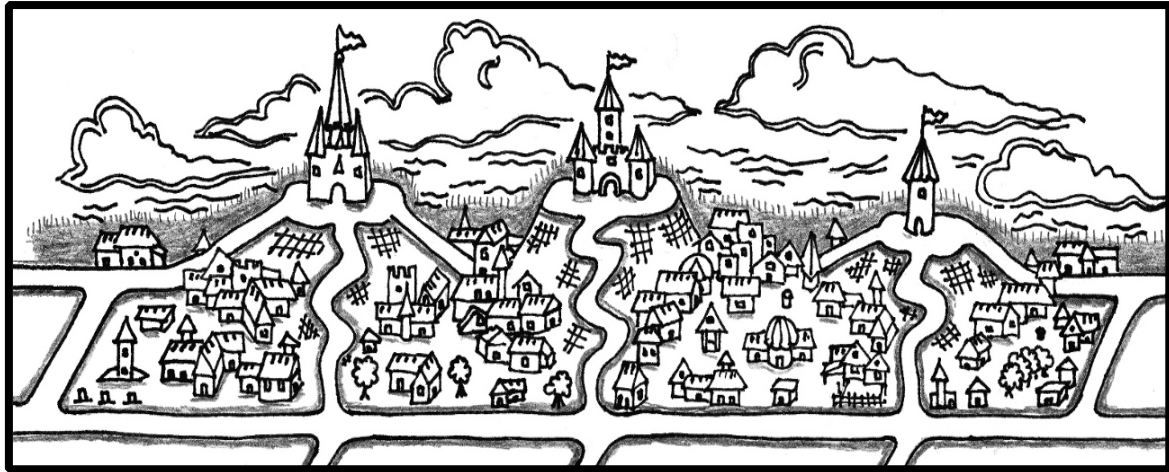


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Notes on the City of Khaboom: The central city sits within a tamed forest, itself surrounded by an enormous perimeter wall, with watch towers every mile. It is the 'Eye of the Kraken' and remains prosperous, innovative, tolerant and free from threat from other cities and civilisations.

City Buildings: The grandest are on Pentagram Square – the big Guilds and the Mayor's Offices – while the rich live on the Heights of Decadence and eat on Epicurean Avenue

Kindred Types: Human majority but all common kindreds and a good smattering of others too

Governed by: A mayor elected for a 5 year term

City Population: 200,000

Law & Order: The City Watch, in the hands of the Mayor, backed by Wizard Control, run by the Wizards' Guild

1 - The Wizards' Guild

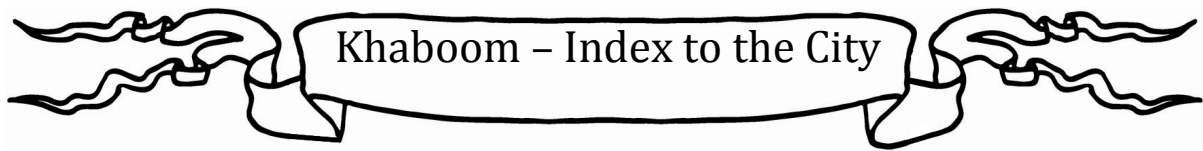
Location Details: The Guild building is situated on Pentagram Square, the epitome of power and sophistication in Khaboom and the entire Kraken continent. The building changes shape every day and is *the* wonder of the world. It is the largest single employer of wizards on Trollworld. The High Council vies with plutocrats and the democratic government of the city, ever jockeying for greater control and greater freedom for its members, ever seeking to suppress its younger rival, the Rogues' Guild.

2 - The Mayor's Offices

Location Details: The Opal Office is the beating heart of the people and can be found on Pentagram Square, along with the other centres of wealth and influence. The Mayor's Offices are traditionally guarded by uniformed hobgoblins supplemented by a Wizard Control squad.

3 - The Rogues' Guild

Location Details: Banished from Pentagram Square, the Guild is sited on Stealth Street, the historic home of wealthy and successful rogues down the centuries. Rumoured to link to the dwarven canal system terminating at Hickory Docks, most citizens assume it conceals a network of passages giving access to every area of the city.



4 - The Arena of Khaboom

Location Details: Punchdrunk Arcade is a drawcard for spectators and would-be champions alike. It towers over the other buildings of the Arcade, building regulations ensuring its perpetual prominence. For the weekly big spectacles, the streets leading to the Arena are chock-a-block and carriages, wagons and carts are all banned until the next morning. The caverns carved out under the Arena hold monsters, beasts and prisoners as well as housing first-class training facilities.

5 - Shopie's Emporium

Location Details: Faraway Close is a cul-de-sac of warehouses all owned by one man, Shoppie. The continent's greatest trader and one-time mayor of the progressive town of Stoneydaze, Shoppie is perhaps the wealthiest individual in Khaboom and an accomplished adventurer to boot. His Emporium stocks just about anything you can imagine. He has a to-die-for inventory of one-off enchanted items that confound even the Wizards' Guild and he has a basement lined with dungeon maps. He has a 'Responsible Sales' policy ironed out with the Mayor over the last ten years.

6 - The Addled Pate Tavern

Location Details: This tavern on Lizardlick Lane is popular with baldies and slapheads the city over. Many come here to have their heads shaved and barbers have to pass stringent tests to get a gig in the tavern.

7 - The Sullied Trouser Inn

Location Details: On the corner of Dunleavin' Street and Ratfriccassee Lane, this taven is seldom anything other than heaving with thirty customers. A favourite with the humble working man, it nonetheless attracts a constantly changing mix of kindreds and adventurers who seek out the latest rumours and opportunities for profit. Trolls ensure good order (most of the time).

8 - Mrs. Miggins' Pastry Parlor

Location Details: The former housekeeper and cook for the wizards House Elf and Souza Fortescue and their associates, Mrs. Miggins was given a generous lump sum and pension on reaching the age of 60, whereupon she established the most sumptuous pie and cake shop in the city. Found on Peaswasse Street just south of the city centre, tables are hard to come by unless you are prepared to queue or you know someone who knows someone. Patronised by the rich and powerful and ordinary Joe Public alike, customers are never disappointed with the homebaked treats served up here.

9 - The Blue Cheese Café

Location Details: Gordon Zola owns and manages this speculativ bistro on the prestigious Epicurean Avenue, importing cheeses from not only the breadth of Khaghtch'an but also from the Dragon continent, thanks to teleportation magic. Prices are high but the Blue Cheese goes from strength to strength year after year.

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10 - The Naughty Dog Tavern

Location Details: Down at Hickory Docs where the barges come to and fro, under the eye of the dwarven canal masters, this pub is the haunt of the stevedores, mikedores and davedores that flex their muscles shifting cargo. Most of these labourers are naughty dogs themselves and this is not a place for the faint hearted or for those of dainty sensibilities.

11 - The Rats Arse Tavern

Location Details: Found at the east end of Sourgum Street not far from Mortuary Lane, the Rat's Arse Tavern traditionally hosts the best wakes in town. Popular with the undead too, who like to rub shoulders with those who did not make it to half-life,

12 - Percy's Picture Palace

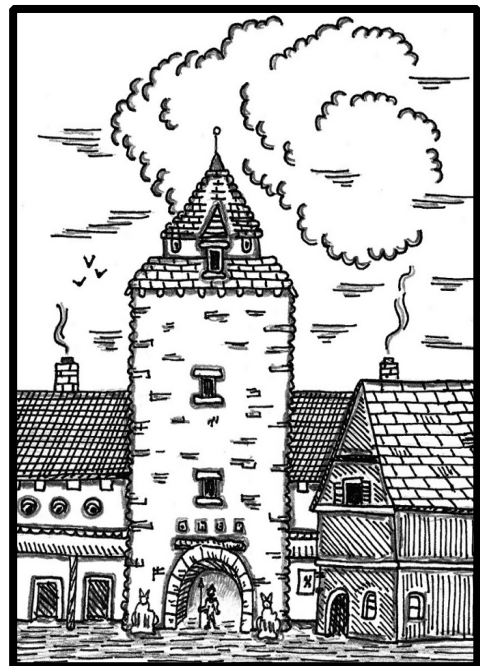
Location Details: On the corner of Solitude Street, the Picture Palace houses the city's premier collection of animated paintings. Landscapes and portraits show scenes from across Trollworld and reveal the innermost thoughts of the rich and famous down the years. The khremmatic paint made by the Wizards' Guild lends life to the work of the artists. A good place for quiet reflection as not many of the city's people are what could fairly be called connessieurs of fine art.

13 - The Elven Treasury

Location Details: Nestled into the gentle ascent of Alrond Rise, the Elven Treasury is the most conservative financial institution in the city. Rates for borrowers are barely higher than those for depositors. No speculative gambling with depositors' life savings happens under the careful control of the elves and getting a loan requires solid security or a clear, compelling business plan.

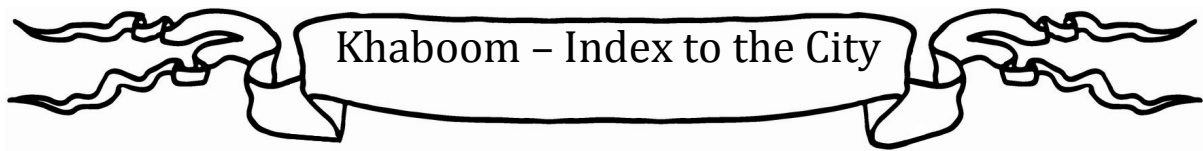
14 - The Khaboom City Bank

Location Details: The people's bank, this great institution dominates the lending and savings life of Khaboom. Its location on the corner of Moneybags Place and Longsorrow Street reflects the ebbs and flows of the monetary tide. All registered voters are able to deposit valaubles without charge here and the bank has not required a bail-out in the current Mayor's time in office.



15 - Fools' Gold

Location Details: The newest bank in town, the leprechaun fraternity chooses beautiful Silver Springs as home for their dreams of finding the pot of gold at the end of the rainbow. The bank opens its doors to the city's gamblers and most imaginative speculators, using the strange meteorological quirk that the Springs do attract rainbows everytime it rains while the sun can be seen as bait for the over-optimistic.



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16 - Khaboom City Chronicles

Location Details: Making home on Netherwallop Road just round the corner from all the hot political stories breaking on Pentagram Square, the Chronicles also is just a short walk away from Epicurean Avenue so the journos can dine fabulously. The Chronciles enjoys a monopoly on the news and its moving-picture style means that even the average illiterate citizen still takes a copy every day.

17 - The Joy Luck Club

Location Details: Acorn lane's Joy Luck Club caters for the city's many drunken gamblers. It only pays out in Goon's Gold. Still, if you don't mind the expense, it is oppulent to the nth degree and you can look swell entertaining your cronies here. Started by the legendary tycoon, Ronald Dump.

18 - Five Card Frank's

Location Details: Razorwit Road boasts this exclusive drinking and gambling den. Frank is bald, dashing and quite the card sharp. His partner is a fairy, Lux Interior, and together they lure the unwary into perilous pastures as they supply victims for certain unsavoury cults. This can be avoided if you keep your wits razor sharp but best not call Frank on his card cheats...

19 - The Den of Iniquity

Location Details: These Dens are a troll-chain found in all the major cities of the Kraken continent. Khaboom's is on Trollhalla Row and although non-trolls are allowed in, all too frequently they find themsleves forced on to the stage to amuse the troll in-crowd as best they can. To get heckled off stage is not good for one's health but to capture a troll's heart is even dicier!

20 - Grimtooths' Gaming Gauntlet

Location Details: On the corner of Epicurean Avenue and Razorwit Road, with Hickory Docks nearby and Stealth Street just a stone's throw away, the Gauntlet has a prime position and makes the most of it, rakiing in its illgotten gains. Popular with the Wizards' Guild crowd and gemmed-up delvers alike, there are traps here to amuse as well as detain.

21 - Dungbeetle Scrubs Watch Station

Location Details: There are watch stations scattered illiberally through Khaboom bu this one seems to attract officers more prone to lapses in cooncentration and more willing to take a bribe. Hence it is the #1 jail of choice for the discerning criminal. The only down side is its proximity to squalid back streets and the aptly named Ghoulish Gardens, a magnet for the zombie brigade.

22 - Khaboom City Dungeon

Location Details: Handily placed for Gutsplatter Hill, the city's now unfrequently used place of executions. The dungeons are extensive, heavily guarded by Wizard Control and house untold horrors. Why they arre fed rather than given the death sentence is a source of intense speculation. Occasionally monsters and criminals are given a chance of freedom in the Arena but escapes are

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either impossible or very well concealed. Rumour has it that tunnels lead from the depths of the dungeons to all manner of *interesting* places.

23 - Lugosi's

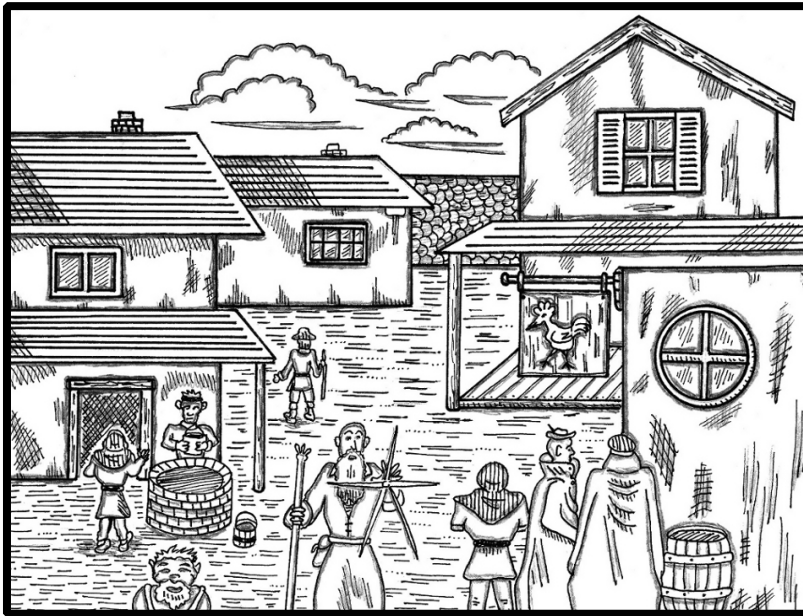
Location Details: Khaboom's only vampire restaurant, majestically located on Epicurean Avenue. Steaks are bloody and the red wines are thick and heavy. An austere, sombre ambiance awaits the distinguished clientele patronising this exclusive gastronomic experiment. The staff do not expect tips but blood donors are always welcomed.

24 - Khaboom Municipal Zoo

Location Details: Sited on Menagerie Street, the zoo is the place where ordinary folk have the chance to observe the beasts and monsters they only otherwise see on the wrong end of a spear thrust in the Arena. A popular haunt with successful gamblers, who study carefully to beat the odds.

25 - The Vote Beer!

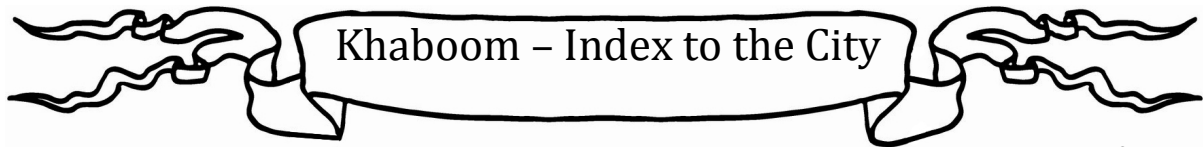
Location Details: On the corner of Trollcough Street and Pigwhistle Parade, the Vote Beer! Is the democratically elected champion of the city's hosteleries. Beer subsidies from a key part of all successful election campaigns and all serious politicians make sure they take not of the drinking preferences of the punters of the Vote Beer!



26 - Lava! Lava!

Location Details: Also on Epicurean Avenue, this restaurant specialises in red hot curries and is reputed to bring in chillies grown in the Jungles of Phantog. Another rumour is that the hottest dishes are teleported out to the Dragon Roosts, bringing much of the new gold into the city's economy.

27 - The Blood Bath on Donkey Pits



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Location Details: Found as the name suggests on Donkey Pits, the ancient waste disposal site for the city's original beast of burden. These days many dump dead dogs, rats, penguins and other deceased pets here. The Blood Bath sees off many of them as it hosts lowlife, vicious death fights where very small fortunes are won and lost.

28 - Circus Maximus

Location Details: Lizardlick Lane is home to the city's really extraordinarily large big top. While many circus troupes ply their trade over the course of a year, the big draw continues to be Calzoni's Flying Circus – the city contributes to their hefty insurance premium as they traverse the length and breadth of the continent entertaining the masses.

29 - Heartbreak Hotel

Location Details: Tucked away at the Slugfest Street end of Lonely Street, the hotel accommodates the majority of the city's suicide cases. Street cleaners earn good rates here dealing with jumpers while nearby tie shops cater for the self-hanging brigade. The resident singer is Pelvis Parsley.

30 - Municipal Compost Dump

Location Details: Insalubrious Heights is the hang out of many a scavenger, including hard up dungeon delvers. The prevailing wisdom in Khaboom is that all things eventually compost so if you are prepared to get your hands dirty there is no telling what you can find here amidst the flotsam and the jetsam.

31 - The House of Punishment

Location Details: Located in Life's End, this is a place you do not want to go. The alley is well named and the house none less so. Funded by capitalists keen to crush the workers and shirkers alike.

32 – Hospitals

Location Details: There are a few of these – on Sickie Street and Dungbeetle Scrubs, for instance – but they don't get much funding in a citty where magical healers are ten –a-penny so if you want to get out alive, don't go in!

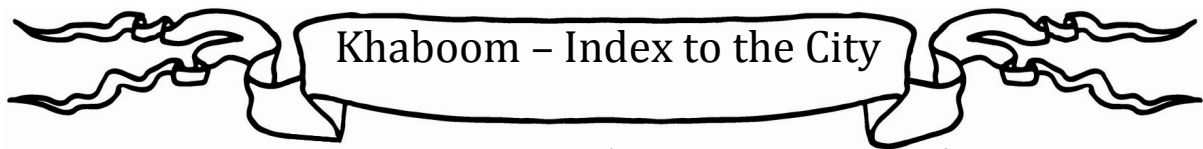
33 – Rockerfellers

Location Details: On Ratfricasse Road, this antiques store is for the well-heeled although bargains can be found by those who know what they are looking for. Be careful though! Many enchanted items carry a theft-prevention curse...

34 - Rufus the Dwarf's Hansom Cabs, Rocket Carriages and Rinunculous' Flying Carpets

Location Details: Pilgrim Street has boarding houses for travellers but it is also home to an exotic array of means of transport, from flying carpets to jet-propelled carriages.

35 - Dombey & Sons



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Location Details: At Pickwick Place you will find the city's largest overland shipping firm, Dombey & Sons. "Wherever and Whatever" is the company motto and many an unwary or unwanted victim has been shipped off to some desolate dumping ground.

36 - Captain Pugwash's Pawn Shop

Location Details: Got something to pawn? Can't get rid of it? Captain Pugwash will give you a price for just about anything. The drawback? It's unlikely to be a good one and you will have to survive a trip into Execrable Alley....

37 - Trillobite's Millinery

Location Details: If you want to get ahead, get a hat, as the Mayor would agree. If you want to get a spectacularly good hat, go to Moonshine Parade.

38 - Cupid's Marital Bliss

Location Details: Watermelon Street is the place to visit if you're looking to get hitched. They say there's someone for everyone and they're probably right, sadly.

39 – Smithereens

Location Details: Khaboom's maximum security prison, so secret no one actually knows if it exists and so it's not on the map!

40 - Municipal Miscellaneous Manifold Office

Location Details: Minor civil servants have their offices on Junket Road. The Manifold Office guarantees a minimum three hour wait, with everything done immaculately in threefold form.

41 - Stinky Pete's Tanning Yard

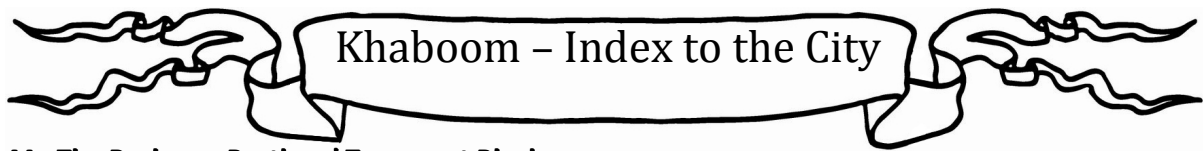
Location Details: If you have no stomach for malodorous fumes, best stay clear of Elsie Avenue.

42 - The House of Healing Lepers' Sanctuary

Location Details: On Faraway Close and funded by charitable donations from Shoppie, this house is always looking for volunteer healers and nurses.

43 - The Unwanted Scraps Graveyard and the Unwanted Crabs Tavern

Location Details: Centrally located on O'Vather Hill, those of are past their prime will cast off unwanted body parts in an attempt to gain luck from bored wizard gods. There is a well that descends more than a mile to take the noses, toes, bunions and so on that are easily sliced off. The Unwanted Crabs Tavern provides liquid comfort to those who have endured such a harrowing experience. Many blame the Trollgod for declaring it better to be lucky than good.



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44 - The Rackman Brothers' Tenement Blocks

Location Details: Although the buildings are fire hazards (unless the wind blows them down first), many are willing to rent here to gaze out over Gutsplatter Hill. Even though executions are rare these days, some seem to find it soothes their savage souls as they contemplate how life could have dealt them a worse hand.

45 - The Slave Auction Block

Location Details: The barges bring them in and the rich take their pick. The slave trade thrives and many volunteer for slavery so as not to need to worry about where tomorrow's meals will come from.

46 - The High Chaparral Ranch

Location Details: A sprawling spread on Threesun, too hot for some but always hiring for help herding or rustling cattle.

47 - The Light Fantastic School of Ancient Break Dancing

Location Details: Arbuckle Hill is the home to a thriving dance scene in the city, run by Fred and Ginger. Trolls and minotaurs learn how to can-can even if they can't-can't.

48 – Kelba's Chambers

The city's pre-eminent lawyer, straight as a die and very expensive, the centaur's chambers is located in Quill Court, along with many other more predatory attorneys.

49 - Buffy Warren House of Financial Fluctuations

Someone makes a truckload of money here and plenty of people lose their savings and their shirt trying but don't expect it to be you that comes out on top smelling of roses. The House is on Arbuckle Hill but Buffy lives on the Heights of Decadence.

50 – The Nuptial Rock

Also located on Arbuckle Hill, the Rock is reputed to have come from Outer Space but many think Buffy just got it from the quarry. Others, perhaps more perceptive, think he swiped the real Rock and substituted an ordinary one from the quarry, onselling the real deal to the plutocrat Davorr Pisk. Whatever – it is still the place to bag a bride or a groom who might otherwise decline a proposal.

51 – Temple to Jimpeter

Temple Mount is home to the Cult of the Bear and its Special One, Jimpeter. There are plenty of other cults here, including the flavour of the month, the Chaos Cult, but those bear Cultists remain the stand-outs and they also dominate Grizzly Lane and Friday Woods.

52 - Merlin's Meths & Absinthe Cocktail Lounge

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Watermelon Street is where this swanky wizards' hang out is found. If you want to be turned into a toad by a drunken witch or levitated stratospherically by a sozzled sorcerer, this is the place for you.

53 – The Jimmy Jazz Jim

Tone those muscles and get an ab-pack to die for at the city's toughest gymnasium. They say they'll either make you or break you and the smart money on there being plenty of debris to pick up. Whimsically sited on Lardass Street, you'd better get your buns in shape.

54 – The Saucy Sphinx Nightieclub

Popular with the exotic lingerie crowd, this place has all the frills. They say anything goes and you'd better believe it. Not for the squeamish. Found on Armitage Shanks Lane by the toilet factory.

55 - Olivier's Acting School for the Recently Deceased

This might sound improbable but there are many who have a soft spot for the Undead (many of whom have several soft spots themselves). Larry puts them through their paces on Ghouish Gardens and they either get hot to trot or bought up by the Arena for practice fodder (and then sold on to farmers as fertiliser).

More Places of Interest (well, they're there on the map so something is going to go off sooner or later):

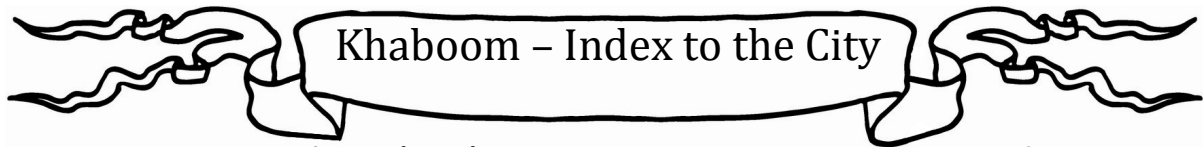
- A. Wobbling Road** – there is a wooded area home to dryads, known as Oakey Dokey where lonely people can do as much tree hugging as they like; there is a small mountain iced up by the Wizards' Guild for skiing and other alpine pursuits; the tower on the Foulsores End corner is home to the wealthy businessman, Limewold; at the opposite end is Wizard School with its training dungeon underneath; between Foulsores End and Ebony Square is the Peking Duck Restaurant, said to be the haunt of the Dark Brotherhood, a particularly lethal association of assassins; on the Southside is the infamous Khaboom Mudwrestling Paddock, scene of many a unnecessary drowning.
- B. Villiers Terrace** – at the west end there is the city's only yodelling school while at the other end there is warren of dwellings and tunnels chiefly occupied by families that cannot stop breeding, who need low-cost accommodation and don't mind squashing in together.
- C. Threesun** – on the western side is the grand manor of the original Sir Geofery de Boyks, a legendary solo adventurer who survived more than one AR Holmes dungeon and whose family provide free training to those wishing to acquire the skills of the valet, the butler, the housemaid, the cook, the footman, the housekeeper, the coachman and so on.
- D. Donkey Pits** – The west side has the Donkey Rescue Centre (very worthy but the neighbouring Pits buys them up either for fight fodder or beast-feed).
- E. Turncoat Lane** – the west end is noisy as it has the bell tower used as a playground for the city's deaf citizens; the Southside largely consists of vegetable allotments where winos attempt viticulture but there is also the Burnt Cakes School for budding chefs; on the corner with Donkey Pits can be found the crumbling residence of the wizard Flamebeard and his friends, the vampire 3-animator Pencylvania and the simpleton dwarf Fut.
- F. Solitude Street** – on the corner where Donkey Pits is located the Halls of Solitude, a retreat for scholars and wizards alike; on the opposite side of the road is the Sound of Silence, a meditation centre under the watchful eye of the mage Garfunkel.

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- G. Ebony Square** – the central tower is women-only (or witches-only, to be precise); on Ebony Street, leading up to the Square, a hostel for particularly wicked witches can be found but, fortunately, Wizard Control has a powerful range of sedatives that can be administered while the wicked witches are enjoying their free accommodation; on the east side of the street is the giant cauldron used by the witches for cooperative high dosage potions.
- H. Gutsplatter Hill** – to the south of the execution hills are the meteoric rock platforms that guarantee protection from magic for the ordinary citizens (the rocks are effective khremm-shields and many flock here after insulting wizards, not thinking very far ahead to when hunger sets in).
- I. Sickle Street** – Off the main street is a free camoing area and behind that are sand dunes (the city tries to cater for all needs, all tastes).
- J. Faraway Close** – on the corner with Dogbreath Lane is the Double Dealings Tavern where rogues and merchants fraternise, scheme and indulge themselves in confidence tricks.
- K. Greenfingers Market** – the centrepiece is the Obelisk of Fecundity, a finger raised to the heavens, calling for rain whenever the land becomes too dry.
- L. Insalubrious Heights** – this is where most of the goblin immigrants live, jammed tight into towering, rickety fire-traps, devoid of sanitation.
- M. Piranha Alley** – on each side of the alley are the “Double or Quits” clubs run by unscrupulous wizards offering death-matches where two desperadoes wager health, fortune or some other attribute with the loser destroyed and the winner taking most of the loser’s stake (naturally, these Omniflex wizards skim a percentage off the top).
- N. Between Boilover Lane and Lillyliver Lane** is the Gem Exchange, where dwarves evaluate all sorts of jewels and haggle over the price.
- O. Toe Rag Square** – the tower is a suicide site (people pay relatives to see spectacular swan dives ending in the inevitable patch of strawberry jam). Also popular with vampiers and straw-sellers.
- P. Lower Trollcough Street** – The Aspiring Shaft dominates this part of the street, providing panoramic vistas across the whole city and offering the chance of transformations during electrical storms.
- Q. Alround Rise to Ackland Street** – between the Elven Treasury and the cake shops to the east, lay the Snug Burrows of the direst lair-builders residing in the city (they are forbidden from dealing violence on the streets but are free to lure the unwary to their doom.)
- R. Trollhalla Row** – principal hang-out for the Trollgod and his cronies, once very desirable but now fading into shabby chic.
- S. Catspaw Street** – popular with those moving to the big city from the sticks, popular too with those seeking to take advantage of the naïve.
- T. Curse Street** – opposite the junction with Punchdrunk Arcade, on the way to the Arena (see the solo, “The Arena of Khaboom”) is the house of the wizard Malficius. Known to teach spells – not always very well – to those on the Wizards’ Guild black list.
- U. Moneybags Place** – the east side of the street is home to scores of gnome bean counters. The houses are owned by the Khaboom City Bank and form part of the remuneration package for the ever-accurate gnome fraternity.
- V. Longsorrow Street** – on the north side is Bungee Towers (day-trading can be an up-and-down, yo-you ride at the best of times and these high towers are another popular jumping off point for those with astronomical debts and vengeful creditors); to the south, towards Moonshine Parade, is a wooded glade reserved for naeads and nymphs – this attracts a lot of gawpers.
- W. Peaswasse Street** – to the west is situated the best mushy peas and gravy shop in the city, while in a central position there is the black pudding factory that competes very effectively with blood donor units.

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- X. Ratfricasse Road** – in the middle is the Rat catchers' Union, provider of much support and advice to the city's many rat catchers and a constant target for disgruntled ratlings bent on gnawing away at the buildings' foundations.
- Y. Acorn Lane** – abutting onto Carbunkle Lane is Madame Troissworde's Waxworks, a haven for those on the run who can stand stock still for a long time.
- Z. Watergate** – to the north, Tricky Dicky's Embezzlement Agency opens its doors for business here, with endless schemes for swindling widows out of their pensions and babies out of their candies and diapers; on the Southside, discredited civil servants run private practices advising citizens of ways to avoid paying their (very reasonable) taxes; the Fool's End of Watergate has the TieDye Tower, yet another location for suicidal failures, this time specialising in hanging opportunities.
- AA. Epicurean Avenue** – a little to the north towards Gordon Hill, is the Cheeky Cockney tavern, the headquarters of the Khaboom Ratball Association (a game which involves stuffing rats into a whicker ball which is then kicked at goals by bare-footed bravehearts).
- AB. Heights of Decadence** – at the Pilgrim Street end sits the visible residence of the plutocrat, Davor Pisk (what sits below is speculation but there is clearly a palatial suite while what sits above is witnessed by accidents to those on broomsticks, carpets, etc).
- AC. Prettyplease Pass** – close enough to the Heights of Decadence for owners to feel they are rubbing shoulders with the seriously rich, those on the Pass offer handouts to prevent burglary and squatting, finding it cheaper than paying round the clock guards.
- AD. Armitage Shanks Lane** – this too has a tower, this one known as the Long Drop (people pay to use this and aim at targets far below – an annual contest takes place but it is no place for the nasally-sensitive or the constipated).
- AE. Stealth Street** – at the Greasepaint Boulevard end is theatre district (actors and directors live on the Boulevard itself); popular venues include the Trollgodd, the Hysteria and the Seeing Is Believing.
- AF. Black Pudding Street** – the factory at the west end was converted years ago into a weight-watchers retreat (just as many come here to bulk up as to slim down); the woods to the south are magically frozen at root level and those with enough money to buy a plot but not enough for resurrection magic bury their beloved relatives here in the hope that one day they will be able to afford to bring them back to life (the trees grow particularly well here).
- AG. Desolation Row** – home to doleful troubadours and prophets of doom, the people living here are strangers in a strange land; the Captain's Tower is here, frequented by poets duelling with quills.
- AH. Blacksoot Place** – it is here you will find the city's premier crematorium (the colour of the smoke tells you much about the dearly departed).
- AI. Lardass Street** – off to the east are the city's tripe mountains, self-regenerating deposits of miscellaneous malnutritious substances and home to those determined to eat their way to an early grave.
- AJ. Lizardlick Lane** – to the east is the infamous massage parlour which gave the name to the Lane; on the Southside is the famed Treason Tree (many claim that if you hang someone suspected of treachery here they will quickly die if guilty).
- AK. Sourgum Street** – to the north are the Chewy Cones, two peaks that apparently have a flavour that many find addictive; at the Junket Road end is the Grandelf Fireworks Factory, offering impressive pyrotechnic tricks to those who would like to be mistaken for wizards.
- AL. Cauliflower Row** – to the north is the Cake Tin, a cheap tin building offering cubicles to the penniless in exchange for rights to their bodies on death (remember Ghoulish Gardens and its Zombie-Master is not far away); on the corner with Dungbeetle Scrubs is the Watch recruitment and training building.



AM. **Greasepaint Boulevard** – to the south is the Rendering Tower where flesh is turned into war paint and make up for actors, barbarians and those liking to daub themselves in cosmetics.

AN. **Paladin Plaza** – to both the north-west and the south are the residences of the most lawful citizens, those wanting more legislation in the city and keen only to rub shoulders with others of high moral standards.