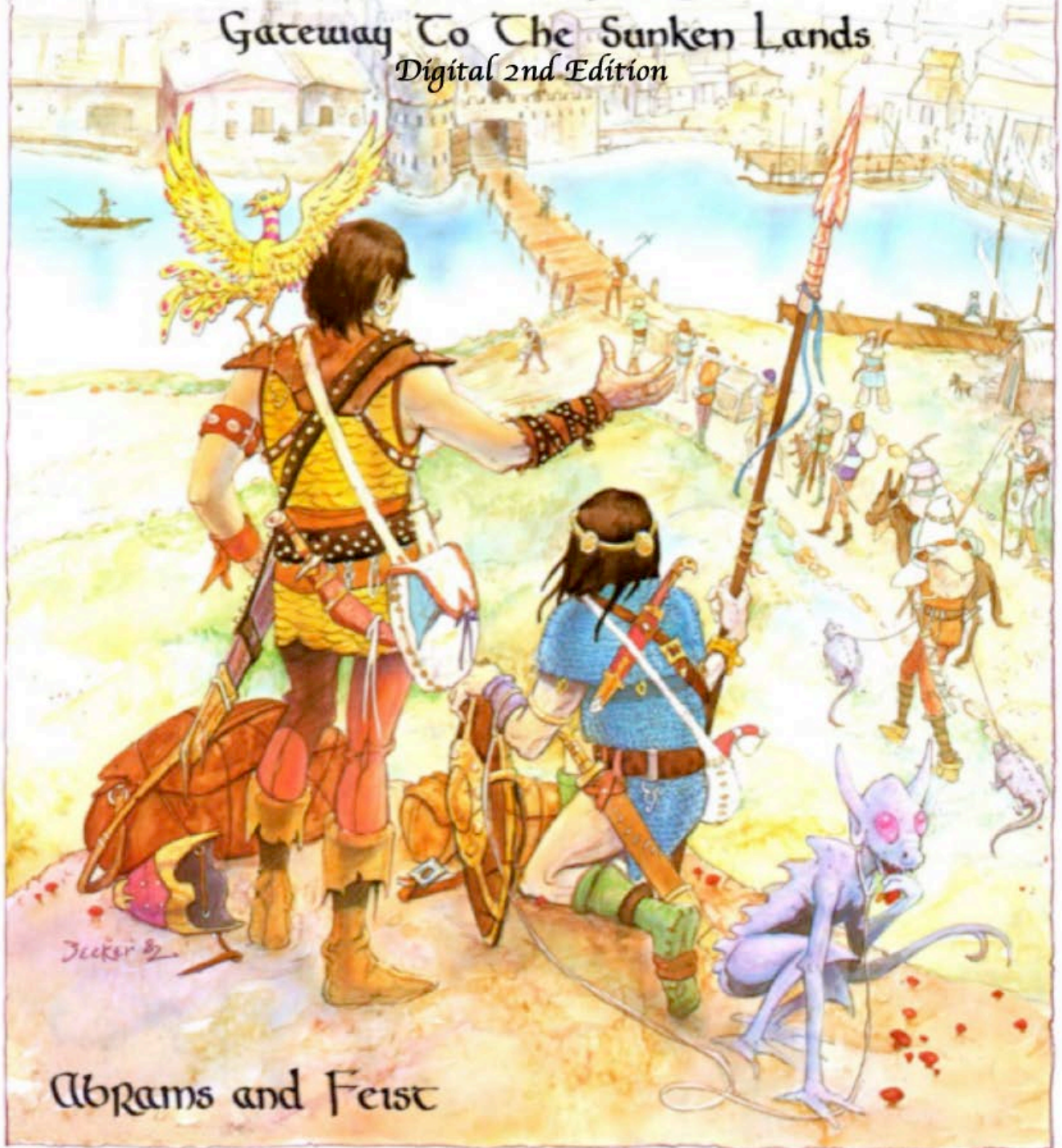


Midkemia Press JonRIL

Gateway To The Sunken Lands
Digital 2nd Edition



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Abrams and Feist

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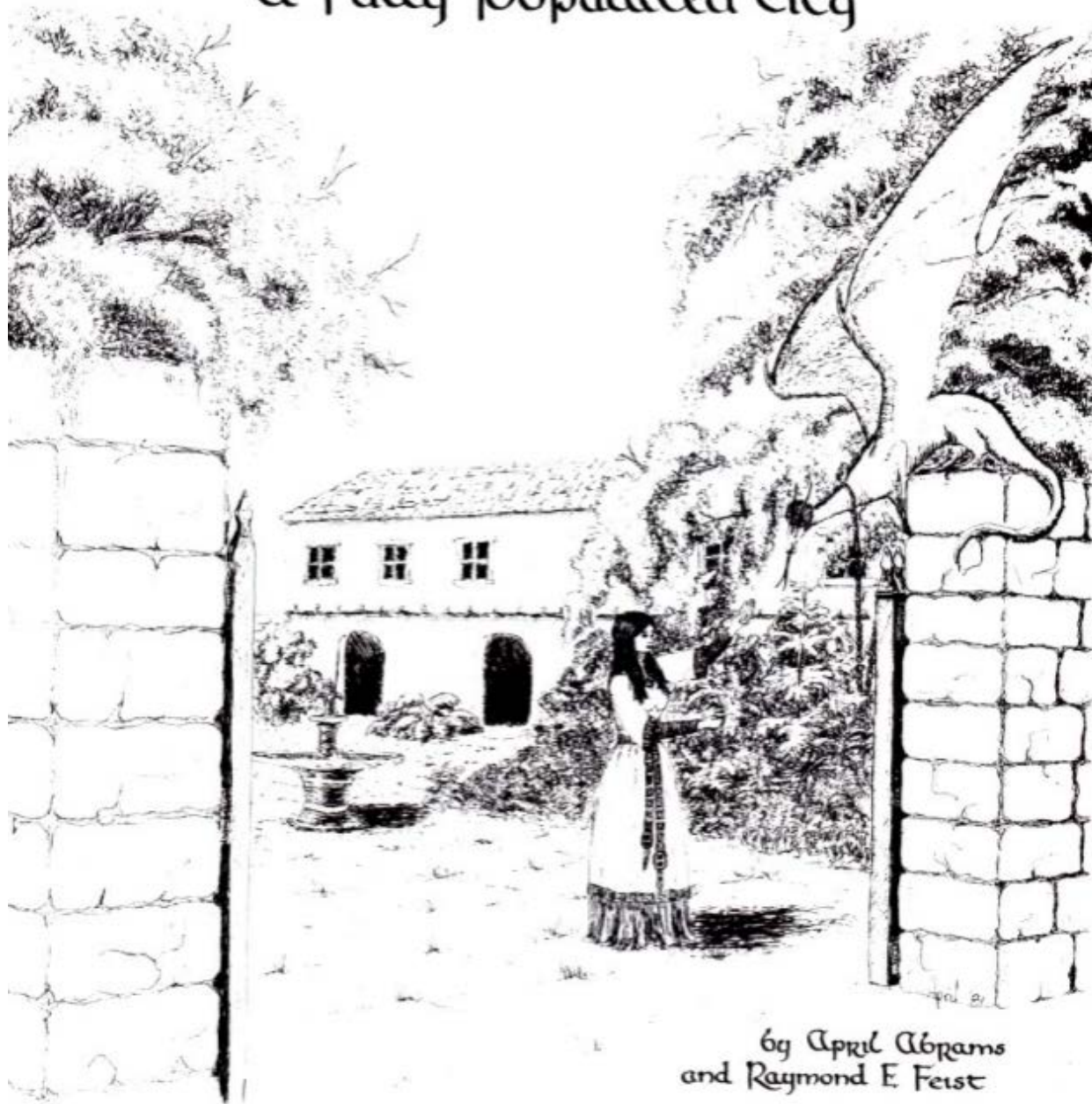
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Jonril
Gateway to the Sunken Lands

Jonril

Gateway To The Sunken Lands

A Fully Populated City



by April Abrams
and Raymond E. Feist

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Jonril
Gateway to the Sunken Lands

Introduction

Jonril: Gateway to the Sunken Lands is a fully populated, predominantly human city designed to be used with the Midkemian Game System, The Tome of Midkemia but it is also compatible with most of the currently available fantasy role playing games and, with some modification, with some science-fiction role playing games and modern military role playing games, etc. It is especially designed for optimum enjoyment when used with *Cities 4th Edition*, a Gamesmaster's aid for refereeing city adventures, also published by Midkemia Press. The companion book is *Heart of the Sunken Lands*.

The large **PLAYERS' MAP** provides a bird's-eye-view of the city and the surrounding environment at a scale of 1" = 80'.

THIS BOOKLET CONTAINS:

- 1) Information about the history and current social situation in the city.
- 2) Map enlargements of the city, delineating each building in the city. The pages following each enlarged map contain information on most buildings within that section, including descriptions of those who reside within those locations. While the majority of businesses are developed, a few have been left for the Game Master to add so that each game can be individualized. Should the Game Master not wish to do so, JONRIL is sufficiently complete to be used without modification.
- 3) Extended descriptions of a large number of CITY CHARACTERS (as per Character Encounters in *Cities 2nd Edition*). These are individuals with whom player's characters may interact, and are brought to the player's attention by events or circumstances. PERSONAGES, are local figures of some importance and influence, such as the Commander, the Chancellor, the heads of the four major trading Houses, etc. NOTE: Characters are constructed using the Midkemian Game System. This tends to provide relatively low-level characters by other game standards. Modification can be easily made to accommodate other systems. *Jonril: Gateway to the Sunken Lands* is designed to be used in conjunction with other Midkemia Press playing aids, but can be utilized with any game system. *Jonril* is part of the FIRST MIDKEMIAN CAMPAIGN, and is a companion piece to *Heart of the Sunken Lands* by Rudy Kraft (available digitally summer 2016), but either product can be used separately.

The history and social situation of Jonril should provide a rich source of ideas for the Gamesmaster to draw upon, to keep players interested, and to provide an 'established' city, without feeling 'brand new'. Certain businesses, buildings, etc. have been left intentionally vague in order to allow each Game Master to individualize the city to personal specifications.

ACKNOWLEDGEMENTS

A hearty 'THANK YOU!' to FLYING BUFFALO INC. for allowing us to use the lock system and graphic symbols used in their product CITYBOOK I.

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Many thanks to the other Midkemians: Stephen Abrams; Steve Barrett; Anita Everson; Tim La Selle; Ethan Munson; Robert Potter; Rich Spahl; Alan Springer; and Lorri and Jeff Velten for their support and suggestions. And a special thanks to Jon Everson and Dave Guinasso for many useful ideas, suggestions, and creative help in this and other products, and we forgive them for inflicting LaMut and Queg, respectively, upon the world.

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Only those snail mail questions supplied with a stamped, self-addressed envelope can be assured a response.

INSTRUCTIONS

1) **Adventure Keys:** Throughout the text of *Jonril, Gateway to the Sunken Lands*, the notation **AK** followed by a number may be seen after the description of certain character. This is a key to a potential adventure which could involve player characters should the GM chose. Each key refers to a different adventure and more than one NPC can lead to the same adventure. The Adventure Keys are described in the rear of this book.

2) **General notes:**

- A. Where LVLS ('levels'), are mentioned, they are again based on the Midkemian System and may tend to be low in comparison to those generated in other level based systems. Modify them as appropriate. Tome of Midkemia players should roll Non-player character's first level hits as needed.
- B. Statistics on people are given based on a % roll system. Conversion tables are available in rear of this book.
- C. Lesser Path Magi (LP Magician). This type of magi is mentioned in several places in this book. For most other systems, the nearest parallel will be Druids, Witches, etc. Their magic is of the earth and requires extensive conjuration for the major spells. Modify them as appropriate for your system, until you feel comfortable in running them.
- D. The notation, s#, f#, l#, where # is a number from 1 to 6, is used to indicate the relative quality of stables, food and lodging, respectively, where 1 equals the worst and 6 the best. These numbers are used extensively in the *Cities* rules.

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- e. On the blow-up building maps a small number (from 1-6) next to a door represents the quality of the lock, with 1 being very simple and 6 being impossible for all but the best master thief.

3) Historical Glossary

Carse: The major city in the Duchy of Crydee, located to the west of Jonril. (*The City of Carse* is also published by Midkemia Press as a gaming supplement.)

Crydee: Once the capital of the Duchy of Crydee, it has declined to be a small, unimportant fishing village. It is located in the north.

Duchy of Crydee: This Duchy of the Kingdom encompasses the towns of Carse, Tulan, Crydee and Jonril. It is the westernmost province of the Kingdom and subsequently left much on its own.

Kesh: The Empire of Kesh is found on the southern end of the main continental mass containing the Kingdom, Kesh and the Keshian Confederacy. Its northern borders are about 500 miles south of Tulan, across the Straits of Darkness.

Natal: A Kingdom to the east of the Sunken Lands composed of the old Free Cities of Natal. Many Natalese traders come to Jonril. Home of the legendary Natalese Rangers.

Old Tulan: This was the original town, founded nearer the mouth of the River Wyndermeer. Abandoned after the Night of Terror, some 100 years ago, it is little but ruins and The Black Tower, the old keep of Tulan. The tower is said to now be inhabited by monsters and is avoided by the locals. (see *The Black Tower* on the Midkemia website for this 'dungeon' adventure)

Straits of Darkness: The straits separate the northern and southern halves of the main Midkemian continent. They form the inlet that separates the Endless Sea (Western, Great Ocean) from the Bitter Sea (Eastern, Inland Sea). (Tulan lies north of the Straits of Darkness.)

Sunken Lands: An area of about 100,000 sq. miles that averages about 1,000 feet below sea level, it was formed by the release of enormous amounts of magic about 700 years ago and is completely covered with dense jungle. Many exotic and valuable items are brought out of the Sunken Lands by bold adventurers and large expeditions. Jonril, on its western edge, is the normal base of operations. (*Heart of the Sunken Lands* by Rudy Kraft, a companion publication to Jonril, will be digitally published by Midkemia Press in summer 2016).

Tsurani: The name for the people, language, and culture from the Empire of Tsuranuanni on the planet Kelewan. Artifacts from this other world are occasionally found in the west. They are left from the Kingdom-Tsurani Rift Wars, which were fought in the period between 1,000 to 1,500 years ago. This culture and time is vividly portrayed in the novel, *MAGICIAN*, by Raymond E. Feist.

Jonril Gateway to the Sunken Lands

Tulan: The new town of Tulan occupies 5 islands in the River Wyndermeer. Due to shoaling in the river, which prevents large ships from continuing much further upstream, Tulan has become an important trading center for ship and barge traffic on the river, handling commerce between Jonril and the rest of the Kingdom.

Abbreviations used throughout the text

GP = gold coin

SP = silver coin (10 per gold coin)

CP = copper coin (5 per silver coin / 50 per gold coin)

PP = platinum coin (equals 10 gold coins)

MP = mithral coin (equals 100 gold coins, very rare)

50 cp = 10 sp = 1 gp

100 gp = 10 pt = 1 mp

YdX = roll Y dice of type X (1d4, 2d6, 1d8, d20, etc)

d% = roll a d100

HTK = Hits To Kill (in a leveled system the number of damage points a character can absorb before being killed)

LVL = Level (in a leveled system the number levels the character has achieved)



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DESCRIPTION OF THE CITY
HISTORY OF JONRIL

Ages past, conquerors came from the Empire of Tsuranuanni, on the planet Kelewan, through a magically created "rift gate". The invading Tsurani attacked into the west of the Kingdom of the Isles, or simply The Kingdom as it is known, occupying lands in the Duchy of Crydee. Fortress Jonril had been established a few years before by the Duke of Crydee as an outpost in the ancient forest to guard against raids by goblins, moredhel (Dark Elves), and brigands. During the Tsurani-Kingdom Riftwar the garrison was reinforced by units from the castles at Carse and Tulan. After the war the fortress became a way-stop for overland travelers between Tulan and Carse. The garrison pacified the surrounding area and overland trade between the cities in the Duchy grew. As tends to happen, people found reasons to settle near the garrison.

After less than a dozen years, Jonril was a prosperous little town, grown up around the garrison. But generations later, there came news of a great war in the Kingdom. Calling on his vassals to the south in Carse and Tulan, the Duke of Crydee went east never to return. As times became unsettled, most townspeople left the area, but the stalwart garrison commander and a few loyal soldiers and their families remained.

The years passed, and life was peaceful in Jonril. The old duke had died in the war. His sons were called to rule in the east, and the Duchy of Crydee became nearly forgotten, the Kingdom caring little about its westernmost province. Little is known of the intervening years, for there were many times of trouble. Of what is known, the most notable event was the Great Upheaval, which caused the sinking of the Sunken Lands. Legend has it the Sunken Lands were once normal forests and mountains, until sunken by the combined efforts of many magicians and priests, a side-effect of their effort to save the entire planet from deadly peril.

Generations came and went and Jonril remained a safe haven for those traveling the road or river. At first traders stopped to sell goods to the soldiers, and then came others, selling to caravans and the river traffic. Slowly over the years, the population grew. Barges come up the river Wyndermeer from Tulan and caravans came overland. Traders gathered, anxious to buy the rare and expensive booty taken by bold adventurers from the dangerous and alien Sunken Lands. Rare gems and stones, dyes, resins, and materials for rare perfumes, unique to the area, became treasures for those who established trade in Jonril. Now a city stands where once only a small town existed, a city now rivaling Carse in prosperity. The story of the first Tsurani-Kingdom Riftwar is told in the novel *MAGICIAN* by Raymond E. Feist.

SOCIAL ORDER IN JONRIL

Jonril is a truly cosmopolitan city, drawing people from many parts of Triagia (the largest continent upon Midkemia). From as far distant as the King's city of Rillanon and the heart of the Empire of Kesh come traders and adventurers seeking riches from the Sunken Lands. This accounts for the high number of foreigners residing in Jonril.

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Ultimate authority in the city resides with the **Garrison Commander**, a hereditary post handed down from the time of the last Duke of Crydee. The Garrison Commander still retains the title Knight-Captain of the Duchy, though the title Commander is most commonly used. The current Commander recently inherited the position upon the death of his father, and is well regarded by the citizens.

The Commander's soldiers police the city, maintain guards at the city gate, and patrol the surrounding countryside, protecting the local farmers and keeping the citizenry safe from raids by goblins, *moredhel* (Dark Elves), bandits, and occasional horrors which wander down through the rugged passes from the Sunken Lands.

Jonril is a city with little internal constraints upon business, or tariffs upon trade, though some drugs are contraband. The small import/export duty and the few contraband goods means smuggling in Jonril is done on a small scale.

All aspects of business and trade in Jonril are dominated by four trading Houses--families and their associates who guard their powers jealously. The heads of these houses have made, or inherited from their forbearers, family fortunes made in the dangerous luxury trade from the Sunken Lands and shipping. The four Houses are described in the following paragraphs. Two other families of note are the Bergoinys, a family with broad financial holdings, and the Jarens, a family having a near strangle-hold on the valuable milling business in town. Both families have ambitions to full House status.

Odanga House, headed by Cornell Odanga (B6), is the most powerful of the four Houses. Odanga House has a well-deserved reputation for their rough business practices when dealing with other Houses and unaligned merchants. The burly house "porters" are not above beating up someone who irritates them, and leaving them in a convenient alley. The Odanga's power stems from their control of the lucrative river shipping. They also own several low-class brothels and a variety of other shops. Odanga House's symbol is a black ship on a red background.

Aidan Kilrane traces his roots to the nearby Kingdom of Natal, claiming to be of a noble family. Fleeing political problems in Natal, Anir Kilrane, Aidan's grandfather, made his way to Jonril. Soon after, he joined with Illya Zolan, the grandfather of Gregor Zolan (M2), to become the first explorers from Jonril to regularly return to the Sunken Lands. Those before them had been either satisfied with the wealth brought out in one adventure, or were too intimidated by the horrors of the Sunken Lands to return. Being trained as a botanist in his youth, Anir recognized the value of the unusual plants in the Sunken Lands. As a result, the Kilrane fortune is based on dyes, perfumes, potions and spices unique to this area. Aidan feels the respect due to his lineage is often lacking in Jonril, and is often the butt of jokes (never to his face or in the hearing of Kilrane House porters or guards) because of his insistence on being treated with "due respect and manners" by his House. Kilrane House and Zolan House equal each other in power, but both are less powerful than Odanga House. Kilrane House's symbol is a green, 3-lobed leaf on a silver (or white) background.

The fortune of **Zolan House** is founded on the secret veins of Dragon's Breath and Zolan Stones (see A25 for description) discovered by Gregor's grandfather, Illya. Illya and his

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wife had been journeying north by ship from the grasslands of the Empire of Kesh, when a tremendous freak storm blew them to the Western Coast of the Kingdom. Finding the prospect for trade in Jonril better than his original destination, Illya settled in Jonril. Illya brought with him the traditions of his region of Kesh (one of many cultures found in Kesh) in Zolan House. In Illya's homeland, the women handled the money, including much of the management of the businesses. The men traditionally spent their time exploring, hunting and warring, often gone for weeks on end. So it is in Zolan House. Having grown up in the predominantly patriarchal Kingdom culture, Gregor finds these traditions a bother. Zolan House is trying to shake Odanga's monopoly on shipping by establishing viable overland freighting, and may yet be successful, if only because they are willing to operate at a loss for a while. Zolan House also controls much of the grain grown in the area, selling to Jaren's mills (A2, E3), as well as owning a variety of other shops. Zolan House's symbol is a silver sea serpent on a blue background. Zolan House associates and members have often been known to comment on the fondness of sea serpents for attacking and consuming ships (Odanga's device).

Weral House is the weakest of the four Houses, due to a large extent to Cullen Weral's (M1) disinterest in power politics. Cullen, like his uncle Harmon before him (M1), finds much more interest in discovering new and unique lacquers, resins and other substances distilled from the trees and plants found in the Sunken Lands. Most of the businesses owned by Weral House are those able to benefit directly from Cullen's discoveries, e. g., the cabinet maker (C32), the potter (J5), and the armorer (A24). Weral's device is a golden tree on a green background.

The **Commander** has placed a limit of ten guards per House to prevent each house from commanding its own private army. This limit applies only to full time soldiers armed with lethal weapons (for protection of the House estate and family members). The Houses may hire extra guards for individual jobs and for trips into the Sunken Lands, but these are strictly on a job per job basis and may not be housed in the House barracks. All four Houses also employ a varying number of "porters" who perform unspecified jobs for the Houses, carry "walking sticks" and wear House colors. "Arguments", usually indistinguishable from brawls, between the porters of different Houses are not uncommon. The Commander ignores such goings on unless the brawl endangers property or persons not belonging to the Houses involved. The lines of authority in the city are clearly drawn, with the Houses holding power to govern those within their own faction, while all matters civil, criminal, and military fall under the jurisdiction of the Commander.

There are no nobles to speak of in Tulan, but the Commander is a direct descendant of the Duke's last Knight-Captain and is treated with respect by the citizens. Family members of the four Houses are also treated with deference, though the degree of deference varies with each House and the individual's position in that House. Those few true nobles (descendants of a few Kingdom nobles who wandered into Jonril during the dark years) are without authority, occasionally poor, and quite often ignored by the Houses and the ranking military. Newly arriving nobles often find deference lacking in the commoners, and receive only marginal courtesy from the merchants and military, unless they are acknowledged as important, in which case they are treated very well by all parties concerned.

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Only one true secret society, known as the **Baronial League**, exists in Jonril, but because of the Houses, several groups exist that fulfill the same niche in society. The Baronial League was begun several years ago by Gregor Zolan, as mentioned above, although his participation is unknown to any of the current members, as he worked through intermediaries. The League hopes to arrange to have Jonril accepted as a vassal of the Baron of Carse as a method of overthrowing the power of the Houses. The members of this group want to take their "proper place" in the Barony and Kingdom. They must be particularly circumspect and cautious, since if the Commander found out and identified any of them, his reaction would be fast and harsh.

The Commander has his own set of spies, coming to be known as the **Commander's Eyes**, who are staunch supporters of him. In fact, some of these people would also enjoy seeing the downfall of the power of the Houses, but envision the city governed directly by the Commander. Adrian Courage is not aware that some of his supporters would go this far, and he is too aware of the political and social balance in the city to support such a take-over.

Each House has its group of spies, which meet secretly with either the House members themselves, or some representative, and provide information on the doings of the rest of the city. These spies may also provide some of the more unsavory services for the Houses--the "porters" are usually more direct, but less lethal.

POLITICS IN JONRIL

There is little in the way of what is commonly viewed as politics in Jonril, as there are no elected offices, but there is a vicious 'realpolitik' in the city. Each House is constantly trying to advance its position in the city, and while direct attacks, riots, burning property, assaults on family members, etc, are rare, there is constant, subtle conflict present. Most major enterprises in the city are either owned outright by, or are affiliated with one of the Houses. More venturesome souls have managed to establish themselves without benefit of House patronage, usually by playing one House against another. The absolute limit to which this may be pushed has not been established, as the LaMutians, of the LaMutian Quarter, have been successfully pitting House against House for decades. The Houses' positions are all somewhat precarious due to the source of their wealth--if even two or three consecutive caravans out of the Sunken Lands were lost by a single House, their fortune might easily be broken, and their power with it. This possibility, of course, is guarded against zealously by the Houses.

There is a great deal of mistrust directed at the major noble of the region, the Baron of Carse.

The Commander, like all his line before, jealously guards his prerogatives, and is cautious regarding anything he thinks represents attempted subversion by the Baron. The Commanders of Jonril long maintained they are awaiting the return of the Duke of Crydee, and that they are not subject to any other authority. As there has not been a Duke in Crydee for centuries, this has insured Jonril's near-total autonomy. The Baron of Carse refrains from directly challenging this tradition, as Jonril scrupulously pays taxes to the Kingdom and abides by all instructions coming from Krondor, the Kingdom's western capital. Both the Commander and the Baron know the Kingdom will not abide any disruption of the normal commerce of the area. Still, the

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Baron uses any excuse to push his cause as rightful ruler of the area, being the ranking noble in the old Duchy. The Commander is equally attentive in seeing the Baron gains no outright advantage in this long sustained balance of power.

There is a small, but slowly growing secret organization, dedicated to the overthrow of the Houses called the Baronial League. Their position is that annexation into the Barony of Carse would put the population under the Baron's Justice, freeing them of the tyranny of the House system. Little is known of their existence outside their own membership. As most of the citizens of Jonril are either members of a House or the Commander's garrison, the Baronial League is fanatical in guarding their existence and will go to any lengths to maintain security.

THE LAMUTIANS AND QUEGANS

Over the years, traders from many distant lands have come to Jonril, seeking the rare and costly booty brought out of the Sunken Lands. As a result, communities of LaMutian and Quegan families have come to live in Jonril. LaMut is an ancient Kingdom city with a distinctive culture unique in all the Kingdom, its citizens being known for shrewd bargaining, a love of gambling, and a strong sense of honor. Quegans hail from the Island Kingdom of Queg and are known for their large war fleet, their aggressive business practices, and their love of competitive sports. LaMutians and Quegans have only four things in common: They are compulsive traders; they look upon themselves as "a poor people surrounded on all sides by enemies"; they are clannish; and they venerate Irv the Tiger Saint (see RELIGION IN JONRIL, below). There all similarities end.

The LaMutians look upon the 'Quargans' as rough upstarts who prefer to intimidate rather than out-bargain, while the Quegans look upon the 'LaMutters' with the same respect a rowdy child shows a senile schoolmaster. This competitive attitude (or, more accurately, active dislike) towards each other is the result of years of contesting trading rights in areas located between the two home regions of these people. The LaMutians are the more established of the two groups, controlling several businesses, including the only Hiring Hall in town. LaMutians may accept a worthy "outsider" as a social equal, inviting him into the home, offering limited business partnerships, etc., but there will always be a limit, a line which no non-LaMutian may cross. The Quegans are relative newcomers to Jonril, trying to gain a foothold in the local commerce, an undertaking confounded at every opportunity by the LaMutians. Quegans will be more likely to allow "outsiders" to advance within Quegan companies, as they prize success above most any other consideration.

The Jonrilese view LaMutians as somewhat alien, due to their reticence to mix socially with locals (except where business concerns dictate), their lack of attendance at festivals and pageantry, and their "odd ways": keeping Giant Rats, their preoccupation with "security", their passion for bargaining, etc. The Quegans are seen as being somewhat a rough lot, given to aggressive and arrogant behavior, hard bargaining, and territoriality, sort of like a foreign House.

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JUSTICE IN JONRIL

All crimes are judged by the Commander or his Captains. In times of emergency, the Commander will preside in cases having to do with the military security of the area. Legally, appeal could be made to the Baron of Carse, but this is actively and strongly discouraged, since it might encourage the Baron's claim to Jonril (see POLITICS, above). If they inquire, those seeking it will be told that appeal is to the king, but a king's writ has not been forthcoming in over three hundred years, so it is only a formality. Justice tends towards the harsh, as the social order cannot entertain much stress and survive in this rugged environment.

High Justice -- all capital crimes, or crimes committed by habitual offenders where the death penalty is called for. Only the Commander may render High Justice.

Middle Justice -- all non-capital felonies, or misdemeanors committed by habitual offenders where long term imprisonment is called for. Middle Justice is often rendered by one of the Garrison's Captains.

Low Justice -- all misdemeanors and petty crimes. Always administered by the duty Captain, or by a deputized subordinate on special occasions, such as the guard sergeant on duty in the Market (C33 Guard Post) who is given authority to deal with a large bar fight, public brawling, drunk and disorderly, etc. Chronic offenders are often indentured to Houses or sentenced to serve in the military.

Other Justice -- temples and Houses usually handle internal matters.

NOTE: The term "crime" has a somewhat narrow definition in Jonril. Murder, arson, extortion, and rape are dealt with quickly and harshly, but many matters commonly thought criminal in other cities are left to the injured party to deal with through the "Code of Honor". Any "fair fight" resulting in a death will not bring charges, though challenges to a duel from a member of the dead person's house may result. Also, Houses are quick to deal with those who steal from them, damage property, injure family members and associates, or cause other problems, so the occurrence of trials before the Commander and his Captains is infrequent. However, when any noble of sufficient rank and influence in the Kingdom is in town, the Commander is quick to deal harshly with any activity which might throw a bad light on his administration and strengthen the Baron of Carse's argument that he should be ruling Jonril.

RELIGION IN JONRIL

There are three major and one minor religions represented in Jonril. Most of the population worship Killian, seen as the River Goddess, and as the bringer of life. Her temple is located in the heart of the city, near the market. In the poorer quarter of the city, a black temple to Lims-Kragma, the Death Goddess, stands. While mostly avoided by the general population, there are enough followers of the Death Goddess in town for the temple to prosper. The men of the Garrison worship one of the two faces of the God of War (TITH the Tactician/ONANKA the Happy Warrior). A small temple to this god is located in the garrison,

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near the Keep. Additionally, there is a small shrine to Irv the Tiger Saint, a figure of some importance to the LaMutians and Quegans, near the LaMutian Quarter of the city.

PLACES AND DATES OF INTEREST

THE MARKET: Years past, the Market was held once or twice a week in the Market square. Here, farmers, fishermen, and craftsmen could display their wares in a central location, and townspeople could shop for goods not otherwise easily available. During this period, fewer shops were open in the city since there was usually not enough business to support a full week's trade. As Jonril grew, becoming a more important trading center, retail merchants emerged and it became feasible for more productive farming and fishing enterprises to set up shops in the city or to wholesale to retail merchants doing business all week long. Similarly, craftsmen began selling enough to hire apprentices, sales help, and to finance shops over which they lived.

Although the Market is no longer the only outlet for most craftsmen's wares, the tradition continues, providing a location for smaller craft, farm, and fishing undertakings to sell their wares and as something of a weekly holiday rather than a necessity. Once a week, if the weather is good, most merchants send their wares to the Marketplace, some closing up shop for the day. The Marketplace comes alive with colors, odors, and noise as craftsmen, farmers, fishermen, hawkers, shoppers, citizens, and strangers out for a good time gather. Throughout the square, amid booths, tables, and piles of wares they stroll, entertained by fortunetellers, jugglers, bands of actors, and small circuses, while pickpockets and petty thieves ply their trade. The city watchmen try to protect the citizenry, but their efforts tend to be indifferent. For those seeking good bargains, however, the hawkers' booths can provide them, if luck and skill is with the shopper.

THE DUELLING GROUND. Just outside the western gate in the North Wall of the city lies the open field known as the dueling ground. Here combatants may come to settle their differences without fearing interruption from the guard. The unwritten, but widely understood rules require single combats of any weapon type agreed on by the combatants. Seconds are usually available to assist those injured, as the fighting is most often to first blood or some other non-fatal score. The guards in the Western Gate often entertain themselves by betting on the various fights, and are sometimes available for bets with spectators (if an officer is not around). The guards will interfere quickly if any unfair ploys are detected.

MID-SUMMER'S DAY: The Festival of Banapis is celebrated each year on the summer solstice. Two activities of note occur on this day.

- 1) **The Choosing** -- Less important a ceremony in Jonril than in other Kingdom cities, due to House control of trades, the Choosing is still observed. Eligible boys (age 14) are taken into apprenticeship. Those not chosen are free to leave the city to seek apprenticeship in another city, become farmers or fishermen, or seek some other means of livelihood.
- 2) **The Games** -- from mid-day to sundown, contests of skill and strength are held, including archery, wrestling, horseracing, bare knuckle fighting, and duels to first blood. Prizes are

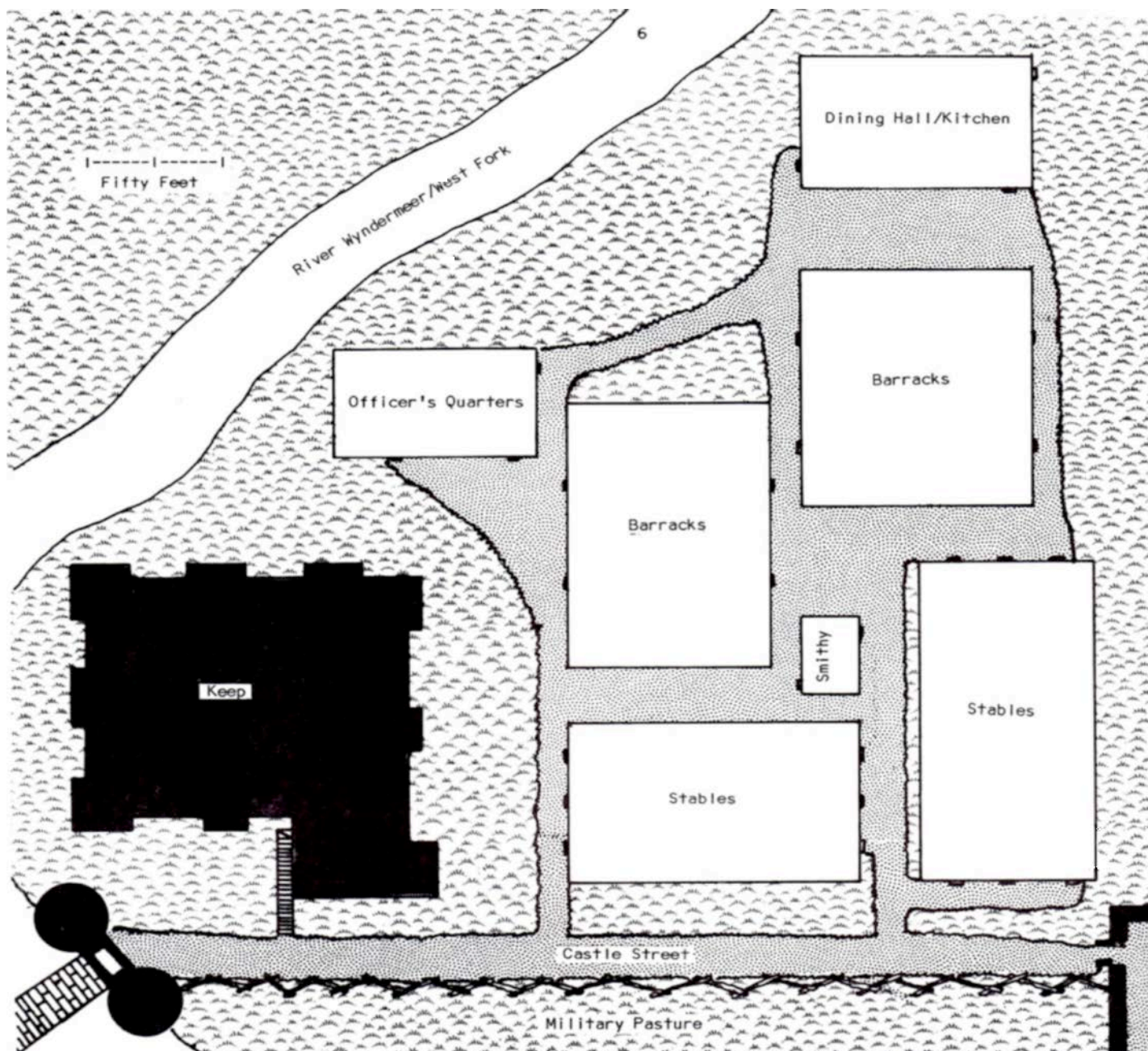
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given, and, if warranted, the Commander will acknowledge the man who has demonstrated the greatest skill overall by winning several contests, bestowing upon him the Wreath of the Victor, and inviting him to take service in the garrison.

Additionally, all misdemeanor crimes are pardoned. Throughout the day, all in the city partake of a feast provided by the women of the area, and all may enjoy whatever is placed upon the great tables, regardless of rank. The evening is devoted to visiting, with city's folk wandering from home to home, paying calls upon each other, as well as gathering in the local taverns. Generally, House differences are forgotten for one day.

VICTORS DAY: Lost in antiquity, the reason for Victors Day remains a mystery. Some say it is to celebrate the victory in ancient times of the Kingdom over the invading Tsurani, other say it is in celebration of the first defense of the garrison against the combined might of the Brotherhood of the Dark Path (the Moredhel) and their goblin allies. Whatever the reason, it is a good excuse for the garrison to turn out in full dress and parade from the keep, through the city, and back. As it is traditional for the Commander to pay for all wine and ale drunk for the first hour after sunset, riotous parties beginning early in the evening are common throughout the city. Victors Day is celebrated one month after the first thaw.

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KEEP AND GARRISON

The military occupy this southern quarter of town exclusively. Here the Commander's men live, their horses are stabled, mess is provided, and armor and other items are made and kept in repair. In the Keep itself several offices are located, as well as the formal audience hall, the jail and interrogation rooms, and all those functions necessary in case of siege (kitchen, smithy, etc.). The latter are not used unless needed, since the Keep, as might be expected encourages drafts and dampness. All rooms convert quickly to their needed functions in case of attack, although the furniture tends to suffer in these circumstances. The Commander may see friends in his quarters, or those who he wishes to see quietly, but all audiences are held in the Keep.

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Besides the Keep, there are living quarters for officers and two barracks for the men. Additionally there is a mess hall, stables and smithy all located adjacent to the drilling fields. The garrison consists of the Commander, four Captains--each in command of a company of 40 men--non-commissioned officers, and enlisted men. The men also fulfill the functions of scribes, messenger, stable hands, mess hands, smith, leatherworkers, etc.

Each company is composed of two sergeants (one being senior), four corporals, and forty enlisted men. Patrols consist of one corporal and twenty men. Company size may vary slightly from time to time, and new recruits are often accepted for four year enlistments. As the garrison was originally founded by the Duke of Crydee, the soldiers, from Commander down to enlisted ranks, wear the old Duke's tabard, a golden sea gull flying on a field of brown.

OFFICER'S QUARTERS

ADRIAN COURAGE, Garrison Commander. A quiet, thoughtful man, he is well liked by his men, despite being a harsh disciplinarian. He is considered fair by all in the city, and so far no one has criticized his administration of justice.

Adrian is tall, broad shouldered, with black eyes and brown hair. He walks with a very slight limp from a wound to the left leg. Courage began his reign at the death of his father a few years ago.

He, like his father before, pays lip-service to being loyal to the Duke of Crydee, as a means of keeping the city free of the Baron of Carse's rule. He has absolute control over the military and the city watch. Adrian lives in a suite of rooms on the second floor of the Officer's Quarters; his quarters are shared by his wife, Melany, his daughter, Carla, and his younger son, Bertram. His elder boy, Rafe, lives in the enlisted men's barracks. The Courage family name was given by the thankful citizens to the current Commander's grandfather after he saved the city from an assault by migrating Moredhel (Dark Elves), and strangers are well advised not to make fun of it within earshot of any city soldiers. To insure the Houses do not become too abusive of their powers, or seek to undermine his own authority, he employs a number of informants in each House. Adrian (FIGHTER, LVL 15, 90 HTK) wears the traditional armor of the Commander (PLATE +2), and carries his family's heirloom, the Sword FOESLAYER (BROADSWORD +2, +3 vs. MOREDHIL, ORCS, AND GOBLINS. WILLPOWER 45%, LOGIC 47%. DETECT GOOD AND EVIL, SEE INVISIBLE, FLY)

NEILS TRAGER, Chancellor of the Keep. Trager, an old, ex-soldier, was advisor to Courage's father, and likewise serves the present commander. His other responsibilities included administration of the garrison, supervising the Commander's household, arranging interviews with the Commander, and serving as a legal advisor to whichever duty captain may be hearing a case. In matters concerning the Commander's relationship with the Houses, it is generally understood that Neils Trager is the power behind the throne, as the Courage usually acts as Trager advises. He has engineered several agreements which have proven beneficial to the Houses, though no one has dared even intimate he might be working on their behalf, as he is a former hero, and held in high esteem. He is in his seventies, but still a tall, powerful looking

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man, with pure white hair. Trager shares the second floor of the Officer's Quarters with the Courage family. Trager (FIGHTER, LVL 9, 44 HTK) usually carries only a jeweled dagger, and goes unarmored. He is +2 to opponent's attack due to age, but also +1 to his attacks due to vast experience.

CAPTAIN BARTHOLOMEW GERAIN. Commander of 1st Company, 'The Shield'. He is senior captain in the city, and should anything happen to the Commander, would rule until the Commander's older son, Rafe, came of age. Bartholomew (FIGHTER, LVL 7, 44 HTK) wears plate armor, carries a +2 BROADSWORD, and is -2 to opponent's attack due to exceptional QUICKNESS.

CAPTAIN HOMER SURDAN. Commander of 2nd Company, 'The Gage'. Surdan is a cousin to the Commander. He is an easy going man, with little personal ambition, and tends to take little seriously, except his duty. In non-military matters, he is something of a practical joker, much to his cousin's dismay. This has caused him to be somewhat shunned by the more 'proper' segments of society, and he tends to spend his off-duty hours in some of the more questionable sections of city, often in the company of Sergeant Marcus Gilhooly. Homer (FIGHTER, LVL 8, 49 HTK) wears plate armor, carries a +1 BROADSWORD, and is an expert bowman. He is an experienced brawler, and is +2 in hand-to-hand combat.

CAPTAIN JOSHUA PERGORNY. Commander of 3rd Company, 'The Arrow'. Pergorny is something of a martinet, and thoroughly disliked by all in his command. He is grudgingly conceded to be the best military mind in the city, and his men will admit they would rather be with him in a tight situation than with any other captain. Joshua (FIGHTER, LVL 5, 33 HTK) wears plate armor, carries a +2 FALCHION, and is an expert bowman, being +2 to all bows due to CO-ORDINATION.

CAPTAIN MILDRED HOLMS. The only female senior officer commands 4th Company, 'The Sentinel'. The other soldiers call her men, 'Mildred's Darlings', though rarely to their faces. While not the first woman to hold this rank, she is the first in years and is viewed with some distrust by most of the non-commissioned officers, since she was given her commission in peace time, and has yet to 'prove' herself. MILDRED (FIGHTER, LVL 5, 31 HTK) wears plate armor, carries a +2 BROADSWORD, and is perhaps the best rider in the garrison.

AIDES-DE-CAMP. Each captain has an aide-de-camp, responsible for general administration, who works as liaison with Neils Trager (Chancellor) and Austin Crowley (Chief Scribe). They hold the rank of Lieutenant, though they have no place in the chain of command in the field. The four Lieutenants are, in order respective to the above Captains, Locky Small (FIGHTER, LVL 2, 12 HTK), Greg Roxton (FIGHTER, LVL 1, 5 HTK), Shandal Falita (FIGHTER, LVL 1, 3 HTK) -- she is also Pergorny's lover -- and Hully Treeves (FIGHTER, LVL 2, 13 HTK). All tend to go unarmored, unless in the field, where they all wear partial plate, carry swords and shields.

ENLISTED MEN'S QUARTERS: Each company has two sergeants, and four corporals. All soldiers are 1st level, take 1d8 damage and are outfitted with leather armor and helm, broadsword and shield, in addition to specifically company weapons. One company lives in the Keep at all times; this unpleasant duty is shared by the four companies in quarterly rotations. The companies are:

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FIRST COMPANY:

The Shield. Company weapon: Crossbow. SERGEANT HOLDEN BRIGGS is Senior Sergeant. He is an old veteran who is well respected throughout the garrison. Briggs (FIGHTER, LVL 8, 45 HTK)

SERGEANT WALKER REECE, is Junior Sergeant. He is relatively young, and tries hard to be liked by the men. Reece (FIGHTER, LVL 3, 20 HTK)

CORPORALS are **Saldar Isbar, Abu Tincanel, Shandor Belu, and Hergin Opara** (FIGHTERS, LVL 2, 11-9-12-14 HTK)

SECOND COMPANY:

The Gage. Company Weapon: Lance.

SERGEANT SOLMARK WADEL is Senior Sergeant. He is known as something of a lady's man in the city, being very handsome and charming. Wadel (FIGHTER, LVL 4, 29 HTK)

SERGEANT STEPHEN SHALOON is Junior Sergeant, and something of a scholar. He is frequently on the lookout for unusual books, scrolls, and other interesting artifacts. The men have learned not to poke fun at this habit, as he is perhaps the best swordsman in the Company. Shaloon (FIGHTER, LVL 3, 19 HTK)

CORPORALS are **Waldis Tarbel, Grandis Hurn, Calina Despira, and Sarno Trusk** (FIGHTERS, LVL 2, 9-15-10-11 HTK)

THIRD COMPANY:

The Arrow. Company weapon: Short Bow.

SERGEANT ALT ISBA-SUREL, Senior Sergeant, is perhaps the most dashing figure in the garrison, often throwing aside caution in the face of adversity, much to the chagrin of his Captain, Pergorny. Still even the Captain admires Isba-Surel's daring. Isba-Surel (FIGHTER, LVL 6, 39 HTK)

SERGEANT WULIF SERGATA, Junior Sergeant, is something of a loner, with few friends in the garrison. He is well regarded, however, by his Captain, as he is a strict disciplinarian. Sergata (FIGHTER, LVL 4, 23 HTK)

CORPORALS are **Richard Selwin, Joslin Carrol, Mervis Griff, and Horace Trumble** (FIGHTERS, LVL 2, HTK 11-7-16-12)

RAFE COURAGE, son of the Commander, is a member of Third Company, as his father hoped a stint with Pergorny would temper his impulsive nature. Instead, the boy looks upon Alt Isba-Surel as an idol. Rafe (FIGHTER, LVL 1, 5 HTK) is a common soldier, though it is generally believed he will soon be promoted to corporal when Richard Selwin retires, or is promoted.

FOURTH COMPANY:

The Sentinel. Company weapon: Pike.

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EERVIEANI MAHLI KELDARA, Senior Sergeant, is one of Captain Holms' two female sergeants. She is attractive in an athletic fashion. There is some concern among the men that Captain Holms is turning Fourth Company into an all female unit. Keldara (FIGHTER, LVL 4, 21 HTK)

SERGEANT TALA BLACKWIN, Junior Sergeant, is a beauty of staggering CHARISMA who gained respect among the men after breaking a few heads. She prefers to use an estoc to a sword, and is wickedly efficient with it, being +2 due to high QUICKNESS. She is also -2 to opponent's attack. She will not talk about her past, and only Captain Holms and Sergeant Keldara know she was once a thief before she took service. Blackwin (EX-THIEF, FIGHTER, LVL 5, 31 HTK)

CORPORALS are **Helen Bartis, Roger Galfton, George Lanswicky, and Herman Shotz** (FIGHTERS, LVL 2, 7-14-10-9 HTKS)

HONOR GUARD:

The Banner.

SERGEANT MARCUS GILHOOLY. Sergeant of the Commander's personal guard, 'The Banner', twenty hand-picked soldiers of proven ability, Gilhooly is something of a legend in Jonril. He came to the office in spite of his personal foibles, rather than from any great achievement. He was a Corporal in Courage's first unit, and took the Commander 'under his wing'. When asked why Gilhooly was given the honor of being his personal sergeant, the Commander explained it was the only way he could think of keeping an eye on him. Gilhooly can be found off duty in the more questionable taverns in town, most usually The Bear and Boar (K13), quite often in the company of Captain Homer Serdan. The tabards of Marcus and his men are trimmed with a gold band, marking them members of the honor guard. Marcus (FIGHTER, LVL 6, 44 HTK) wears chain mail, carries a broadsword, and is +2 to brawling. He also is a world class drinker, due to an extremely high STAMINA, which also makes him +2 to damage scored.

OTHERS:

AUSTIN CROWLEY, Chief Scribe. Crowley, a hunched over little man, is chief scribe and head accountant for the Commander. He has his own room in the barracks, and despite his pathetic appearance possesses an incredibly keen mind. He is a walking record of every transaction which has occurred since he came to the keep, twelve years before. He can call up from memory any needed data without notice. He usually accompanies Courage and Trager when they meet with the Houses, and even the House members will not argue with his memory of events. He also acts as the garrison's quartermaster. Austin (L.P. MAGICIAN, LVL 3, 9 HTK) is suspected of being a magician by the Magicians Guild (C35), but no one has ever proved it, as he does not practice his arts.

SELENA LATEEVE Ostensibly a minor scribe, the beautiful Selena is in fact Courage's mistress. While this relationship is suspected by a few highly placed individuals in the city, it is not common knowledge, as their behavior in public has always been above suspicion. She is tall, slender, and has long, black hair, and blue eyes. (Physical Beauty 87%, Logic 63%)

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SHAKAR ELIAS is never seen entering or leaving the keep, and is not officially known to be in the Commander's employ. He supervises a ring of informers and spies for the Commander, and only Courage, Trager, and Crowley know his true position. While his organization has no formal name, it is becoming known to a few well placed people in the city as 'The Commander's Eyes'. Elias (THIEF, LVL 9, Spy Specialty, 34 HTK) is +3 with a dagger, and carries a +2 DAGGER. (AK8)

GEOFFERY SHANKS is Stablemaster for the garrison, supervising the care and feeding of the mounts.

SERGE ESCOVIL is considered the finest smith-armorer in the city that is not a member of a House, which is why he works exclusively for the Commander. He supervises four apprentices, and two journeymen in keeping the horses shod and the men's armor repaired.

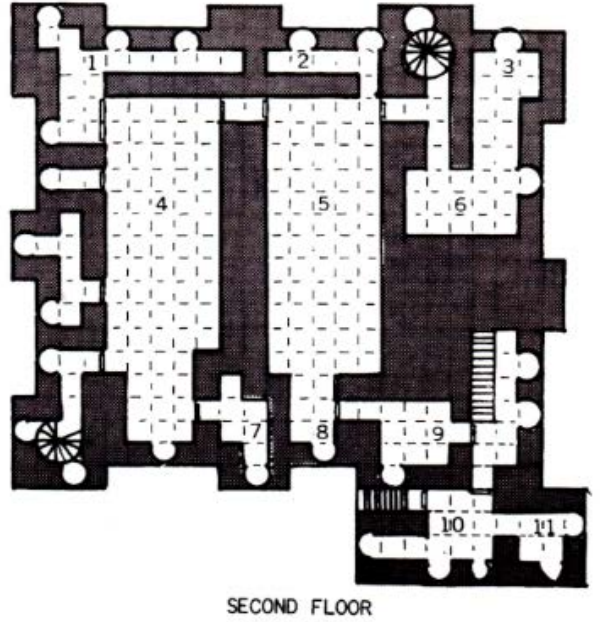
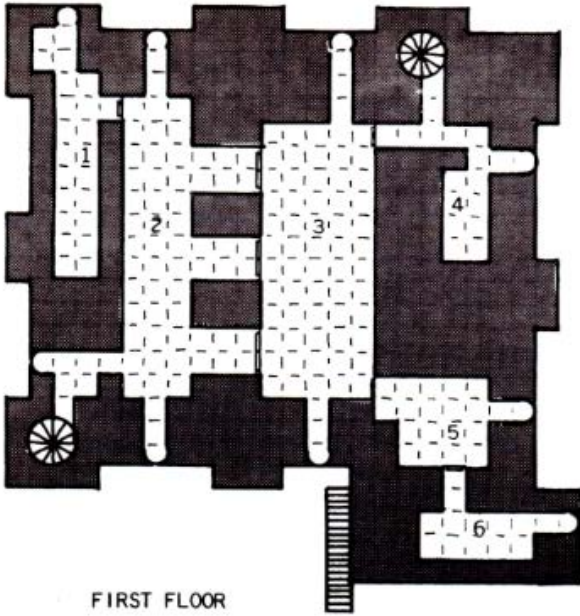
BUFORD BERGOINY. One of the numerous Bergoiny clan, Buford runs the Officer's mess, and is generally acknowledged one of the best cooks in the city. (AK15)

KEEP BRIDGE GATE: Like the other gates of the city, this is guarded around the clock by members of the garrison. Ten men and a corporal are always on duty, and there is a 30% PROB. one of the sergeants will be there as well, and a 10% PROB. one of the Captains will be inspecting the men.

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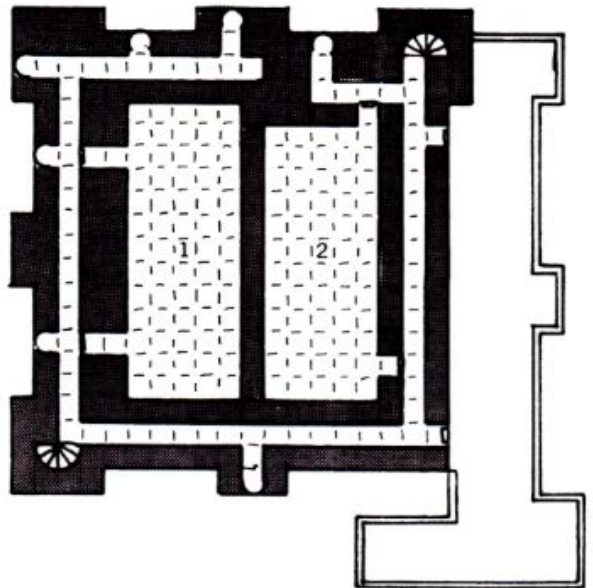
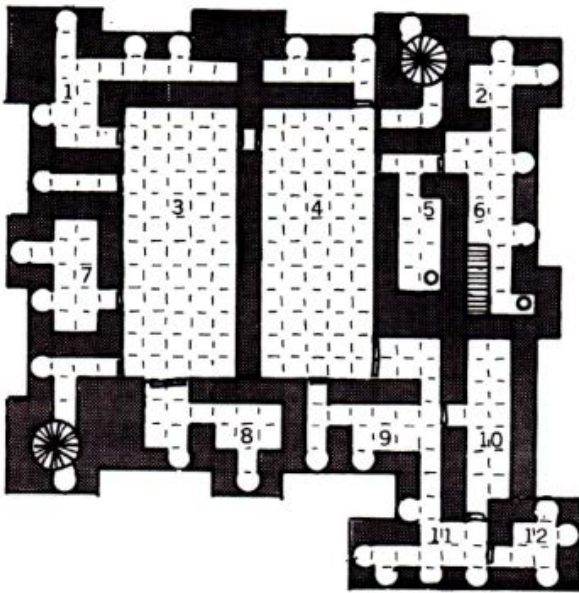
THE KEEP

9



Fifty Feet

INTERIOR OF THE KEEP



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FIRST FLOOR: There is no outside entrance.

1. JAILOR'S OFFICE: Lars Grafton presides over the jail. Two guards are stationed here.
2. STORAGE: This includes confiscated goods. An amazing assortment of goods is stored.
3. JAIL: Several cells and ankle and wrist irons are available, two guards watch here.
4. INTERROGATION ROOM: Ankle and wrist irons, minor instruments of persuasion.
5. CRIMINAL RECORDS: Shelves of scrolls.
6. SPECIAL DETENTION: Quarters for prisoners the Commander doesn't want in the cells for whatever reason.

SECOND FLOOR: A staircase provides access to the Keep from the outside.

1. SCRIBE'S OFFICE: Austin Crowley and his aides keep records, etc., for the garrison.
2. MESSENGER'S READY ROOM: One or two men wait here for assignment.
3. COOK'S QUARTER'S: These are only used in times of war.
4. FORMAL AUDIENCE CHAMBER: Trials and audiences are held here.
5. MAIN DINING ROOM: This is only used in times of war.
6. KITCHEN: As for Dining Room above.
7. INTERPRETER'S RECORDS: Records used in translations and codes are kept here.
8. CLOAKROOM.
9. WATCHROOM: Two guards are posted here to monitor those entering the keep.
10. WATCHROOM: As in 9. These will direct visitors to the proper office.

THIRD FLOOR

1. COMMANDER'S STUDY: Here Adrian Courage works and holds informal audiences.
2. ADMINISTRATIVE RECORDS: Shelves of scrolls.
3. BARRACKS: One company is stationed in the Keep at all times.
4. BARRACKS: As in 3.
5. BATHROOM: The facilities are cleaned out daily; the room has a water supply.
6. WATCHROOM: Two guards are posted here.
7. CHANCELLOR'S STUDY: Here Neils Trager works.
8. SMITHY: This facility is only used in times of war to repair arms and weapons.
9. ARMORY: Two guards watch over the bladed weapons here and the many weapons in the adjacent rooms.
10. ARMORY: Pole arms and armor are stored here.
11. ARMORY: Archery equipment is stored here.
12. ARMORY: Cauldrons and miscellaneous weapons are stored here.

FOURTH FLOOR: Doors open onto the roof of the third floor outlined above.

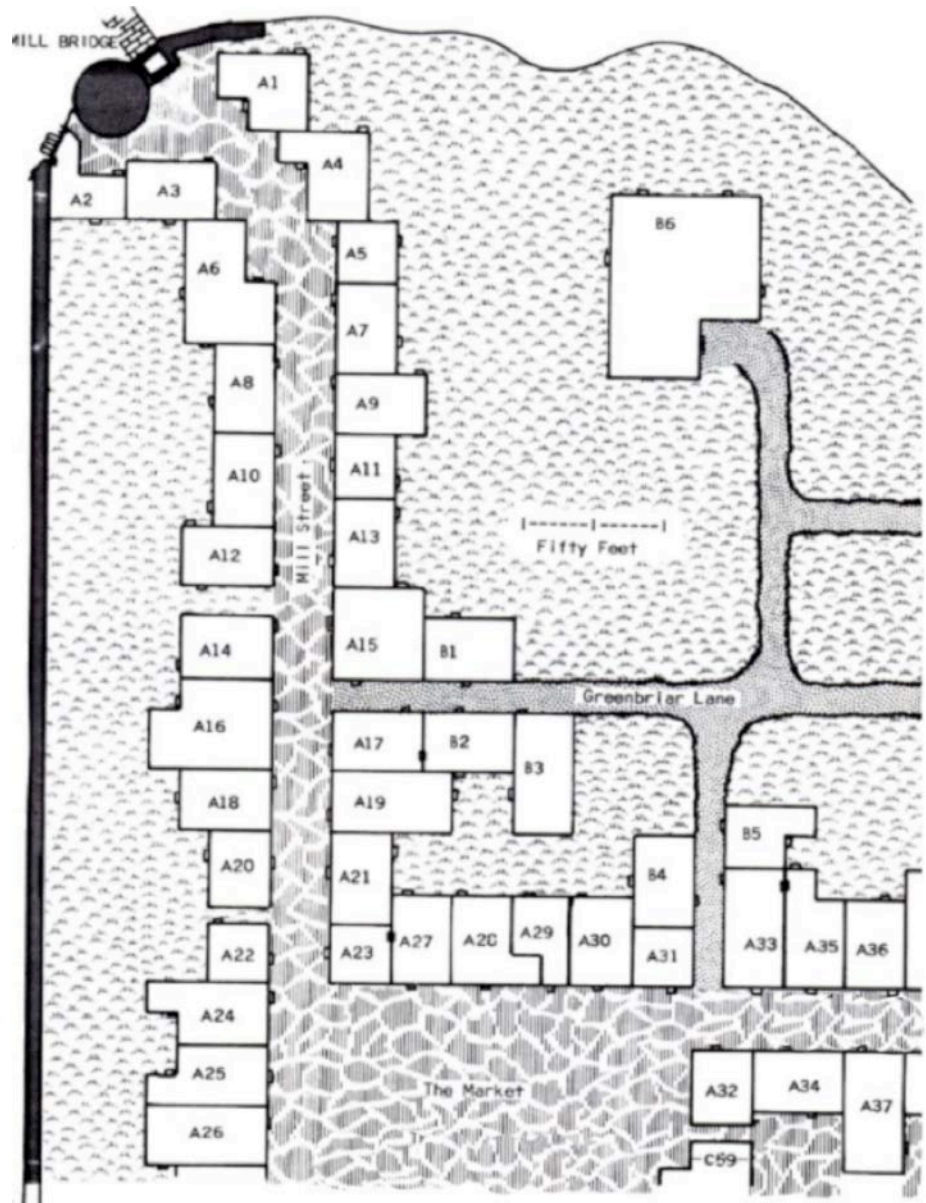
1. BARRACKS: One company of men is stationed in the Keep at all times.
2. BARRACKS: The company's officers billet here.

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City Sections A & B

- A1 DYER, Althain Fas, Dyer
- A2 MILLER, Western Mill
- A3 BAKER, Sign of the Rolling Pin
- A4 OUTFITTERS, Expeditions Unlimited.
- A5 empty
- A6 TAVERN, Millstone Inn (f3,I4).
- A7 STABLE, no sign (s4)
- A8 HORSETRADER, Sign of the Stallion.
- A9 FREIGHT SHIPPER, Odanga Family Freight
Company of Jonril
- A10 SMITH, Sign of the Forge
- A11 FISHMONGER, Wynkyn's Fresh Catch
- A12 ANIMAL TRAINER, no sign
- A13 SAILMAKER, Tusker's Sails
- A14 BRICKMAKER, Tusker's Brickworks
- A17 WOODCARVER, Martin's Woodcarving
- A18 WHEEL/CARTWRIGHT, Bergoiny's Carts
- A19 CARPETMAKER, Sign of the Yellow Carp
- A20 BUTCHER, Sign of the Ox
- A21 GLASSBLOWER, Sign of the Crystal Chin
- A22 JEWELER, The Sign of the Bracelet
- A23 ALCHEMIST, Dreedle's Draughts.
- A24 ARMORER, Sign of the Mailed Fist.
- A25 JEWELER, Zolan's Gems
- A26 TAVERN, The Sign of the Blue Dragon
- A27 BARRELMAKER, August Obara, Cooper
- A28 COPPERSMITH, Sign of the Copper Pan
- A29 SILVERSMITH, Sign of the Pendant.
- A30 LEATHERWORK, The Sign of the
Leather Belt
- A31 ENGRAVER, Ultac Aizimba
- A32 COBBLER, Rolf's Boots
- A33 TAILOR, Sign of the Red Coat.
- A34 SPICE MERCHANT, Herbs and Spices.
- A35 PRODUCE, Sign of the Turnip
- A36 RES.
- A37 RES, SCHOLAR

- B1 PHYSICIAN, Odell Tessler
- B2 RES, BOTANIST, no sign
- B3 TAVERN, The Hummingbird (f6I6)
- B4 RES, LINGUIST, no sign
- 85 RES, ASTRONOMER/NAVIGATOR
- B6 ODANGA HOUSE



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City Section A

MILL BRIDGE. Here ten soldiers meet incoming travelers, checking for illicit goods. They are under command of one of the company corporals; there is a 30% PROB. one of the company Sergeants will be there as well and a 10% PROB. one of the company Captains will be making an inspection.

A1 DYER, Althain Fas, Dyer. Althain is recognized the best dyer in Jonril, and his products find their way along the river to Carse and Tulan. Gus, his not too bright son, aids him in preparing dyes, using methods guarded by generations of Fases. His work is guaranteed, and if a customer is dissatisfied for any reason whatsoever, he will refund his money. Few have ever seen fit to complain. He does not, however, have access to the rare and beautiful dyes from the Sunken Lands provided by Aidan Kilrane (M3).

A2 MILLER, Western Mill. Miles Jaren (L6), one of the sons of the founder of the Jaren fortune, is head of this wealthy family. His younger brothers, Rolf the Cobbler (A32) and Eric the Mason (D24) are also successful businessmen. He runs both this mill and Eastern Mill (E3). His only competition in Jonril comes from Hamish Jenks (H46) who has a small mule powered mill behind his bakery. Hamish has had several accidents including two fires since setting up shop in Jonril two years back. After the last fire, the Commander let Jaren know he would not be amused if the problems continued. Jaren claims he has no knowledge of the problems at Jenks' Bakery, but since that talk, there have been no new "accidents". Miles has ambitions to start a House of his own and holds interests in several other companies, though most of his wealth comes from selling flour to the garrison. He lives with his wife, Sharla, his daughter, Maris, and his twin sons, William and Theo (L6). His eldest son, Franklin, supervises Eastern Mill. William helps his father and brother, but Theo plays at being a wastrel and renegade, and is held in low esteem by his family. Theo is in fact a member of the Baronial League, at his father's request, just in case there are problems in becoming a House (his attitude is if you can't join them, beat them).

A3 BAKER, Sign of the Rolling Pin. Sharla Jaren, wife of Miles (L6) runs this small bakery specializing in pastries. The pastries are good although somewhat overpriced (10% over average), due to Miles' interest in a good profit. If Miles is not around (40% chance he is not), Sharla will often sell the goods for average prices, or give a small pastry free to a child.

A4 OUTFITTERS, Expeditions Unlimited. Allan of Elvandar runs this enterprise. He carries everything needed to outfit an expedition including all up-to-date information regarding conditions in the Sunken Lands. He is helped by his lovely wife, Almarisa, also an elf, and their son, Edric. Allan also carries used weapons, traded by returning survivors, at 2/3rds normal cost. There is a 95% PROB. he has any common item needed in stock (except animals). There is a 60% PROB. of normal weapons being in stock, 30% prob. of unusual weapons, and 05% Prob. of magic weapons (not readily identifiable as such). Allan (ELF FIGHTER, LVL 4, 28 HTK) is expert (+2) with shortsword and all bows. (AK2 AK12)

A5 empty

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A6 TAVERN, Millstone Inn (f3,l4). Rand Bergoiny, one of the many Bergoinys in the city, runs this prosperous tavern, catering to locals as well as travelers. Room prices are fair, though food is 10% more expensive than normal. Stabling for horses is across the street (A7), and is reasonably priced. Rand's wife Ducil oversees the kitchen and his eldest son, Murph, helps out. His other son, Paulie, is an apprentice scribe with Harlon March (C52). Traveling troubadours are welcome, and receive foods and a night's lodging for an evening's entertainment. Order is kept by Rand's Barman, Burt Ironarm (AK13). Burt (FIGHTER, LVL 4, 31 HTK) keeps a sap behind the bar. There normally are 3,000 GP in the strongbox behind the bar.

A7 STABLE, no sign (s4). Owned by Rand Bergoiny (A6), this stable is used by both guests and locals. It is supervised by Lindey Trout, Rand's slow-witted nephew.

A8 HORSETRADER, Sign of the Stallion. Jal-ri Tuleg, a Keshian by birth from the Great Jal Pur Desert, runs this prosperous establishment specializing in pack animals he sells to caravans. He also has a limited (30% PROB. of being in stock) number of riding animals. He offers fair mounts for fair prices, though there is rarely an exceptional animal in his inventory. He and his close friend Utac Alzimba (A31), also a Keshian, are Associates of Zolan House, which owns a share of each business.

A9 FREIGHT SHIPPER, Odanga Family Freight Company of Jonril. Cornell Odanga (B6), head of Odanga House, one of the four major Houses, runs this business, the most prosperous shipping concern in the city, specializing in river traffic. Barges enter and leave the city constantly, carrying goods brokered by Cornell. His son, Carson lives upstairs and is a junior partner in the family enterprise, and is expected to open another branch office in Tulan, when the business climate of that town is suitable. Presently, they are represented in Tulan by Hulan Taltagor (located in Tulan at S7), who occasionally makes the trip up river to confer with his employer. Scribe apprentice Joshua Hornsby (AK13) sleeps in the office at night, protecting the books.

A10 SMITH, Sign of the Forge. Rascar Olderon supervises two other smiths, Jack and Tram, in this thriving business. He specializes in non-farrier, non-armorers types of ironmongery, including boat work at the docks, and does a brisk trade. He also makes iron statuary as a hobby, and lately has found his work somewhat in demand among those who see it as a new trend in art. He works for Odanga House.

All FISHMONGER, Wynkyn's Fresh Catch. Wynkyn Kilrane, cousin to Aidan (M3), is one of the least influential members of Kilrane House, though he does well at his stand. His catch is brought in each day by fishermen from up and down the river, and he occasionally has a supply of salted ocean fish brought upriver from Tulan.

A12 ANIMAL TRAINER, no sign. Drae Koltran is a superb animal trainer who has found himself a goldmine in training exotic animals captured in the Sunken Lands. He trains them and sells them to passing carnivals, as well as to brokers from as far away as the Kingdom. He is constantly on the lookout for new animals, and will underwrite expeditions into the Sunken Lands as long as it is clear the major purpose of such undertakings is to capture animals. He is teaching his trade to his daughter, Marta, a bright, attractive girl of seventeen, over the objections of his wife, Lorraine. (AK1)

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A13 SAILMAKER, Tusker's Sails. Anton Tusker, brother to Beezel (A14) the Brickmaker, is the city's only sail maker, and therefore does a thriving business, though there is limited demand for his wares, as only a small number of boats which ply the river use sails. Occasionally, when there is a heavy demand downriver in Tulan, he will ship some larger sails via the Odanga House Freight Line (A9), as he works for that House. His son Ronny is learning the trade.

A14 BRICKMAKER, Tusker's Brickworks. Beezel Tusker, brother to Sailmaker Anton (A13), is proprietor of this business. Like his brother, he is the sole practitioner of his trade, and therefore does a thriving business. Unlike Anton, Beezel harbors dreams of someday creating his own great House, a dream which has caused him to fall into disfavor with the four present Houses, as well as the ubiquitous Bergoiny family, as he takes no pains to hide his ambitions, especially after a few rounds of drinks. His son Alger apprentices with him.

A15 BROTHEL, The River House. Mardel Trooly runs this establishment, catering to the more discerning clientele in the city. It is the most expensive brothel in the city, and provides the largest range of 'services'. Mardel prides herself on running a class operation, and brooks no disorderly conduct on the part of her clients or girls. Secreted in the basement is a quartet of little rooms, available during the afternoon to the bored wives of the local businessmen, and several amiable young men willing to provide companionship. Mardel is always on the lookout for attractive newcomers to town, and will consider taking on new 'talent' if they're attractive enough. Order is kept by seven unobtrusive, but large bouncers, able to quell any disturbance in short order. Bouncers (FIGHTERS, LVL 5, 33-34-29-21-30-27-19) are all armed with billyclubs and are expert (+2) in their use. (AK13)

A16 PUBLIC BATH, Blue Tile Baths. Mikhail Zolan, nephew to Tasha (D32) and son to Illya (C40), operates the finest bath in the area. His attendants are all attractive young men and women, though he becomes enraged should anyone confuse his baths with a brothel. Hot, warm, and cold baths, as well as massage are available, and clients clothing can be sent out for a quick cleaning if so desired. Zolan's wife Katrina takes care of women clients, as well as all business matters. Their son Stefan is now serving in the garrison, and occasionally drops in when duty permits.

A17 WOODCARVER, Martin's Woodcarvings. Martin Selkirk is the town's only woodcarver, so he does a fairly steady business. Unfortunately, from Martin's point of view, most of his work is doing ornate carvings on furniture and cabinets, which he does well, rather than his hand carved wooden statuary, which he does poorly. A frustrated artist, Martin often neglects his commissions to work on his latest artistic attempt. He is constantly trying to wheedle some of the more spectacular woods from his superiors in Weral House, for whom he works. His shop is cluttered with his unsold carvings. His wife Bells is constantly on the lookout for someone to buy them, and will make a great deal. (AK14)

A18 WHEEL/CARTWRIGHT, Bergoiny's Carts. Ferd Bergoiny, one of the many Bergoinys in the city, is a journeyman cartwright who does good work for good prices. Most of his clients come for repairs or special orders, so his stock is small. There is a 30% PROB. he has a small wagon in

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stock which will meet the client's needs. There is a 15% PROB. of a large wagon, and a 05% PROB. of a sleeping wagon. There is also a 35% PROB. of there being a used wagon of the desired type in stock. (AK15)

A19 CARPETMAKER, Sign of the Yellow Carpet. Dora Lamar, a widow, took the foundering business run by her late husband, Norbert, and built it up into a thriving trade. She makes carpets to order, and ready to buy. Her customers are among the richest families in Jonril, and her prices reflect the fact. A plain woman, she is on the lookout for another husband, though she tends to be suspicious of anyone showing undue interest, rating them a fortune seeker. As a result, she tends to be forward with disinterested men, even to the point of sending them invitations to a quiet dinner for two. Her daughter, Millicent, a real beauty, looks upon this behavior with some amusement, except when her mother shows attention to the young men courting Millicent.

A20 BUTCHER, Sign of the Ox. Marvin Cardwyn is a competent butcher, providing many of the better families in the area with their meat. He has a constant, fresh supply of beef, veal, chicken, pork, and mutton, as well as lamb in the spring. His prices are a little high, but his meats are tender. He is aided by his nephew, Lester, the youngest son of a farmer brother, as Marvin has no children, never having found time to marry. He works for Kilrane House.

A21 GLASSBLOWER, Sign of the Crystal Chime. Sheldon Gottfried, brother to Nurmy the Tavernkeeper (A26), and father to Rooney the Geologist (H3), is the only glassblower in the city. Many of his finer works contain rare stones gathered by his son from the Sunken Lands. His prices are very high, but his work is first rate. He occasionally gets sidetracked by his quest for perfectly clear glass, but his wife Altha keeps him current with his orders.

A22 JEWELER, The Sign of the Bracelet. Oric Chumley is a fair jeweler who makes a good living fashioning average jewelry of solid quality. He makes wedding rings, anniversary presents, birthday gifts, etc. for those who can't afford the more exotic items carried by Zolan's Gems (A25). His daughter, Rachael, a pretty girl of sixteen, tends the store while Oric takes lunch. As she is very flirtatious, business picks up about then. Chumley employs a day guard and a night guard--both use crossbow and broadsword and wear leather armor (FIGHTERS, LVLS 2-3, 12-16 HTK) (AK3)

A23 ALCHEMIST, Dreedle's Draughts. Neman Dreedle is a master alchemist, capable of creating all common, and many uncommon, potions, philters, draughts, powders, and salves. His prices come high, but his wares are guaranteed. He is often consulted by members of the Magicians Guild (C35) who need his skills. For his many courtesies to them, the Magicians Guild have fashioned a rather rude reception for thieves to protect his shop. Anyone attempting to enter after hours, without Dreedle's knowledge, will find themselves teleported to the heart of the Sunken Lands (approximately 200 miles east of the city). Only a Neutralize Magic spell on a door or window can defeat this enchantment. No one has ever tried to break in twice. Dreedle works for Kilrane House and keeps 2500 GP under a floorboard trapped with two poisoned needles (one in the board, one in the box containing the gold).

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A24 ARMORER, Sign of the Mailed Fist. Jock Lowery, an ex-soldier, is one of the better smith-armorers in the city. He caters to adventurers, as well as doing spot work for the garrison when Buford Bergoiny (Keep) gets swamped. His prices are high, but his work is expert. His chain is guaranteed not to rust for a full year after sale, no questions asked if returned. He is helped by his son Jake, a towering young man in his twenties. Jock was related by marriage to the Weral House but is now a widower. Jock (FIGHTER, LVL 5, 33 HTK) can use a smith's hammer like a mace, as can Jake (FIGHTER, LVL 3, 22 HTK)

A25 JEWELER, Zolan's Gems. While owned by Tasha Zolan (D32), head of the family since her father, Gregor (M2) retired, this store is run by her daughter, Tanya. The family fortune was made by Gregor, journeying as a young man with Aidan Kilrane's grandfather (then an aging explorer), discovered rare gems in the Sunken Lands. As many of the gems are unique, there is a great demand for Zolan Jewelry as far away as Rillanon, the King's City. Such rarities as Black Amber, Zolan (named after Gregor) -- a deep blue-green stone valuable to magicians, Dragon's Breath --a glowing, clear stone which radiates 'flame' color from deep within, and others adorn her wares. Security is maintained by enchantments placed upon the building regularly by the Magicians Guild (D18) to entrap thieves, a payoff regularly to the Thieves Guild (G14), and Mustafa, a bodyguard of unswerving loyalty. Mustafa (FIGHTER<Berserker>, LVL 9, 56 HTK) will attack at +4 (madness) should anyone attempt to harm Tasha or Tanya, +2 normally, with a flasher (two-handed scimitar); he wears leather armor.

A26 TAVERN, The Sign of the Blue Dragon (f5,l4). Nurmy Gottfried is brother to Sheldon (A21) the Glassblower and uncle to Rooney (H3) the Geologist. Nurm, as his friends call him, runs this clean, orderly inn. The rooms are spotless and while the building is not palatial, the food is some of the best in the city. The cook, Alteg Rakshan, is temperamental, but brilliant, and prepares a first class bill of fare every day. Many of the city's better families dine out here, so there is never a shortage of bodyguards to prevent trouble. On those rare occasions when none of the city's better residents are dining, order is insured by Hardon Cruiz, the bouncer, and his brother Merwin (AK13), the barman. Hardon and Merwin (FIGHTERS, LVLS 6-4, 44-31 HTKS) both wear Jack under their aprons, and carry billyclubs in their belts. If things get out of hand, there are swords, shields, and a heavy crossbow behind the bar.

A27 BARRELMAKER, August Obara, Cooper. August runs a thriving business as there is a great demand for barrels by Odanga House, for whom he works, because of their shipping line. He is a quiet man, given to long periods of silence, and yes/no answers. His wife Wilamina, to the contrary, is a gregarious woman who can chatter for hours.

A28 COPPERSMITH, Sign of the Copper Pan. Dooly Taltagorn, cousin to Hulan Taltagorn of Tulan, does good business despite the fact his work is mediocre. His son, Horace, shows promise, however, of becoming a first rate coppersmith, and many of the better jobs coming from this establishment are Horace's. (AK14)

A29 SILVERSMITH, Sign of the Pendant. Nikolai Zolan and his wife Natalya run this small shop. Several years younger than his brother Gregor (M2), Nikolai still produces the

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finest pieces of silverwork. He specializes in intricate pieces that use stones only as accents, rather than as the focus of the piece. Of their children Leonid, Olga and Gregor, only Gregor has become a silversmith. Leonid spends his time scheming to become crucial in the management of Zolan House, while Olga spins and weaves beautiful tapestries (J8).

A30 LEATHERWORK, The Sign of the Leather Belt. George Teach makes fine leather goods to order, as well as a variety of ready-to-wear items. He will make armor, though he prefers not to, for 25% above normal rates. His work is exceptional in both materials and workmanship. His dyed leather coats are the latest rage among the wealthy in town, and he is making dozens to sell downriver in Tulan, and west in Carse. Because he works for Kilrane House, he can obtain the unusual dyes that make his coats spectacular. **(AK12)**

A31 ENGRAVER, Ultac Alzimba. A close friend of Tuleg (A8), Ultac is also a Keshian by birth and works for Zolan House. Ultac does fine engraving for the wealthy of the city. His work is meticulous, and he has a large backorder. He specializes in commemorative gifts, engraved silver trays, special swords, metal plaques, etc. He will do a rush job for a 300% surcharge, over his normal rate of 5 SP per letter on common metals, 1 GP per letter on precious metals. Scroll work and the like run about 5 GP per inch. His son Landon is learning the craft. Another son, Hart, is a soldier in the garrison.

A32 COBBLER, Rolf's Boots. Rolf Jaren, younger brother to Miles (A1), runs this industrious business, specializing in making boots for the garrison, as well as to order for the citizens. He has three journeymen cobblers and seven apprentices working for him, and even exports ready-to-wear boots to outlying towns. **(AK11)**

A33 TAILOR, Sign of the Red Coat. Jarmy Lotts is a fashionable tailor, who specializes in high quality clothing for the rich. His work is better than average, but his prices are high even considering the quality. He annually takes a two month voyage to Krondor, the Prince's City in the Kingdom, to see what is being worn in court, then returns to start another fashion trend. While he is gone, his son, Falden, a master tailor in his own right, runs things. Jarmy's grandmother, Granny Lotts, lives with them and is the source of constant embarrassment to her grandson and great-grandson as she is constantly sneaking out to gamble, drink, and flirt with young men. Falden is forced to keep a close eye on the cashbox, for when she can find the funds, she visits the basement rooms in The River House (A15).

A34 SPICE MERCHANT, Herbs and Spices. Aidan Kilrane's son Aldyn runs this prosperous establishment. Both a shop and a distribution center for the unique herbs and spices brought out of the Sunken Lands by Kilrane House, the business keeps Aldyn and his wife Amaryllis constantly running. **(AK1)**

A35 PRODUCE, Sign of the Turnip. Morris Bergoiny, one of the many Bergoinys in the city, runs this clean, well-stocked produce store. His family has some holdings among the local farms, and he gets some of the best of the local produce for his store. His clients include the cooks of the better families in town. Unlike most of those in his family, he has no

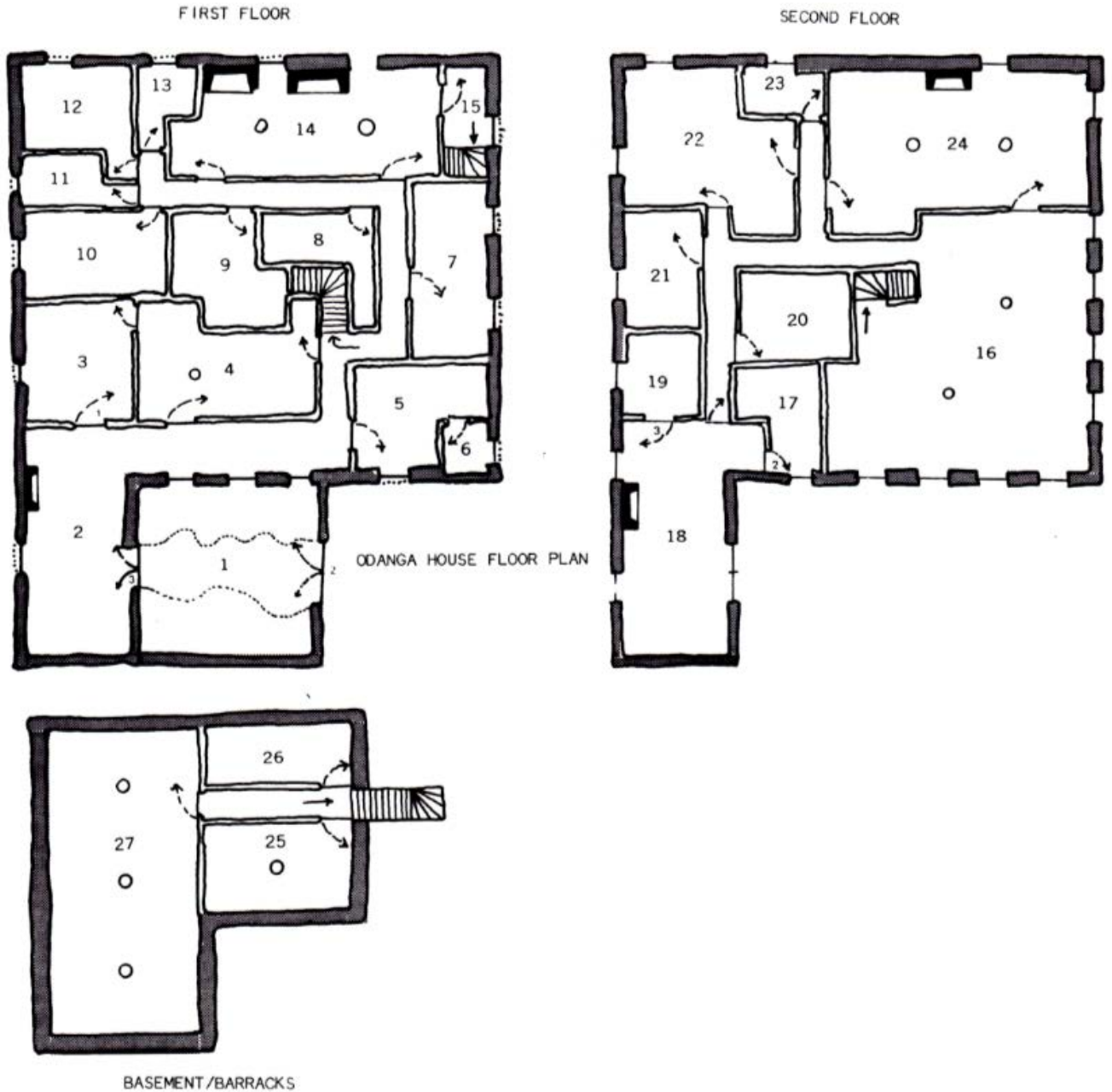
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political ambitions, and couldn't care less if the Bergoiny family becomes a House. This makes him one of the few members of his clan ever to be invited to parties held by the Houses.

A36 RES.

A37 RES, SCHOLAR. Nathan Chang is a near-sighted old man, with stooped shoulders, who keeps to himself, reading old tomes. Sergeant Stephen Shaloon (Keep), his only friend, drops in occasionally when off duty to discuss some new find or another. Nathan is the only man who has a good idea of the history of the Sunken Lands, but no one ever bothers to ask him. He lives off a fortune made by his father in illicit gem dealing, and as his needs are modest, the fortune will most likely outlast him. The money (3,200 GP) is kept in an old water crock by the door. (HISTORY OF THE SUNKEN LANDS: Once a range of mountains, called The Grey Towers, and valleys, they were reduced to their present state as a result of the combined efforts of the Magicians from Stardock to stop a massive invasion from another world during the last of the legendary Riftwars.) **(AK1)**

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ODANGA HOUSE FLOOR PLAN

1. ENTRYWAY. A small garden, entered through wrought-iron gates. The windows to the right are stained glass.
2. RECEIVING ROOM. Furnished with sofas and tapestries.
3. CONFERENCE ROOM. Used for private business talks.
4. DINING ROOM. Floored in intricate parquet.
5. BEDROOM. This is the guest's room.
6. BATHROOM. The guest's private bath.
7. LIBRARY. Shelves carry scrolls and books.

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8. BEDROOM. Head housekeeper's room.
9. BEDROOM. Bedroom of the cook and his wife.
10. BEDROOM. The head of the guards sleeps here.
11. BEDROOM. Maids' bedroom.
12. BEDROOM. Hernando Mult, House Steward's room.
13. BATHROOM. The servant's bath.
14. KITCHEN. The cook's apprentice sleeps here.
15. WINE CLOSET. The stairs lead to the basement/barracks.
16. LIVING AREA. This large room is used as an informal gathering place and workroom by the family and close friends.
17. BATHROOM. Cornell's private bath.
18. BEDROOM. Cornell's bedroom.
19. STUDY. Cornell's private study.
20. BEDROOM. Cornell's secretary/scribe's room.
21. STORAGE.
22. BEDROOM. Harvy Odanga's room.
23. BATHROOM.
24. BEDROOM. Reena Odanga and her nanny sleep here.
25. BUTTERY.
26. PANTRY.
27. BARRACKS. Mult's porters sleep here.

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City Section B

- B1 PHYSICIAN, Odell Tessler.** Tessler is an old, established physician who tends to the richer families in town. He knows his craft and his prices are fair considering his skill. He is training his grandson, Wheylan to be a physician. His son, Grandy, disappeared on an expedition into the Sunken Lands while working for Tasha Zolan, and Odell holds her personally responsible. Behind his quiet demeanor, he is the moving power in the Baronial League, for he feels if Zolan House and the other Houses were not so influential, then tragedies like his son's would not have occurred. His grandson is ignorant of his plotting.
- 82 RES, (BOTANIST), no sign.** Keith Solary is an expert on the plant life in the Sunken Lands, having made several journeys there in his youth. He can identify most any species of plant brought back, as well as explain their uses. He is often called upon to aid traders who are considering purchases of such goods, as well as working for Weral House in identifying and studying new trees for their lumber and lacquers. He is aided in his work by his wife, Harriet.
- B3 TAVERN, The Hummingbird (f6,16).** The finest inn in the city offers only first class accommodations at high prices to travelers. Rooms are clean, with private baths available, and the food is without comparison. James Taglis runs this establishment, but it is owned by the Odanga family, though this is not common knowledge. Entertainment is reserved, being provided by a trio of musicians who play softly. There are private dining rooms for those who wish to conduct business while dining, or others requiring privacy. Horses are stabled behind the building. There is rarely any trouble at the Hummingbird, so no bouncers are employed, though on the rare occasions there has been trouble, the gate guards, who are only two blocks away, respond quickly, as this is the Commander's favorite eating place in town. **(AK13)**
- B4 RES, (LINGUIST), no sign.** Roily Hostanza is a gifted linguist who makes his living translating for foreign traders. It is rumored he even knows the language of the savages of the Sunken Lands. He is a member of the Baronial League.
- B5 RES, (ASTRONOMER/NAVIGATOR), no sign.** Murdoc Bergoiny, head of the powerful Bergoiny family (father to Morris (A35), Ferd the Cartwright (A18), Shotz the Baker (C47), and Rand the Tavernkeeper (A6)), is a retired navigator who made his fortune in the spice trade years ago. He now concerns himself with two matters, studying the stars from his observatory in the nearby hills, and turning his quickly growing and rich family into a true House. Murdoc sees the day when old Harlon Weral (M1) dies as being the proper moment to claim House status (as Murdoc assumes Cullen Weral (C58) will not be able to hold Weral House together). Murdoc owns a minor share in most of the family's businesses, as it was usually his money which got his cousins, sons, nephews, and nieces their starts. He often is seen about the Keep where he is grudgingly invited by the Commander to offer an opinion after the heads of the Houses have responded. The other Houses both resent and fear him. He is actively trying to gain information about the Baronial League, trying to discover if they are a threat or can be used. His youngest son's daughter, Anna, keeps house for him. **(AK15)**

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B6 ODANGA HOUSE. Cornell Odanga, head of the Odanga Family Shipping Company (A9). Cornell started out as a river pilot and his knowledge of the river stood him in good stead in starting the family business. A rough-mannered man not unwilling to use unsavory methods in his business dealings, Cornell is a widower. His son Carson (A9), something of a business genius, has built up the business over the last ten years, making it one of the most successful enterprises in city. His oldest son, Morgath, runs a pawnshop (C30), and Grovner, the third son, is a cloth merchant (C43). His second son, Harvy, is expected to take over the shipping business when Carson opens the family business in Tulan. His daughter, Reena, lives with him and is one of the more eligible young ladies of the city. She is often courted by the sons of the more successful businessmen of Jonril. Aiding in Cornell's many enterprises is Jorman Taltagorn, cousin to Hulan in Tulan and brother to Dooly the Coppersmith (A28), often referred to as 'Odanga's man'. There are many servants in the household, overseen by Hernando Mult, the house steward. Mult's servants includes two dozen "porters" all over six feet tall, armed with "walking sticks" and brass knuckles. They supplement the 10 guards allowed by the Commander for each House, and upon occasion are overzealous in "protecting" the "good name" of Odanga House. Outside the house the porters are referred to as Mult's Maulers. Security is maintained by the ten guards, on duty around the clock. "Porters" (FIGHTERS, LVL 2, (24) 8 X 15-10-8 HTKS) are all armed with batons (small clubs). Guards (FIGHTERS, LVL 2, (10) 2 X 15-12-11-10-9 HTKS) are all armed with broadswords, spears, bows, shields, and wear chain (AR.4). **(AK3 AK4)**

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The LaMutian Quarter (C12-C29, See also D1-D15)

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| <p>C1 RES
C2 ROPE/NET MAKER, Sign of the Net
C3 empty
C4 POTTER, Phillips' Pots
C5 TAPESTRY MAKER, Sign of the Bobbin
C6 GAMBLING HALL, The Hall of Chance
C7 RES
C8 TAVERN, The Castle and Flag
C9 BOWYER/FLETCHER, Sign of the Bowman
C10 ARMORER, Sign of the Breastplate.
C11 CARPENTER, The Sign of the Sawhorse
C12 ALCHEMIST, Sign of the Mortar and Pestle
C13 RES
C14 STABLE, Bargain Rates Stable
C15 RES
C16 PERFUMER, Hall's Fine Perfumes.
C17 FURRIER, Frugath's Imported Pelts
C18 HIRING HALL, The Expedition Hiring Hall
C19 MONEYLENDER, Sign of the Coin Pouch
C20 TAVERN, All Roads Tavern (L4,F4)
C21 Empty
C22 Empty</p> | <p>C23 ROPE-NET MAKER, The Sign of the Turnbuckle
C24 EXOTIC ANIMALS, Gregor's Menagerie
C25 MASON, Matthew Gwillian, Master Stonemason
C26 PAWNSHOP, The Sign of the Open Purse
C27 STABLE, Shagnasty's Stable
C28 BROTHEL, The Perfumed Dawn
C29 PRODUCE/DAIRY, Ildarine's Corner
C30 PAWNSHOP, The Fair Trader
C31 LOCKSMITH/CLOCKMAKER Locks and Clocks by Kilrane
C32 CABINET MAKER, The Sign of the Gouge and Saw
C33 GUARD POST
C34 MONEYLENDER, Sign of the Gold Piece
C35 MAGICIANS' GUILD, no sign
C36 TEMPLE, Tith/Onanka
C37 COPPERSMITH/TINKER, The Sign of the Taphammer
C38 SCRIPTORIUM, The Sign of the Inkpot
C39 SHARPENER, Sign of the Stone Wheel
C40 FREIGHT SHIPPER, Zolan Freight</p> | <p>C41 EXOTIC ANIMALS, Maloy's Animal Shop/The Sign of the Dancing Monkey
C42 RES
C43 CLOTH MERCHANT, Sign of the Cloth Shears
C44 RES
C45 RES
C46 WHEEL/CARTWRIGHT, The Sign of the Wheel
C47 BAKER, Millstreet Bakery
C48 RES, STEERSMAN
C49 RES, INTERPRETER
C50 PERFUMER, Tad's Perfumery
C51 empty
C52 SCRIBE, Sign of the Parchment.
C53 COBBLER, Sign of the Boot
C54 TAVERN, Sign of the Three Dragons
C55 WEAPONS MAKER, Sign of the Sword and Dagger
C56 STABLE, Sign of the Donkey Cart
C57 CANDLE/LAMPMAKER, Sign of the Candle
C58 ALCHEMIST, Sign of the Tree
C59 MUSICAL INSTRUMENTS, Sign of the Flute</p> |
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City Section C
(Merchant)

C1 RES

C2 ROPE/NET MAKER, Sign of the Net. Grover Matuk makes good quality nets and ropes for the local fishermen and boat/barge operators, as well as for his employers at Zolan House. His son Stanley apprentices to him, as does Jacky Packer, an orphan boy.

C3 empty

C4 POTTER, Phillips' Pots. Rudolph Phillips makes good quality pottery and sells them at reasonable prices. His daughter Myrtle waits upon customers, and the homely girl is on the lookout for a husband.

C5 TAPESTRY MAKER, Sign of the Bobbin. Ilsa Zolan has made a name for herself in Jonril as the best weaver of the thick tapestries that make the nicer homes pleasant during the winter months. Sister to Tasha Zolan (M2), Ilsa never married, although she raised several orphans. A journeyman weaver and four apprentices aid in producing the intricate tapestries for which Ilsa is known. Her cousin Olga (J8) spins much of the wool she uses.

C6 GAMBLING HALL, The Hall of Chance. Norton Grimes operates this enterprise. As it is the only honest gambling hall in the city, Norton works hard to keep the games on the square. He is resisting attempts by the local thieves (G14) to infiltrate his operation, and so far has succeeded, despite several attempts upon his life. For this reason, and to keep an orderly place, weapons are not allowed in the hall, and order is kept by 12 large and loyal mercenaries. There are four of them on duty at all times, and four others can come within minutes if called. Strangers are closely watched, for Norton fears assassination. He has not left the building for seven years. Bodyguards (FIGHTERS, LVL 4, 31-30-28-21-22-27-22-21-19-32-27-29) are all armed with swords, shields, bows, billyclubs, and wear chain. (AK13)

C7 RES

C8 TAVERN, The Castle and Flag (f2,13). A favorite hangout for off duty soldiers, this tavern is run by Greeson Marks, a former Sergeant of the garrison. He retired when Pergorny was given command of the Third. His tavern tends to be somewhat rowdy, but little beyond a friendly shoving match is allowed to occur. The local soldiers know the rules and will quickly quell any trouble rather than risk having the tavern placed off limits. Entertainment tends towards the risqué, with dancing girls and bawdy storytellers. Five waiters, all former soldiers as well, offer quick service. The food is poor, but the rooms are clean if not fancy. Marks (FIGHTER, LVL 7, 49 HTK) keeps a broadsword and shield within reach under the bar, and his waiters (FIGHTERS, LVL 2, 12-14-11-15-9 HTKS) all carry billyclubs under their aprons. (AK13)

C9 BOWYER/FLETCHER, Sign of the Bowman. Arsen Carbon is an outstanding bowyer, and indifferent fletcher. As a result his bows are in demand and he can barely give away his arrows. Part of his success stems from the unusual woods available to him through his

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employers at Weral House. Bows are a bargain at normal prices (15% PROB. of any one bow purchased being so accurate it is +1). Arrows are all -1 due to poor construction (10% PROB. of head coming off, no damage). His son Walken is learning the trade from his father (though he is secretly learning fletching from Halsten Fletcher (D27)).

C10 ARMORER, Sign of the Breastplate. Arnold Sharp is a good armorer who sells all types of armor at normal rates. Arnold is married to one of the many Weral nieces, a dark-haired girl named Tressa. He occasionally (PROB.=40%) carries leather armor lacquered with Cullen Weral's latest experiment. This armor is dyed colorfully and costs $d6/2 \times 100$ GP. A given suit protects as well as (1d8): 1-2=jack; 3-5=leather; 6-7=scale; 8=chain (it always restricts movement and weighs like leather). His son Sheldon, a journeyman, and his apprentice grandson, Arnold II, work the family trade.

C11 CARPENTER, The Sign of the Sawhorse. Johanne Trusdle, cousin by marriage to Cullen Weral (C58), operates this successful carpentry shop with his son, Harmon. Johanne is a tall, friendly fellow who does journeyman work at fair prices. His son is outspoken about the unsavory reputation of Odanga House, as he was once beaten by members of that House, while drunken after a celebration. **(AK14)**

The LaMutian Quarter (C12-C29, See also D1-D15)

C12 ALCHEMIST, Sign of the Mortar and Pestle. Penhallow the Scant der LaMut is an emaciated old man with patchy white hair and brown wrinkled skin, looking something like a skeleton with brown leather stretched over it. The front of the shop is a well stocked apothecary and the back is where he renders, condenses, distills, and packages potions made from Sunken Land materials. In the secret basement below the shop, Penhallow experiments on strange new potions and powders as well as some humans, his work being subsidized by Tricks and Traps Inc. der LaMut (D3). Penhallow is somewhat anti-social and gruff in manner, though he becomes warm and welcoming to those referred to him by Aldwen Byrncock (026), many of whom become subjects for his experiments. He is very friendly also to Purple Hunters (see Expedition Table, C18) and will pay 5,000 GP for a set of fresh purple glands in season. He bitterly resents Gregor the Bald der LaMut (C24) who often competes with Penhallow at auction for exotic animals from the Sunken Lands. Penhallow's only social contact outside the LaMutian Quarter is Horace Mugrey (E12) who he meets with from time to time to discuss business or alchemy. **(AK1)**

C13 RES. Penhallow the Scant der LaMut (C12) lives here.

C14 STABLE, Bargain Rates Stable (S3). Arturo der LaMut operates this stable, providing care and feeding for horses and other beasts of burden. He operates at a loss, charging only 1/2 normal rates to attract business to the LaMutian Quarter. He is subsidized by the rest of the LaMutian community. Hrodnovar the Sadistic (C20) keeps his warhorse and lance here, and Arturo will prevent anyone from touching either.

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C15 RES. Bulvoy der LaMut, a giant-rat handler lives here. Bulvoy trains the giant LaMutian rats as trackers, guard-animals, and pets. He does a steady business, but as of yet giant rats haven't caught on as pets outside of the LaMutian community.

C16 PERFUMER, Hall's Fine Perfumes. Hall der LaMut is the only competitor to the Kilrane House's perfume monopoly in Jonril. He depends upon adventurers bringing him the rare ingredients he needs for his wares and occasionally will outfit his own expedition, assuming he can find a non-LaMutian to run it he feels he can trust. He is a shrewd businessman (even by LaMutian standards) and is often one of those chosen by the rest of the LaMutian community to act as a spokesman.

C17 FURRIER, Frugath's Imported Pelts. Frugath der LaMut and his wife Katala operates this furrier's shop. Frugath makes coats, lined boots, and other common items, as well as specialty items to order. He also will pay highly for special, rare furs, for his work is prized among the richer inhabitants of Jonril. A fair amount of his wares are shipped to LaMut each year, so his stock on hand always is large.

C18 HIRING HALL, The Expedition Hiring Hall. The Expedition Hiring Hall is the hub of the LaMutian community in Jonril. Here adventuresome souls can organize expeditions to the Sunken Lands or sign on to already organized expeditions. The only prohibition for employment is no Quegan will be allowed to use the facilities of the Hiring Hall. A large, open, crudely furnished room, dominated by a single large counter, is the scene for all transactions. Over the counter, serviced by six clerks, hangs a large sign displaying information on expeditions, including departure date, positions open, pay rates, and expedition leaders. This information will be read aloud every half-hour for the illiterate. At one end of the counter, veterans of returning expeditions can be seen getting paid off in carefully measured amounts of gold, while another line is reserved for those seeking to sign on for new expeditions. For those wishing to head up their own expedition, the standard fee is 250 GP plus 2% of the take, paid to the Hiring Hall. Overseeing this hall is Wolfgang the Grim der LaMut, a former explorer who was the first LaMutian to enter the Sunken Lands from Jonril. A tall soft spoken man, he is still a powerful figure despite his age. Wolfgang is aided in running the hall by Gandorf, Huglin, and Sherwyn, all der LaMut, and Rolf Wriggins, Harry Oscarson, and William Smithson.

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The Expedition Hiring Hall

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EXPEDITION TABLE

1D4 Expeditions will be outfitting each week. Roll for number of expeditions, then on table below for each type.

ROLL	TYPE OF EXPEDITION	DESCRIPTION	HIRING
01-30	Caravan	Carting goods along established routes from Jonril to Kingdom Cities (not high pay, but a safe way to travel). Those interested are referred to the Caravanserai south of the city.	Guards (20-40 GP/week) Wagoners (5-15 GP/week)
31-50	Rare wood	Finding, felling, then hauling and rafting rare and exotic trees from the fringes of the Sunken Lands (a relatively gentle, if backbreaking introduction to the area).	Combined Guards/Laborers 30-50 GP/week + bonuses
51-70	Exotic Herbs, Spices, Perfumes	Expedition requires deeper penetration into the Sunken Lands (more dangerous than above. Much work is done by Giant Trained Rats, who can arouse the local animals).	Guards (30-50 GP/week) Special animal handlers: Rat Wranglers (40-70 GP/week plus share of take (e.g., 10% distributed among the Wranglers)
71-80	Giant Spider Silk, Giant Crocodile Hides	Deeper penetration still into Sunken Lands. High Risk	Physicians, Guards, Hunters, Magic Users, Clerics (pay varies 30-100 gp/week)
81-86	Trading	The deepest normal penetration the Sunken Lands. Trading	Generalists: Merchants, Linguists Skilled Guards (pay varies, 75 GP/week or more, + share of take)
87-90	Exploration	A rare and dangerous undertaking to explore and map the inner reaches of the Sunken Lands. Tracking down rumors, myths, and legends. (Extreme risk, unknown profits)	Cartographer
91-100	Special, Purple Hunt*	A GM developed special	As appropriate

***Purples** are very large, very dangerous, four-armed, long fanged creatures. (PURPLES/AR 5/7d8 HTK/LARGE/4 CLAWS, 1 BITE /1d6, 1d10 DAMAGE/NO CLAWS HIT THEN NO BITE; ANIMAL INTELLIGENCE; TWICE NORMAL HUMAN SPEED; ALONE OR MATED PAIR ONLY; THROW 1 SMALL BOULDER (3d6 DAMAGE) PER ROUND AS PER CROSSBOW -2 TO HIT;

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FIGHT UNTIL 80% HITS TAKEN THEN FLEE; IF WITH CUB ALL ATTACKS ARE +4 AND FIGHT TO DEATH) They are the only known source of permanent, non-fading purple dye. An extremely concentrated substance is extracted from a pair of glands in the mature, female purple (you can't tell male from female without a close examination). With the proper manipulations, the substance from one pair of glands will produce enough concentrated purple dye to dye a hooded cloak. Hunters tend to be well trained, and form well organized parties; it is not unusual to see ten men going after a purple.

C19 MONEYLENDER, Sign of the Coin Pouch. A solidly built brick building with narrow iron banded windows and a solid oak door, this institution is operated by Efrem der LaMut. Efrem is an always neatly dressed, slender man with a ready smile. He is assisted by two clerks, Albin Gritty and Ariad the Younger. Efrem keeps a loaded heavy crossbow and a broadsword below the counter. The clerks carry daggers. There are 1d10 mithril, 2d20 platinum, 10d% GPs, 10d% SPs, and 10d% CPs on hand, kept in a locked box (three locks) bolted into the counter. There will be 1d10 times this amount available for big loans, locked away in a secret compartment (six locks) in the floor of the building. No magic spells or items work within the confines of the building (a permanent Neutralize Magic spell) and at night an iron portcullis is lowered behind the door. At night two giant weasels, leased from Gregor the Bald der LaMut (C24), are allowed to roam free in the building. Loans of up to 10,000 GP are made against property and are charged 1% per week on the unpaid balance. Gems and precious metals can be assayed here for 5% of value (ore is assayed at 10 GP per kilogram). Goods can be stored for a fee (usually 10 GP per cubic foot per week) in the strongbox below the counter. Loans for expeditions can be made if a LaMutian sponsor, or character reference, is involved. Rates vary with experience, success rate, and value of goods recovered, but are never less than 10% of total gross profits. Efrem has Hrodnovar the Sadistic (C20) on retainer to chase down anyone who tries to skip out without paying Efrem his share. Any party underwritten by the moneylender gets a 10% discount on goods at Baldwins Outfitters (D13). Efrem (MERCHANT, LVL 4, 11 HTK) is +1 to hit with the crossbow due to COORDINATION, but -1 with the broadsword due to low STRENGTH. The clerks are all non-fighters, LVL 0, but with 4 HTK and normal attacks and damage with dagger.

C20 TAVERN, All Roads Tavern (L4,F4). Alfain the Generous der LaMut, a canny businessman of warm demeanor and hearty appetite runs this inn, catering to most of those who inhabit the LaMutian community of Jonril. Alfain provides better than average fare at meals due to his own appreciation of fine cooking. This is by and large the reason he is accounted one of the fattest men in Jonril. His reputation for generosity is due, in part, to his adoption of three local orphans, Jon, Konin, and Anita. Gus, his younger brother, handles his business accounting, and Gertrude, Alfain's wife, oversees the kitchen. The name 'All Roads' comes from an old saying, "All roads lead from LaMut", which is either a commentary upon LaMut's position as the cultural center of the known world (LaMutian view) or a commentary on LaMut's being the last place anyone would wish to be caught dead (most everyone else's view). The main floor of the inn includes the tap room, the kitchen, and a private room. In one corner of the tap room a sand pit stands where those who wish can brawl for wagers, or bet on those who do. A busy inn, the All Roads is inhabited by locals, LaMutians, and some special brands of characters, including Purple Hunters (see 018), rat handlers, and other regulars. The regulars include

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Turpin of Yabon (AK1), Oaks Hillman the Hadati (AK1), Una Windwing (AK1), and Hrodnovar the Sadistic. No one knows much about Hrodnovar, except he is LaMutian, but he never uses the der LaMut title. He can be found most nights in his chair, in the most remote corner of the tap room. At his feet are two very large dogs, Gnawer and Gnasher, who growl whenever strangers approach the table. Hrodnovar is a reclusive man who will only tolerate conversation when whoever seeks him out comes directly to the point and is brief. Any attempts at casual conversation will result in his leaving, or if restrained, fighting. The LaMutian community provides for all his needs and he will undertake whatever unpleasant, but necessary, job the community requires. It is rumored he was once a LaMutian Monster Hunter, but now he hunts only men. Hrodnovar (FORESTER<Bounty Hunter>, LVL 10, 51 HTK) carries an EVIL BROADSWORD +2 to Hits and Damage, with SPELL SHIELD POWERS, wears chainmail, and carries a shield and four throwing daggers. He wears a RING OF CANINE CONTROL. His Beasthounds (DOGS/AR=2/3HD, 14,16 HTK/1 BITE/1d6/19+ on d20 = Throat wound) will become enraged if he is attacked and will become uncontrollable if he is killed or his ring destroyed. Hrodnovar keeps a light warhorse and lance at The Bargain Rates Stable (014).

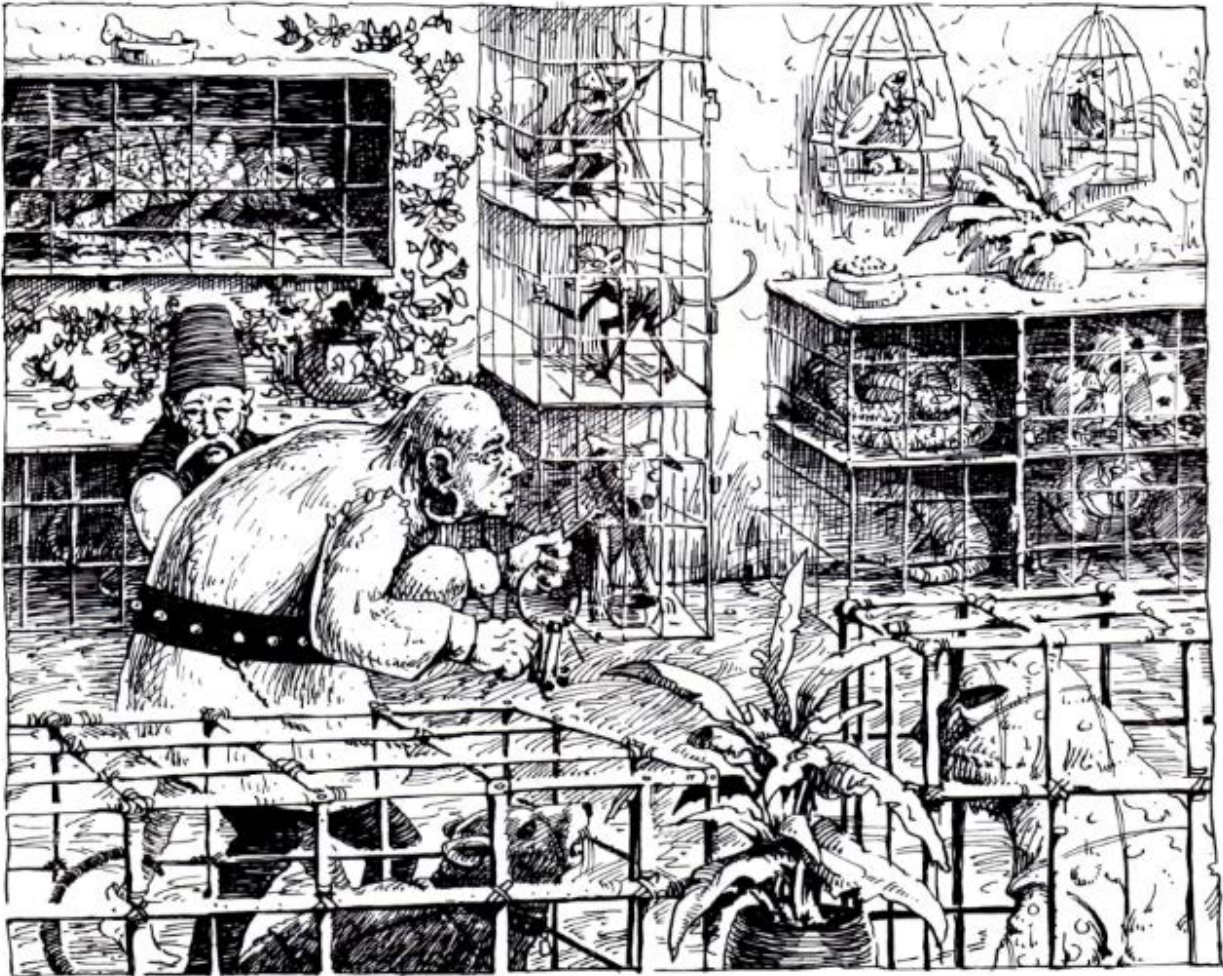
C21 Empty

C22 Empty

C23 ROPE-NET MAKER, The Sign of the Turnbuckle. Simion Gelfans runs this well stocked store, providing all normally needed ropes and nets to rivermen, travelers, freighters, and hunters. He also can make special orders, though the time required can be quite long. This business is partially owned by the Odanga House, and Simion is an House Associate.

C24 EXOTIC ANIMALS, Gregor's Menagerie. Gregor the Bald der LaMut operates this dim, cage filled shop. The door is always closed, but not locked during the day. Inside, the rows of cages are separated by rows of growing ferns, giving the place a strange, jungle-like atmosphere. Gregor moves silently among the plants and animals, a huge man, who is permanently stooped over (the rewards of a particularly dangerous expedition in search of a dragon's egg. Mother dragon was not amused). He is helped in his business by the Alswaybarda brothers, Dreff and Hoggle, who have little in the way of personal charm, but who have a knack with animals. The Alswaybarda brothers are often seen on the streets of town, trying to interest buyers in assorted animals, leading them back to the shop when they find a likely customer. **(AK13)**

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Gregor's Menagerie

C25 MASON, Matthew Gwillian, Master Stonemason. Matthew Gwillian is the operator of, and minor shareholder in, this establishment. He provides the majority of fine finished stone work (facades, polished floors, etc.) in Jonril and exports polished stones by river barge to Tulan for shipping to the Kingdom. His sons Jerome and Jeffry are both Journeymen Stonemasons, and his grandson Harl is an apprentice. He occasionally employs Egar Fordoony (G1) for decorative work. A widower, Matthew is still looking for another wife, primarily for domestic needs, but he is such an irascible old curmudgeon there is little likelihood he'll find one. The Odanga House owns the majority interest, and Matthew is a House Associate.

C26 PAWNSHOP, The Sign of the Open Purse. Aldwen Byrncock der LaMut, a slight, smiling grey faced little man who is given to cackling when conducting business, a fact which has caused some discomfort in his clientele. For those in dire straits, he will refer them to Penhallow the Scant der LaMut (C12) as "candidates" for experiments, quick money for those who have little regard for their own general health. Goods can be placed in pawn for a period of 30, 60, or 90 days for 1/3rd, 1/5th, and 1/10th value respectively (the longer in pawn, the better chance of reclaiming). Those goods not reclaimed in the designated time will be put up for sale. He has a strange assortment of goods out of pawn, all priced for quick sale, and will

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haggle over most *any* item. Aldwen employed the services of a Lesser Path Magician a month ago to send bad dreams to Morgath Odanga (C30) his only competition in Jonril. Included among more common items are: 1) a broadsword reputed to be magical, but not noticeably so (BROADSWORD +2, WITH A SPELL OF FLYING) which has been deadened by a NEUTRALIZE MAGIC spell. If only the neutralize spell is removed, the sword becomes active. 2) A bag of 100 stones (1 Dragon's Breath covered in dried mud and worth 1,000 GP is numbered among the common stones) 3) a device of unknown origin (it is a Tsurani artifact, a CUBE OF BLACKNESS -fifteen seconds after activation it sucks in all living matter within 50'; disappearance is instantaneous and the duration of the effect is 10 minutes, after which cube reappears. The matter is destroyed.)

C27 STABLE, Shagnasty's Stable. (S2) Bolivar Shagnasty, a red-headed, happy fellow given to heavy drinking, runs this poor stable. He loves horses, but is usually too drunk to provide little more than cursory service for the animals left here. He is an employee of the Kilrane House, who loaned him the money to buy the stable, foreclosed on him when he couldn't meet the note, and is now looking for someone to replace him. Samuel Warren, an orphan boy, helps Bolivar around the stable.

C28 BROTHEL, The Perfumed Dawn. Edgar Shilbrin, brother-in-law to Nelson Odanga (D14), and a rough looking, but soft-spoken man oversees the daily operation for this Odanga House enterprise. A clean, quiet establishment, The Perfumed Dawn caters to those who prefer their entertainment sedate and personal. Soft music fills the air as strolling musicians play in the halls and the small garden behind the building. The girls are all pretty, though not the beauties found at The River House (A15). Occasionally a drunk or celebrating gambler might cause a little trouble, but Edgar and his three 'housemen', all Odanga guardsmen, quickly restore order. The Housemen (FIGHTERS, LVL 2, 12-13-10 HTK) wear no armor, but have swords and shields close at hand. (AK3 AK4 AK13)

C29 PRODUCE/DAIRY, Ildarine's Corner. Ildarine Albardis runs this prosperous produce and dairy shop off the market square for the Zolan House. A swarthy immigrant from Kesh, he is a slight man with a drooping left eyelid. Ildarine speaks with a heavy accent, but uses only the most formal sounding speech, as if learned from a well-educated scholar. Produce and dairy products are always fresh and the prices are normal, except for occasional shortages in one or two items. He will pay well for any fruits or vegetables of high quality. Ildarine will not buy the occasional out-of-season produce brought into town, for he assumes magic was used in the growing (he doesn't believe anyone would go to the trouble to build a hothouse) and is sure all such grown goods are cursed.

C30 PAWNSHOP, The Fair Trader. Morgath Odanga, son of Cornell (B6) and older brother to Carson (A9) runs this Odanga House enterprise. Morgath is in some disfavor with his father, who sees him as being a wastrel (which isn't true) and not too bright (which is true). Morgath is married to Silvie a pretty, but not too intelligent (she makes him look like a genius) young woman. On those occasions when Morgath is out of the shop, Silvie can misquote prices by as much 50% high or low (Roll d% and d6. $d\%/2 = \text{error in price}$ 1-3 on d6 = price low, 4-6 = price high). Morgath's terms are the same as Aldwen Byrncock's (C26), but he

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can be easily bargained into a better deal. Morgath has been bothered for the last month by nightmares of being chased by giant LaMutian rats and believes Aldwen is somehow responsible for the dreams, but doesn't know how he does it. Morgath would pay handsomely for anyone who can come up with a way to put the LaMutian pawnbroker out of business, but he's afraid to bring up the subject for fear his father will disown him (Odanga House-LaMutian relations are especially tranquil at present). There is a 65% PROB. of nearly any common household item being out of pawn and for sale, and a 45% PROB. of travel gear (backpacks, rope, spikes, waterskins, etc.) being out of pawn. **(AK3 AK4)**

C31 LOCKSMITH/CLOCKMAKER, Locks and Clocks by Kilrane. Kenneth Kilrane, favorite nephew to Aidan Kilrane (M3) and son of Tad (050), runs this slightly odd (by Jonril standards) business. Indulged by his uncle, Kenneth, a handsome, slender young man of happy demeanor, spends his time inventing new and better locks and clocks. His clocks are all gathering dust on the shelves, for while they are beautiful made and finely crafted, they all tell time poorly. Kenneth admits this to anyone who asks, for his passion is locks. He does little business in these goods as well for most people in Jonril don't trust locks that aren't large and heavy. Kenneth's tend to the small and ingenious. His two steadiest customers are Hulon the Furious der LaMut from Tricks and Traps (D3) and Swerth (the Roach) from the Hanging Lantern (G14), who represent two factions in town interested in keeping abreast with the state-of-the-art in security devices.

C32 CABINET MAKER, The Sign of the Gouge and Saw. Scalbin Drustin, a quiet, leathery faced old man, operates this Weral House business. He is the only Master cabinet maker in Jonril and is related by marriage to the Weral house. A widower, his late wife was niece to Harmon Weral (M1) who disapproved of the marriage due to the age difference between Scalbin (who is Harmon's age) and his late wife, Katrina. Scalbin is an expert in the preparation and use of resins and lacquers for treating wood. He has developed a full dozen strange and beautiful processes for preparing wood, using resins from the Sunken Lands. His work is much in demand throughout the west of the Kingdom, and it is for this reason Scalbin is afforded a place of influence in Weral House. **(AK1 AK14)**

C33 GUARD POST. A detachment of 20 garrison guards are always stationed around the market, and this small building serves as their headquarters. One of the company sergeants will always be on duty here during the day, there is a 30% PROB. a lieutenant will be here, and a 10% PROB. a captain will be in the building. Anyone arrested in the market area of the city will be brought here first, as the duty sergeant has the right of low justice (see the Introduction, Justice in Jonril). Should the charge warrant, the sergeant will have the accused bound over to the captain on duty at the garrison or the Commander himself. At night the building is a local guard station with ten guards on duty under a corporal. Anyone arrested by a regular patrol at night is taken to the garrison. **(AK8 AK13)**

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C34 MONEYLENDER, Sign of the Gold Piece. Murdoc Kilrane, cousin to Aidan (M3), and one of the richest members of the family, runs this prosperous moneylending establishment. Murdoc is a red-faced, stout man, given to loud laughter and friendly manners. He is a shrewd businessman who has seized upon several opportunities in the past to make his fortune and now has enough capital to be a major factor in Kilrane House decision making. He has actively opposed Aidan on several policy matters in the past and seems intent on becoming the power in the family. He loans money at high rates (2% per week on the unpaid balance) and give no discount to family members (outside of House business), which has earned him some bad blood among his relatives. But he is willing to back a 'long shot' scheme (at premium rates of 4%), and most have paid off for him in the past. He is helped in the running of his business by Asharna, his daughter, and Gwynath, his second wife, a beautiful young Natalese girl only a year older than his daughter. His second wife is expecting a baby and Murdoc is hoping for a son. (AK7)

C35 MAGICIANS' GUILD, no sign. This nondescript, but large, building houses the local magicians' guild. There is a small door on Merchant's Road with a bronze plaque and a bell cord. The plaque reads 'Information' in the King's Tongue, Common, Keshian, LaMutian, Quegan, and Natalese (if one looks closely at the seemingly random scratches at the bottom, they are 'Information' written in Tongue of Evil). At this door, non-magicians can enquire into matters magical, or see if a particular magician is in residence. Only magicians may enter the other doors into the building and only guild magicians are admitted to all areas of the building. Guild members may use the full resources of the guild to do research. There is a quick teleportal in the building to the guild headquarters in Stardock as well as to the guild office in Carse. Locals have long since given up on trying to guess where all those magicians who wander in and out of the building come from. There are mostly visiting magicians staying in the guild, seeking to study strange phenomena from the Sunken Lands.

Some Notable Members Of The Magicians' Guild

Kasbiat the Dark, the Guildmaster. Kasbiat is a Keshian who has been living in Jonril for nearly thirty years. He is a short, slender man of unknown age. His hair is nearly white and his skin is very wrinkled. He is one of the most powerful mages in the west, but has chosen to live in Jonril due to its somewhat isolated location. He has little use for Zelhile the Mighty, the Guildmaster in Carse, and the other magicians who are caught up in Guild Politics. He is an expert on Tsurani magic artifacts and other relics from the Riftwars. Kasbiat (GP MAGICIAN, LVL 8, 29 HTK) carries a READ THE PAST AMULET, and a RING OF READING LANGUAGES

Shrowsby the Fat. The Guild Recorder and Historian, Shrowsby is a friendly, well-liked, but disorganized man. The guild records are in a constant shambles, which is fine with Kasbiat, for it keeps the guildmasters in Stardock somewhat at a loss as to what is going on in Jonril. Shrowsby has one redeeming virtue, besides his amiable nature. He is genius at understanding artifact magic, being a gifted Lesser Path Artificer. He can repair magic devices that others would deem hopeless, and but for lack of time, could build nearly any device thought of. He speaks Dwarvish, as he has worked in the past with dwarven weapons makers fashioning magic

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weapons. In a drawer in his office, under a pile of papers, he has a RING OF ONE LESSER WISH, something he made on commission years before. It was never picked up and he's forgotten it's there. Shrowsby (LP MAGICIAN, LVL 5, 17 HTK), is a Life Dedicated, Owl totem, and has a TOOL OF FIXING (can repair any broken, but repairable, non-magical item -- wood, metal, leather, etc. in 1/2 normal time, no experience necessary).

Vangalath the Gaunt der LaMut. Vangalath has been living in Jonril for three years now. He is a welcome addition for his two permanent companions, for he is nearly consumed with his avocation, fine cooking. In spite of his thin, nearly cadaverous appearance, Vangalath can out-eat nearly anyone in Jonril. But his passion isn't simply for food; he is a gourmet chef. He is constantly experimenting with new spices and wines and the kitchen in the basement of the guild is almost always in use. The few invited guests who have dined at the guild over the years state Vangalath is the best cook in the city. Lately more and more magicians have been popping in from Carse for dinner, and Kasbiat is thinking of sending Vangalath home to LaMut for a visit until the influx of magicians each evening stops. Vangalath (LP MAGICIAN, 4 LVL, 12 HTK), who is Earth dedicated and a Weasel totem, has a case of rare wine in the cellar valued at 12,000 GP (1,000 GP per bottle).

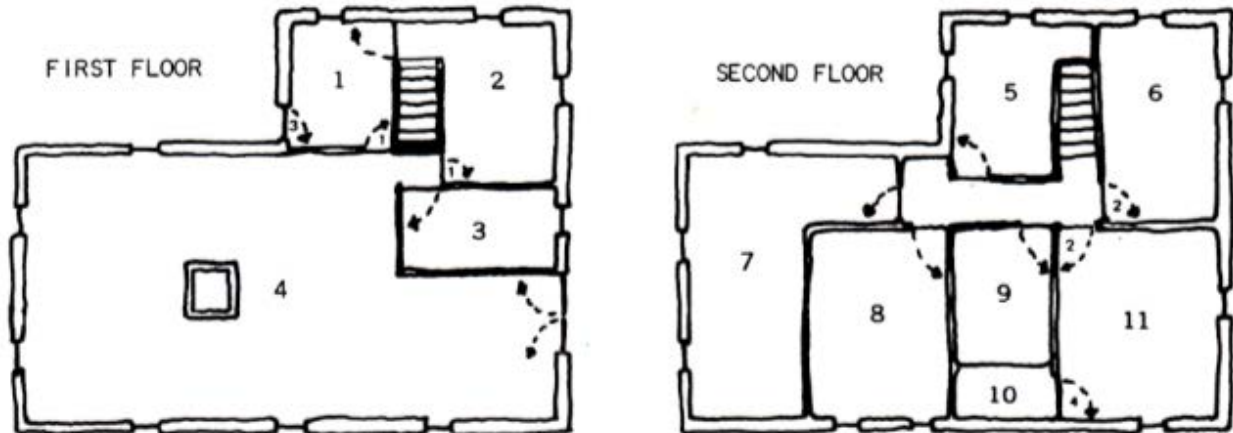
Gorman the Mirthless. This tall, thin, stern-faced man is an expert in strange magic though less specialized than Kasbiat. Gorman is very interested in any information regarding Shamanistic magic among the tribes of the Sunken Lands and other remote areas, as he is preparing a book on the subject. He also considers himself an expert on rare magic writings (justified) and on strange magic devices (unjustified). He will often trade more common magic services for rare magic scrolls and devices. Gorman (G.P. MAGICIAN, 4 LVL, 10 HTK) has a READ MAGIC AMULET, a RING OF FIRE PROTECTION, and a PORTABLE SAFE.

Sheila of Hoxley. Sheila is a moderately attractive young woman lately come to the guild from the village of Hoxley where her magic abilities were discovered. She is training under Kasbiat until he can ascertain whether she is better suited for training in the Lesser Path or Greater Path, at which time he will send her to Stardock. Sheila has yet to learn her first spell.

C36 TEMPLE, Tith/Onanka. This is the temple to the GOD OF WAR, worshipped in one of two guises, Tith The Tactician, and Onanka the Happy Warrior. The soldiers of the garrison tend to worship Tith, while most other fighters tend to worship Onanka. The temple is divided by a center aisle, facing the twin aspects of the god -- a statue showing a soldier on the right and a warrior on the left. The temple is supervised by Father Holgreth, a tough former soldier who took vows late in life. He is helped in running the temple by Father Almiat, Father Griven, and three acolytes, Brothers Mark, Horton, and Selvin. The three priests (CLER1CS, LVLS 5-4-3, 31-22-18 HTKS) all wear chain mail as part of their normal clerical garb and carry maces and shields except when off duty. The Brothers (MONKS, LVLS 3-1-1, 13-5-4 HTKS) carry staves, wear robes and sandals. Beneath the shrine to the god is a chest with 1,400 GP in this year's votive offerings.

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Temple of Tith / Onanka



1. **PREPARATION ROOM.** Here the priests store their vestments and relics used in their ceremonies.
2. **KITCHEN.** Here the priests prepare and eat their meals.
3. **STUDY/OFFICE.** Father Holgreth uses this room for his work and for private consultations.
4. **NAVE.** Here services are held frequently for those who worship TITH and those worshipping ONANKA. The statue in the center is double-faced; one side is a happy warrior, the other a grim soldier.
5. **PRIVATE CHAPEL.** Here the brothers worship.
6. **TRANSIENT'S ROOM.** Here followers of the temple may spend a night in return for a few chores.
7. **BEDROOM.** The three acolytes share this room.
8. **BEDROOM.** Fathers Almiat and Griven share this room.
9. **STORAGE.**
10. **PRECIOUS STORAGE.** Here are kept the most precious relics of the temple, as well as the gold from the offerings of followers.
11. **BEDROOM.** Father Holgreth sleeps here.

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C37 COPPERSMITH/TINKER, The Sign of the Taphammer. Hulton Wyneth is a Mastersmith and tinker and runs this business with the help of his two apprentice sons, Gynn and Tully. His wife Altheswyn is a Kilrane daughter, so his business is associated with Kilrane House, though Hutton retains controlling interest. His work is good to excellent, and his prices are fair.

C38 SCRIPTORIUM, The Sign of the Inkpot. Ollurdum the Scribe oversees this thriving business, handling most of the business correspondence for all the houses. He also provides a letter writing service for anyone in town at 1 SP per page. Ollurdum is scrupulous in his security, so there has never been a case of a business transaction being reported by one of this scribes. He guarantees all his employees, most having been with him for years. Should any losses occur due to one of his employee's violating a trust, Ollurdum will make good on it. Even though he is an associate of Kilrane House, his discretion is trusted. His senior assistant is Helmertin the Scribe, stout and near-sighted, but a very intelligent bargainer. **(AK13)**

C39 SHARPENER, Sign of the Stone Wheel. Groford Tooms operates this fairly successful sharpening business, owned by the Weral House. He is slowly paying off his note to Harmon Weral (M1), and expects to hold majority interest in his business within a year. His being subject to the whims of House policy since he came to Jonril has made him a near-fanatic member of the Baronial League. His wife Leiah has no notion of his membership in the League. They have a small daughter, Killaran.

C40 FREIGHT SHIPPER, Zolan Freight. Illya Zolan, son of Gregor (M2) runs this critically important part of the Zolan House business concerns. The Zolan House controls all overland shipping from Jonril (any competition is by their suffrage) and the caravanserai to the south of the city. While not a daughter (women are expected to be the business geniuses in Gregor's homeland in the steppes of Kesh), Illya is considered the most astute of Talara's offspring in business matters, being even brighter than Tasha (D32). He runs this company as a captain does a ship, and is constantly alert to newcomers who may try to compete. He also will hire promising strangers as caravan guards and drivers, as he is constantly upgrading his staff. Zolan's major competition comes from Odanga House's river barges and ships. Illya has a secret plan to enter the river freight business in a few years, when he feels his House is strong enough to challenge Odanga, but he is cautious of saying anything to anyone, including the members of his family. Mikhail Zolan, Illya's son, is the second in command in this operation, and Illya's other son, Alexandri, handles all transactions involving wagon teams and other animals.**(AK6 AK13)**

C41 EXOTIC ANIMALS, Maloy's Animal Shop/The Sign of the Dancing Monkey. Hustus Maloy operates this business, a clearing house for anyone in search of pets or certain trained animals. He has cats of rare breed, dogs for hunting rats and other vermin, monkeys, trained ferrets, and a few birds of prey. He also has some decorative birds. **(AK12)**

C42 RES.

C43 CLOTH MERCHANT, Sign of the Cloth Shears. Grovner Odanga, third son of Cornell, runs this prosperous brokerage. He buys wool from weavers in the area, and other cloth from outside sources. His goods range from linen made in Carse to silks imported from the

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Empire of Kesh. He sells to the local tailors and the Houses. Occasionally he will unload second quality goods to local housewives for a discount.

C44 RES.

C45 RES.

C46 WHEEL/CARTWRIGHT, The Sign of the Wheel. Boris Zolan, nephew to Tasha (D32), runs this steady but unspectacular business. He has slowly been losing customers (non-Zolan House) to Ferd Bergoiny (A18) and is taking a lot of heat from his family over that fact. He is looking for someone to provide a convenient accident to Ferd's business, without arousing the Commander's wrath. His teen-age daughter, Illyana, is becoming quite a flirt, to her father's dismay. His wife, Wendela, is not of Keshian ancestry, a fact which also has Boris in some disfavor with his aunt.

C47 BAKER, Millstreet Bakery. Shotz Bergoiny, one of the numerous Bergoiny family, is the proprietor of this successful bakery. He carries pastries, as well as high quality breads. He is helped by his wife, Rose, his daughter, Milly, and his son, Herbert.

C48 RES, (STEERSMAN). Jacob Shank is one of the areas most experienced rivermen. He knows the changing currents of the River Wyndermeer as well as most pilots in the area, and will hire out for trips to Carse and Tulan. There is a 40% PROB. of his being out on a job at any time. **(AK2)**

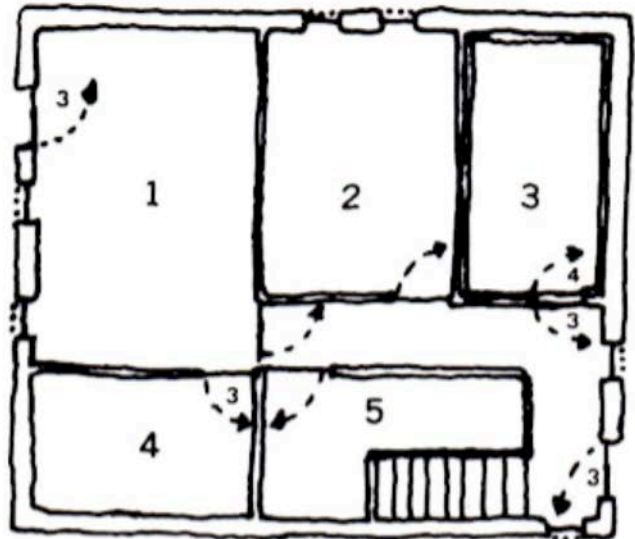
C49 RES, (INTERPRETER). Rodric apLotharn, distant cousin to the Kingdom's Baron of Land's End, and a Squire by rank, is a happy-go-lucky young man with an ear for languages. He is in Jonril for the express purpose of learning some of the more obscure dialects of the Sunken Land tribes. He speaks Common, King's Tongue, Tongue of Evil, Keshian, Natalese, Yabonese, Elven, Dwarvish, and Demi-Humani. He speaks a few words of Giant and Dragon. He is a fair swordsman and often tags along on expeditions around the area, though he has yet to venture into the heart of the Sunken Lands. Rodric (FIGHTER, LVL 4, 30 HTK) is +2 to hit due to high QUICKNESS and -1 to opponents attacks.

C50 PERFUMER, Tad's Perfumery. Tad Kilrane, brother of Aidan and father to Kenneth (C31), runs this establishment, specializing in exotic scents made from rare products taken out of the Sunken Lands. He is aided in his work by his daughter, Rowena, and Septimus, an apprentice of Quegan ancestry. The hiring of a Quegan national as an apprentice was the result of a disagreement between Tad and Hall der LaMut (C16) over a shipment of rare spices used for exotic perfumes. The LaMutian community has as yet not remarked upon the presence of a Quegan in one of Jonril's major Houses' major business.

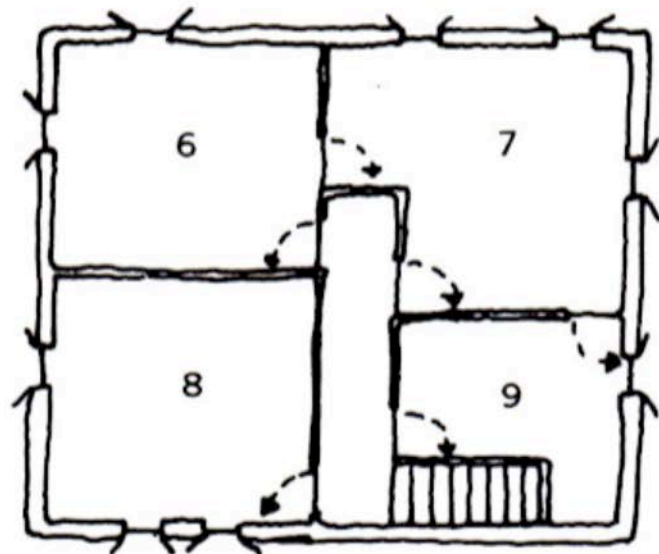
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Tad's Perfumery

1. **FRONT OFFICE.** Here customers are waited on in elegant surroundings. On shelves are displayed perfumes bottled in crystal, cut and etched glass and cloisonné containers. Behind the counter are displayed the most beautiful of these. A luxuriously thick rug prevents accidents.
2. **DISTILLATION ROOM.** Glass and ceramic equipment line the shelves here, where Tad and Septimus prepare and distill perfumes with the help of Rowena.
3. **SPECIAL DISTILLATIONS.** A double wall and double door separate this room from the rest of the building. In here Tad alone prepares the special perfumes unique to the Sunken Lands that act as powerful aphrodisiacs. The room is lit with a permanent light provided by a magical spell and is vented at the ceiling up through the walls and to the roof.
4. **STORAGE.** Extra stocks of perfumes, bottles, and beautiful bags and boxes sold as containers for the bottles are stored here.
5. **STORAGE.** The many chemicals and containers needed in distilling the perfumes are stored here.
6. **OFFICE.** Tad and Rowena prepare and keep the records for the business here. A strongbox holds a week's earnings (1d6 x 500 GP).
7. **BEDROOM.** Septimus sleeps here. Tad and Rowena live elsewhere in the city.
8. **KITCHEN**
9. **BATHROOM**



FIRST FLOOR



SECOND FLOOR

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C51 empty

C52 SCRIBE, Sign of the Parchment. Harlon March is a competent scribe specializing in all communications, and other requirements of the non-House community of Jonril, as most House business is handled by the Scriptorium (C38). He is unmarried and bookish, and his aided by his apprentice, Paulie Bergoiny, one of Rand Bergoiny's (A6) sons. **(AK11)**

C53 COBBLER, Sign of the Boot. Oscar Brofey, a squinty eyed man of middle years runs this small operation, one-quarter owned by Weral House. His work is unspectacular, but solid and his prices are fair. He and his wife Gracia, and their three small children, Luther, Gretchen, and Hans, live in rooms over the shop.

C54 TAVERN, Sign of the Three Dragons. A prosperous inn, catering to mostly locals and a few strangers in this section of town on business, the Three Dragons is run by Hilman Toliver, a former adventurer (so he says) and Harrison Markham, a former riverman. Both made enough wealth over the years to have opened this joint venture without having to borrow. The fact that this tavern does good business hasn't escaped the notice of the Houses, but none dare move in as the others would take action. For this reason The Three Dragons has become something of a meeting place for those doing "unofficial" business between Houses. Barman Hubert "The Hammer" Klammer keeps order, and Hilman's wife Olivia runs the kitchen while Harrison's wife Gloria tends their new baby girl, Kithra. Hubert (FIGHTER, LVL 4, 30 HTK) is +2 to hits and damage due to exceptional STRENGTH and keeps a club behind the bar. He also has a mace there just in case. **(AK13)**

C55 WEAPONS MAKER, Sign of the Sword and Dagger. Harlon Grandy, a former fighter, operates this business and makes some of the better bladed weapons in town (75% PROB. normal edged weapon is in stock). He also makes non-edged weapons, but has few on hand (30% PROB.). He will custom finish any normal weapon for 1/2 down payment and has a few exceptional weapons ordered by adventurers who failed to return for them. Included in this lot is a silver handled estoc (with a spring loaded blade in the handle) he'll sell for 100 GP. Also he has a silver dagger with a mystic carving upon the hilt (non-magic) worth 20 GP. In a pile of used weapons for sale there is an especially rusty falchion which is in fact a GOOD +2, +3 vs. Demons SPECIAL PURPOSE: SLAY DEMONS, FALCHION. It can FLY, PROTECT FROM EVIL, and TURN USER INVISIBLE. LOGIC IS 78% AND WILLPOWER IS 33%. If handled by a character of unusually altruistic or good (as opposed to evil) nature, the rust will fall off and the falchion makes its abilities known. Harlon's wife Trusilla is the "brains" in the family, running all business aspects of the shop. Gus and Hank, Harlon's sons, are apprentices, and his daughter, Marvella, is engaged to wed Norman Valation (C57). **(AK12)**

C56 STABLE, Sign of the Donkey Cart (S3). Goodman Furray owns this modest stable. He provides good service for reasonable rates and offers a 10% discount for guests of the Three Dragons (054). Occasionally a few animals are for sale (5% PROB. Warhorse; 20% Horse; 30% Mule; 40% Donkey are available) on any given day.

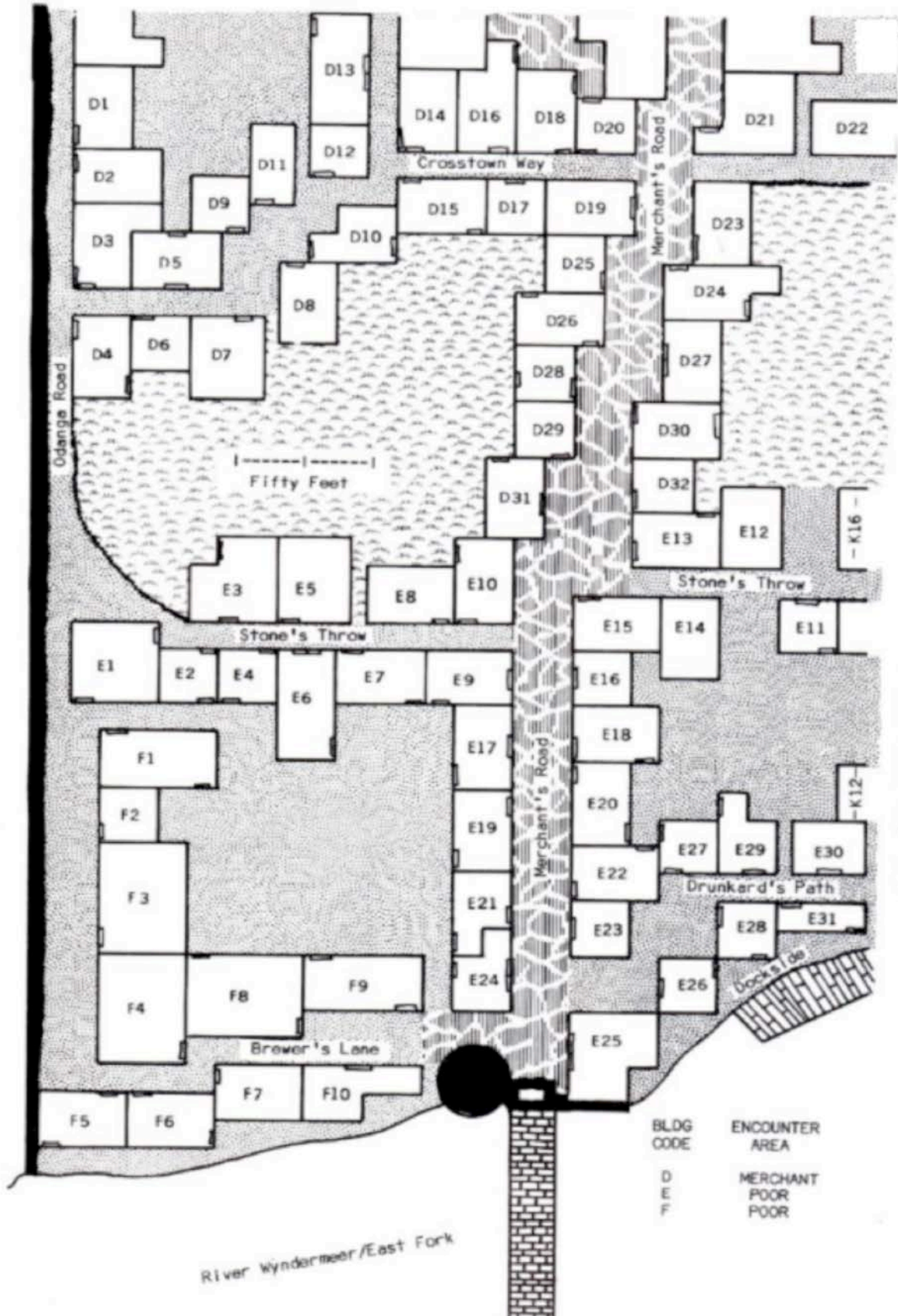
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C57 CANDLE/LAMPMAKER, Sign of the Candle. Rignar Valation and his wife Selgud operate this candlemaker/lampmaker business on behalf of Kilrane house. They work for wages, but Rignar's son, Norman, is saving for the chance to open his own business someday so he can marry Marvella Grandy (C55).

C58 ALCHEMIST, Sign of the Tree. Cullen Weral, eldest son of Harmon (M1) and brother to Portius (K11), operates this business. The sign is a copy of the House blazon (a golden tree on a green field) and the shop specializes in strange compounds derived from exotic materials found in the Sunken Lands. A major portion of his work is centered around developing new and improved resins from the exotic flora brought out of the Sunken Lands. Cullen's business reeks due to the areas of his interest, but as he is the heir to Weral House his neighbors put up with it. Cullen is also a little strange due to breathing fumes all day long, week in and week out, which is a cause of some concern for the members of Weral House.(**AK1 AK13 AK14**)

C59 MUSICAL INSTRUMENTS, Sign of the Flute. Gordon Halfornor is proprietor of this small, but prospering business. He owns a third interest in the store and the Kilrane House owns the rest. Gordon makes woodwind instruments, and has a lute maker, Gunolth Greems, making common string instruments. Drums and brass instruments are imported and therefore higher priced. Gordon is slowly buying controlling interest in the shop, but as he tends to spend most of his money on wine and gambling, it is a very slow process.

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City Sections D, E, F

D1 HORSETRADER, Sign of the Palomino
D2 WOODWORKER, Sign of the Table
D3 TRICKS & TRAPS DER LAMUT, JONRIL
D4 RES, QUEGAN. Alexi Carje
D5 RES, LAMUTIAN
D6 SHRINE, Irv the Tiger Saint
D7 RES, QUEGAN
D8 QUEG AND FAR WEST TRADING
COMPANY
D9 RES, LAMUTIAN
D10 SMITH, Sign of the Bellows
D11 PHYSICIAN, LaMutian Medicine
D12 RES
D13 OUTFITTERS, Sign of the Winged Helm
(Baldwin's Outfitters der LaMut)
D14 LEATHERWORKER, Sign of the Saddle
D15 POTTER, Suran's Pots
D16 TEMPLE, KILIAN
D17 empty
D18 POTTER, Sign of the Pot
D19 VETERINARIAN, Sign of the Lame Cow
D20 ILLUMINATOR, Sign of the Gold Quill
D21 TAVERN, The Sign of the Flying Goose
D22 empty
D23 TAILOR, Sign of the Thimble
D24 MASON, Jaren Stoneworks
D25 SIGNPAINTER, Sign of the Paintbrush
D26 BARRELMAKER, no sign
D27 BOWYER/FLETCHER, Sign of the Arrow
D28 CANDLE/LAMPMAKER, Sign of the Burning
Wick
D29 FISHMONGER, Sign of the Trout
D30 WEAPONS MAKER, Giddion Weral, Fine
Weapons
D31 empty
D32 GRAIN MERCHANT, Zolan Grain Co.

E1 RES
E2 empty
E3 MILLER, Eastern Mill
E4 RES
E5 RES

E6 PAPER/INK MAKER, Sign of the Red Inkpot
(very faded sign)
E7 ARMORER, Market Forge
E8 RES
E9 BROTHEL, Sign of the Fallen Blossom
E10 RES E11 empty
E12 ALCHEMIST, The Sign of the Dragon's Flagon
E13 CARPENTER, Sign of the Hammer and Saw
E14 BUTCHER, Sign of the Cow
E15 empty
E16 PRODUCE/DAIRY, Sign of the Butter Churn
E17 RES
E18 TAVERN, The Sign of the Hanging Man (The
Gallows Inn) (f1,12)
E19 STABLE, no sign (S2)
E20 BAKER, Ashengalie's Keshian Bakery
E21 HOVEL
E22 BOATWRIGHT, no sign
E23 STORAGE BUILDING, no sign
E24 LEATHERWORKER, Weral Leather
E25 RES
E26 RES
E27 SILVERSMITH, Sign of the Silver Mug
E28 FULLER, Martin the Fuller
E29 CARTOGRAPHER, Merton's Maps
E30 COBBLER, Josia Droon's Bootery
E31 PRODUCE/DAIRY Zolan Produce Co

F1 WAREHOUSE, no sign
F2 FULLER, no sign
F3 WAREHOUSE, no sign
F4 WAREHOUSE, no sign
F5 DYER, Kilrane Dyers I
F6 TANNER, no sign
F7 BREWERY, The Grey
Towers Ale Company
F8 WAREHOUSE, no sign
F9 WAREHOUSE, no sign F10 TANNER, Coot
Tannery

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- D1 HORSETRADER, Sign of the Palomino.** Liff Lanstrap, a LaMutian, operates this horsetrading concern, catering mainly to the LaMutian community. Anyone who enters unannounced is likely to find Liff practicing "haggling" with one of his three adopted children, Seth age 14, Lar age 12, and List age 9. The screaming, protestations of bankruptcy, threats, and general howling will be quite impressive. Anyone who seeks to interfere will be charged +10% for stock animals, while anyone who "plays along" and offers an opinion on how the children did will gain a 5% discount.
- D2 WOODWORKER, Sign of the Table.** Elvita der LaMut, a heavy-set, hairy-armed woman operates this profitable establishment, producing woodworked items of LaMutian "flavor". The shop itself combines the qualities of a crowded warehouse, cabinet shop, and living quarters for Elvita and her two apprentices. She lives above the shop and Mun and Roger, her apprentices, sleep in the workroom. The shop divides its time between woodworking and processing unusual (iron wood, teak, incense woods, etc.) lumber for shipment to LaMut.
- D3 TRICKS & TRAPS DER LAMUT, JONRIL.** Delahan the Temperate der LaMut, a quiet, thoughtful man of advancing years, oversees this branch of the famous T&T. T&T is renowned throughout the Kingdom (and some say down into the Empire of Kesh) for their ingenious security systems, original research, and quality services. Anyone desiring to make a home, estate, or even castle secure can look to T&T for a solution. Fees vary with the size of the job and the degree of protection required. From a modest fee to keep out common intruders, their services can run into a small fortune rendering a castle dragon-proof. T&T guarantees results. They point with pride to the time one of their clients was assaulted in bed during a raid in the dead of night, and T&T promptly paid his survivors back the full cost of his security system, even though it had not been guaranteed proof against invading armies (now invading army protection requires a substantial surcharge). T&T also has a remarkable record of satisfied customers. One of their major pastimes is keeping their industrial secrets out of the hands of the various thieves' guilds around the Kingdom. T&T will also undertake to do research on behalf of clients, from seeking to determine the effects of certain unpleasant substances when applied to various parts of the body to developing new weaponry and devices of war. T&T farms out a portion of their chemical research to Penhallow the Scant (C12). Sales staff and job estimators include Newly Travers der LaMut, who specializes in weapons and traps, Hulon Graves der LaMut, who specializes in poisons and caustic substances, and Volkmar the Grim der LaMut who is down on the books as a "general consultant", but who is in fact a highly experienced assassin, on salary to "test" new installations. Volkmar (ASSASSIN, LVL 7, 33 HTK) is expert with poisons, missile weapons, and disguises, and will never take a commission outside of T&T, but he might settle a personal account if provoked sufficiently.
- D4 RES,(QUEGAN).** Alexi Carje, second-in-command at Queg and Far West Trading Company (D8) lives here with his servant/bodyguard Maximus Anialus and two other minor Quegan functionaries of The Queg and Far West Trading Co., Talos Maro and Publius Silva. Alexi, member of a prominent Quegan family and member of the White Party, was sent to Jonril to "settle down" by his father. Since coming to Jonril Alexi has lost his reputation as an idle wastrel and is now viewed as a hard-working "serious" young man. He retains his love of

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gambling and horse racing from his earlier years, however, and is eager to find someone to go in with him to build a racetrack in Jonril. He can offer his expertise and 30% of the money--he will want 50% of the profits but will settle for 40%. Currently, he and his friends find an outlet for their gambling by betting on bouts between vicious and colorful fighting fish from the Sunken Lands. These fights are held in a large tank behind the house (the fish are up to 2 feet long, with large teeth). He is romantically interested in Aurelia Gallio (D7) but she ignores him. Anialus (FIGHTER, LVL 4, 30 HTK) is expert (+2) with shortsword and shield, wears leather armor (AR3) and is a veteran of the Quegan arenas. He is very loyal to his master, and will fight to the death to defend him. He is also a superb judge of fighting fish, and no other Quegans will bet with him.

D5 RES, (LAMUTIAN). The Seskaldroon brothers, Jarsac, Larm, Annock, and Flint live here with their sister, Ashire. They run expeditions into the Sunken Lands, both on behalf of the LaMutian community and others. There were two other brothers at one time, but quicksand and giant crocodiles have pared down the number of Seskaldroons. Among the surviving family, Jarsac is eldest and most energetic. Larm is next eldest, a quiet man of charm and wit. He has a network of tribal contacts throughout the Sunken Lands. Ashire, their sister, is next eldest and she is an expert in herbs from the marshes in the Sunken Lands. Annock, the next to youngest, is a quick tempered, rough and tumble fellow, who is willing to risk much in gaining giant spiders' silk and giant crocodiles. Flint, the youngest, is a scholar and knows many ancient tongues and odd facts. He is, like the others, an excellent merchant, but unlike the others has little skill at arms. Jarsac, Larm, Ashire, and Annock (FIGHTERS, LVLS 6-4-3-2, 44-29-20-14 HTKS) all use broadswords, shields, shortbows, and wear leather armor, except for Ashire who is an expert with throwing daggers and does not use bows. **(AK1)**

D6 SHRINE, Irv the Tiger Saint. Father Theodrus the Priest (a Quegan) dwells here with three Brother Knights and three Serving Brothers. He cares for the shrine and offers clerical services for the faithful. Irv the Tiger Saint is a hero venerated by the LaMutians as the savior of LaMut in an ancient war, a saint worthy of respect, but not a divine entity. He is also worshiped as a saint by the Quegans as the founder of the royal Quegan family line, but is seen as more of a divine figure, nearly a demi-god. Few outside the LaMutian and Quegan quarters worship at the shrine. There are significant enough differences between the two cultures' views of Irv to add to the existing friction between them. Theodrus attempts to keep the peace but is still Quegan enough to see little merit in the LaMutian view of Irv. Theodrus (CLERIC, LVL 4, 16 HTK) wears chainmail (AR. 4) and possesses a GOOD MACE +2. Brother Knights Lacerties, Valdoris, and Giaus (MARTIAL ORDER FIGHTERS, LVLS 3-2-2, 22-11-14 HTKS) use broadswords, shields, wear leather armor, and keep the peace around the shrine, as well as occasionally undertake missions for the Father. Brothers Lucius, Marcellus, and Titus (MONKS, LVL 2-1-1, 6-4-3 HTKS) carry quarterstaves.

D7 RES, (QUEGAN). Lucius Vipsanius Gallio, his wife Irene, and his daughter Aurelia live in this well-appointed dwelling. Lucius is the head of the Queg and Far Western Trading Co. (D8). Lucius runs the business with a firm hand, but the house is run by Irene. Aurelia is a lovely young girl of sixteen and is unhappy with her father's prohibition from seeing any young

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men other than Quegan youths socially. She would either like to be allowed to attend the House galas and mix with Jonril House society or return to Queg. Three servants brought with them from Queg sleep in the pantry.

D8 QUEG AND FAR WEST TRADING COMPANY. Lucius Vipsanius Gallio (D7) heads this trading company. He is a member of the White (Conservative) Faction of the Quegan community in Jonril and runs the company in a manner reflective of this general attitude, relying on proven methods rather than trying new, innovative ways of doing business. This attitude is viewed with approval by the other members of the White Faction, irritation by the Red (Expansionist) Faction, and utter delight by the LaMutians. QFWT trades in goods from the Sunken Lands heading for Queg, but is trying to expand their markets throughout the west, including traditionally Kingdom markets. This has resulted in a hotly contested competition between the Quegan community (and their Kingdom of Queg backers) and the LaMutians (and their Kingdom/LaMutian backers). This building is the administrative heart of the company and the daily routine is overseen by Alexi Carje (D4), assisted by Talos Maro and Publius Silva. Talos and Alexi are somewhat friendly, but Publius is very ambitious and is looking to discredit either one so he might advance his cause in the company. **(AK1)**

D9 RES,(LA MUTIAN)

D10 SMITH, Sign of the Bellows. Ardwyn Stregis is a quality smith who will not accept any commission he feels he can't do justice to. He specializes in doing repairs on wagon hardware, offering good work for a fair price. He will also shoe horses and work on non-weapon metal items, but will charge slightly higher prices for those services.

D11 PHYSICIAN, LaMutian Medicine. Ardermorg der LaMut operates this thriving healing practice, utilizing many strange substances from the Sunken Lands to good purpose. He provides only top quality services for a fair price, and even can provide a few unusual services beyond most common physicians. He has a cream which will remove scars, brands, and tattoos when used for 1 month. He has antidotes concocted for nearly every unusual venom found in the Sunken Lands (65% PROB. they work properly), and also has a knack in reattaching severed limbs (PROB. 75% - ((each hour since severing) X 10%) it works like new).

D12 RES

D13 OUTFITTERS, Sign of the Winged Helm (Baldwin's Outfitters der LaMut). Upon entering this shop, the first impression is of every conceivable space being used. Narrow alleys lead between stacks of crates, bales, kegs, and sacks. Hanging from the ceiling are ropes, nets, tackle and blocks, while on the wall are weapons of every description and quality. Three clerks stand ready at all times to fill orders, offer suggestions, and explain merchandise. Hansel, a large and good natured man, is a weapons expert; Brothis, a woman with a good head for detail, makes sure nothing required for an expeditions is left out; and Aldrec, a boy with more imagination than discipline, has a knack for coming up with new devices, ways of utilizing odd combinations of materials in unusual situations, and understanding how best to employ any item purchased in Baldwins. Beo Baldwinson der LaMut is usually found in his office at the back of the store during the day, or sleeping upstairs at night. Baldwin's prices

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are high, but his quality is assured. Any item which failed to work (assuming it wasn't misused) will be replaced. During the night, three giant wolfhounds patrol downstairs. WOLFHOUSES/AR 2/5-5 HTKS/1 Bite/1d4 20 on D20 THROAT WOUND.

D14 LEATHERWORKER, Sign of the Saddle. Della Odanga, widow of Cornell's (B6) late brother Nelson, oversees this brisk business for the Odanga House. Her eldest son Hernan operates the daily operation while her second son Osgood is out in the surrounding area leading hunting expeditions for rare hides. Her daughter, Ophilia, is married to Welton Cugle the Fuller (F9).

D15 POTTER, Suran's Pots. Jacob Suran, a Natalese of Keshian ancestry, operates this well-to-do pottery shop. He is associated with the Kilrane House, though he has long since freed himself of any financial obligation and owns the shop outright. His eldest daughter, Athelwhite, is married to Anir Kilrane the biologist (L4) (AK5).

D16 TEMPLE, KILIAN. This is the temple of Kilian, The Singer of Green Silences, worshiped in Jonril as the River Goddess and as the Provider. The temple also contains a small shrine to every major god and goddess in the Kingdom and surrounding areas, as Jonril is often visited by foreigners. The temple is overseen by Mother Martina Golan, who is aided by Father Albert Cosgrave, who will take over the temple when Mother Martina retires in a few years. Three sisters work to aid the poor and four brothers see to the menial labor as well as helping at whatever tasks are set for them.

Mother Martina (CLERIC, LVL 6, 25 HTK) is too old to fight, but still can utilize her magic effectively. Father Albert (CLERIC, LVL 4, 22 HTK) possesses a GREAT MACE +1 and wears chainmail when out of the temple. The sisters, Lewella, Margret, and Gertrude, (MONKS, LVLS 3-2-1) are all unarmed combat experts, but will only fight defensively. The three lay brothers, Almon, Gregory, and Tully, are non-clerics.

D17 empty

D18 POTTER, Sign of the Pot. Lawrence Traylor, a debonair looking, soft spoken man from the east, took over this shop a year ago when the previous owner died. He is by appearance an unlikely looking potter, but his work is of fair quality. In fact, Lawrence is a plant for the Mockers of Carse (Thieves Guild), who has been placed in Jonril to alert the guild when particularly rich shipment is bound for Carse or Tulan. To cover up his lack of potting skills, his "apprentice", Jock, is a thief with a pottery background who has come from Carse with Lawrence. In Carse, Lawrence is known as "Icy Larry", due to his cold-blooded approach to his work. Lawrence and Jock (THIEVES, LVLS 5-2, 19-5 HTKS) are expert with throwing daggers.

D19 VETERINARIAN, Sign of the Lame Cow. Oscar Moon acts as the veterinarian for nearly everyone in town except Zolan House (who have their own vet, Sophia (H7)). He also treats the very poor, who can't afford the local physicians. He feels little need to charge independents and foreigners, which irritates the Houses considering the fees he charges them, but they would rather put up with subsidizing the poor than deal with Zolan House.

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D20 ILLUMINATOR, Sign of the Gold Quill. Athelstann Kilrane, a son of Aidan (M3), is a young man of frivolous manners, who has one talent, illuminating manuscripts, invitations, and other documents. When he isn't waiting out a hangover from a night on the town or gone on a hunting party, he will do good work at reasonable rates. He also provide the occasional illumination required by the Scriptorium (C38).

D21 TAVERN, The Sign of the Flying Goose (The Greylag Tavern). The Greylag is operated by Spiro Pergorney, a cousin to the Bergoiny family. He offers a good assortment of lunch and supper fare at reasonable prices and provides some of the best imported ale and wine in the area. As he is related to the rising Bergoiny clan, many of his former customers who are House affiliates, are beginning to stay away. There are no rooms for guests, though anyone who asks for lodging is referred to Rand Bergoiny's Millstone Inn (A6). **(AK13 AK15)**

D22 empty

D23 TAILOR, Sign of the Thimble. Azurmut Keefer, a stout, near-sighted man provides fine tailoring for members of the community who are associated with Odanga House or not associated with other Houses. This business is partially owned by Odanga House, but Keefer is rapidly repaying his loans by charging slightly high (+10%) prices for his work. He seems to do better with his materials than any other tailor in town. Azurmut is in fact a Lesser Path magician who uses his magic to enhance clothing. Azurmut (L.P. MAGICIAN, 4TH CIRCLE, 12 HTK) is an Earth Dedicated, Beaver-totem magician, who possesses the Mend tract of abilities (MEND -- CAN MEND CLOTH MAGICALLY; ENHANCE CLOTHING -- CAN MAKE CLOTHING LOOK AS GOOD AS POSSIBLE CONSIDERING THE MATERIALS USED). Only the members of the Magicians' Guild (C34) know he is a Lesser Path, and they won't speak to him because he is wasting and cheapening his powers by using them this way. Azurmut tries to ignore their scorn, consoling himself with the fact he is at least making a living--he's not a very good magician. **(AK12)**

D24 MASON, Jaren Stoneworks. Eric Jaren, brother to Miles the Miller (A2) and Rolf the Cobbler (A32) oversees this masonry. He shares his brother Miles' wish to see the Jaren family become a House someday, but realizes that wealth alone will not be enough. He knows the Bergoinys will likely form the next House in Jonril, due to their broad base in commerce, and therefore he has a more accepting attitude than Miles. He has sympathies with the Baronial League, but does not actively support them. Jaren does most of the finer stonework in town, and does contract work for the garrison when the keep is in need of repairs.

D25 SIGNPAINTER, Sign of the Paintbrush. Owen Kilrane, brother to Wynnyn (A11) and cousin to Aidan (M3) runs this steady but unspectacular business. His work consists of mainly touching up House business signs and painting a few new ones. He does an occasional job for independent businesses, but little for the other Houses. He is a painter of average ability and skill, though once in a while he comes up with a genuinely original design idea. Owen is a burly man of uncommonly good humor, who enjoys telling stories over a tankard of ale. He is often absent from his shop taking his ease at the Three Dragons (D21). While he's absent, his apprentice Titus Walney, a very talented youth, oversees the business.

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Titus is courting Owen's daughter, Llewella, much to the discomfort of Owen's wife, Charmian, who suspects the youth of having no interest in her plain daughter, but rather having ambitions to House affiliation when his apprenticeship is over.

D26 BARRELMAKER, no sign. Wylan Odanga, younger son of Della (D14), runs this Odanga House business. As most of the barrels made here are used in the House freight business, only a few are available for sale to outsiders. Wylan is a quiet, soft-spoken young man, uncomfortable with the responsibility for running this business as he would rather spend his time in the quiet study of philosophy. As a result, the barrels tend to be only fair at best in quality. (AK3 AK4)

D27 BOWYER/FLETCHER, Sign of the Arrow. Halston Fletcher makes high quality arrows, and mediocre bows, in this shop. His arrows are hard to come by as most are purchased by the garrison. He receives +10% normal price for them, but they are 10% more resistant to breaking upon impact, due to his using better grained wood. For balance and accuracy, only magic arrows are better, and Halston has a quiver of twelve +1 arrows secreted under the floorboard of his business. He received them in exchange for an expensive longbow (one he traded for, not one he made) and he will only consider selling them to someone with enough gold. He wants 10 GP each for them. Halston's son Etian is his apprentice. Walken Carbon, son and apprentice to Bowyer Ansen Carbon (C9), is secretly learning to make arrows from Halston in exchange for improving Etian's skill at making bows.

D28 CANDLE/LAMPMAKER, Sign of the Burning Wick. Morris Pekul, brother of Alfy the Butcher (E14), operates this modest candle/lamp shop. His wares are good quality and 10% less than normal price as his brother Alfy gives him a deal on tallow. His wife Tosva is a shrill voiced woman, who is actually a very nice, friendly person, once the grating quality of her voice is ignored. Their son Jaxon is serving with the third company of the garrison.

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SETTLING HOUSE DIFFERENCES

D29 FISHMONGER, Sign of the Trout. Merlin Saldronski, a retired fisherman, operates this modest fish shop, supplied by his younger brother Philip, and both brothers' sons. They have three boats which work the Wyndermeer and provide a good catch each day for sale in this shop. Prices are fair and quality average.

D30 WEAPONS MAKER, Giddion Weral, Fine Weapons. Giddion Weral, a distant cousin to Harmon (M1), provides fine quality weapons to anyone who has the price. There is a strange tension between Giddion and the other members of Weral House, but outsiders have no idea why. Giddion is, in fact, Harmon's illegitimate son, and the old man is supporting him to keep him quiet. Giddion has ambitions towards a larger role in House affairs in the future, but for the present is content to run his profitable business and bide his time. He will make any blade, pole-arm, or mace weapon to order, and has a fair number of good weapons on hand (55% PROB. of any one weapon being available; 80% PROB. for 1d6 (each) broadswords, maces, and shortswords). (AK14)

D31 empty

D32 GRAIN MERCHANT, Zolan Grain Co. This is the administrative headquarters of Zolan House, operated by Tasha Zolan (M2), as well as being the grain company office. The Zolans are of Keshian ancestry, more particularly from an area of the Empire where the women predominate in business and politics and the men spend most of their time traveling to

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trade, adventure or war on neighbors. This somewhat matriarchal trend has been weakened by years of doing business in the Kingdom, so many of the Zolan sons are taking positions of authority, but Tasha is still in iron control of Zolan House. Zolan controls most of the grain business within twenty miles in all directions of Jonril. The farmers are expected to sell to Zolan, who in turn sells to Miles Jaren (A2). Due to Zolan House's dependency upon Jaren's mills for a market, Tasha and her associates are less antagonistic towards Jaren, even though the other Houses suspect Jaren of ambitions towards House status. Tasha is aided in the administration of this business by Anastasia, her eldest daughter, heir to Zolan house. **(AK6)**

E1 RES

E2 empty

E3 MILLER, Eastern Mill. Owned by Miles Jaren (A2), this mill provides flour for most of the citizens of the eastern half of Jonril. Jaren's eldest son Franklin supervises business here and is considered as tough a bargainer as his father. Franklin has been the one responsible for the "accidents" at Jenks's Bakery (H46) but has held off in his attacks upon Jenks since the Commander had his little "talk" with Miles. **(AK11)**

E4 RES

E5 RES

E6 PAPER/INK MAKER, Sign of the Red Inkpot (very faded sign). Owstis Kilrane, nephew to Aidan (M3) operates this struggling business. Owstis has little business sense and is preoccupied with concocting new and colorful inks, few of which are successful as they tend to fade quickly. His sign is the result of an argument with a magician over some brightly colored inks Owstis sold him which the magician judged unsatisfactory. As Owstis is a House family member, the magician took indirect revenge, investing the sign with a minor demon who erases the letters, causing the sign to always fade, no matter how often Owstis gets it repainted. As of yet, Owstis hasn't found a cleric willing to EXORCISE a sign. Owstis resides with his family in another part of town (J2).

E7 ARMORER, Market Forge. Timmons Locastist is a first rate armorer, who provides both ready-to-wear and custom armor. He can make both functional and decorative armor, and some of his armor has been purchased by travelers as gifts for influential friends. His hallmark is a light-weight chain, which weighs about as much as leather (cost 500% normal), though it tends to last only one half as long as normal. His son Kastin is learning his father's trade.

E8 RES

E9 BROTHEL, Sign of the Fallen Blossom. Another of the Odanga House's many brothels, this one caters to poorer clientele including rivermen and fishermen up from the riverfront. There is no illusion of gentility here, as the rough customers and tired prostitutes reflect in their coarse talk and manners. This operation is overseen by Shaker Carney, a tough, belligerent ex-soldier, aided by six Odanga House "porters" all armed and

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ready for trouble. The liquor is cheap, the girls indifferent, and the atmosphere stale and oppressive. Any trouble is dealt with quickly and harshly, and no loitering is allowed. Each customer is given five minutes to inspect and pick out a girl, and the price is 1 GP per half hour. Shaker Carney (FIGHTER, LVL 5, 33 HTK) has on a coat of jack (AR.2) at all times and carries a shortsword and dagger (AK11). The porters (FIGHTERS, LVL 2, 6-5-7-8-5-4) wear leather under the House tabards and carry "walking sticks" (long clubs) as well as boot daggers.

E10 RES. Shaker Carney lives here in this surprisingly richly appointed home, with his mistress Kitten, a former employee at the Blossom (E9). Carney has a treasure of 1,000 GP in gold under his bed, amassed over the years. His ambition is to take Kitten to Carse or even to the Kingdom and set up an outfitting business where they can both live lives untainted by their past.

E11 empty

E12 ALCHEMIST, The Sign of the Dragon's Flagon. Horace Mugrey operates this establishment. He is a taciturn man with hooded eyes, who speaks only in short sentences and answers most questions with yes or no. He has nearly every common potion one could ask for (85% PROB. in stock) and occasionally will act as a healer, if the injury or illness is simple. A widower, he is aided in his craft by his sister, Delacourt, a shrewish spinster of advancing years. He would dearly love to marry her off, and has even offered a bribe to a few men who have shown passing interest. He has a vested interest in keeping his business free of House control, and cultivates Penhallow the Scant der LaMut (012) even though he can't stand the man. He hopes his association with the LaMutian will keep the Weral House from closing him down.

E13 CARPENTER, Sign of the Hammer and Saw. Aston Schwiger, a journeyman carpenter from upper Yabon province, came to Jonril to get rich adventuring. One trip into the Sunken Lands was enough to convince him to return to carpentry. He is struggling to get his business going, even though he is a very good carpenter. The only reason he could even afford to set up this modest shop was his discovery of a few minor gems on his way out of the Sunken Lands. His only other reminder of that journey is a limp, from an encounter with a wandering band of goblins, and for that reason Aston is reluctant to talk about his adventure.

E14 BUTCHER, Sign of the Cow. Alfy Pekul, brother of Morris the Candlemaker (D28) operates this modest butcher shop. He barely scrapes by with his poor clients, but the price he gets from his brother for tallow keeps him going. Alfy has no children and is widower.

E15 empty

E16 PRODUCE/DAIRY, Sign of the Butter Churn. Serge Marcovici and his wife Adriana operate this stand, selling produce and dairy products to the poor citizens of Jonril. Their wares are of fair quality considering the prices, but few people not from the poor quarters of town would consider buying them.

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E17 RES. Serge and Adriana Marcovici (E16) live here with their three children, Wilbur, Helen, and Greg.

E18 TAVERN, The Sign of the Hanging Man (The Gallows Inn) (f1,12). Dargood, son of Tolbor, a dwarf from the mountains near the Sunken Lands, operates this less than impressive inn. Brawling is a constant pastime for customers, but Dargood jumps in as soon as weapons are drawn. Order is non-existent, but when Dargood decides things are out of hand, he simply tosses out whoever he judges troublesome. Dargood (DWARF FIGHTER, LVL 6, 49 HTK) is +2 with his warhammer due to STRENGTH, wears chain (AR.4) and a helm. He is "helped" occasionally by Josiah Ruldman a local drunk who "watches" the bar when Dargood is tossing out troublemakers. Several town boys can be found watching over things on the rare occasions when Dargood has to be away from his Inn. Rooms are lice and roach ridden, but cheap (1 SP per night) and since no one ever eats the food Dargood whips up in the back kitchen it remains something of a mystery. (His specialty is burned eggs with strawberry-sardine sauce). **(AK13)**

E19 STABLE, no sign (S2). Oscar Shatz operates this run-down stable, providing minimal service for the money. Animals are left here at the owner's risk, as Oscar is too cheap to hire guards or stablehands to watch things at night. (Any stranger's horse left has a 20% PROB. of being stolen at night. Mules and donkeys 15% PROB.)

E20 BAKER, Ashengalie's Keshian Bakery. Ali-ibri-lhime Ashengalie, a transplanted Keshian, operates this strange bakery, selling all sorts of odd baked goods. Ali is in fact not a Keshian, nor is he a baker, but an out of work actor from Krondor trying to draw attention from his baking deficiencies by claiming "foreign" recipe. Over the years his self-taught baking has resulted in one or two rather good items, and slowly his product list of acceptable baked goods has grown to the point where he's almost making a living. The one problem he still has to overcome is his reliance on flour from Gully Tombs (H46) which results in most of the "Keshian" baked goods having a slightly gritty, charcoal flavor, which Ali dismisses as an old Keshian recipe. Ali scrupulously avoids the few real Keshians in town.

E21 HOVEL. Ali Ashengalie (E20) lives here.

E22 BOATWRIGHT, no sign. This boatwright shop is owned by Odanga House. Jack Odanga, brother of Cornell (B6) supervises two apprentices and several day-laborers in building river barges for Odanga Freight (A9). Occasionally he will turn his hand to a small river boat for a member of the family. He will build boats and barges for outsiders, if time permits (40% PROB. he's too busy). Jack lives with his family in another part of town (J4). **(AK3)**

E23 STORAGE BUILDING, no sign. Jack Odanga (E22) stores his lumber here for his boat/barge business.

E24 LEATHERWORKER, Weral Leather. Baras Coot, husband of Heather Weral, one of Harmon's many nieces, operates this Weral House business, owning only 5%. He is well regarded by the House accountants, though, for he has turned a steady profit since taking over this shop. One

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major reason for his success is his buying leather almost exclusively from his brother Elgin the Tanner (F10), a relationship which has proved beneficial to both brothers. **(AK14)**

E25 RES

E26 RES

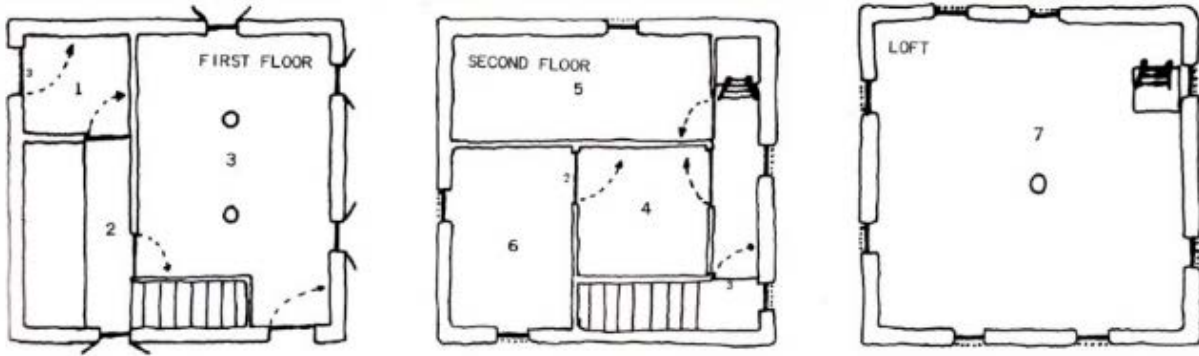
E27 SILVERSMITH, Sign of the Silver Mug. Rulfia Jenks, a hard looking, scarred man is the operator of this Zolan House enterprise. He seems to have few items in stock and has never been found working over his bench, but as he turns a steady profit the House ignores their general suspicion of his background. He is in fact a fence for stolen goods and what few silver items he displays are usually brought to him by local thieves (G14). He has a good eye for value and for a small fee will appraise goods brought to him (1 SP per 100 GP value). He then promptly informs the thieves of the owners whereabouts and the items of value. He is enough of a silversmith that he can disguise an item so that a former owner has only a 30% PROB. of identifying it, and only a 10% PROB. of proving ownership.

E28 FULLER, Martin the Fuller. Martin Shegan operates this "sweat shop" operation for Odanga House. He employs homeless boys and girls fulling wool for the House. Any child who rebels is beaten and those with spirit and promise are turned over to the thieves (G14) for training. He is stealing steadily from Odanga House, but not enough that they feel bothered sufficiently to replace him. He is an occasional dinner companion of Rulfia Jenks (E27). He hates Welton Cugle (F2) the only other fuller in town for constantly attacking Segan's ruthless use of children for labor. **(AK10)**

E29 CARTOGRAPHER, Merton's Maps. Mad Markam Merton, as he is known, is a former adventurer who had one too many brushes with death in the Sunken Lands. He came to Jonril years ago looking for treasure, counting on his map making skills to get him positions on expeditions into the Sunken Lands. He didn't do badly over the years, but his last trip left him badly injured and a little dotty. He has a profusion of maps, some years old (and accurate) and some drawn from memory (25% PROB. of being inaccurate). Despite his babbling, he is one of the best sources of information on the location of wealth, native villages, dangers, etc. in the Sunken Lands

E30 COBBLER, Josia Droon's Bootery. Josia Droon and his son Jeremia, are both experienced bootmakers, though their clientele is nosily among the poor citizens of Jonril. They do average quality work at -10% normal price, so they get steady business from workmen along the river docks and from occasional caravan guards and workers who have heard of the cheap prices., Jeremia is saving his money so he and his father can re-locate to a better part of town. He has a strongbox with 123 GP hidden under his bed.

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Martin The Fuller's (E28)

1. FRONT OFFICE. A bell on the door alerts Martin to a customer's entry.
2. HALL/STORAGE. Shelves along the left side of the hall hold fullled cloth.
3. FULLING AREA. Two large troughs are filled with soapy water and cloth; the children trample the cloth to full it. Drying racks stored under the stairs are set outside to dry the fullled cloth on. (It is hard work.)
4. KITCHEN.
5. STORAGE. Unfulled cloth is stored here. The two boss children sleep here.
6. BEDROOM. Martin sleeps and keeps records here.
7. LOFT. The children sleep here.

E31 PRODUCE/DAIRY, Zolan Produce Co. Himmel Targus operates this dirty stand for Zolan House. He makes his profits buying old produce and near spoiled milk goods from the other produce/dairy stores in town then selling them to those who can't afford to buy better. Himmel is in fact an embittered man rejected by one of the Zolan daughters who was given this job to keep him quiet. He is a fanatic member of the Baronial League and is using this business as a means of driving the poor to revolt against House policies. So far the most he has managed to accomplish is to give over a dozen people food poisoning over the last year.

F1 WAREHOUSE, no sign. This warehouse is owned by Odanga House. There is a 30% PROB. of some sort of precious goods being on the premises. If so it will be bulk goods, i.e. Giant Spiders' silk, rare wood lumber, Giant Crocodile hides, unrefined ore, etc. There are always 1d4 guards on duty. Guards (FIGHTERS, LVL 2, 10-7-9 HTK) wear leather, carry swords, shields, and short bows.

F2 FULLER, no sign. Welton Cugle operates this independent operation, catering to most of the non-commercial cloth makers of the area (those making cloth for their own use) and doesn't see himself as being in competition with Odanga House's operation, Martin the Fuller (E28). Welton doesn't approve of Martin Shegan's use of children for labor (he doesn't object to children working, just the conditions), and he has let anyone who will listen know, much to Shegan's embarrassment and discomfort. Welton is married to Ophilia Odanga, daughter of Della (D14) and sister to Nelson and Henan. It is this marriage which has kept him from feeling the wrath of Martin Shegan, as Della has let Shegan know she wants her daughter's

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family left alone. Helping in the shop are sons Randy and Tom, and Billy Kraft, an orphan who ran away from Shegan to work for Welton. (AK9)

F3 WAREHOUSE, no sign. This warehouse is owned by Odanga House. See F1.

F4 WAREHOUSE, no sign. This warehouse is owned by Zolan House. There is a 40% PROB. of some sort of precious goods being on the premises. If so it will be compact goods, i.e. gems, unpolished stones, rare spices, finished jewelry, etc. There are always 2d6 guards on duty. Guards (FIGHTERS, LVL 2, 4X 11-9-10 HTK) wear leather, carry swords, shields, and short bows.

F5 DYER, Kilrane Dyers I. This is the better of two shops overseen by Gwyarth Kilrane for Kilrane house. Gwyarth is younger brother to Alden (M3) and a powerful influence in the House. His sons, Aylwin, Llewellyn, and Godwyn are all capable, shrewd young men who are nearly ready to move on to new enterprises. The work doesn't compare in quality to the work of Althain Fas (AI) when normal dyes are used, but he is the only source of exotic and unusual dyes made from materials gathered in the Sunken Lands. His prices are high, but business is good as those among the rich and powerful house families are always looking for new fashions to impress one another. Customers interested in more common dye jobs are referred to the second store, Kilrane Dyers II (G43).

F6 TANNER, no sign. Ard Weral, cousin to Cullen (C58) and nephew to Harmon (M1), oversees this busy enterprise. Ard has an exclusive contract with the garrison to provide bulk leather for the commander's own saddlemakers, bootmakers, etc. and, after House requirements are met, has little time or desire to sell to outsiders (30% PROB. he will take an order). If he is not interested, he will refer customers to Elgin Coot (F10). (AK14)

F7 BREWERY, The Grey Towers Ale Company. Balor of Caldara, a nearly ancient dwarf, oversees this highly successful brewery for Zolan House. Balor came to Jonril years ago (no one seems to remember when) and has always produced the best ale in town. He has been offered a share in the brewery several times by Tasha Zolan (M2), but prefers leaving it to the house accountants to settle bills and such so he can concentrate on making ale. He claims to be from village Caldara in the Grey Tower Mountains, but as that village was destroyed during the Great Upheaval five hundred years ago, most people find it hard to believe. He's old, even for a dwarf, but not that old. Balor is hard of hearing and plays at being a little daft, but is really very sharp. He made up the story about Caldara just to annoy folks, as he is really from the dwarven community at Stone Mountain, far to the north. He totters about using a cane, but he's still very active. He is aided in his work by Holnor, a dwarf from Dorigon, the eastern dwarven stronghold, who wandered into Jonril about five years ago and decided to stay on. Seven human workers operate the brewery under Balor's orders. Balor and Holnor (DWARVES, LVLS 8-4, 41-22 HTKS) wear no armor at work, but have full chain, handaxes, helmets, and shields in the office. Balor is +1 to opponent's attacks due to age, but +2 to hit due to LOGIC, experience, and pure cussedness. Holnor is +1 due to STRENGTH. (AK12)

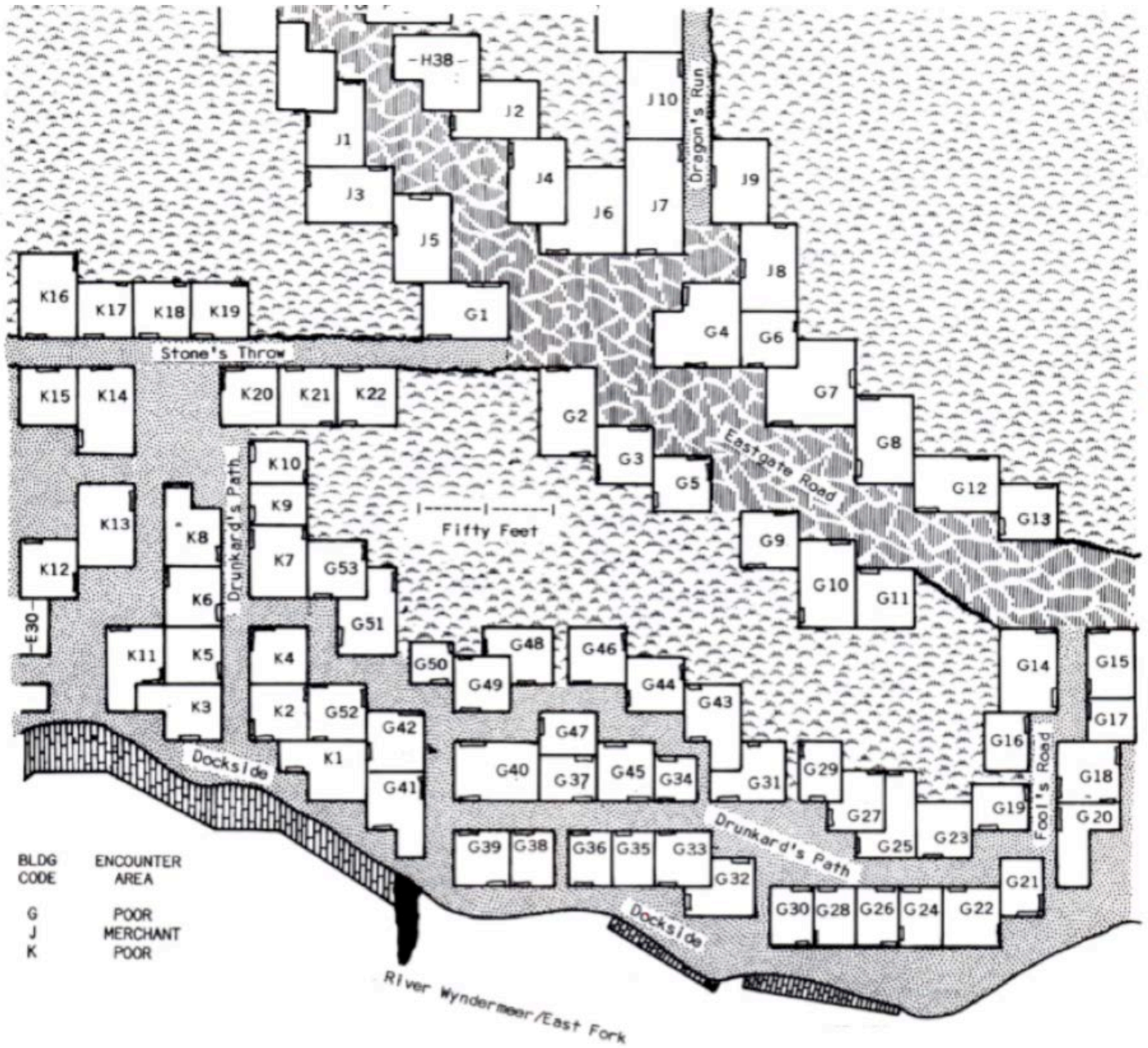
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F8 WAREHOUSE, no sign. This warehouse is owned by Weral House. There is a 20% PROB. of some sort of precious goods being on the premises. If so it will be mixed goods, i.e. unfinished lumber, finished furniture of rare woods, bulk resins, rare dyes, raw silk, finished silk, etc. There are always 1d6 guards on duty. Guards (FIGHTERS, LVL 2, 2x 12-9-14 HTK) wear leather, carry swords, shields, and short bows.

F9 WAREHOUSE, no sign. This warehouse is owned by Zolan House. See F4.

F10 TANNER, Coot Tannery. Elgin Coot, brother of Baras the Leatherworker (E24), operates this prosperous little tannery. As Ard Weral (F6) is usually fully occupied meeting Weral House and garrison requirement, nearly all other business in Jonril comes to Elgin. This allows him to sell leather to his brother Baras at a discount, making Baras prosperous without damaging Elgin's business. He could raise prices but holds off, having come from poor stock, as he still retains some sense of fair play and knows sooner or later someone else will think to open a tannery in Jonril. Elgin's wife Mary Beth takes care of the books and other monetary consideration and their daughter Silvy is away at school in Krondor. The Coots live in another part of town (H42). At night Coot's apprentice, Liam, sleeps in the back guarding against anyone stealing leather stock. **(AK10)**

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City Sections G, J, K

G1 STONECUTTER, Sign of the Plumbob	G45 BREWERY, Beau's Beer
G2 OUTFITTERS, Sign of the Adventurer	G46 RES
G3 BARBER, Sign of the Razor	G47 empty
G4 UNDERTAKER, Sign of the Headstone	G48 PAINTER, Weral Building and Marine Painting Company
G5 RES	G49 RES
G6 CHEESEMAKER, Sign of the Cheddar Wheel	G50 RES
G7 BUTCHER, Sign of the Hog	G51 empty
G8 RES, SCHOLAR	G52 RES
G9 MASON, Sign of the Chisel	G53 RES
G10 BAKER, Sign of the Bread Pan	
G11 empty	J1 RES
G12 empty	J2 RES
G13 RES	J3 RES
G14 TAVERN, The Hanging Lantern (f2,11)	J4 RES
G15 CHEESEMAKER, Sign of the Goat and Cow	J5 POTTER, Grover's Pottery
G16 RES	J6 SECURITY SERVICE, Jonril Vigilance Service
G17 RES	J7 PUBLIC BATHS, Sign of the Sweating Workman
G18 TEMPLE, no sign	J8 WEAVER/SPINNER, no sign
G19 empty	J9 RES
G20 empty	J10 RES
G21 RES	
G22 RES	K1 BOATWRIGHT, Sign of the Dingy
G23 RES	K2 BUTCHER, Sign of the Chopping Block
G24 RES	K3 RES.
G25 RES	K4 RES
G26 empty	K5 ENGRAVER, Sign of the Scroll
G27 empty	K6 POTTER, Sign of the Kiln
G28 RES	K7 LAUNDRY, Sign of the Clean Sheet
G29 RES	K8 RES
G30 RES	K9 RES
G31 BARRELMAKER, Sign of the Barrel	K10 RES
G32 BOATWRIGHT, Pablo Rastcover, Prop	K11 DISTILLER, Sign of the Keg and Bottle
G33 GAMBLING HALL, Sign of the Golden Lady (Ruthia's Rest)	K12 COBBLER, Carbel's Bootery
G34 RES	K13 TAVERN (I3,f2), Sign of the Bear and Boar
G35 RES	K14 RES
G36 empty	K15 empty
G37 COPPERSMITH/TINKER, Sign of the Kettle	K16 SMITH, Sign of the Black Horseshoe
G38 RES	K17 RES
G39 BROTHEL, The Sign of the Rose and Thistle	K18 RES
G40 LAUNDRY, Sign of the Washtub	K19 RES
G41 RES	K20 RES
G42 FISHMONGER, Sign of the Three Fish	K21 empty
G43 DYER, Kilrane Dyers I	K22 RES
G44 empty	

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Section G, J, K

G1 STONECUTTER, Sign of the Plumbob. Egar Fordoony, a ham-handed, sunburned faced barrel of a man is the only Master stonemason in Jonril. He works for Matthew Gwillian (C25) from time to time adding decorative scrolling to doorways, cutting designs in fountains, etc. The rest of the time he earns a good living cutting headstones for the poor and merchant class and making inscriptions in the crypts of the Houses.

G2 OUTFITTERS, Sign of the Adventurer. Bardoc Grandy provides good quality products needed for expeditions into the Sunken Lands and other places. He has no weapons, wholesaling them to his brother, Harold (C55) the Weapons Maker, nor does he sell animals. Otherwise he has nearly everything else (80% PROB.) in stock. His wife Alice, and his son, Robert, help run the business. Bardoc also deals in certain goods obtained by the thieves at the Hanging Lantern (G14), though his family has no knowledge of this. He can usually arrange for "hot" goods to get out of town within a few days if the price is high enough.

G3 BARBER, Sign of the Razor. Arwyn ap Owen, a Natalese, does barbering, minor surgery, teeth extraction, and shaving in this modest little shop. Arwyn is a distant Kilrane cousin, and this shop is financed by them as a listening post. Arwyn has a casual style of conversation and is good at getting people to talk. Anything he judges interesting to Kilrane House is reported to them regularly, or if important enough, at once. **(AK13)**

G4 UNDERTAKER, Sign of the Headstone. Norman Troon, cousin to the numerous Troon family of Carse, and former apprentice to Digger Troon of Carse, is the operator of this modest undertaking establishment, catering to the poorer folk of Jonril. Norman can arrange any funeral desired (if the price is right) from simple pine boxes tossed into the river, to a full-blown parade in state through the city for three days, with singers, mourners, dancers, tamed wild beasts, and trick animals, jugglers, and the rest. Unbeknownst to his family, Gregor Zolan (M2) has arranged for just such a circus funeral in the event he should pass on, regardless of what his daughter Tasha wishes.

G5 RES. Norman Troon (G49) resides here.

G6 CHEESEMAKER, Sign of the Cheddar Wheel. Phelan McCorkle, his wife Jurna, and their daughters Sydney, Toolie, and Willa run this modest cheese shop, specializing in low priced, fair quality hard cheeses. The girls are all fairly attractive, and Phelan is willing to let them be courted, as long as the young men in question are from good backgrounds (as in well-off financially).

G7 BUTCHER, Sign of the Hog. Diltmore the Hog Butcher provides cheap pork (and occasionally beef or mutton) to the poor of this area. The shop is less clean than his customers would like, but his prices are the lowest in Jonril. In truth, while Diltmore cares little for cleaning his shop, he is meticulous in the animals he buys to slaughter. As he says, "Just because the animal's cheap, doesn't mean the meat's bad." For those truly needy, he gives away three day old meat (if any is left).

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G8 RES, (SCHOLAR). Tobias Gilstrap, a retired tutor to the children of the nobility of the Kingdom resides here. He can read and write, speaks the King's Tongue, Common Tongue, The Tongue of Evil, Yabonese, and a little Keshian. He also possesses a fair collection of books on the Sunken Lands, mostly journals from travelers. He is interested in buying maps or journals from newly-returned travelers, and will also allow those leaving for the Sunken Lands to read his books, but he will not sell any. **(AK1)**

G9 MASON, Sign of the Chisel. Jural Carmody, a young and brilliant mason (who is a natural engineer with stone) had a promising career until a year ago when one of his buildings collapsed near completion. Jural is convinced Eric Jaren (D24) had something to do the disaster, as Jural was beginning to cut into his business, but the youth can't prove anything. He is near starving and will work cheap, and if business doesn't improve in the next few months, he is thinking of either moving, or a new career.

G10 BAKER, Sign of the Bread Pan. Shalmer Gortz, an average looking man of middle years runs this mediocre bakery. The rolls are the best item he makes, and they're only fair. Gortz, who has never married, has two weakness, gambling and women. He will always be willing to toss dice for double or nothing for his goods (he will never cheat) and he will discount his goods down to nearly giving them away to any woman with PHYSICAL BEAUTY of 75 or better.

G11 empty

G12 empty

G13 RES

G14 TAVERN, The Hanging Lantern (f2,l1). This seedy, run-down establishment provides the worst accommodations in Jonril, which is why there are never any guests except a few down-and-outers. This is fine with the usual patrons. Merkle "Spade" Hernandez, a retired grave-robber, operates this establishment, now almost entirely a front and hangout for the thieves. He is helped in keeping the conditions conducive to his clients requirements by his "bar-man", Algenon "Strangler" Odonja. Algenon is very sensitive about being confused as a member of the Odanga House, as he doesn't like the way they do business. "Strangler" (FIGHTER, LVL 3, 22 HTK) is +2 to hit due to strength, and if brawling will gain a choke hold on 18+ on d20. He carries a billy club and has crossbow and broadsword behind the bar.

While the thieves of Jonril have no true Guild, as in other cities (between the Commander and the Houses, they're lucky to still be breathing), they still manage some loose accommodations among themselves, and view with disfavor any outsiders thieving in Jonril without their permission (and a 10% cut). Unofficial head of the thieves is Nelson "Quick Hands" Moran (THIEF, LVL 4, 20 HTK), a canny pickpocket and second-story man, who is well respected as much for his intelligence as his abilities. He is often the "brains" on a job, leaving the actually work to others. Nellie "Honey" Trucel (THIEF, LVL 6, 20 HTK), a homely woman who gets her name for her sour nature, is an expert at disguises and removing goods from crowded stores. "Beggarmen" Birony (THIEF, LVL 3, 12 HTK), a scruffy looking man who is a phenomenal pickpocket. Lutz Bergen (ASSASSIN, LVL 5, 23 HTK) who is pretty

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good at second-story work, but seems only adequate at stealing itself. He is new to the area, but is accepted. Lutz is usually a lookout on jobs and since joining this band, they've never been spotted. Unbeknownst to the thieves, Lutz is leaving a few bodies behind at each job. Swerth the Roach (THIEF, LVL 3, 12 HTK) is a master of escapes (85% PROB.) and specializes in "casing" houses, caravans, and strangers for likely booty for his companions to steal.

G15 CHEESEMAKER, Sign of the Goat and Cow. Morris Canello makes a fair selection of cheeses (his hard cheese is not as good as Phelan McCorkle's (G6) but his soft cheese is better.)

G16 RES

G17 RES

G18 TEMPLE, no sign. This small temple is dedicated to the worship of Lims-Kragma, the DEATH GODDESS. She is seen as "the Lover of Life", and has some following here in Jonril, due mainly to the many people who venture into the Sunken Lands and want to be on her good side if things don't work out. This temple is supervised by Sister Lanara (CLERIC, LVL 5, 22 HTK), who uses only a ceremonial dagger. She is aided by Brother Morald (CLERIC, LVL 2, 11 HTK) who wears black chain armor and carries a great mace. Three monks, Hultor, Albend, and Shard (MONKS, LVL 1, 5-3-4 HTKS) keep house and do all the common chores. Unbeknownst to Sister Lanara, Brother Morald and Hultor are the leaders of a secret martial order of Lims-Kragma, called the Brothers of the Silver Net. This order traces its roots back hundreds of years, but has always acted secretly since they are not acknowledged officially by the Patriarch of Lims-Kragma--their fondness for human sacrifice is bad for public relations. On the few nights a year that all three moons are in their new phase, Morald and Hultor lead their followers, robed and masked in black and silver, and victim (preferably a stranger to Jonril) into the nearby forest to ritually sacrifice him or her to the goddess.

G19 empty

G20 empty

G21 RES

G22 RES

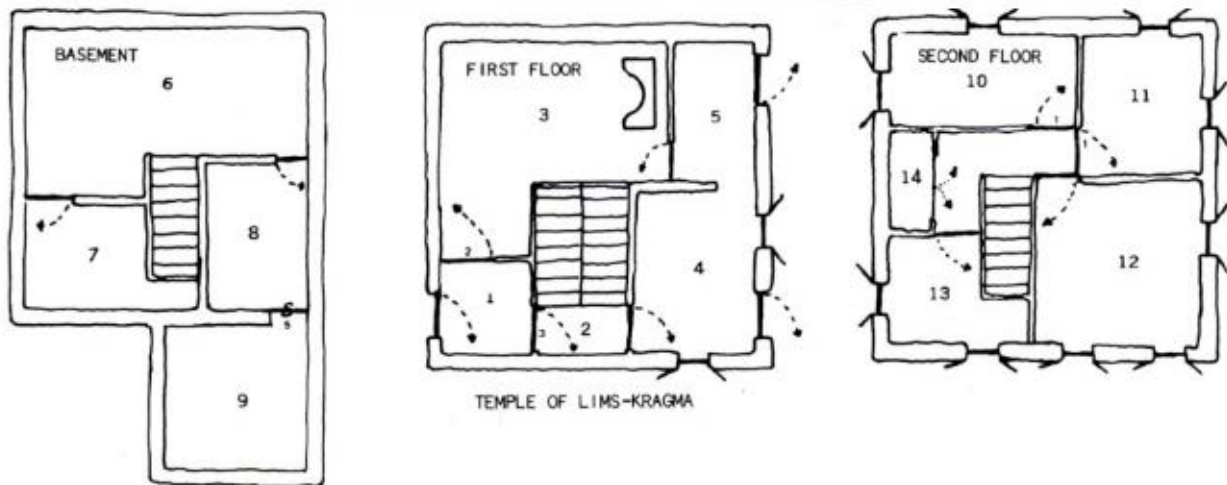
G23 RES

Temple of Lims-Kragma

1. ENTRY HALL. A statue of the goddess with a collection plate beneath it stands in the corner for those not willing to attend services.
2. HALL.
3. NAVE. A black altar stands near the back wall.
4. KITCHEN.
5. PREPARATION ROOM. Here the priests vest for the ceremonies.

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6. EXERCISE AREA. Here the priests maintain their martial skills.
7. STORAGE.
8. BEDROOM. Brother Morald sleeps here. Only he knows how to find and open the concealed door into 9. Albend knows of it, but not how to open it.
9. CONCEALED ROOM. In this secret room those chosen for sacrifice by the Brothers of the Silver Net are held. Sister Lanara is officially unaware of the room and its occasional use.
10. STUDY. Sister Lanara takes care of temple business here.
11. BEDROOM. Sister Lanara sleeps here.
12. BEDROOM. Hultor, Albend and Shard share this room.
13. BATHROOM.



G24 RES

G25 RES

G26 empty

G27 empty

G28 RES

G29 RES

G30 RES

G31 BARRELMAKER, Sign of the Barrel. Horace Kreeh, a simple, friendly man of even temper makes barrels here for Zolan House. He occasionally has some seconds (flawed barrels) for sale, but all his top merchandise is used by Zolan House.

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G32 BOATWRIGHT, Pablo Rastcover, prop. Pablo, a recent emigre from Tulan (for personal health reasons, as he was having an affair with a wife of one of the powerful Mangrum family), is a fine boatwright, capable of building most any common river craft. His work is first rate, and his prices fair. He builds to order, and his barges are in demand, so there is a waiting period of from 1-12 weeks depending on the size of the boat. His two sons, Jenks and Segretti, apprentice for him. His wife, Mona, handles all business, and she is a ruthless businesswoman.

G33 GAMBLING HALL, Sign of the Golden Lady (Ruthia's Rest). Named for Ruthia, the Goddess of Luck, this ill-fashioned establishment is run by Simon McKorkenby, a large, loud, genial man, who is also head of a band of local bandits who ply their trade along the river. They also will occasionally deal with slavers, so extraordinarily beautiful/handsome characters (85%+) who enter Ruthia's Rest have a 10% PROB. of a capture attempt being made upon them. What little order that can be found in this dump is maintained by Alfred Grodkin (AK13) and his little brother Hugo, the bouncers. They will not interfere in fights until blood is flowing then they will jump in, dealing punishment out evenly to all without regard to who started it. All the games are fixed (-10% to CHARACTER'S PROB. of winning). Alfred and Hugo (FIGHTERS, LVLS 5-5, 39-44 HTKS) wear leather, carry maces and shields, and are both +2 to hit and damage due to STRENGTH.

G34 RES

G35 RES

G36 empty

G37 COPPERSMITH/TINKER, Sign of the Kettle. Bartholomew Coppersmith, the Tinker, serves the community by making and repairing simple copper and pewter pans, pots, mugs, etc. His wares are workmanlike in quality and fair in price. He will make to order, but lacks any flair so his designs will always be simple. His wife Margret cares for their infant son Colin.

G38 RES

G39 BROTHEL, The Sign of the Rose and Thistle. This disreputable establishment is not quite as badly appointed as the Fallen Blossom (E9) but it runs a close second as the worse brothel in Jonril. Agnes Gump operates this Odanga House enterprise and collects a steady profit for her bosses. She is a former employee of this establishment -- a great beauty in her youth -- who has seen every trick in the book. She is sympathetic to anyone down on their luck and will stand them to a free meal in the basement kitchen, but she has no patience for chronic freeloaders. Three bouncers (FIGHTERS, LVLS 2, 12-13-15 HTKS) armed with sword and shield, and wearing leather armor (AR.3) are on duty round the clock. **(AK13)**

G40 LAUNDRY, Sign of the Washtub. Moran Trugen runs this modest little operation for the Odanga House, doing occasional work for those in the area needing their clothing, linens, etc. cleaned. He works steadily for the Odanga House brothels (C28,E9,G39). Rates for cleaning clothes are cheap (1 CP per garment) but customers run the risk of them

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coming back smelling of cheap perfume (70% PROB.), or faded (30% PROB.) or shrunk (20% PROB.) or all of the above.

G41 RES

G42 FISHMONGER, Sign of the Three Fish. Horace Delran and his two sons, Jock and Antoin, and his younger brother, Hector, operate this modest family fish store. One of the four will sell the previous day's catch while the others are out with their nets fishing in the river. The catch is small but fresh and sells out by mid-day as a rule.

G43 DYER, Kilrane Dyers II. Gwyarth Kilrane (F5) oversees this operation as an outlet for simple, cheap dye jobs, not requiring the finer quality controls done at Kilrane Dyers I (F5). Anyone coming in will be served by August Kodder, who will refer anyone seeking better work to the other store.

G44 empty

G45 BREWERY, Beau's Beer. Beaugard Bergoiny, one of the younger members of the Bergoiny family runs this cornerstone of the rapidly growing financial empire. They make cheap, good beer for consumption up and down the river. While no comparison can be made to Grey Tower's Ale (F7) the Bergoinys do a brisk business because Beau's Beer is only 1/3 the price of the Zolan House product. For this reason Zolan House often undertakes to limit supplies coming into this brewery, but can't quite seem to cut off the supplies of malts, hops, and yeasts. In fact, Baylor of Caldara (F7) anonymously slips necessary supplies to Beau just to 'keep things interesting'. **(AK5 AK13)**

G46 RES. Three workers at Beau's Beer (G45), Oscar Wiggins, Milton Bergoiny (Beau's son), and William of Hoxley share quarters here. Each oversees a shift at the brewery.

G47 empty

G48 PAINTER, Weral Building and Marine Painting Company. WBMPC is operated by Norton Horan, who is married to Jessica Weral, one of Harmon's nieces. Norton is a simple painter who is slightly ill equipped for some of the larger jobs thrust upon him. This has resulted in some sloppy paint jobs in Jonril, with a loss of income. Norton is on the lookout for an experienced painter and each passing week is prepared to offer higher wages as an inducement.

G49 RES

G50 RES

G51 empty

G52 RES

G53 RES

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Nighttime Transactions

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J1 RES

J2 RES. Owstis Kilrane the paper ink maker (E6) lives here with his wife Trudy and their son William.

J3 RES

J4 RES. Jack Odanga the Boatwright (E22) resides here with his wife Myrl, their son Charles, and Myrl's younger brother, Mark Hogrin, an apprentice to Jack. **(AK4)**

J5 POTTER, Grover's Pottery. Grover Weral, second cousin to Cullen (C58) lives and works here. He and his wife Patricia run this business, selling good quality pottery for fair prices. Grover is indifferent to House politics.

J6 SECURITY SERVICE, Jonril Vigilance Service. Aldaran Morgenstern, a retired military man from Krondor, operates this security service, competing with the LaMutian Hiring Hall (C18) in providing caravan guards, bodyguards, household guards, armed messengers, etc. He charges high rates, but his men are usually top flight. Morgenstern is always on the lookout for high quality "bravos", i.e. mercenaries who are willing to pull duty best described as "long term boredom punctuated by occasional terror and panic."

J7 PUBLIC BATHS, Sign of the Sweating Workman. This bath is a modest establishment offering none of the finer points of either of the other baths in town (A16/H38), but it is a well-used facility as the prices are the cheapest in town. The clientele runs to workers and rivermen, as well as occasional returning adventurers whose level of success hasn't provided for the price of the other baths. Services, for 5 SP, include a steam and warm bath. Jolly Multar, the heavy-set owner, provides a bucket of cold water, a bar of lye soap, and a rough towel out back for anyone to use who is too broke for even his modest rates. His feeling is that "a man may be poor, but he needn't be dirty." **(AK13)**

J8 WEAVER/SPINNER, no sign. Olga Zolan, a member of the advisory council to her cousin Tasha (D32), operates this successful weaving/spinning enterprise. She spins threads which she sells to Ilsa (C5) as well as weaves into expensive decorative tapestries. She is considering branching out into making cloth for clothing but is not sure if she can compete with Grovner Odanga's cloth enterprise (C43). Her son is Pitur the Stable Owner (H13). **(AK6)**

J9 RES. Portius Weral, the Distiller (K11) lives here with his wife Grace, their sons Jack, Mickey, and Rolf.

J10 RES. Gwyarth Kilrane the Dyer (F5/G43) resides here with his wife Catherine, sons Rys and Llacheu.

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K1 BOATWRIGHT, Sign of the Dingy. Kermit Armenthal operates this business for Odanga House. As he is only an employee and is planning to leave Jonril as soon as he has enough money, his work tends to be slow (he's fired one helper and pockets the salary) and shoddy (he buys inferior materials and pockets the difference).

K2 BUTCHER, Sign of the Chopping Block. Gotlen Swumpter, a portly, happy-go-lucky sort of fellow runs this brisk business for Odanga House. He has never been known to have a cross word for anyone and is generous in his dealings, being perhaps the Odanga House's most popular representative in Jonril. He is in fact an ensorscelled axe murderer who had a geas thrown on him to behave by a magician several years ago, accounting for his wonderful friendly nature. Should anyone throw a DISPELL MAGIC, NEUTRALIZE MAGIC, or successfully use a BANISH CURSE or REMOVE CURSE on him, he will grab his cleaver and run amok. Gotlen (FIGHTER, LVL 4, 33 HTK) is normally +1 to damage due to high STAMINA; he is +2 to hit as well when berserk but +1 to opponent's attack.

K3 RES

K4 RES

K5 ENGRAVER, Sign of the Scroll. Shandon Murtoqe is an excellent engraver who seems to attract a colorful clientele. His claim to fame is his skill at altering documentation as well as creating them. He is the best forger along the river. His work is excellent, having only a 5-20% (1d4 x 10%)/2 PROB. of being detected.

K6 POTTER, Sign of the Kiln. Bertram Pepps runs this quality pottery, providing excellent goods at a fair price. He is desirous of expanding his holdings, but fears House intervention, so he has become a member of the Baronial League. His son Halton serves in the Garrison's Second company, and his daughter, Marl, is engaged to marry Dirk Carbel (K12).

K7 LAUNDRY, Sign of the Clean Sheet. Jack Multowny operates this laundry, catering to most of those in the area who haven't the time to do their own laundry. He charges by the garment, or on contract, a flat rate per month for regular customers (homes only, no businesses). The rate per garment is 2-5 CP (depending on size). The monthly rate is 1 GP. **(AK13)**

K8 RES

K9 RES

K10 RES

K11 DISTILLER, Sign of the Keg and Bottle. Weral House operates this prosperous distillery, overseen by Portius Weral (J9), brother to Cullen (C58). They are the only distillery in Jonril and have a lock on all non-imported distilled spirits in the city. This means the price of brandy, whiskey, etc. is high, but Portius is a man of conscience and the quality is good. Five master, journeyman, and apprentice distillers man this works around the clock.

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K12 COBBLER, Carbel's Bootery. Boaz Carbel and his son Dirk operate this fine store, selling good quality boots and footwear, as well as making other leather goods to order (no armor). Dirk is engaged to marry Marl Pepps, daughter of Bertram the Potter (K6).

K13 TAVERN (I3,f2), Sign of the Bear and Boar. Hustus Frinkle owns and operates this modest tavern, catering to locals. It is a poor tavern, but clean, as Hustus prides himself on keeping his house in order. He allows no fighting, and as this area of the city is rough, a common law truce is in effect in this building. Any stranger breaking the peace is apt to find a half-a-dozen (1d6+6) or more local workmen (all large and burly) hustling them out the door in short order. If things get really rough, the local constabulary will show up quickly, as Hustus refuses to let any of the Commander's men who visit the tavern pay for drinks. **(AK13)**

K14 RES

K15 empty

K16 SMITH, Sign of the Black Horseshoe. Gordon Jeltun, a heavy chested, black bearded man, runs this smithy for Zolan House, taking twenty percent of the take for his troubles. He is a competent farrier who also can do simple armor repairs. Lamé animals will cause him to refer the customer to Sophia Zolan (H7) the veterinarian.

K17 RES

K18 RES

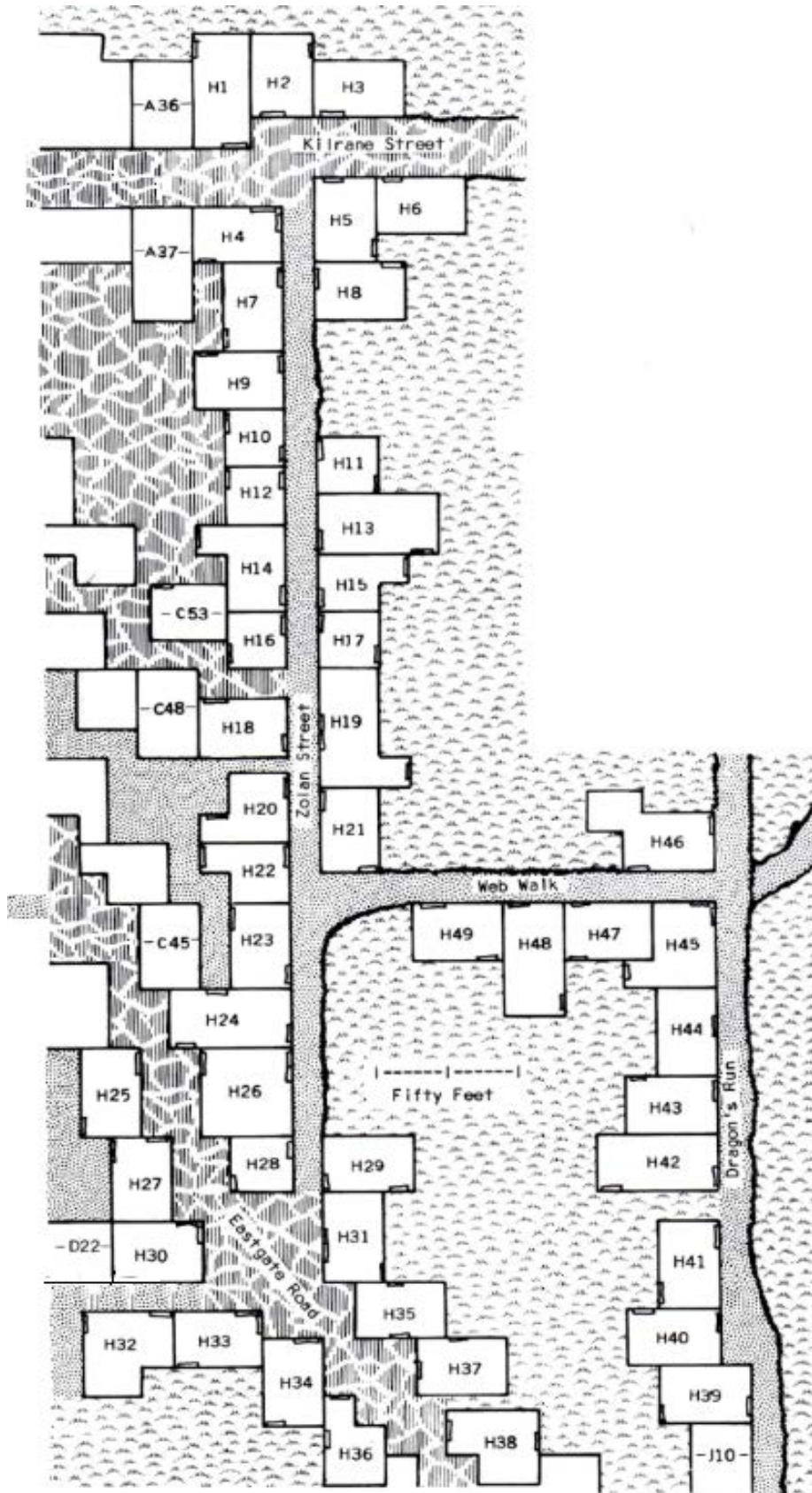
K19 RES

K20 RES

K21 empty

K22 RES

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City Section H
(Merchant)

H1 BIOLOGIST, no sign	H40 RES
H2 ENGINEER, no sign	H41 RES
H3 GEOLOGIST, Natala Zolan	H42 RES
H4 CARTOGRAPER, no sign	H43 RES
H5 RES	H44 RES
H6 RES	H45 RES
H7 VETERINARIAN, Sign of the Lame Mule	H46 BAKER/MILL, Jenks's Bakery
H8 ARTIST, no sign	H47 RES
H9 RES	H48 RES
H10 RES	H49 RES
H11 HORSETRADER, Sign of the Dancing Pony	
H12 RES	
H13 STABLE, Sign of the Sleeping Mule (S3)	
H14 empty	
H15 PRODUCE/DAIRY, Zolan Produce North	
H16 RES	
H17 BAKER, Zolan's Breads	
H18 RES	
H19 RES	
H20 RES	
H21 BUTCHER, Wroggle's Fine Meats	
H22 RES	
H23 RES	
H24 LUMBER MERCHANT, Weral Lumber Exporters	
H25 CARPENTER, Weral Cabinets	
H26 RES	
H27 LUMBER MERCHANT, Jonril Lumber Co	
H28 RES	
H29 RES	
H30 empty	
H31 empty	
H32 RES	
H33 RES	
H34 RES	
H35 FORTUNETELLER, Sign of the Mystic Eye	
H36 RES	
H37 RES	
H38 PUBLIC BATH, Ulthipis and Son's Baths	
H39 RES	

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City Section H

H1 BIOLOGIST, no sign. This is the home of Gottfried Asundura, a retired biologist from the eastern Kingdom city of Salador. After leaving the King's service years ago, he came to live in Jonril to study the strange fauna brought out of the Sunken Lands. He is now something of an expert on the more bizarre life-forms found there. He will give a general run down on what to look for to anyone who will pay 5 GP. He will pay 50 GP for first look at anything new brought out. **(AK1)**

H2 ENGINEER, no sign. Howard Fortunado lives here with his wife Sharla, and their twin daughters, Mary and Beth. Howard is a fine engineer specializing in structures, and is well worth his price. He often consults with the Commander on rebuilding older sections of the garrison and city walls. In his spare time Howard fiddles with building strange contraptions. He has produced a modified winch and pulley arrangement which can lift five times the weight any man can handle using usual mechanical devices.

H3 GEOLOGIST, Natala Zolan. Natala, one of the Zolan sisters who acts as a counselor to Tasha (A25), resides here with her husband Taras and children Vladimir and Stefan. She is an expert geologist and is especially familiar with the strange magically created geology of the Sunken Lands. **(AK6)**

H4 CARTOGRAPER, no sign. Jan Hergomathon, son of a minor noble of Natal, has come to Jonril to make a name for himself. He is known as "Jan of Bloody Foot" by many local adventurers due to his having gotten several parties lost in the Sunken Lands. The nickname refers to his maps having been drawn "foot by bloody foot". He will pay his own shares on any expedition going into the Sunken Lands (and will take a share of any loot) in exchange for mapping privileges. He really is a good mapper, just a little unlucky (20% PROB. he gets a party lost). Jan (FIGHTER, LVL 4, 30 HTK) is +2 to missile weapons and +1 to broadsword due to high CO-ORDINATION. He owns chain armor, shield, broadsword, horsebow, a light warhorse, a mule, and has a servant, Renolds, who accompanies him wherever he goes. **(AK1)**

H5 RES

H6 RES

H7 VETERINARIAN, Sign of the Lambe Mule. Sophia Zolan, one of the Zolan sisters who acts as a counselor to Tasha (D32), resides here alone. She is a strikingly beautiful woman who is an experienced, highly trained veterinarian. She can heal any normal illness in common domestic animals, and has a 65% PROB. of being able to treat the more exotic animals brought in from the Sunken Lands. Sophia is on the lookout for a good husband, but she is determined to wait until one with the proper attitude about allowing the woman to run the business shows up, a rarity in the Kingdom dominated culture of Jonril.

H8 ARTIST, no sign. Hale Delmore, a local artist lives here. His work brings high prices outside of Jonril, having been shipped as far away as the King's city of Rillanon. He paints strange and bizarre scenes from the Sunken Lands, insisting on realism. He is always looking for guards and will often provide needed supplies for parties in exchange for letting him come along. **(AK1)**

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H9 RES. Ard Weral the Tanner (F6) lives here with his family, wife Rhonda, son Tynan, and daughters Millissa and Cresada.

H10 RES

H11 HORSETRADER, Sign of the Dancing Pony. Claude Morran operates this fine establishment, providing a wide range of animals from simple cart horses to quality mounts. There is a 90% PROB. of his having 1d6 common horse, mule, or pony. There is a 40% he can provide a single warhorse or otherwise trained mount within 1d10 days. His prices are high (+10% to normal price table) but his animals are the best.

H12 RES. Claude Morran (H11) lives here with his wife Zelda and their son Richard.

H13 STABLE, Sign of the Sleeping Mule (S3). Pitur Zolan, son to Olga (J8) and cousin to Tanya (A25) runs this operation for Zolan House. Services are good and prices are fair. Any difficulties with animals that are sick are referred to Tanya's aunt Sophia (H7).

H14 empty

H15 PRODUCE/DAIRY, Zolan Produce North. Osgood Wehan operates this business on behalf of Zolan House. The produce is good and the prices are fair, though the dairy prices are a little (+05%) higher on the average. Wehan is a member of the Baronial League.

H16 RES

H17 BAKER, Zolan's Breads. Hubert Zirgath is a master baker hired by Zolan House to run this well-equipped bakery. He owns ten percent of the business and provides some of the better baked goods in town, but his prices are high (+10%). Hubert has little cash on hand as he give most of it to the House to increase his percentage. Hubert is aided by two apprentice bakers, Malcom Selby and Trig Carlan.

H18 RES

H19 RES

H20 RES

H21 BUTCHER, Wroggle's Fine Meats. Sherman Wroggle provides a fine selection of beef, mutton, lamb (in season), and pork. His prices are high and worth it. He also has occasional (10% PROB.) delicacies from the Sunken Lands for those with adventuresome palettes. His son Jaxon is apprenticed to him, and his wife Sharmian cares for their infant daughter Tina.

H22 RES

H23 RES

H24 LUMBER MERCHANT, Weral Lumber Exporters. Hausen Weral, cousin to Cullen (C58) and brother to Halor (H25) operates this aspect of Weral Houses financial empire. The Werals

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have a near stranglehold on all exotic lumbers coming out of the Sunken Lands. As the demand for these woods is high throughout the Kingdom, the source, transport, and storage of these woods is closely guarded and highly protected. As most woods are backordered by cabinet makers throughout the west (with Johanne Trusdle (C11) and Halor Weral (H24) getting first pick of new grains), stockpiles are small and do not stay in Jonril long. Still, whenever there are exotic lumbers in the yard, there are 2d6 Weral House "porters" or guards hired from the Hiring Hall (C18) on duty. **(AK14)**

H25 CARPENTER, Weral Cabinets. Halor Weral, brother to Hausen (H24) and cousin to Cullen (C58) oversees this profitable enterprise, specializing in fine grained woods from the Sunken Lands. His work isn't quite as fine as Johanne Trusdle (C11) but otherwise is journeyman in quality.

H26 RES

H27 LUMBER MERCHANT, Jonril Lumber Co. Octavian Sulianus (H28), a Quegan by birth but a Jonril citizen for thirty years, operates this independent lumber company. As the Weral Lumber Exporters (H24) have a virtually lock on exotic woods being shipped out of Jonril, Octavian relies on selling good quality lumber of a more mundane nature, specializing in both materials for boats and buildings, and more colorful local woods for furniture. Should any exotic lumber come his way, he will be quick to offer top price as he appreciates what the possessor of such wood had to go through to get it past all the Weral House employees between the Sunken Lands and Jonril. He has five workmen operating the yard during the day. **(AK1)**

H28 RES, Octavian Sulianus (H27) and his wife Jorma, and their three children, Titus, Aggripina, and Marcellus reside here.

H29 RES

H30 empty

H31 empty

H32 RES

H33 RES

H34 RES

H35 FORTUNETELLER, Sign of the Mystic Eye. Moran Tull (H36), a Lesser Path magician, resides here. He offers his services, specializing in most information gathering type of magic. Moran charges a fair price (1d8+2 GP) depending on his mood and how well off the client looks. He is also a good judge of character and can usually tell when a client doesn't really want a reading, but reassurance, so his business prospers. Moran (L. P. MAGICIAN, CIRCLE 6, 19 HTK) 1s an Air dedicated, Hawk Totem magician with SMELL MAGIC, EMPATHY based spells, giving him READ PAST, and READ LORE abilities. He also possess a TRUE CRYSTAL BALL, which allows him to read the future (65% PROB. of accuracy).

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H36 RES, Moran Tull (H35) lives here with his apprentice Logan. There is a SENTINEL SPELL upon the building (anyone who approaches sets off a silent alarm alerting Logan). Moran has three magic books in his possession, one of which is a book of powerful Tsurani Spells. (GREATER PATH SPELL BOOK) The other two are forgeries.

H37 RES

H38 PUBLIC BATH, Ulthipis and Son's Baths. Andros Ulthipis (H39) and his son, Andros the Younger, operate this prospering public bath. While not as "nice" as the Blue Tile Baths (A16) (all the attendants here are men), this is a very popular meeting place for businessmen as it has no House affiliations. It is considered neutral ground by all in the city and many deals are made in the steam room and pool. Andros the Elder is near retirement and his son is ready to take over in a year or two. No House guards or private bodyguards are allowed in the bathhouse (unless they're customers) and order is guaranteed by several large guards on duty during business hours. The guards (6 FIGHTERS, LVL 2, 12-8-9-14-15-9 HTKS) all are armed with jack armor (AR.2), spears, shortswords, and billy clubs. **(AK13)**

H39 RES Andros the Younger (H38) and his wife Shana and their sons, Andros the Youngest, and Herman live here. Andros the Elder lives in a separate rooms in the back with a "friend", Maggie, a beautiful, nineteen year old ex-prostitute, whom the old man brought home with him one night a year before after visiting the Fallen Blossom (E9). Shana is not pleased with the arrangement, but Andros the Younger can't bring himself to challenge his father.

H40 RES

H41 RES

H42 RES. Elgin Coot the Tanner (F10) lives here with his family, wife Elma, daughter Rena and sons Elgin Junior and Merv.

H43 RES

H44 RES

H45 RES

H46 BAKER/MILL. Jenks's Bakery. Hamish Jenks (H47) operates this small bakery and mill complex, providing both bread and milled grain to those in town not wishing to buy from Miles Jaren's two mills (A2/E3). Jenks has two journeymen bakers operating the bakery and a crew of two millers operating the milling side of the business. Hamish is in fact a troubleshooter imported into Jonril by Odanga House secretly to compete with Miles Jaren and to undermine his attempts at creating Jaren House. Due to two fires at the mill, all the flour made here has a charcoal flavor. A new millstone is on its way from Carse and should arrive before the year's out. Hamish knows Franklin Jaren is responsible for the two fires and other accidents which have struck this operation over the last two years and plans to settle up with him as soon as he gets the go ahead from the Odangas. Jenks (ASSASSIN, LVL 5, 22

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HTK) is an expert at traps and killing devices and is building a small package for Franklin Jaren.

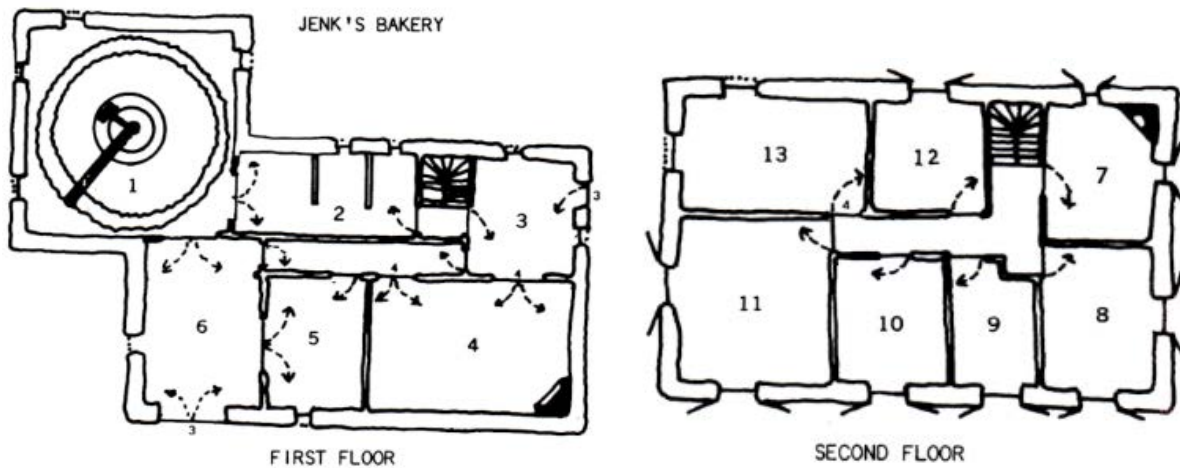
H47 RES, Hamish Jenks (H46) lives here with his mistress, Molly. There is a poison needle trap on the second story window into the bedroom, where Jenks keeps his working capital, 4,500 GP.

H48 RES

H49 RES

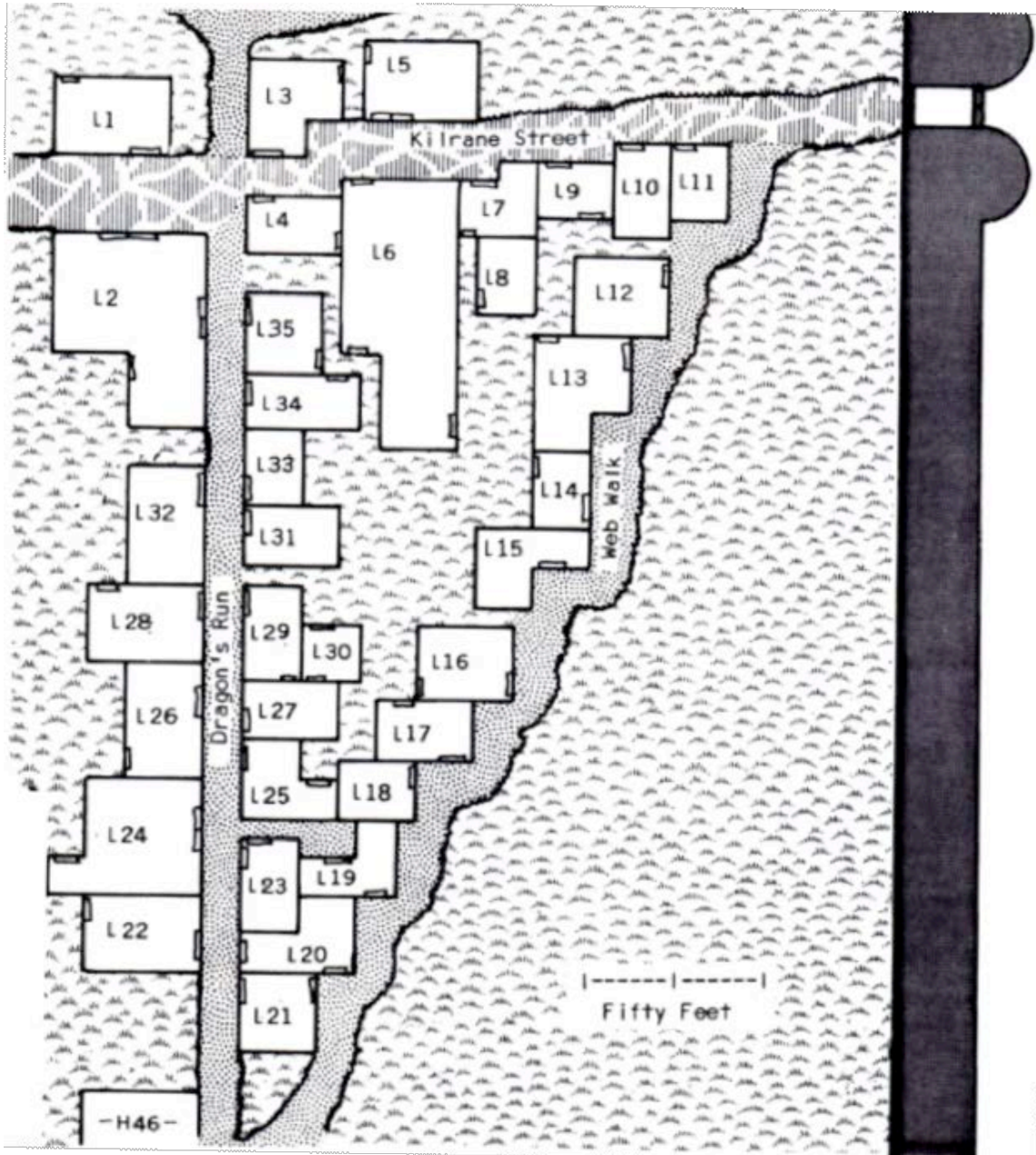
Jonril
Gateway to the Sunken Lands

Jenk's Bakery (H46)



1. MILLING ROOM. Here a mule drives a slightly charred millstone.
2. STABLE. Two mules are kept here, along with their tack and feed.
3. FRONT OFFICE. A large counter divides this room; baked goods are displayed on it. Sacks of flour, also for sale, are stacked in the rear of the room.
4. BAKERY. Here Jenks' bakers prepare the bread, baking it in a large oven in the corner.
5. STORAGE.
6. SHIPPING ROOM. Bags of flour being prepared for delivery and sacks of grain recently bought are found here.
7. KITCHEN. This kitchen is used by the millers and bakers for their own food.
8. BEDROOM. One of the millers and his wife share this room.
9. BEDROOM. One of the millers lives here.
10. BEDROOM. The junior baker lives here.
11. BEDROOM. The head baker, who is the overall foreman, shares this room with his wife.
12. BEDROOM. The head bakers two children sleep here.
13. OFFICE. Here Jenks keeps the weekly receipts (1d6 x 100 GP) and maintains his records. The room is heavily barred and locked--only Jenks has the key.

**Jonril
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- | | | |
|-----------------------------------------|------------------------------------|---------------------------------|
| L1 ARCHITECT, no sign | L13 RES | L26 HORSETRAINER, no sign |
| L2 RES | L14 RES | L27 RES |
| L3 SHARPENER, Sign of the Knife | L15 RES | L28 RES |
| L4 BIOLOGIST, no sign | L16 empty | L29 empty |
| L5 BIRD TRAINER, Sign of the Greyfalcon | L17 RES | L30 RES |
| L6 RES | L18 RES | L31 SCHOLAR, no sign |
| L7 RES | L19 RES | L32 MATHEMATICIAN, no sign |
| L8 RES | L20 RES | L33 CARTOGRAPHER, no sign |
| L9 GEOLOGIST, no sign | L21 WEAVER, no sign | L34 INTERPRETER, Translations |
| L10 RES | L22 RES | L35 CARPENTER, Sign of the Nail |
| L11 empty | L23 RES | |
| L12 RES | L24 TAVERN, Sign of the Burnt Tree | |
| | L25 RES | |

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City Section L
(Merchant)

- L1 ARCHITECT, no sign.** Melgorn Turndel, a foppish, thin man of unknown years and strange mannerisms, is the towns finest (and only) architect. He is often sought out for his knowledge of design, but is usually ignored on his suggestions for interior decorating, as he tends to favor decor running to puce, magenta, mauve, and lavender with splashes of green and orange. Melgorn is color blind, but stubbornly refuses to acknowledge the fact.
- L2 RES.** Morgos Bergoiny, uncle to Murdoc (B5), lives here. Referred to as the "Old Man" by the other Bergoinys in town, he is the real brains behind the family's push to become a House. This fact is well hidden by the other family members, so in case the Houses take action, Morgos will still be around to help Murdoc's successor. To all outside the clan he seems a crotchety old man who is hard of hearing (he's not). (AK15)
- L3 SHARPENER, Sign of the Knife.** Kennon Gwynfeden, a Natalese, operates this small shop for Kilrane House. He would like to court one of the Kilrane daughters with an eye to marrying into the House and gaining this business, but so far none of them seems the least bit interested. Any attractive woman with enough money to buy out the House's share of this shop would probably change his mind.
- L4 BIOLOGIST, no sign.** Anir Kilrane nephew to Aidan (M3) lives here with his wife Athelwhite, daughter of Jacob Suran (D15). He is expert both in common local fauna as well as some of the more bizarre forms coming out of the Sunken Lands. He will pay for specimens he has not seen before, especially if they have some application which might prove profitable to Kilrane House.
- L5 BIRD TRAINER, Sign of the Greyfalcon.** Keane Tylwyth, nephew to Aidan Kilrane (M3) operates this shop where he sells hunting birds he has trained. He is an arrogant young man who feels without a hunting bird a man can't properly call himself a gentleman. He has several scars from duels he has fought, for although he seems something of a fop, he is in fact a deadly swordsman. He has several peregrine falcons, a mated pair of merlins, a goshawk, and a red-tail hawk for sale. His pet project at present is teaching a young black eagle to hunt. Keane (FIGHTER, LVL 4, 29 HTK) wears leather and is an specialist with broadsword (+2 to hit).
- L6 RES, Miles Jaren.** Miles Jaren, head of the powerful Jaren family and owner of the two biggest mills in town (A2/E3) lives here with his second wife, Sharla, their daughter Maris and sons Theo and William. The house is staffed by two servants and a bodyguard. Lobal, the bodyguard, (FIGHTER, LVL 7, 55 HTK) wears chain, carries sword and shield, is +1 to hit due to STRENGTH and is very loyal to the family.
- L7 RES**
- L8 RES**
- L9 GEOLOGIST, no sign.** Bradley Amber, a young geologist from Carse, lives here. He is anxious to explore the volcanic regions near the Sunken Lands as well as venturing into the Sunken

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Lands itself seeking out magically affected igneous rock formations. None of his neighbors have seen fit to enquire as to why he is burning with this desire. He is well off, the son of a Captain Alaric Amber (CARSE J9) of Carse, who sends money to the young man each month. Bradley wants to publish a paper which will get him accepted to the Royal Geological Society in Rillanon. He is therefore willing to underwrite a journey to the Sunken Lands for those willing to put up with his scrambling around the rocks all day. **(AK1)**

L10 RES

L11 empty

L12 RES

L13 RES

L14 RES

L15 RES

L16 empty

L17 RES

L18 RES

L19 RES

L20 RES

L21 WEAVER, no sign. Aldron Cooter operates this enterprise for Kilrane House, making heavy woolen cloth and canvas for local sale. There are always openings for skilled weavers as the pay is poor (15 GP month) and the conditions are worse. Turnover is high.

L22 RES

L23 RES

L24 TAVERN, Sign of the Burnt Tree. Solly Kilmally, a distant cousin to the Kilranes, operates this modest, but prosperous establishment. It was once a Kilrane House owned business, but Aidan (M3) let Solly buy out. This place is frequented by Kilrane House folk and unallied locals. There has never been a need for a bouncer as the place is very quiet and nearly everyone in town knows better than to start trouble with Solly, who used to be the Kilrane enforcer in his younger days. Solly's son Grandlyn helps out behind the bar, and Solly's wife, Morgan, cooks. Solly (FIGHTER, LVL 9, 68 HTK) is still +1 to hit due to STRENGTH despite his advancing years and has broadsword and shield (no armor) behind the bar. **(AK13)**

L25 RES

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L26 HORSETRAINER, no sign. Akmed Ali-ben-Sergain, a Keshian from the Great Jal-Pur Desert, is a semi-retired horsetrader. He occasionally accepts a job from the local stables or from someone referred to him, if he is bored (30% PROB. he will take a training job). He can also teach a rider to shoot a horsebow from the back of a steed. Akmed is a minor noble, a Bey of the Benni-Sherin, and is usually very formal in his speech and manners. He lives with his grandson, Mustafa, a tall, good looking young man who is also possibly the best horseman in Jonril. (AK4)

L27 RES

L28 RES

L29 empty

L30 RES

L31 SCHOLAR, no sign. Elvaradies the Sage lives here. He is a stooped over old man who spends days upon end bent over his books. His rent and other needs are paid by Weral House as he is constantly uncovering odd facts for them in obscure books. He has found mention of several strange minerals which have led to Weral House finds in the Sunken Lands of unusual quality and rarity. Every once in a while he makes up a reference, initiating a rush to the Sunken Lands of another expedition, just for the fun of it. The last time he made up a reference, he was somewhat surprised to have the expedition bring back "Moonglow Stones", as he thought he had made them up. He has no loyalty to Weral House, as he feels knowledge should be shared, and will give away information to anyone who asks, which is why there is a 75% PROB. of several Weral House porters will be hanging around his door keeping strangers away. The porters (FIGHTERS, LVL 2, VARIOUS HTKS) are all armed with billy clubs.

L32 MATHEMATICIAN, no sign. Gively Sward, a very talented, but often preoccupied mathematician lives here. He spends most of his days muttering to himself as he stands over a writing stand scribbling figures. The walls of his home have numbers scrawled upon them, as do countless scraps of paper, cloth, and even the furniture. He will do calculations for a small fee, and sometimes earns some coins doing so for local engineers, architects, or anyone else needing higher math done accurately and quickly. He receives an allowance from a distant family in the Kingdom, and has few friends.

L33 CARTOGRAPHER, no sign. Jal Kroger a talented cartographer lives here. He is in the employ of Kilrane House, mapping every expedition into the Sunken Lands for them. He is presently bitter over the risks he has had to take on the last two journeys, and has made some illicit copies of Kilrane maps he will sell if the price is high enough (10% PROB. he will take the offered price for each 50 GP offered over 500). These maps are guaranteed to show Kilrane discovered riches in the Sunken Lands, although he neglects to mention that such finds are guarded by the Kilranes.

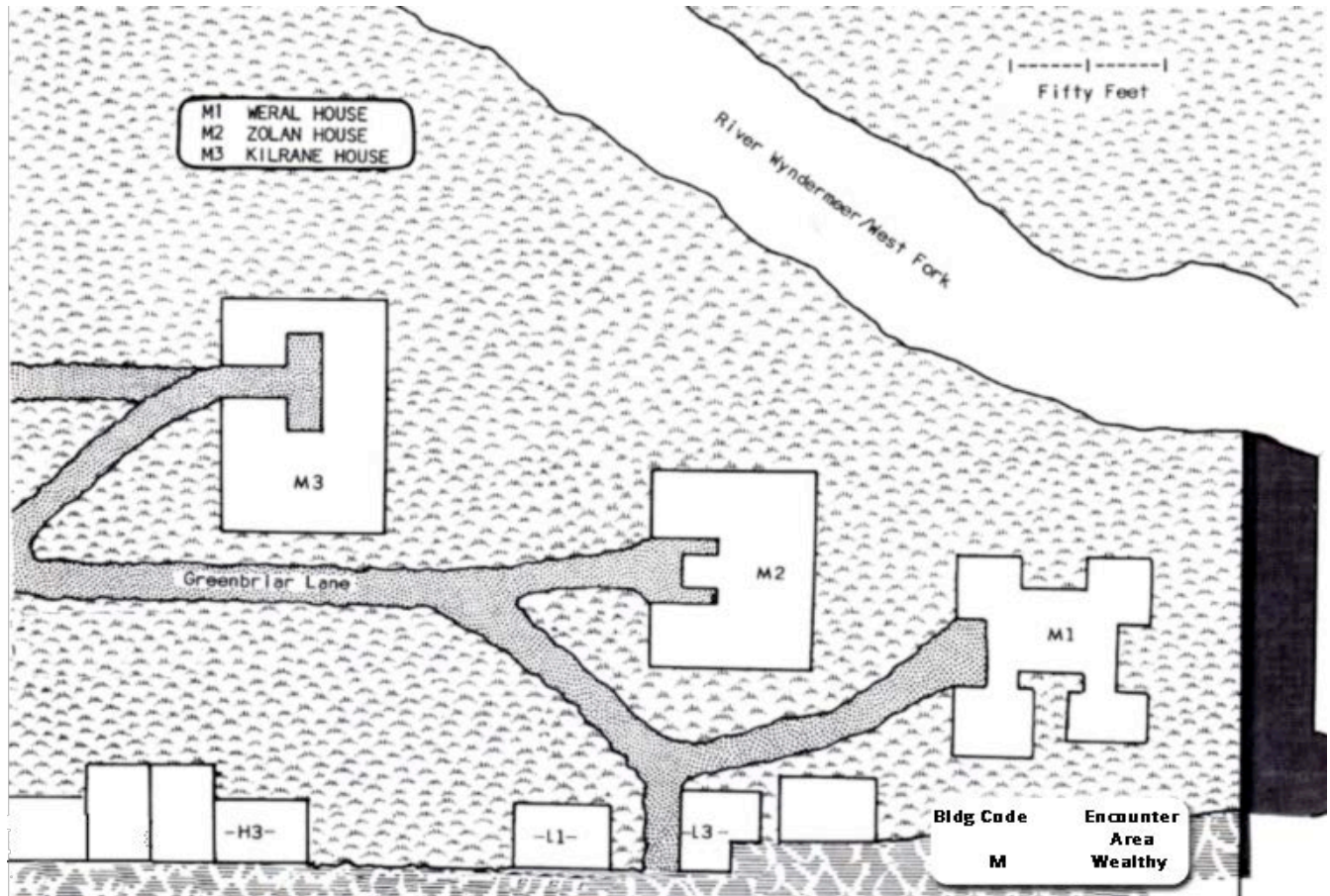
L34 INTERPRETER, Translations. Huburt Crowley, a very unscholarly looking man -- tall, raw-boned, looking more like a forester -- can speak nearly every local language around Jonril and the Sunken Lands. He will hire out for a share of the take against a guarantee of 100 GP per

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day. Huburt (FIGHTER, LVL 3, 14 HTK) has chain armor, long bow, broadsword, shield, and his own horse and mule.

L35 CARPENTER, Sign of the Nail. Gregor Tash is a skilled, journeyman carpenter specializing in house framing and repairing roofs and walls. His son Mikhail is apprenticed to him and another son, Posner, is a soldier in the garrison. Gregor's wife, Natalie, cares for the household.

Jonril Gateway to the Sunken Lands



City Section M

Greenbriar Lane provides access to the estates of the four great trading Houses in Jonril. (The fourth estate, home of Cornell Odanga (B6) is included on the Area Map on p. 10.) The grounds surrounding the estates and extending to the bank of the river are beautifully kept, with paths wandering among flower beds set in the trimmed grass. A small gazebo and a stone bench or two may be found near the portion of the riverbank claimed by each House. House guards or "porters" patrol the area unobtrusively during the day. Two or three large men wearing the colors of each House find reason to wander around the area, often talking with one another, and stopping any strangers to inquire about their business. If a stranger asks to see one of the heads of the Houses, the appropriate guard will be called. If the person inquiring is dressed well enough to appear legitimate, the guard will conduct him or her to the House. Those not appearing to the guards to have legitimate business in the neighborhood will be summarily dismissed. The dismissal will be backed by physical removal (gentle to rough, depending on the guard and which House he works for) to the nearest street corner. At night, two to four guards from each House patrol their grounds, and intruders find their reception decidedly cold. Strangers found on Greenbriar Lane without an invitation to one of the Houses will be dragged to the guard post (C33) for interrogation. Anyone caught off the road will be dragged to the guard house for interrogation. Anyone caught actually breaking into a House will be treated severely, including a beating that could be fatal. Those who survive may be turned over to the Commander for

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official action, depending on the House involved. Very fast talking may mitigate the punishment if the House head is in a particularly generous mood.

M1 WERAL HOUSE. This house was founded by Harmon Weral many years ago. Harmon's wife died early and most of the members of his family are descended from his late brother, Jarl. His nephews and nieces run the many operations of Weral House, a financial empire built upon Harmon's mastery of finding new and unusual resins in the unique trees of the Sunken Lands. His son Cullen (C58) carries on his work. These resins allow for constructions and bonding not before thought possible: laminated wood products as structurally as strong as metals; lacquered leather as strong as chainmail. He has developed a pottery glaze which makes bowls fired in a kiln nearly unbreakable. He has developed solvents with unusual properties and stains for furniture which will take a higher gloss than any before. He also was among the first in Jonril to identify those strange and valuable woods now so highly prized, ironwood for strength, blackwood for cabinets and furniture, teak and other building materials of high grain and deep beauty. Now Harmon putters in his laboratory looking for new and better formulas. He is quite mad and is cared for by his son Cullen and Cullen's cousin by marriage, Johann Trusdle. These two run Weral House, since his younger son Portius (K11) refuses to have anything to do with politics. While Cullen runs Weral House with occasional input from Harmon, there is some concern over the succession, since Cullen is showing signs of madness himself. There are enough relations ready to voice a claim that there is some fear Weral House will cease to exist when the old man dies, since most of the political ties are to Harmon, strange as he is. This fact is looked upon with anticipation by the other three Houses, as well as the Bergoinys and the Jarens. **(AK14)**

M2 ZOLAN HOUSE. This house was founded by Gregor Zolan with riches secured by braving the Sunken Lands with Aidan Kilrane's grandfather (M3). Over 50 years ago, the aging explorer Kilrane took the young Gregor with him on his trips into the Sunken Lands, and the two proved that trade routes could be established. The "pater" as his family calls him is now retired, keeping himself busy with his gardening, his gem collecting, and four outrageously beautiful young women he claims are all personal assistants. His daughter Tasha (D32) is now actively running all House business. The important businesses are run by the women in the family, as Zolan is from a portion of the Empire of Kesh in which the women run the businesses (see Introduction under Social Structure). Daughters and nieces Tanya the Jeweler (A25), Sophia the Veterinarian (H7), Natala the Geologist (H3), Ilsa the Weaver (O5), Anastasia (D32) and Olga the Spinner (J8) form an unofficial council for Tasha, but her decisions are final. This has caused some trouble with the younger Zolan men, as the general culture of Jonril is Kingdom and therefore male dominated, but on the whole things run smoothly. Old Gregor never tires of telling of how he and Aidan Kilrane's grandfather braved the perils of the Sunken Lands to make their fortunes when young. In truth Gregor was using this as an excuse to get away from his late wife, Katrina, a dominating harridan, much like her daughter. Gregor disliked the dominance of woman in his House, and the entire concept of Houses in general, so much that he started the Baronial League several years ago. He plays the part of an old lecher, but he is still a shrewd customer and if he doesn't die of old age (or a heart attack when his assistants are around) he may cause enough

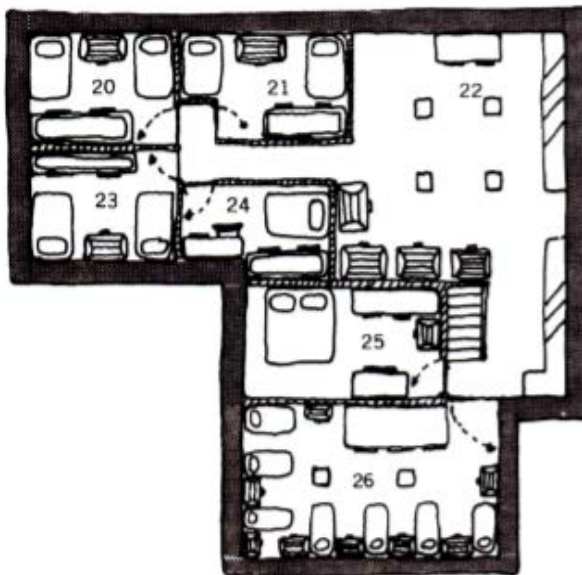
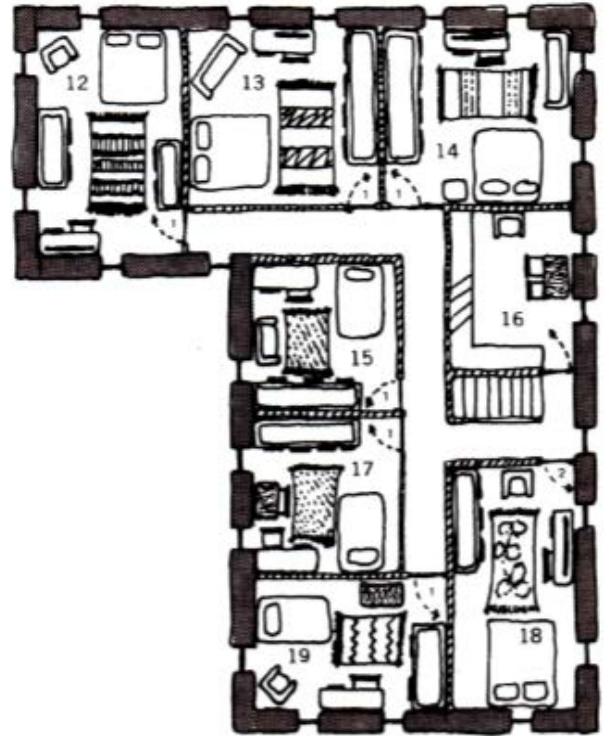
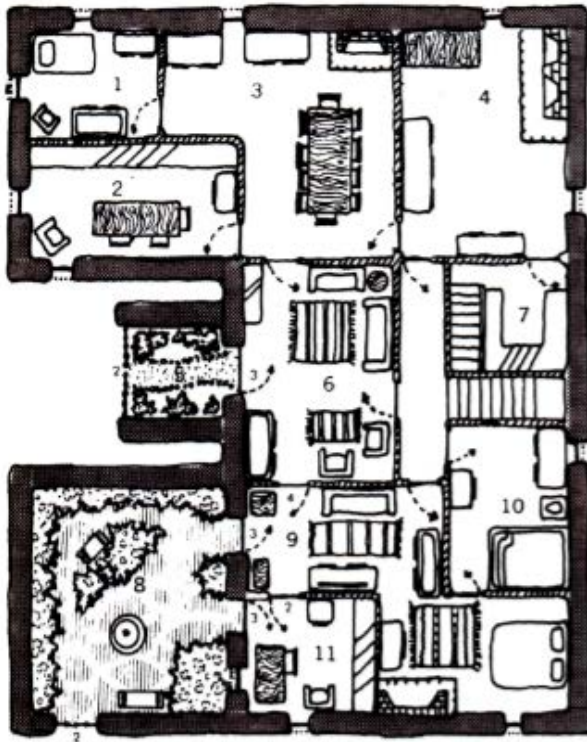
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disruption to bring the House system down. Just for general purposes, he supports the Bergoiny family's (B5) attempt to form a House. The only people in Jonril who know what the old man is up to are his four beautiful assistants, who are, in fact, as smart as they are good looking. Gregor imported them all from LeMeth several years ago, and they are all well trained, clever spies. Order in Zolan House is maintained by 10 guards (the commander's limit) and two dozen "porters", under the direction of Aldrea Kolth, the House Steward. Aldrea is a tough old woman who was a warrior in Kesh before being hired by Tasha to come to Jonril. The guards (FIGHTERS, LVL 2, 2 X 12-11-9-14-13 HTKS) wear leather armor, have shields, bows, and carry shortwords. The porters (FIGHTERS, LVL 2, 4 X 12-11-9-10-14-8 HTKS) all carry batons (long clubs). Gregor's "assistants" Marla, Ilrena, Lana, and Marushka (ASSASSINS, LVL 3, 12-10-8-7 HTKS) are all experts in poisons, disguises, and in spying abilities. Marushka owns a pet fire Drake, named Orma who is chained out in the garden before Gregor's private entrance. Orma is a devout coward and will never attack anyone, but any intruders will cause him to make so much noise he will awaken the household. (AK6)

M3 KILRANE HOUSE. Aidan Kilrane, dealer in perfumes (C50), herbs and spices (A34), and dyes (E26), lives here with his family. He inherited his fortune from his grandfather who made it on expedition to the Sunken Lands years ago with Gregor Zolan (M1). His brothers Gwyarth (F5) and Tad (C50), and sons Aldyn (A34) and Altheswyn (C37) advise Aidan in running the family enterprises, while his youngest son Ferdy is studying in Krondor, the Prince's City. His only sister, Sydney, spent a year in distant Rillanon, the King's City, and infected her brother with dreams of aristocracy upon her return. Since Aidan's grandfather, who left Natal to explore, was heir to a minor title, Aidan now has all the servants in the household calling him 'the Count'. But despite his aristocratic bearing, no one else in the city puts up with such nonsense.

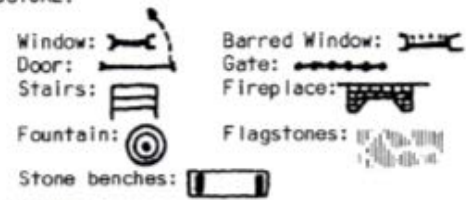
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Zolan House

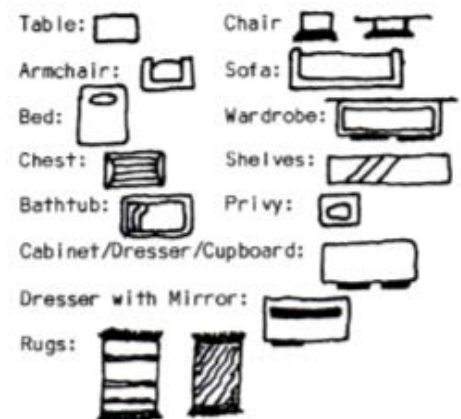


KEY TO FLOORPLAN

STRUCTURE:



FURNISHINGS:



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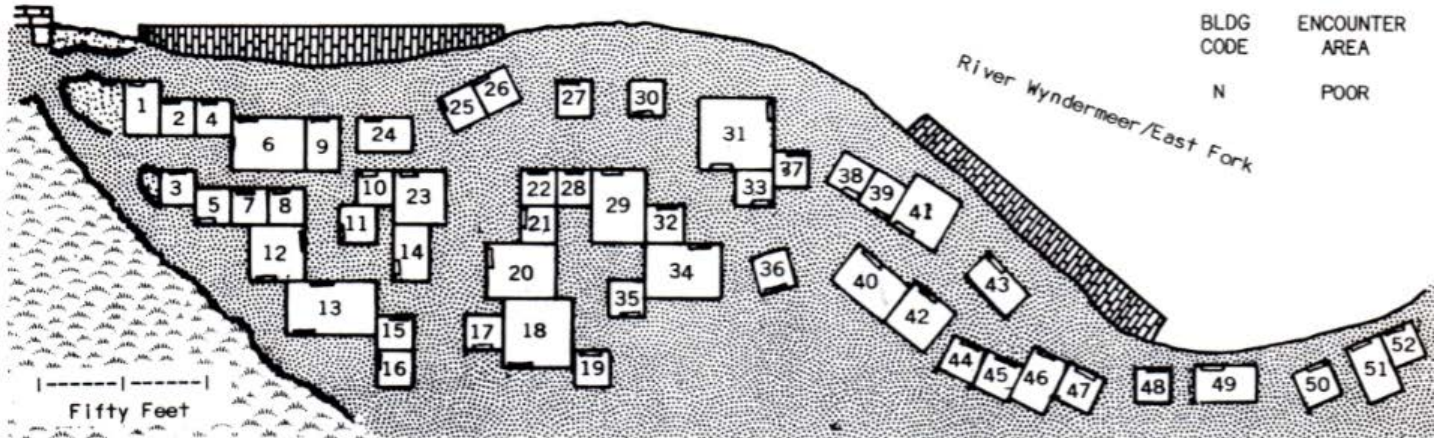
ROOM DESCRIPTIONS OF ZOLAN HOUSE ESTATE (M2)

1. STEWARD'S ROOM. Aldrea Kolth, the House Steward lives here, the only servant to have quarters on the main floor. Aldrea oversees the House staff with a fair but unyielding eye. She keeps a sword by her bed at night, as well as a dagger under her pillow. She keeps 1,000 GP in a wooden box in the bottom of her wardrobe--it has a poison needle trap.
2. LIBRARY. Shelves filled with scrolls and books line one wall of this room. Several old and valuable scrolls, one a disguised magic scroll with a spell of TELEPORTATION to any spot imagined by the caster, are kept in the cabinet. This scroll will be detected by a SMELL MAGIC (LP spell) or other detect magic spell.
3. DINING ROOM. Several of Ilsa's (C5) tapestries decorate this room, which is dominated by the large, beautiful hardwood dining set. The table and chairs are built from an almost black wood from the Sunken Lands that takes an exquisite finish.
4. KITCHEN. Nathan the Cook rules this room with an iron will and a heavy fist. An excellent cook, he left Krondor several years ago due to several fights with powerful people who tried to tell him how to prepare their meals. Nathan's son, Corwyn, who is learning his father's trade slowly, sleeps on a pallet near the fireplace.
5. ENTRYWAY. Wrought-iron gates open onto this pathway lined with flowering shrubs. The large front door displays beautiful carvings and an elaborate handle formed in the shape of a sea-serpent. The carvings hide a peep-hole at about eye-level.
6. RECEIVING ROOM. Guests may choose from two beautifully brocaded sofas or the velvet-covered armchairs when being entertained here. The crossed swords hanging by the door are well oiled and ready for immediate use. The front door may be barred from the inside, as well as locked with one of Kilrane's larger locks.
7. PANTRY. Shelves filled with canned and dry foodstuffs line this room. The stairs lead down into the basement, a combination of storage and servant's quarters.
8. GARDEN. A six-foot stone wall set with spikes in the top surrounds this private garden. Marushka's pet firedrake, Orma, is usually chained near the gate, which is unlocked during the day. The bench behind the shrubbery is one of Gregor's favorite spots for "talking" with his assistants. Gregor carefully tends the several unusual plants brought from the Sunken Lands.
9. BEDROOM. Since his wife died several years ago, Gregor shares his room with one or another of his four assistants (as they are ASSASSINS, they also provide excellent protection). One of the stones in the fireplace proper lifts out, if the catch is first released by pressing the proper small stone in the mantel. The compartment thus revealed (normally covered by ashes or the fire) contains the map to the Dragon's Breath strike in the Sunken Lands, and 6 pieces of jewelry worth 3-5,000 GP each. The compartment is trapped magically to paralyze anyone opening the compartment who does not deactivate the trap first. Gregor has the ashes removed on an irregular basis, so any careless intrusion will be noticed quickly. He keeps another 10,000 GP in a chest under a concealed trap door covered by the square rug. This compartment is trapped with a Tricks and Traps special. If triggered (by a strand of virtually invisible giant spider silk), a small, sharp spike will puncture a container of a highly volatile liquid. The liquid's fumes will knock out anyone within 20 feet within a minute (doubled in character rolls under STAMINA), with a duration of 1d6 hours. Since there are

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- always servants about the house, this virtually guarantees the person will be caught (02% chance he wakes up first).
10. BATHROOM. Although the servants dread heating the water to fill the large tub, Gregor does enjoy his baths. The toilet is actually a seat set over a culvert flowing with water diverted from the river and emptying back into it downstream. The tub drains into the same culvert.
 11. GREGOR'S STUDY. Here Gregor found sanctuary from his sharp-tongued wife when she was alive. He still enjoys the privacy of this room. He is dictating his adventures in the Sunken Lands to a scribe to record them for posterity, and spends a couple of hours a day here at this task.
 12. BEDROOM. Anastasia, Tasha's daughter and heir to the House leadership, lives here. Unlike her mother and grandmother, Anastasia is of gentle temper and tongue, much to her grandfather's delight. She keeps her spending money of 1,000 GP in her dresser under her favorite nightclothes.
 13. BEDROOM. Ilsa (C5) lives here, although she has rooms over her shop for when she is too busy to come home. Two or three of the orphans she has raised use those rooms the rest of the time. Two of Ilsa's favorite tapestries decorate the walls, worth 5-10,000 GP each, depending on where they were sold.
 14. BEDROOM. One of Gregor's assistants will be found in this room, or two if company is staying in one of the other bedrooms. Since the assistants share Gregor's room on an irregular basis, whoever is not downstairs stays in one of the three bedrooms not occupied by a Zolan family member. Several deadly weapons and a couple of poisons are secreted around the room.
 15. BEDROOM. As in 14.
 16. STUDY. This small study provides a place for the women to read or work in peace and quiet.
 17. BEDROOM. As in 14.
 18. BEDROOM. Tasha, Gregor's sharp-tongued daughter lives here. Only the House Steward, Aldrea, is not afraid of Tasha's temper. She keeps the most important House records in a secret compartment in the wall at the head of her bed.
 19. BEDROOM. Olga (J8) lives in this untidy room. As Olga is always trying new fibers and colors in her spinning, and leaving them out to admire or to see how they age, the room is usually festooned with a variety of yarns and threads. Olga keeps 500 GP in her dresser for "mad money". She moved back to the estate when her husband died a few years ago, after their son Pitur (H13) was grown.
 20. BEDROOM. The House's two scullery maids live here.
 21. BEDROOM. The maids to the Zolan ladies live here. They vie to be elsewhere when Tasha requires a maid's services.
 22. STORAGE. Crates, bags, tools, and miscellaneous equipment fills this area, as well as the shelves filled also with foodstuffs. The chests contain linens and clothes.
 23. BEDROOM. The maids responsible for maintaining and cleaning the House live here.
 24. BEDROOM. The head guard sleeps here.
 25. BEDROOM. Nathan the Cook and his wife share this room, the nicest of those on this floor. His wife helps in the kitchen or waits on the Zolan ladies, as needed.
 26. BARRACKS. Seven guards sleep here. Two patrol the grounds at night.

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The Fishing Village

- | | |
|-----------------------------|----------------------------------------|
| N1 BOATWRIGHT, no sign | N33 RES |
| N2 RES | N34 RES |
| N3 RES | N35 RES |
| N4 RES | N36 RES |
| N5 RES | N37 RES |
| N6 ALE HOUSE, no sign | N38 RES |
| N7 RES | N39 RES |
| N8 RES | N40 RES |
| N9 RES N10 RES N11 RES | N41 RES |
| N12 RES | N42 RES |
| N13 RES | N43 BOATWRIGHT, Sign of the Oar |
| N14 RES | N44 RES |
| N15 RES | N45 RES |
| N16 RES N17 RES | N46 RES |
| N18 RES | N47 RES |
| N19 RES | N48 RES |
| N20 RES | N49 RES |
| N21 RES | N50 RES |
| N22 RES | N51 UNDERTAKER, The Sign of the Coffin |
| N23 RES | N52 RES |
| N24 ROPE/NET MAKER, no sign | |
| N25 RES | |
| N26 RES | |
| N27 RES | |
| N28 RES | |
| N29 RES | |
| N30 RES | |
| N31 MERCHANT, The Store | |
| N32 RES | |

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THE FISHING VILLAGE

Few city guards are every seen on this side of the river and fewer House folk. Strangers are rare and viewed suspiciously. Caution is the watchword in the village as it is a haven for the lawless, cutthroats and smugglers.

N1 BOATWRIGHT, no sign. Norman Grossel repairs boats for the local villagers. His work is fair and his prices are cheap.

N2 RES. Fisherman Jurgen Smith, a florid-faced, loud-voiced man, lives here with his wife Joline, and their two daughters, Joannanna and Ellen.

N3 RES

N4 RES

N5 RES

N6 ALE HOUSE, no sign. The Ale House is a hangout for those who reside in the village. Few strangers are seen here and those few who wander in are well advised not to get too drunk. The bar man is Davy Guasso, a short, tough fighter, who allows little trouble, before he jumps over the bar. Davy (FIGHTER, LVL 4, 26 HTK) uses both broadsword and mace, and has a shield behind the bar. (**AK2 AK12 AK13**)

N7 RES

N8 RES. Fisherman Harry Balsen and his wife Merl live here. Harry is a melancholy man, as he and his wife have not been able to have children. His wife maintains a usually sunny disposition, despite this.

N9 RES

N10 RES. Fisherman Bob Crandal lives here. Called 'Lazy Bob' by the locals, he is anything but lazy. A hard worker, out in his boat from dawn to dusk, he is one of the more successful fishermen in Jonril. His wife Vangela is expecting their first baby. Vangie, as she is known, is a former prostitute who used to walk the street until she met Bob. Locals know better than to bring up her history, as Bob has beaten several men near to death for insulting his wife. Bob is an experienced brawler, though he never starts a fight (except when his wife's name is brought up).

N11 RES

N12 RES

N13 RES, Old Doc Flabard. Doc Flabard is a drunken old physician who tends to the poor people of this village/shanty town. There is a 45% PROB. he will be intoxicated when needed, but only a 15% PROB. of his not too drunk to heal someone. (**AK12**)

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N14 RES

N15 RES

N16 RES

N17 RES

N18 RES, Papa John Crowder. Papa John is the head of the local smugglers, who try to circumvent the House stranglehold on certain goods going in and out of Jonril. He is aided in his work by his son, Baby John, who is as devastating a fighter who has ever walked the streets of Jonril. Anyone wishing to do some serious law breaking in Jonril should see Papa John. Baby John (FIGHTER, LVL 11, 80 HTK) is +4 to hit, +3 to damage with a broadsword due to STRENGTH and QUICKNESS. He wears no armor and is -2 to opponents attacks due to high QUICKNESS.

N19 RES

N20 RES, Fisherman Blacky Crowder, son of Papa John and younger brother to Baby John (N18) lives here with his wife, Marva, and his three sons, Jason, Jeff, and Tom. The eldest son is nearly grown and helps his father in both fishing and smuggling. Blacky keeps his gold (1,200 pieces) buried under the floor of his house. Blacky (FIGHTER, LVL 3, 21 HTK) is an expert with a polearm and wears leather armor when on a smuggling job.

N21 RES

N22 RES

N23 RES

N24 ROPE/NET MAKER, no sign. Bill Paulsen runs this small business making rope and nets for the fisherfolk. He is a canny businessman and often gets top price from strangers, though he is generous with the locals as he knows most of them are poor.

N25 RES

N26 RES

N27 RES

N28 RES. Tenant farmer Luke Almerage and his young wife Gloria live here with their two young children. Unable to get ahead by farming for Zolan House, Luke has become bitter and has joined the Baronial League. (**AK8 AK13**)

N29 RES

N30 RES Fisherman Griffen Cook lives here with his wife, Jillian, and their infant son, Philo.

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N31 MERCHANT, The Store. Locky Bates runs this little general store. Feed, seed, and food staples are available from Locky and his wife, Helen. Nets, ropes, and other fishing related gear are sometimes available in this store.

N32 RES

N33 RES

N34 RES

N35 RES

N36 RES. Fisherman Archer Crain lives alone here. A brooding, quick-tempered man he is often seen drinking alone at the Ale House (N2) muttering to himself about 'past wrongs' and 'getting even someday.' Archer is +2 with a dagger due to QUICKNESS.

N37 RES

N38 RES

N39 RES

N40 RES. Farmer Jermak Pettybone, a Zolan House tenant farmer lives in this shack with his wife Ancilla and their three children. Alonso, the eldest boy, is becoming a problem and is half way to a career of crime already, being inclined towards pilfering food from shops and carts.

N41 RES

N42 RES

N43 BOATWRIGHT, Sign of the Oar. Jack and Frank Boggs, brawny brothers, run this business, building and servicing many of the small craft used by members of the community. They also help the Crowders (N20) in smuggling. Both are experienced fighters, having done a stint in the garrison in their youth. Jack and Frank (FIGHTERS, LVLS 3-2, 19-12 HTK) use broadswords and wear leather armor whenever actively smuggling.

N44 RES

N45 RES

N46 RES

N47 RES

N48 RES

N49 RES

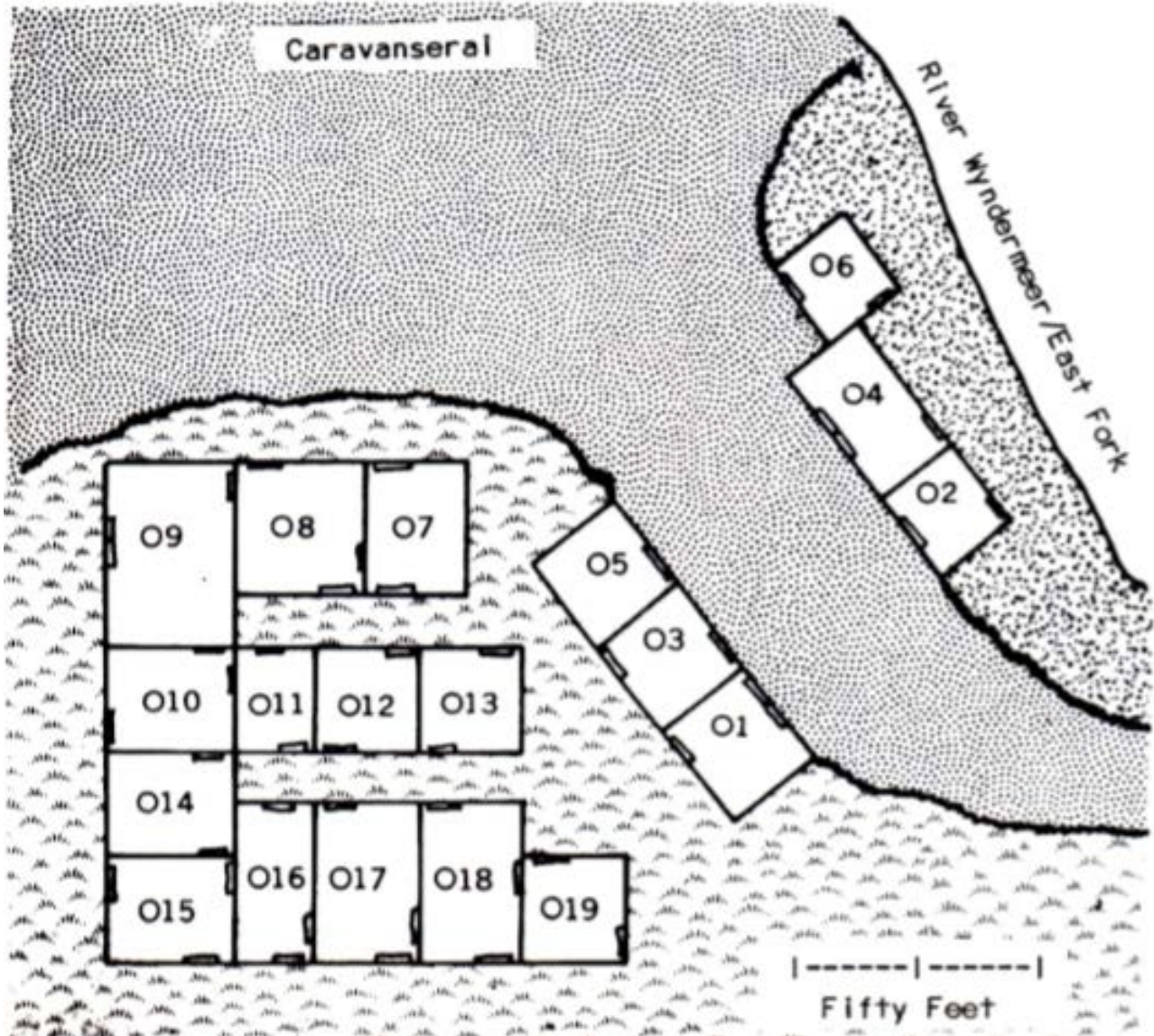
N50 RES

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N51 UNDERTAKER, The Sign of the Coffin. Jeremiah Low (N52) owns this small business providing modest funerals to those who live in the poorer sections of Jonril. For 1 GP he will sew up the corpse in a canvas bag and toss it into the river. Prices rise with complexity of services from there.

N52 RES Jeremiah Low, the local undertaker (51), maintains his residence here. His wife, Sharon, and daughter, Gretchen, share this tidy home (for this section). Jeremiah has 200 gold pieces in a chest in his bedroom.

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The Caravanserai

		Bldg Code	Encounter Area
01 INN, Sign of the Flying Horse	012 FOR RENT	O	Merchant
02 CUSTOMS SHED	013 FOR RENT		
03 HIRING HALL	014 FOR RENT		
04 CARAVAN OUTFITTERS. Zolan	015 FOR RENT		
House Outfitters	016 FOR RENT		
05-08 WAREHOUSE. Zolan	017 FOR RENT		
Warehouse Company	018 FOR RENT		
09 FOR RENT	019 FOR RENT		
010 FOR RENT			
011 FOR RENT BLDG ENCOUNTER			

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THE CARAVANSERAI

The caravanserai is a special type of market place/encampment where caravans arriving or preparing to depart Jonril have room to organize. It is dominated by Zolan House.

01 INN, Sign of the Flying Horse (12,f2). The Pegasus provides cheap food, barracks-type lodging. Owned by Zolan House it is run by Fanran Greet, a quick tempered man with a fascination with fighting. Fanran (FIGHTER LVL 4, 30 HTK) fights with two daggers, and wears chain mail. (AK2 AK13)

02 CUSTOMS SHED. Supervised by a corporal of one of the garrison companies, all goods passing in and out of Jonril by caravan must be checked here. Caravans are charged a small fee to use the city owned pasture southwest of the Caravanserai, and must pay import fees on tariffed goods. 2d10 Soldiers are on duty at all times.

03 HIRING HALL. This hall for horse, mule, and camel handlers, as well as wagon drivers and other caravan personal is run by the staff of the LaMutian Hiring Hall (018). Anyone seeking a non-caravan related job is referred into the Hiring Hall in town.

04 CARAVAN OUTFITTERS, Zolan House Outfitters. Overseen by Abdul ben Gallie, wiliest trader in Jonril. Zolan House keeps caravans going at all times, so there is plenty of work for Abdul. He seeks new investors for caravan underwriting, passengers, guards, trading goods, and any other aspect of the Zolan House trade business he can think of.

05-08 WAREHOUSE. Zolan Warehouse Company. Rigner Saldran is both honest and mean enough to protect these buildings for Zolan House. He and his four sons, Hughie, Svenn, Ragnar, and Odd Dobric, act primarily as a transfer point between caravans and the city and most goods stay in the buildings only one or two days. Most people in the area know the Saldran clan and know the rules: they stay out of the Saldrans way and the Saldrans leave others alone. Rigner (FIGHTER, LVL 6, 34 HTK) is +2 to hit and +1 to damage for STRENGTH. His sons (FIGHTERS, LVL 3, 10-13-11-12 HTKS) are all handy with broadswords, spear, bow, and carry shields and wear leather when guarding the warehouses.

09 FOR RENT. This building and the rest in this section are available for renting on a day/week/month basis from Zolan House as temporary storage, dormitories for caravans, etc. They are cared for by Rigner Saldran (05) and can be used as warehouses, barracks, stalls or stores, etc.

010 FOR RENT

011 FOR RENT

012 FOR RENT

013 FOR RENT

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014 FOR RENT

015 FOR RENT

016 FOR RENT

017 FOR RENT

018 FOR RENT

019 FOR RENT

020 FOR RENT

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CHARACTERS: These are some of the unusual or interesting characters living in and about the city who might be encountered by the players. The area of town they are most likely to appear in is listed on the left in ().

(POOR) ALBERT SUGGINGS is a stout riverman who is always looking for someone in need of "an experienced riverman who knows the Wyndermeer like the back of his hand." He is one of the few people who can claim to have gotten lost on a river. He has a genuine treasure map which no one in town believes is genuine because it belongs to Albert. **(AK2)**

(POOR) FROBAR DROONY is a down and out soul who will do nearly anything legal for a drink, and a few things that aren't. He is an experienced guide through the hills leading into the Sunken Lands when he's sober (10% PROB. he's sober), though he's only been into the true Sunken Lands once. He's been a drunk ever since he came back the sole survivor of a Purple Hunt. **(AK12)**

(POOR) THOMAS GANDALHAN is a riverman of enormous girth, so large he can hardly ever find a chair big enough for him. His own personal rowboat is nearly as wide as long so he can get from the docks to his river barges, where he sleeps. For all his fat, he is enormously strong. Thomas (FIGHTER, LVL 3, 19 HTK) is +1 due to STRENGTH.

(POOR) SWEENY CROW BARDUR is a thief and pickpocket looking to become a con-man of some renown. He is always involved in some scheme to part the unsuspecting from their money. He is a recognized go-between for many people in Jonril wishing "odd" jobs contracted. **(AK10 AK11)**

(POOR) HOSNO MORBU is an odd looking fellow, his dark skin covered with strange tattoos, who wanders about shaking strange rattles and incanting odd sounding words. He claims he can read the future (10% PROB. predictions are true) and will incant a blessing for any gifts given him or a curse to any who are rude (neither work).

(POOR) HILMA GORDOFF is a beautiful young woman who is totally mad. Her father was a well respected farmer for Odanga House, who was liked by all in the poor quarters of Jonril. She looks constantly for her family who were killed by moredhel raiders who left her for dead. She eats off of other people's plates in taverns, sleeps wherever she feels like, and is cared for by even those in the Houses. No one in Jonril will harm her, or let anyone else trouble her and if any player character should accost her, assume enough local soldiers, fighters, etc. come pouring out of the woodwork to keep her safe. She will babble about looking for her father and will go with anyone who says they know where he is. The garrison soldiers will keep her from leaving town with anyone.

(POOR) OLD MOTHER GERBONA, a wise old woman, makes her living telling fortunes (70% PROB. of being accurate). She is dressed in rags, but she has a tidy sum set aside in a shack in the Fishing Village.

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(POOR) RULALA PHITIQUE is a wild-eyed, strangely dressed woman who will approach strangers speaking of a strange, new god who has just come to the city. She will insist the god will grant great powers and riches to whomever comes to worship. Should anyone follow her, she will lead them to (G52) where they will see a half-starved, tired looking frog on a table, her god. Needless to add, she is quite mad and the frog is only a frog.

(POOR) BILLY THE TWISTER is a street urchin (PICKPOCKET 65% PROB. of success) who is working for Penhallow the Scant der LaMut (O12). Anyone he sees who looks down and out will cause him to approach with an offer of quick money for a "few hours easy work, and it's honest, too." All true, if the volunteer survives the experiments Penhallow is running for Tricks & Traps DLM, Inc. (D3).

(POOR) SERGE LUNIN is a tired old trader, and looking for anyone who wants to buy out an exclusive contract in Carse for exotic furs from the near-by foothills. It is worth 1,000 GP (what he paid; he'll take 500-800) and is worth 10,000 GP if filled. He has all the furs but a few, but doesn't want to make another trip. He neglects until after the deal is made to mention the missing furs are three albino (man eating) ape hides and those of two adult purples.

(POOR) / (MERCHANT) SHAKAR ELIAS, a slight, dark man, who speaks softly but with authority, is an agent for the Commander in the city. He is never seen entering or leaving the keep, and is not officially known to be in the Commander's employ. He supervises the Commander's Eyes, a ring of informers and spies for the Commander, and only Courage, Trager, and Crowley know his true position. He always will seek to engage strangers in conversation if he can do so without calling undue attention to himself (in a tavern, the market place, etc.) as he is always at work. Shakar (THIEF, LVL 7, Spy Specialty, 34 HTK) is +3 with a dagger, and carries a +2 dagger.

(POOR) / (MERCHANT) SWERTH (THE ROACH), a pitiful looking, dirty little man, is a thief (C31) who is constantly on the lookout for new goods in town he might set up for a theft. He also supplements his income by touting the fish fights at Alexi Carje's (D4), getting a kickback from Maximus Anialus for anyone Swerth can dupe into betting with him. **(AK9 AK10 AK11)**

(MERCHANT) AUSKIN MARSHMEN is a merchant of dubious reputation, who acts as a "gofer" for nearly all the Houses, when they need someone for odd jobs or when they wish to speak to each other "unofficially". He wears flamboyant clothing and affects an upperclass accent, though his grammar is often poor. He is a canny businessman, and can usually chisel prices down by 10%, for 5% total value (saves 5% net for characters he bargains for). **(AK3, AK4)**

(MERCHANT) ODELL TESSLER, an elderly physician (B2) is a dignified looking, white haired man who dresses simply. He is actually the head of the Baronial League and is always checking out strangers either as recruits or dupes.

(MERCHANT) HORACE BRAYBLE is a Purple Hunter who is looking for "inexperienced" (read stupid) men to train for purple hunting in the hills near the Sunken Lands. He will provide all

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equipment, training, and transportation and anyone going with him should expect the worst. All experienced hunters avoid him. (AK1)

(MERCHANT) QUALAN QUET is a strangely quiet man who seeks only those who have had an encounter with "those wise beings of light", and will not speak to anyone for more than 1 minute if they haven't spoken to the wise beings of light. He is a mad monk seeking some imagined divinity through those who are supposed to have seen the divine creatures. No known religion claims him.

(MERCHANT) TRADER BOGGS (no known first name) is a dealer in semi-precious stones, almost-valuable woods, slightly-rare resins, and anything else he can skim off the fringes of the House monopolies. He does a fair business, and is rumored to know his way about the shady side of many deals. He has contacts among the thieves. (AK4 AK9)

(MERCHANT) ASHMET PILARD, a Keshian by birth, is one of the best guides into the Sunken Lands, though he avoids setting up expeditions through the LaMutian Hiring Hall or the Houses, preferring to recruit in the streets. He likes to carry goods downriver to Tulan, avoiding certain sticky questions regarding House restrictions on certain stones, woods, resins, dyes, etc. passing though Jonril. (AK1 AK2)

(MERCHANT) LOWEN CHAN is a businessman in from the Kingdom who is looking quietly about for a "front man" to operate an import-export business for him. He doesn't want it known he represents a group of investors in Krondor who are seeking to compete with the Houses. His reasons for secrecy are less concerned with business advantages than with health.

(MERCHANT) DREFF AND/OR HOGGLE ALSWAYBARD, two (or one) ill kempt, poorly dressed men, will approach asking if anyone is interested in strange and exotic animals, either to buy or sell. Should the answer be affirmative, they will lead interested parties back to Gregor's Menagerie (C24).

(MERCHANT) SETH OR LAR LANSTRAP, boys of 14 and 12 years of age, respectively, will approach strangers with offers to buy or sell nearly anything imaginable, then will haggle at great length. Once a deal is complete, they will smile and say they were "just practicing." Their father is Liff Lanstrap the Horsetrader (D1), a LaMutian. Any attack on the boys will bring either guards or later retaliation by the LaMutian quarter (Hrnodnvar the Sadistic (C20)).

(MERCHANT) (MAD) MARKAM MERTON, a tough looking, older man with a slightly crazed look, approaches offering to sell maps of many of the nearby areas, including some of the Sunken Lands (20% PROB. of a map being inaccurate). If he is listened to, along with a lot of babbling, he will reveal many useful, accurate facts about the wilds around Jonril and in the Sunken Lands.

(ANYWHERE) HAROLD FELTODDER, ostensibly a trader from Carse, is actually an agent of the Baron of Carse, here in Jonril looking to make contact with the Baronial League. He will

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offer them financial and management aid in gaining control of the city for the Baron. Harold (THIEF, LVL 4, SPY SPECIAL1ST, 22 HTK) is +1 with the dagger and shortbow.

(ANYWHERE) GRANNY LOTTS (A33), a little grey haired woman, speaks in a loud, colorful manner, inviting any reasonably attractive man to take her out for a night of drinking, gambling, and "whatever." She is well liked by most people in the city (everyone likes a dirty old lady, and she is known due to her public confrontations with her grandson Jarmy) and anyone causing her undue bother will quickly find someone coming to her aid.

PERSONAGES: These are some of the more important people in the city.

COMMANDER ADRIAN COURAGE, the garrison commander, holds the rank of Duke's Knight-Captain, though that title is seldom used. He walks with a slight limp and is held in high regard by his men. He is viewed as being tough-minded but fair by most of those in Jonril. He will always be accompanied by members of his honor guard, The Banner, under the command of Sgt. Marcus Gilhooly.

NEILS TRAGER, Chancellor of the Keep, is an old soldier, who will often be seen in the city on garrison business, accompanied only by his aide, Chief Scribe Austin Crowley, a hunched over little man. The Chancellor is willing to hear anyone out who approaches him in the street, but the reasons better be good ones, or he'll call on local guards to "detain" anyone foolish enough to waste his time.

COMPANY GUARD CAPTAINS. One of the four Captains of the Garrison, BARTHOLOMEW GERAIN, HOMER SURDAN, JOSHUA PERGORNY, OR MILDRED HOLMS, with 2d6 guards of their company. See section on KEEP for particulars of each Captain and company.

CORNELL ODANGA (B6), head of Odanga House, can be found about town accompanied by 2d4 attendants--guards and servants. A heavy man of medium height, who wears a heavy moustache with a metal bead weighting each end, his gruff manner matches his ruthless business methods. The guards accompanying him stand six feet tall or more, and are happy to shove the populace around if no city guards are visible.

HARMON WERAL (M1), official head of Weral House, occasionally travels about town accompanied by 1d4 guards, wearing the Weral House colors. Harmon is quite mad, although periodically he awakens for a few lucid minutes, during which he exhibits an astounding insight and knowledge of what is going on in the world. During these periods, he will often stop strangers on the street to engage them in conversation about themselves and the city. He lapses abruptly into madness after these episodes, cheerfully babbling on about incomprehensible ideas, willing to be led about by his servants as long as they don't insist he returns home until he is ready. Harmon is a short, thin man with stooped shoulders, wispy brown hair and a constant snuffle.

CULLEN WERAL (M1), the actual head of Weral House at this time, stands a few inches taller than his father, Harmon, but shows the same thin, stooped build and snuffle. Cullen,

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accompanied by 1d4 guards/servants, tries to keep an eye on the family holdings but is considered somewhat overmatched by the task. It is rumored he is beginning to exhibit some of the madness so apparent in his father. This causes much dismay in the family, since he is expected to hold the House together when Harmon dies.

GREGOR ZOLAN (M2), erstwhile head of Zolan House, can often be found on the streets of Jonril, travelling from one of the nicer taverns to another, looking for new audiences to listen to his tales of adventure from his younger days. As he is accompanied by at least two of his beautiful female assistants (see M2), he rarely lacks for listeners. If Marushka is along, she will often be carrying Orma, her firedrake (see M2). Over 70 years old, Gregor's large frame still supports unusually strong muscles, and he speaks in a loud, bass voice. His white hair and beard are still thick and wavy. Gregor plays the part of a lecher well, and will often pause to comment on a particularly good-looking woman or invite her (any companions may come along if they wish) to accompany him to a tavern to hear his tales. Underneath his brash, lecherous act, Gregor retains the sharp wits that kept him alive in his youth, as well as his irreverence for established authority and propensity for setting up conflicts just to watch the fun.

TASHA ZOLAN (D32), daughter of Gregor Zolan and titular head of Zolan House, runs the family business enterprises. Tasha shows some skill in jewelry-making, which combines with her access to the beautiful stones from the Sunken Lands to create high quality jewelry. Raised by a mother who grew up in the northern steppes of Kesh, Tasha grew up steeped in the traditions of her people. In her people's culture, the women run any businesses and predominate in politics while the men spend their time out trading, adventuring or warring on their neighbors. As a result, Tasha has little patience for anyone who doesn't realize she is the power in Zolan House, and little respect for men who have not proven themselves in battle. Unfortunately, Tasha is also something of a scold, a trait she shares with her late mother. Slim and dark-haired, Tasha is striking rather than beautiful. One to four (1d4) guards/servants accompany her about the city.

AIDAN KILRANE (M3), head of Kilrane House, will often be seen out and about the city with 2d6 guards and "porters". He wears the trappings of a noble, having had the family trading symbol turned into a coat-of-arms, and he insists on anyone addressing him calling him "the Count", or "Your Excellency". Anyone not obliging him will find the guards pointedly rough in enforcing Aidan's request, if no city guardsmen are visible. Aidan is a tall, slender man of aristocratic bearing, who has a blond streak in his brown hair. He wears a finely trimmed pointed beard and the most expensive wardrobe in Jonril.

MURDOC BERGOINY (B5), head of the powerful Bergoiny family, has ambitions to be the first head of Bergoiny House. An experienced Astronomer/Navigator, he knows many profitable trading routes. He is a broad chested, deep voiced man with a thick black beard and dark eyes. He wears simply cut, but finely made, clothing as he doesn't wish to make too much a show of his wealth until he is ready to challenge the other Houses in establishing his family as a House. There is a 30% PROB. Murdoc will be accompanied by 1d4 bodyguards.

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MILES JAREN, the richest miller in Jonril, can be often seen about overseeing the various affairs of his wealthy family. He has ambition towards House status for his family, but the Jarens are not diversified enough to have a chance at present. He affects richly tailored, but not ostentatious, clothing, and will often be accompanied by one of his accountants. He is a handsome man of middle years and will often speak with strangers, being anxious to gain any sort of possible business advantage by being first to hear news or new information.

LUCIUS VIPSANIUS GALLIO, head of the Queg and Far West Trading Company, is an impressive looking man of middle age, still appearing the true adventurer despite having lived in the city for seven years. He is friendly, in a guarded way, with strangers, as he is always seeking a way to advance the Quegan trading position in Jonril. He will richly reward any who help his cause, but is harsh with any serving the LaMutians, or others who may compete with QFWTC. He usually travels with one or two bodyguards.

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ADVENTURE KEYS

Adventure Keys are a collection of adventures revolving around certain characters in Jonril. Those characters who have **AK** followed by a number after their names indicate they will be a possible means of getting player characters involved in the adventure described. Some latitude must be used by the Gamesmaster to determine what differences (if any) will apply in each Adventure Key from character to character; e.g. if two brothers, one talkative and one quiet, know the whereabouts of a treasure, it might prove more difficult for player characters convince the quiet brother to reveal the treasure's existence, while the other brother might blurt it out at the first opportunity. These keys are left intentionally vague so that they can be used over and over, needing only slight modification. Also, it is left to the GM to flesh out the attitudes of NPC's, how good information is, how truthful people making offers are, etc., so as to customize Jonril to a particular GM's needs.

It is suggested that the GM consider creating additional Adventure Keys so that players will not have the same adventures recurring repeatedly. Simply note AK and a number 16 or above after those entries in the text you wish to use and write a short paragraph to remind yourself of the adventure.

- AK1** This character will be willing to arrange an expedition to the Sunken Lands (and/or desires to go to the Sunken Lands and will underwrite some or all the costs of an expedition) and has some knowledge of what to expect there and some knowledge of at least one likely place to make a fortune.
- AK2** This character knows of a rumor (true) of some treasure buried by brigands within a week's travel of the city. If a riverman, he will have knowledge of water routes to within one mile of treasure location. If not a riverman, he will have rough map of overland route. The treasure is in two chests, buried just under the surface, containing 1d10 X 1000 GP in gold and gems and 1d6-3 (0-3) magic items of the GM's choice. Roll d% for how close the character can locate the object. 01-50 = within a mile; 51-80 = within two hundred yards; 81-95 = within a hundred feet; 95-00 = exact location. NOTE: See campaign maps of the area in back for suggested locations near Jonril, or select an appropriate location in your own campaign.
- AK3** This character is working for Odanga House, regardless of cover, and wants someone to locate Zolan House's mother-lode strike of Dragon's Breath stones (either find it by going to the Sunken Lands or by stealing the map locked in the safe in Zolan House (M2)).
- AK4** This character is an agent for Odanga House looking for someone to co-ordinate a raid on the Caravanserai, throwing blame on Weral or Kilrane House. He will pay 1d6 X 100 GP and the raiders can keep whatever they steal. If they are caught, fail, or implicate Odanga, an assassin will be sent after the characters. ASSASSIN, Lvl 7, 36 HTK, will be a +4 shortbow specialist/sniper.

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- AK5** This character is an agent for the Bergoinys, looking for someone to arrange an incident between Kilrane and Odanga Houses, so that the Commander will be forced to take action against one, or preferable, both houses. If successful, 1d6x1,000 gp per house discredited. If caught, failure, or blame cast on the Begoinys, then an assassin (as per **AK4**) will be sent.
- AK6** This character is an agent of Zolan House looking for someone to lead a House expedition in search of a rumored find of rare gemstones in the Sunken Lands.
- AK7** This character is seeking someone to brave the basement of the temple of Lims-Kragma (G18) where the Brotherhood of the Silver Net are holding a captive in a secret room for bloody sacrifice. The high priestess knows nothing; Brother Morald is behind it. The rescue must be conducted within 1 day, and if successful will pay 2d6 X 100 GP per character involved.
- AK8** This character contacts players to arrange for them to break up a smuggling ring in Jonril. The players will get an amount of nurgum, a highly addictive magic-inhibiting drug. The player will be asked to take the drug and find someone to carry it out of Jonril, while the police will be tailing. PROB. 25% of Smugglers (N18) making contact. 25% they discover it's a trap. 25% they will not take the job. 35% the police don't spring the trap.
- AK9** This character will put the player in touch with Welton Cugle (F2) who is looking for someone willing to help "rescue" all the children in the sweat shop at E28.
- AK10** This character will put the player in touch with Martin Shegan (E28) who is looking for someone to rough up Welton Cugle (F2).
- AK11** This character will put the player in touch with Franklin Jaren (E3) who will be looking for someone to "rough up" or kill (depending on how the GM wishes to run) Hamish Jenks (H46) without throwing suspicion upon the Jarens.
- AK12** This character knows a route through the Green Heart to an abandoned cottage, where a magician was reputed to live ages ago. Legend has it the house contains many magic devices (actually 1d6-2 (0-4) and no more than 1 artifact or weapon) and gold (only 1d6 X 100 GP). There is such a house, two weeks to the northwest of the city, guarded by 1d6 minor guardians (GM's selection): kobolds, normal animals, etc. and/or simple traps. NOTE: See campaign maps of the area for suggested locations near Jonril, or select an appropriate location in your own campaign.
- AK13** This character is an agent of Shaker Elias (a member of the Commander's Eyes) and will report any activity which might interest the Commander. Anti-garrison activities will bring quick arrest. Anti-House activities will be closely watched so things don't get out of hand. This character might try to recruit qualified player-characters to work on behalf of the garrison, but will do so only with the utmost caution. NOTE: If no particular character is marked, then assume a single waiter, porter, bouncer, guard, servant, etc. is in the pay of Elias, or this is a regular hangout of a patron who is an agent.
















Jonril

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The GM should determine beforehand what the PROB. (suggested between 15%-65%) that any particular agent is present in a given location.

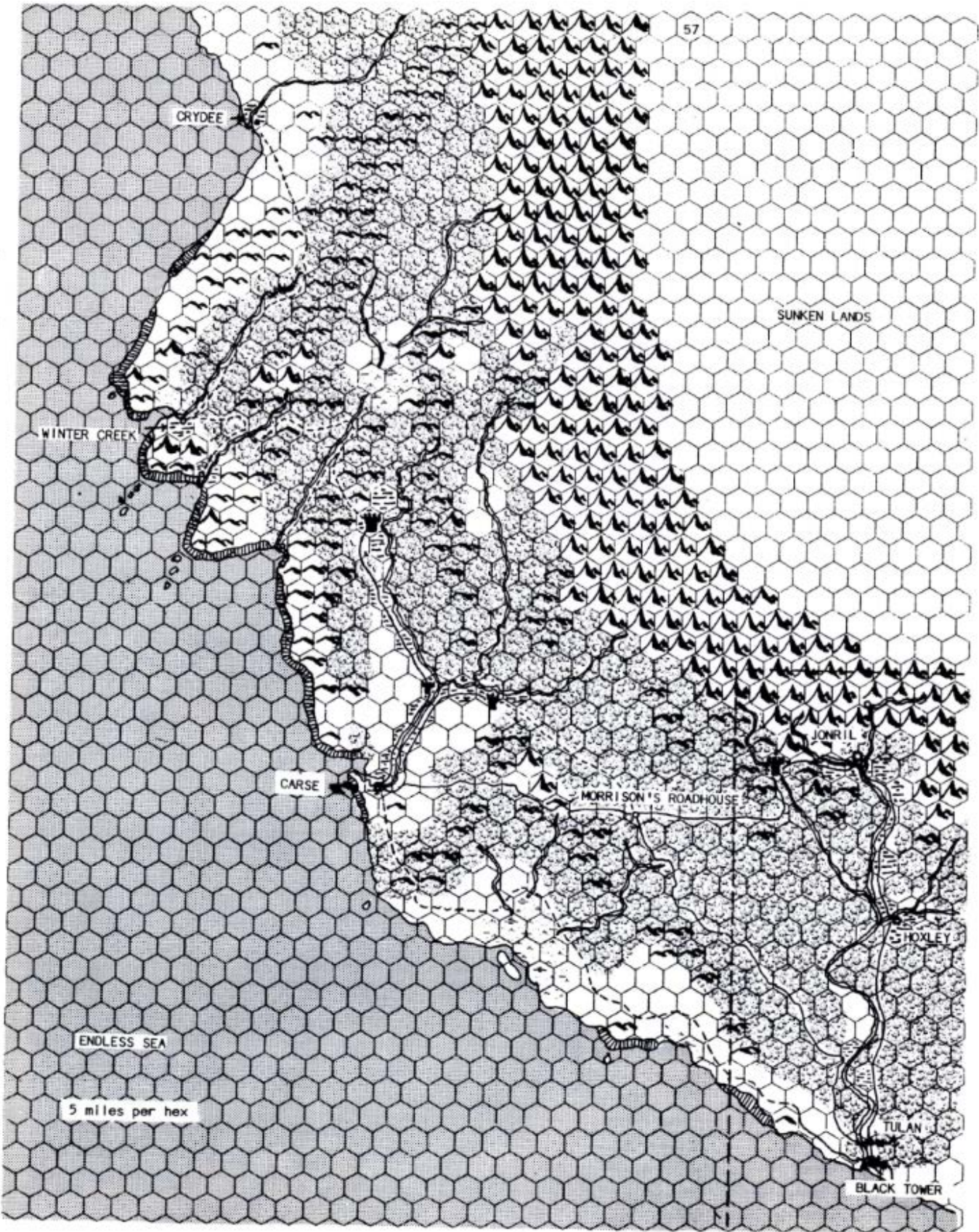
- AK14** This character is an agent of Weral House, looking for suspected agents of other Houses. Any player-character who speaks anti-Weral House remarks within earshot will be noticed and followed. Any remarks against other Houses will also be noted, and the character might be recruited for raids on other Houses' property (15% PROB. of a set-up, with Characters taking the blame for any crime committed).
- AK15** The BERGOINY HOUSE CAMPAIGN ADVENTURE. This adventure is in fact likely to be more of a campaign as it revolves around establishing conditions in Jonril such that the Bergoinys can proclaim themselves a House, with a high likelihood the Commander will concur. This responsibility will only be given to someone who has passed a test (a short but tough adventure revealing the nature of the subject). If passed, the subject will be offered the position of "expediter" for Bergoiny House businesses, with the ultimate responsibility of eliminating Harmon Weral and Cullen, causing the downfall of Weral House and the rise of Bergoiny House. If the player can devise a means of doing so without toppling Weral House, all the better. There is no single reward. One assumes the rewards will be much money, influence, a high place in the house, etc.

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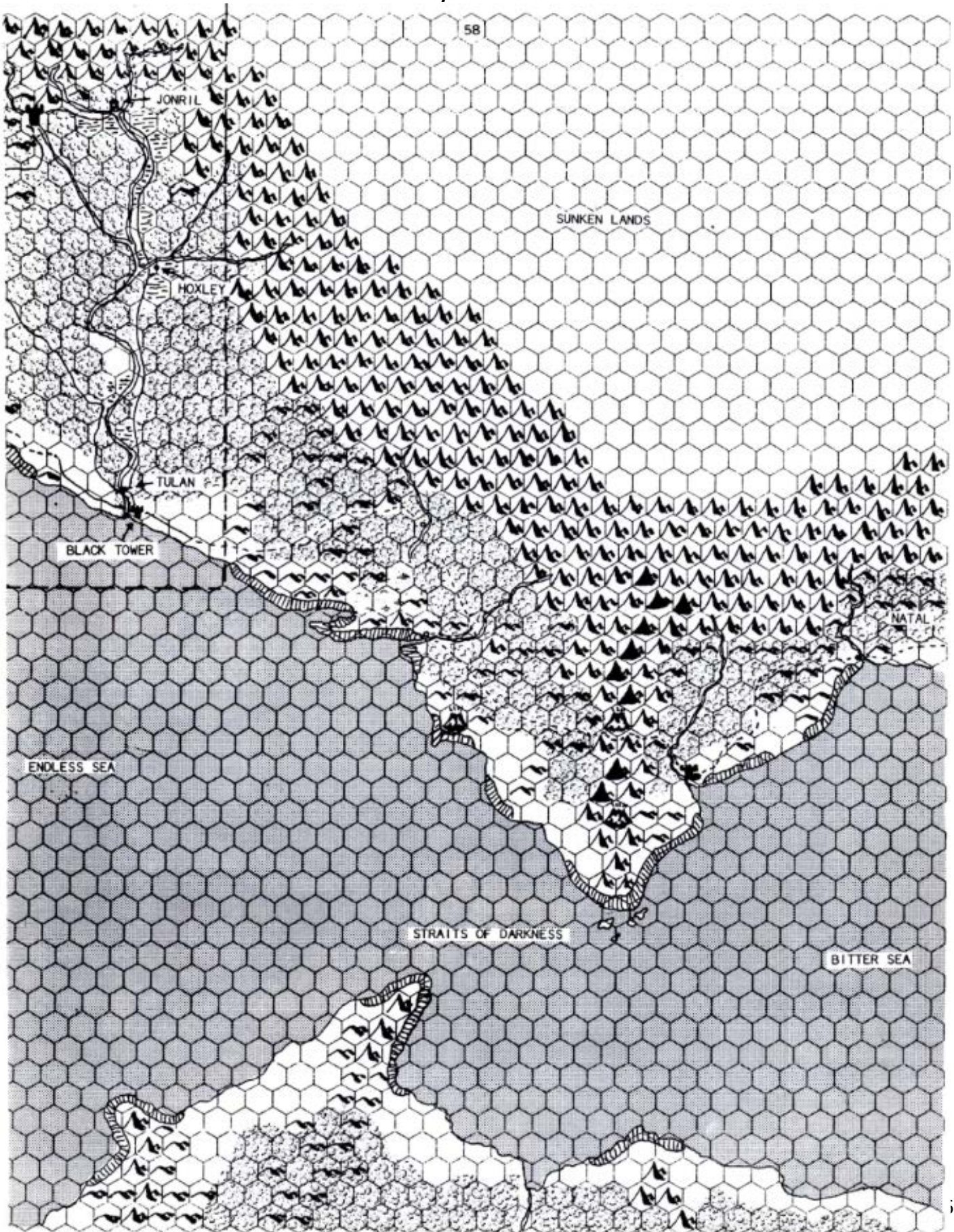
Volcanic Area	
Mountains	
Impassable Mountains	
Hills	
Forested Hills	
Forest	
Swamp	
Cultivated	
Road	
Path	
River	
Sea	
Cliffs	
Castle/Keep (May be ruins)	
Village	
Town	
City	

Key to the Campaign Maps that follow

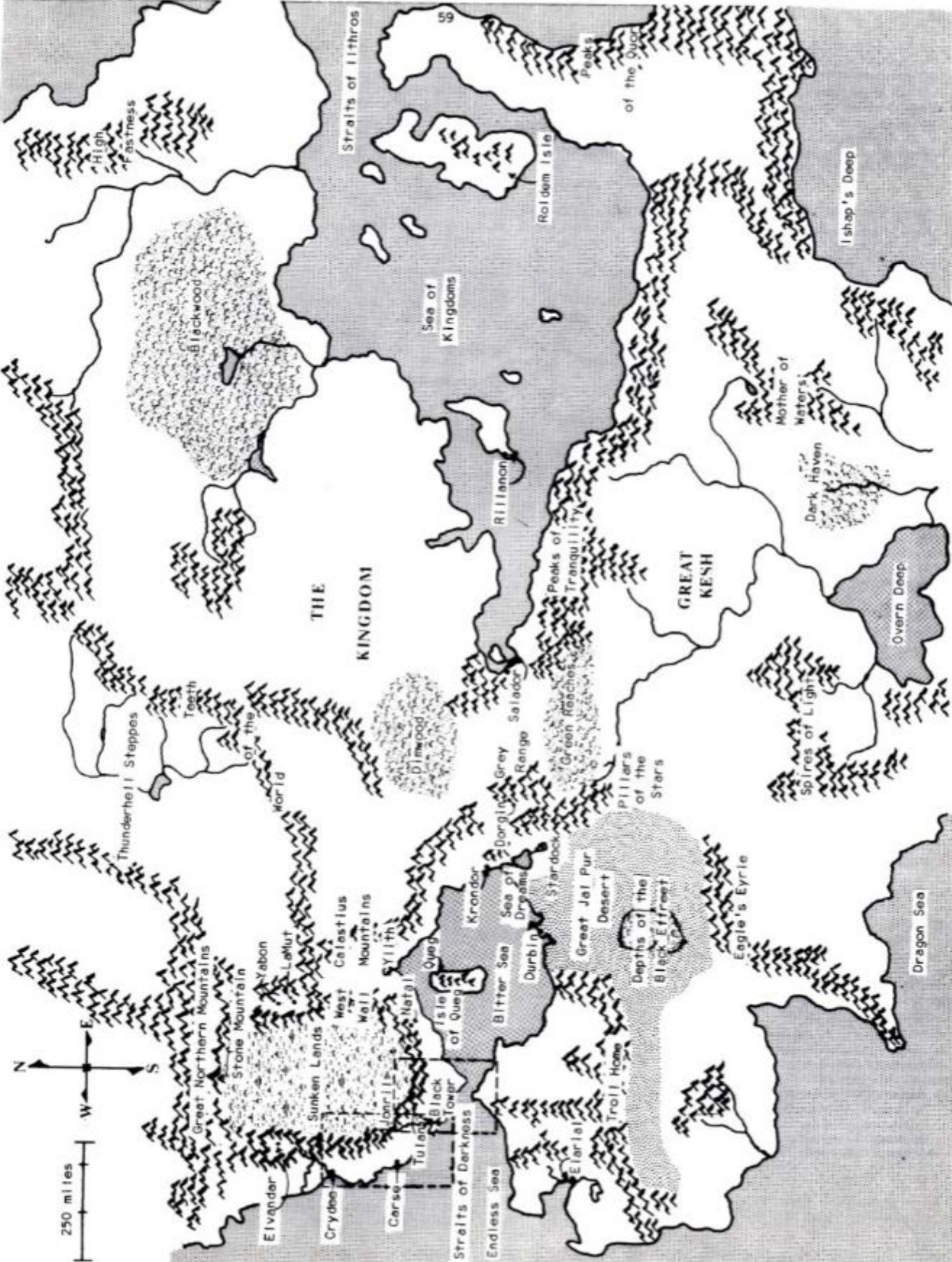
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Suggested Prices for Jonril

These are the suggested basic prices for items available in Jonril assuming the shop normally carries that item. Used items are occasionally available and will be 10-60% cheaper than the price listed with the same 10-60% chance of being defective. The following tables assume these monetary conventions and an average monthly wage for a skilled individual of 30 gp plus room and board.

50 Copper (cp) = 10 Silver (sp) = 1 Gold (gp)

Armor			
Jack (leather)	7 gp	Full Leather	18 gp
Scale	200 gp	Chainmail	800 gp
Partial Plate	2,500 gp	Full Plate	4,000 gp
Helmet, leather	5 gp	Helmet, metal	12 gp
Shield, leather	8 gp	Shield, wood	17 gp
Shield, metal	45 gp	Barding, chain & scale	1,800 gp
Barding, plate	6,500 gp		
Weapons			
Broadsword	12 gp	Shortsword	8 gp
Greatsword	18 gp	Dagger, stabbing	4 gp
Dagger, throwing	8 gp	Mace	6 gp
Morning Star / Flail	8 gp	Pole Arm / Pike/ Bardiche	13 gp
Spear, light	2 gp	Spear, heavy	5 gp
War Hammer/ Battleaxe	7 gp		
Lance, light	6 gp	Lance, heavy	17 gp
Short Bow / Self Bow	30 gp	Horse Bow	Not avail
Long Bow	55 gp	Composite Bow	75 gp
Crossbow, light	20 gp	Crossbow, heavy	35 gp
Quiver, hip (holds 20)	3 gp	Quiver, back (holds 30)	6 gp
Arrows / Quarrels, 20	6 gp	Arrows / Quarrels (silver tip), each	5 gp
Sling, leather	3 sp	Lead Sling balls, 60	1 sp
Net, 10' weighted	31 gp	Whip, 20'	12 gp
Bolo	10 gp	Club	5 sp
Quarterstaff	2gp		
Transportation			
Pony	Not avail	Mule	20 gp
Draft Horse	45 gp	Draft Horse, large	90 gp
Pack Horse	28 gp	Pack Horse, large	50 gp
Quarterhorse	75 gp		
Warhorse, medium	500 gp	Warhorse, heavy	1,500 gp
Saddle, plain	35 gp	Mule pack frame	8 gp
Cart, 2 wheel	75 gp	Wagon, medium 2 horse	175 gp
Wagon, small, 1 horse	130 gp	Wagon, freight, 4 horse	400 gp
Wagon, sleeping for 4	350 gp		
Food			
Normal food, 7 day/person. Lasts up to 2 weeks	4 gp	Ration Concentrate 7 day/person Lasts up to 2 months	6 gp
Fruit, each	1 sp-3 gp	Wine, quart	1 gp

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Tools			
Shovel	2 gp	Pick	2 gp
Nails, 100	1 sp	Padlock	1-5 gp
Hemp Rope	1 cp / foot	Spider Silk rope	3 gp / foot
Ladder, rope 30'	12 gp	Pitons, 20 steel	10 gp
Crampons, 1 pair	3 gp	Spikes, 12 steel	3 gp
Spikes, 12 iron	1 gp	Mallet, 3 lb	6 sp
Stakes, 12 wood	2 sp	Grappling Hook, 3 prong	2 sp
Containers			
Bag, 50 coin, small	6 sp	Bag, steel reinforced leather	6 gp
Sack, large cloth	1 gp	Sack, large leather	4 gp
Backpack, leather	8 gp	Daypack, cloth	3 gp
Water skin, 2 qt	3 gp	Tarp, 10x10' sealed	5 gp
Water skin, 3 qt	5 gp	Water Bag, 2 gallon	10 gp
Burnables			
Torch, 10	1 sp	Lantern, 4 hours per fill	17 gp
Lantern Oil, 2 fills	3 gp	Petroleum burning oil, covers 10x10' doing 1d6 damage per turn	15 gp
Clothing (poor/average/good)			
Shirt, undyed linen	2 gp / 5 gp / 8gp	Trousers, undyed	2 gp/ 5 gp/ 10 gp
Kilt, undyed	6 sp / 2 gp / 5 gp	Great Kilt, undyed	Na / 10 gp/ 25 gp
Loin cloth	3 cp / 5 sp / 1 gp	Robes, undyed linen	7gp/19 gp /45 gp
Sandals, normal	3 cp / 7 sp / 2 gp	Sandals, heavy	2sp / 9 sp/ 4 gp
Boots, soldier	7 sp/ 5 gp/ 15 gp	Boots, hobnail	5 sp / 3 gp / 7 gp
Cloak, normal undyed	3 gp / 7 gp / 19 gp	Cloak, hooded undyed	5 gp / 9 gp / 26gp
Gloves, cloth	5 sp / 3 gp / 6 gp	Gloves, leather	3 gp / 6 gp / 20gp
Poncho	3 gp	Dress, undyed linen	3gp/ 10gp/ 35gp+
Designs, undyed 1"/2-3"/3-5+	1sp / 2 gp / 5 gp	Made from cotton	Price x4
Made from silk	Price x8	Dyed green	Price x3
Dyed yellow	Price x4	Dyed blue	Price x7
Dyed red	Price x9	Dyed purple	Price x100
Miscellaneous			
Mirror, 2x3" steel	3 gp	Mirror, 5x7" steel	6gp
Mirror, 2x3" Silver	23 gp	Mirror, 8x12" silvered glass	1,500 gp
Compass	2,000 gp	Belladonna, bunch (poison)	10 gp
Wolfsbane, sprig	15 gp	Cross, wood	3 sp
Cross, silvered steel	10 gp	Cross, silver	25 gp
Holy Water, 2 ounces	25 gp	Bedroll	10 gp
Paper, 20 sheets, ink and pen	5 gp	Drawing charcoal	1 sp
Physician's Bag (5 uses)	18 gp	Physician' Antidote Kit (one dose each)	400 gp
Physicians Bag + Antidote Set	400 gp	Poison antidote, each dose	25 gp

Dice Conversion Table

3 sixes (3 to 18)	Actual Percentage	Equivalent d%
18	0.46	100%
17	1.39	99%
16	2.78	96-98%
15	4.63	92-95%
14	6.94	85-91%
13	9.72	75-84%
12	11.57	64-74%
11	12.50	51-63%
10	12.50	38-50%
9	11.57	27-37%
8	9.72	17-26%
7	6.94	10-16%
6	4.63	6-9%
5	2.78	3-5%
4	1.39	2%
3	0.46	1%

2 sixes (2 to 12)	Actual Percentage	Equivalent d%
12	2.8	98-100%
11	5.6	93-97%
10	8.3	84-92%
9	11.1	73-83%
8	13.9	59-72%
7	16.7	43-58%
6	13.9	29-42%
5	11.1	18-28%
4	8.3	10-17%
3	5.6	4.9%
2	2.8	1-3%

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Building Indexes

The following conventions apply. Each Building/Occupation type is listed on the left and each building of that type being shown on the right. Each building entry will be in the following format: Area Code, the shop's name (if any; if no name is shown none is present) and a pictorial sign if present shown in (). If an entry has a <> this indicates that it is a residence and has no name. In some instances a list of names are shown. If they are followed by an Area Code in () this is the most likely place they will be found.

<u>Building Type</u>	<u>Building Code</u>		
ADMINISTRATION	Audience Chamber or Commander's Office in KEEP;	Bergoiny Family	Family House (B5); Murdoc (B5 - patriarch); Rand (A6, Millstone Inn); Murph (A7, Stable), Paulie (C52, apprentice scribe), Shotz (C47, Bakery), Ford (A18, Cartwright), Buford (Keep, Smith), Morris (A35, produce), Beauregard (G45, Brewery)
Alchemist	A23, Dreedle's Draughts; C12, (Mortar and Pestle); C58, (The Dragon Tree); E12 (Dragon's Flagon)		<H1>, <L4>
Ale House	See Inns	Biologist	L5, (Greyfalcon)
Animal Trainer	A12	Bird Trainer	E22 (no sign); K1, (Dingy); G32, Pablo Rastcover; N1 (no sign); N43, (Oar)
Architect	<L1>	Boatwright	<B2>
Armorer	A24, (Mailed Fist); C10 (Breastplate); E7, Market Forge; KEEP	Botanist	C9 (Bowman); D27 (Arrow); F7, The Grey Towers Ale Co.; G45, Beau's Beer
Artist/Sculptor	<H8>	Bowyer/Fletcher	A14, Tusker's Brickworks
Bakery	A3, (Rolling Pin); C47, Millstreet Bakery; E20, Ashengalle's Keshian Bakery; G10, (Bread Pan); H17, Zolan's Breads; H46, Jenk's Bakery	Brewery	A15, The River House; C28, The Perfumed Dawn; E9 (Fallen Blossom); G39 (Rose and Thistle)
Barracks	Garrison Area	Brickmaker	A20 (Ox); E14 (Cow); G7 (Hog); H21 Wroggles' Fine Meats; K2 (Chopping Block)
Barber	G3, (Razor)	Brothel	C32 (Gouge and Saw); D2 (Table) C57 (Candle); D28 (Burning Wick)
Baronial League	Theo Jaren (A2); Odell Tessler (B1); Rolly Hostanza (B4); Groford Tooms (C39); Himmel Targus (E31); Bertram Pepps (K6); Osgood Wehan(H15)	Butcher	O1 - O20
Barrelmaker	A27, August Obara, Cooper; D26; G31, (Barrel)	CabinetMaker	C11 (Sawhorse); E13 (Hammer and Saw); H25 Weral Cabinets; L35 (Nail)
Baths, Public	A16, Blue Tile Baths; H38, Ulthipis & Sons Baths; J7, (Sweating Workman)	CandleMaker	A19 (Yellow Carpet); O5 (Bobbin)
		Caravanserai	E29, Merton's Maps; <H4>; <L35>
		Carpenter	G6 (Cheddar Wheel); G15 (Goat and Cow)
		Carpet Maker	C31, Locks and CLocks by Kilrane
		Cartographer	
		Cheese Maker	
		Clock Maker	

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Cobbler	A32, Rolf's Boots; C53 (Boot); E30, Josia Droon's Bootery; K12, Carbels's Bootery	Jail	Keep
Commanders Eyes	A bouncer (A15), A guard (C6), Burt Ironarm (A6), Merwin Cruz (A26), A waiter (B3, R8, D21, C54), Joshua Hornsby (A9)	Jeweler/Goldsmith Kilrane House (M3)	A22 (Bracelet); A25, Zolan's Gems (A11, Fishmonger); Aldyn (A34, spices/herbs); Kenneth (C31, Clockmaker); Murdoc (C34, moneylender); Tad (C50, Perfumer); Athelstann (D20, Illuminator); Owen (D25, Signpainter); Owstis (E6, paper maker); Gwyarth (F5, G43, Dyer); Anir (L4, biologist); Keane Tylwyth (L5, birdtrainer)
Copper Smith	A28 (Copper Pan); C37 (Taphammer); G37 (Kettle)		Marvin Cardwyn (A20, butcher); Neman Dreedle (A23, alchemist); George Teach (A30, leatherworker); Bolivar Shagnasty (C27, Stable); Hulton Wyneth (C37, coppersmith); Ollurdum the Scribe (C38, scriptorium); Rignar Valation (C57, candlemaker); Gordon Halfornor (C59, musical instruments); Jacob Suran (D15, potter), Arwyn ap Owen (G3, barber); Kennon Gwynfeden (L3, sharpener); Aldron Cooter (L21, weaver); Jal Kroger (L33, cartographer)
Distiller	K11 (Keg and Bottle)		see CandleMaker
Doctor	see physician		G40 (Washtub); K7 (Clean Sheet)
Dyer	A1; F5, Kilrane Dyers I; G32, Kilrane Dyers II		A30 (Leather Belt); D14 (Saddle); E24, Weral Leather
Empty	A5, C3, C21, C22, C51, D17, D22, D31, E2, E11, E15, G11, G12, G19, G20, G44, G47, G51, H14, H30, H31, K15, K21, L11, L16, L29	Kilrane Associates	<B4>
Engineer	<H2>		See Clock Maker
Engraver	A31, Ultac Alzimba; K5 (Scroll)		C35
Exotic Animals	C24, Gregor's Menagerie; C41 (Dancing Monkey)		C25; D24, Jeren Stoneworks; G1 (Plumbob); G9 (chisel)
Fishmonger	A11, Wynken's Fresh Catch; D29 (Trout); G42 (Three Fish)		<L32>
Fortuneteller	H35 (Mystic Eye)		C43 (Cloth sheers)
Fuller	E28, Martin the Fuller; F2 (no sign)		N31, The Store
Furrier	C17, Frugath's Imported Pelts		D32 Zolan Grain Co
Gambling Hall	C6, Hall of Chance; G33 (Golden Lady)		H24, Weral Lumber Co; H27 Jonril Lumber Co
General Store	see Merchant	Lamps	D8, Queg and Far West Trading Co
Geologist	<H3>; <L9>	Laundry	
Glassblower	A21 (Crystal Chime)	Leatherworker	
Guard Post	C33		
Hiring Hall	C18, Expedition Hiring Hall; O3	Linguist	
Horsetrader	A8 (Stallion); D1 (Palomino); H11 (Dancing Pony)	Locksmith	
Illuminator	D20 (Gold Quill)	Magician's Guild	
Inn/Tavern/Pub	A6, Millstone Inn; A26 (Blue Dragon); B3, The Hummingbird; C8, Castle and Flag; C20, All Roads Tavern; C54 (Three Dragons); E18 (Hanging Man); G14, Hanging Lantern; K13 (Bear and Boar); L24 (Burnt Tree); N5; O1 (Flying Horse)	Mason	
Interpreter	<C49>, <L34>	Mathematician	
		Merchant, cloth	
		Merchant, general	
		Merchant, grain	
		Merchant, lumber	
		Merchant, Trader	

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Miller	A2, Western Mill; E3, Eastern Mill; H46	Rope/Net Maker	C2 (Net); C23 (Turnbuckle); N24
Moneylender	C19 (Coin Pouch); C34 (Gold Piece)	Sailmaker	A13, Tusker's Sails
Musical Instruments	C59 (Flute)	Scholar	<A37>; < G8>; <L31>
Odanga House (B6)	Cornell (A9, freight shipper); Carson (A9, freight shipper); Edgar Shilbrin (C28, brothel); Morgath (C30, pawnshop); Grovner (C43, cloth merchant); Della (D14, leatherworker); Wylan (D26, barrelmaker)	Scribe	C38 (Inkpot); C52 (Parchment)
Odanga Owned Businesses	Shaker Carney (E9, Brothel); Agnes Gump (G39, Brothel); Kermit Armenthal (K1, boatwright)	Security Service	D3, Tricks and Traps Der LaMut; J6, Jonril Vigiiance Service
Odanga Associates	Rascar Olderon (A10, smith); Anton Tusker (A13, sailmaker); Pablo Rastcovar (G32, boatwright); August Obara (A27, barrelmaker); Matthew Gwillian (C25, mason); Azurmut Keefer (D23, tailor); Moran Trugen (G40, laundry); Gotlen Swumpter (K2, butcher); Simion Gelfans (C23, rope/net maker)	Sharpener	C39 (Stone Wheel); L3 (Knife)
Outfitters	A4, Expeditions Unlimited; D13 Baldwin's Outfitters (Winged Helm); G2 (Adventurer); O4, Zolan House Outfitters	Shipper, freight	A9, Odanga Family Freight Co; C40, Zolan Freight
Painter, building	G48, Werel Building and Marine Painting Co	Shipyards	see boatwright
Painter, sign	D25 (Paintbrush)	Silversmith	A29 (Pendant); E27 (Silver Mug)
Paper/ink Maker	E6 (Red Inkpot)	Smith	A10 (Forge); D10 (Bellows); K16 (Black Horseshoe)
Pawnshop	C26 (Open Purse); C30, The Fair Trader	Spices & Herbs	A34, Herbs and Spices
Physician	<B1>; D11, L aMutian Medicine;	Stable	A7; C14, Bargain Rates Stable; C27, Shagnasty's Stable; C56 (Donkey Cart); E19; H13 (Sleeping Mule)
Potter	C4, Phillip's Pots; D15, Suran's Pots; D18 (Pot); J5, Grover's Pottery; K6 (Kiln)	Steersman	<C48>
Produce/Dairy	A35 (Turnip); C29, Ildarine's Corner; E16 (Butter Churn); E31, Zolan Produce Co; H15, Zolan Produce North	Stonecutter	See Mason
Pub	see Inn	Tailor	A33 (Red Coat); D23 (Thimble)
		Tanner	F6; F10, Coot Tannery
		Tapestry Maker	See CarpetMaker
		Tavern	See Inn
		Temple to Irv	D6 (shrine)
		Temple to Killian	D16 (river goddess)
		Temple to Lims-Kragma	G18 (Death goddess)
		Temple to Onanka	C36 (Happy Warrior)
		Thieves' Guild	G14
		Trader	see merchant
		Undertaker	G4 (Headstone); N51 (Coffin)
		Veterinarian	D19 (Lame Cow); H7 (Lame Mule)
		Warehouse	F1; F3; F4; F8; F9; O5-O8
		Weapons Maker	C55 (Sword and Dagger); D30, Fine Weapons
		Weaver	J8; L21
		Weral House	Johanne Trusdle (C11, Carpenter); Scalbin Drustin (C32, Cabinetmaker); Cullen (C58, alchemist); Giddion (D30, weaponsmaker); Arnold Sharp (C10, armorer); Baras Coot (E24, leatherworker); Ard (F6, tanner); Grover (J5, potter);

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Weral Associates	Portius (K11, distiller); Halor (H25, carpenter); Hauson (H24, lumber merchant) Martin Selkirk (A17, woodcarver); Timmons Locastist (E7, armorer) (in the text he is not described as working for Weral); Keith Solary (B2, botanist); Arsen Carbon (C9, bowyer); Groford Tooms (C39, sharpener); Oscar Brofey (C53, cobbler); Norton Horan (G48, painter)
Wheelwright	A18 Bergoiny's Carts; C47 (Weral)
Woodcarver	A17, Martin's Woodcarvings
Woodworker	See Cabinetmaker
Zolan House (M2)	Mikhail (A16, public baths); Tanya (A25, jeweler); Lisa (C5, taperstry maker); Illya (C40, freight shipper); Boris (C46, wheelwright); Tasha (D32, grain merchant); Nikolai (A29, silbersmith); Olga (J8, weaver); Natala (H3, geologist); Sophia (H7, veteranarian); Pitur (H13, stable)
Zolan Associates	Jal-ri Tuleg (A8, horsetrader); Utac Alzimba (A31, engraver); Grover Matuk (C2, rope maker); Ildarine Albardis (C29, produce); Himmel Targus (E31, produce); Balor of Caldara (F7, brewery); Horace Kreeh (G31, barrelmaker); Gordon Jeltun (K16, smith); Osgood Wehan (H15, produce); Hubert Zirgath (H17, Baker)

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