NONE			NON 0	25
218	Dagnir Saurul		VET EL NON		11	14	12	10	14	13	12	10	9	14	NONE			NON 0	26
219	Mindal Thievesbane		EL /E NON		13	12	12	14	16	15	9	13	12	10	NONE			NON 0	32
220	Megallo Manyak		VET HU NON	1D10G	10	11	10	12	12	13	7	7	13	8	NONE			NON 0	25
221	Keyan Dorin		INT /E NON	2D12G	9	14	12	13	11	13	11	12	12	14	NONE			NON 0	19
222	Eldorato Imbethang		VET EL NON	2D10G	12	12	12	12	11	12	16	9	12	12	NONE			NON 0	20
223	Huiel Farris		VET HU NON	2D100G	11	15	17	13	16	14	6	13	16	10	NONE			NON 2	25
224	Meron Glyptes		INT OR NON	1D10G	10	13	11	16	15	16	7	11	9	7	NONE			NON 0	23
225	Burley Stonecastle		INT HO NON	1D10G	7	15	12	11	12	12	6	14	9	13	NONE			NON 0	19
226	Riklas Longstrider		INT CE ARC	1D8G	16	16	12	17	10	13	16	12	10	14	LBOWe	-2/2/6	1D8	NON 0	42
227	Herbert		INT HU NON	1D6S	10	11	10	11	10	11	9	10	10	11	NONE			NON 0	20
228	Argli arn Skibur		VET DW NON		14	13	10	14	9	14	7	16	6	5	NONE			NON 0	29
229	Gordon Vickery		INT HU NON		9	12	11	13	12	12	10	9	11	12	NONE			NON 0	19
230	Kinderk		INT HU THF		9	11	13	12	16	12	11	12	12	6	NONE			NON 0	27
231	Petrovka*		GR HU MER		7	13	12	13	10	11	13	9	11	15	NONE			NON 0	15
232	Targoon		VET HU NON	1D8S	6	6	6	20	1	4	13	8	5	7	NONE			NON 0	30
233	Garduuccio		VET HU MER		13	12	10	10	11	10	10	12	9	10	NONE			NON 0	23
234	Bank Guard 1 s		INT HU FTR		10	14	12	12	12	9	16	9	10	10	SHSWDe	7	3D3	CHN 6	22
235	Bank Guard 2 s		INT HU FTR		13	10	12	10	9	10	11	10	11	11	SHSWDe	7	3D3	CHN 6	21
236	Bank Guard 3 s		GR HU FTR		12	11	11	11	10	9	8	10	10	11	SHSWD	9	2D3	CHN 6	19
237	Alonzo Boarstuffer		VET HU MER		10	10	11	12	10	10	5	10	10	9	NONE			NON 0	20
238	Milo Forki		INT /D FTR		15	13	8	14	14	9	12	11	9	3	MACE	7	3D4	NON 0	29
239	No-Yen Drachmah		VET HU MER		12	10	11	10	16	12	7	12	10	9	NONE			NON 0	19
240	Jiloman		INT KR FTR		23	9	6	19	8	7	8	19	7	5	CLUB	5	5D10	NON 2	58
241	Randor		INT KR FTR		22	8	7	21	6	7	9	18	8	4	CLUB	6	5D10	NON 2	62
242	Daffyd		VET /E ARC		13	14	13	11	16	9	9	10	10	12	LBOWe	-3/1/5	1D6	NON 0	28
243	Cowry Keltus		EL HU THF	2D20G	14	15	11	18	9	12	11	6	14	6	DGRe	6	1D6	NON 0	39
244	Guzzler Gohegan		INT HU MER		10	12	11	10	13	10	12	12	8	7	NONE			NON 0	19

CHARACTER DESCRIPTIONS FOR THE FREE CITY OF HAVEN

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HAC0	Damage	Class	
301	Emel d'Lormai	c,d	EL /E TDR	2D10G	9	14	13	10	14	17	12	7	18	13	RAPRe	3	1D12	NON 0	34
302	Magda Cordovan*		INT HU BRD	1D10S	8	10	11	17	9	7	11	11	15	13	None			NON 0	21
303	Mother Yosofal*		VET HU NON	1D8S	5	11	8	4	11	9	15	10	9	6	None			NON 0	14
304	Bonyodel		INT HU BRD	3D10S	7	7	10	14	10	14	13	7	13	11	None			CLO 2	28
305	Jaguel Estankris*		INT HU THF	1D10G	7	15	17	8	8	12	12	14	11	14	SBOW	4/9/14	12D6	LTH 6	24
															DGR	6	1D4		
306	Raku the Potter		GR HU NON	2D8G	11	17	11	11	9	12	7	16	11	9	DGR	10	1D4	NON 0	19
307	Old Lea*	a	INT HU TDR	3D8G	14	7	6	10	8	15	8	17	18	8	None			NON 0	20
308	Miranda*	s	VET HU CSN	2D8G	7	16	14	11	12	9	10	16	15	15	DGR	8	1D4	CLO 2	22
309	Jarien the Jeweler b		INT HU TDR	1D20G	6	10	10	11	12	15	9	11	10	8	None			NON 0	16
310	Samoradat*		INT HU NON	3D8C	12	9	8	10	7	15	11	18	14	12	DGR	12	1D4	NON 0	20
311	Kazan the Mender s		INT OR THF	3D8S	10	14	12	7	14	7	12	9	8	6	QSTFe	7	1D6	LTH 2	26
312	Kopernikos		VET CE ART	1D10G	12	10	9	13	17	15	5	10	12	10	HOOF	5	2D3	NON 0	31
313	Darius		INT CE FTR	3D8G	17	14	12	16	7	9	7	6	10	11	BDSWD	6	1D10	CLO 2	34
															HOOF	4	2D3		
314	Meryn Longleaf*	c,d,p,s	VET EL ARC	6D10G	7	15	12	10	11	17	7	9	14	16	LBOWe	0/4/8	1D6	CLO 1	30
315	Sirius the Scrib		VET HU NON	2D6S	4	14	7	3	15	12	11	8	14	9	None			NON 0	12
316	Pippin Frosh		INT HO NON	3D8S	7	16	17	8	11	14	11	12	14	10	None			NON 2	19
317	Damiano Dwarf-Friend		EL HU TDR	5D6G	17	12	11	15	12	15	13	3	10	10	1BBAXe	2	2D10	LTH 4	34
															HMR	6	1D8		
318	Daruko		VET HU THF	2D10S	12	17	15	13	12	15	8	7	15	10	KNFe	10	1D4	LTH 5	35
															ThKNFe	6/11/15	1D3		
															SHSWD	8	1D6		
319	Dzarina*		GR HU THF	1D6S	7	5	7	13	12	15	7	7	14	14	None			NON 0	14
320	Damon N. Pythias		VET HU TDR	1D6G	6	16	12	5	10	14	11	18	11	4	None			NON 0	23
321	Slevryt		INT KO THF	1D10S	10	14	13	12	5	15	14	12	13	6	KNFe	9	1D4	CLO 2	25
322	Kzap		INT KO ILL	1D4S	3	10	12	9	6	12	16	14	8	3	SPELLS			NON 0	20
323	Cinnimon*		INT KO THF	1D4S	6	12	15	8	16	15	11	9	10	8	KNFe	10	1D4	CLO 3	21
324	Imported		INT KO THF	1D3S	7	10	9	9	10	11	8	7	8	8	KNIFE	12	1D4	NON 0	20
325	Snatch*	s	INT KO THF	1D3S	5	16	18	6	6	7	11	14	13	9	KNFe	9	1D4	CLO 5	16
326	Dash*	s	INT KO THF	1D3S	6	19	17	7	9	3	10	16	15	12	KNFe	7	1D4	CLO 4	18
327	Guzzle		INT KO THF	1D3S	5	11	13	6	8	10	11	8	10	7	KNIFE	11	1D4	NON 0	12
328	Wolfbait		INT KO FTR	1D4S	13	14	14	10	3	8	15	9	4	6	LBOWe	-2/1/5	1D6	LTH 4	30
															ThDGR	2/6/11	1D4		
															SHSWD	5	3D3		
329	Fuzzy*		INT KO THF	1D3S	7	12	13	8	14	14	12	14	12	12	KNFe	9	1D4	NON 0	19
330	Zipper		VET KO THF	1D8G	5	20	14	6	10	9	13	8	5	6	KNFe	5	1D4	LTH 4	31
331	Bounce		INT KO THF	1D3G	8	14	6	7	6	6	14	14	16	7	KNFe	9	1D3	CLO 2	21
332	Grabbit		INT KO THF	1D3G	9	10	11	13	1	5	10	13	7	7	KNFe	9	1D4	CLO 2	22
333	Kobold 1*		GR KO THF	1D10C	7	9	8	5	10	8	14	14	13	9	KNF	13	1D3	NON 0	9
334	Kobold 2		GR KO THF	1D10C	10	12	12	9	9	10	9	10	10	10	KNF	12	1D3	NON 0	10
335	Tauron		VET HU FTR	1D6S	18	14	12	15	10	10	6	7	14	13	HANDS	6	1D6	NON 0	43
336	Stromboli		INT HU THF	1D4G	12	18	16	14	13	14	12	12	13	12	BDSWD	5	3D4	NON 2	32
401	Bokkhra	s	INT TR FTR	1D6S	26	10	8	21	7	5	17	17	2	3	CLUBe	6	8D4	SKN 5	84
															FIST	5	6D4		
402	Tikkan Maltby	c,d	VET HU FTR	4D8G	13	14	13	12	14	9	12	10	13	11	RAPRe	3	1D12	CHN 6	36
403	Llor Dimhee		VET HU FTR	3D6G	10	17	18	11	8	10	12	11	8	10	RAPRe	1	1D12	CHN 7	28
															FISTe	2	1D4		
404	Muggorl	b	VET HU MER	2D4S	9	12	11	12	10	10	14	11	14	8	SAP	7	3D2	NON 0	21
405	Gip		VET HU MER	1D6S	12	12	11	10	16	10	11	8	6	5	None			NON 0	24
406	George		GR HU MER	1D3S	13	10	11	12	13	12	9	14	8	12	None			NON 0	15
407	Tandy Buckwalter		EL HO ART	1D4S	7	15	12	13	18	12	7	13	10	13	None			NON 0	29
408	Glumin Duhm		INT HU MER	1D8G	8	10	13	9	12	10	7	7	8	7	None			NON 0	19
500	Drobur arn Fegli		VET DW FTR	3D10G	14	14	12	16	11	9	12	13	10	7	BDSWDe	3	3D4	CHN 6	28
501	Coppin Oxblood	c,o,p	EL DW FTR	5D100G	13	18	13	20	10	9	11	14	11	9	HMR	3	4D4	CHN 9	43
															ThHMR	0/6/12	1D8		
502	Tolbin Ironhand	c	VET DW FTR	3D20G	16	16	13	15	11	10	14	16	9	5	LgAXe	2	4D6	LTH 5	40
															BDSWDe	6	3D4		
503	Sikki		INT DW FTR	3D8G	12	19	17	19	12	14	6	15	6	7	HMR	6	3D4	LTH 6	22
															ThHMR	1/7/13	1D6		
504	Sombur		GR DW FTR	2D10G	16	12	11	17	8	9	7	12	5	6	1BBAX	8	3D5	LTH 4	24
505	Kynnik	a,c,p	EL DW FTR	3D100G	16	15	17	17	8	8	12	12	10	13	GTHMR	1	3D10	SCA12	49
															SPRe	4/7	4D5		
															ThSPRe	4/9/14	1D12		
506	Duumin	a,f	VET DW ART	2D20G	12	14	13	10	12	14	12	16	8	6	None			CLO 1	22
507	Borin		GR DW ART	1D8G	9	17	10	17	15	11	12	18	1	12	None			NON 0	23
508	Malakki		VET DW ART	2D100G	12	17	15	13	8	13	10	13	7	9	RAPR	4	1D12	NON 1	32
509	Konig	a,s	EL DW ART	5D10G	14	15	12	15	6	9	11	9	5	11	BDSWDe	5	4D4	CHN 8	35
510	Zaubel	a	INT DW ART	1D10G	10	16	12	10	7	13	13	17	9	7	None			NON 0	26

CHARACTER DESCRIPTIONS FOR THE FREE CITY OF HAVEN

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage	Class	
511	Vassig	a	INT DW ART	8D20G	11	12	13	15	15	12	9	9	8	5	DGR	11	104	NON 0	22
512	Tacobur	b,d,p	EL DW ART	3D20G	14	14	16	10	10	9	7	10	3	6	None			NON 1	31
513	Bethli	c,d,s	VET DW ART	3D10G	13	13	13	12	3	9	11	9	8	10	2BBAXe	6	305	LTH 2	27
															BDSWD	7	206		
514	A. Gori Greatax	b	INT DW BRD	2D100G	16	8	12	14	12	12	12	17	11	3	LgAX	7	306	CLO 3	28
515	Nithri	c,d	VET DW RGR	3D10G	18	12	16	19	11	8	9	12	11	10	SPRe	4/7	505	LTH 8	58
															SLINGe	1/6/11	106		
516	Kobri	p,s	INT DW MER	1D8G	10	15	6	9	12	11	10	12	8	13	None			LTH 2	18
517	Zbyssso*		INT GO MAG	1D10S	10	12	10	9	16	16	16	8	8	10	SPELLS			NON 0	17
518	Bambur		VET DW MER	2D10G	10	14	4	13	14	12	12	13	4	5	None			NON 0	21
519	Pallinar		INT DW MER	1D6S	18	10	11	19	6	13	8	15	7	7	CUDGL	9	205	NON 0	39
520	Mahti	b,c,d,o,p	VET DW ENC	1D20G	14	15	15	17	7	16	18	12	6	0	2BBAXe	4	505	CHN10	37
521	Valli	b,d	VET DW ART	5D6G	14	14	13	8	5	14	14	15	9	9	LgAXu	10	206	LTH 6	21
522	Fertik		INT DW ART	6D20G	8	9	15	11	4	10	13	13	7	8	DGR	11	104	NON 1	15
523	Blankin		INT DW MER	1D8G	7	15	13	8	11	7	12	9	5	12	None			NON 0	12
524	Browin Treebeard	a,o	VET AL TRD	5D100G	9	21	17	12	7	18	26	27	7	8	SPELLS			SKN10	30
525	Meydal*		EL DW MER	2D6G	10	7	10	10	16	14	12	9	6	4	DGRu	13	104	NON 0	28
526	Golbar	a	INT DW TRD	1D100G	11	12	12	11	11	12	11	15	7	6	KNIFE	10	104	CLO 2	23
															ThKNF	3/7/12	104		
527	Tambel*	p	VET DW ART	1D12G	5	17	13	11	4	9	12	10	3	10	None			NON 0	18
528	Benngrim	c	INT DW BER	1D8G	21	13	11	15	6	11	11	15	6	1	MSTARE	8	6D8	LTH 5	46
529	Stammrig		INT DW MER	3D10G	14	11	11	18	7	10	10	12	9	9	None			NON 0	32
530	Eldri	d	VET DW FTR	1D5GP	16	13	15	14	15	12	10	5	4	7	1BBAXe	4	4D5	LTH 6	25
															WRHMMRe	6	4D6		
															BSSWD	4	3D6		
531	Novig	a	INT DW FTR	5D10G	14	17	17	15	13	12	13	19	5	6	LgAXe	2	306	CLO 5	32
															SmAX	6	4D3		
															ThSmAX	3/8/12	106		
532	Sakbar	s	INT DW MER	2D8G	13	5	11	14	10	12	9	11	8	5	None			CLO 3	23
533	Oin		EL DW ART	2D8G	10	13	14	16	7	14	7	15	11	7	DGRe	7	106	NON 0	31
534	Thrivin	b,o	VET DW MER	1D10G	8	14	9	17	15	9	12	11	7	7	None			NON 0	29
535	Ninar Goldrush		GR DW MER	1D6G	13	13	16	15	2	10	14	9	7	8	HMR	7	206	CLO 3	22
536	Forti	c	GR DW MER	2D4G	11	11	11	11	9	9	12	16	11	9	HMR	5	206	CLO 2	27
537	Jambur		VET DW MER	3D10G	12	12	7	13	16	6	12	11	13	6	None			NON 0	28
538	Gorra*		GR DW MER	2D6G	4	13	13	15	11	8	11	9	0	10	None			NON 0	13
539	Ralki	a,c,d,p	EL DW MER	4D20G	15	12	11	15	9	13	9	11	5	7	None			NON 5	36
540	Dagar Oakenhaft		GR DW ART	3D8G	19	12	12	16	12	10	11	10	10	9	GTHMR	8	2D10	NON 0	27
541	Millar Lightfingers		INT DW MER	-	13	8	15	14	9	12	12	14	6	6	None			NON 1	20
542	Kels	c	VET DW MAG	1D5G	10	11	10	20	12	13	16	10	6	9	LBOW	1/6/9	106	CLO 7	25
543	Katzi	b,s	INT DW MER	2D10G	18	10	7	16	7	11	13	16	12	8	None			LTH 2	26
544	Mutant Type #1				7	11	10	8	1	2	4	13	0	3	FISTS	8	2D5	SKN 5	10
545	Mutant Type #2				19	13	12	23	4	6	5	19	2	1	1BBAX	5	3D5	SKN 8	45
546	Guard #1 (Cellini)		VET HU FTR	1D20G	10	14	11	10	13	11	8	12	11		BDSWde	3	3D4	CHN 7	28
547	Guard #2 (Cellini)		INT HU FTR	1D10G	11	15	16	11	9	11	8	11	8	15	MACEe	5	3D4	CHN 7	28
548	Guard #3 (Cellini)		GR HU FTR	1D6G	9	15	12	10	12	7	16	10	14	9	BDSWD	6	2D4	CHN 6	22
549	Shirriffs Deputy		INT HO FTK	2D6G	10	11	14	12	13	10	8	18	8	14	CLUB	7	2D4	CLO 3	19
															SLINGe	3/8/13	104		
550	Sherriff's Deputy		GR HO FTR	1D5G	8	17	15	12	17	11	7	15	8	11	CLUB	8	2D4	CLO 3	18
															SLING	0/5/10	104		
551	Rigalletto Brandybuck	a	VET HO TRD	1D100G	7	12	14	7	17	13	5	12	4	13	None			NON 0	16
552	Paladin Brandybuck	a,c	INT HO FTR	5D6G	7	12	16	8	13	12	5	12	9	12	SHSWDe	7	3D3	LTH 8	17
															SBOW	3/7/11	106		
553	Chelsea Cheddar*		GR HO BRD	1D10G	4	16	18	13	11	11	12	11	11	16	SBOW	5/9/13	106	NON 2	15
554	Rombo Alecastle	d,p,s	VET HO THF	2D20G	9	19	18	14	20	11	6	12	8	9	SHSWDe	2	3D3	CHN 6	23
															SLINGe	-3/2/7	106		
555	Pellias Pennywhistle		VET HO NON	3D8G	6	15	11	12	16	10	5	13	11	11	None			NON 0	14
556	Pauli Bracegirdle		INT HO FTR	1D20G	12	17	12	11	11	14	3	10	12	8	MACEe	5	3D4	LTH 5	25
															SLING	-1/4/9	104		
557	Dingo Proudbottom		EL HO SCH	1D100G	7	15	14	11	11	17	11	10	7	8	JUDO			NON 1	20
558	Elias Pennywhistle		INT HO MER	2D4G	10	13	8	16	12	12	6	14	12	8	CUDGL	10	2D3	NON 0	16
559	Mardo Breakwater		INT HO NON	1D3G	9	11	16	12	10	12	7	18	10	14	None			NON 1	19
560	Benham Barleyman	s	VET HO THF	3D100G	9	18	15	8	15	8	7	10	13	18	KNIFEe	6	1D5	CLO 4	24
															BLWGNe	2/7/13	1D3		
561	Hambo Stoutbarrel	s	INT HO MER	2D6G	12	9	15	12	10	14	9	13	10	6	FIST	6	2D3	LTH 2	27
562	Furry Bucket		GR HO NON	2D8S	8	16	10	8	12	7	7	14	9	10	None			NON 0	12
563	Dolby Spreeker		VET HO MER	2D10G	9	14	17	12	13	9	6	9	12	13	SHSWDu	10	2D3	NON 3	25
															KNIFEe	7	1D5		
															ThKNF	0/4/9	1D4		
564	Patman Winder		INT HO NON	1D3G	3	10	14	11	7	10	12	6	10	16	None			NON 0	13
565	Lurella/Cecilia*		GR HO THF	2D12S	9	17	14	12	16	10	6	8	12	19	DGR	9	1D4	NON 0	15
566	Aygonia Budge	b	INT HO MER	5D20G	10	13	12	7	15	8	9	10	13	13	None			NON 0	15

CHARACTER DESCRIPTIONS FOR THE FREE CITY OF HAVEN

ID#	Name	Character Notes	Class	Purse	Requisites										Combat			Armor	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage	Class	
567	Gallo Trencher		VET HO MER	5D20G	5	15	12	11	17	12	5	9	5	9	None			NON 0	17
568	Gib		GR HO THF		7	13	17	3	12	9	8	20	8	16	KNIFE	11	1D4	NON 2	8
569	Lotho Scuttle	s	INT HO MER	1D8G	11	16	8	5	8	10	4	18	9	10	None			CLO 1	11
570	Otto Chubb		INT HO MER	2D20S	10	14	15	6	7	9	7	15	4	11	KNIFEe	9	1D5	NON 1	15
571	Bundy Chubb*	b	GR HO MER	1D4S	3	9	16	7	15	10	9	12	5	21	None			NON 1	11
572	Wilham Took	d,p,s	EL HO THF	3D10G	2	19	20	15	9	12	7	16	7	11	ThKNFe	-2/2/7	1D5	LTH 6	19
573	Renna Buckwalter*		INT HO MER	2D4G	9	13	9	11	8	12	4	12	6	14	None			NON 0	19
574	Lotto Hamhocker		VET HO MER	3D12G	12	14	13	6	8	7	1	9	11	7	None			NON 0	16
575	Thorn Alecastle	c,p	GR HO BRD	1D10G	10	13	11	9	13	13	12	14	13	9	SBOw	4/8/12	1D6	LTH 4	15
576	BlackHeart North	a,p	INT HO TRB	2D100G	15	17	13	13	9	15	11	18	16	8	HMRe	5	4D4	LTH 6	26
															SBOWe	2/6/10	1D6	LTH 6	23
577	Leader of Toughs		INT /O FTR	3D12S	18	10	13	11	11	12	13	12	14	10	BRSDu	10	4D4	NON 0	23
															DGR	11	1D4		
578	Tough-Type 1		GR HU FTR		10	13	13	15	14	9	8	15	8	11	CLUB	9	2D4	NON 0	20
579	Tough-Type 2		GR /O FTR		13	13	10	11	13	9	9	12	9	7	CLUB	9	2D4	NON 0	16
580	Drungo Boxworth		GR HO TRD	4D20G	5	10	16	8	10	13	9	12	14	12	SHSWDu	10	2D3	CLO 3	13
581	Hireling 1 (Brandybuck)	c,o	VET HO FTR	10D20G	13	12	14	11	13	11	3	12	7	11	SmAXe	5	3D4	LTH 7	32
															LBOW	3/7/10	1D6		
582	Hireling 2	b	INT HU THF	2D10G	13	16	15	12	11	8	11	9	10	11	SHSWD	8	3D3	CLO 3	21
															ThKNF	4/8/13	1D4		
583	Hireling 3*		GR HO THF	3D6G	4	17	21	14	12	16	5	11	10	15	DGR	9	1D4	LTH 8	11
584	Ori	a,d	VET DW FTR	5D20G	17	16	11	14	9	10	13	13	7	5	2BBAXe	4	4D5	CHN 7	44
															HXBOW	0/4/7	1D8		
585	Elegrin	b,s	INT EL NON	5D20G	10	14	13	11	15	16	9	15	11	13	KNFe	6	1D6	CLO 2	20
															ThKNF	1/5/9	1D5		
586	Skorindir Elengul	a,c	EL EL FTR	2D100G	12	16	13	10	14	12	9	13	18	15	LBOWe	-4/0/4	1D6	LTH 4	26
															RAPRe	0	1D12+2		
587	Firlirrel Ilorim	b,d,s	EL EL TRB	2D100G	10	14	10	8	12	14	14	14	17	16	MACe	3	3D4	CLO 2	22
															BDSWDe	2	5D4		
588	Adrielle Ilorim*	b,d	VET EL ART	6D10G	8	14	11	11	13	12	14	10	14	17	DGR	8	1D4	LTH 4	12
589	Teleril Conindir	b,s	INT EL ART	8D10G	9	14	12	13	14	15	11	11	13	14	SAP	12	2D2	CLO 2	19
590	Taubardur Elengul	b,c	INT EL FTR	10D100G	15	15	9	14	10	12	10	7	12	14	BDSWDe	-1	4D4	CHN 8	27
591	Knelekian*	a,o,p,s	INT EL MAG	2D100G	8	16	14	13	6	13	16	14	10	15	DGR	7	1D4	CLO 2	19
592	Mirthule		GR EL FTR	5D6S	10	13	8	10	10	8	11	18	14	14	DGR	9	1D4	LTH 4	14
															BDSWD	6	2D4		
593	Celeblinde	l	GR EL FTR	5D8G	14	8	18	14	12	10	9	12	10	12	LBOW	3/7/10	1D6	CLO 4	19
															SmAXE	6	3D3		
594	Tehtaavilya*		VET EL NON	1D100G	6	13	10	10	14	10	12	13	14	18	KNIFE	5	1D4	CHN 6	15
595	Tariluine*	s	VET EL ART	2D20G	11	18	13	8	12	11	13	14	10	14	KNIFE	9	1D4	CLO 4	22
596	Finsilivren*	s	VET EL ART	4D20S	11	18	13	8	12	11	10	14	10	14	KNFe	3	1D6	CLO 2	19
597	Lachoriel Ilorim	d	INT EL NON	5D10S	10	15	12	7	14	11	14	17	12	13	KNFe	6	1D6	LTH 4	12
598	Culvhen (Watchleader)	o	INT EL MAG	2D100G	14	13	10	16	12	13	17	12	17	12	DGR	7	1D4	LTH 4	33
															HFSWD	3	2D6		
599	Watch 1		VET EL FTR	4D20G	10	13	14	10	8	10	11	7	10	11	SPEAR	0/3	2D5	LTH 4	24
															BDSWDe	2	3D4		
600	Watch 2		INT /E FTR	6D20	13	14	10	10	5	12	9	14	14	10	LBOW	0/4/7	1D6	LTH 4	24
															SHSWDe	2	3D3		
601	Watch 3*	b,p	INT /E MAG	2D20G	10	12	10	12	8	16	15	16	12	10	STAFF	7	1D6	CLO 2	20
															DGR	7	1D4		
602	Watch 4*	o	INT HU MAG	4D20G	6	8	13	11	13	15	16	7	4	14	ShBOW	3/7/11	1D6	CLO 2	17
															SAP	8	2D2		
603	Watch 5	b,c	EL HU FTR	5D10S	18	13	8	13	10	7	9	10	6	11	DGR	-9	1D6	LTH 6	42
															BDSWDe	-10	5D4		
604	Watch 6		INT HU FTR	5D20S	14	12	10	11	13	10	13	5	12	4	SPEAR	2/5	4D5	LTH 4	21
605	Watch 7	s	GR HU THF	1D100G	10	14	12	4	10	8	13	7	17	8	SAP	9	3D2	CLO 2	14
606	Watch 8	s	INT HO THF	4D20G	8	14	14	10	14	10	8	10	7	14	SHSWD	5	2D3	LTH 2	23
607	Watch 9	d,s	GR HO THF	5D6G	4	12	13	8	10	8	5	7	5	13	DGR	11	1D4	CLO 1	13
608	Watch 10	b,s	GR DW FTR	3D100G	14	10	14	9	10	7	9	13	8	8	2BBAX	8	2D5	LTH 2	19
609	Theadus Mckessin		INT EL NON	8D20G	12	13	8	13	18	13	10	10	12	4	KNFu	13	1D4	NON 0	23
610	Murfy	b,s	GR HO FTR	5D10S	4	16	13	12	10	12	1	9	7	7	RAPR	5	1D8	LTH 2	12
611	Giblet		GR HO NON	5D6S	5	13	13	10	14	10	6	14	10	13	None			NON 0	14
612	Arlog Gutray		INT HU NON	8D10G	10	8	7	12	10	16	14	6	13	7	None			NON 0	23
613	Poin Sestar		INT HU NON	5D5S	9	13	18	10	12	12	10	11	12		None			NON 0	18
614	Urb Brassknuckle	c,s	VET HU FTR	10D10G	15	10	12	14	8	4	5	15	10	4	LgAXe	-5	3D6	CHN 3	37
															HANDS	2	1D5		
615	Humbrey Staffcarver	o,p,b,d	EL HU RNB	5D4S	12	13	11	12	12	16	15	16	10	8	Spells			NON 6	33
616	Nima J. Neb		VET HU ART	5D6S	9	15	12	10	14	13	12	9	14	10	None			NON 0	20
617	Nosi Neb*	b	INT HU ART	3D8G	6	12	14	14	12	9	15	15	9	11	None			NON 0	21
618	Peering Kobold		GR KO THF	6D6S	7	14	12	8	4	10	14	10	7	8	DGR	11	1D4	NON 0	12
619	Willemena*	a	INT HU NON	8D4S	4	10	8	9	15	8	15	12	6	7	None			NON 0	17
620	Regin A'Queen		INT HU NON	10D12G	9	16	12	14	14	13	12	10	10	11	None			NON 0	23

CHARACTER DESCRIPTIONS FOR THE FREE CITY OF HAVEN

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					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ	Damage		
621	Brikarin Arn Mugin		INT DW MER	5D12G	15	14	13	14	12	13	12	9	5	6	None			NON 0	26
622	Sindra*	a,d	INT EL MER	4D10G	8	17	12	13	15	12	11	11	12	17	None			NON 0	19
623	Raf Poul		VET EL MER	5D10G	11	14	12	13	10	12	10	14	10	14	None			NON 0	27
624	Level 2 Thief	d	GR HU THF	4D10G	9	16	15	12	9	10	11	17	10	12	DGR	10	1D4	NON 1	20
625	Celebel	b,d	INT EL MER	5D4S	8	15	12	13	15	11	13	9	16	15	None			NON 0	23
701	Mang		GR HU FTR	1D4G	16	8	12	8	2	5	13	4	12	10	BDSWD	8	1D10	LTH 4	23
702	Curadon	s	EL HU HLR		7	15	10	16	15	16	15	8	2	0	None			CLO 1	32
703	Baez Sweetsinger	a	INT HU NON	1D10G	9	10	9	10	9	9	11	16	10	12	None			NON 0	19
704	Aintree		INT HU NON	1D10G	13	10	8	10	12	12	6	11	14	10	CUDGL	12	4D2	NON 0	24
705	Bardol Murchisson		VET HU MAG	4D8G	8	12	14	11	11	11	11	9	12	11	SPELLS			NON 0	26
706	Marjo		GR HU MER	1D4G	6	8	12	14	11	9	11	10	11	11	None			NON 0	19
707	Guthrie Harlowe	c,s	VET HU BRD	2D8G	14	15	10	18	12	9	12	12	14	12	RAPRe	5	1D12	CLO 1	33
708	Fenris Redbeard	s	VET HU TRB	2D6G	12	11	7	15	13	14	13	7	15	11	SHSWD	11	3D3	LTH 2	29
709	Raphael Swiftrider		INT HU FTR	1D5G	8	14	17	11	15	10	8	15	9	11	SHSWD	9	3D3	LTH 6	32
710	Bing		INT HO BRD	1D12G	5	15	14	6	16	13	11	7	17	14	SLINGe	0/4/9	1D4	NON 0	22
711	Bob		INT HO BRD	1D10G	5	15	14	6	5	16	13	15	9	10	SLINGe	0/4/9	1D4	NON 0	23
712	Simba the Strong		VET HU FTR	2D4G	19	15	14	16	9	8	10	8	14	9	GRSWDe	1	5D8	LTH 4	48
713	Clairone*	a	GR HU BRD	1D6G	7	15	12	10	5	9	12	8	13	18	None			NON 0	17
714	Toric Habadash		GR HU THF	1D4G	10	10	12	10	7	14	11	5	13	15	DGR	10	1D4	CLO 2	19
715	Yohan		VET HU RGR		13	16	12	15	14	11	13	7	8	8	LBOWe	-4/0/3	1D6	LTH 4	48
															BDSWD	3	3D4		
716	Xandrian		INT EL MAG		-	-	-	-	-	-	-	22	-	-	TOUCH	2	SPEC	*** 10	63
717	Chiles Putney	a,b	INT HU NON	1D6G	9	11	12	9	7	10	7	12	15	16	None			NON 0	19
718	Phineous Tarkin	a	VET HU NON	1D12G	12	9	12	8	14	17	8	10	14	13	None			NON 0	24
719	Robin O'Leary	a	INT HU BRD	1D4G	14	13	13	13	12	12	11	7	15	16	RAPR	6	1D8	NON 0	20
720	Anton Valvidi		VET HU BRD		5	12	11	10	8	14	14	8	12	14	None			NON 0	17
721	Elias Thornapple		VET HO THF	1D3S	6	17	16	7	8	15	5	7	11	12	DGRe	4	1D4	CLO 4	32
722	Rael Gavotte		INT HU BRD	2D6G	10	12	12	14	16	14	12	17	17	15	None			NON 0	24
723	Largo Profundo		EL HU BRD	2D20G	12	7	6	10	8	12	10	9	18	14	None			NON 0	30
724	Vernadot	s	INT HU BRD	1D4G	8	15	14	11	12	14	11	7	14	10	DGRe	7	1D4	CLO 1	22
725	Melisandre*	s	INT HU MAG	1D3G	8	15	13	9	14	17	17	12	14	12	SPELL			CLO 1	19
726	Helvia Larksong*		VET HU BRD	2D20G	6	16	12	7	15	13	15	9	14	12	LBOW	1/6/9	1D6	CLO 2	36
727	Turlough O'Carolan		EL HU BRD		5	16	13	7	15	13	14	9	15	10	None			NON 0	16
728	Han Vilkorus		INT HU FTR	1D20S	17	14	14	15	10	9	14	8	14	14	HMRe	5	4D6	LTH 4	33
729	Kivi*		INT HU THF	1D6G	11	21	18	14	10	12	17	10	16	20	None			NON 3	22
730	Petriko		INT HU FTR	1D8G	19	16	19	17	8	13	11	9	10	6	GRSWDe	3	6D8	LTH 8	39
															HFSWD	5	4D8		
731	Ratchet		INT EL MER	1D8G	11	14	14	10	13	15	12	13	13	15	None			NON 0	21
731	Florina*		INT EL MER	1D4G	8	10	10	7	9	11	7	8	12	21	None			NON 0	19
732	Glokkin		INT DW MER	1D8G	19	13	15	14	16	13	9	12	12	9	HMR	7	5D6	LTH 5	38
733	Bennichio Lapid		INT HU MER	1D4G	7	9	9	12	14	16	12	15	9	8	None			NON 0	25
734	Farris		GR HU NON	1D10S	10	16	12	10	6	9	11	7	14	17	None			NON 0	13
735	Rosina*	a	VET HU NON	1D6G	8	8	9	6	12	10	10	16	14	10	None			NON 0	16
736	Ivan Petrushka		VET HU MER	1D10G	13	12	16	12	7	10	9	11	11	12	None			NON 2	26
737	Nadia*		GR HU THF		4	17	18	9	5	10	16	12	14	12	None			NON 3	11
738	Zarabem		VET HU MER	1D4G	12	11	9	11	11	14	11	13	11	10	ThKNFu	8/13/17	1D4	NON 0	28
739	Kelly O'Shea	s	INT HU MER	1D6S	11	9	13	12	9	10	9	11	16	12	SHSWD	10	3D3	LTH 2	24
740	Erin O'Shea*		GR HU NON		9	8	14	11	6	9	12	13	16	18	None			NON 0	15
741	Artemis		INT HU MER	2D4G	11	13	8	15	11	12	10	8	10	8	SHSWD	10	3D3	CLO 2	24
742	Gavin Campanella		INT HU NON	1D10G	14	11	13	11	9	10	8	11	8	9	None			NON 0	17
743	Benjamin MacRyan		INT HU NON	2D6G	10	10	10	9	10	13	13	10	7	9	None			NON 0	18
744	Alfio Credenza		INT HU NON	1D12G	6	9	7	13	10	9	7	12	14	9	None			NON 0	15
745	Old Olaf		INT HU NON		8	11	14	7	12	14	11	10	7	5	LXBOW	2/6/10	1D6	NON 0	21
746	Sandoriskilarian		INT KR FTR		25	8	7	20	5	4	7	7	3	2	GRSWDe	3	5D8	LTH 4	59
747	Odino		INT HU NON		16	16	15	19	6	8	10	5	14	9	None			NON 0	23
748	Luciano Clarino		INT HU NON	2D20G	10	9	9	8	12	10	14	9	10	11	None			NON 0	19
749	Gustav Morris		GR HU NON	1D6G	9	14	13	10	7	7	12	9	12		None			NON 0	15
750	Koali Mazurka*		INT HU ILL	1D5G	5	12	11	11	13	14	17	4	11	16	SPELLS			CLO 2	25
751	Elicia Mazurka*		INT HU NON		6	15	17	8	10	14	11	10	15	16	None			NON 2	20
752	Geronio		INT DW MER	1D6G	16	12	13	14	9	10	8	13	13	11	HMR	6	4D6	LTH 4	28
753	Ranna Campanella* s		INT HU NON		6	6	9	10	6	12	9	15	10	9	None			CLO 1	24
754	Ryan Campanella		GR HU NON	1D8S	6	8	8	10	5	17	14	12	12	12	None			NON 0	15
755	Nera*		GR /O NON		5	12	13	10	11	9	7	14	8	6	ThKNF	7/12/15	1D4	NON 0	21
756	Bartholemeu d'Larette		INT HU NON	1D6G	13	12	15	10	8	11	10	9	11	17	None			NON 1	21
757	Dona Amelia*		GR HU NON	1D4G	9	11	13	9	11	12	8	11	11	14	None			NON 0	15
758	Branden		GR HU NON		9	13	14	11	9	8	11	13	15		None			NON 0	14
759	Brisla Stoneaxe*		GR HU NON		12	10	9	11	8	7	10	11	9	7	None			NON 0	17
760	Torvik Stoneaxe		EL HU FTR	2D20S	15	14	11	18	6	7	12	9	8	9	HANDS	7	1D2	NON 0	22

CHARACTER DESCRIPTIONS FOR THE FREE CITY OF HAVEN

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					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACØ			
801	Heydric Orcslayer	s	INT /O FTR		13	14	11	14	7	10	10	12	8	12	BDSWDe	4	3D4	LTH 2	26
802	Enos the Maul		EL HU ART		20	12	11	14	9	10	12	9	11	9	MAULe	3	5D4	CLO 2	42
803	Murfi	o,p	VET HU MAG		12	13	14	14	7	16	16	19	13	13	SPELLS			NON 0	29
804	Kuber Hasbin		INT HU HLR		10	15	13	11	10	16	14	9	9	10	NONE			NON 0	29
805	Kinalla Silkskin*		EL /E CSN		9	14	13	11	14	12	9	11	19	12	NONE			NON 0	23
806	Bianca (Byelaya)*		INT HU CSN		8	15	15	14	9	10	10	12	17	19	NONE			NON 0	19
807	Kethelas	s	VET HU FTR		20	12	10	14	8	9	6	6	12	6	FIST	3	106	CLO 1	46
808	Mordecai		EL HU HLR		9	17	15	12	16	15	13	14	8	9	NONE			NON 0	33
809	Randy Shuttlescock		INT HU MER		12	10	12	13	12	10	5	13	13	13	NONE			NON 0	22
901	Thief Vechin		GR HU THF	1D6B	8	13	12	12	10	10	10	11	10	10	None			NON 0	14
902	Thief	s	INT /E THF	3D8G	12	14	13	10	9	11	13	12	9	13	DGRe	8	106	NON 0	22
903	Zarken	c,p,s	VET /O ASN	1D10H	10	16	14	16	15	9	10	9	7	8	SBOWe	-1/3/7	106	LTH 6	31
															SHSWDe	6	106		
904	Ubechalyff		EL HU NON	4D10G	10	12	13	12	8	17	10	17	9	9	None			NON 0	34
905	Yok Guard 1		VET HU FTR	6D10G	17	12	9	15	10	10	14	5	11	8	SAPe	3	4D4	NON 0	46
906	Yok Guard 2		INT HU FTR	6D10G	19	13	12	16	9	12	10	11	8	1	SAPe	4	4D4	NON 0	39
907	Yok Guard 3		INT HU FTR	6D10G	17	11	7	14	9	9	15	7	6	6	SAPe	4	4D4	NON 0	36
908	Yok Guard 4		INT HU FTR	6D10G	18	10	14	18	10	11	10	6	10	9	SAPe	4	4D4	NON 0	41
909	Bowman		VET HU ARC	3D8S	13	16	13	12	14	10	10	11	10	12	LBOW	-3/1/5	106	NON 0	26
															SBOW	-1/3/7	106		
910	Drunk Swordsman	c,s	??? HU FTR	4D10G	9	14	17	16	*2	11	9	16	8	10	RAPR	3	1012	LTH 5	32
911	Kidnapper 1	s	INT /O THF	2D5G	13	12	13	9	12	10	14	9	12	8	SHSWDe	5	3D3	CHN 3	24
912	Kidnapper 2	s	INT HU THF	2D5G	12	14	14	12	11	12	6	12	10	10	SHSWD	7	2D3	LTH 2	21
913	Driver		VET HU NON	2D4S	10	12	12	9	10	11	13	10	8	10	SAP	8	2D3	NON 0	23
914	Sample Beggar		INT ?? THF	1D6C	8	12	19	13	8	10	4	12	5	4	None			NON 3	23
915	Astrologer		VET HU ART	1D6S	9	13	10	14	17	15	12	6	10	12	None			NON 0	30
916	Friar		INT HU PRT	5D10G	12	12	11	13	15	8	10	15	12	10	None			NON 0	28
917	Silvertongue		INT HU PRT		10	14	12	11	14	12	8	12	16	12	None			NON 0	22
918	Gudyumar		GR PX PIA		3	14	23	6	3	10	14	17	7	16	None			NON 6	7
919	Bag Lady*		INT HU NON		5	9	10	15	8	8	9	9	8	4	None			NON 0	22
920	Leopard				18	15	20	23	--	2	4	10	--	--	CLAWS	4	3D8	SKN 9	42
921	Heward L'Kyd	s	VET /E FOR	2D20G	14	13	12	14	9	12	10	12	11	10	SHSWDe	5	2D3	LTH 2	37
922	Storyteller		INT HU NON	2D20S	11	12	12	12	15	16	9	8	10	12	None			NON 0	20
923	Viliadri*		INT HU CSN		8	13	15	10	13	13	12	11	21	18	DGRe	8	106	NON 0	19
924	Alley Basher 1	s	VET HU THF	3D20G	14	15	10	9	10	14	9	8	10	13	CLUB	7	3D4	LTH 2	29
925	Alley Basher 2	s	INT /O THF	1D20S	12	13	9	10	8	9	8	8	8	10	CLUB	8	3D4	LTH 2	22
926	Alley Basher 3	s	INT /O THF	1D20S	13	9	12	10	8	7	8	13	7	15	CLUB	8	3D4	LTH 2	24
927	Alley Basher 4	s	GR HU THF	1D10C	17	8	8	16	6	8	13	13	8	9	CLUB	9	3D4	LTH 2	19
928	Shadowy Kobold		GR KO THF	1D10S	8	13	15	9	4	9	11	9	3	8	None			CLO 1	14
929	Shadowy Orc		INT OR THF	1D5S	12	13	11	10	7	9	6	15	6	8	None			LTH 2	20
930	Green Card Man		VET HU THF	1D100G	10	12	11	13	12	13	8	7	10	9	None			NON 0	23
931	Girl*		INT HU THF	1D10G	8	13	14	12	9	12	10	12	13	16	None			NON 0	21

- * Female
- a NPC wearing valuable/ostentatious personal jewelry
- b NPC wearing some jewelry
- c Weapon or armor magically enchanted
- d NPC has useful (but not combat related) magic item on person
- e expert with weapon
- o NPC has potent offensive magic item on person
- p has protective magic item on person
- s armor consists of shirt only; no protection for head and extremities
- u untrained with weapon

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