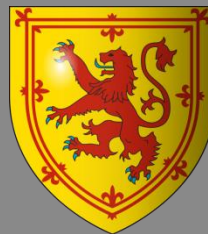


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ADVENTURES IN FILBAR™

BY FRANK SCHMIDT



SAYDOWN CITY

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Saydown City

The capital city of the Denali people is Saydown City and sits on Inlet Bay that is more like a small sea. The lands controlled by the Denali is set on an island in the form of a "C" with two entrances. The eastern entrance is a rocky and treacherous passage which filters in ocean water with the southern entrance being the only "passable" entrance to the Denali interior. The exterior edge of the land is filled with jagged cliffs and surrounded by sharp reefs which have claimed many ships in years past. These natural barriers have kept the Denali people safe except for the southern entrance.

For years any incursions from the Xenobian people to the south came from this open pass. After years of war a peace accord was signed a few years ago thanks in great part to the magical abilities of the Denali hero Tobith. This adventurer sailed to many strange and wondrous lands prior to settling in this paradise. One of the items he brought with him were the instructions on how to make a magical construct. With the Denali King Bador the Wise footing the bill an Iron Golem was constructed and, using a special talisman, was controlled by Tobith. This construct was taken to the southern entrance and subsequently destroyed a raiding Xenobian fleet. The "Battle of Iron Pass" as it was later known by caused the Xenobians to sue for peace which has resulted in several years of prosperity for the Denali. After the accord was signed the construct was brought back to Saydown where it stands to this day ready to be called upon to protect the people if needed.

The city of Saydown is set on a several layers along the cliff overlooking Inlet Bay. The city is a reflection of the Denali people as the architecture is the same throughout the lands. The buildings are whitewashed with some sporting blue domes including the palace of the king. Aside from the 80' Iron Golem in the port the city has two large windmills dotting the landscape on one of the tiers as well as the royal palace which rises out of a small forest.

The monarchy has ruled the land and been based out of Saydown for as long as anyone can remember. The recent death of King Bador was a blow to the morale of the citizens but fate interceded and a relative of the bloodline arrived from the east and has assumed the throne. While little is known of the new king only minor changes have occurred and nothing appears to be different with the young ruler in place.

A. Traveler District

This area of business sits just one level above the shoreline and the docks. The ground is still sandy and the roads usually covered in sand blown up from the beach. The breeze is constant on this level but most of the buildings are older and were the original construction in Saydown. The pathways are constructed out of the broken seashells that get replenished on a yearly basis.

1. Brothel of Coda – Meieswa Xiuhyss

This shop is a flesh trading business and is obviously a brothel. The establishment is open at all hours and has a bevy of women and men plying their “skills” to those interested in flesh. Prostitution is openly exercised within Saydown and is recognized as a legitimate business through the lands of the Denali. The owner is Meieswa, an older woman who has risen through the ranks. Despite her age she is still quite attractive and only handles special clients.

2. Tattered Tunic Clothing Shop – Riysael Huatlic

This shop offers travelling clothes ranging from sturdy boots to heavier gear. The items offered here lack refinement but will afford a great deal of protection from the elements for those wishing to circumnavigate the countryside. The owner is younger man named Riysael that is missing the tip of one of his fingers and walks with a limp.

3. Kawa’s Temple – Minu

This small temple belongs to the goddess Kawa. This deity is worshipped by travelers and those wishing to turn their lives around. Offerings to the goddess are burned in a large pit with the giver inhaling the fumes from the goddess. The smoke has a strange calming aroma about it which comes from the oils used in the pit. Any offering given is forever gone. The high priestess wears golden chains and little else and is quite attractive. Her garb would cause one to wonder how she represents travel but the charismatic effect that Minu has usually causes other emotions.

4. Weapon smith - Thysna Rendshark

Thysna Rendshark is a large dark skinned man with multiple tattoos decorating his muscular frame. One of the more proficient smiths in town Thysna is skilled in the construction of weapons. He prefers working with tridents and other ocean going weapons but can easily handle any requests from patrons to his shop.

5. The Lost Cartographer – Fabael Ra

This shop is quite messy with a variety of parchments containing half completed maps. Dust fills the air and two dimly lit orbs illuminate the business. The short and stocky owner, Fabael Ra, purchased the orbs as a precaution against igniting his business, again. A costly fire consumed most of his previous inventory and he has been attempting to resolve his supply from memory. He does not allow any open flame in his dusty shop at all. As he moves through his crowded store his large girth tends to knock over maps on tables.

6. Penchant's Potions – Fiotlal

Set near the tree line and surrounded by a variety of wildflowers and herbs is a ramshackle building with scorch marks on the roof. The placard indicates that the business is an alchemist and the frazzled owner, Fiotlal, can be seen gathering berries in the yard. The woman appears to be middle aged and seems to talk to herself. While the PCs may find her a bit odd her products are solid and quite useful. Basic potions of healing can be obtained as well as some water breathing concoctions. Fiotlal has several varieties of low powered love and persuasion potions as well.

7. Lokag Inn - Te'ith Coātldu

Sitting at the crossroads in the city this large inn is colorful with its blue rooftop and various flowers. People in town for business frequent this inn because of its proximity to everything they could need. It leads to four different districts from these crossroads and Te'ith chose the location because of its high traffic. Sailors frequently enjoy the establishment because of its

nautical theme and décor. Te'ith is a former sailor and enjoys the view of the harbor from his crow's nest on the roof where he can be found most nights. The inn is named after his former ship.

8. Thangs – Prolithna Kel

Besides the double patio (one on each level) the first thing noticeable about this building is the excessive amount of junk present inside and out. More of a junkyard than a pawn shop, Thangs has a wide variety of discarded items that Prolithna Kel has discovered as she wanders around town. The trees behind her shop are filled with large Ravens that frequently pick up items and drop them into her yard as gifts. Every visit to this establishment brings a 1 in 20 chance of something interesting being available to the party. This shop could prove useful for any strange desires the PCs may have.

9. Drop Inn – Sawaru

Much like the neighboring business, the Drop Inn appears to be a dirty and unkempt location. As it sits on one of the higher beach levels it sits at an unusual angle and looks as though it could fall over at any time. This business is frequented by those who have fallen on hard times. The proprietor, Sawaru, is a tall thin man with a meek but friendly personality. The cost is low to stay at this business.

10. Sage - Moodo Tellaprat

The oldest resident of the Denali is the Sage Moodo Tellaprat. While human, Moodo has a strange appearance about him and he is nearly 200 years old, three times the normal longevity of any other Denali. Rumors abound as to his lifespan and vary from him finding a Fountain of Youth in his younger days to he is a cross between a Sea Elf and a human hence his appearance and advanced age.

11. The Tall Tankard Tavern – Gat Tantis

This business and its rival at A12 brings in sailors and travelers alike. With two taverns next to each other Gat tries to make his establishment stand out by offering daily drink specials and contests that usually end up with bloody participants. One of his more infamous contests centered on a dart game where teams of two participated against each other to consume liquor and throw darts. Suffice to say the mixture ended poorly with the only winner being local healers. The tavern is older but in good shape if visited early in the night.

12. Skel's Tavern – Skel

This building is newer and appears to be somewhat classy. An open patio looks out into the harbor and music is a constant here. Skel wanted a nice place to open a drinking establishment and choose this spot for the view. While his business is in competition with The Tall Tankard he has gone with a different approach to garner a market share. Skel brings in bards and offers music to make the atmosphere more enjoyable to his patrons. He does serve mead and ale but most of his clients prefer wine and other "softer" beverages. He also has a cheese cart that goes around the business offering samples to the patrons.

13. Gambling Hall – Cenphyr Driel

This small building has limited space and thereby is always crowded. Cenphyr Driel is a Xenobian originally that came to the island during the peace and was reluctantly accepted by the general populace. He brought a dice game from his homeland which has been picked up by the locals. With betting allowed he has opened a gambling hall to increase his personal wealth. Because of his limited floor space he is concerned that he could be doing more business with a better building and is actively looking for a real estate deal.

B. New Construction District

This area of town is the site of the most recent construction. With the war over the population has slowly been growing across the Denali land including the capital. The businesses here are new or nearly complete. Originally this part of town was considered outside the city and was quite peaceful. With the new construction that solitude is now gone with no signs of stopping at this point in the area.

1. The Saydown Inn – Sysdar Zaydki

This business is only partially complete and the owner, Sysdar, is not happy about the progress of the construction. The inn was supposed to be open a month ago and still is not even ready to be open for business. The workers that are building the business are having a problem with Sysdar changing his mind in the middle of construction and blaming them for the delays. As a result their work seems to have slowed down considerably causing Sysdar to become more irritated with the workers.

2. Seaside Tavern – Nieu

A nautical theme can be found throughout this business as Nieu, a former sailor, has decorated it in items she found on her voyages in the area. Several Xenobian blades sit behind the bar that she claims to have obtained in combat although no one is around to confirm her claim on the matter. She is noticeable for her large scar across her nose and her forwardness in speaking with people. She does not consider herself rude just blunt. The business is brand new but is still a work in progress.

3. The Barter Shop - Rum'o Cestdina

Rum'o is a master salesman who specializes in trinkets of unusual nature. While some of his competitors tend to keep "junk" around he does not subscribe to this method. The items in his shop are quite sparse but have a large price tag. He considers himself a purveyor of fine antiquities and claims that his items are all magical but some have not been "unlocked". If the party

is searching for a magical item this would be the best place to find it. If they have unusual items to sell Rum'ó would give a fair price, less if he can manage it.

4. Elemental Wizard – Thadil

This building is personal residence from the appearance of the fence that surrounds it. A placard on a post reads that it is the home of the Elemental Wizard. The resident, Thadil, can be found at this location only 50% of the time at best as he is out practicing his craft in the fields. Thadil specializes in Earth Elementals but has an expert understanding in the elemental field in general. He can answer questions the PCs have regarding the study and may be able to offer sound advice when dealing with them. He is always looking for evidence of elemental habitation and will pay for the capture of such elementals or information on them.

5. Ship Captain's home – La Musbokr

This "L" shaped building has a large anchor in the crease and is home to the retired and legendary sea captain La Musbokr. This man was responsible for the successful defense of Saydown during the war years and may still have a bounty on his head from the Xenobians because of his fighting prowess. La Musbokr is a tall quiet man and his eyes are always seeking out weaknesses to those he talks to. This facet of his personality can have an unnerving effect on those not used to it. This is his personal residence and if he is not here he can be found at the taverns.

6. Ale master – Bizu Lorri

The air around this new business is tainted with the aroma of barley and hops coming from the various vats in the yard. The building appears to be quite new but the items in the yard have definitely seen better days. A wild haired man named Bizu Lorri will go from vat to barrel checking his product's refinement on a regular basis. Bizu is one of the people responsible for brewed libations in Saydown.

7. The Stables – Biyhu Laharg

Biyhu Laharg runs the stables here in Saydown and has recently moved to this area to gain more pasture land for his charges. Biyhu takes care of the indigenous six legged ponies that roam the Denali lands. He has been taking care of these animals since he was young growing up on the plains. He has a strong desire to obtain Kaunta from the eastern lands as he believes he could train them to be effective and faster mounts as opposed to the slight ponies that most prefer.

8. Oxen Dealer – Disca

Disca was recently a successful farmer a few miles outside of town until he and his family were attacked by a pack of Gnolls. With the loss of his eldest and youngest son in the attack he has since moved his family into the city to keep them protected. With him he has brought his herd of plains cattle and is now one of the newest citizens. While the large animals were initially looked at with concern, their passive nature quickly won over his new neighbors and enjoy the side benefits of the cheese the creatures produce.

9. Metal Bender – Basci Mau-hil

Basic Mau-hil is a recent transplant from the eastern province and is a metal smith by trade. He performs a wide variety of smithing duties and can creature items from farm implements to flatware for cooking. Basci grew up in the east and is one of the few people who met the current sitting ruler when he grew up in the borderland. If located Basci will be happy to point out that King Pellet appears to be quite different than from when he grew up. Basci will confirm that the monarch looks the same but doesn't act the same and something appears amiss.

10. Restaurant – Asstlilh Gronsath

A new concept to Saydown is a business called Restaurant. Asstlilh Gronsath has opened up a business solely designed to serve people food at the common mealtimes. Meals are prepared daily with some items being made at the behest of the patron from a listing available on the wall. Asstlilh has hired

young women of the city who wait on the customers and serve them food similar to tavern wenches. The only beverages served are water and cider which seems strange to the Denali people. She is a larger woman and carries a rolling pin to handle unruly patrons.

11. Fruit Stand – Caregrim

This home/business is an open fruit and vegetable stand. Caregrim offers the produce to people and then shares the money with the people who bring him the fruits and vegetables. Caregrim was a longtime farmer but has since retired and acts as a go between with the farmers and end users. Being a charismatic fellow the farmers find that the elder can sell food to a man that just ate. He has darky wavy hair that seem to be quite attractive to the females of Saydown.

C. Agriculture District - North

The top level of the cliffs has been dedicated to agriculture until recent growth. This area is the home to many pastures and places to buy common food items that are not associated with the sea. Leather goods are also available here.

1. Granary Supply – Sitlach Los

Sitlach Los is responsible for making sure that Saydown's grain coffers are fully stocked. Years ago a great famine struck the land and ever since the monarchy has declared that a surplus of grain be kept from the millers in lieu of paying taxes. This building is filled with sacks of flour, grains, and wheat to be kept in the event of a food shortage. Sitlach gets paid directly from the government and it is his job and his alone to make sure the city is saving enough food. Recently the king sent him a message to begin to empty the storehouse as it seemed the city had an excessive amount of food saved. Sitlach is at a loss as he does not believe this is the case nor has he seen King Pellet come to the storage facility to confirm this.

2. The Buttery Baker – Hanaz Catlti

Sticky buns is the favored treat that can be located at this shop. Hanaz Catlti is one of the main distributors of bread in the city due to his proximity of the city granary and the northern mill. When not baking bread Hanaz and his staff experiment with a variety of foodstuffs including his signature sticky buns. This item is a light fluffy bread with honey and berry juice drizzled over the top. This item can only be made in small amounts and always sells out first. For those getting to his shop early enough the treat is well worth the effort.

3. Cheese Hut – Gudlus

Farmers in the countryside make cheese no a daily basis for Gudlus the local cheese monger. Gudlus has linkboys pickup this food item daily and resells the product from his business here. The daily exchange has benefitted both the farmers and Gudlus as he is able to appeal to a broader market base in the city than having the people go out to the farms. Despite Gudlus's rat-like features he is a pleasant man to deal with but is at times introverted. Any discussion on cheese will quickly bring him out of his shell and from that time on he will not stop talking until left alone.

4. T's Tavern – Tlachimil

T's Tavern was the home to an old barn and still retains its "rustic" features including the smell. While most avoid this establishment the farmers of the district call it their second home. After a hard day's work the farmers gather in this building and partake in some of their hard earned products while purchasing a homemade brew. Tlachimil creates his grain alcohol using residue from the miller's wheel and field stalks. The beverage is quite harsh and has a kick to it that most do not enjoy. This location offers the farmers of the district to get together and discuss issues important to them without the need of listening to "city folk" problems. Tlachimil has one eye and four teeth but is a jovial man. His injuries stem from an encounter with a plains cow years ago.

5. Kelenat Kegs – Daysir Kelenat

Barrels line the side of the road with several copper stills sitting besides the building. Daysir Kelenat is a lithe female who learned the ale business from her father and grandfather. With both of them passing the family business fell to her safekeeping. Initially it was expected that the longtime brewing business would fall with only the youngest Kelenat in charge but those fears were quickly quenched when Daysir begin adding different flavors to the family ale. The new drinks were greeted with skeptic views but were turned around quickly after tasting the new product. Daysir changes the flavors depending on the time of the year and each quarter people anxiously look forward to her latest offering.

6. Goat Trader – Conan Samphant

The largest shepherd in the area has been the Samphant family. The current patriarch is Conan who has recently moved into town. With the new central location he has goats and sheep brought in from the surrounding farms where they are sold for meat, hide, and other items on a bi-weekly basis. This building is used as the Samphant home but the selling of the animals is handled from the rear pen where potential buyers can examine the creatures before they are put up for sale. Conan sells only his animals and has the rest of the farmers sell their own which has caused some “hurt” feelings which Conan is ambivalent over.

7. Cattle - Tis-muz Stocuih

A huge fenced in area sits next to the two story building here and every week several head of cattle are brought into the pen. Throughout the week Tis-muz will put the animals up for slaughter to harvest the meat, hide, horns for sale throughout the city. Many of the inn and tavern owners come by the Stocuih ranch to pick out animals for their specific purposes and then pay Tis-muz and staff to butcher the animals. Because of his prowess with the knife he is a favorite butcher for those who do not wish to get their hands dirty. He is a burly man with numerous scars along his arms and speaks with a slight stutter.

8. Wool Dealer - Ku-drak Jes

Most of the fabric in Saydown begins at this location on the edge of town. Every day Ku-drak Jes and his staff are pulling in sheep to gather their fluffy treasures from the backs of the creatures. This wool is washed, cleaned, and spun into fabric and thread. Most of the work is done outside because of the combustible nature of the business. Ku-drak lost his previous home to a flash fire caused from the wool fibers circulating around a torch. This incident has left the wool dealer with horrible burn scars along his face and arms.

9. Seamstress – Faread Mac

Faread Mac has been doing seamstress work out of her home for many years and is in high demand for finery. She has enjoyed her excellent reputation and strives to make sure that it continues to be well earned. Employing several young women seeking coin she has upgraded her home at this location to including a section just for the seamstress business. An older woman she still turns heads with her charming good looks and robust figure. Her clothes are handmade to suit her voluptuous figure. The stitching is quite decorative and tends to draw onlookers to her “assets”.

10. Miller – Lahof Tyacar

Lahof Tyacar owns the oldest grindstone in town of the three. This location was the site of the first gristmill on the continent and was created by his great grandfather with the assistance of a short mariner that was forced ashore during a hurricane. The Denali at that time were still using rudimentary means to grind their wheat and oats but with the advent of the windmill the job became easier and food became more abundant. Lahof is quite proud of his family’s mill but is not repairing it as he should which is causing some issues with the equipment.

11. The Orchard – Danla

A small cottage resides at this location and behind it rows and rows of berry bushes and fruit trees. This area is known as the Orchard and is run by the Druid Danla a woman of tremendous beauty. “Hewie” as she is often called

owns and handles the Orchard and through the use of her druidic arts has turned the area into a large supply of raw materials used by most members of the city. Along with the fruits she sows she has a sizable bee colony which provides both honey and wax used in several businesses in Saydown. She sells her items at peak harvest time running most of the year depending on the items wanted.

12. Farm – Spahud Medmah

The Medmah farm has been around since Saydown was founded and provided food for early sailors in the land. The work on the farm continues despite the growth of the “urban sprawl” in the area. This large farm has vegetables and animals available for sale. A large duck population is here and are frequent fare during the religious holidays. Spahud “Spuds” Medmah runs the farm and is the fifth generation to do so. He looks forward to the day that he turns the farm over to the sixth generation. He is a hard-working man that feels the king has let him down. He was attempting to increase the size of his farm but the new district has bound him in and he has come to realize that the Medmah farm will never grow larger unless he moves outside the boundaries.

13. Vintner – Skre Gor'ber

Rows of vines filled with fruit line the landscape next to this building. Glassblower and Vintner Skre Gor'ber lives and works here on his vineyard making various wine from his grape stock. The tilt of the land at this location allows for better drainage and the soil is perfect for the growing of his reddish-purple grapes. The sandy soil across the road allows him to create glass which he uses for his bottles as well as for decorative window trappings for those with the money. He is a peculiar man that seems to have poor focusing skills to the point that he will walk away in mid-sentence without explanation. He sells the wine to various taverns in town and ships some bottles off to the outlying towns.

14. The Grindstone – Zahcoa

Unlike Lahof Tyacar (C10) Zahcoa relies on two oxen to turn his newer grindstone as opposed to wind power. Zahcoa prefers to handle it the way his forefathers did and avoid any gadgets that don't work all the time. Zahcoa has two sets of oxen that he uses a half a day each to grind out his flour. He is also cheaper than Lahof and has slowly been absorbing customers when the windmill breaks. This has been causing friction between the two men which may boil over soon.

D. General Business District

This area is slowly being cleared of all trees and plans for additional buildings is in the works. This district is staying with the whitewashed building and blue rooftop theme that is the hallmark of Denali architecture and each of the buildings belongs to citizens with a higher status in the community. Guards regularly patrol this area in an effort to remain highly visible so that the 'city fathers' feel safe in their growing city. Stones are currently being laid in the roadway to avoid muddy issues from cropping up allowing merchant wagons to come and go easier.

1. Fantastic Footwear – Staral Saysthcauh

The main cobbler in Saydown is Staral Saysthcauh. Between himself and his multiple charges the town always has a fresh supply of footwear. Most of the items constructed at this location are basic apparel but Staral can also do custom work. He and his staff like to make sure their patrons get comfortable shoes so they will be happy and become return customers. There is a varied selection of color and style but this shop is known for the basics.

2. Heir Apparel – Carlshah

The main clothing shop in town is located here with the signature white tunic and loose fitting pants. Carlshah also has a variety of hats which are light straw hats that keep the day's sun from roasting a person's head. Most of the

clothing worn by the citizens comes from Carlshah's shop and all know him by name. He has several apprentices but when it comes to purchasing items he is the man in charge. If the PCs want comfortable loose fitting clothes that make them appear as citizens this is the place to go.

3. The Black Boot – Mat Hirsra

Staral (D1) makes shoes and boots for most of the people but if a special or fancy item is being searched for then Mat Hirsra's shop is the place to go. Along with boots Mat sells a variety of decorative clothing most of which is ordered from the monarchy. While expensive, Mat's items are very durable and ornate. If the PCs want to spend money to look good Mat has the items to do so. If enough money is spent Mat can custom design clothing to give the wearer a +1 bonus to Charisma for as long as the clothing is worn and kept clean.

4. Cartwright – Za Rohirloch

Za Rohirloch is a large barrel chested man that makes wagons large and small. Along with making the transports Za also fixes them. Many people marvel at his ability to lift large carts and fix wheels without assistance. A man of few words, Za is exceptionally strong but rarely gets angry which is a very fortunate thing. Za has never lost an arm wrestling tournament but does not brag. He can make large, small, and hand carts and has a healthy supply in stock. He is a simple man with simple tastes and enjoys staying busy with his hands.

5. Lock and Key – Ardror Xiuhsycc

"I trust my neighbor and love him enough not to tempt him" is the slogan for Ardror's shop. While crime is still low in Saydown the locksmith would like to keep it that way. Ardror creates a variety of locks from the mundane to the magical, with the assistance of local wizards. Most of his work come from the crown and from the ship captains. Recently he has received a large order from Tegos Vale. With the opening of the silver mine there an increased need for locks has become readily apparent. Ardror enjoys doing magic tricks especially the sleight of hand variety. He enjoys performing for children and

attractive women to which he usually tells them he needs a lock on his heart as they have stolen it. Some question his intent but no one questions his locks.

6. Tavern of the Cusp – Kargka

This establishment services the merchants of Saydown and many back alley deals have occurred in the private booths of this tavern. Kargka has a moderate sized common room with quasi-private booths lining the walls. Curtains form a slight barrier and when closed the barmaids know that the occupants do not wish to be disturbed. For anyone who would like to eavesdrop Raap has a “listening stick” that he will coax snooping people away from the curtains with.

7. The Lady’s Knight – Doralik Karusi

This location is home to a brothel that serves mostly military personnel from the barracks region but several back rooms cater to the needs of the “upper crust” citizens as well. Doralik Karusi is a longtime resident of the north until she came to the “big city” to make her fortune. Finding that human pleasure was her fastest track to wealth she became a popular woman at the Lady’s Knight and has bought out the previous madam who retired early and has left Saydown abruptly. While few questioned her departure some find it strange as the previous madam was making very good coin and hasn’t been heard of since.

8. Merchant’s Guild – Teti Idon

This building is a Spartan meeting hall used by the merchants to air grievances once a month. Teti Idon is the current guild master who also rents the hall out to other groups for meetings and parties. The hall is quite plain and Teti lives in the smaller section of the building. Originally a tanner Teti fell on hard times after having an arm wither. Unable to work his fellow merchants helped him by giving him the position of Guild Master and he now takes care of the meeting hall. He is a quiet broken man with a kind heart.

9. Spell Component Shop – Pulca

Just walking by this location is overpowering to the senses from the aroma and color. Pulca is the owner/operator of the Spell Component Shop the most aromatic in town. Sitting on a grassy rise in the middle of the district Pulca's flowers are a show piece in the area. The scent of various materials pervades the area but those of the magic profession will immediately recognize what this shop represents. With both component and alchemical items Pulca is a retired illusionist that has gone into business and is making a thriving hub for those of the mystic professions.

10. Blue Bolt – Doomuilos Tlahbe

A popular spot with the ladies, especially the brothel girls, is the Blue Bolt fabric dealer. Doomuilos Tlahbe has been dealing with fabrics for years and has suppliers all over the Denali land. Always a miser, Doomuilos has the smallest scraps for sale as he despises waste. Physically unattractive with poor hygiene he makes sure his fabric is always clean and pretty and enjoys leering at attractive customers. While his personal habits are "creepy" to both males and females there is no arguing that his products are the best available.

11. Tinker – Ken Fronsta

This ramshackle building is usually belching different colored smoke from one of the three chimneys on the blackened rooftop. There is no sign on the door but once entry is made piles of unusual items will fill the view of customers. A deep bellowing voice will be heard upon entry followed by a very thin and be speckled man carrying a metal horn. When Ken Fronsta speaks with customers he lowers the horn and surprises most people with the soft and meek voice that the person emits. The metal horn is used to amplify his presence and is one of his "creations". Ken is a tinker by trade and has a multitude of projects going on at once with very few of them close to completion. Ken can build and repair most anything provided he can be kept "on track" as he is easily distracted.

12. Magic Shop – Shimlau Buz

Strange runes surround the oak door to this square building and the placard for the business has more strange runes. Any spell casters will immediately know that this building is a magic shop and the runes surrounding the door appear to be defensive in nature. Inside the building the room is barren except for a table and a few chairs. Behind the table is the proprietor Shimlau Buz waiting as if the PCs are expected. Once seated negotiations will begin with Shimlau asking what the party wants. He will have access to several magical items all at a reasonable price. He will also accept trades or outright purchases if he finds something he desires. Money and items will appear from below the table upon command even though visibility is clear for those crouching down. Shoplifters/non-payers will find the runes on the door allow anyone in but getting out may be trickier.

13. Spice Trader – Charit

Colorful jars decorate this white stucco building and the placard shows a jar filled with something. Inside the building the pungent aroma indicates that this is a spice shop. The owner Charit is an importer of spices from around the area including a secret contact in the Xenobian Empire. With the peace accord in place his foreign spices are legal again. Prior to the accord he had a private supplier that brought in some rare items that are highly prized for cooking and "other" applications.

14. The Finery – Grukdon Uz'al

The monarchy and those with money come to The Finery to shop for their clothes. Items in this store are tailored to fit the discerning man or woman and the items that leave this shop are always considered stylish albeit not completely useful. A recent purchase from King Pellet was a set of boots made from a rare reptile allegedly from the bog in the east. The boots are green scales with red striping and while stylish they seem difficult to walk in with their elevated heels. This shop is a must for the discerning adventurer seeking to add style to his apparel.

E. Dock District

The dock area inhabits the lowest ring of the harbor and is filled with docks, ships, and buildings. Fishing huts are out in the harbor around the great Iron Golem and appear like the other buildings in Saydown only instead of being whitewashed they are a dirty brown or grey color. Fishermen prefer to live outside of the hustle and bustle of the city and have strung together multiple such buildings. The docks are also the home to the warehouses that are used for storage and import/export goods. The city guard always patrol these areas and those dropping off items must have the proper credentials to recover their property from within.

1. Beacon Tower

The original lighthouse of Saydown sits here empty and is a broken shell of what it used to be. With the Iron Golem sitting in the harbor there was no need to continue to use Beacon Tower as a spotting device. This dilapidated building is now home to the sea birds that live off the stray catches of the fishermen.

2. Warehouses

Three stone based structures sit at this location with tiled rooftops. Each building has one way in and is guarded by patrols of guards in the area. One guard is responsible for keeping watch on the door and will give people tokens to an interior storage area. If a person comes to recover their property they must present the token or no entry is allowed. Property that sits longer than six months is usually dispersed to the general public. A vast array of items can be found within the individual storage bins. The guards are completely consistent with how things are done which may be noticed by a clever thief....

3. Warehouse Guards – Yāōtlka

The guard unit assigned to the dock area is housed at this location. Captain Yāōtlka, or "Y" as he is often called is the commander of the docks and

answers to the king alone. He and his handpicked guards take their job very seriously and are allowed to dispense justice as they see fit. Fortunately for the citizens of the dock district "Y" is a very fair man and incorruptible although attempts have been made.

4. Harbor Master – Smaver Maytian

Control of the docks, ships, and fishing merchants is controlled by the harbor master Smaver Maytian. While Captain "Y" controls the law in the district Smaver handles all other petty disputes. For as incorruptible that "Y" is Smaver is the complete opposite. Longtime dock employees realize that 'greasing the wheels' goes a long way with Smaver. Smaver is a loud thug and routinely spouts how he is the king of the docks and those who don't know it will be challenged. A large brutish man he will not hesitate to pound his will into someone.

5. Military Docks (north) Fishing Docks (south)

The docks in Saydown are in two different clusters. The three docks to the north are used by the military for defense of the city and are guarded at all times by a squad of troops. The four docks to the south are for commercial shipping ranging from fishing to import/export work. The last dock is personally owned by the city shipwright (E6). The docks are standard in all respects and will have ships moored at various times.

6. Shipwright – Manove

This area of the shoreline is dominated by a large warship under construction. Manove is the city shipwright and paid directly by the crown. He and his crew are currently working on another warship for the military although several small boats are present in need of repair. Manove is a demanding and exactly crew chief and he realizes the safety of men and women are in his hands when he is making a new ship. He will have little to do with the PCs to the point of sending the guards on them if the adventurers bother him excessively.

7. Mariner Maps – Fudash Pakun

Fudash Pakun is a cartographer who has opened his shop on the shore so that he can be the first to greet incoming ships. He has an extensive supply of maps of the area including the position of every reef surrounding the land mass and a sketch of the Archipelago of Tyr to the north.

8. Rope Dealer – Htsilau Staleofu

The local dealer for ropes and chains is Htsiau Staleofu who is a smith by trade but married into his current business which is a rope dealer. For many years the ships of the realm have required rope to hoist sails and control the ship and Htsilau has been slowly attempting to get the mariners to consider using chains in place of rope. While he gives good durability reasons the prices quoted are unusually high to the point where he is scoffed at. Lately he convinced several captains to switch their anchors over to chain which has earned him high marks. His prices are still excessive and some captains go to the western edge and purchase rope at Red Bluffs.

9. Sails & Rigging – Ghatōch

“The Touc” (tu-cha) is known to every sea captain on a first name basis. Ghatōch is responsible for outfitting nearly every single ship in the harbor with sails and rigging. While he does carry a limited supply of rope he usually sends the mariners to Htsiau for those needs while he focuses on the hardware and large canvas needed to control the ships. He is a fair man and has done quite well for himself despite offering reasonable prices. He has a very high pitched voice which is unusual considering he has a larger than average frame.

F. Craftsmen District

The white washed buildings here are all adorned with blue tiled rooftops but each of these buildings is painted in decorative art showing the services offered

except for the Adventurer's Guild. This was part of a project for school children several years ago and since the school has burned down the images are beginning to fade which is sad for the community but no one has yet to organize a revival of the project.

1. Silversmith – Lykar Hacas

The local silversmith is Lykar Hacas. Most of his creations end up going to the wealthy or to the monarchy but some do funnel down to the rest of the citizens. As silver is the currency of choice in Saydown he frequently does engravings on silver pieces for special events such as weddings or ship christenings. He is always interested in purchasing additional silver and is quite happy about the new mining operation on the eastern edge. He is also able to work in gold but since the new monarch has clamped down on that metal it has become quite scarce to work in.

2. Jeweler – Wezad Igar

The city's sole jeweler is Wezad Igar and she has been practicing the craft since before King Bador took the throne. An accomplished metal smith she has created the last three crowns for the Denali leaders and hopes to create at least one more. Wezad is not a fan of King Pellet's lockdown on gold as a material. Wezad feels that gold looks better as jewelry but creates equally exquisite works in silver. She has been a vocal opponent of the gold crackdown and is beginning to gather unwanted attention. She is an elderly woman and despite her frail appearance is still quite spry.

3. Gem dealer – Sheha

With gold outlawed and silver being the metal of the land the only other currency allowed is gems, notably pearls. Sheha has a large supply of all three items but now is only allowed to deal in gemstones with her gold cached in a hidden site. Pearls are in abundance in the area but old mines on Denali also contain garnets. Although these mines are gone from the knowledge of most the mined stones are still highly prized for jewelry and that is where Sheha comes in. She also uses gems as a more portable currency for those taking ships abroad so mariners always stop by to see her

before extended voyages. She is a middle aged woman that is attractive in her own way.

4. Money Changer – Thrachitl Lorrass

When King Pellet ascended the throne he declared that gold was no longer the currency of the realm and that it would be replaced with silver. He declared that those possessing gold needed to turn it in for newly minted silver pieces. The trade ratio was close enough to fair so that many did not complain but it was an opportunity to take over the monetary system. Thrachitl Lorrass is in charge of collecting stray gold floating around and replace it with silver. The recovered gold is then taken to the palace and additional silver is given out to him as replacement costs. At any given time Thrachitl will have a vast array of gold or golden items in his office prior to it being shipped off to the king. Thrachitl has a variety of nicknames none of which are kind. For the most part he is called "Boots" which is short for boot licker which most people find him to be.

5. Pottery Barn – Sanan Phanhat

Nearly everything in Saydown requires a container to hold it and Sanan Phanhat is the main potter in the city. His clay constructs have the ability to move everything from water to silver and are quite durable. His family helps him by using their artistic abilities and putting designs on each of the items. Most are decorated with the intended purpose on them while others are just creative. Sanan is in possession of a set of three magic wheels. These items have tethered themselves together allowing Sanan to work on one project but have an additional two copies made at the same time. No one knows where he obtained this item and it is always close to him. He is a normal looking man except for his eyes. There is always a glint in them and it is very noticeable.

6. Wood Bender – Arhuit

Construction of the city's domed rooftops require a special process involving bending the wooden supports. Arhuit learned this bending trade growing up with his father and has practiced the art all his life. A sickness spread through

Saydown a few years ago taking the lives of other wood benders and now he alone knows and understands the practice of the art. While he has several interns and children learning the trade they are still several years away from being practiced enough to handle the skill. Arhuit is a smaller man with calloused hands. He takes great pride in his work but is very soft spoken.

7. The Round Wheel – Falco Doom

Za Rohirloch (D4) is the city Cartwright but in order to keep up with all of his orders he has farmed out some of the workload to Falco Doom. Originally Falco was also a Cartwright but decided to leave the heavy construction chores to Za his main competitor and enter a retirement of sorts. Deluged by an excessive amount of orders Za met with Falco to discuss the situation. An agreement was struck and now Za and Falco work together to meet the needs of the city. Falco is an older haggard man with years of worry in his face. He is an excellent source of information on how the city used to be run before King Pellet.

8. Leather Heaven – Taikael Lasdoom

The Leather Heaven has a variety of different goods made from animal hides for normal use such as belts and pouches. Taikael Lasdoom realizes that he needs to have a healthy supply of ordinary items on hand in order to maintain his business despite his passion is for making unusual items such as ornate shields and heavy tunics. Although he has dabbled in cobbler activities he has avoided it as there are others who do a better job. For those seeking custom leather work this is the place to come. He is a thin man that reeks of boiled animal hide but dresses quite well. His hands are stained from years as a leather tanner.

9. Armor Shop – Tshidilrud Cuilil

“Tizzy” Cuilil is the artisan armorer or so he calls himself. Being an accomplished smith Tizzy moved on to make more intricate work after obtaining the services of qualified apprentices that still handle base work. While plate armor is his specialty, he can also handle repairs on most other work. One of his apprentices is rather good at chain armor for both repairing

and creating it. Tizzy has a close relationship with local mages and has been known to have enchanted armor available for sale or made on commission to certain buyers.

10. Adventurer's Guild – Ckugrim Thrythmed

The loosely termed Adventurer's Guild is more of a communal spot for mariners that have returned from sea voyages. A large number of the city guards also belong to the guild and attend meetings to hear about adventuring opportunities. Led by Ckugrm Thrythmed the guild sponsors the opportunity for explorers to tell fabulous tales of their adventures and also post jobs that come up. Although a few maps can be located from some of the members most just tell stories about what they've seen and done. Some useful information can be garnered from this location.

11. The Flaming Javelin – Metau

While some of the smiths in Saydown have missile weapons available the only real place that anyone goes to for that is The Flaming Javelin. Metau has been creating these items since he was a child and is able to put a very fine edge on his weapons. He specializes in fishing javelins but also has the ability to create larger weapons such as ship borne ballista systems. The crowd favorite at his shop is called a rang-a-lang which is a semi-circle of wood that returns when thrown. Originally created out of boredom he discovered that it is quite useful for knocking birds out of the air. It has also been discovered to be quite useful in knocking out opponents from a distance. The item doesn't return if that occurs, usually.

12. Book Dealer – Gib Phusne

Part scribe, part book collector, Gib Phusne is a retired sailor that spent most of his time on ship reading. Educated at a young age Gib enjoys learning and as a result has always taken an opportunity to obtain books from any place he's been to. He has a fine collection of Xenobian literature on botany and other topics. Gib is also one of the few people able to speak the Xenobian language which he learned in his teens after spending time in the southlands. He will always attempt to purchase any text based item and the rarer, the

more he will be willing to pay. He is a slight man that hums to himself on a frequent basis.

13. Teamsters – Ingtisth Sungsoth

The head of the porters and handlers guild is Ingtisth Sungsoth and is located at this building. Ingtisth organized all of the workers that help load and unload ships as well as the people who transport goods and services to and from the various buildings. Because of him the porters, linkboys, and teamsters all get paid higher wages. While this has caused consternation among the merchants former King Bador decreed that Ingtisth was not to be harmed for his intent and essentially “legalized” the organization. With his death the merchant’s guild plans on appealing their concerns to King Pellet which has a likely chance of branding Ingtisth an outlaw.

14. Clayman Shoppe – Bifa

While Sanan Phanhat has a set of magical wheels Bifa has the ability to single produce true works of art. Bifa considers himself a master craftsman and his rival Sanan a magically gifted hack. Bifa does have the skill to make interesting pieces of pottery but his overwhelming disgust with his main competitor is blatant and abusive. He cannot compete with the speed of Sanan but does have a decided edge on interesting pieces.

G. Government District

Located in the center of the city the Government District garners the best buildings and the best landscaping. The pathways in this area are furnished with cobblestones making the frequent rainfall irrelevant for travel. The showpiece of the district is the large palace and gardens next to it. There is a strong proliferation of the special guard unit called the Green Guards in the area as they are the defenders of the crown. Dressed in emerald green armor these guards are easily noticed and not to be messed with. They are sworn to protect the crown and are fanatics about it. With the recent change in

leadership these guards seem to have become more aggressive in their duties and should be dealt with extreme caution.

1. Troop Barracks

This two story building is the residence of part of the city guards. The "L" shape separates the commanders from the troops in the dormitory setting. Included in the command section of the building is the armory that houses the weapons used by the troops. There is room for 30-40 troops and 8 commanders. Depending on the time of the day this location could hold 1/3 or 2/3 capacity. The troops rotate at approximately 8 hour intervals. Only the city guard are allowed on the premises.

2. Hall of Records – Lonight

Under King Bador a strenuous record keeping system was installed and is still kept up to date today. All records pertaining to birth, death, legal action, historical information, taxation information are contained here. The High Recorder is Lonight a small mousey fellow that has a monocle to assist in reading the records. There is no one in Saydown that has more information on the city than Lonight as he personally oversees the scribe's work of the information gathered.

3. Steward of the City – Xamu Sion

While King Pellet sits atop the throne Xamu Sion is the man in charge of the day to day operations of the city. As Steward Xamu is responsible for making sure Saydown runs smoothly from the fishing docks to the food supplies. The guild masters, tax collector, and heads of the military all answer to him. The only group Xamu has no power over is the Green Guard which answers only to the king himself. Xamu has worked with both kings and is a very busy man. He has recently noticed strange proclamations coming down from King Pellet that may not be in the best interest of the city or the nation itself.

4. Armor Smith – Goe

Goe is responsible for the duty armor of the town guard as well as the Green Guard. The official armorer of the city is quite busy especially with a recent

influx of Green Guard recruits whose armor is quite intricate. While Goe has several apprentices the Green Guard leadership demand that their requests go to the top of the pile and several veiled and obtuse threats have been made about that issue. Goe does fine work but will not be available for outside work.

5. Tax Collector – Reimil Yenas

This heavily fortified building is the office of the tax collector and the home of the treasury. While the building appears small on the surface there is an elaborate dungeon below the upper façade that is used to mint and store currency. Reimil Yenas is the individual in charge of the collection of tithes and has been exceptionally busy of late. When King Pellet assumed the throne he decided to change the coin of the realm from gold to silver. A recent decree has been issued stating that gold is to be traded in and replaced with a comparable amount of silver. Many have balked at this concept and have squirreled away their precious metal. Reimil gets questioned daily as to the progress of the transition and King Pellet has not been happy with the answers.

6. Palace Stables – Zaydzi

Home to the mounted units the stables afford the home to mounts and their riders. The Saydown mounted unit handles issues outside of town in the Denali lands and act as marshals. At any given time there could be as many as 20 marshals and mounts or as few as 5. All their gear is stored here and this is the only home these solitary men and women have. They are each experienced fighters and are the equivalent to mid-level rangers. Citizens usually refer to these people as the Denali Shepherds.

7. Weapons Master – Salslah Afrith

This building belongs to the weapon smith Salslah "Sally" Afrith who is responsible for the care and construction of weapons used by the town guards as well as the Green Guards. Like the armor smith (G4) Sally has been under pressure to move Green Guard requests to the top of the line. Because of her acidic personality she has told the Green Guard Commanders that they

would get their weapon issues resolved when she sees fit and not before. Despite threats to her livelihood she has remained constant and pointed out that she will not be bullied. At this point there is an uneasy peace between the smith and the Green Guard.

8. Fletcher – Dema

The missile weapons needs of the city guard are handled by the fletcher Dema Hacaror. Being a workaholic has allowed Dema to have an excessive surplus of weapons and items related to missile fighting and will be able to sell the PCs equipment if needed. A few of her items have been enchanted but may be costly or difficult to barter for. Dema is an older man who enjoys playing darts using his off hand to be fair. He is an accomplished marksman with anything dealing with flight.

9. Tasa's Pub – Tasa Mur

A favorite watering hole for the town guards is Tasa's Pub. This establishment is run by Tasa Mur a former town guard that retired. He picked up the property of the old armory when the barracks were built and renovated the establishment into a bar. Most of the patrons are guards or retired guards and outsiders are allowed in but there isn't a feeling of welcoming given by owner or patrons. Tasa is still a burly man and not afraid to show problems to the door.

10. The Residence – Hubus

This building used to be a stable complex years ago until the new (G6) building was made. Hubus bought the property and turned it into residences for the families of married guardsmen. While the guards are required to spend at least a 1/3 of their time within the barracks for training and weapons care families are not allowed on the premises. Those men who have married have been moving their spouses into these small homes. Hubus and his wife Elena were both guards and know the hardship that life puts on its members. To pay back their service they opened "The Residence" and charge a nominal fee to the residents in return for assistance in upkeep of the building and grounds.

11. Troop Barracks

See area G1 for complete description.

12. Green Guard Barracks

This building is almost identical to G1 and G11 except for a green line around the entire building and a green door. This is the barracks of the Green Guard. While fewer in number to the normal guards, this group received a building of the same size because of their "status". No one except for members of the Green Guard or the monarch are allowed within the hallowed walls. The life of a Green Guard is a lifetime commitment with the only departure allowed is death. The few that have left the order were hunted down and hung from a pole upside down in front of the building as a reminder to all what it means to devote your life to the order.

13. Palace of the King – King Pellet (current)

The showpiece of the entire city is the royal palace made of glittering white limestone and adorned with multiple blue rounded rooftops. The stone is from the Xenobian people as a gift prior to the recent aggressions. This three story building is the home to the King of the Denali for the past 100 years and is heavily guarded by the Green Guard.

The first floor contains a ballroom, food preparation area, servant quarters, and storage. The second floor contains a large ballroom and audience chamber where the king (or queen) holds court. The top floor is the personal quarters of the monarch and their family. The large center of the palace is a large atrium containing a pale blue flowering tree and the atrium extends from the floor to the ceiling with access on all levels.

Multiple windows and balconies exist throughout the palace but the largest balcony is to the east. Sitting between two statues of horsed warriors is a walkway that extends over the floral garden. From this location the monarch has frequently addressed his subjects as a magical amplification horn sits at the end extending the volume of the speaker. This balcony allows the monarch to rise above his subjects and be seen by all assembled. It also offers a spectacular view of the garden.

14. Garden of the People

Set next to the royal palace are the fragrant gardens where fruit trees, berries, and floral arrangements bloom year around. Multiple statues and fountains are present in the area honoring citizens, kings, and military accomplishments. It is said that a powerful magic has been placed over the garden to allow it to flourish even during cold winters and overpowering summer swelters. While all are allowed into the garden a larger presence of the Green Guard has made visiting the area uncomfortable.

H. Clerical District

This district is referred to as the clerical district for the dedication to learning and piety in the area. The government recognizes several religions but the preferred deity is Cradle and her temple is located in this district.

1. Saydown Academy – Burned down

For years the Saydown Academy was here and was used to teach the youth how to read, write, and become independent thinkers. It was once mandatory that all children attend until they could take an aptitude test to show that they had learned what they needed to. Advanced learning was also available at a cost at this location.

Shortly after the new monarch was installed a horrible fire broke out at the school and the masters at the school succumbed while attempting to stop the flames. King Pellet has vowed to rebuild the school and return it to its former glory but after months of passing it doesn't appear that this is a priority for the new leader.

2. Seer – Rifisen Malithun

Rifisen Malithun is an elderly man who lives in this area in a strange building that is always emitting a strange bluish smoke. Known as "The Seer" Rifisen

uses an herbal mixture to divine information from the gods to help guide people with questions that they bring to him. Rifisen will quickly point out that King Bador was a frequent visitor to his abode but that King Pellet has yet to come to him for advice. Rifisen takes this personally and is not shy about his complaint. While the seer has both eyes, he is blind and rarely walks around the city like he used to. A young charge, orphaned at birth, sees to his food and mixture issues. The boy is not allowed to speak to anyone and shows signs of being beaten.

3. Dando Shrine –Kraesto

This small shrine is home to the followers of Dando, God of Luck and the Seas. Mariners frequently visit the shrine prior to setting out on voyages to pray for a safe return. This moderate shrine has some finery but it has mostly been replaced because of King Pellet's decree of no gold. Once covered in gold leaf foil the shrine looks strange now. Kraesto is the head cleric and can offer luck and healing spells for a moderate donation. He has been an outspoken critic of the Green Guard and may/may not be present at the shrine as his arrest is on the horizon.

4. Cult of the Green Guard – Morma Hisa

The newest building in the district belongs to the Cult of the Green Guard. Decorated with stone serpent statues this building belongs to the worshippers of "The Forked Tongue" and is the primary chapel for the Green Guard. Those entering this building will notice that it is covered in gold despite the citywide ban on the metal. The High priestess wears very little clothes and has multiple golden chains adorning her very attractive body. She will greet visitors to the temple and may attempt to charm a member of the party. Any aggressive action by visitors will quickly be stopped by a multitude of guards that hide in the shadows.

5. Apothecaries – Stanlax

Stanlax is a short skinny man with multiple burns to his arms and his face. The injuries stem from a potion cauldron turning over on his causing severe burns. He was saved only because of a healing potion within close proximity

that saved his life but was unable to repair the damage caused. The Potion Pit sells a wide variety of potions although healing and water breathing are the largest sellers. He has one apprentice that assists him as his mobility is limited from the injuries.

6. Temple of Cradle - Pastor Dorn

Cradle, Goddess of Life, is the most prominent deity worshipped by the people of Saydown and the temple here is adorned in glimmering white limestone statues. Golden candelabras have been replaced with silver ones due to the decree by King Pellet. The only golden item in the temple is the chalice used by Pastor Dorn for services. The item is considered a relic and is always with the pastor.

As the priest is the leader of the major religion he still has some say in matters of the state although he understands he only gets a voice and not a decision in how things are handled in Saydown. With the installment of King Pellet, Pastor Dorn has grown leery of some of the changes in the city and has been starting to keep a journal of strange actions. While unwilling to pursue the matter at this time the venerable leader will not back down if confronted as many merchants have. He has an extensive knowledge base of facts and historical incidents and can be used as a resource for PCs investigating anything in the Denali lands.

7. Parchment Maker – Guata Trakmi

This large building appears to have been a stable at some point in time but now has a placard showing it to be the parchment maker. Large bales of hemp sit under an overhang with a large mechanical press also present. Guata Trakmi is in the business of creating parchment for multiple uses. His primary customer was the academy students and business has declined since the fire. The government is now the chief consumer of the paper he creates with a weekly shipment to the Green Guard for unknown reasons.

8. The Ink Well – Vanthar

The local supplier of inks is predictably next to the parchment dealer. This small building has several bubbling vats in front of it with different colored concoctions being brewed. A fat balding man named Vanthar checks on each vat in a dye stained apron. Vanthar is responsible for making inks to write with and dye for fabric coloring. A popular sort of fellow he enjoys telling bad jokes that cause more groans than laughs but that doesn't stop him. His hands are permanently stained dark from all of the inks that he brews. He enjoys using animal blood in his brews as "they seem to hold the color better". Any unusual blood will garner a good price from him.

I. Artisans District

This oval district is covered in a variety of artistic touches ranging from wood and stone sculptures to murals decorating the road. The people that live and work here are mostly artisans and they take their work quite seriously. These professionals are employed by the wealthier citizens and the crown for their talents.

1. Mason Guild – Sablut Ohlys

Sablut Ohlys is a large man with rough hands with deep set eyes that seem to stare through people. Sablut is in charge of the masons that have built and continue to build this city. He obtains most of his labor force from the edge of the city and organizes them into work groups. If he finds a delegation that works well together he assigns them to the best projects. Men and women gather at this location every morning for their assignments or to petition to work for the mason.

2. Sculptor – Raibeorn

One of the best sculptor's in the world is Raibeorn and his shop is present here. Raibeorn is personally responsible for every statue in the palace and

the garden and he was paid handsomely for his works. Raiebeorn appears to be at one with the stone that he works with and has recently allowed to apprentices into his life. He noticed their skills growing up and felt that they had what was needed to become a "Master". Raiebeorn does not work cheap but his efforts are well worth any price paid. Every statue he finishes is unbelievably lifelike and some of his work is also in the Xenobian capital.

3. Painter – Raumhrisssa Sisslim

Raumhrisssa Sisslim, known as "Hiss" is a portrait painter by trade and has normally does pieces for the monarchy, clergy, and other important personages around town. He is a slow but defined artist and his paintings have the uncanny ability to follow a user no matter where they stand to observe the work. Hiss has several pieces hanging in the palace and worked with Raiebeorn (I2) to design the horsemen that sit at the palace balcony. He is not very eloquent when he speaks and his lisp tends to spit when he speaks. He is also not fond of his nickname at all.

4. Museum – Sthlya Uthy

Three connected buildings form the Denali Museum an institution that has been around for over a century. Sthlya Uthy is the curator and caretaker of the grounds and is familiar with every single item in his care. The museum was originally created from an old tower and has grown over the years. Under King Bador the museum was expanded as he felt learning from the past was just as important as experiencing the present. "It is an honor to understand the past so that we do not share in their failures" was the former king's outlook and those words are chiseled over the entrance to the structure.

5. Furniture Maker – Lanstae Tasren

This location is home to one of the Tasren brothers both of whom are furniture makers. For years Olrand Tasren was THE furniture maker in Saydown. His creations are still found in most homes as the quality was quite special. This shop belongs to one of his twin sons who took up the craft upon

Olrand's passing. While not up to his father's abilities Lanstae does make quality items especially chairs.

6. Furniture Maker – Redoom Tasrn

Redoom runs this shop and is in competition with his brother Lanstae (15). After the passing of the boy's father there was a rift in their relationship as to which brother would control the family business. As no agreement could be reached each of the boys opened their own shops right next to each other. While Lanstae specializes in chairs, Redoom does his best work with tables and beds. Years of strife have finally settled and just recently the twin brothers have opened the lines of communication thanks in part to their respective spouses.

7. Carpenter – Cecell Yatli

With so many buildings in Saydown you would be hard pressed to find a residence without something from Cecell Yatli represented. The best carpenter in town, Cecell has a variety of creations to his name from ornate staircases to decorative fences. This hard working man rarely stands still and simply enjoys working. He is also a specialist in wood and frequently does sculptures in this medium. While his skill is not as good as Raibeorn Stan (12) the sculptor, he is exceptionally talented.

8. Engineer – Meed Rohar

A great number of things has gone into planning the future of Saydown and one of the people the king has relied upon for this is Meed Rohar an engineer by trade. Meed laid out the New (B) District and is currently working on plotting two additional districts that includes multiple residence buildings for the commoners flowing into the city. He is a studious man that tends to think quite a while before speaking which is a testament to his intelligence.

J. Agriculture District – South

As the Saydown continued to grow the agriculture district to the north soon found its resources taxed beyond capacity. As a result King Bador, in his early years, commanded that a second district be created to meet the agriculture needs of the city. The southern district was able to keep up with the needs for several years but it is clear that additional food needs are on the horizon and there is talk of adding the unincorporated area to the east to be made a district unto themselves. The eastern area is currently known as the fringe where the slums are located and most of the general laborers are located. This district has a peculiar smell about it that those growing up on a farm will quickly recognize. This scent is dissipated fairly well by the mill but the aroma does tend to linger in the nose.

1. Sheep & Goats - Meh-mon

One of the largest dealers for fabric material comes from the herd owned by Meh-mon. He and his family answered the call for agriculture several decades ago and are now beginning to outgrow the space they were given. Meh-mon has moved a large number of his herd out to the fringe where his descendants own land and have more grazing area available.

2. Brew Barn – Haatl Hawa

Haatl Hawa purchased an old barn from Meh-mon (J1) after moving some of his herd out of the city limits. Haatl turned his passion for brewing into a business and now operates a successful ale business out of the renovated barn. Newcomers and visitors to the establishment will notice a strange aroma of alcohol and ale which isn't pleasing or toxic just different. Haatl is a former sailor and has both arms completely tattooed.

3. Tobacco Dealer – Sactho

Sactho is the owner and dealer of tobacco products in the city. While he grows his crop outside of Saydown, this location serves as his drying barn and point of sales. His robust crop always has several different scents and flavors for the concerned buyer and it offers yet another scent for visitors to the district. Sactho works closely with Cecell Yatli (I7) who designs decorative

pipes. These items are for sale here as well as tobacco pouches made by Taikael Lasdoom (F8). Sactho is a pleasant man with dark stained teeth as he tends to chew rather than smoke.

4. Blacksmith – Daddyme

With two blacksmiths in this district the pair have chosen different areas to specialize in to avoid nasty confrontations. Daddyme is the main provider for plowing equipment and shovels. He is able to fix some weapons but the quality is low in that area unlike his ability to handle far equipment which is very high. He is a brawny man with a large scar across his cheek. He gets along very well with his neighbor Bialu (J5).

5. Fencer – Bialu

Bialu is a blacksmith that has learned how to make a very fine chain that can be used to keep larger livestock confined. Because the work is very intensive he prefers to specialize in that aspect but is able to handle other duties. He does not touch weapons as he is a peaceful man but can mend some armor. The quality is average but the price is low. Bialu is distinctive from his uni-brow that is very bushy. He and his friend Daddyme (J4) are usually drinking together when the pair are not working.

6. Open Market – Nazglin Thacthu

Three times a week the open market is in session where farmers from the fringe and fishermen make a concerted effort to put their goods in one place for the people to get to easier. While the merchants sell their items daily the open market is in session for a festival like atmosphere. The area is divided among the merchants who use colorful banners to attract customers. Travelling bards frequently stop by the area to ply their trade for coins as well. Nazglin is in charge of the open market and he is employed by the crown to make sure things are on the level. This has not stopped some merchants from bribing him to get better locations in the area.

7. Miller – Baal-Hjal

The large white windmill at this location is run by Baal-Hjal and services the farmers at this end of the city. Like Lahof Tyacar (C10) this mill uses wind power from the inlet bay to power the moving stones that grind coarse wheat and oats into a fine flour used by bakers and citizens to create bread. Baal-Hjal also offers bread made by his family and this flat product is usually infused with spices that make it pleasant to eat for those with high constitution.

8. Butcher/Tanner – Buo

Buo is the sole tanner in the south end of the city and also acts as a butcher for those not wanting to cut their own meat. Buo has a standing agreement with the farmers to buy/trade for the pelts of the animals that are slaughtered. Part of his agreement is that if he preps the meat (butchers it) then he is allowed to keep the pelt and get paid from the person wanting it butchered. Buo is usually covered in blood and entrails throughout the day causing a very bad smell. After hours he cleans up and is an attractive young man.

9. Honey Dealer – Wala Damed

Wala Damed is an older widow who has a fine collection of bees both in town and out on the fringe. Her business here is surrounded by smoldering peat pots that smoke constantly. This smoke keeps her bees calm and do not cause a "distraction" in town. Along with the honey production she also uses the wax to make candles infused with spices. This is a popular item.

10. Ramu Farm – Ramu

One of the original large scale farms in the city the Ramu's were absorbed as the city grew. Originally King Bador wanted to parcel out the land from the farm but a back alley deal was struck and the Ramu farm remains intact to this day. There is a variety of produce available here including pigs. The Green Guard frequent this area because some of their members tend to enjoy

the special bacon that the Ramu's have to offer along with the multiple young daughters.

11. Weaver – Nulu Onme

Two large looms fill the building here and raw materials pour in from throughout the area. Nulu Onme and his wife Tamia are the town weavers and produce a high quantity of finished fabric that is utilized by nearly everyone in town. They work closely with Vanthar (H8) for his dye products and have helped develop different shades for the fabric. For one month a year they create only sails but if hard pressed they will split the work with one loom working on fabric and the other on sails.

12. Vintner – Vagash Krima

With rows and rows of grape vines proliferating his property Vagash Krima is one of the more popular vintners in the area. His grapes have the benefit of being on poor soil which his brand seem to enjoy. He spends over a month collecting his crops which vary from purple to green to red varieties. He spends the colder months making jams and bottling his products. He has been increasing his products annually and has replanted some of his crop on the fringe as well. His wine can be found in most of the taverns around town and his cellar is quite deep in the Cliffside.

13. Salt Dealer – Nianach Bron

With the ocean so close most people would not consider salt an issue but as a matter of spice there is no substitute. Nianach Bron works all day every day to distill seawater and obtain the needed spice which he resells in bulk to the farms and food providers around Saydown. With no spice mines in Denali sea salt is the preferred spice used by everyone. Large kegs sit behind his property that are used to sweat off water leaving only salt behind.

14. Water Fowl – Clornriax

With a path leading down to the sea and a large pond south of his property Clornriax choose this location to keep his herd of ducks and other fowl. The constantly yammering from the animals can be quite a distraction but for the

products they give back the noise is worth it to Clornriax. Aside from the food products provided the ducks and geese provide soft down that he uses to make pillow stuffing. He has made a bed of the soft feathers and calls it a mattress. As the town continues to grow there has been more pressure on him to relinquish his hold on his property and move closer to the fringe with his animals but he has resisted thus far preferring the safety of the town versus the frontier.

The Fringe

The area outside of Saydown is filled with shacks and lean-tos that provide rough housing for those members of society that do not have a lot of money. This locale is home to the general laborers that have used their backs to build the city. Many of the people in the Fringe live off the land and struggle to survive in the shadow of the capital city.

Some members of the Fringe have begun to model their homes after the buildings in Saydown but because of cost they cannot whitewash the buildings. As a result some of these domed structures are darker brown but look very similar. The people here are cordial but very poor and the presence of any "well heeled" adventurer types may cause unwanted attention from the masses. Children and livestock run through the muddy streets at will and there is little education to speak of. There is also a criminal/bullying environment present from criminals and the Green Guard which have been making frequent visits to the Fringe for unexplained reasons.

Recently a rash murders and arsons have been occurring in the Fringe and the victims have all been those who have stood up to the Green Guard. It is no surprise that continued resistance will increase the amount of problems especially if a member of the Green Guard is seriously hurt.

This area is open for expansion and in several decades will be consumed by Saydown as the city expands. As with many cultures the poor that currently reside here will be displaced unless substantive change is made.

Citizen Characteristics

The following table can be utilized for all random encounters within Saydown to describe the people the PCs meet/deal with. While the descriptions are not all encompassing it does offer a quick way to describe them. A D12 should be rolled for each attribute imparted upon the people.

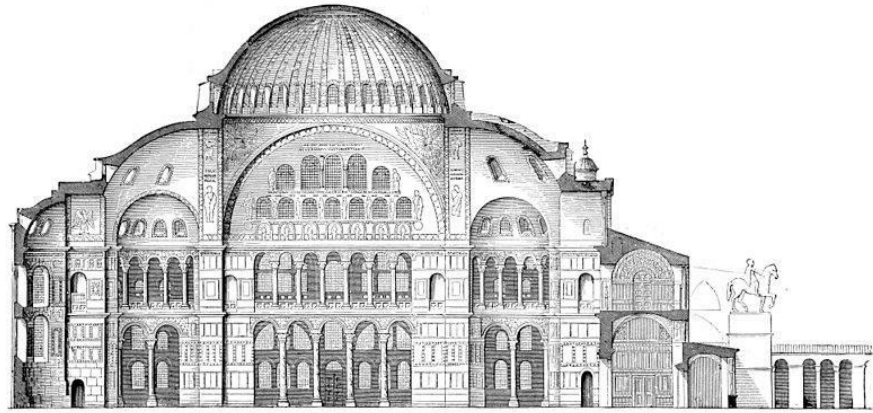
<u>D12</u>	<u>Height</u>	<u>Weight</u>	<u>Speaking</u>	<u>1st Impressions</u>
1	Enormous	Morbidly Obese	Obnoxious	Serial Killer-ish
2	Very Tall	Obese	Very Loud	Irritating
3	Tall	Fat	Close Talker	Jovial
4	Tall	Heavy	Shrill	Normal
5	Normal	Normal	Normal	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Mumbles	Normal
9	Short	Underweight	Very Soft	Normal
10	Short	Very Thin	Mute	Fake
11	Very Short	Rail Thin	Rants	Likable
12	Deformity	Sickly Ill	Talks in riddles	Insane
	<u>Hygiene</u>	<u>Clothing</u>	<u>Items of Note</u>	<u>Bearing</u>
1	Immaculate	Finely Dressed	Seems Rich	Haughty
2	Very clean	Well Dressed	Well to do	Fast movement
3	Smells good	Above Normal	Some goods	Self-Assured
4	Normal	Normal	Normal	Aggressive
5	Normal	Normal	Normal	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Normal	Normal
9	Normal	Normal	Normal	Shy
10	Stinks	Mildly out of sorts	Several animals	Lost Slow movement
11	Slovenly	Sloppy	With an animal	movement
12	Filthy	Torn, holes, soiled	Has nothing	Meek



DM Map of Saydown



Player's Map of Saydown



Images of the Royal Palace and seal





Fishing huts in the inlet bay <above> View of the city from the bay <below>





Home at the Fringe <above> and the Green Guard <below>

