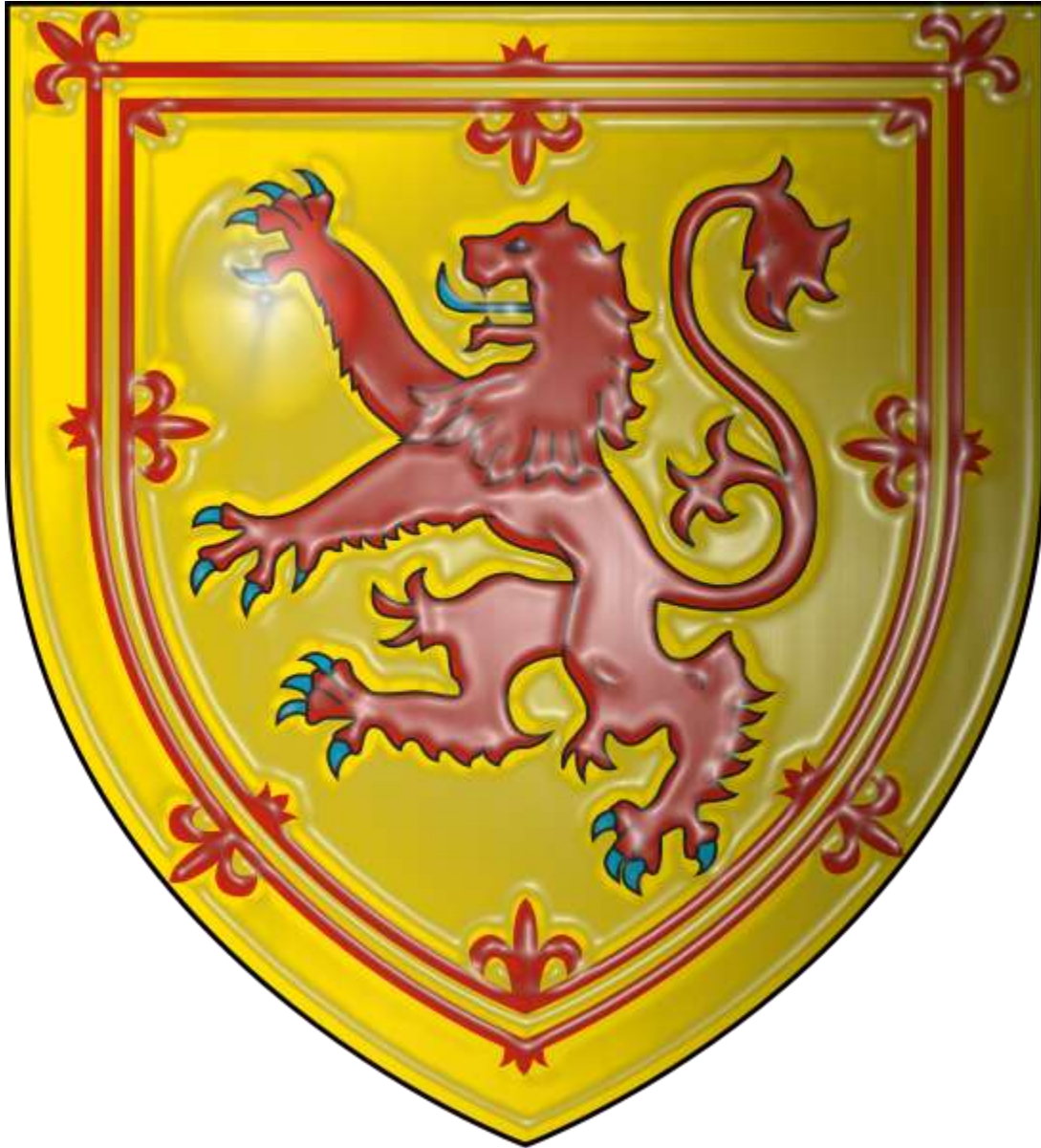


Adventures in Filbar



FT - Barony of Civille

Barony of Civile

Sitting at the mouth of the Saint Torgoth's Causeway leading to the Newmack Sea is the port city of Civile and home to the baron of the land. This former fishing settlement has grown in the last century to be a stronghold for the Baron Philostratos de Civile as well as a financial boon for the entire area. In growing itself into a small seaport this city has been able to increase income by a factor of five. While the port itself brings in a significant amount of goods it also acts as a travel point for the Caravan Masters. With inland roads and a harbor to ferry goods and services the city continues to grow and will soon expand past the city walls. While the lands to the south are generally well controlled by the military the lands to the east mark the frontier where fame and fortune await for any brave enough to reach out and take a risk.

The bulk of the old city sits in the low lands up against the bay while the areas around the sides are on higher ground. The highest point in Civile is the lighthouse area which allows the illumination to spread farther. The area in front of the open market has been fortified against high tide and flooding concerns which had been an issue when the city was new. The renovations to the cave tunnels has allowed for rising water to be diverted through a series of old caves and back out into the causeway.

While the open air market and the old baron's keep are both well-worn stone, the rest of the buildings in town are newer construction and are constructed of wood and stone from the high ground. The baron's keep was finished eight years ago and the old palace turned over to the Caravan Master for a "modest price". The main roads are of cobblestone while individual pathways are still dirt trails.

While the city has a variety of businesses available much of the merchant activity occurs at the open air market on a daily basis. The port area is always busy during the day as 1-2 ships arrive at Civile daily with goods from around the realm and beyond. The city walls are still patrolled however the threat of invasion has diminished substantially as the area has become more civilized.

Any trip to Civile will not be complete for an adventurer until they first check in with Manex Didden the Tax Collector at area #16. Any newcomers to the city will be given directions to this area and if it seems they may get lost, then an escort will be given to them to insure they find their way. Tax collection is a large industry in the barony and great attention to this detail is paid by the guard staff.

1. South City Entrance - Renonys Thomas

The south entrance to the city of Civile is home to the newest tower. The old tower that stood here was in very poor condition and has been completely replaced. This entrance is strongly built and has a double portcullis system with murder holes above. A large cauldron of pitch is present in the event of an invasion. The lieutenant in charge of this gate is Renonys Thomas a young but eager military man. This gate is the only one that functions at night however those arriving will be 'requested' to step inside the portcullis area to be interviewed prior to being allowed in. During race day this entrance is filled with people wanting to see the games. Otherwise livestock is usually the most frequent visitors through here.

2. West City Entrance - Menne Polyzou

This area is the original city gate and is slated to be renovated next. While most merchants use this area it is the oldest and weakest of the three gates. Lt. Menne Polyzou a veteran female warrior is in charge of this area. She and her troops are always careful of their appearance as this is usually the main gate and she wants to present a positive and professional appearance to the city. She is a firm woman who does not have much of a sense of humor. Because of her strict nature for appearance she and her guards get the newest and shiniest weapons of all the guards.

3. North City Entrance - Darius Van Duurse

Lt. Darius Van Duurse commands the troops of the north entrance which is a newer tower set at an angle. While Darius has only one arm he is still a very accomplished fighter and is tasked with the physical training needs of the troops guarding the city. While some would think that his appointment as a physical instructor was a gift nothing could be farther from the true. Despite the loss of his left arm he is still the cagiest fighter in town. This gate has two entrances with one portcullis on each side allowing entry. This tower is slightly older than the south entrance and Darius did not like the two entrance design and makes no bones about it. Darius is a stickler for security and will actively question any seeking passage into Civile.

4. Tavern of the Four Winds- Santxol Marisco

The first spot on tavern row belongs to Santxol's Tavern of the Four Winds. A sailor in his former life he retired here after making numerous shipping trips to Civille ferrying goods through the Saint Torgoth's Causeway. After leaving the shipping life he brought his wife here and together they run the tavern. With its nautical theme and an abundance of friends who are still sailors, this tavern is a favorite of the shipping merchants despite being so distant from the pier. Santxol enjoys stories and has a few bard friends who frequent the establishment.

5. Knight's Tavern - Averet Pirkti

This establishment is frequented by the guardsmen of the city and those who are more inclined to use violence as a weapon. The Knight's Tavern is somewhat of a dive compared to the other places in town but the proprietor, Averet Pirkti, enjoys the way the bar looks. While the woodwork and furnishing are a patchwork of goods it is that way from the frequent fights that occur here. Averet is a retired guardsman who still enjoys a good punch to the face. The standing rule of the business is that any fight that starts inside ends inside and he makes sure that it doesn't travel out. The baron has warned Averet that his hooliganism needs to stay out of the public eye. When a fight does break out, his bouncers block the door. The bouncers are off duty town guards supplementing their income and also enjoy a good fight. If the bouncers are struck any guardsmen present in the tavern will come to their aid.

6. Dusty Road Tavern - Tinnelt Korais

Tinnelt Korais is a half Elven, middle aged man who runs the Dusty Road. While just a normal tavern this business attracts a more adventure-themed group. Many job postings for adventurer types can be located here as well as stories from beyond the walls. Tinnelt is also a former adventurer and realizes that there was a lot of money to be made by bringing in that type of clientele. With this group of visitors Tinnelt sells his liquor at a higher price than any other tavern in town. The business has several tables in the center and semi-private booths along the rim of the business. Curtains hang above the tables in the event that "private matters" need to be addressed. While not sound proof it does offer a small bit of privacy that some deals prefer.

7. Coliseum & Fairgrounds - Tribunas Knippschild

The large stone coliseum sits here and is easily recognizable. The top of the structure sits nearly 10' higher than the city walls and children enjoy running to the top to see how far they can see. While horse and chariot racing is the frequent attraction to these building, fairs, festivals, and public meetings are also held here. Public hangings, while infrequent, are always a big draw for crowds as well. Major holidays use the coliseum for parades and children especially love to walk where the fast horses run. Tribunas Knippschild has been appointed by the baron to handle event scheduling and cleanup of the building. Tribunas is paid well for the privilege of looking over this showpiece of the barony. He has an office and personal residence within the walls where he lives with his wife and three children.

8. Private Residences - Misc.

These small houses are present throughout the city and can be good quality or bad depending on which is visited. These are private homes of both citizens and frequent visitors to the city. Adventurers will buy homes to store belongings here after returning from the trail. The guards that patrol these neighborhoods are quite familiar with the residents and everyone does their part to keep an eye out for troublemakers. Those wandering into this area will be watched and if they seem out of place it will only be a matter of time before a guard unit arrives to "help" them find their way.

9. The Adventuring Shop - Gesimund Bedarder

One of the larger buildings in town is the Adventuring Shop which caters to those seeking work on the frontier. The Dwarf Gesimund Bedarder is the proprietor and opened the shop to help out would be adventurers. Gesimund himself was a longtime adventurer but retired and now offers to buy and sell those items suitable for a frontier lifestyle. Gesimund will also purchase unusual items that have been recovered in the wild lands and sell them if he can make a good profit. Many times he will buy an item just to keep it for him which makes his wife Greselda very unhappy. When she is unhappy Gesimund becomes 'cranky'. Besides having new items it also acts as a pawn shop for goods. There are very few items you cannot find at this business.

10. Inn of the Slumbering Dwarf - Paynel Marishta

This building used to be the old public school before the new one <#34> was built. Paynel Marishta was the highest bidder for the building and has recently completed renovations on it. The Inn of the Slumbering Dwarf is now open and Paynel is eagerly attempting to find residents as she spent most of her money on the renovations and now is looking to cash in on the investment. The inn is very well decorated and everything appears quite new. A lunch meal is served to any guest of the business and Paynel even offers a cleaning service be it clothing or weapon sharpening. The business is ready to become the talk of the town and several guardsmen will suggest staying here mostly because Paynel has contributed to their personal wealth.

11. Find the Path Cartographer - Sicard Aubertin

Sicard Aubertin chose this spot for his small cartographer business because of its proximity to the Adventuring Shop. Gesimund attempted to sell Sicard space in his business hoping to further increase traffic but Sicard declined. As a result the Find the Path shop is doing quite well. Sicard duplicates, buys, and sells maps of all kinds. One of his best-selling items is a map showing reef locations at the mouth of the Newmack Sea. If examined, this map will be on very delicate paper causing captains to repeatedly buy the map. Sicard has several maps of the area including some of the ruins which many an adventurer has purchased. Some of his own work is displayed on the walls including a ducal map of the Imperial Realm which is not for sale. He lives in the back of the shop with his wife and daughter.

12. Keldore's Inn - Sicho Sicre

Keldore's Inn has been in Civille since the city was a thorp. While the business has been around for more than one hundred years it has had numerous revisions to the buildings and multiple owners. Sicho Sicre is the current owner of the "Big K" as it is widely known. He purchased the business three years ago and recently added a third story to the business in an effort to increase patronage and bring in more money. He has a staff of six people one of which will valet mounts to the city stables <#39> for a small fee. While this may seem worthless it beats having to walk halfway across town to get to your room. The rooms are good

and the prices are reasonable. There is no meal service here and when the kids get out of school <#34> it can get loud and rowdy. Sicho is married with four children of his own.

13. The Flour Mill - Cleonymus Goddard

Adjacent to the "Big K" is the flour mill where the unprocessed wheat and barley is transformed into cooking flour. Two large draft horses use their strength to turn the large grindstones on a pedestal at the back of the shop. While the horses only work a few hours they are much faster than how Cleonymus Goddard was used to working with his hand powered grist mill before. The team of horses is now able to accomplish twice as much work in a third of the time. While his newfound spare time Cleonymus is considering adding on to his business to make an even larger profit. This idea scares his wife who tends to their two small sons and she worries about the financial aspect. Cleonymus is a clever businessman and may ignore the pleas of his wife.

14. Lapi's Brewery - Aelmer Lapi

While many of the farmers in the countryside brew their own liquor, Aelmer Lapi is able to do it on a larger scale at his brewery here. Every day the wheat, barley, and hops carts come to this location and unload their wares to a grateful Aelmer. Shortly after the carts leave Aelmer and his staff move the daily supply to the citizens out to the front door while the tavern deliveries go out the back door to waiting carts. After deliveries Aelmer and his employees begin to work on brewing the next batch. With the brewery being centrally located Aelmer does a full and sustained business and has been quite profitable. Aelmer is married and has five children, two of which are old enough to work at the brewery and learn the trade.

15. Erullares's Chapel - Leoprepes Jülicher

One of two churches in Civille, Erullares's chapel was built next to one of the original watch towers of the city which has been reformed into the city's bell tower. Leoprepes Jülicher is the high priest of the Goddess of Time, Prophecy and the Wilderness. Always dressed in the standard deep aqua cloak of his

order, Leoprepes can often be found wandering the town helping the poor and preaching the word of his goddess. While the church is useful for many things the healing services of Leoprepes are always top notch. The downside is that his prices are also at the top but if needed, well worth it.

16. Tax Collector – Sir Manex of Didden

The ducal representative in Civille is Sir Manex of Didden. An older knight he still carries himself well and is always assisted by a teenage boy named "Angst". Sir Manex found the young man in the woods as a small toddler after the rest of his family was slain by humanoids. Sir Manex rescued the boy and took vengeance upon the humanoids. As he had lost his wife during childbirth, Sir Manex took in Angst and has raised him like a son. The two are inseparable. Sir Manex is above reproach and well respected in the community despite his job.

17. Woven Rug - Rawkin de Pinchemont

While the store name is slightly misleading the Woven Rug is responsible for most of the fabric present in Civille. When the Caravan Master's hold grew in the city many of the small businesses fell apart as they were unable to compete with the goods brought in by the caravan. Rawkin de Pinchemont spoke with the Caravan Master and decided it was easier to have the caravan trade help him rather than compete against him. Because of the export agreement with the caravan trade not only has he been able to keep his business profitable he has been able to grow it accordingly and now exports some of his larger projects down the causeway to bigger markets. Rawkin is a widower and has three children.

18. Cartwright - Ionnes Rotthier

Ionnes Rotthier handles the cart and wagon business in Civille. While the caravan trade usually has people in their employ to handle this task the current Caravan Master, Sir Manfred Ruggieri, has kept Ionnes on retainer as his work is excellent and his service quick. The current Cartwright for the caravan cannot boast this but does do an adequate job. Ionnes builds carts and wagons for the surrounding farmers and other merchants within the city. He is also quite handy

to have around the ships as he served ten years in the royal navy and understands the particulars of waterborne craft.

19. Inn of the Dreamweaver – Genirva Motel

Genirva Motel runs the Inn of the Dreamweaver which is a strange building to say the least. This very long and narrow building has a total of sixteen rooms in two levels of eight. The building itself was built on the old stables and the office/home for Genirva is at the end cap of the building. Each of the sixteen rooms is private and has locking doors. Two stairways offer entry to the second floor and are on opposite ends of the building. Genirva and three young women take care of the premises. The rates are very reasonable, the rooms are clean, and very few questions are asked of the patrons. There is no meal service here.

20. The Rusty Blade - Berinhard Gouverne

While the name may cause a consumer to worry once they enter The Rusty Blade they will realize that the quality of the weapons and armor are anything but old or dirty. Berinhard Gouverne is the local armor smith that works strictly on weapons of destruction. He is in charge of the city guards and as such gets a healthy stipend from the baron. There are currently five apprentices in his employ three of which have already learned the craft and are about to leave to find work on their own. As an older man, Berinhard can be somewhat easy to anger and many have been thrown out of his shop for excessive bartering skills. With his keen eye Berinhard also has the uncanny knack of being able to tell if a weapon is enchanted. No one is sure how he knows, he just does. Besides his apprentices he lives with his wife Marjorie.

21. The Ironworks - Seri Didier

While Berinhard <#20> works solely on weapons, Seri Didier works on everything else and also has a staff of apprentices learning the trade. Seri takes on young men and women to learn the metal smithing trade and those who show an inclination towards weapons are usually sent over to Berinhard for further training. Seri handles more mundane but no less useful items in his forges. Farm implements, gear for wagons and carts, and standard household

appliances are his forte. As Seri is fond of saying "If you want pretty things, go find Berinhard, but if you want useful things you are in the right spot." Seri is widowed with three daughters whom attract a great deal of attention for their beauty.

22. Shrine of Koassak - Veduco Delecoeur

Dedicated to the Goddess of Fish, Runaways and Debts this temple is presided over the heavily tattooed Veduco Delecoeur a former sailor. The second of two temples within Civille the majority of sailors and other townspeople attend services here. Healing is available at standard rates for both healing and cost. Veduco has tattoos over most of his body including his face which does take people off guard when he removes his reddish grey cowl. He is a friendly man who takes his deity quite seriously. In keeping with his faith he can often be found in the company of rural runaways whom he counsels on their choices. The temple is well decorated with inlaid floor mosaics and tiled walls. A multitude of sculptures decorate the inner sanctuary and this shrine is quite well off compared to others. Veduco is training two acolytes who were runaways themselves.

23. Potions O' Plenty - Leandros Meisner

The local alchemist Leandros Meisner opened Potions O' Plenty five years ago to little fanfare. When a rather nasty plague hit Civille and the surrounding areas Leandros has a rather large store of cure disease potions for the malady and managed to save quite a number of people from the disease. Since then he is considered an honored healer and his shop is never without patronage. Leandros is a former sailor as well and is always on the hunt for rare items to make potions. While it has not been confirmed rumor has it that he is in possession of a strange tome that he came across in his travels which allows him to create wonderful potions. If asked Leandros will explain that he received his knowledge from his dead grandmother. Speculation abounds but one thing is certain, his potions work as expected. Leandros will favor adventurers that have proven themselves if they are seeking temporary employment. He will pay top coin for items that are very rare and are of use to him for his alchemy but is usually secretive in exactly what kind of potion the item is being used for. He is married to a quiet woman named Seranta.

24. The Gilded Boot - Edmod Bruckner

Edmod Bruckner has been a life-long resident of Civille and grew up learning the cobbling trade from his father as an only child he was doted on by his parents until he was twelve. That year his parents were killed by Goblins that were able to breach the city walls and raid the homes of sleeping citizens. Lost and alone Edmod turned his attention to the only skill he had, cobbling. Twelve years later he has mastered the craft and is very talented with his boot making abilities. His animosity for Goblins continues to this day and adventurers who slay the small humanoids get their boots repaired for free. He is currently engaged to one of the local tavern waitresses named Kelsie.

25. Flight of Might Fletcher - Dickory Femia

Dickory Femia's shop is not only covered in her goods but also her awards. A golden feather is the shop's showpiece and shows that Dickory has won the duke's annual tournament which is no easy feat especially as a woman. In the lands west of the Great Plains no one has as much skill as Dickory does. Her shop is filled with basic and advanced items with costs ranging from 1 silver piece arrows to 400 gold piece bows. Dickory enjoys missile weapons of all kinds but her specialty is the long bow which she still practices daily. She is middle aged and single and has been known to enjoy the company of select men. She has three apprentices who are eager to learn from such a knowledgeable master.

26. The Lucky Hand - Luitfridus Jurrie

While open gambling is still frowned upon in the duchy The Lucky Hand still does a plethora of business. Luitfridus Jurrie runs the local establishment which is allowed to remain in business as long as their taxes are paid on a regular basis and at a higher rate than the general citizenry. While this practice chafes Luitfridus he understands that it is a cost of doing business. Even with the higher tariffs he is still making a considerable amount of money and is the third richest man in Civille. The hours of the gambling hall are dusk until dawn and the morning is filled with a line of losers leaving the hall with their pockets substantially lighter than when they went in. A variety of games of chance is available including a monthly boxing match. Luitfridus is a single man who has not always had the best of fortune. Originally from Bonair there are still

individuals there that would like to speak with him about certain unresolved debts.

27. The Parchment - Derrick Grébaut

Derrick Grébaut runs The Parchment which is a shop dedicated to the written word. Along with three apprentice scribes Derrick's shop contains various parchment, vellum, inks, and scroll cases for purchase or trade. While the shop normally handles copying work it is also the main business for school children to get their supplies for learning. Those fluent in the magical arts are also frequent visitors to the shop and a variety of well protected scroll cases can be obtained from Derrick including watertight seals for cases. While neither Derrick nor his apprentices are able to copy magical scrolls they do tend to work a lot with Sicard <#11> to copy his maps when he is busy. One of the apprentices specializes in portrait work and has been known to draw/paint images of would-be heroes prior to them leaving Civille. Some of his drawings hang on the wall and include a picture of the Baron of Civille Sir Philostratos.

28. Cake Shoppe - Vitel Scheltens

While the name of the business is the Cake Shoppe it would be more aptly called the busy baker. Vitel Scheltens and his staff are busy from the early morning hours until the afternoon when the business is closed and cleaning takes place. Vitel has a team of eleven bakers and preparers who function to make a variety of breads and travel food for the citizens and visitors to Civille. The front of his shop is where purchases are made and the line is always down the street for his presentations. One of his employees is also in charge of the booth at the open air market where the goods are also sold to the travelers and dockworkers. While his schedule is hectic his wife Marina also has her hands full with their eight children causing many to wonder how Vitel accomplished that feat.

29. Stitch in Time Tailor - Dumpty Boldrini

Aside from the clothing available at the open air market the Stitch in Time handles the outfitting of most of the town as well as being a storehouse for fabrics that come in from the caravan and the ships that dock in the harbor.

While sharing the same building as the baker has its pitfalls with temperature, Dumpty Boldrini has opened a window on the sides of his building which displays some of his wares to the public. While every morning there are lines of people waiting for bread they have nothing to do but look into the tailor's shop and see his fine inventory. With the addition of the windows his business has doubled. Dumpty sells everything from sackcloth clothing to finery fit for a baron. His staff of eight is always busy but available for personal work.

30. Shiny Stones Gem cutter - Terrick de Remis

Originally from Rockell, Terrick de Remis is a gem cutter who studied under the master Gloin Grindaxle in that city. After years of apprenticeship Terrick went out on his own and finally settled here in Cville where his shop has a growing profit every year. While he relies on most of his gemstones to come in from ships, a recent mining operation has radically increased his store of opals which has helped his business. Because of the mining operation the stone is plentiful and the price to obtain them is dropping. Terrick does a lot of contract work but does have a variety of items to sell that may interest an adventurer. In the past he has also worked with the weapon smith Berinhard <#20> to create pommel pieces for daggers and swords. His prices are reasonable and he is skilled enough to do request work well and fairly quickly. He is also always in the market for gemstones.

31. Beautiful Baubles and More - Adrastus Strydom

While Terrick de Remis <#30> is a stone cutter, Adrastus Strydom is an artisan who makes finely crafted jewelry from metal and stone. All of the works Adrastus comes from his creative mind or from specific requests. A few items that he has created that the purchaser did not like are also available. Like many artisans Adrastus takes his work very personally and can become offended quite easily. For those who bring forth his wrath they will hear the dreaded words "No jewelry for you!" and will be banned permanently from his shop or a strict time period. At no point will Adrastus deal with the offending party again until the penalty has been lifted. Those who tend to change their mind frequently have been banned from his store permanently. This does not include the baron's daughter who was banned for six months because of an 'outburst' that Adrastus took offense at.

32. Bottomless Mug Tavern - Batzas Patitucci

This tavern is a favorite among the regular workers in Civille as the prices are reasonable, the atmosphere pleasant. Batzas Patitucci has been a life-long member of the community and has kept his tavern quiet and for locals only for the most part. While travelers will stop by they will find the atmosphere more suited for city residents than for visitors. It is a common tavern filled with citizens just looking to unwind after a long day at work. Recently Batzas has introduced an "Evening as a bard" where the locals will try their hand at story telling with the winner getting a purse of 50 gp and a free night of drinking. While visitors are allowed to watch the contest they are banned from participating. Batzas runs the tavern with his wife Zuba and their two very large sons.

33. School Master's Residence - Curteis Von Tirpitz

The modest home behind the city school is the residence of the headmaster/headmistress of the city school. The current resident is the headmaster from Bast, Curteis Von Tirpitz. With a strong movement underway to educate the citizens of the ducal lands Baron Philostratos worked with the Caravan Master to find an educated individual who could be a strong asset to the community school. The resulting search brought Curteis to Civille. For the past three years Curteis has been making a positive impact on the community as he is a master storyteller and easily captivates audiences with his high charisma. Although initially greeted with skepticism he has been able to win over most of the people. He has three subordinate teachers whom he pays for himself that assist him in the classrooms. Each of the subordinates has their own specialty subjects that they are able to teach. Curteis keeps an eye out for special talents by the students and will often point them to be apprentices in fields that would best suit their skills and interest.

34. City School

This large two story building was the temporary location of the baron's keep when the new one was being built. New walls now separate areas for student purposes and during the day children and adults come here to learn a variety of topics. The first floor is separated into three individual rooms dedicated to the different levels of learning. The top floor contains one room for very advanced

students, the offices for the instructors, and a small library which grows every year. While no magical books are present in the library there are scrolls and books pertaining to local legend and history. If one looks hard enough through this area the potential for finding an adventure grows.

35. Guard Barracks – Captain Hincmar Brandoni

While the guards were originally stationed within the keep itself Baron Philostratos decided he would build them their own quarters that way they wouldn't feel as though they were under a watchful eye all the time. When the baron moved into his new keep this two story building was also completed and given to the guards. Aside from living quarters on the top floor the building houses a smith, fletcher, stables, and the armory on the bottom level. When the guardsmen are not on duty they can be found at this location. The master of the barracks is Captain Hincmar Brandoni who owns a small house nearby but can be found here during the day making sure all is in order.

36. Baron's Keep – Baron Philostratos de Cville

Ten years ago construction finally finished on the baron's keep. While it was originally started under Baron Philostratos father, it was completed on his watch and he assisted in the design and construction of the modest fortress. Sitting on a rise this small keep has guards patrolling the edge in regular increments and does not have the typical surrounding walls. While the building does not have walls surrounding it the windows are barred and guards are present in abundance should trouble arise.

Baron Philostratos is a man of the people and rules in a fair and just manner. While the building sits on the high ground there is a single high tower stretching 1' lower than the lighthouse <#49> so as not to obstruct the view. While the baron and his wife Carsa are very nice people his daughter Topenga can be a bit "difficult" to deal with. The baron and his wife attempt to keep her reined in especially after an incident at Beautiful Baubles and More <#31>. Since her outburst at that shop she has been given an older guard to make sure that she adheres to the standards to which the baron expects of the future ruler of the barony.

37. Sage - Ucco Matthijse

Advisor to the last baron, the Elf Ucco Matthijse retired when Baron Philostratos took over the land but has remained within the city as an advisor emeritus. While Philostratos has not picked a successor to the position he is not in any hurry as Ucco has remained close and does not mind a few questions. The elder sage retired and plans on spending most of time relaxing with his wife Cekalaurius. He had always considered a sea voyage but because of his age has decided to skip that avenue. He is available for private counsel according to his schedule and charges fees commensurate with the questions posed to him. He has a great deal of useful knowledge and may be able to assist adventurers in determining what properties some archaic treasures may possess.

38. Mounted Inn - Ecky Pires

The Mounted Inn is a small inn set near the stables. While this average inn does not possess anything of noteworthiness it does offer inexpensive rooms close to the stables. For those travelers seeking nothing more than shelter for a night the Mounted Inn is the best choice. Ecky Pires the owner understands that sometimes people just need a roof over their heads for a decent price and wants to make sure they have it. The inn has four private rooms and a spacious common room where breakfast is served in the morning as patrons begin to rise. He is married and has two boys that work at the stables next door.

39. City Stables - Burkardus Mesnier

Horses, donkeys, mules and other assorted animals are housed at the city stables here as the city prohibits tying up mounts to businesses after a large problem several years ago. The baron decreed that all free reined mounts, i.e. not tied to a wagon or cart, are allowed to be in the city with a rider only. For those leaving their mounts longer than a few minutes the mounts will need to be taken to and boarded by the City Stables. The price is fair and extra attention is also available such as brushing down, washing, better feed, and exercise for long term boarding. A "menu" of sorts is available at the main office where Burkardus Mesnier is in charge. He is also paid by the baron for his services and has been accused of not paying all of the money earned to the tax collector. He is currently under investigation making him rather grumpy.

40. Mage's Tower - Elured Erignac

When the new lighthouse <#49> was constructed fifteen years ago the old one was auctioned off to the highest bidder which ended up being Elured Erignac. This mage of some renown snapped up the opportunity to purchase the ready-made tower and moved in immediately. While he has done some work on the old tower it is starting to become an eyesore and Baron Philostratos has spoken to him about the upkeep several times. The old mage does not realize but he is about to be served with citations that will lighten his coin purse if he does not comply with the wishes of the baron and clean up his property. While Elured may seem like a hoarder due to the great many items in and out of the tower he actually knows where every single item he owns is even if it is hidden his voluminous beard. He has one young apprentice who is just starting on the magical arts path and serves more as an errand boy and a trained mage. No one knows his name and he is only referred to as "boy".

41. Library - Urien Ebner

When the baron created his new keep he gave the old watchtower to Urien Ebner a part-time sage and scribe to create a city library. While some of the personal collections are much better the public library has a fair number of scrolls and books donated by citizens. The library is dark and cramped with mostly shelves surrounding the old outer walls of the old tower. Better/more creative books are near the top although the rickety staircase will not support heavier or armored individuals and attempts to do so will put the library usage on hold while repairs are made. The tower's light source has been removed from the top and the roof leaks a bit. There is also a noticeable tilt to the tower but it is in no immediate danger of falling over.

42. Caravan Master – Sir Manfred Ruggieri

Many of the old walls have been removed from the old keep and used to build the new lighthouse <#49>. When the baron moved to his new estate the building and land was purchased by the caravan trade and they installed Sir Manfred Ruggieri to oversee the operation in Civille. Under his tutelage two extra docks were constructed and the Open Air Market was built to make the sale of items easier for all. With the extra docks Sir Manfred has allowed more shipping

including a brighter fishing trade to flourish. The open market is open daily and there is no telling what items will be available from day to day although fish is a constant commodity. Sir Manfred is a busy man as he and his staff organize both land and sea operations for the Caravan Masters. With the discovery of an opal mine across the river there has been an influx of miners which means an influx of money. Sir Manfred lives here with his wife Belladonna and their three children.

43. The Choice Cut butcher - Gibby Jerratsch

Gibby Jerratsch is the Civile butcher within the city walls. Farmers from outside the walls as well as ships bringing in animals can usually be found in their respective pens in the area and Gibby and his staff of five is responsible for the prepping, slaughter, and packaging of the meat. Once he purchases animals himself he will usually do the butchering to make sure as much of the useful items of the animal can be saved. Once he is finished with the animals he will sell the hide to the tanner, the horns to artisans and the meat to any who will buy them at fair market value. Gibby was given the license to practice within the walls as there was a backroom agreement with the prior baron. While some would feel this was unfair they do recognize that Gibby works as hard for people bringing in animals as hard as he works on his own animals. He is widowed with four children.

44. Sheep Pens- Te Badie

Te Badie is one of Gibby's <#43> men and handles the sheep pens. He has grown up around these creatures for years and can handle shears like no one else in town. Once a day he uses his cutting ability on human hair as the town barber. Te is single and a bit awkward around people unless he is cutting their hair at which time he is overwhelmingly talkative. Te gained fame a few years ago when he noticed one of the sheep that came into town was not "right". He suggested the animal be put down and burned which irritated Gibby but trusted Te's experience anyway. A few days later a ship came in and pointed out that there was a strange malady affecting sheep in the southern lands which was making people ill. Gibby never questioned Te's opinion again.

45. Poultry Quarters - Odouart Cernea

A large pen surrounds a collection of chicken coops and the fowl run free in the area. This area is utilized to hold chickens, ducks, and geese that come into town for butchering and are looked after by the orphan Odouart Cernea. This young lady wandered into town looking for handouts to survive. Gibby took the child in and has given her food, clothing, and a job to help her out. While very awkward Odouart can speak and write although she is quite coy about her past. Gibby sees the child as a good worker and doesn't ask too many questions about her past as he has discovered he won't get an answer anyway. Odouart is very good with the chickens and has a habit of picking up feathers. In her quarters in the cattle stable she has a rather thick collection and has bagged them using it as a bed which she seems to enjoy.

46. Goats Stalls - Gaylord "The Gimp" Appelmans

The goats and sheep for slaughter are held here and are taken care of Gaylord "The Gimp" Appelmans. Gaylord used to handle the cattle but was caught by surprise by the herd when they shifted. As a result his right leg was crushed and he nearly lost his life. Since the accident he has been moved to this area as his mobility has not returned and probably never will. He is a young man in his 20's and he is quite bitter about his injury. While he is a larger young man his leg slows him down considerably. He had aspirations of going out on the adventuring trail but now that dream is gone. Those whose tease him quickly discovered that while he can't move very fast, his fists are quite quick.

47. Cattle Stable - Herould Bitschi

This large corral is the holding pen for cattle that are destined to meet the butcher. While there are only a few permanent residents here the morning always brings in a few more cattle to be processed. Herould Bitschi has been charged with taking care of the large steers ever since Gaylord <#46> had his accident. Herould is large but not very intelligent. On several occasions Gibby has had to tell him not to play with the cattle as his simple mind enjoys pushing and being pushed around by the large beasts. With his childlike mind he gets offended easily but once angered his large body has the ability to do serious damage to those who are bothering him.

48. Hide `n Go - Folmar Kolb

With a multitude of hides strung out on racks and the smell of boiling oil this area is the home of the Hide `n Go tanner shop. Folmar Kolb works closely with Gibby and the other butchers to obtain the necessary raw materials to work on his craft. While his aroma is overly noticeable he has never seemed to mind it. Folmar and his three apprentices work on turning raw hides into works of leather. While his trainees are young Folmar has been working on his craft for several decades and can repair and create studded leather armor as well as mundane items such as scabbards and backpacks. He is a friendly sort who has a tendency to forget he has stain on his hands when he shakes. He is married and has two small children.

49. Lighthouse - Visimar Herzl

Recently erected this tall white limestone tower holds what appears to be a large copper disc on the rooftop. In reality it is two copper discs set at angles that allow the fire pit at the top of the tower to have the light reflected upwards and away from the tower. This 60' tower is quite new and features a pulley system to haul oil up and down the height of the tower. As the pulley moves ceramic pots pour oil into a large pit as they reach the top and when the pots reach bottom they scoop oil out of a reservoir at the bottom and begin the slow ascent upwards. This process is repeated every four hours at night by Visimar Herzl and his son Kelas. The two have been given the honor of "Lighthouse Keeper". At night the light can be seen for several miles and bring the ships into port.

50. Open Air Market - Oltmann Thenardier

Oltmann Thenardier has been charged by the Caravan Master<#42> to operate the Open Air Market for the caravan trade. This area has numerous stalls that can be rented on a daily, weekly, or monthly basis to sell wares. The market is open from dawn to dusk and a variety of useful items, trinkets, and valuable items can be found here on a routine basis. Oltmann makes sure there is no customer cheating and that the caravan trade gets their cut. Colorful flags fly overhead and Oltmann has a booth here with a roof. He oversees the shipping traffic as well as the day to day market issues. He is well protected by three guards due to the amount of finance is present.

