

Midkemia Press presents

The City of

Carse

2nd edition

A fully populated, cross referenced city designed for use with *D & D*, *C & S*, *Runequest*, & other fantasy games



By Stephen
& April Abrams

The
City *Of* **Carse**
2nd edition

A FULLY POPULATED AND INDEXED

CITY

FOR USE WITH

ALL

ROLE PLAYING GAMES

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INSTRUCTIONS

The city of Carse is designed to be run with a minimum of preparation by the Game Master. A read through of the information contained within this booklet is enough to ensure many hours of varied and interesting encounters and adventures even if no individualization is wished.

The area maps in this booklet indicate which streets are in poor, merchant, or rich areas of the city. Also indicated are major (flagstone) and minor (gravel) streets, useful in determining types of encounters (SEE CITIES by ABRAMS AND EVERSON, rules for city play, and designed to complement Carse). The pages following each area map describe the buildings shown in varying detail, providing material for many player interactions.

A large majority of buildings are identified by function and described in some detail, with important characters detailed. A few have been left empty, providing an opportunity for individualization by the Game Master, or to provide opportunities for Player Characters to set up businesses or residences.

In the same vein, the city is populated with few non-humans: hobbits, elves, and dwarves. This allows for a completely human environment for games requiring such, but should non-humans be desired, only a few minutes is needed for the Game Master to identify characters with appropriate descriptions and change them.

The large player's map shows street names (as do the area maps), but no individual building identification, in order to promote greater realism. The Game Master can thus describe what the players see, hear, and smell rather than their identifying the buildings around them from the map. It also increases the reality of the game as Player Characters must ask direction from passing Non-player Characters, ask strangers to read signs should language or education provide the need, get lost, get incorrect direction, etc., all increasing the number of encounters, and, hopefully, enlivening the adventure. Since the buildings are cross-referenced in the back of this booklet by business type as well as location, a player asking for "the nearest alchemist" can be directed more easily and realistically.

Also included in the back of this booklet, for the Game Master's convenience are the following:

1. A price list of different items in the city which also gives some idea of the relative monetary worth of different costs we have quoted.
2. A table for quickly determining what is available at a stable at any given time.
3. Maps of Castle Carse and the surrounding area.

Game Masters may also notice a few other features of Carse which have been included to increase the variety of possible encounters and to provide an ongoing, dynamic city:

1. Two special areas have been included, the Bazaar and the Caravanserai. Both areas are outside the walls and can provide extended interactions between Non-player Characters and Player Characters. The Bazaar, in particular, is a product of our collective whimsy and can be easily discarded or modified should it not be appropriate to the Game Master's particular needs.
2. In several instances, different businesses are owned by members of a single family. This may provide encounters due to one family member referring Player Characters to another, deals with one member requiring the affirmation of another, etc.

The following terminology will be used throughout this booklet: the Mockers' Guild is the local Thieves Guild; the term 'HTK'= Hits To Kill; if the level of the townspeople is not indicated, we assume they are Level 0, 2 HTK.

In the following map sections, the notation "Sign.." indicates "The Sign of the"; where no name is given, no sign is present.

For use with the 'CITIES' book, also published by us, each tavern has the following notation following the title: (l#,f#), where # represents a number from 1-6. This is the relative lodging and food level, where 1=very poor and 6=the best. Additionally, each stable is rated 1-4 with an (s#), for use with the Stable's Table in the back.

The following map conventions are used:

MAIN STREETS:



LESSER STREETS:



As a final note, the Character levels listed are based on the rule system used by the Authors (THE TOME OF MIDKEMIA), the bulk of which is as yet unpublished. Because Characters in this system advance in level differently than those in other game systems, the levels listed may be inappropriately low for a particular Game Master's needs. Changing them should take little time.

ENJOY YOUR NEW CITY!

DESCRIPTON OF CARSE

HISTORY OF CARSE

Ages ago the inhabitants of this area were invaded by the army of a baron from a now near-mythical kingdom to the east. The Old Race, as the original inhabitants were called, resisted the newcomers.

A people of the sea, given to fair hair, green, blue, and grey eyes, the Old Race found their simple life as fishers, hunters, and traders changed by the more vigorous newcomers. Though resentful of the newcomers and their castle, they were slowly absorbed into the newly emerging city. Upheaval in the kingdom a century later caused the Barony of Carse to be nearly forgotten, and it is now a completely independent state.

Many descendants of the Old Race are still suspicious of the kingdom culture which dominates life in Carse. Some descendents of the newcomers are distrustful of those who are clearly of the Old Race, but most people find the culture which has grown from the merging of the two peoples comfortable and this distrust and hatred hard to understand.

Carse, despite being forgotten by the kingdom, is a busy trading center on the coast of the Endless Sea. Every day ships from distant lands, flying strangely colored banners can be seen entering and leaving the harbor, bringing new trade goods and leaving with the products of the city. This has provided the city with a cosmopolitan feel far in excess of its size and location. Foreigners are a common sight in Carse and little is made of their presence. While most people of the city either speak the language of the Old Race, or the Kingdom Tongue, the Common Tongue is most often spoken in public because of the number of foreigners present.

THE SOCIAL ORDER OF CARSE

Much of Carse's current social reality is due to the ancient conflicts between the Old Race and the newcomers. Most of the establishment, those who wield power and influence, are descended from those who came from the kingdom, though there are some of the Old Race with influence in evidence. Most of the sailors are fair-haired Old Race, but the City Watch and Castle Guards are composed mostly of kingdom descendants, giving rise to petty harassment of more militant members of the Old Race. The women followers of the Sea Goddess, descendants from a matriarchal society, resent the passive role inflicted upon women by the dominant kingdom culture. These conflicts have brought into being three contending secret organizations:

THE IRON FIST:

An organization predominantly composed of military men, active and retired, of kingdom descent. Their aim is the enslavement of the Old Race and the destruction of all Old Race institutions. Their mark is a mailed fist, and is used by members to identify one another. Because the Baroness is of the Old Race, they want to depose the Baron and set up a military government. They are directed by the mysterious Council of Five.

SHARWEN:

An organization composed exclusively of women, mostly of the Old Race, who are fanatically devoted to the Sea Goddess, and who are working to establish a matriarchal rule and a return to old ways. Their plans include establishing the social preeminence of women. Many of the Old Race are fully integrated into the culture of the city and do not favor these goals.

BROTHERHOOD OF DALSHRA:

A newly formed organization, headed by Callistro the Magician, its aim is the establishment of a magician-dominated society.

POLITICS IN THE CITY OF CARSE

The current Baron of Carse, Bogardis IV, began his reign at the death of his father fifteen years ago. His wife, the Baroness Winona Almareth, is of the Old Race, and they have two daughters, Willa and Beryl. The Baron is the ultimate political force in Carse, holding nearly absolute power. He, like his father before, no longer pays lip-service to the fiction of being part of the kingdom, and no longer are any roads, harbors, forest, or woods referred to as the king's, but rather the Baron's, except the King's Mill Pond as something of a joke. The Baron has absolute control over the military and the city watch.

Gran Dorwellan is Baron Borgardis' Chamberlain, and is empowered to act on the Baron's behalf whenever the need arises. He is acknowledged as one of the shrewdest minds in the Barony, and his advice is often sought by the Baron. It is said he knows enough about the dealings of the other nobles of the area to insure their loyalty to the Baron.

All landowners, merchants, and craftsmen are lightly taxed once a year. The sums are sufficient for the Baronial needs as there is a slight import duty on all goods entering the city. These taxes underwrite the cost of the military, the Baron's estate, and all public works. The Baronial garrison in the city is small, two hundred soldiers as well as three watches of fifteen city watchmen. The castle garrison numbers one hundred additional fighting men, under the Baron's direct command. The garrison is under the direction of the military, and the city watchmen are under the supervision of the Sheriff and his Deputies.

JUSTICE IN THE CITY OF CARSE

Both the baron and his chamberlain can dispense high, middle, and low justice, high justice being their sole prerogative. The Magistrate can dispense middle and low justice, although the Sheriff usually deals with cases requiring low justice. The Sheriff assigns the town watches, from the ranks of the city watchmen, and is considered responsible for maintaining good order in the city.

Nature of crimes and justice:

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

Middle Justice -- all non-capital felonies, or misdemeanors committed by habitual offenders where long term imprisonment is called for.

Low justice -- all misdemeanors and petty crimes.

Other justice -- temples and guilds usually handle internal matters concerning guild members.

RELIGION IN THE CITY OF CARSE

The Old Race worship the Sea Goddess (Kilian) as the Mother of Life, the Priestesses being the main power on the ancient tribal council. There is still an active worship of the Sea Goddess, though it is mostly limited to those who are seamen and by some of the Old Race. The Sea Goddess is a neutral goddess who loves the clean winds of the open sea and her priestesses and priests wear robes of dusky lavender, while novices wear robes of sea green.

The newcomers brought their religions with them. Foremost is the Sky God (Astalon), also called the Lord of Justice. His priests can be seen wearing robes of gold and blue, and are scholars of law, both natural and man-made.

Another, nearly invisible, sect brought by the newcomers was the worship of the Blood God (Guis-Wa), the chaotic god of death. With no known temple, his followers meet at prearranged locations known only to the faithful. Little is known about his priesthood, save that they are said to wear crimson and jet, and their rites are horrible to behold.

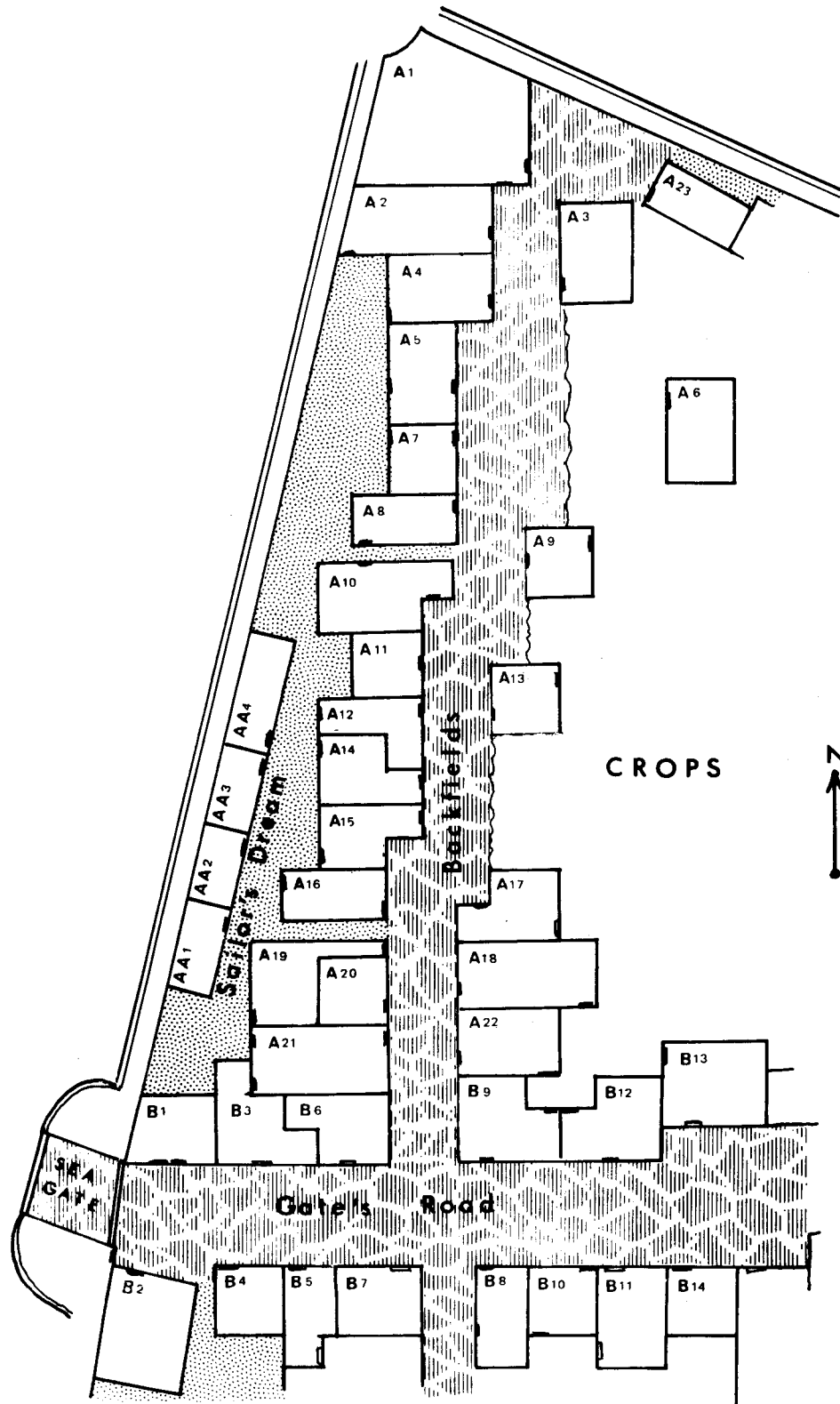
THE MARKET

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

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

NOTES:

AREA A,B



FOR ADJ. SEC. (G,H,J) SEE P.22

FOR
ADJ.
SEC.
(C)
SEE P.13

- AA1 RES Fisherman
- AA2 RES Fisherman
- AA3 RES Fisherman
- AA4 RES Fisherman
- A1 BARRACKS
- A2 EMPTY
- A3 BOWYER/FLETCHER
Golden Bow
- A4 INN
Bronze Mermaid
- A5 STABLE
- A6 SMITH
Smythe's Smithy
- A7 RES, MATHEMATICIAN
- A8 BOATWRIGHT
Napolian Tode's
- A9 RES, SHIP CAPTAIN
- A10 BROTHEL
Madame Laticia's
- A11 EMPTY
- A12 BAKERY
Steaming Loaf
- A13 BIRD TRAINER
- A14 GAMBLING HALL
Pate's Wheel
- A15 ROPE-NET MAKER
Gordian's Knots
- A16 RES, GEOLOGIST
- A17 PRODUCE STAND
Sibyl's
- A18 POTTER
Damian Steyne
- A19 RES, STEERSMAN
- A20 PERFUMER
Henri's Colognes
- A21 FISHMONGER
Mable's Fresh Fish
- A22 PAPER-INK MAKER
- A23 PAINTER (MARINE)
Merven the Painter
- B1 SHIPBUILDERS OFFICE
Ardock Shipwrights
- B2 DOCK ADMINISTRATION
- B3 ALCHEMIST
Shop of Malabar
- B4 BAKERY
Ester's Oven
- B5 CARTOGRAPHER
Maps by Farquarr
- B6 ENGRAVER
Steel Stylus
- B7 CHANDLER
Salt of the Sea
- B8 CARPET MAKER
Sun Long's Fine
Tapestry
- B9 INN
Golden Lion
- B10 BOWYER/FLETCHER
Zeyt's
- B11 STABLE (for B9,B14)
Hawk's
- B12 CLOCKMAKER
Rhamotep Clock
Works
- B13 INN
Silver Cauldron
- B14 ARMORER
Truesdell's Ironworks

BLDG CODE ENCOUNTER AREA

A POOR
B MERCHANT

SECTION AA-B

AA1 RES Fisherman

AA2 RES Fisherman

AA3 RES Fisherman

AA4 RES Fisherman

A1 BARRACKS, Town Guard. 50 men-at-arms are housed here under the watchful eye of Sergeant Heronimus Grimes, a teetotaler who makes life miserable for his entire command by forbidding any alcohol within the confines of barracks. Most of his command can be found at the Bronze Mermaid (A4) in their off hours.

A2 Empty

A3 BOWYER/FLETCHER, Sign of the Golden Bow. Ogar Slemm provides average wares at average prices, primarily for the military, but will sell to the walk-in trade.

A4 INN Bronze Mermaid (13,f3). This inn is mostly patronized by fighting men and the military from the nearby barracks. It has a large common room with a sand pit used for dancing and fighting. The proprietor, Jon Hard Hand, is tall and heavy, with dark eyes and complexion. He is bald, which adds to his fierce appearance. The inn is a favorite gathering place for the members of the Iron Fist (see IRON FIST under Social Order). The few women welcome here are always prostitutes.

A5 STABLE, no sign (s3). James of Heriot, owner. Some simple healing done as well as boarding and renting horses for short periods of time.

A6 SMITH, Smythe's Smithy. John Smythe is a very hard worker, but still can't produce better than average goods. Still, he does a brisk business with those seeking bargains, though there are a fair number of footsore horses in this section of town.

A7 RES Mathematician, Aristotle Vederche. Consults for some of the better businesses in town, which is why he is hardly ever in. He dabbles in Astrology, and will drop whatever he is doing to talk shop.

A8 BOATWRIGHT, Napolian Tode's Boatshop. Napolian builds only small rowboats and sailing skiffs. He is saving up to undertake a larger project and has 153 gp locked away in his strongbox.

A9 RES Ship Captain, Sherlock Dodger rarely puts to sea as he is too wrecked from his frequent visits to Papa Loo's drug Den (Q6).

A10 BROTHEL Madame Laticia's: the sign out front reads "THE BEST DAMN WHOREHOUSE IN THE WEST" which is obviously untrue to any but the deaf, dumb and blind. Located in the worst section of town, the Madame's has a surprisingly broad clientele. This is due in part to the rather unusual "Ladies" within. They include: Zelzah the Cat Girl; Rema the Barbarian; Dominita, Mistress of Pain; Suzu, the Innocent; Appola the Ape Girl; Peg-leg Peg and a host of others. Door guards and bouncers are supervised by Ishi, a strange, huge alien who suddenly appeared one day, unable to speak any known tongue. Over 6 feet tall, Ishi weighs over 350 pounds, wears only a loin cloth. His hair is lavishly decorated with lacquered combs and he wears facial makeup. ISHI (fights as a monk lvl 12 for hand to hand, 40 HTK, he only attacks hand-to-hand) 4 other normal guards are also present (each lvl 1, HTK 4,7,7,3, all normally use broadsword and shield, leather armor)

A11 Empty

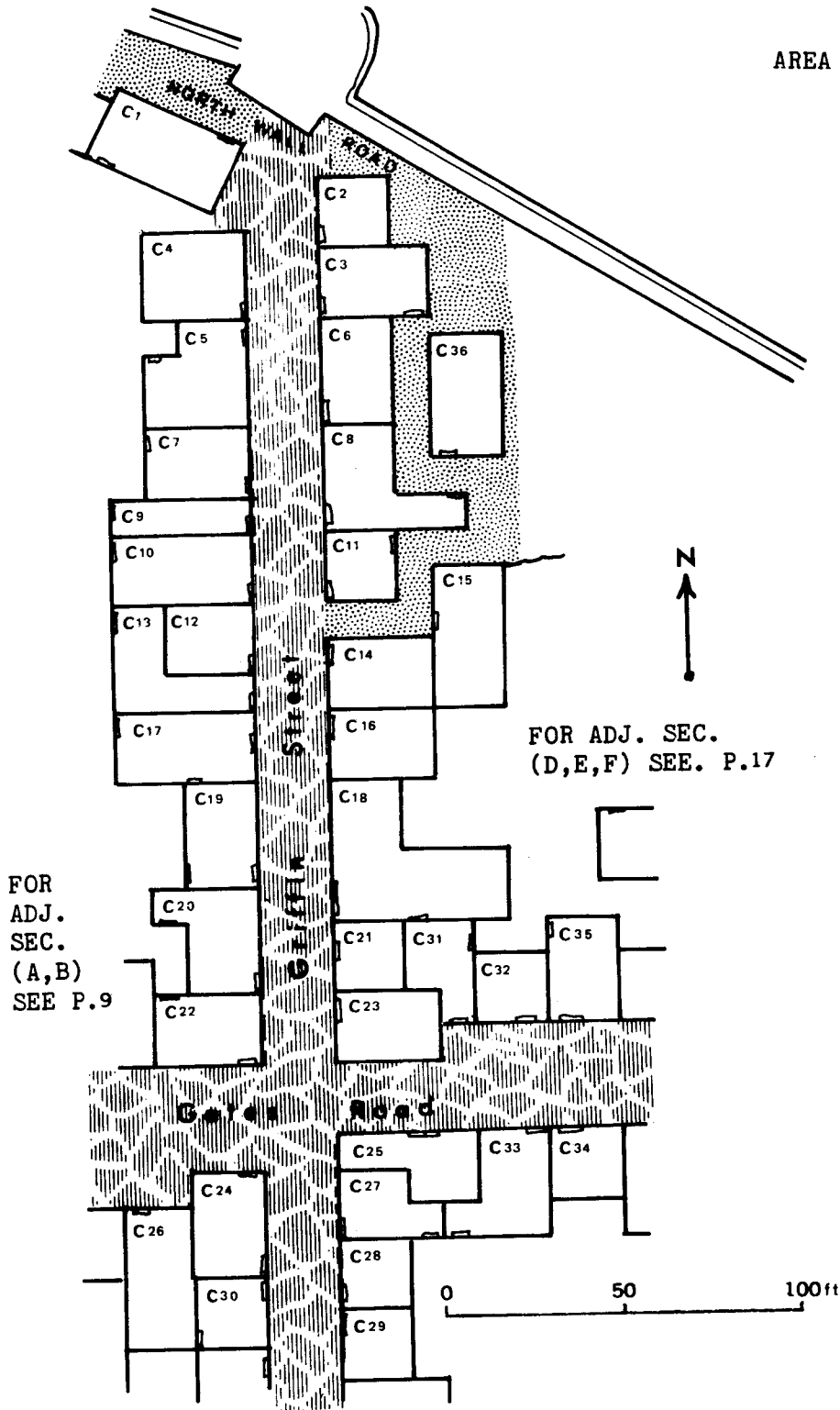
A12 BAKERY, Sign of the Steaming Loaf. Marla, the dark haired, dark eyed owner sells only bread and rolls, no pastries. Her products are excellent, and inexpensive. Slender and somewhat stooped, she gives her breads freely to the poor and is not slow to let others know of her generosity.

- A13 BIRD TRAINER, Sharon Featherhand. Formerly the Baron's Falconer until caught hunting the Baron's favorite bird, Sharon now makes a living training birds. Times are hard as she is out of favor with the nobility. She is tall and blond, has green eyes and is a member of the SHARWEN. She refers customers to Tallia Ravenlock (T26) and, occasionally, Pigot Pets (Q17).
- A14 GAMBLING HALL, Fate's Wheel. Owen Selkirk, a man of mysterious background, owns this rough hall, with games 'slightly' rigged. He pays protection to the Mockers Guild.
- A15 ROPE-NET MAKER Gordian's Knots. Produces nets for fishermen, which are very sturdy due to his patient hand knotting. Gordy is also known for not being overly bright.
- A16 RES Geologist, Serge Rockmananov. A poor but hard working geologist, Serge can be seen lugging huge sacks of stones back to his poor hovel, hoping to find the one big strike which will make him rich. He is a very old man.
- A17 PRODUCE STAND, Sibyl's Fruits and Vegetables. Sibyl is trying to support her ailing father, Serge, who is a local geologist (A16). Hers is the best produce in the poor quarter.
- A18 POTTER, Damian Steyne. Specializes in mugs and beer flagons. Better than average products at average prices.
- A19 RES Steersman. Drexel the Kid. Youngest working steersman in Carse, he is thin skinned about the fact, but is in fact well versed in his trade.
- A20 PERFUMER, Henri's Colognes. Henri, known for experimenting with different mixtures of fragrances, has found the poor quarter the only segment of town where he is allowed to practice.
- A21 FISHMONGER, Mable's Fresh Fish. Considering the proximity to Henri's (A20), it is hard to tell if her sign proclaims the true condition of her wares.
- A22 PAPER-INK MAKER Kaspar, half-brother to Henri (A20), lost his previous fortune in a scented stationary deal with his brother, and is now trying to recoupe his losses.
- A23 PAINTER (MARINE) Merven the Painter specializes in painting hulls, docks, waterfront buildings, and any other objects subject to wind and weather.
- B1 SHIPBUILDERS OFFICE, Ardock Shipwrights and Company. The Ardock brothers, Herlan and Sellin, build on a commission basis, requiring 20% down. They have a waiting list of up to three years as they are the best builders of ships in the city. A potential customer may be moved up on the waiting list for a sufficient bribe.
- B2 DOCK ADMINISTRATION. Part of the administration of the city, every activity revolving around the busy port of Carse is supervised here. Overseeing the operation is the Port Officer, Edmund Vaduzo. He is helped in his enterprise by a loyal staff headed up by the Harbormaster, Blasco Sarcovia. Due to Blasco being the brother of Greely Sarcovia the smuggler (see CHARACTERS), the import duties on goods passing through the customs office have been falling off steadily. All ships entering and leaving the city are subject to search and must have a licensed pilot aboard.
- B3 ALCHEMIST, Shop of Malabar. Malabar (SEE CHARACTERS) is avoided by his neighbors, and his shop is in a constant state of repair from the effects of his experiments.
- B4 BAKERY Esther's Oven. A pleasant shop run by Esther and her two plain daughters, Grizelda and Olalia. Esther sells fair quality goods for +5% prices and is always on the lookout for potential husbands for her girls.
- B5 CARTOGRAPHER, Maps by Farquarr. Farquarr has done all the mapping commissioned by the city administration, which is a year overdue in paying him. He will work cheaply.
- B6 ENGRAVER The Steel Stylus. Owned by Lance Troon. Disowned by his family for the company he keeps, Lance is nevertheless the best engraver in the city. He does all the engraving required by Haimish Armorers (L2).

- B7 CHANDLER Salt of the Sea Outfitters. Murdock and McCaulie are distant cousins to Gunnar Halfstead the Merchant Prince (R5) who denies the relationship. An up and coming firm, they provide all that is needed for outfitting a ship at reasonable prices.
- B8 CARPET MAKER, Sun Long's Fine Tapestry. Sun Long and his family of 4 are one of the oldest continuing businesses in Carse. His work is somewhat above average.
- B9 INN Golden Lion (13,f4): Near the waterfront, the Golden Lion supplies excellent meals at a cheap price (and hearty souls for outbound ships). The normal residents are: the owner, Nelson Trumm, ex-ship's captain; Bowler Bligh, his former first mate; Pricilla Trumm, Nelson's lovely daughter who Nelson is highly protective of; and The Boys, members of Nelson's old crew. Too much attention to Pricilla is a good way to "volunteer" for an outbound ship as Nelson and The Boys are always around.
- Nelson (lvl 5, 41 HTK, uses a cutlass and dagger, keeps 10,000 Au hidden under the floorboards of the bedroom); Bowler (lvl 4, 33 HTK, has a glass right eye which is actually a painted gem worth 15,000 Au); The Boys (they average lvl 1, 6 HTK, usually use dagger or cutlass, no armor); Pricilla (lvl 0, 2 HTK, has a hidden dagger to protect her virtue if things get out of hand)
- B10 BOWYER/FLETCHER, Zeyt's Sign of the Crossed Quarrels. Zeyt carries crossbows, some composite and short bows, but no long bows, feeling they are archaic. Short and dark, Zeyt dresses richly. His son and daughter, Walter and Rachael, work in the shop, although he keeps a close watch on the girl, closeting her in the back room most of the time. Zeyt dislikes elves and charges them +10%.
- B11 STABLE (for B9,B13)(s4). Hawk's. Hawk, a short, thin, blond man is helped by his two young children, Dix and Diania. He has no wagons or barding, but +20% to stable rolls. He is a widower and his children are always on the lookout for a likely 'new' mother.
- B12 CLOCKMAKER, Rhamotep Clock Works. Rhamotep manufactures precise clock mechanisms which never need repair unless subjected to a DISPELL or NEUTRALIZE MAGIC.
- B13 INN Silver Cauldron (14,f4). Owned by 'The Boar', the Silver Cauldron's staff is composed entirely of women (CHARISMA 14+). The staff numbers 20, so no table is neglected for more than a moment. The Boar, a tall, heavily muscled man, of even temper, but poor eyesight (who is nearly always mistaking one customer for another) will not tolerate anyone annoying his 'girls'. The Boar (lvl 7, 35 HTK, FIGHTER, is expert with Blackjack (+3 to hit)).
- B14 ARMORER, Truesdell's Ironworks. Truesdell is a tall, powerfully built, vain man who is justly proud of his work. He will make good deals with anyone who makes a reasonable offer for his wares. However, any attempt to haggle is taken as personal insult and causes Truesdell to lose his temper (something he does quite frequently), usually resulting in grievous harm to the customer. Truesdell (lvl 12, 67 HTK, FIGHTER, sword +2, he is +1 to hits and damage due to enormous strength (18/56)).

NOTES:

AREA C



- C1 OLD SAILOR'S HOME
- C2 EMPTY
- C3 BIOLOGIST
Candor Lackless
and Company
- C4 RES, NAVIGATOR
- C5 RES, SHIP CAPTAIN
- C6 RES, Sherriff
- C7 LINGUIST
Jedediah Polk
- C8 NAVIGATORS AND PILOTS' HIRING HALL
- C9 RES, SCHOLAR
- C10 INN
Black Stag
- C11 RES
- C12 CANDLEMAKER
Old Tallow Shop
- C13 EMPTY
- C14 LAWYER
Gideon Mulch
- C15 RES, STEERSMAN
- C16 CIVIL WORKER
- C17 SPINNER
Carse Thread and
Yarn Company
- C18 TEMPLE, SKY GOD
- C19 ARTIST-SCULPTOR
- C20 INTERPRETER
- C21 BARRELMAKER
- C22 VETERINARIAN
- C23 SHIPBUILDER'S OFFICE
Castle Brother's
- C24 SAILMAKER
Rodney's Canvasworks
- C25 SCRIBE
- C26 FISHMONGER
Sign..Sailfin
- C27 PRODUCE
Steadly and Sons
- C28 CARPENTER
- C29 ROPE-NET MAKER
Raoul's Ropes
- C30 JEWELER
Trygg's Jewelry
and Armrings
- C31 LEATHERWORKER
Lyle's Leatherwork
- C32 POTTER
Porter's Pots
- C33 PHYSICIAN
Sign..Healer
- C34 WEAPON'S MAKER
Hager's Weapons
- C35 SPINNER
Elegant Yarns
and Threads
- C36 WAREHOUSE

FOR ADJ. SEC. (K,LM) SEE P.26

BLDG ENCOUNTER
CODE AREA

C MERCHANT

SECTION C

- C1 OLD SAILOR'S HOME, no name. Home of numerous old salts including Captain Windon 'Windy' Blowr (second cousin to the glassblower Pediah Blowr (VV1)). Windy is retired and spends most of his time at the Silver Cauldron (B13), spinning tales of his days upon the high seas. He has at least a dozen maps to lost treasure at home (3 are real), and is willing to give up his share of all potential treasure in exchange for captaincy of the expedition's ship. No one believes him (he doesn't know which maps are real). He is also in possession of a key to a treasure chest which is doubtlessly real, but which he's lost track of.
- C2 Empty
- C3 BIOLOGIST, Candor Lackless and Company. The company is his apprentice Josh, a bright lad of fifteen who does most of the work while Candor is drinking at the Golden Lion (B9).
- C4 RES Navigator. March Jade is the bastard son of Gunnar Halfstead (R5). Although Halfstead has not recognized Jade as his son, much of Jade's success as a navigator is due to his father's influence. Jade can, in fact, influence Halfstead to finance expeditions for a percentage (high) of the profits. Jade is tall, thin, has thinning brown hair, and dark eyes. He is a very good navigator. March Jade (lvl 5, 33 HTK, FIGHTER) has AMULET OF DIRECTION FINDING.
- C5 RES Ship Captain, Harmon ap Carman. Daring, but successful in his trades, Harmon is willing to undertake missions which would deter other, less brave souls.
- C6 RES Sherriff, N'tara (SEE PERSONAGES), has a housekeeper, cook, and maid, and keeps 15,000gp in treasure buried under bedroom floor.
- C7 LINGUIST, Jedediah Polk. Serves as a language specialist providing contract translation, along with copies of the documents, for foreign traders newly come to Carse. He has no observable vices.
- C8 NAVIGATORS AND PILOTS' HIRING HALL, Seldon Troon, Digger's half-brother (U15), runs this service for those seeking a pilot (required for all ships entering or leaving the harbor) or a navigator. Those hiring are expected to pay a fee depending of length of voyage and hazards anticipated. (SEE R3, C4, G5, for navigators). Resident pilot: Hawkeye Troon, son of Seldon.
- C9 RES Scholar. Aristanel the Obscure. So named because he is preoccupied by questions of obscure importance. Otherwise, he is well known and well thought of in the city. He grudgingly teaches the young of the rich and more affluent merchants and in spite of his brusque manner, he is an excellent teacher. Sara, daughter of Brage the Miller (P14), is currently apprenticed to him.
- C10 INN Black Stag (12,f3). Owned by Horatio Mulch, brother to Conden, of Mulch's Baths (T5) and cousin to Gideon the Lawyer (C14). A quiet neighborhood tavern, The Black Stag is rarely visited by strangers, though there are two rooms on the second floor for visitors (should the need arise). Highlight of the week is the weekend dart contest. The inn closes at 10 each night.
- C11 RES Civil Worker. Home of Aileen Rubycheek, worker in the City Administration. An old spinster.
- C12 CANDLEMAKER, The Old Tallow Shop. Bede the Short specializes in scented and decorative candles for well-to-do clients.
- C13 Empty
- C14 LAWYER. Gideon Mulch. Cousin to Horatio of the Black Stag Inn (C10) and Condon, of Mulch's Baths (T5), Gideon operates one of the older law practices in Carse, his success being more a result of his friendship with the magistrate, Gahazi Zemwara (SEE PERSONAGES), rather than from any legal ability. Gideon and Gahazi can often be seen together at The Black Stag, with Gideon picking up the tab.

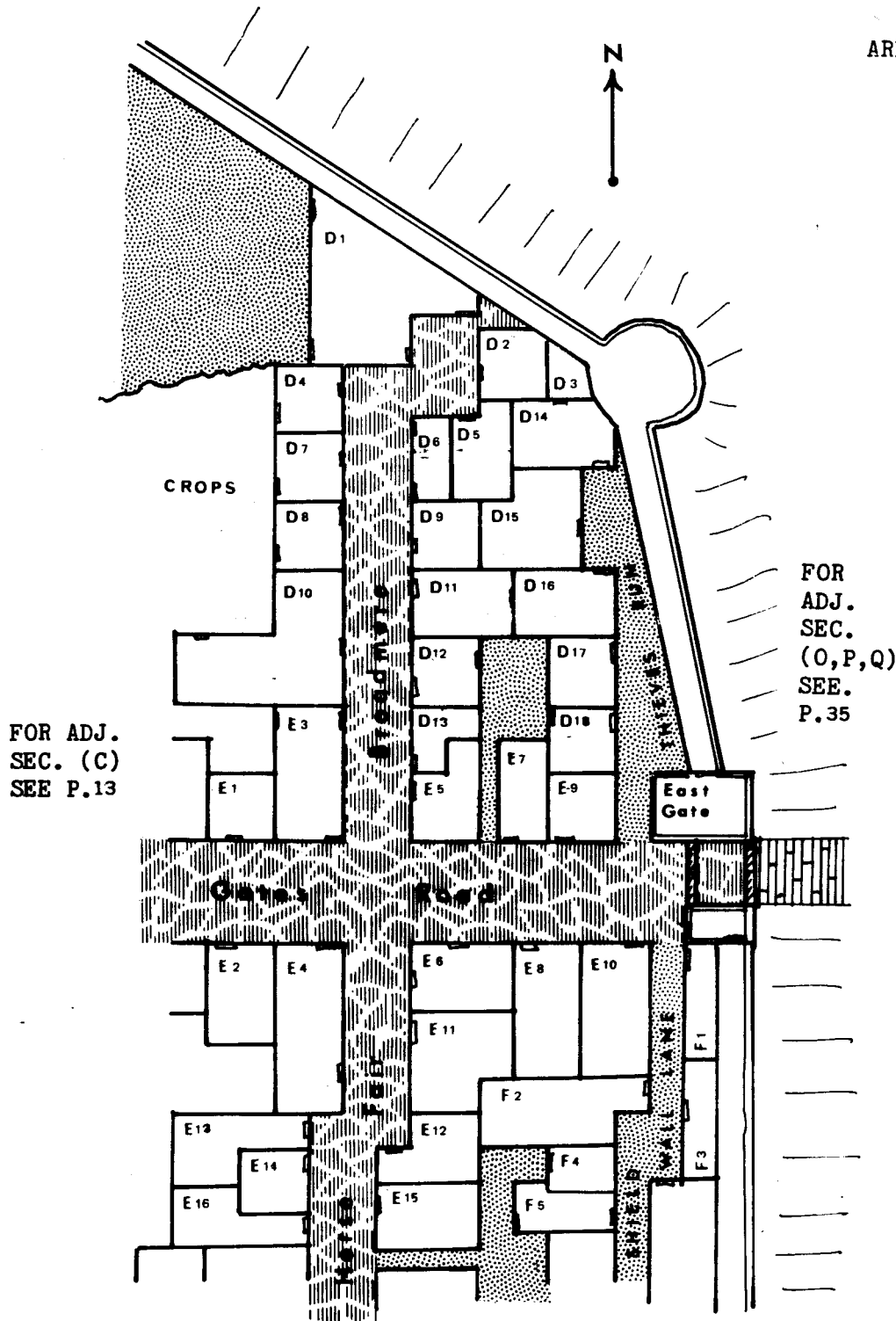
- C15 RES Steersman. Halcyon the True. While not terribly stylish, Halcyon is reputed to be among the most reliable at his trade in Carse.
- C16 CIVIL WORKER Murtag the Lonely. Murtag, the city sewer inspector, is a concienious type, spending long hours in the culverts below the city. Most of his off hours he can be found at home alone or at Mulch's Baths (T5).
- C17 SPINNER, Carse Thread and Yarn Company. Rhonda The Twiner, and her staff of six, provide a serviceable quality of cotton and wool thread and yarn at reasonable prices.
- C18 TEMPLE Sky God (see TEMPLE OF SKY GOD pp.60-63)
- C19 ARTIST-SCULPTOR, no sign. Kale Darkhill is tall, dark, and handsome, and is an excellent artist specializing in painting. He is egotistical and expensive (+20% above average price for type of work), but his work is well thought of throughout the area. He has no idea his lover, Tessa Woodsvine the architect (T8), is a member of the SHARWEN.
- C20 INTERPRETER, Birgit and Ansel Paige. A husband-wife undertaking, between the two of them they speak nearly every known language, including ancient, 'lost' tongues, and a few no one else has ever heard of. Unlike LINGUIST, they do not translate written documents, but act as face-to-face translators for foreign traders.
- C21 BARRELMAKER, Oly Gustavson. With his wife, Frigga, and his son, Lars, Oly is considered one of the most reliable businessmen in Carse. His products are fully guaranteed.
- C22 VETERINARIAN, no sign. Milton Of Carse. A experienced vet, Milton is heavily relied upon by the neighboring farmers. He often is paid in produce and livestock.
- C23 SHIPBUILDER'S OFFICE Castle Brothers, Shipwrights. An up and coming firm, the brothers Castle are known for working quickly, with occasional slight problems as a result. Many of their clients are among those tired of waiting for Ardock Shipwrights (B1) to get around to them.
- C24 SAILMAKER, Rodney's Canvasworks. Rodney buys his cloth from Griswald the Canavacer (E6), and produces some of the better quality sails in the city even though his prices are low (-5% price).
- C25 SCRIBE, no sign. Harmon the Besmudged, a compulsive worker, can occasionally be seen lunching at The Black Stag (C10), where his ink-stained fingers, and the smudges on his face betray his trade. He works quickly, and is moderately priced, often finishing work in less than a day.
- C26 FISHMONGER, The Sign of the Sailfin. The Widow Merton runs this establishment, a thriving business since her husband drowned three years ago. Only the finest, freshest fish find their way here.
- C27 PRODUCE, Steadly and Sons. John Steadly and his three sons, Merwin, Algenon, and Tom, run a slightly better than average operation, at normal prices, and are frequented by most local families. They deliver for those making arrangements in advance.
- C28 CARPENTER, no sign. Little Simon is well known to locals for his excellent work in design and manufacture of intricate wood goods. Frequently he works with Rhamotep the Clockmaker (B12).
- C29 ROPE-NET MAKER, Raoul's Ropes. Raoul can rarely take a commission as he is the primary provider of rope for both Ardock Shipwright (B1) and Castle Brothers (C23).
- C30 JEWELER, Tryggs Jewelry and Armrings. Trygg, a jovial, red-bearded man with blue eyes, appears to be rather large and clumsy looking. He is however, an excellent goldsmith and a fair jeweler. He and his four apprentices (sons Eric and Olaf and daughters Sidris and Gerda) specialize in armrings and cater almost exclusively to the fighter trade. Prices are moderate and he will buy items no questions asked for 75% of value.

Appraisals are 1% of the items value if he buys the piece and 5% otherwise. The shop is fairly large with many pieces on display and usually his wife Endel or one of the children is in the front while the others work in the back room. If one of the apprentices does the appraisal, Trygg watches over to make sure it's done correctly.

- C31 LEATHERWORKER, Lyle's Leatherwork. An average leathershop, Lyle specializes in quick, slightly poorer than average work to order. He does most of his business with newcomers to the city, for locals avoid his slipshod work.
- C32 POTTER, Porter's Pots. Robert the Potter, late of the town of Porter, keeps this neat shop in the Merchant Quarter. It is filled with many types of high quality pottery at inexpensive prices (+15% quality, -5% price). Robert is rarely in however, as he is frequently found at the Golden Lion (B9) discoursing of his days as a warrior over a bottle of the inn's best wine, while the shop is cared for by his blond-haired wife Ann.
- C33 PHYSICIAN, Sign of the Healer. Philor Trews is a physician of reasonable skill. His clientele comes from the surrounding neighborhoods.
- C34 WEAPON'S MAKER, Hagar's Weapons. Specializes in pole arms and spears, all of exceptional quality (+10 quality, +5% price), and guarantees his spear hafts against splintering when set against charge. Few have returned to ask for replacement.
- C35 SPINNER, Elegant Yarns and Threads. Almorena, and her four apprenticed girls work at providing high quality (and appropriately priced) yarns and threads, specializing in silk (the only maker of silk thread in Carse) as well as wool, linen, and cotton. Only the most exclusive shops buy from Almorena.
- C36 Warehouse

NOTES:

AREA D,E,F



- D1 BARRACKS
- D2 MONEYLENDER
Easy Lender's
- D3 FORTUNETELLER
Sign..Eye
- D4 GAMBLING HALL
Knuckle Bones
- D5 EMPTY
- D6 ALCHEMIST
Health Providers
- D7 TAILOR
Linder's
- D8 SCRIBE
Sign..Inkpot
- D9 PRODUCE
Sign..Green Stalk
- D10 TEMPLE, SEA GODDESS
- D11 INN
Tedman's Inn of the Holy Word
- D12 ENGRAVER
Vokos the Engraver
- D13 CARPENTER
Saw and Plane
- D14 JEWELER
Barmarster and Sons
- D15 EMPTY
- D16 BARBER
Comb and Razor
- D17 EMPTY
- D18 PHYSICIAN
- E1 MUSICAL INSTRUMENTS
Salinah's
- E2 MASON
Shatterhand's Stoneworks
- E3 TAILOR
Sign..Golden Thimble
- E4 INN
Bear's Claw
- E5 WEAPON'S MAKER
Sign.. Cutting Edge
- E6 WEAVER
Griswald the Canevacer
- E7 BUTCHER
Steer's Head
- E8 OUTFITTER
Elstan Expedition Exchange
- E9 SECURITY SERVICE
Dewar the Wake
- E10 CHANDLER
Melgon and Company
- E11 BROTHEL
Willow Tree
- E12 WINE SHOP
Summutter's Wines
- E13 SMITHY
Obediah's Smithy
- E14 SPINNER
Sign..Silver Spindle
- E15 BUILDING PAINTER
Sign..Paint Pot
- E16 CABINET MAKER
Jaga's Woodwork
- F1 FISHMONGER
Sign..Happy Flounder
- F2 BROTHEL
Graceful Lilly
- F3 ALCHEMIST
willoby and Sons
- F4 EMPTY
- F5 BUTCHER
Sign..Cleaver

BLDG CODE ENCOUNTER AREA

D POOR
E MERCHANT
F POOR

SECTION D-F

- D1 BARRACKS, City Watch. 50 soldiers live here under the command of Sergeant Helmut Kron. Kron is a fanatic regarding duty and deals harshly with any breach of discipline. He imagines his men to be a crack unit and has named them 'The Baron's Pride'. Locals refer to them as 'Kron's Kiddies'.
- D2 MONEYLENDER, Easy Lender's. Easy, whose real name is Uriah Condanter, is quick to lend to almost anyone, but extracts high (10%+ per month) interest, and collects any way he can. In charge of 'accounts receivable' is Goris Bosk (lvl 6, 44HTK, FIGHTER) expert in hand-to-hand, and shortsword. He is +2 to hit and damage for strength, and is -1 to opponents attacks due to quick reflexes.
- D3 FORTUNETELLER, The Sign of the Eye. Gazanta the Seeress. Gazanta will see clients by appointment only, and all arrangements must be made through Arlot, her assistant. He is a quiet sort, and will not answer any questions except in the line of business. Gazanta has a reputation for discretion, and charges highly. Her accuracy is said to be high (70% PROB. of accurately fortelling the future).
- D4 GAMBLING HALL, The Knuckle Bones. Graff the Grifter, possibly the best gambler in the city, owns this modest establishment. He does a very good business because all the games are 'straight' as he prides himself on his skill and refuses to bilk his clients.
- D5 Empty
- D6 ALCHEMIST, Health Providers. Run by Zormon the Grey, an alchemist of some ill repute. Ignoring Zormon's somewhat unsavory reputation the poor and others seeking low cost health care come here to find relief from their ills.
- D7 TAILOR, Linder's Tailor Shop. Linder Goss is a fine tailor of high repute, though it is more for the sturdy construction of his garments rather than for any innovations or brilliance in style. He makes a fine line of workclothes.
- D8 SCRIBE Sign of the Inkpot. Portney Quell is an officious little man with a large stomach who holds himself in high regard due to his once having been called to scribe a message for the Baron when Althan, the Baron's usual scribe, was ill. In spite of his work being somewhat shoddy, he manages to make a living and even has a few satisfied customers from time to time.
- D9 PRODUCE Sign of the Green Stalk. Sadu the Grocer is a foreigner who displays a sad lack of the local language when locals attempt to bargain for his wares, though he can make himself plainly understood when buying from the local farmers. He is short, with a scraggly black beard, and is given to grinning and bowing when he doesn't understand what is being said.
- D10 TEMPLE Sea Goddess. This building is fashioned from great grey stones. The interior rooms are panelled with dark wood and decorated with many fine tapestries depicting sea and wilderness scenes in subdued colors, the muted color scheme being repeated in all parts of the temple. The two outer rooms, accessible from the street, are furnished with simple wooden benches and an alcove with the Goddess's statue containing a plate for votive offerings.

Through a single door, at the rear, the true believer (three previous visits with contributions) is admitted to the inner sanctum with its true altar. A door on the right leads to the cleric's quarters.

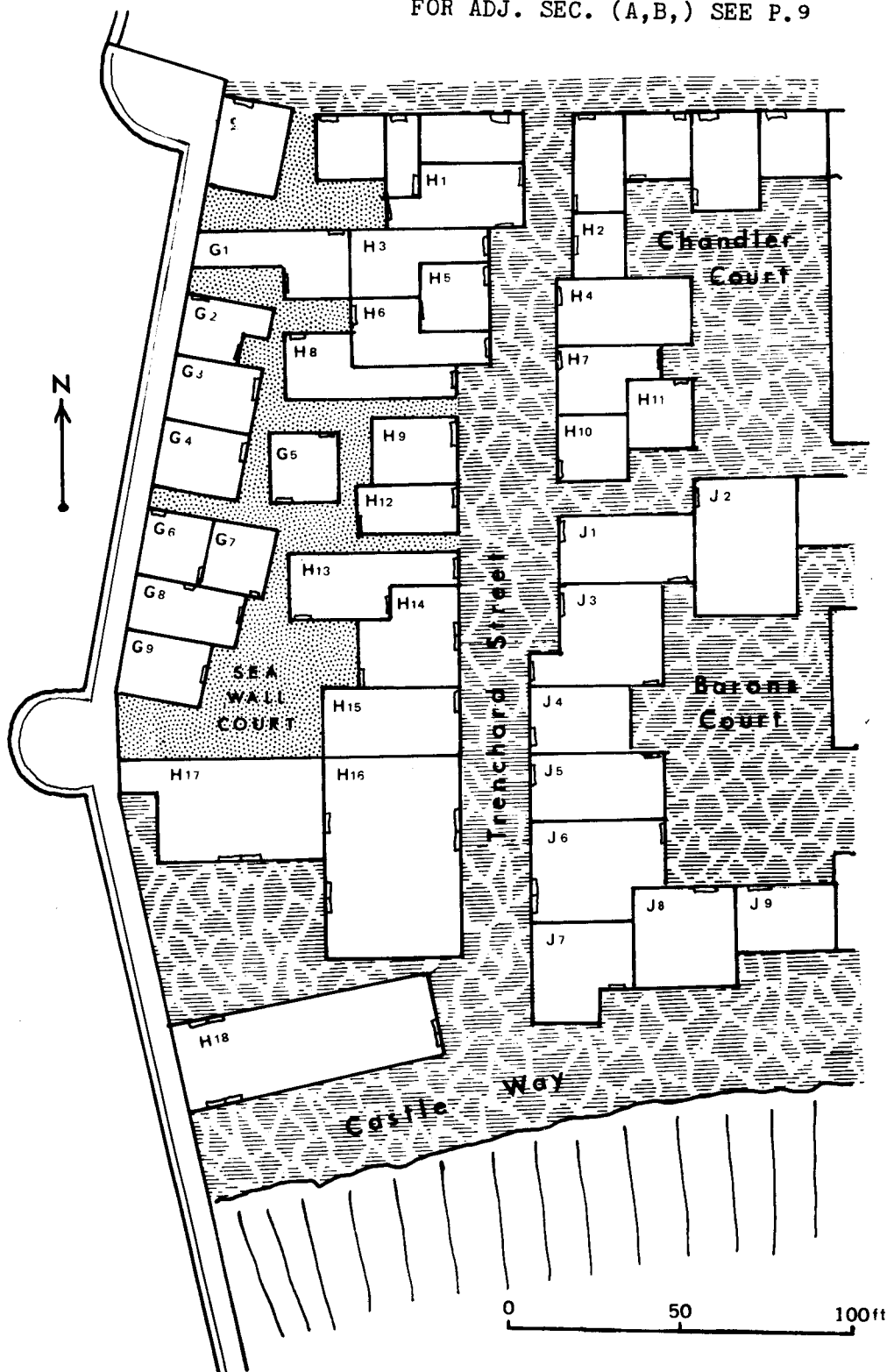
The Sea Goddess shows no preference towards either her male or female worshipers, who are mostly seamen and their families. The SHARWEN claim to have her support, though the temple does not openly acknowledge them. Sharinwa, the High Priestess, supervises her clerical staff of 12 priests, 12 priestesses, and 40 novices. Sharinwa (lvl 15, 48HTK, CLERIC, CHARS.17), wears robes of silver with blue trim and is tall, blond, green-eyed, and slender. She carries a +3 SILVER DAGGER, and wears a MEDALLION OF ESP.

- D11 INN Tedman's Inn Of The Holy Word (12,f2). Tedman began the Inn as a resting place for pilgrims, but it has grown to house many people not of his order. Any traveler undertaking a pilgrimage the following day to a holy shrine in some distant location will receive the last night's bed and board free. TEDMAN (Lvl 2, Cleric, Lawful/Good, 7 HTK, no armor but mace +2,+3 vs. undead behind desk).
- D12 ENGRAVER, Vokos the Engraver. Vokos does fine quality work, if lacking the spectacular touch of Lance Troon (B6), he still hopes to work his way into a better section of town someday, and even get some of Lance's business.
- D13 CARPENTER, The Saw and Plane. Scudamore the Carpenter provides solid work at fair prices. He specializes in building furniture, though his skills are sufficient to meet most any demands upon him.
- D14 JEWELER, Barmarster and Sons. Barmarster operates this low cost operation, catering to those looking for bargains, and carries only common jewelry. His three sons assist him in his business, and deal with any problems created by those who live in the poor quarter.
- D15 Empty
- D16 BARBER, The Comb and Razor. Milo Savel, brother to Vyner the Fuller (NN2) and Tilloch the Potter (O6), does a steady but unspectacular business. He is good, mostly serving the working men of the area.
- D17 Empty
- D18 PHYSICIAN, no name, but has a Physician's sign out front. Run by Karji, a tall cadaverous man with blond hair and blue eyes, this place tends mostly the poor. Karji was banished at one time from another city for killing a noble. Although he was innocent his reputation preceeded him to Carse and he was forced to settle in the poor quarter. His major income derives from the Thieves' Guild and from the occasional fighter who hasn't heard the story or doesn't care. He is actually a good physician, using the normal methods for setting bones, staunching wounds, sewing up holes, etc. He does have available a variety of magical potions and poltices but their use will raise the price by x10 or so. He lives alone on the second story.
- E1 MUSICAL INSTRUMENTS, Salinah's. Featuring only stringed and woodwind instruments, Salinah also carries a few instruments common to the OLD RACE, which invites occasional harrassment from the IRON FIST contingent of the Town Watch. She is average height, has grey eyes, and flaxen hair. An expert musician, she sometimes performs at the Jason Arms (L3), where she plays instruments of the OLD RACE.
- E2 MASON, Shatterhand's Stoneworks. Shatterhand, so named from his powerful blows when working, is a retired soldier who provides much of the stone for the city walls when they need repair. He is also active in the IRON FIST. Shatterhand (lvl 4, 28 HTK, FIGHTER) carries a short sword when not working, and has a long dagger. He is an expert at fighting Florentine style (using the dagger for parrying).
- E3 TAILOR, Sign of the Golden Thimble. Owned by Torim the Tailer, this shop specializes in silks and cottons, all dyed, many with embroidered patterns. Tall and thin, with scraggly black hair and a large nose, he is a snob. His work, while good, is not excellent, but he still sells well to the nobility, who consider him a trendsetter.
- E4 INN The Bear's Claw (13,f4). Ogar the Bor. Pure Old Race, Ogar is acknowledged as the best hunter in the city. He is often out of town, leaving the management of the inn to his sons, Hegar and Shabar. Fare is slightly above average and there is never a shortage of fresh game for the tables. Ogar (7 lvl, 51HTK, FIGHTER) uses a bow at +2, and a broadsword +1. Hegar and Shabar (lvl 2, 14-12 HTKS, FIGHTERS).

- E5 WEAPON'S MAKER, The Sign of the Cutting Edge. Bercan the Dashing specializes in cutting blades and exotic weapons. He is himself a superior swordsman and will discount his blades 30% to anyone who can win a duel to first blood. There is a 90% PROB. he will have any edged or exotic weapon in stock. There is a 01% PROB. an unrecognized magic item will be for sale (no better than +2). Bercan (lvl 6, 44 HTK, FIGHTER) is +2 to hit and damage due to dexterity as well as -2 to opponents hits.
- E6 WEAVER Griswald's Canvas. Griswald makes a servicable, durable canvas at a fair price, which is used for sails, bags, and wagon covering. He buys his raw yarn from Gertrude, his sister (E14).
- E7 BUTCHER, The Steer's Head. Jeremy Shad provides mostly beef for those in the neighborhood. He will cut large amounts at discount if given advance notice.
- E8 OUTFITTER, Elstan Expedition Exchange. Here the outward bound party can find anything it needs for outfitting an expedition at reasonable prices (he carries no magic, petroleum or animals however). Returning parties can find a trustworthy broker for their plunder at Elstan's. He pays good value (90% of worth) and can dispose of troublesome items for a reasonable fee (5-15% of worth depending on how troublesome). Every conceivable weapon is on display (1% chance of any weapon being unrecognized magic no better than +2 with no special bonuses). SPECIAL: There are two swords that hang on the back wall, which if someone asks about Elstan will reply. "They have been purchased. I am waiting for their owner to claim them." One is a Greatsword, the other a Falcion. Both have simple looking amulets draped over the hilts which are in reality NEUTRALIZE MAGIC AMULETS and if removed will allow the swords to become activated.
- The Falcion: "Lycanbane", LAWFUL, +4,+5 vs. lycanthropes, Special Purpose Slay Chaos, Int=max, Ego=max, Telepathy 5', Detect Traps, See Invisible, Detect Good And Evil, Speaks Law and Common, Heals wielder 1 pt. per hour.
- The Greatsword: "Wormkiller", NEUTRAL, +2 Dragon Slaying Sword, Int=41 (9), Ego=max, Empathic, See Invisible, Special Power= wielder is immune to any form of Dragon Breath
- Elstan Half-Elf (lvl 5, 33HTK, +1 HITS/+1 DAMAGE/-10OPPONENTS/+2 MISSLES, carries shortsword, no armor, has crossbow behind counter).
- E9 SECURITY SERVICE, Dewar the Wake. Dewar provides bodyguards and hired men-at-arms for all undertakings. He has a basic charge of 2 sp per day per man. Deposit is 1/4 projected total in advance (Dewar's cut), balance to hired men. For each day after guards are not paid (journey goes on longer than anticipated, caravan besieged, ship becalmed, etc.) there is a +10% PROB. per day they will desert at first opportunity. There is a chance of higher level guards being available at additional cost (30% PROB. of lvl 2-3, 10% PROB. lvl 4-5) 5 gp per day per lvl extra.
- DEWAR MAKES NO GUARANTEES OUTSIDE THE CITY.
- E10 CHANDLER, Melgon and Company. A middle priced ship outfitter, Melgon and his staff provide goods and services of average quality for average prices.
- E11 BROTHEL, The Willow Tree. Owned by Joro the Pimp. A well established business with many years at the same location, The Willow Tree provides all the expected accomodations without the frills associated with some of the newer establishments.
- E12 WINE SHOP, Summatter's Wines. A cheerful staff of two men and four women serve a wide variety of wines, breads, and cheeses. Summatter has the best wine in city. He is in good standing with the Mockers (SEE THIEVES GUILD).

- E13 SMITHY, Obediah's Smithy. This is by acclamation the best smithy in town. Run by Obediah, the local arm-wrestling champ, the shop is popular with the rich set despite its location in the Merchant Quarter. Obediah (Strength 18/32) is +2 to hit and damage due to strength. He carries no weapons, as he can't imagine anyone wishing to fight him. If busy, Obediah will refer customers to Humar the Blacksmith (N23) for special work, or to Straygoth the Farrier (T29), for work on tack or shoeing.
- E14 SPINNER. The Sign of the Silver Spindle. Gertrude spins fair to good linen yarn, most of which she sells to her brother, Griswald the Canevacer (E6). While lacking a certain fine finish, her wares are noted for being extremely sturdy.
- E15 BUILDING PAINTER. Sign of the Paint Pot. Olden Milcan paints mostly houses, but will undertake other buildings at reasonable rates.
- E16 CABINET MAKER, Jaga's Woodwork. Jaga, a short, stoic man, makes good quality, reasonably priced cabinets and occasionally furniture to order.
- F1 FISHMONGER, Sign of the Happy Flounder. Malcome Hara, one of the numerous Hara clan of fishermen, sells his brothers' daily catch. First rate, quality goods are found at dawn.
- F2 BROTHEL, Graceful Lily. Madame Gilith provides low cost services and her girls reflect the fact. Her clientele consists primarily of farmers who have overindulged themselves at the local inns.
- F3 ALCHEMIST, Willoby and Sons. Willoby, a very old man, is desperately trying to teach all he knows to his youngest son before it's too late. This provides occasional bargains for those who are willing to put up with the boy's trial and error methods.
- F4 Empty
- F5 BUTCHER, Sign of the Cleaver. Owned by Brunden the Butcher, this shop offers by far the lowest prices in town, though it is rumored customers don't always get what they pay for. One disquieting fact is Brunden's constant association with Digger Troon the Undertaker (U15).

NOTES:



FOR
ADJ.
SEC.
(K,L,M)
SEE
P.26

G1	COBBLER Sign..Boot
G2	RES
G3	RES
G4	RES
G5	RES, NAVIGATOR
G6	RES
G7	RES
G8	RES
G9	RES
H1	WEAVER Jodan's Loom
H2	FORTUNETELLER Smokey Veil
H3	BIRD TRAINER Roland Tweedy
H4	VETERINARIAN Sign..Lame Horse
H5	EMPTY
H6	ARTIST/SCULPTOR
H7	PHYSICIAN Sign..Broken Jaw
H8	SHIPPER,FREIGHT Boker and Wemble
H9	MUSICAL INSTRUMENTS Harp's Music
H10	BARBER Razor's Edge
H11	EMPTY
H12	BUTCHER Fergus's Meats
H13	PUBLIC BATH Beth's Baths II
H14	TAVERN Algenon's Sign of the Swinging Gate
H15	PUB, PRIVATE The Bar
H16	JAIL
H17	ADMINISTRATION OFFICES
H18	BARRACKS
J1	CHANDLER Sign..Gilded Anchor
J2	STABLE
J3	OUTFITTERS The Journey
J4	ALCHEMIST Perlan's Potions
J5	JEWELER Emerald Sea
J6	BROTHEL Magala's
J7	SHIPBUILDING OFFICES Einar's Shipbuilders
J8	WEAPONS MAKER Glarn's Special Weapons
J9	RES

FOR ADJ. SEC. (CASTLE
CARSE) SEE P.60

BLDG CODE	ENCOUNTER AREA
G	POOR
H	MERCHANT
J	RICH

SECTION G-J

- G1 COBBLER, Sign of the Boot. Jonock Grimm makes boots of less than average quality, but discounts items 10%.
- G2 RES Fisherman
- G3 RES Fisherman
- G4 RES Fisherman
- G5 RES Navigator. Alersen Blacktongue spends much of his time in the gambling halls of Carse, which accounts for his perpetual poverty, even though he is a good navigator. He is eager for any job at almost any price and is often being hunted by his creditors.
- G6 RES Fisherman
- G7 RES Fisherman
- G8 RES Fisherman
- G9 RES Fisherman

- H1 WEAVER, Jodan's Loom. Jodan Gordas weaves an inexpensive but servicable cloth. He sells at -5% from normal price.
- H2 FORTUNETELLER The Smokey Veil. Wanda Gris-gris will tell fortunes using tea leaves, crystal ball, palm, or read the bumps on your head, your choice. Accuracy is dependent upon how intoxicated Wanda has become. Each hour past noon, she has had another bottle of the local swill, and her accuracy has increased by +10% PROB. of being correct to a maximum of 90%. Base before noon is 10%.
- H3 BIRD TRAINER, Roland Tweedy. Roland does indifferent business because he finds it difficult to part with a bird once he's trained it, often buying it from its owner. The neighbors are beginning to complain he has violated his lease by keeping birds in excess of the stipulated number.
- H4 VETERINARIAN, Sign of the Lambe Horse. Myrick the Hale, a large man of sunny disposition, loves to care for animals, and is the only vet in town who is willing to make calls to the outlying farms, as well as visits in the middle of night to local pet owners.
- H5 Empty
- H6 ARTIST/SCULPTOR. Jillian Sceptre is a struggling artist from a good family. She is trying to make a living with hard work and mediocre talent. She's blue eyed and dark haired.
- H7 PHYSICIAN, Sign of the Broken Jaw. Helgen Whipp, while a qualified practitioner of the physician's art, specializes in treating maladies of the jaw and teeth. He is often spouting theories of how to care for teeth, such as scrubbing, and using thread to remove substances from between them, which has brought him into disrepute with his colleagues.
- H8 SHIPPER,FREIGHT, Boker and Wemble. B & W Freight, as they are refered to in the trade, are able to arrange shipping to any known point for the proper fee. They will contract for guards, handlers, mule-drivers, wagons, ships, or anything else which may be needed.
- H9 MUSICAL INSTRUMENTS, Harp's Music. Waldo Harp does not know how to play any instrument, but can talk like an expert to any who are foolish enough to listen. Most any good quality instument desired can be commissioned for a price.
- H10 BARBER, The Razor's Edge. Mulah Liden cuts hair, shaves, does minor doctoring, and offers advice on every possible subject imaginable. His work is often influenced by the tone of the subject matter under discussion.
- H11 Empty
- H12 BUTCHER, Fergus's Meats. Fergus is a competent butcher who provides most of his customers' needs at reasonable prices.

- H13 PUBLIC BATH, Beth's Baths II: A fugitive from some far distant city who refuses to speak of her past, Beth is well known for getting very nervous around fires and has all the firepots and torches in her building checked regularly. She offers both bath and services at a moderate price and special attention upstairs from some of the loveliest ladies in Carse. Prices for 'special' services vary but are uniformly high. Order is kept by bouncers, six of whom are on duty at all times. Beth (lvl 0, 1 HTK, wears a bracelet of A.C. 4); Bouncers (lvl 2, HTK = d8+6, all wear leather armor and have spears); Head Bouncer Mardrac (lvl 4, 29 HTK, Chainmail, mace); all bouncers wear short swords.
- H14 TAVERN, Algenon's Sign of the Swinging Gate (14,f5). Very expensive, but THE PLACE to eat. Algenon is a handsome, single man, quite popular with the ladies and has a staff of three men and three women.
- H15 PUB, PRIVATE, The Bar (10,f3). 'Justice' Sweeney, proprietor. While not a member of the legal profession, the 'Justice' is held in high regard by all the workers in the administration offices, for he runs a fine establishment catering exclusively to those who work in the government, the nobles of the city, and their guests. It is said he has influence with many in high places and is rumored he also has connections with the Mockers (SEE THIEVES GUILD).
- H16 JAIL (SEE ADMINISTRATION BUILDING)
- H17 ADMINISTRATION OFFICES. (SEE ADMINISTRATION BUILDING)
- H18 BARRACKS, Town Guard. Fifty men-at-arms are housed here under the command of Sergeant Holden Kailor, a good-natured veteran soldier who is 'one of the boys'. Most guardsmen in the city try for an assignment to this barracks.
- J1 CHANDLER, Sign of the Gilded Anchor. Richard the Chandler. The finest outfitter of ships in city, Richard is known more for his exclusive clientele than for doing business in any volume. This results in his being difficult to contract with except on 'his terms', which can mean silk sails and gilded brightwork.
- J2 STABLE, no sign (s4). Joshua Deloris, proprietor. This stable does an almost exclusive business with the Jason Arms (L3) which is owned by Jason his brother, who also owns the stable. It only occasionally has room for new customers and had only first rate service, which the prices reflect. Joshua is also the brother of Jubal the Interpreter (K8).
- J3 OUTFITTERS, The Journey. Owned by Mandor, an older, heavysset but good looking man with thinning hair, this shop provides everything needed for expeditions (except magic, and animals). The staff is three women and three men. Price is 10% over normal value or price, and Mandor will not bargain.
- J4 ALCHEMIST, Perlan's Potions. Perlan is a short, heavy man with bright red hair and green eyes. He has potions for anything you can name and some even work (75% PROB.). His inventory includes love potions, anti-love potions (guaranteed to make an annoying admirer ignore you), healing potions, vigor potions, hair tonic, weight loss potions, etc. If asked for magic potions, his answer is, 'All my potions are magic for what ails you'. However he does carry some magic occasionally (20% chance per day of having the potions requested.) He gets top prices for magic.
- J5 JEWELER, The Emerald Sea. Operated by the master jeweler/goldsmith Brin, an older man with grey eyes and white hair, this shop specializes in jewelry symbolizing the sea and is the best in town. He has few pieces on display as he mostly does custom work (which is in high demand). Appraisal work will cost 5% of value but he will seldom buy a piece unless its history is satisfactorily explained. He is difficult to get along with and is quite arrogant but gets away with it because of the quality of his work.

- J6 BROTHEL Margala's. An ornate letter M is the only sign outside this opulent establishment, the most luxurious and expensive brothel in the city. Any pleasure sought by the discerning (and rich) can be found here. Margala even has a few handsome young men available for those rich ladies seeking diversion. Order is maintained by a few very well trained 'attendants' as well as the fact Margala's clientele is closely screened. She pays regularly to the Mockers to insure her clients are not bothered while relaxing in her establishment. She has only the most beautiful girls working in her house and is always on the lookout for new additions, for which she will pay well.
- J7 SHIPBUILDING OFFICES, Einar's Shipbuilders. Located at The Sign of the Galley, this shop is operated by Borghild, widow of the late Einar. She is a slim blond haired woman and will arrange to build galleys, war galleys and round ships for prices ranging from 10,000 gold and up. Despite her anti-Sharwen, dead husband (see SHARWEN) she is a secret member of that organization and has never remarried. She has one daughter, Yrsa, age nine, who is being groomed for a high place in the Sharwen's Matriarchy.
- J8 WEAPONS MAKER, Glarn's Special Weapons. Glarn is tall and slim, and lost his left arm in battle. There is a 95% chance of his having any weapon in stock (non-magic), or he can make anything to order. Top prices and top quality. Glarn is an ex-fighter. (lvl 12, 40HTK, FIGHTER).
- J9 RES Ship's captain. Alaric Amber, the richest ship's captain in the city is also the owner of The Raven, a fast merchantman (which some say bears an uncanny resemblance to a privateer), his daring has gained him enough wealth so that his interest is more in adventuring than in trading. He will often offer his services and ship for a percentage if an enterprise sounds promising enough. There is a 30% PROB. he is out to sea, as his houseman, Crossley, will inform any who call. Alaric (lvl 3, 22 HTK, FIGHTER) +1 to hit due to dexterity. Uses a cutlass.

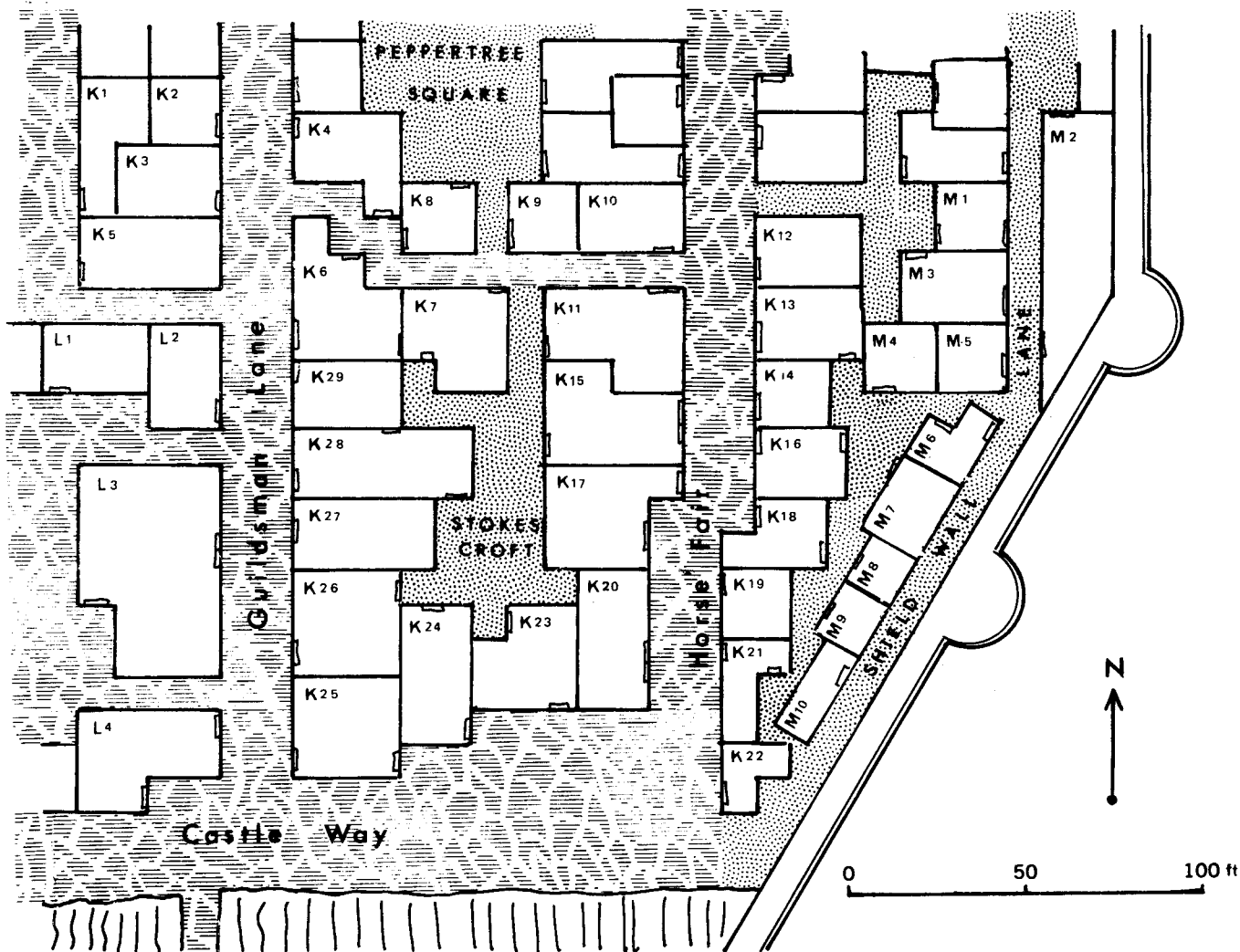
NOTES:

FOR ADJ.
SEC. (C).
SEE P.13

AREA K,L,M

FOR ADJ.
SEC. (D,E,F)
SEE P.17

FOR
ADJ.
SEC.
(G,H,J)
SEE
P.22



FOR ADJ. SEC. (CASTLE CARSE) SEE P.60

K1	SIGNPAINTER Sign..Letter 'P'	K25	SHIPPER, FREIGHT Quality Shippers
K2	COBBLER Sign..Bull' Hide	K26	OUTFITTER High Adventure Outfitters
K3	SHIPBUILDER'S OFFICE Sign..Full Sail	K27	CRAFT'S GUILD
K4	MAGI'S GUILD	K28	CARPENTER Sign..Straightedge
K5	SEAMANS' GUILD	K29	WARRIOR'S GUILD
K6	SHIPPER, FREIGHT Wilanset and Mumms	L1	BIOLOGIST
K7	RES, STEERSMAN	L2	ARMORER Haimish's Fine Armor
K8	INTERPRETOR	L3	TAVERN Jason's Arms
K9	MONEYLENDER Lambert and Gross	L4	BAKERY Raksha's Delights
K10	POTTER Begjam Huld	M1	ENGINEER Rigven Troon
K11	STABLE	M2	BARRACKS
K12	RES	M3	INN Sword and Cup
K13	RES	M4	MONEYLENDER Sign..Open Purse
K14	RES	M5	BARRELMAKER
K15	MILLER Sign..Barleycorn	M6	RES
K16	LAMP AND CANDLES Beltoni and Sons	M7	BOARDINGHOUSE Mother Ursa's (THIEVES GUILD)
K17	PUBLIC BATH Dusty Road	M8	RES
K18	RES	M9	RES
K19	RES	M10	RES
K20	STABLE Sign..Tired Donkey		
K21	EMPTY		
K22	RES		
K23	RES		
K24	WAREHOUSE		

BLDG CODE	ENCOUNTER AREA
K	MERCHANT
L	RICH
M	POOR

SECTION K-M

- K1 SIGNPAINTER, Sign of the Letter 'P'. Peter Dauber does good to excellent quality work for fair prices, and is usually busy. He can sometimes squeeze in a quick job for a little something extra.
- K2 COBBLER, Sign of the Bull's Hide. Sarnock and his wife, Elta, run an average trade in boots and leather goods, providing normal quality goods at reasonable prices. His reputation as a storyteller is due to his boring his customers with tales of his valor in the old Baron's (Baron Bogardis' father) last war.
- K3 SHIPBUILDER'S OFFICE, Sign of the Full Sail. Hector Deloris, cousin to Jason Deloris (L3), Hector is known for his radical designs and ideas. He has so far been able to only build one innovative ship, Captain Alaric Amber's The Raven (J9), which has proven a worthy vessel so far. Otherwise his ships have been of the usual variety, and his workmanship is widely acknowledged.
- K4 MAGI'S GUILD, no sign. A simple building houses the local magicians' guild, a meeting place for all those in and around Carse who practice the magician's arts. Occasionally, someone in need of magical assistance may come here looking for a magician who might willingly hire out for a job, though this is rare. Membership requires the sponsorship of two existing members, and yearly dues of 10 gp. Members are expected to guard guild secrets and lore with their lives. Most members are Greater Path Magicians, though a few Lesser Path Magis are counted on the guild's roster. (Lesser Path can be treated as Shamen, Druids, or Witches for those not using the Midkemian Character Rules).

SOME NOTABLE MEMBERS OF THE GUILD:

Zelhile the Mighty, Guildmaster. Tall, with a thick grey beard, and dark eyes, Zelhile is the most ambitious member of the guild, having reached high office due to his political bargaining more than his talent. Zelhile (lvl 5, 19 HTK, GP MAGICIAN) carries a WAND OF SPELL STORING.

Thormord the Tall, Guild Recorder. Doubling as scribe, Thormord, a tall, lean man, is possibly the most gifted talent in the guild, though his cautious nature prevents him from experimenting as do many other members. He is extremely lawful in his philosophy. Thormord (lvl 7, 28 HTK, GP MAGICIAN) has a MEDALION OF ESP, and a RING OF HUMAN CONTROL.

Zangor of Kesh, Guild Historian. From a far land, Zangor has nevertheless found a home in the guild. He is most anxious to unearth any 'lost' lore, and is on the lookout for ancient volumes of magic. Zangor (lvl 5, 18 HTK, GP MAGICIAN) with WAND OF MONSTER CONTROL and a RING OF READ MAGIC AND LANGUAGES.

Hogeth Greyeye. A one-eyed Lesser Path, Greyeye is a quiet sort who sought guild membership to explore ancient Lesser Path lore. He spends a great deal of his time with Zangor. Hogeth is of the Bobcat Totem Clan. (lvl 5, 19 HTK, LP MAGICIAN).

Martan the Stout. A short, fat mage, Martan is given to wild experiments which have put him on probation with the guild as he has regularly damaged their facilities. He can often be seen visiting his friend Malabar the Alchemist (B3). Martan (lvl 4, 14 HTK, GP MAGICIAN) has HELM OF TELEPORTATION.

Wilona the Fair. A beautiful woman (CHARS. 18/50 (150)) of unknown age, she practices arts mostly aimed at gaining her wealth, such as potions of youth, rings to control lovers, etc. She is close to being removed from the guild as many feel her work is not in keeping with the spirit of the membership, but she keeps her place by being Thormord's lover. She is a member of the Cobra Totem Clan. Wilona (lvl 9, 34 HTK, LP MAGICIAN) has ROBE OF ARMOR (A.C. 2), RING OF PROTECTION FROM MAGIC, and DAGGER +3.

Callistro. Stout, with green eyes and black hair, he affects red robes with gold thread, and has a loud, booming voice. He can always be expected to expound on the beauties of magic, but with facist overtones. He is actually the prime mover in a newly founded organization, THE BROTHERHOOD OF DALSHRA, named after an obscure ancient magician persecuted when magicians were not accepted in the society. Their aim is for magicians' supremacy in Carse. Callistro (lvl 7, 22 HTK, GP MAGICIAN) has RING OF INVISIBILITY.

Hogor the Lame (lvl 3, 7 HTK, GP MAGICIAN) is also a member of the BROTHERHOOD OF DALSHRA.

Zantac (lvl 5, 22HTK, GP MAGICIAN) also a member of the BROTHERHOOD OF DALSHRA.

Aimee the Sorceress (lvl 6, 22 HTK, LP MAGICIAN) a gorgeous woman with dark hair and eyes, is well versed in magic healing.

- K5 SEAMAN'S GUILD. Hiring hall for sailors, which provides low cost, and low quality, food and beds for seamen. Captains come here to collect crews when not getting them from the Golden Lion (B9). Supervising the hall is Salty Leofric, a former bosun's mate, (lvl 4, 30 HTK, FIGHTER) who is +2 with the billy and sap.
- K6 SHIPPER, FREIGHT. Wilanset and Mumms, Freight. Harmon Wilanset is sole owner since the death of his partner (Grigor Mumms) and guarantees safe delivery anywhere (for a fee). They will take care of all details.
- K7 RES Steersman, Jurgen Tromb, average, journeyman steersman.
- K8 INTERPRETER, no sign. Jubal Deloris, brother to Jason (L3) and Joshua (J2), is a fine interpreter who works mostly at his brother's inn, the Jason Arms (L3), serving important foreign guests.
- K9 MONEYLENDER, Lambert and Gross. First rate operation with usually wealthy clients, Lambert and Gross only loan in amounts of 1000 gp or more. The usual rate is at 10% per month on total outstanding balance. They will act as bank (private numbered accounts) for 5% of balance held per month. Their guard is Big Jimmy and during the day there is between 10-30,000 gp hidden in the cash box. Big Jimmy (lvl 3, 10HTK, FIGHTER).
- K10 POTTER, Begjam Huld, Potter. Good to fine pottery available at -5% price to quality.
- K11 STABLE, no sign (s3). Mostly services guests at The Bear's Claw Inn (E4), but has room for non-guest's mounts. Redan Loggi, proprietor, and his daughter, Purity.
- K12 RES Civil worker
- K13 RES Civil Worker, Heldon Summs, an accountant at City Administration building, is also a spy for the Mockers (SEE THIEVES GUILD).
- K14 RES Civil Worker
- K15 MILLER, Sign of the Barleycorn. Owned by Destry Owne, this mill has the only mule-driven grinding stone in the city, allowing it to function within the city walls.
- K16 LAMP AND CANDLES, Beltoni and Sons. A prospering shop catering to a number of well-to-do families as well as the walk-in trade, Eugeno Beltoni and his sons, Ernest and Gallileo, are currently looking for new investments. They have frequent business dealings with Siphon the Tanner (O2).
- K17 PUBLIC BATH, The Dusty Road. This bath caters to the caravan-type merchant especially on their arrival in the city. Luxurious baths are complimented by the finest in refreshments, and companionship is available on request. Public, group and private bathing facilities are available and each patron is supplied with one or more attractive, helpful, quiet and unobtrusive personal servants.

The hostess is Halaquor de Sandoval, a middle-aged, very good looking businesswoman. She guarantees that anything heard within the walls will go no further and as a result a large amount of business is conducted here. Prices are quite high and depend on services requested.

- K18 RES Civil Worker
- K19 RES Civil Worker. Milder Constellor is a civil engineer who has the responsibility for the city drawbridges and catapults. Member of IRON FIST.
- K20 STABLE Sign of the Tired Donkey. Garwin the Stabler, owner. A public stable of modest accomodations.
- K21 Empty
- K22 RES Civil Worker
- K23 RES Civil Worker
- K24 Warehouse, empty.
- K25 SHIPPER, FREIGHT, Quality Shippers. Nurmen Sarcovia, cousin to Greely (SEE CHARACTERS) and Blasco, the Harbormaster (B2), is owner of this profitable little enterprise which specializes in high volume shipping of 'unusual' goods. He guarantees high profits for the adventuresome investor.
- K26 OUTFITTER, High Adventure Outfitters. Herman Drivil is owner of this average quality outfitting shop. He is quick to inform customers his are the finest goods availble in Carse, which is not the case. His blind spot about his trade is such that he occasionally lets high quality and even magic (PROB. 04%) goods become available.
- K27 CRAFT'S GUILD. A guild established to settle problems among guild members as well as to act on behalf of all crafters in Carse in dealing with the Baron and other city functionaries.

PROMINENT GUILD MEMBERS:

Grask Tingloff, Guildmaster. While the other members of the Guild Council are elected every year, the position of Guildmaster is permanent. Grask is a former trader of high repute and he is responsible for settling all disputes which arise among the guild members in the guild court.

Jango Rilla, Master secretary of the guild. His position is primarily one of managing the guilds's possessions as well as accounting for all the guild's property.

Hijaca Gudsell, Membership chairman. His functions include overseeing dues collection and screening new members.

- K28 CARPENTER, The Sign of the Straightedge. Argus the Sawyer. Argus is considered one of the city's better carpenters, specializing in large projects, mostly buildings and barns. His prices are slightly high, but his work is backed by twenty years of experience.
- K29 WARRIOR'S GUILD. Iron Man Marsten, Guildmaster. Crusher Briggs, Sergeant-at-arms. Provides both a flop house and hiring hall for fighting men. For 2 cp per week, any warrior can find a bed each night. Poor, but filling food is available at 1 cp per night. Each fighter is expected to pay 5 sp for any job contracted for through the guild. In time of emergency, the Guild becomes an auxiliary of the city's army. Iron Man Marsten has a bitter rivalry with Dewar the Wake' Security Service (E9), and will not send any men to his office (except for the occasional warrior who has gotten on his bad side). Iron Man Marsten (lvl 20, 100 HTK, FIGHTER +2 for strength and constitution to hit and damage) chain armor +2, hand-and-half sword +2. Crusher Briggs (lvl 12, 44 HTK, FIGHTER, scale armor, +2 to hit for strength) scale armor, wears an iron glove which does 1-6 damage, and carries broadsword. Both are very active members of the IRON FIST.

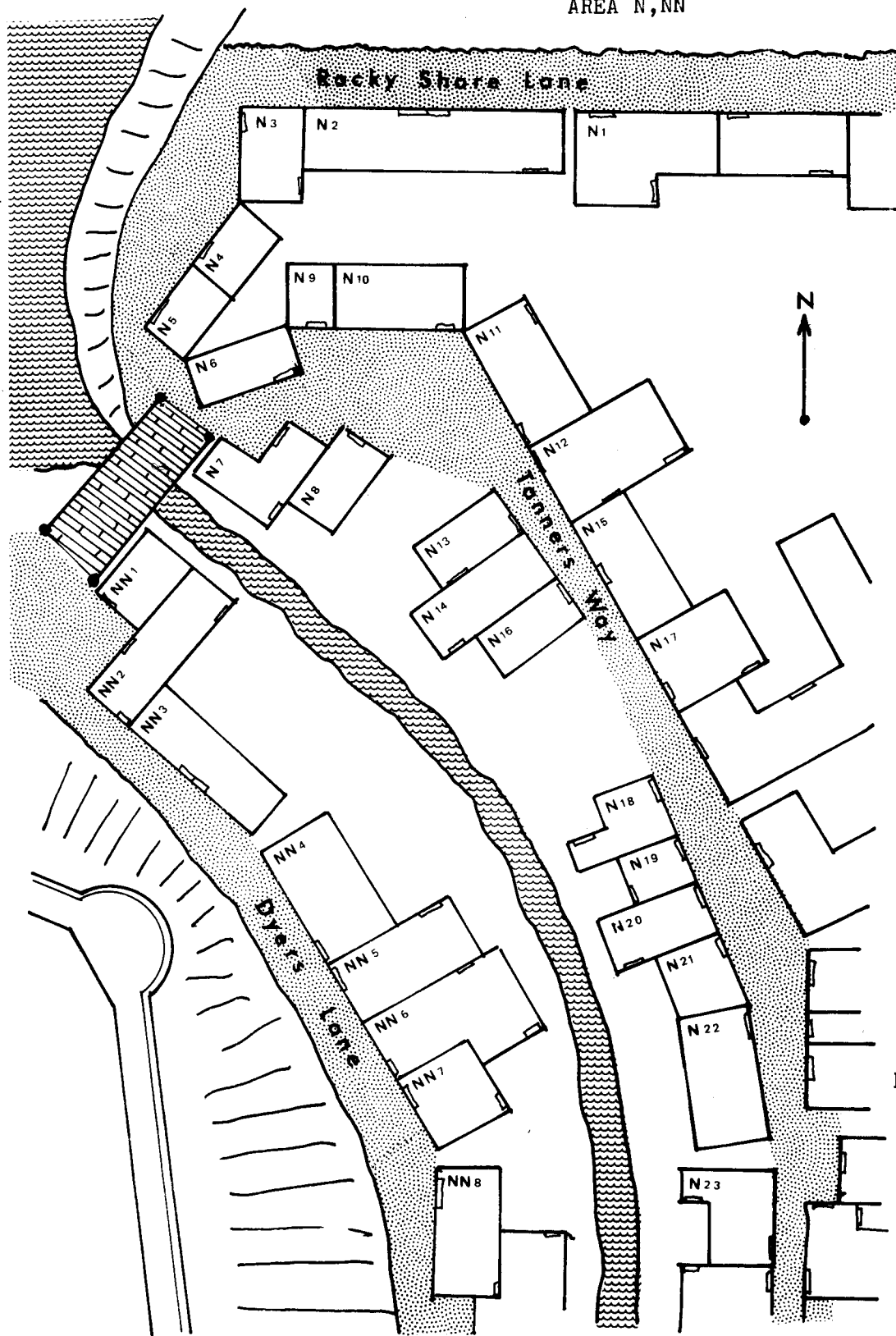
- L1 BIOLOGIST, no sign. Reginal Bovida. Having made a killing in the stock breeding trade in his youth, Reginal now devotes himself to experimenting with biological oddities. Some of his more exotic finds end up in the collections of rich nobles and, occasionally, the Baron's zoo. He pays highly for strange and rare creatures brought to him. Occasionally some of his strange creatures find their way to The Gourmet's Table (N8).

- L2 ARMORER, Haimish's Fine Armor. Bald, blue eyed, with poor eyesight, Haimish is the best armorer in the city. His wares sell at 30% above normal, but are guaranteed if returned by original purchaser. His past is very vague, but some say he is a wizard. Frequently he has magic weapons but never advertises the fact.
- L3 INN Jason's Arms (16,f6). Jason Deloris, brother to Joshua te Stabler (J2) and Jubal th Interpreter (K8), is the owner of the finest hotel in the city. Service is excellent, with each room having a bell pull which summons a servant within moments of being rung. Meals are prepared by Chef Irgnatz, who has turned down an offer to cook for the Baron, who required a small gift (50,000 gp) to not become irritated with Jason. Rooms cost between 50 and 100 gp per night, including 2 meals (drinks extra). Wine starts at 5 gp and quickly goes up in price. Guests can have their clothing cleaned overnight at .5 to 1 gp per garment, and there is a 10 gp surcharge for room service, though coffee is free in the morning. Stabling in Joshua's stable (J2) is 10 gp, but includes fodder and grooming, and necessary tack repair and cleaning. Order is kept by the fact the city watch receives a substantial gift each year to make sure any rowdiness is harshly dealt with. It is common for citizens of Carse to save for years for a special dinner at Jason's.
- L4 BAKERY, Raksha's Delights. Best baked goods in town, specializing in pastries and sculptured sugar centerpieces for the wealthy. Raksha is a heavy jovial woman with grey hair and green eyes who is always wearing a white apron. Her ever-present rolling pin is used to point out the specialties or rap knuckles when appropriate. She is a SHARWEN, and the younger sister of Borghild the Shipbuilder (J7), although few know of the relationship. She will occasionally try and recruit likely-looking female characters (fair, green/blue/grey eyes).
- M1 ENGINEER, Rigven Troon. Blacksheep of the Troon clan, and disowned by his family for an ill-fated construction project, where over a hundred persons died (and more importantly, the Troon's lost a fortune), Rigven scrapes by doing small designs for local poor quarter merchants who are in need of such. A pitiful sight, he can be seen standing outside his family's home on holidays when he is permitted a hot meal passed out through the door.
- M2 BARRACKS. The main city barracks, near the east gate and in the poor quarter where things are always happening. This company of fifty men are under the command of Lieutenant Angus The Bore, who is given to long, loud speeches before his men who fight like demons to stay awake. The true brains of this company is Sergeant Armand (the Prior, so nicknamed for his lack of piety). The sergeant has developed to a fine art the ability to circumvent Angus's more ridiculous instructions.
- M3 INN The Sword and Cup (11,f3). Herdon Ganzon is the retired soldier running this fairly respectable inn for the poor quarter. Order is insured by Herdon's still awesome skill at arms and his two sons, Greg and Van, who take after their father. Herdon (lvl 9, 61 HTK, FIGHTER) +3 to hit and +2 damage due to strength and dexterity, and -2 to opponent's hit, and -1 to opponent's damage. Greg and Van (lvl 3, 19-17 HTKS, FIGHTERS) both are +2 to hit and damage.
- M4 MONEYLENDER, Sign of the Open Purse. Murance the Moneylender. Murance provides small loans (under 500 gp) to local businessmen at the rate of 15% per month on the unpaid balance. His bodyguard is Osibo the Strong (lvl 4, 25 HTK, FIGHTER) who uses a broadsword and shield and wears leather.
- M5 BARRELMAKER, no sign. Favel the Barrelwright. Favel makes less than average quality barrels, but does well as he is a friend of Lt. Angus (M2) and manages to get most of the military orders in the city.

M6 RES
M7 BOARDINGHOUSE, Mother Ursa's Boarding House. SEE THIEVES GUILD
M8 RES
M9 RES
M10 RES Welten Schmerr, retired Craftsguild clerk, lives in this unassuming home. He is in actuality, the Upright Man (SEE THIEVES GUILD). Under an assumed name, Weldon Schmee, he maintains a permanent room at the Jason's Arms (L3).

NOTES:

AREA N, NN



- N1 WAREHOUSE
- N2 WAREHOUSE
- N3 RES
- N4 WAREHOUSE
- N5 WAREHOUSE
- N6 SHIPPER, FREIGHT
Sign..Loaded Wagon
- N7 TANNER
Troon's Tannery
- N8 BUTCHER
Gourmet's Table
- N9 EMPTY
- N10 WAREHOUSE
- N11 INN
Sword and Crown
- N12 WAREHOUSE
- N13 DYER
Sign..Brimming Vat
- N14 BRICKMAKER
Sign..Trowel
- N15 WAREHOUSE, LEATHER
- N16 TANNER
Sign..Oxhide Shield
- N17 STONECUTTER
Sign..Plumbob
- N18 DISTILLER
Sign..Flask
- N19 PERFUMER
Sign..White Lily
- N20 TANNER
Hides, Cured and Uncured
- N21 FISHMONGER
Trask and Sons
- N22 TANNER
Shugat's Tannery
- N23 SMITH
Sign..Forge and Anvil
- NN1 EMPTY
- NN1 DYER
Sign..Blue Ox
- NN2 FULLER
Sign..Wooly Sheep
- NN3 WAREHOUSE
- NN4 BREWER
Sign..Bottle
- NN5 BRICKMAKER
- NN6 FULLER
Breedan Kosh the Fuller
- NN7 PAPER-INK MAKER
Sign..Quill
- NN8 DYER
Sign..Rainbow

FOR ADJ. SEC.
(S,SS) SEE P.42

0 50 100ft

FOR ADJ. SEC.(O,Q,P) SEE P.35

BLDG CODE	ENCOUNTER AREA
N	POOR
NN	MERCHANT

SECTION N-NN

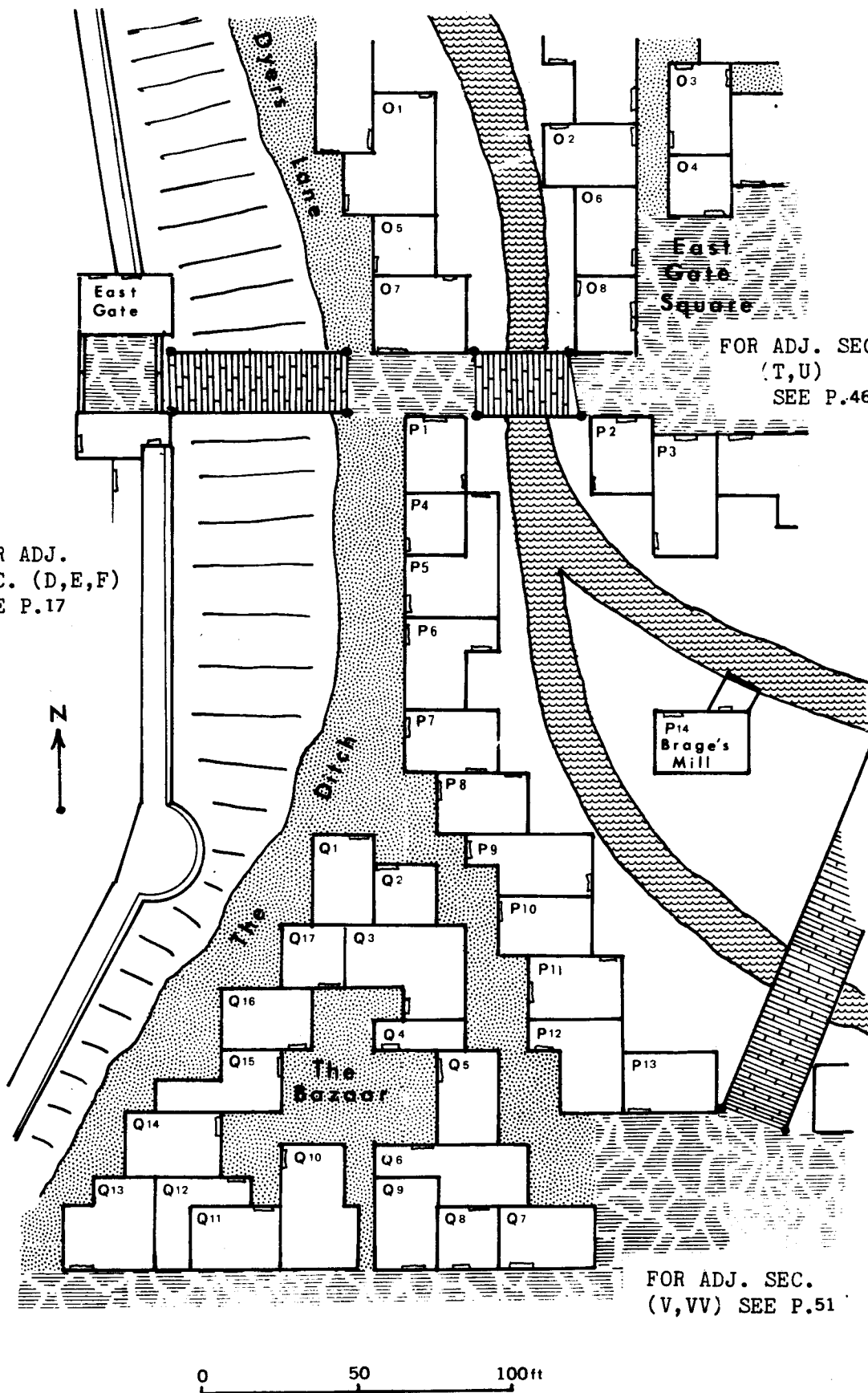
- N1 Warehouse
- N2 Warehouse
- N3 RES Guardsman. Home of Lieutenant Angus (M2).
- N4 Warehouse
- N5 Warehouse
- N6 SHIPPER, FREIGHT. Sign of the Loaded Wagon. Harkness Bildago, a solidly built, ex-cleric operates this business. He primarily arranges for local shipping of goods from outlying farms, as well as delivery from the Caravanserai (W8) to businesses in the city.
- N7 TANNER, Troon's Tannery. Owned collectively by the Troon Family, this business is operated by Lucas the Tanner, and provides fair goods, especially cowhide, at fair prices.
- N8 BUTCHER, The Gourmet's Table. This shop, owned by Marc the Cleaver, specializes in exotic cuts. Besides the usual fare, there is always something for those with an adventuresome pallet. Items commonly found are: flank of bear, giant serpent ribs, breast of stirge, tongue of anteater, monkey brains, and boar hams. Some special items come from the laboratory of Reginal Bovida, the Biologist (L1).
- N9 Empty
- N10 Warehouse
- N11 INN, The Sword and Crown (13,f3). Owned by Longrin Delacort, this tavern caters to both the working man and those seeking boisterous entertainment without risking life and limb. Order is maintained by six highly efficient bouncers and Longrin himself. Dancers, singers, jugglers, arm wrestling, and dagger throwing contests are regular features. Food and rooms are average in price and quality. Longrin (lvl 4, 16 HTK, FIGHTER) has +2 broadsword, and shield, behind bar, wears chain under tunic. Bouncers (lvl 3, 12-14-13-15-12-13 HTKS, FIGHTERS) all with shortsword, dagger, and shield.
- N12 Warehouse
- N13 DYER, The Sign of the Brimming Vat. Tobias Cole owns the largest dying establishment in the city. He is set up for large orders, such as sails, table cloths for taverns by the lot, gross lots of tunics from tailors, etc. He will accept small orders only if they can be combined with larger ones, which he will do cheaply. Many poorer residents of town utilize this bargain, though it often results in some oddly colored clothing.
- N14 BRICKMAKER Sign of the Trowel. Hasgood Merkle, brother to Osgood (N15), manufactures and will build with high quality bricks, at -5% price to value.
- N15 WAREHOUSE, LEATHER. Osgood Merkle, brother to Hasgood (N14), will store leather goods only. He has taken great pains to insure his warehouse is free of excess moisture and vermin who might damage leather. Highly priced, but utilized by some of the better tanners in the city.
- N16 TANNER, Sign of the Oxhide Shield. Fargood Merkle, son of Osgood (N15) and nephew to Hasgood (N14), provides high quality, heavy leather, used primarily for leather armor and shields. He can laminate thick hides better than anyone in Carse.
- N17 STONECUTTER, Sign of the Plumbob. Jogan Trell is a journeyman stonecutter recently embarked on running his own shop. His work is fair as are his prices.
- N18 DISTILLER, Sign of the Flask. Owar Balamark, brother of Hurd the Miller (P3) and Rogan the Tailor (T18), is the only producer of brandy in the City and gets a high price even for the poorer quality products. His best is reserved for the nobility and the Jason's Arms (L3). Prices begin at 3 gp per bottle. Other distillation by contract.
- N19 PERFUMER, Sign of the White Lily. Brandon the Courteous, provides average wares at reasonable prices. His goods run more to natural scents, such as sandalwood, jasmine, lilac, etc.

- N20 TANNER, Hides, Cured & Uncured. The strong odor of decaying carcasses in and about this shop has lead the neighboring businessmen to band together in an attempt to put Slimy Jim, the owner, out of business. While legal proceedings are dragging on interminably, occasional mercenaries, hired by 'nameless' individuals, pay visits to Jim. Slimy Jim (lvl 4, 24 HTK, FIGHTER) carries billy club in belt and has loaded crossbow behind counter.
- N21 FISHMONGER, Trask and Sons. Edward Trask and his sons, Ethan and Little Timmy, sell a good catch, though Little Timmy, with ambitions in Biology, is constantly cutting up the wares to 'see how they're put together.'
- N22 TANNER, Shugat's Tannery. An average tannery, Shugat provides workable hides for clothing, boots, fastenings, and other mundane uses.
- N23 BLACKSMITH, Sign of the Forge and Anvil. Humar the Brawny works primarily for the other merchants in the area, fixing machinery and equipment which breaks down, as well as fabricating parts to order. He is usually too busy to shoe horses or repair tack and will often refer customers to Straygoth the Farrier (T29). For weapons work, he refers to Obediah the Smith (E13).
- N24 EMPTY
- NN1 DYER, Sign of the Blue Ox. Portian Krelgan specializes in dying leather, and obtains spectacular results upon occasion, but his process tends to be hit or miss. Good bargains can be found for those willing to risk their leather goods. (PROB. 25% Portian will produce off color. PROB. 5% he will ruin goods)
- NN2 FULLER, Sign of the Wooly Sheep. Vynar Salve, brother to Milor the Barber (D2) and Tilloch the Potter (O6), specializes in fulling wool.*
- NN3 WAREHOUSE, FABRIC, no sign. Borin Threll owns this well kept warehouse, caring for better to excellent goods. He insures no damage will occur while fabrics are in his care.
- NN4 BREWER, Sign of the Bottle. Alwyne Strong brews beer and ale worthy of his name. His goods are very popular on the docks and in inns serving working men. Prices are average, but discounts are available for large purchases (10 kegs or more). His motto, 'If it isn't Strong, it isn't ale.'
- NN5 BRICKMAKER, no sign. Sandon Strew make servicable bricks at fair prices. He is alway looking for potential apprentices, as he pays poorly.
- NN6 FULLER, Breendan Kosh the Fuller. Brendan specializes in cottons and linen, and produces a good, if not spectacular product.
- NN7 PAPER-INK MAKER, Sign of the Quill. Sergin Josco makes especially good quality paper, using a hidden formula, including unusual colors and textures. He, and his lovely daughter Rylla, will quickly provide paper from stock or by special order (1-4 weeks). Inks of every color are also available, though the unusual ones tend to be expensive.
- NN8 DYER, Sign of the Rainbow. Hull the Stout is unquestionably the best dyer of fabrics in the area. His colors border on the spectacular, being bright and even. His blacks are inky dark, and show no spots of grey. To insure evenness of quality, he only uses a small selection of colors. For unusual colors he refers customers to his brother Hull the Slim (O1).

NOTES:

* Fulling is the cleaning, shrinking, and thickening cloth through the use of heat, moisture and pressure.

FOR ADJ.
SEC. (D,E,F)
SEE P.17



- 01 DYER
Sign...Red Tunic
- 02 TANNER
- 03 EMPTY
- 04 BARRELMAKER
Sign...Iron Band
- 05 EMPTY
- 06 POTTER
Sign...Crock
- 07 BUTCHER
Sign...Bull
- 08 CABINET MAKER
Sign...Rasp
- P1 VETERINARIAN
Norman Troon,
Animal Doctor
- P2 LEATHERWORKER
Sign...Awl
- P3 MILLER
Sign...Mill Wheel
- P4 LINGUIST
- P5 FURIER
Sign...Ermine
- P6 RES
- P7 POTTER
Sign...Turning Wheel
- P8 JEWELER
Golden Way
- P9 SCRIBE
Sign...Scroll
- P10 PERFUMER
Sign...Rose
- P11 ENGINEER
Thom MacAran, Engineer
- P12 CARTOGRAPHER
Sign...North Star
- P13 SAILMAKER
Tarstoff of Carse
- P14 MILLER
Brage's Mill
- Q1 ALE HOUSE
Sign...Double Bladed
Axe
- Q2 COPPERSMITH
Mellisant's Fine
Copper
- Q3 BROTHEL
Mamma Grock's
- Q4 TOBACONIST
Stoneman Took's
- Q5 LAWYER
Albright & Albright
- Q6 OPIUM DEN
Pappa Loo's
- Q7 MONEYCHANGER
Sign...Balance Scales
- Q8 RES
- Q9 UNDERWRITER
Quality Assurance
Company
- Q10 MERCHANT
Herman's Odds
and Ends
- Q11 ARTIST/SCULPTOR
Graham's Fine
Minatures
- Q12 PAWNBROKER
Sign...Brass Monkey
- Q13 TAVERN
Ye Bitten Dog
- Q14 ALCHEMIST
Rosarita's Palace
of Philters, Potions
and Politices
- Q15 RESTAURANT
Magic Pan
- Q16 MAGIC SHOP
- Q17 PET STORE
Pigot's Pets

BLDG
CODE ENCOUNTER
 AREA

O MERCHANT
P RICH
Q POOR(BAZAAR)

SECTION O-Q

- 01 DYER, Sign of the Red Tunic. Hull the Slim is an adventuresome dyer who is constantly experimenting with colors, sometimes achieving surprising results. He will attempt any task, but cautions customers to the risk. For those seeking quality with little risk, he recommends his brother Hull the Stout (NN8).
- 02 TANNER, no sign. Silphan, actually a magician, carries all manner of leather goods. He regularly provides Beltoni and Sons Candles (K16) with tallow. Aided by his extremely ugly wife, Anji, he provides +10% value for +5% price. Silphan (lvl 4 12HTK, MAGICIAN) has +2 DAGGER, and RING OF INVISIBILITY.
- 03 Empty
- 04 BARRELMAKER, Sign of the Iron Band. Shurtoc the Short, makes quality barrels at +5% to price. He uses only top quality woods and high grade iron.
- 05 Empty
- 06 POTTER, Sign of the Crock. Tilloch Savel, brother to Milo the Barber (D16) and Vyner the Fuller (NN 2). Tilloch's products are average and well made for the price. In spite of a brisk trade, he barely makes a living, due to taking off to fish with his brother Vyner as often as possible.
- 07 BUTCHER, The Sign of the Bull. Specializing in beef, Herbert Stroud provides very good quality beef at reasonable prices.
- 08 CABINET MAKER, The Sign of the Rasp. Milo Shea makes quality cabinets at +5% prices, and will not cut prices for anyone. He uses only good quality wood and tends to be somewhat slow.

- P1 VETERINARIAN, Norman Troon, Animal Doctor. One of the ubiquitous Troon clan (son of Digger, cousin to Hawkeye) Norman specializes in exotic animals. He occasionally can be seen 'slumming' at Pigot's Pets (Q17) and has been known to treat some of Mama Grock's 'girls'(Q3).
- P2 LEATHERWORKER, The Sign of the Awl. Redman Young and his wife Laura run this leather shop, specializing in beautifully tooled and lacquered leather goods. Book bindings to soft gloves, elaborate chair backs to simple, but elegant boots, can all be had here. Both are of the OLD RACE and their daughter/apprentice Cassiopia, is a member of the SHARWEN.
- P3 MILLER, Sign of the Mill Wheel. Hurd Balamark, brother to Ownar the Distiller (N18) and Rogan the Tailor (T18), operates this water driven mill. He provides average quality flour at fair prices.
- P4 LINGUIST, no sign. Brion Manytongues, is an expert not only in most known human languages, but also in several non-human languages as well. He is often employed by the Baron in dealing with ancient manuscripts or unusual cases involving orcs, dwarves, goblins, or even more exotic non-humans. A tall, thin man, with poor hearing, but excellent eyesight, he is more interested in his manuscripts than in people, a fact which causes occasional problems for the Baron when faced with relying on Manytongues' almost nonexistent tact. He will translate manuscripts, maps, etc. for a fee (varies, depending on how soon, how long the translation, difficulty of language, etc.). If shown a language new to him, or a particularly interesting manuscript, he will often do the work for free.
- P5 FURIER, Sign of the Ermine. Aratal the Gaunt, provides fine furs to all the nobility in Carse. His stocks include beaver, bear, mink, fox, seal, and other, more exotic wares. His prices are high, as he has no competition in town.
- P6 RES, Geologist. Harnack Gultavi is a expert geologist who collects gems and rocks. He will pay well for unusual items, and will also assay minerals for a small fee.
- P7 POTTER, Sign of the Turning Wheel. Grandon Savar makes mostly jars and pots, of good quality and fair prices. He has a fairly brisk business supplying hookas to Stoneman Took (Q4).

- P8 JEWELER, The Golden Way. Stouthbart the Goldsmith. Stouthbart specializes in gold work, and will only work with other metals on commission, finding them unattractive. His wares are finely crafted and bring top money. He insures against thievery by paying off the Mockers (SEE THIEVES GUILD) and by having MAGIC MOUTH in the door to the rear room, where his goods are kept, which will shout warnings should anyone try to enter unannounced.
- P9 SCRIBE, Sign of the Scroll. Ranar the Wit. Ranar is utilized by mostly wealthy clients, and is considered something of a catch for dinners among the well-to-do in the city. He is an Orator as well as a scribe and has a seemingly unending supply of stories. His work is good, and his prices are slightly high.
- P10 PERFUMER, Sign of the Rose. Lyla Towne provides only the finest fragrances possible. Her wares cost +10%, but they are sought after by the wealthy and noble ladies of Carse. For those recommended by her better clients, she can add something extra to the scent. (APHRODESIAC +100 gp per vial of perfume).
- P11 ENGINEER, Thom MacAran, Engineer. Thom, a young, short, fat man with black hair and eyes lives in the merchant quarter with his beautiful wife Millisa. Young Thom, as he is known (his father was Thom before him) is a master bridge builder and is responsible for the new bridge over the Mill Pond. He will contract to build anything for a price, but the price quoted will rise almost exponentially with the distance from Carse.
- P12 CARTOGRAPHER, Sign of the North Star. This small but quietly elegant shop is run by Arra, a tall, thin man who will make a map from your description (guaranteed as accurate as your description) at a moderate but negotiable price. He will also sell you a map for a moderate to high price or send one of his two apprentices with you to make a map at extremely high cost. Part of any transaction is that he gets to keep a copy of the map. Apprentices (Faren and Sim)
- P13 SAILMAKER, Tarstoff of Carse. Tarstoff is a maker of better quality sails, mostly for pleasure crafts for the wealthy. He can design distinctively dyed sails of any cloth, including silk.
- P14 MILLER, Brage's Mill. The richest miller in the city, Brage supplies the flour for the Baronial household. Brage is a short, heavy man, with a full, dark beard. He has a good head for business and knows how to treat his rich clients. He is active in the IRON FIST and often can be heard reminiscing about his younger days as a mercenary. His wife, Helga, and his three sons, Herm, Nogan, and Sherm run the mill, and his daughter Sara is apprenticed to Aristanel the Scholar (C9). Brage (lvl 5, 31HTK, FIGHTER) carries a +2 DAGGER, and wears light chain under his tunic. Sons (lvl 1, 5,6,8 HTKS, FIGHTERS) all have daggers and Sherm is +1 to hit and damage for strength.

THE BAZAAR

This enclosed plaza can only be entered from the Market and continually has mounds of 'stuff' lying here and about. None of it has any obvious worth but interesting buys can always be found. The city guard never comes here by arrangement but troublemakers are severely dealt with by the proprietors.

- Q1 ALE HOUSE, The Sign of the Double Bladed Axe (11,f3). Hugi Olafson, an ex-fighter from the north, runs this ale house for those coming to the Bazaar and others in the area. His wares are fair, though he carries Strong (NN4) Beer and Ale. Hugi (lvl 4, 33 HTK, FIGHTER, 55% PROB. BESERKER) uses battleaxe and wears scale, +2 normally to hit, +4 as Beserker.

- Q2 COPPERSMITH, Mellisant's Fine Copper. This store carries very high quality copper products of all types. The proprietor is Mellisant, a former courtesan in the autumn years of her life. She carries only the finest copper products and employs only the finest workmen. Her wares are always in demand with the better homes of the city which creates quite a stir due to her location in the Bazaar. She is also just full of gossip about her former circle of friends (which include a number of people of means). Mellisant (carries poisoned dagger, a hangover from her former occupation)
- Q3 BROTHEL, Mamma Grock's Whorehouse. This establishment (perhaps that's too respectable a term) caters to those with exotic tastes...the working staff is entirely non-human. Mamma Grock is a tall, slender, graceful saurian (read that as lizard), with jeweled scales and a flexible tail she often uses to emphasize a point or discipline the staff (and customers). Featured among her staff are orcs, goblins, lizardfolk, a water-room of nixies and mermaids, a dryad or two with transplanted trees and a few unadvertised specials (some even willing). Mamma Grock specializes in discretion for her more important clients.
- Q4 TOBBACONIST, Stoneman Took's Sign of the Smoking Pipe. Known to his friends as Stoney, this hobbit specializes in pipeweed, particularly Took's Wonder Weed, a pipeweed reputed to have 'interesting' effects on his customers (his competitors comment that Stoney is swindling his customers as Wonder Weed grows anywhere). He carries a full line of accessories for those who partake including hookas, water pipes, tiny spoons and a large variety of colored beads. In his off hours, Stoneman can be found resting at Ye Bitten Dog (Q13) where he is usually seen in the corner with a glazed expression on his face.
- Q5 LAWYER, Albright and Albright Attornies at Law. Cedrick and Dempster Albright (no relation to one another) have established their office here because no other space was available when they arrived. Overcoming their initial disgust at both their neighbors and their clients, they have since discovered the Bazaar to be a veritable harvest of malefactors requiring legal representation. They are now the richest attorneys in the city.
- Q6 OPIUM DEN, Pappa Loo's. The most infamous drug den in the city (the only one; the motto over the door is "OUR BUSINESS, SUBSTANCE ABUSE"). Here the interested customer can find anything his little heart desires, from non-addictive to highly addictive drugs. The place is run by Pappa Loo and has never been busted in the history of the city (cops never come to the Bazaar). Papa Loo (CHAOTIC CLERIC, lvl 5, 20 HTK), Gorm, his right (or is it left) hand man (FIGHTER, lvl 3, 15 HTK, leather armor)
- Q7 MONEYCHANGER, Sign of the Balanced Scales. Grotan Weemes is willing to change any foreign currency into Carse coins at a rate of 1% of the transaction. He can also assay the worth of coins and precious metals and stones, for a fee of 10% value.
- Q8 RES Grotan Weemes (Q7).
- Q9 UNDERWRITER, Quality Assurance Company. Owned by the Bletiscue brothers, Army and George, this company will underwrite most commercial ventures including shipping, businesses, and trading missions for rates depending on risk and cost. Normal terms vary from 25-75% of the potential profits.
- Q10 MERCHANT, Herman's Odds and Ends. A strange shop, specializing in all manner of strange items, many of which defy explanation and description. There is no telling what can be found by those willing to spend the time browsing among the piles of oddiments in Herman's. As no item has any obvious worth, price is left to the outcome of a healthy haggle with Hector, Herman's assistant (Herman is never in the store, being busy looking for new items for the shop). Hector will be insulted should the haggle not last at least a rousing 10 minutes and will refuse to sell any item he judges the buyer less than wholeheartedly interested in. Some great buys can be found by those willing to look and haggle.

Among the items buried in the mess: 1 solar powered water purifier*, 1 painted crystal ball (still works, no one's thought to clean the paint off), 1 hand held med-evaluator * (with 3 general cure doses good vs. poison and disease), 1 magnetic limpid mine (broken)*, 1 case of Chinese fireworks *, a child's tea setting *, one gross teflon zippers *, 1 mechanical parrot which sings "Blow the Man Down" *.

* These items are from another continuum, some being obvious in use but most will require the character be pretty bright and lucky to use.

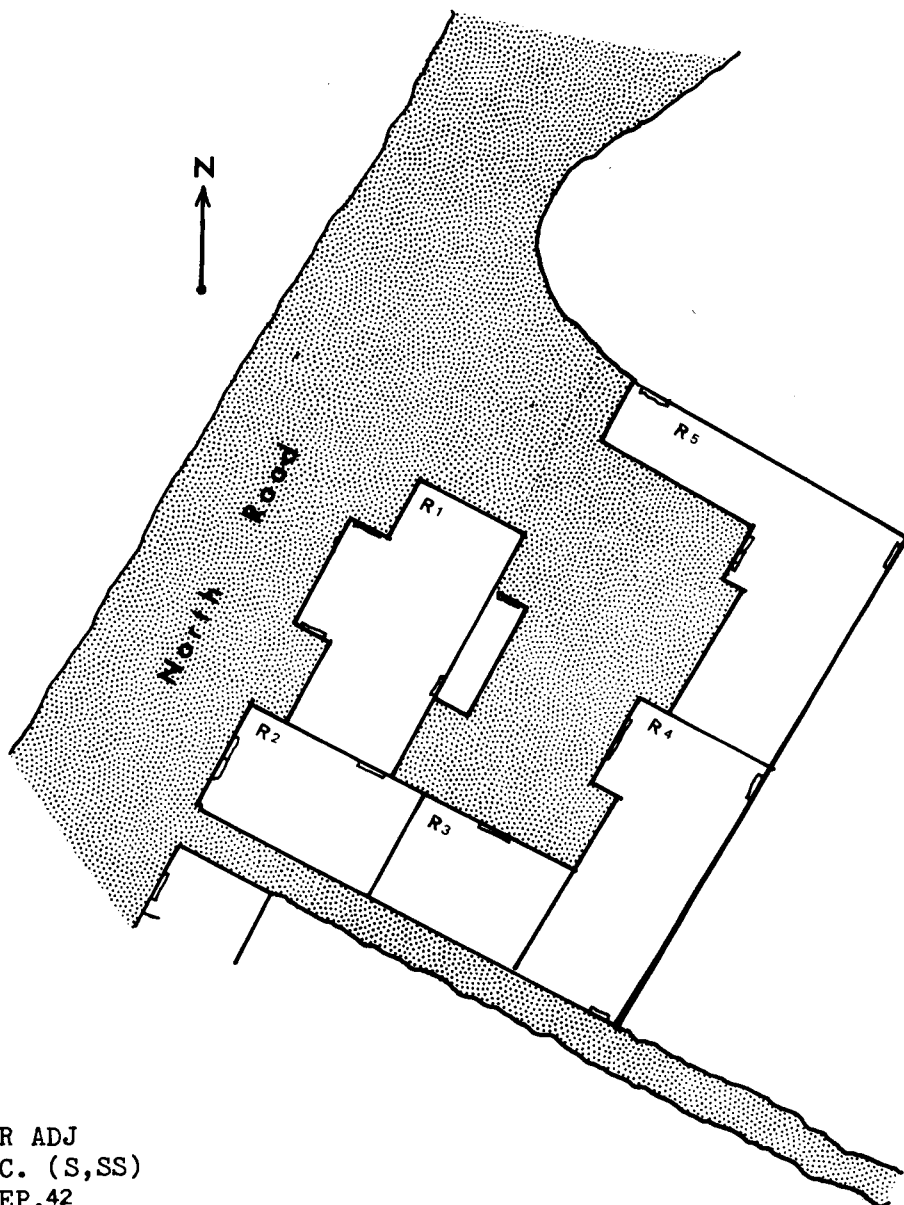
- Q11 ARTIST/SCULPTOR, Graham's Fine Miniatures. This shop specialises in excellent quality miniature sculptures. Graham, who appears to be merely a small man of undistinguished looks, is in reality a high level Magi, Harcon the Malificent. He specializes in 'removing' troublesome individuals by contract. Many remark on the splendid likenesses his statues bear to individuals who have recently vanished. Harcon (lvl 12, 36 HTK, WAND OF REDUCTION, RING OF ARMOR CLASS(3)
- Q12 PAWNBROKER, The Sign of the Brass Monkey. Run by Tilden the Wizen, this shop provides instant cash for those with items of value (10-60% real value). Redemption is at 100% interest per week. Needless to say, Tilden is filthy rich. On the side he's a fence and works with the Mocker's Guild. Hidden under the floor in his private room in the rear of the building, is a chest containing: 15,000 gold value in gems; a platinum crown (it used to be the Baron's ten years ago and Tilden can't get anyone to buy it); a scroll of healing. There is a curse on the chest (save vs. spell or the opener is infected with leprosy)
- Q13 TAVERN, Ye Bitten Dog (12,f2). Perhaps the most disreputable tavern in the city, no one will claim ownership, despite its constant and profitable business. The food and drink are poor at best but the lodging is really bad. Service is provided by Birtild the Barmaid, often mistaken for a beached whale. She speaks no known tongue but has no trouble making herself understood (she doubles as bouncer). Birtild (Strength 17, Intelligence 9)
- Q14 ALCHEMIST, Rosarita's Palace of Philters, Potions and Poultices. Rosarita flunked alchemy school, so all her products are cut rate. Anything anyone would possibly want is available (if it's not she'll make it up in the back room) and some of them even work (base 10% chance unless its really simple).
- Q15 RESTAURANT, The Magic Pan. For only pennies the customer can have a meal fit for a king. The only difficulty is that it's all illusion and as soon as you leave the Bazaar you'll become hungry again. Run by Bronk the Mage, this shop caters mostly to poorer clientele but occasionally a rather obese but wealthy group may show up for an evening's splurge.
- Q16 MAGIC SHOP, no sign. Xothan, the proprietor of this establishment sells magic. Any number of different items are available or can be readily procured but all be extremely expensive. Under no condition will he ever sell more than 2 items to the same individual and he always remembers who he has sold to. A MAGIC MOUTH announces the arrival of customers should Xothan be in the back. There is a 30% chance that any item specifically asked for will be available, but Xothan will never tell a prospective customer what he has in stock. Xothan (lvl 20, 65 HTK, carries WAND OF DEATH for use on abusive customers, RING OF HUMAN CONTROL).
- Q17 PET STORE, Pigot's Pets. Owned by Pigot the Handsome (Charisma 4), this establishment specializes in strange and unusual pets. Almost anything can be bought or ordered through Pigot if the price is right (always high). He deals with Tallia Ravenlock (T26) the best animal trainer in town for referrals. Rumor has it that Mamma Grock can occasionally be seen leaving with a new employee or two (on a leash).

NOTES:

AREA R

FOR ADJ.
SEC. (N, NN)
SEE P. 32

FOR ADJ
SEC. (S, SS)
SEEP. 42



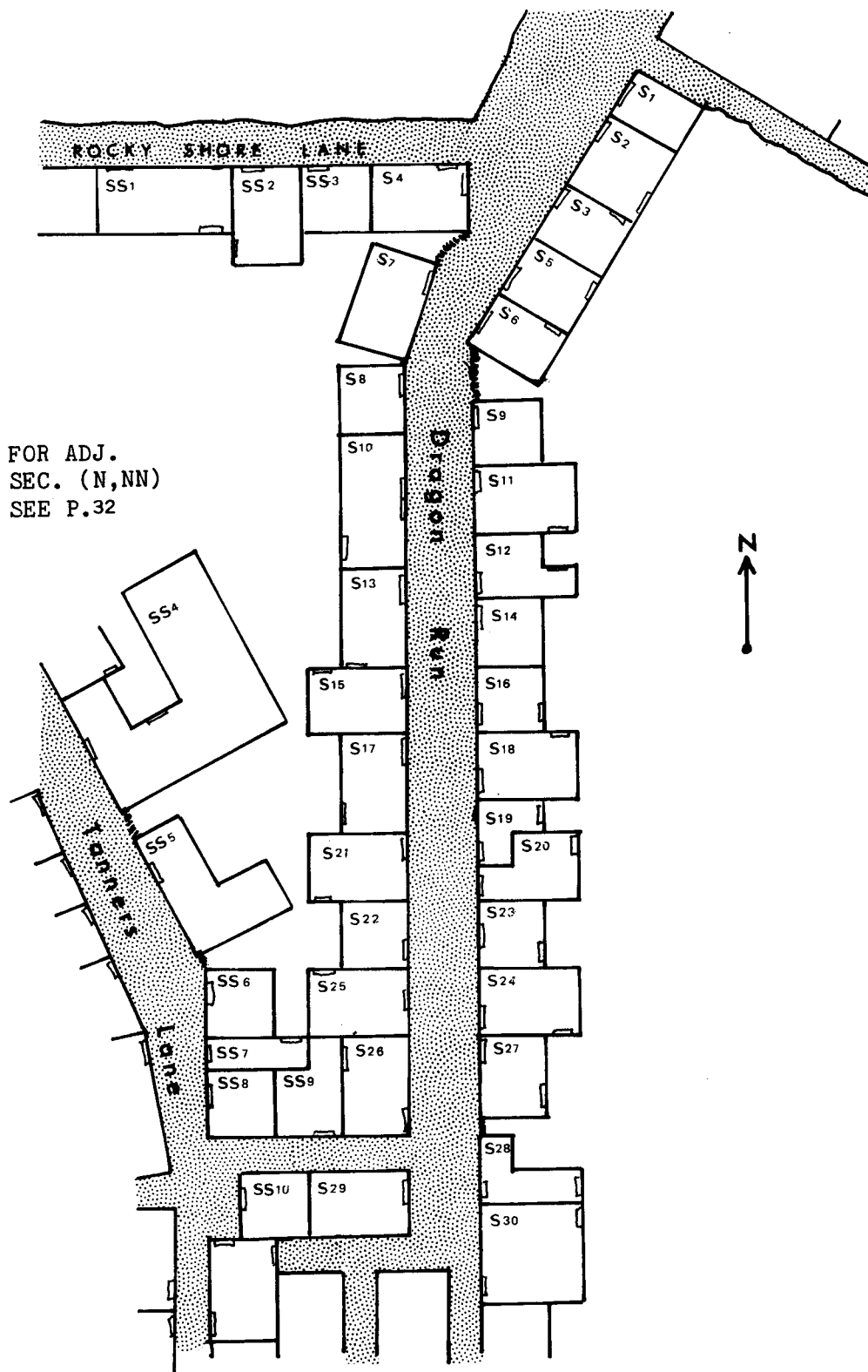
R1 INN
Boar's Head
R2 STABLE
R3 ASTRONOMER/NAVIGATOR
R4 BOTANIST-FLORIST
R5 RES

BLDG CODE	ENCOUNTER AREA
R	RICH

SECTION R

- R1 INN, The Boar's Head (14,f5). Owned by Grafton Prell, this establishment caters only to those who seek high quality meals, in an atmosphere of quiet elegance. Costs are +25%, but the fare is worth it. Gunnar Halfstead (R5) occasionally eats his mid-day meals here and is a close friend of Grafton.
- R2 STABLE no sign (s4). Helder Prell, son of Grafton (R1) only stables mounts belonging to guests at his father's inn, and boards the horses of local, wealthy citizens. Expensive, but the service is first rate.
- R3 ASTRONOMER/NAVIGATOR, no sign. Hanford Whitethorn worked his way up from a seaman to a very wealthy resident of Carse. He is an indifferent seaman/navigator and confuses the constellations continuously. Other seamen feel his wealth is more due to his friendship with Greely Sarcovia (SEE CHARACTERS) than with his ability. A short, thin, and nervous man, his loud voice can often be heard calling his simple wife, Edna.
- R4 BOTANIST-FLORIST, no sign. Nartac Lobari is the city's foremost expert on botany and flower cultivation. He consults with the gardeners of the Baron and the Merchant Prince (R5). He is available occasionally, and will often take the time to identify an unusual specimen, even offering to buy the more exotic ones.
- R5 RES Merchant Prince. Gunnar Halfstead, the 'Merchant Prince' of Carse, is a large, loud man, given to riotous humor. He has brown hair and blue eyes. Halfstead rose from being an adventuresome trader given to seemingly crazy risks, to being the richest merchant (and therefore, person) in the city. His boisterous manner disguises the fact he is perhaps the shrewdest businessman in the city. His business dealings are impeccable in detail, though he is rumored to have some connection with the smuggling trade in the city. Occasionally (and in a fit of nostalgia over his own younger days) he will underwrite an expedition at the suggestion of March Jade (C4), his illegitimate son. He believes in unrestrained, unregulated trade, and is secretly a member of the IRON FIST. His taste runs to good looking women, and he uses his wealth and position to advantage in finding willing companions, even some who are currently the wives and sweethearts of other, important men. He is vain, finding it impossible that any woman could find someone else more desirable than himself. He is frequently seen visiting MARGALA'S (J6) and is unmarried, though there are at least a dozen children said to be his in the city.

NOTES:



FOR ADJ.
SEC. (N,NN)
SEE P.32

- S1 RES
- S2 RES
- S3 RES
- S4 RES
- S5 RES
- S6 RES
- S7 RES
- S8 RES
- S9 RES
- S9 RES
- S10 RES
- S11 SCHOLAR
- S12 CANDLEMAKER
Sign..Candlestick
- S13 EMPTY
- S14 RES
- S15 ARMORER
Sign..Leather Shield
- S16 RES
- S17 INN
Shigga's Sign
of the Spear
- S18 STABLE
- S19 RES
- S20 SMITH
Sign..Mended Spoon
- S21 RES
- S22 EMPTY
- S23 SPICES & HERBS
Sign..Mortar
- S24 WHEELWRIGHT
Sign..Spokeshave
- S25 BROTHEL
Aunt May's
- S26 WOODCARVER
Sign..Wooden Duck
- S27 PHYSICIAN
Sign..Dove
- S28 POTTER
Sign..Potter's Wheel
- S29 PRODUCE
Sign..Corn Stalk
- S30 OUTFITTER
Harmon's
- SS1 WAREHOUSE
- SS2 RES
- SS3 RES
- SS4 DISTILLER/BREWER
Consolidated Liquors
Company
- SS5 INN
Leaping Hart
- SS6 EMPTY
- SS7 ALCHEMIST
Cures and Causes
- SS8 RES
- SS9 DISGUISES
- SS10 WAREHOUSE

0 50 100ft

FOR ADJ.
SEC. (O,P,Q)
SEE P.35

FOR ADJ.
SEC. (T,U)
SEE P.46

BLDG CODE	ENCOUNTER AREA
S	POOR
SS	MERCHANT

SECTION S-SS

S1 RES

S2 RES

S3 RES

S4 RES

S5 RES

S6 RES

S7 RES

S8 RES

S9 RES

S9 RES

S10 Empty

S11 SCHOLAR, no sign. Serdash the Scholar lives here as much out of indifference as from poverty. He occupies himself with studying old volumes and scrolls and makes ends meet by doing research for the wealthy and by occasionally reading letters to the illiterate. He has many ancient books, some which tell of lost treasure, though his interests are not in that area. He will give such information to adventurers who come his way in exchange for the promise that all books and scrolls are given to him.

S12 CANDLEMAKER, Sign of the Candlestick. Sernock Saroine makes fair to good quality candles. He will make candles to order, given advance notice.

S13 Empty

S14 RES

S15 ARMORER, Sign of the Leather Shield. Kenlock Byrnie carries mostly leather armor, including jack, full leather, scale, and studded leather. His work is +5% quality and -5% price. Average in appearance, Kenlock lets his wife, Sharra, do most of the finer work in the back room while he boasts of his former adventures to all who will listen. Sharra has been known to offer discounts to handsome younger men in exchange for a few hours of their time.

S16 RES

S17 INN, Shigga's Sign of the Spear (13,f3). This tavern features one large common room with a fireplace at either end. The room has been crowded with tables, benches and a few chairs, all of various sizes. A single small table is made conspicuous both by the small open space around it and the spear with the glittering head racked on the wall behind it. The owner (but not tavernkeeper) Shigga will usually be found here. Two doors in the back wall lead respectively to the kitchen and the two private rooms, one of which is permanently rented (to the temple see TEMPLE OF THE SKY GOD). This room contains a secret trapdoor leading to the vault under the Temple of the Sky God which is unknown to Shigga, his employees and any customers. The occasional comings and goings of Malac's minions go unnoticed in the ordinary rowdy behavior in the common room. Near the private rooms is a stairway leading up to the quarters for Shigga and his staff.

The food and wine, while being both plentiful and cheap are very average, consisting of a thick stew, soup, bread and cheese. The beer however, is the best to be found and quite reasonable at the price (1 Gp a mug).

Shigga (short, slightly fat, red hair and green eyes. He is a retired spear specialist, lvl 7, 41 HTK, SPEAR +5 on wall, he has become very apathetic since his beautiful wife kicked him out several years ago. Wears chain under his cloak by habit)

S18 STABLE, no sign (s4). Owned by Shigga (S17), this stable is run by Nurlac Obergoin. Nurlac provides only the finest care for the animals of Shigga's guests and some local citizens who board their mounts here. Occasionally (PROB. 20%) there is room for non-guests.

S19 RES

- S20 SMITH, Sign of the Mended Spoon. Scrathgate the Smith. A low priced mender of metal goods for the poor, Scrathgate can do minor, low cost work on armor and other items, but he will not guarantee they will hold up.
- S21 RES
- S22 Empty
- S23 SPICES & HERBS. Sign of the Mortar. DraMarKan, actually a Druid, is the hideously ugly owner of this shop, though he is still as sharp as ever. He provides all manner of spices and herbs, addictive as well as more mundane. For a fee, and for special customers, he will concoct any potion at reasonable rates.
- S24 WHEELWRIGHT, Sign of the Spokeshave. Carlon Grisk repairs and makes wheels for work carts, at low prices and average quality. Most of his clients are farmers from the surrounding area. Occasionally he will repair an old cart and sell it cheaply.
- S25 BROTHEL Aunt May's. Serving those of poor taste and income, Aunt May provides only the bare necessities, a companion, a room, and some privacy. Her 'girls' range from the plain to the downright homely, but they are all well mannered and cared for. Aunt May insists on quiet and maintains an orderly establishment, with the aid of three bouncers, the Brownsleeve brothers. Brothers, Erlac, Nolac, and No Nose (lvl 4, 14-18-19 HTK, FIGHTERS) use shortswords, shield, billy clubs, and whatever else is within reach.
- S26 WOODCARVER, Sign of the Wooden Duck. Margar Hubert carves mostly utility items for the locals, wooden bowls, spoons, plates, hunter's lures, etc. Occasionally a decorative piece is found on his shelves. Prices are average.
- S27 PHYSICIAN, Sign of the Dove. Hellana the Pure. A mysterious woman, who will only say she is doing pennance, Hellana tends the poor and others who come her way. She asks for nothing in exchange, only what the tended can give. She is able to treat nearly every malady brought to her. She is a former Priestess of the Sea Goddess, who has fallen from favor and is seeking to atone for some wrongdoing in her past. Formerly an active member of the SHARWEN, she has disavowed herself from them, though she will not betray them. Hellana (lvl 8, 24 HTK, CLERIC) has +2, +3 vs. UNDEAD MACE, and can heal 2-7 by laying on hands. She has AMULET OF CURING (CURE POISON, CURE DISEASE, HEAL 2-12 PER DAY)
- S28 POTTER, Sign of the Potter's Wheel. Notorno Uragamus makes average quality pottery at fair prices.
- S29 PRODUCE, Sign of the Corn Stalk. Sarmovan Delibar carries poor to average produce, but prices are -10% average. 20% PROB. of spoiled goods.
- S30 OUTFITTER, Harmon's. Tall and with black hair and eyes, Harmon and his four able assitants (Pellis, Homar ,Drammon, and Myrtle) can arrange for any non-magical goods needed for expeditions.
- SS1 Warehouse
- SS2 RES
- SS3 RES
- SS4 DISTILLER/BREWER, Consolidated Liquors Company. Hefter Beem and his family are newcomers to Carse, but have managed to make inroads into the liquor trade. Hefter has offered large sums to anyone bringing him the secret of Shigga's (S17) source. He suspects Shigga of having a dwarven connection.
- SS5 INN Leaping Hart (14,f3). Drury Rand provides customers with good rooms, food, and drink. A modest establishment, The Leaping Hart provides simple dinner-time entertainment.
- SS6 Empty

SS7 ALCHEMIST, Cures and Causes. This small shop, run by Alsobar the Alchemist deals in all varieties of poultices and potions (none are magical). Because of his cheap rates he is frequented by many of the common folk outside the walls. Besides, some of his medicines actually work. As some of his more exotic concoctions require somewhat odd ingredients there has been a recent rumor of business dealings between Alsobar and Dilwit the Undertaker (WW8), all to this date unsubstantiated. Prices vary between (2 coppers for a love potion to 100 gold for a poultice of healing).

SS8 RES

SS9 DISGUISES, no sign. Handarmakar, a thin, blond man with green eyes, conducts this one-man operation with little fanfare. He provides all manners of disguise for a fee, no questions asked.

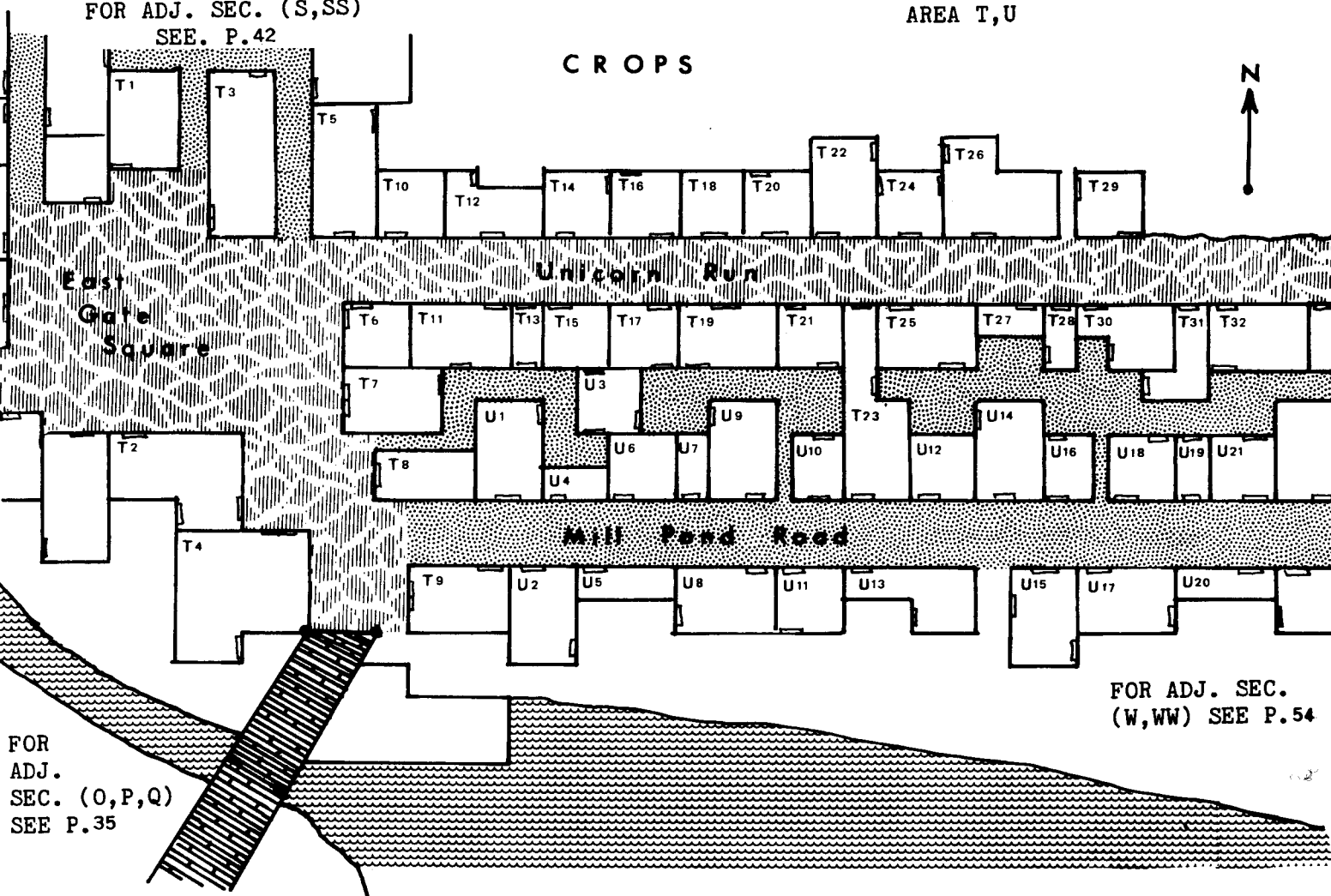
QUALITY/PRICE/PROB.SUCCESS:

Poor/1gp/10%; Fair/10gp/25%; Average/50gp/50%; Good/200gp/75%;
Superior/500+gp/95%.

SS10 Warehouse

NOTES:

C R O P S



T1 CARPENTER
Sign..Hammer
T2 WEAVER
Sign..Golden Loom
T3 STABLE
T4 TAVERN
Royal Guest
T5 PUBLIC BATHS
Mulch's Baths
T6 BAKERY
Royal Bakeshop
T7 ARMORER
Stedmen's Steel
T8 ARCHITECT
T9 BOWYER/FLETCHER
Brassard's Bows
T10 CARPETMAKER
Jiomba's Tapestries
T11 BUILDING PAINTER
Sign..Dripping Brush
T12 HORSETRAINER
T13 EMPTY
T14 JEWELRY
Kamal's Fine Stones
T15 ROPE-NET MAKER
Sign..Coiled Rope
T16 EMPTY
T17 SCRIBE
Textan Bris
T18 TAILOR
Sign..Dancing Needle
T19 FISHMONGER
Rollan the Fishwife

T20 PRODUCE
Sign..Cabbage
T21 RES
T22 BOATWRIGHT
Sign..Rowboat
T23 OUTFITTER
Sign..Laden Mule
T24 RES
T25 RES
T26 ANIMAL TRAINER
Ravenslock's
T27 RES
T28 RES
T29 SMITH
Sign..Prancing Horse
T30 EMPTY
T31 RES
T32 BAKERY
Irgin's Cakes and Pies
U1 CHANDLER/SALVAGE
Salvage and
Wreckers clearing House
U2 EMPTY
U3 RES
U4 FORTUNETELLER
sign..Star and Comet
U5 FISHMONGER
U6 CARTOGRAPHER
Sign..Dividers
and Straightedge
U7 ALCHEMIST
Dramak's Draughts
U8 EMPTY

U9 BARRELMAKER
Astobar's Barrelshop
U10 LEATHERMAKER
Harcourt Slime's
Leatherworks
U11 GLASSBLOWER
Melchior Snivy's
Glass Emporium
U12 ROPE-NET MAKER
Sign..Hemp
U13 RES
U14 EMPTY
U15 UNDERTAKER
Troon's Funeral Parlor
U16 WEAVER
Lorren's Discount Cloth
U17 WEAPONS MAKER
Aljaga's Blade Shop
U18 BUTCHER
Hagabard's Meat Shop
U19 RES
U20 TAILOR
Henrieta's Homespuns
U21 WHEELWRIGHT
Gilfitch's Wagons

BLDG
CODE

ENCOUNTER
AREA

T
U

MERCHANT
POOR

SECTION T-U

- T1 CARPENTER, Sigr of the Hammer. Jonathan Voldak is the third generation of his family to do business at this location. He is an experienced master carpenter, as were his father and grandfather, and he puts great store by his good name and reputation. He guarantees his work as to workmanship and materials. His prices are +5%.
- T2 WEAVER, Sign of the Golden Loom. Cassandra the Fair. Makes only top quality goods, buying her thread and yarn exclusively from Almorena (C35). Her cloth is in great demand and orders take from 2-12 weeks to process. Prices are +20%, but considered worth it.
- T3 STABLE, no sign (s4). Mostle Gurn owns this stable, providing excellent service for his customers. He boards horses, and provides a slight discount for guests of The Royal Guest. Prices are +10%, +8% to those staying at the tavern.
- T4 TAVERN The Royal Guest (14,f6). Owned by Artag, a short, plain-looking woman with long black hair and startlingly blue eyes (she's another SHARWEN), The Royal Guest is everything its title implies. The rather small common room is tastefully decorated, with small tables not too closely crowded together. Several times a day there are various forms of entertainment for the patrons including dancers, jugglers, poets, etc. Several private rooms of various sizes are available in back and although the pretty barmaids (they're all women) will joke and flirt with the customers, the rule is look but don't touch. Of course, if one were to speak to Artag...
- The food is excellent, consisting of the finest meats, poultry, fish, a variety of breads and vegetables. The ale is good but not great (Artag and all the other tavernkeepers in town have been searching for Shigga's (S17) source for several years now). The wine list is long and includes some excellent vintages.
- T5 PUBLIC BATHS, Mulch's Baths. Condon Mulch, brother to Horatio, of the Black Stag (C10) and cousin to Gideon the Lawyer (C14), operates this respectable establishment, catering to those who seek a simple bath without the 'extras' found at other businesses in the city. He is assisted by his wife Helga, who supervises the ladies' half of the establishment.
- T6 BAKERY, The Royal Cakeshop. Sigurd Moivy owns this bakery, which despite its grand sounding name only provides average goods, though the price is +5%.
- T7 ARMORER, Stedmen's Steel. Stedman primarily sells chain and plate, with scale occasionally available. Neighboring merchants have been heard to remark Steadman certainly does...steal. Prices are 15% above normal, the quality of his wares average. Tall, pot bellied, with receding hairline, he has been known to give discounts to particularly pretty women.
- T8 ARCHITECT, Tessa Woodsvine is a student of the architecture of the old race. Short, blond, and green eyed, she is an adopted member of the SHARWEN. Her lover, Kale Darkhill (C19) has no idea of her faction loyalty.
- T9 BOWYER/FLETCHER, Brassard's Bows. Bows are +10% quality and +5% in price. Two extra bowstrings are included in price. Brassard, a thin man, with greying hair, distains crossbows, saying they require no skill. His stock includes long bows, short bows, sometimes horsebows (50% PROB.in stock) and occasionally a composite bow (25% PROB. in stock). Brassard considers Zeyt the Bowyer (B10) an unskilled peasant with no appreciation of good bows. Brassard (lvl 4, 22HTK, FIGHTER) +4 with any bow.
- T10 CARPETMAKER, Jiomba's Tapestries. A bald man of average looks, Jiomba sells tapestries and carpets of fine quality and unusual colors. Jiomba does his own dyeing and has formulas for colors he guards closely.

- T11 BUILDING PAINTER, Sign of the Dripping Brush. Selgun Ghoastrotter, a frustrated artist, provides adequate housepainting, though he has a tendency to get 'creative' in the colors he uses. He has been in the Craftguild court on several occasions refusing to refund money to irate customers on the grounds of artistic license.
- T12 HORSE TRAINER, no sign. Burley Tock trains horses in a no-nonsense fashion, using the whip liberally. He will not train horses for pleasure riding, instead concentrating on warhorses for fighters, and work animals. He works with the Military regularly.
- T13 Empty
- T14 JEWELRY, Kamal's Fine Stones. Kamal, a short, dark haired man who nervously plays with the gold ring in his left ear, carries a fine selections of stones, quality fair-to-good. He can get any stone asked for, given sufficient time. He is reputed to have an understanding with the Mockers.
- T15 ROPE-NET MAKER, Sign of the Coiled Rope. Segni Hozara makes good quality ropes for the nautical trade, and for local industry.
- T16 Empty
- T17 SCRIBE, Textan Bris. Textan does a brisk trade in penning contracts for local businessmen, letters for the illiterate, and wills. His work is good, and his prices average.
- T18 TAILOR, Sign of the Dancing Needle. Rogan Balamark, brother to Ownar the Distiller (N18) and Hurd the Miller (P3), specializes in lady's ready-to-wear, and custom clothing to order. His work is slightly better than average, and he is known for his original designs, which get him +10% on price.
- T19 FISHMONGER, Rollan the Fishwife. Rollan sells the best catch outside the city walls. Her husband, Giltur, owns his own boat, and their three sons crew the boat.
- T20 PRODUCE, Sign of the Cabbage. Jastur Mowry sells good quality produce at average prices.
- T21 RES
- T22 BOATWRIGHT, Sign of the Rowboat. Boarhower Locker makes large fishing boats, and other, smaller craft, of good quality and at fair prices. There is a waiting list of customers; orders take 2-4 months to fill.
- T23 OUTFITTER, Sign of the Laden Mule. Finn O'Tool and his three sons run a prospering outfitting business here. His acute business sense has provided him with much trade and he has, on occasion, been known to outfit poor expeditions he thought had a good chance of success in return for a promised percentage of the take. Nearly anything is available and in stock although weapons, armor and other special items will only be of average value. He and his family live in the rich quarter leaving Beufort the night watchman on duty after 6 p.m. As a service, he will organize your expedition to meet at a time and place of your specification, sub-contracting as necessary for guards and/or special items. The patron may leave everything in his capable hands.
Beufort (FIGHTER, lvl 2, 10 HTK, leather armor, broadsword and shield)
- T24 RES
- T25 RES
- T26 ANIMAL TRAINER, Ravenslock's. Talia Ravenslock has a genuine gift with animals. She is an expert with canines, felines, and equines, having a 75% PROB./week of successfully training a normal animal. She has a 50% PROB./week with snakes, 30% PROB./week with other reptiles.
- T27 RES
- T28 RES
- T29 SMITH, Sign of the Prancing Horse. Straygoth the Farrier only shoes horses, mules, and donkeys, and works on tack. For any custom work, he will refer customers to Humar the Brawny (N23), or if weapons work, to Obediah the Smith (E13).
- T30 Empty

T31 RES

T32 BAKERY, Irgin's Cakes and Pies. Irgin specializes in cakes and pies of average quality at average prices. Simple loaves of bread, slightly less than average are also featured.

U1 CHANDLER, Salvage and Wrecker's Clearing House. Ezekial Smarmy runs this chandlery, specializing in used shipfittings and gear salvaged by the local wreckers. Most gear available is discounted heavily (-30% to -60% of cost new).

U2 Empty

U3 RES, Digger Troon, Undertaker (U15). 100,000 gp in gems and jewelry buried under the floor in his sitting room, guarded by an EXPLODING RUNE. The only nice home in this area, Troon is too cheap to move to a better part of town.

U4 FORTUNETELLER, Sign of the Star and Comet. Murch Gilrey, Astrologer, will chart both natal and hoary charts. Many sailors and captains (and some businessmen) come to Murch to have charts made prior to undertaking ventures. He does a brisk business.

U5 FISHMONGER, Regan the Blowhard. Regan, a oily haired man of indeterminate age, specializes in selling 'marginal' goods to the poor in this area. He buys his fish from the left-over wares of the other fishmongers in town, and sells at a discount, -20%. He will talk at length on the quality of his wares.

U6 CARTOGRAPHER, Sign of the Dividers and Straightedge. Grigson McMasters, a mediocre map maker, can provide low cost maps, from originals or from verbal descriptions, at -10% normal price. He has a consistant tendency to make errors. (PROB. 85% MAP IS 10%-30% WRONG).

U7 ALCHEMIST, Dramak's Draughts. Dramak, aided by his lovely wife Dallia, provide low priced (-10%), potions (non-magical) for most common ailments, as well as several commonly sought household products. Dramak and Dallia are reasonable people in every instance except for their being insanely jealous of one another. Any attention by a member of the opposite sex will likely (35% PROB.) result in a brouhaha on the spot. Dramak (lvl 3, 21 HTK, FIGHTER) has broadsword and shield within easy reach. Dallia (lvl 2, 16 HTK, FIGHTER, CHARS. 18/100 (200)) is +2 with dagger.

U8 Empty

U9 BARRELMAKER, Astobar's Barrelshop. Astobar, a short, wizened man of advancing years, has found his work falling off at a pace with his eyesight. Work is low in quality and price (-15%).

U10 LEATHERMAKER, Harcourt Slime's Leatherworks. Harcourt 'Harry' Slime, and his nagging wife, Stella, run this poor quality leathershop. Prices are -5%, but work is -10%. He caters almost exclusively to the poor. Harry sees himself as a captain of industry and will talk at length about his mastery of business. He also is frequently absent from the city, as Stella provides ample motivation for adventuring.

U11 GLASSBLOWER, Melchior Snivy's Glass Emporium. Melchior was considered one of the finest glassblowers in Carse until he was surprised by an explosion from Melabar's shop (B3) which was near Melchior's former location, causing him to inhale instead of exhale. He still provides good quality, but can only blow a few hours a day, and therefore is slow in getting work done on time.

U12 ROPE-NET MAKER, Sign of the Hemp. Tedescal the Tanglefoot, a well meaning but ineffective little man, makes slightly less than average quality rope, designed for the non-nautical market, farmers, in city businesses, etc. He is never invited to dances. Tedescal (DEXT. 4 (11)).

U13 RES

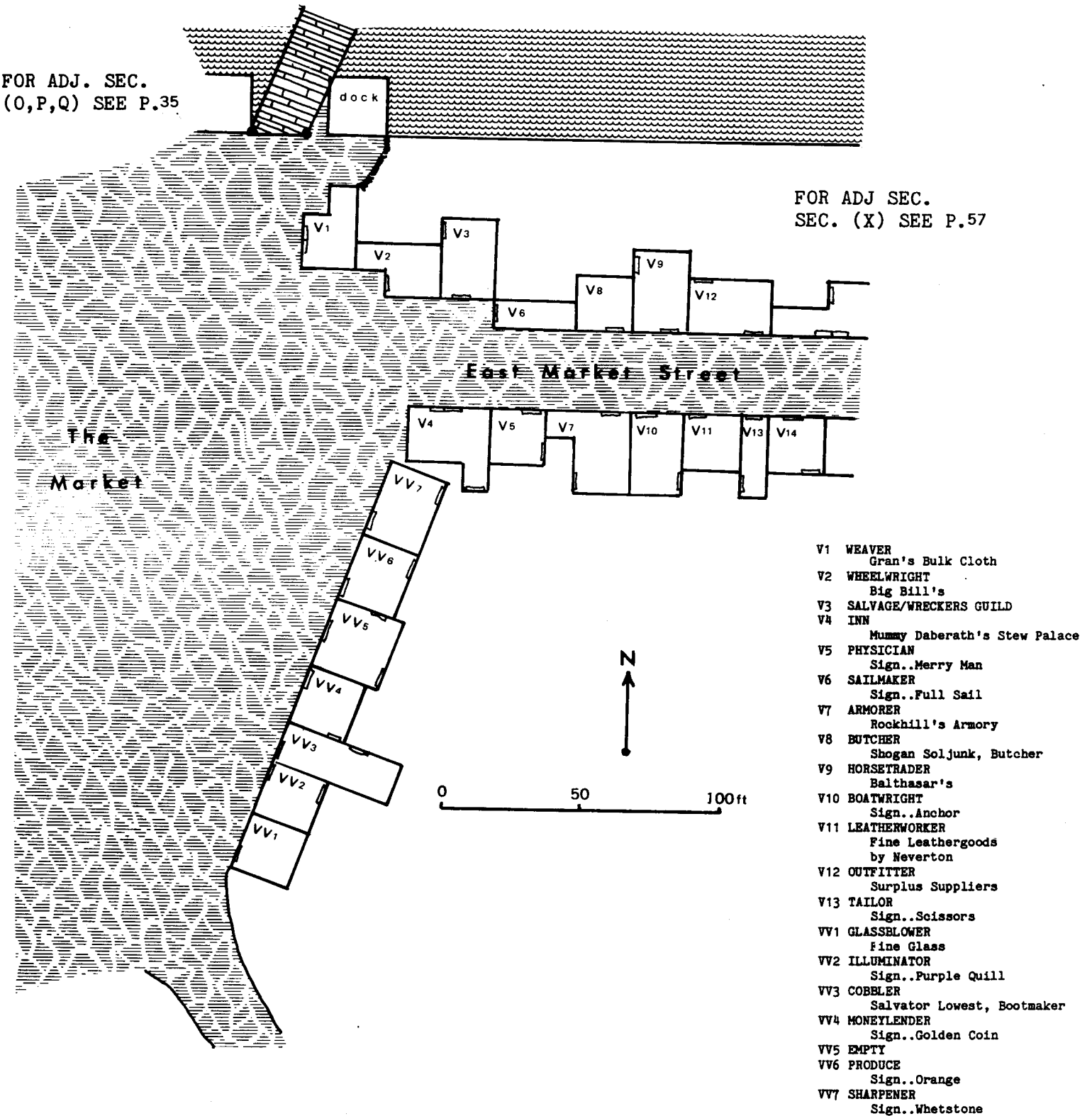
U14 Empty

- U15 UNDERTAKER, Troon's Funeral Parlor, Digger Troon, Prop. Digger is patriarch of the ubiquitous Troon Family, half-brother Seldon and nephew Hawkeye (C8), sons Lance (B6) and Rigven (M1), and cousin Norman (P1). He is majority owner of Troon's Tannery (N7) as well as this funeral parlor. He is among the most influential members of the city's business establishment, though not especially well liked. His friendship with Brunden the Butcher (F5) has given rise to some ugly rumors, but nothing has ever been proved about Digger's clients or Brunden's meats. He has disowned both his sons, Lance for his riotous life-style and Rigven for a disastrous building failure, but most people say it is due to their unwillingness to follow in his footsteps. Troon is reputed to have a large amount of money hidden in his home (U3), the only nice building in this part of town, but no one has ever proven this true.
- U16 WEAVER, Lorren's Discount Cloth. Geoffery Lorren makes cheap quality, low priced cloth. Quality and price -20% normal.
- U17 WEAPON'S MAKER, Aljaga's Blade Shop. Aljaga makes low price (-5%) but serviceable weapons, specializing in blade weapons only. All manner of broadsword and normal weapons available, with greatswords made to order. No polearms.
- U18 BUTCHER, Hagabard's Meat Shop. Hagabard is aided by his strange, short apprentice Sam (there is some question over whether Sam is an extremely ugly man or a good looking troll). Meats are of low quality and tend to be tough and gamey. Mostly mutton and lamb.
- U19 RES
- U20 TAILOR, Henrieta's Homespuns. Henrieta make rough, serviceable clothing for the poor. Quality is low, as are prices (-10%).
- U21 WHEELWRIGHT, Gilfitch's Wagons. Gilfitch makes simple, but sturdy wagons and carts. He always has one or two ready to go, and can make to order. While unspectacular, his wagons hold up.

NOTES:

FOR ADJ. SEC.
(O,P,Q) SEE P.35

FOR ADJ SEC.
SEC. (X) SEE P.57



BLDG	ENCOUNTER
CODE	AREA

V	MERCHANT
V,V	MERCHANT

SECTION V-VV

- V1 WEAVER, Gran's Bulk Cloth. Toby Gran weaves coarser woolens and linen for commercial use. Average quality and price.
- V2 WHEELWRIGHT, Big Bill's. Bill, a jovial bear of a man, is known as the best wheelwright within one hundred miles. He can work on all manner of carriages and carts, as well as make-to-orders.
- V3 SALVAGE AND WRECKER'S GUILD. This association of salvagers and wreckers insures that only abandoned wrecks are taken after storms, as well as settling questions of shares when two or more salvagers reach a wreck simultaneously. Each member owns his own boat or small ship, and plies his trade along the rocky coast of the Endless Sea. Most goods are sold through independent merchants, while all usable ships' gear is handled by Salvage and Wrecker's Clearing House (U1).

NOTABLE GUILD MEMBERS:

Sweely Garn, owner of the Rock Bottom, a small sailing vessel. He is one of the most successful salvagers in the city.

Gersten Morain, runs a crew of ten in a longboat and mostly picks among the rocks of the coast for flotsam and jetsam.

Joco the Wiley, owner of the Storm Lord, a two masted, shallow bottom sailer who runs great risks, often losing a crewman or two in the process, but who realizes great profits. He is always looking for new crewmembers, experience unnecessary.

Ramala the Hook, beautiful (CHAR. 17 (97)) despite the loss of her left hand in a salvage operation. She works as well as any man in the guild, and prefers an all-woman crew. Member of the SHARWEN. Mistress of the sailing boat, The Olden Glory.

Herstagg the Voluminous, Guildmaster. Despite his ample girth, Herstagg is a wrecker of note, having retired from his days as Carse's most successful salvager. He settles all disputes, and his word is law in the guild.

Rolf Herstaggon, Sergeant-at-arms. The reason Herstagg's word is law. Rolf (lvl 13, 90 HTK, FIGHTER) +3 for strength, favors a billy club, but has a +1 DAGGER hidden in boot.

- V4 INN Mummy Daberath's Stew Palace (10,f3): Located disquietingly close to Balthasar the Horse Trader (V9), Mummy's nevertheless has a reputation for providing the finest stew lunch in Carse. Working class sorts from all parts of the city gather here for lunch each noon. Sm. bowl w/bread =3sp; large bowl and bread=5sp; ale 2 sp extra. Order is kept by Jocko, Mummy's nephew. (Ex-fighter, lvl 3, 26 HTK, +1 HITS, carries broadsword, shield and wears mail under his tunic.) Mummy (lvl 0, 1 HTK, carries a police whistle).
- V5 PHYSICIAN, Sign of the Merry Man. Old Doc Slamar is an establishment in Carse as he has been 'at his stand' as he says longer than any other physician in the city. He provides good health care at reasonable prices. His friendly, fatherly manner disguises the fact he is one of the most powerful figures in the IRON FIST.
- V6 SAILMAKER, Sign of the Full Sail. Malcome Broford makes sails for most of the wreckers who need them, as well as for many of the fishermen in Carse. His work is average to good, at fair prices.
- V7 ARMORER, Rockhill's Armory. Rockhill the Pious is a small, thin man with red hair and fanatic, green eyes. Trained as a monk in his youth, Rockhill was found wanting and has been trying to redeem himself since. He will give 5-10% discounts to clerics whom he judges 'pious', and will raise prices by 10% to any taking a god's name in vain in his shop. His work is unremarkable.
- V8 BUTCHER, Shogan Soljunk, Butcher. Shogan caters to all types, selling good quality meats at -5%. While good, his meats tend to be aged less than other butchers in town.

- V9 HORSE TRADER, Balthasar's: One-time brigand (?), Balthazar is reputed to be able to procure the finest mounts on short notice (Immediately if you're not fussy about paperwork). He is assisted by his half-witted son Fandrel (lvl 0, 1 HTK, carries dagger): Balthazar (lvl 1, 6 HTK, carries scimitar and dagger.) +0 to Stable's Table.
- V10 BOATWRIGHT, Sign of the Anchor. Melnic the Clever. Melnic's clientele tend towards the unsavory, as he specializes in building unusual crafts with many secret compartments, hidden storage, etc. But they are among the fastest small craft available. He builds special boats for many of the wreckers and is said to work now and again for Greely Sarcovia (SEE CHARACTERS).
- V11 LEATHERWORKER, Fine Leathergoods by Neverton. Neverton Farstoon specializes in fancy, marginal quality goods for tourists and others from out of town who wander in from the MARKET.
- V12 OUTFITTER, Surplus Suppliers. Cholly Parturn deals exclusively in discount, second-hand goods for explorers and adventurers. Most anything needed can be found, though the quality can be questionable. Occasionally an unrecognized magic item (02% PROB.) turns up here. He will buy used items from parties of adventurers, which he then resells.
- V13 TAILOR, Sign of the Scissors. Glowen One Thumb makes fair to good quality clothing despite his obvious handicap. His prices are fair.
- VV1 GLASSBLOWER, Fine Glass. The proprietor, one Pediah Blowr, has the secret of producing the best glass within 500 miles. Rumor states that he gained the secret by sacking a lost temple in his youth. His secret is guarded by his four large and loyal sons, Enouch, Selvey, Lucian and Bo, all former members of the Baron's guard during the late unpleasantness (as the last war is known). All wear leather armor, short sword and shield when standing guard with pappa. Buried under the floorboard of the workroom is the secret formula, 300x100 gp gems and 1000 Au. All are guarded by an Angry Lump (a magical creature fashioned of clay) who will bite anyone attempting to steal Pediah's treasure while setting up such a racket that the whole house will be aroused. The Sons(lvl 3, 22-23-25-27 HTK, each +2 hits and +1 damage due to strength).
- VV2 ILLUMINATOR, Sign of the Purple Quill. Farns Dalimar is the only illuminator in the city (not working fulltime for a temple) so his prices come high. He specializes in formal announcements, done in brightly colored inks. His work is good, and his wealthy clients keep wealthy. His prices begin at 10 gp for a relatively simple one page letter and go up. Work is always delivered on time.
- VV3 COBBLER, Salvator Lowest, Bootmaker. Salvator specializes in dyed boots and provides good to fine quality work for a good price (-5% to quality).
- VV4 MONEYLENDER, Sign of the Golden Coin. Hoden Feldroc is the most reasonable moneylender in the city, charging only 7 1/2% interest on the unpaid balance monthly. As a result, he does a very brisk business in the merchant quarter, but requires a very good recommendation/reputation, a co-signer, or collateral for his loans.
- VV5 Empty
- VV6 PRODUCE Sign of the Orange. Orvil Spitalney specializes in fresh fruit, though he carries a limited selection of vegetables as well. His goods and prices are slightly higher than average.
- VV7 SHARPENER, Sign of the Whetstone. Murtan Schnoud is an expert sharpener, servicing fighters' weapons as well as household implements. If any sword becomes blunt within two weeks, he will re-sharpen for free (This offer is void in times of war).

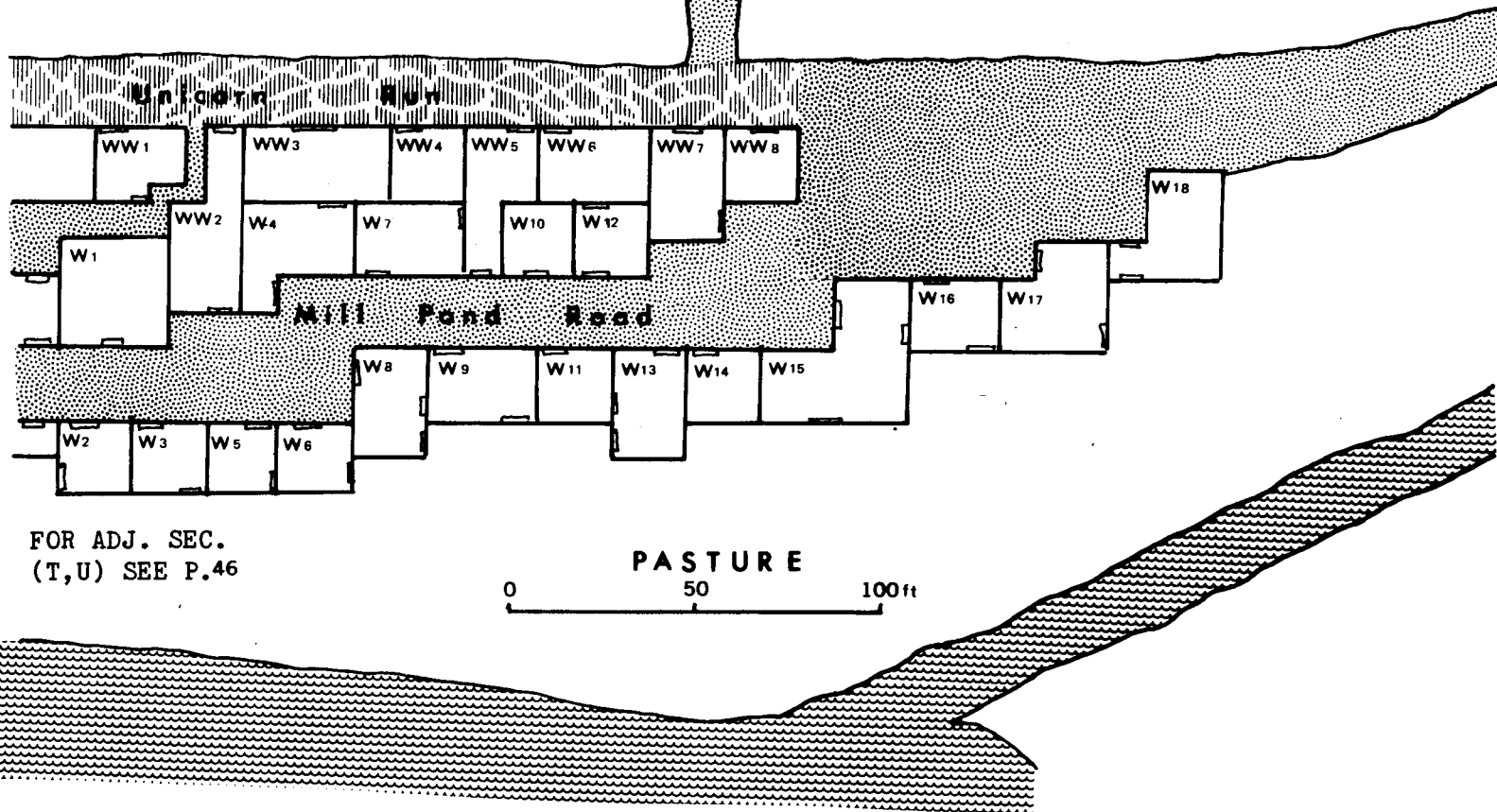
NOTES:

CROPS



AREA W,WW

PASTURE



FOR ADJ. SEC.
(T,U) SEE P.46

PASTURE

0 50 100ft

W1	STABLE	WW1	RES
W2	RES	WW2	INN
W3	RES		Blue Djinn
W4	CARPENTER	WW3	BROTHEL
	Sign..Nail		Golden Lady
W5	RES	WW4	RES
W6	RES	WW5	RES
W7	RES	WW6	RES
W8	INN	WW7	RES
	Yngvi's Station	WW8	UNDERTAKER
W9	CUSTOMS HOUSE		Dilwit the Smooth
W10	RES		
W11	HIRING HALL		
W12	RES		
W13	CARAVAN OUTFITTERS		
	Hazara Khan Family		
	Trading Association		
W14	CONSTABLE		
W15	WAREHOUSE		
W16	CARAVAN OUTFITTERS		
	Worthy Outfitters		

BLDG CODE	ENCOUNTER AREA
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W	POOR
WW	MERCHANT

SECTION W-WW

- W1 STABLE (s2), owned by Talsmore Constantal (WW2), this stable is primarily for customers of the Blue Djinn, though they will care for others' mounts when space permits.
- W2 RES
- W3 RES
- W4 CARPENTER, Sign of the Nail. Margratt Heldergraven is a competent carpenter doing general work to order. His furniture ranges from fair to good, but his cabinet work is slightly below average. He is often sought for repair work, due to his versatility.
- W5 RES
- W6 RES
- W7 RES

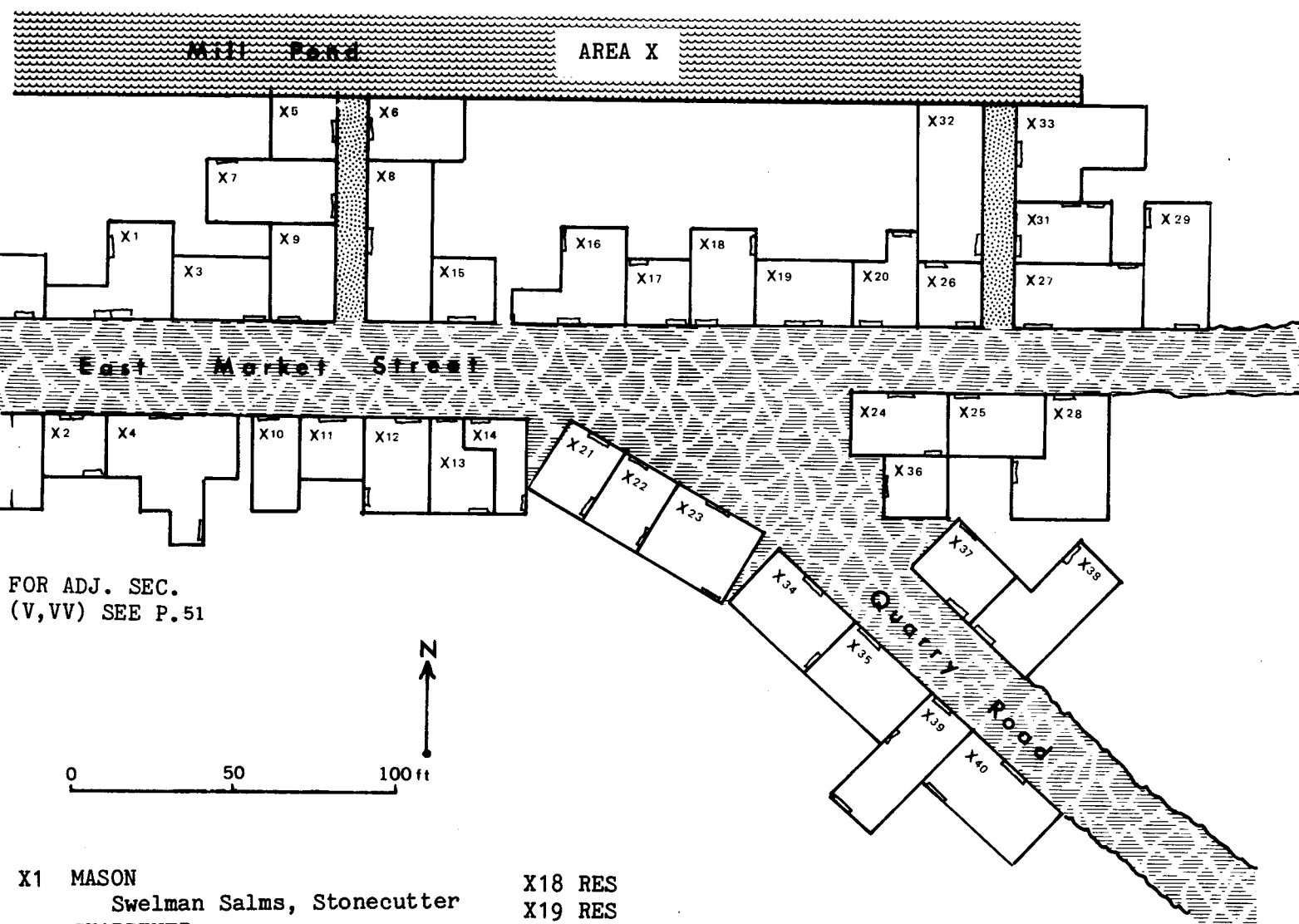
CARAVANSERAI

The caravanserai is a special type of market place/encampment where caravans arriving or preparing to depart the city have room to organize. It is dominated by the Hazara-Khan family, a strange group who came to Carse from the desert years ago.

- W8 INN, Yngvi's Station (l2,f2). Cheap food, barracks-type lodging, and has city delousing mandate. All who enter must undergo treatment. Owned by Jehansuh Hazara Khan, son of Abdur, a quick tempered man with a fascination with fire. He is always refused entrance at Beth's Baths II (H13). Jehansuh (lvl 8, 66HTK, FIGHTER) fights with two scimitars, wears chain.
- W9 CUSTOMS HOUSE. Supervised by Kamal Hazara Khan, nephew to Abdur, a stocky, tough ex-soldier, with a short black beard and temper to match. Caravans are charged a small fee to use the city owned pasture south of the Caravanserai, and must pay import fees on tariffed goods. Rumor has it he is a friend of Greely Sarcovia (SEE CHARACTERS). He is assisted by Getmur and Ganta, two indentured servants from the desert. Kamal (lvl 7, 56 HTK, FIGHTER) uses falcion, mace, shield, and wears chain.
- W10 RES. Jehansu Hazara Khan (W8).
- W11 HIRING HALL. This hall for horse, mule, and camel handlers, as well as wagon drivers and other caravan personal is overseen by Shandon Hazara Khan, eldest son of Abdur. This jolly, well liked man is quick to promise great advantages to all who enlist to undertake employment on a family run caravan. Few return to dispute the fact.
- W12 RES Abdur (the Beast) Hazara Khan (W13).
- W13 CARAVAN OUTFITTERS, Hazara Khan Family Trading Association. Overseen by Abdur (the Beast) Hazara Khan, williest trader (excepting perhaps Gunnar Halfstead (R5)) in Carse. Hazara Khan keeps four caravans going at all times. One is always at the Caravanserai, so they always keep the best spots. Abdur (lvl 20 MERCHANT/ lvl 3, 16 HTK, FIGHTER) uses greatsword.
- W14 CONSTABLE. Sergeant Tunoc Hazara Khan commands a company of six city watch who insure there is order in the sometimes rowdy Caravanserai and surrounding area. Tunoc is also called 'The Shield Breaker' and is a nephew to Abdur. Tunoc (lvl 10, 74 HTK, FIGHTER), carries broadsword and shield and wears chain mail. His city watch (lvl 1, 6-8-4-9-4-5 HTKS, FIGHTERS) use sword, shield, and leather armor.

- W15 WAREHOUSE. Salvarmi Warehouse Company. Vimin Salvarmi, is both honest and mean enough to compete with the Hazara Khan family, and therefore able to carve out a small piece of business in the Caravanserai. He, and his five sons, Gregor, Hulli, Jacov, Kasumi, and Little Jeff, act primarily as a transfer point for caravan goods to be sent directly to the docks for shipment. He has an understanding with the Hazara Khans, the Sarcovias, and the Mockers. They stay out of his way and he stays out of theirs. Vimin (lvl 16, 89HTK, FIGHTER) +3 to hit and +2 to damage for strength and general meanness. His sons (lvl 5, 40-33-41-39-57 HTK, FIGHTERS).
- W16 CARAVAN OUTFITTERS, Worthy Outfitters. Sebastian Worthy, former cleric of the God of Law, mixes business dealings with discussions of religion. This fact, combined with mysterious accidents which are constantly occurring, conspire to keep his business marginal. Sebastian manages to outfit a caravan twice a year, which conveniently coincides with Abdur's vacations.
- W17-W18 TRADE FAIR. The two buildings here house a showplace for incoming traders to display wares to the merchants of the city. Caravans are not allowed inside the city walls, and wagons can constantly be seen loading behind these buildings to carry goods into Carse. The Craftsguild, City Customs Officer, and the Mockers, all keep a close eye on this operation, which is supervised by Felinah Hazara Khan, sharp-eyed wife of Shandon Hazara Khan.
- WW1 RES
- WW2 INN, Blue Djinn (14,f3). Owner Talsmore Constantal runs this slightly better than average inn, catering to traders as well as locals. He brooks no disorder in this quiet establishment, and enforces the rule vigorously. His son, Mori acts as barman, and occasionally, bouncer. Mori (lvl 3, 17 HTK, FIGHTER) is +2 to hit, -2 to opponents hits and -1 to opp's damage due to DEXT.
- WW3 BROTHEL, Golden Lady. Run by Silgania Creeche, a no nonsense businesswoman, this operation is a fair to good value for the gold spent. Clients are treated well, though rough treatment of the 'Ladies' is delt with harshly. Order is enforced by Ali Ibraim Shalendar, a foreigner who came to the city with the Hazara Khan family (W8-W14) from some distant land. Ali (lvl 5, 33 HTK, FIGHTER) uses a scimitar at +2 to strength and dexterity.
- WW4 RES
- WW5 RES
- WW6 RES
- WW7 RES 'Uncle Smoothy' Hazara Khan, brother to Abdur, who is rarely in the city as he is constantly supervising family operations out of town. This may be a result of his next-door neighbor's business. His lodgings are kept up by Gitana, a loyal family retainer.
- WW8 UNDERTAKER, Dilwit the Smooth. A thin, tall skeletal man, Dilwit is occasionally taken for one of his customers. He runs a tidy shop and can supply any accessories that are necessary for a fine send-off. His services range from simple burials to wonderful parades complete with black hearse and matched black horses. He charges appropriately (10 gp for burial up to 2000 gp for the works). Recent rumors have indicated some relationship between Dilwit and Alsobar the Alchemist (SS7) but to date they are unsubstantiated.

NOTES:



FOR ADJ. SEC.
(V,VV) SEE P.51

X1 MASON
Swelman Salms, Stonecutter

X2 SHARPENER
Sign..Knife

X3 EMPTY

X4 INN
Sign..Kicking Mule

X5 RES

X6 RES

X7 WAREHOUSE

X8 ORPHANAGE

X9 BAKERY
Toftler's Bakery

X10 RES

X11 RES

X12 STABLE
Horse Care, Montag
Roon, owner

X13 ANIMAL TRAINER

X14 RES

X15 SMITH
Sign..Horseshoe

X16 RES

X17 RES

X18 RES

X19 RES

X20 RES

X21 SIGNPAINTER
Merkle Slamone, Prop.

X22 RES

X23 RES

X24 RES

X25 RES

X26 EMPTY

X27 RES

X28 EMPTY

X29 RES

X30 RES

X31 RES

X32 RES

X33 BOATHOUSE

X34 RES

X35 RES

X36 RES

X37 RES

X38 EMPTY

X39 RES

X40 EMPTY

BLDG CODE	ENCOUNTER AREA
X	POOR

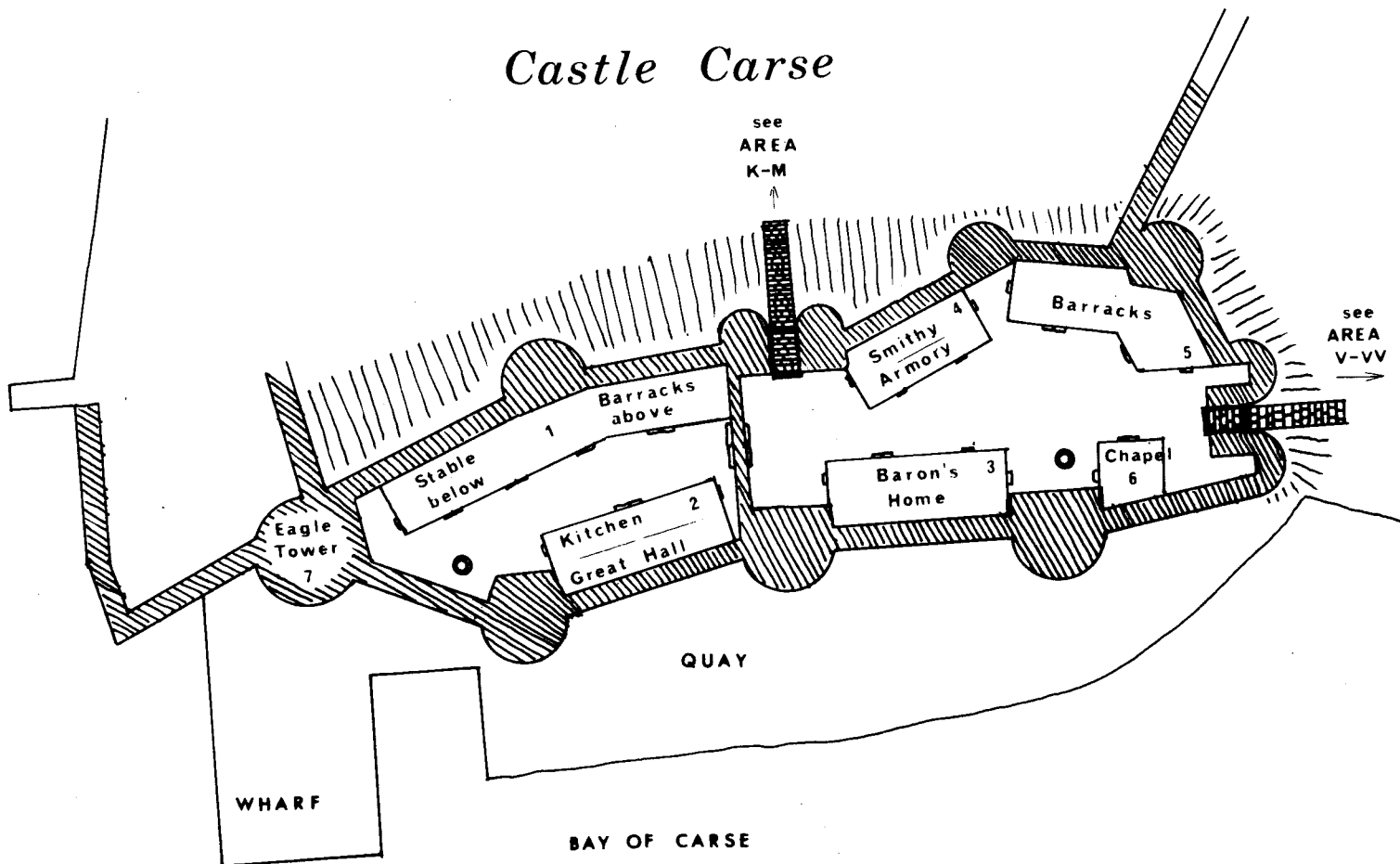
SECTION X

- X1 MASON, Swelman Salms, Stonecutter. Swelman specializes in large building blocks and owns his own barge for bringing stones from the quarry. His work is good and his waiting list is lengthy. He is always looking for experienced masons to help him catch up.
- X2 SHARPENER, Sign of the Knife. Farfel Pall specializes in sharpening knives, scissors, and other household, garden, and work tools. He will not do weapons, as he is an avowed pacifist. Anyone who comes to him for such will be subject to a long lecture on the futility of violence as a solution.
- X3 CANDLEMAKER, Sign of the Tallow Pot. Drogon Jorcander makes fair to good quality candles, though he occasionally (PROB. 15%) sells inferior quality goods at normal prices. If caught he will substitute normal goods and tender an apology.
- X4 INN, Sign of the Kicking Mule (13,f2). Fulden Salaway runs this modest establishment, noted for its plain, but well prepared fare. The gaming room is noted for being honestly run, and caters to local businessmen, workmen, and soldiers, rather than gamblers, as the stakes are intentionally kept low. Fulden has even been known to return some small portion of a customer's heavy losses, to insure good will.
- X5 RES
- X6 RES
- X7 Warehouse
- X8 ORPHANAGE. Supervised by Meldon Sly and his wife Erna, this home for orphans is underwritten by the Craftsguild. Children are kept here until such time as they may be apprenticed to a craft. It is rumored Sly supplements his income by informing the Mockers of especially promising children who are trainable as thieves.
- X9 BAKERY, Toftler's Bakery. Toftler buys the cheapest flour he can, resulting in bread which tends towards the 'gritty' due to poor grinding. His prices are average, but his wares are -15% quality.
- X10 RES
- X11 RES
- X12 STABLE, Horse Care, Montag Roon, owner (s1). Montag provides cheap care for those with little capital. His prices go up from a roof over the animal's head, a drink of water, and some straw. Everything else costs extra.
- X13 ANIMAL TRAINER, no sign. Bledsoe Stockman is a small, nervous man who trains dogs and horses for the hunt. He moved to Carse from a larger city, and misses the pomp of royal hunts.
- X14 RES
- X15 SMITH, Sign of the Horseshoe. Tugar the Hadati. Tugar, who comes from some distant mountain tribe and who can barely speak the local language, provides low quality smith work at below average prices. Occasionally some of his work will fall apart, but nobody has ever tried to complain to him. Tugar (lvl 6, 44 HTK, FIGHTER) is +2 due to strength, and carries a bastardsword (hand and a half). He throws a dagger at +3.
- X16 RES
- X17 RES
- X18 RES
- X19 RES
- X20 RES
- X21 SIGNPAINTER, Merkle Slamone, Prop. Merkle does quick, low cost work, mostly for sales, temporary notifications, market stalls, etc.
- X22 RES
- X23 RES
- X24 RES
- X25 RES
- X26 Empty

X27 RES
X28 Empty
X29 RES
X30 RES
X31 RES
X32 RES
X33 BOATHOUSE. Here the Baroness's small boat is kept moored for occasional
pleasure cruises on the Mill Pond. The boatkeeper is an old wizened man named
Wat the Base.
X34 RES
X35 RES
X36 RES
X37 RES
X38 Empty
X39 RES
X40 Empty

NOTES:

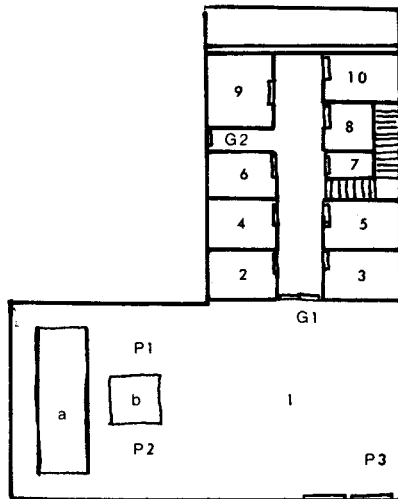
Castle Carse



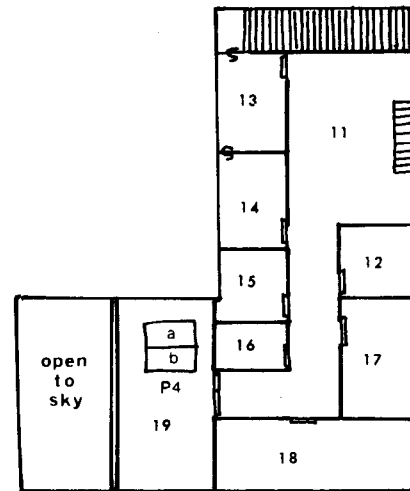
CASTLE CARSE

- 1) Barracks. 65 men of the Baron's garrison known as 'The Baron's Hand' are housed here under Lieutenant Hardaway. All are issued broadsword and shield and light lance. Stables for the garrison are below the barracks.
- 2) Great Hall. Here the Baron holds court and entertains, with room for 200 dinner guests. Kitchens and storerooms are located on the ground floor below.
- 3) Baron's Home. The Baron and the Baroness reside here with their servants. Gran Dorwellan, the Chamberlain has his own suite in this building,
- 4) Smithy/Armory. Wogantis the Smith oversees all manufacture and repairs of weapons, tack, and kitchen items.
- 5) Barracks. 35 men of the Baron's Personal Honor Guard, 'The White Wing', are housed here under the command of Captain Holdar Acanlef. Armed as the regular garrison, they bear a white winged helm on their shields.
- 6) Chapel. Father Mitchel of the Sky God and Tamarlava, a priestess of the Sea Goddess, oversee the two shrines contained within the chapel building. Mitchel (lvl 4, 19 HTK, CLERIC) has STAFF OF HEALING. Tamarlava (lvl 4, 15 HTK, CLERIC) has +3 SILVER DAGGER.
- 7) The Eagle Tower. Abode of Segrath The Wizard, the Baron's magician and personal advisor, this is also the most invulnerable section to the castle. Segrath (lvl 14, 41HTK, GP MAGICIAN) has a CRYSTAL BALL, RING OF SPELL STORING, FIREBALL WAND, and STAFF OF WIZARDRY.

NOTES:

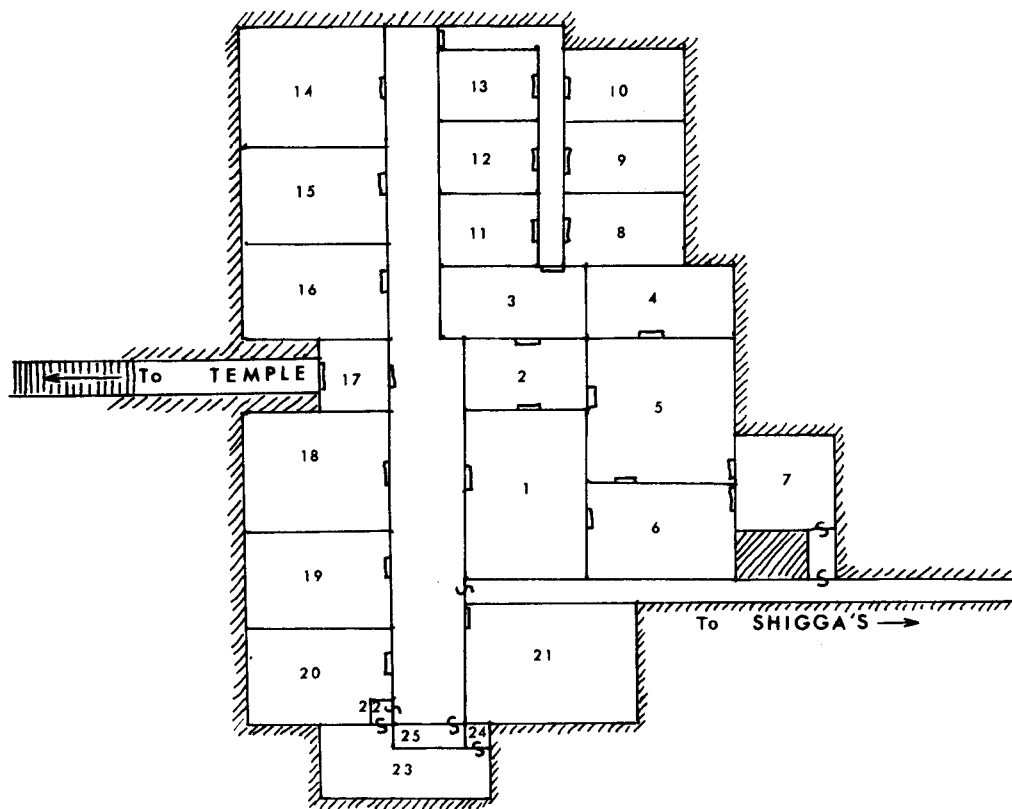


Ground Floor



2nd Floor

TEMPLE OF THE SKY GOD



Vault

TEMPLE OF THE SKY GOD

The traditional force of law in and about Carse is the Sky God, depicted in his temples as a white pegasus, better known to the initiated as Astalon, the Bringer of Law. This inner circle of worshippers consists of priests and those people who through consistent and large contributions have been shown the inner path.

The temple, then, exists on two levels, the second, the Temple to Astalon being at least partially secret. Unfortunately, unknown to all but the high priest, there is a third level and it is highly chaotic. While Malac (the high priest) appears a respectably powerful Lawful priest, he is in reality an extremely powerful Chaotic cleric, though not a follower of Guis-Wa. He spends most of his free time and many of his nights (made sleepless through arcane means) with his mistress and minions below, being magically warned if his presence should be required. Here he plots the slow and careful takeover of the city.

Sanctuary will be given for the customary three days to any individual so requesting. If more than three days are required, the individual must give a full statement to Malac (the High Priest) explaining why. At Malac's will the person may stay longer or be returned to the street after three days.

DESCRIPTION OF THE TEMPLE

The temple is constructed of grey stone carefully cut and mortared into place. The interior wall are made of brick while the second floor interior is all wood paneled with the exception of the kitchen and barracks.

Room 1. ALTAR OF THE SKY GOD: Services are held at noon on each sunny day. At noon, the sunlight falling on the pure white statue of the Pegasus (a) through the open roof section, is dazzling in the gloom of the sanctuary. The altar (b) is a raised block of stone with four torches standing at its corners. Gifts of coins, food, gems, jewelry, etc. are placed here. Most are taken away to be eaten, stored, used, etc. each night. Stationed throughout the room during services are three priests and a door guard. Two of the priests are stationed near the altar to answer religious questions, give blessings, receive offerings, etc. The other is stationed near the inner doorway to answer non-religious questions, arrange sanctuary and pass elite worshippers to the interior. The guard is stationed here also.

Rooms 2-9. are rooms for the various priests, each containing a pallet, a stand for hanging their robes, a small chest for personal belongings and a chamber pot.

Room 10. is the cleaning and bathing chamber

Room 11. is the refectory, containing a long table and benches. It is used for dining and lounging.

Room 12. is the kitchen

Room 13. is Malac's study. The walls are lined with books and scrolls, there is a small desk and chair.

Room 14. is Malac's chamber, only somewhat nicer than those used by the lesser priests.

Room 15. and 16. are rooms for the second priest (Sindar the Kind) and the third priest (Ethelred).

Room 17. houses the guard captain (Sind of Boragia) and contains a sleeping pallet, clothes rack, armor cabinet, small desk and chair and a chamber pot.

Room 18. barracks housing 6 guardsmen each with his own bunk, chest and armor cabinet.

Room 19. THE TEMPLE OF ASTALON. Services are held here at irregular intervals and all the priests and guards are initiates of Astalon. A priest keeps vigil beside the altar at all hours. Behind the simple altar is a white larger than man-sized statue of a man with eyes that appear as spinning wheels. Hidden within the

altar is the temple treasure: 10,000 gold; 25,000 silver; 50,000 copper; and assorted gems and jewelry worth approximately 100,000 gold.

The people of the temple:

Malac- The high priest of the Sky God is a handsome gentleman of average height and weight with black hair and eyes. His pleasant voice has inspired many to the tenets of the Sky God. Popular with common folk, Malac has developed a magic/hypnotic method of disguise that not only allows him but forces him to act as a lawful Cleric during the day. His Lawful guise is in effect A) while in the Temple B) on Temple business C) when in places he might be observed by those who know him. He comes out of disguise only when descending into his secret underground lair or to save his life. (lvl 12, 65 HTK, mace +2, SCROLL OF PROTECTION FROM MAGIC, BAG OF HOLDING.)

The Second Priest, Sindar the Kind (lvl 5, 13 HTK, uses leather armor and mace)

Third Priest, Ethelred (lvl 3, 12HTK, has a SCROLL OF PROTECTION FROM MAGIC)

Fourth Priest, Gudren (lvl 3, 12 HTK, female, War Hammer +2)

Fifth Priest, Krim (lvl 2, 7 HTK)

Sixth Priest, Sharmel (lvl 1, 6 HTK)

Seventh Priest, Sturl (lvl 1, 8 HTK, has a HORN OF VALHALLA (IRON))

Eighth Priest, Jinalla (lvl 1, 8HTK, female)

Ninth Priest, Ramos (lvl 1, 7 HTK)

Tenth Priest, Martana (lvl 1, 3 HTK)

Guard Captain, Sind (lvl 5, 29 HTK, female, has LAWFUL SHORT SWORD +2, TOME OF CLEAR THOUGHT and a RING OF THREE WISHES). She is totally devoted to the Sky God and if she thought the Malac wasn't totally devoted she would destroy him instantly.

Guards- there are six guards, all of above average height and strength. All are outfitted with leather armor with the symbol of the Sky God (a flying white Pegasus) emblazoned on the breast. Each has gauntlets and heavy helm, sky blue cloak and a shield with the Sky Gods emblem. All are (lvl 2, 9-18-12-7-10-11 HTK)

THE VAULT BELOW THE TEMPLE

This is an area discovered by Malac many years ago when he was still a faithful follower of the SKY GOD. His discerning eye noticed a discrepancy about the wall in his study and led him to a secret door. He later had a secret door installed in his quarters to guard against a slip of the tongue. The organization works through Shigga's Tavern (S17) unknown to any of Shigga's staff. At present the organization is small but is continuing to search for prospective additions. The secret doors in the tunnel will trip alarms if the vault is entered from the tunnel.

Area 1. (Rooms 1-7) Malac's quarters in the vault. All the rooms are opulently furnished in satins, silks and brocades. There is a 40% chance that the lady Tamara will be found here wearing 1-3 pieces of jewelry (see treasury).(1) a sitting room with several impressive couches and chairs. (2) the dining room with a large teak table and 12 chairs. (3) the kitchen, one or more staff members will always be here. (4) a small Roman type bath. (5) a comfortable bedroom, (6) the library, with the walls lined with books and containing 2 comfortable chairs and a table. (7) Malac's study, containing even more books and scrolls, a plain desk and chair. The secret door is Malac's bolt-hole.

Area 2. (Rooms 8-13) These are the staff's quarters. They are all comfortably furnished and contain personal odds and ends collected over the years. (8) Butler's Room. (9) First Chef. (10) Second Chef. (11) Maid. (12) Handyman. (13) Guard 1, Malac's personal guard, he splits his other duties with the other guards.

Area 3. (Rooms 14-16) These are empty apartments furnished with all the conveniences for visiting V.I.P.s

Area 4. (Rooms 17-25) (17) Foyer, one guard stationed here at all times. (18) A plainly furnished apartment with only the necessary conveniences. The Assassin lives here. (19-20) Guards's quarters, one in each. (21) The training area and gym including a pell and various interrogation equipment. (22) the broom closet. (23) Treasury, containing 150,000 gold, 27 gems (worth 13,000), 13 pieces of jewelry (worth 55,000). The jewelry belongs to Tamara, Malac's lady, and may be in her possession at any time. Usually she will have 1-3 pieces in her possession. (24) This room contains Malac's magic treasure including (1. Helm of Brilliance, 2. an unintelligent Lawful Cursed Broadsword -2 with charm person ability, 3. a Lawful Hand and a Half sword, Int=11, Ego=6, emits light, detect good and evil, see invisible, 4. Unintelligent Broadsword +1/+2 vs. Giants and Undead, Flaming, Neutral, 5. Wooden shield +5, 6. Chainmail +2). (25) is empty

The following characters can be found in the Vault: All of the staff and Malac's lady, Tamara, will never be involved in any fighting. The majority of the staff sleeps during the day and is active at night when Malac is free from his 'other' duties.

Malac- as indicated in the Temple except: Chaotic Cleric, lvl 13, 65 HTK, also has chainmail +6 and a Staff of Commanding

The Assassin- lvl 8, 30 HTK, he has and can use any armor/weapon combination and possesses a Chaotic +3 broadsword. He can disguise himself and blend into a crowd with 65% success. He has all the THIEF abilities and if an assassination is set up ahead he will always kill on the first blow/shot with an 18-20.

Guard 1- lvl 7, 30 HTK, partial plate, broadsword and shield. He has a TOME OF UNDERSTANDING which he is afraid to read.

Guard 2- lvl 9, 46 HTK, same as Guard 1 except has a CHAOTIC BROADSWORD +2 and METAL SHIELD +2

Guard 3- lvl 5, 22 HTK, Same as Guard 1

Tamara- Charisma 18/60 (160), she has raven black hair and black eyes. Unknown to Malac and the others, she is a devoted SHARWEN and when able is in contact with their leaders. Neither she or the other SHARWEN have associated Malac with the High Priest of the Sky God as of yet.

NOTES:

THIEVES' GUILD
Mother Ursa's Boarding House (M7)

While appearing to always be full of tenants, Mother Ursa's is really a front for the Thieves of Carse, known as The Mocker's Guild. Deceptively small, the front of the building hides Mocker's Rest, the guild headquarters. Once inside, the uninvited sees only a nondescript boarding house with several nondescript characters hanging around. In the back, there are many secret exits to the underground tunnel system and buildings close by.

CHARACTERS IN EVIDENCE:

Mother Ursa; a former beggar, she is able to project warmth and other motherly characteristics which keeps people from hassling her when she turns them away with regrets about the fullness of the house.

Little Hector; her grandson, plays for hours in the lobby and is in reality, Hector the Looksee, the best lookout at Mocker's Rest. He can have the word of a projected raid out before the first guardsman's foot hits the door.

Old Grundger; a retired merchant who is actually, Sly Grundger, a retired thief. He is not that old but uses make-up well as he was once an actor. He is usually in charge of training the young recruits. (lvl 5)

Malcom the handyman; actually Crusher Crell, strongarm man of the guild, he hangs around in case unwelcome visitors get out of hand. He is so strong that he can do 1-2 pts damage with just his hands and can bear-hug for 1-6 (FIGHTER, lvl 11, 76 HTK, +3 hits/+2 damage, has a falcion and shield hidden in the lobby and wears chainmail under his tunic. He always wears an ivory handled +1 dagger at his belt).

ADDITIONAL PEOPLE PRESENT BUT NOT IN EVIDENCE ARE:

Slyman Sharp, master of Mocker's Rest, is the man who virtually runs the guild. All disputes which do not go to guild court, go to Slyman. (THIEF, lvl 20, 65 HTK, -2 to opponent's attacks, +2 dagger)

Owley Ringer, Nightmaster of the Mockers. He supervises all night activities and is a member of the guild court. (THIEF, lvl 12, 40 HTK)

Beauty Gurias, has a charisma of 18/90 (190) and a bad temper and attitude due to his aquired name. He is Assistant Nightmaster and also a member of guild court (THIEF, lvl 9, 33 HTK, +1 hits due to strength)

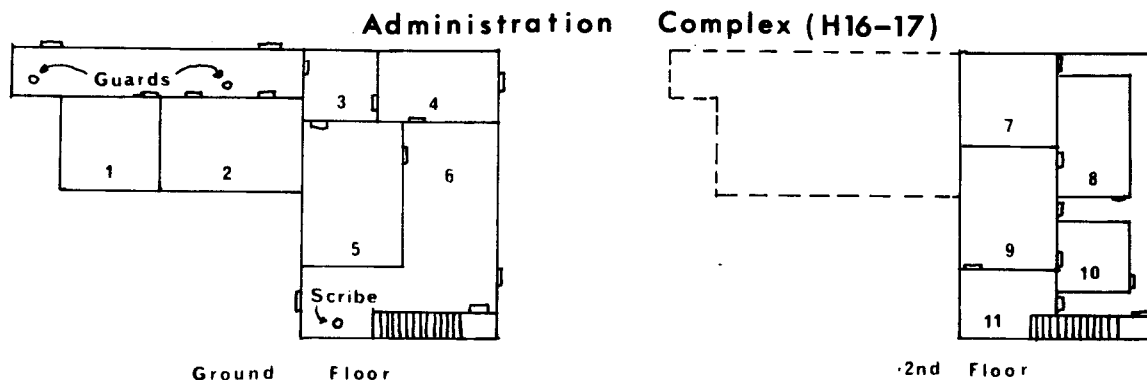
Young Hereward, is Daymaster of the Mocker's and while looking like a nice young man of good family, he is actually one of the most daring thieves of Carse. He will take jobs that no one else will take, which has accounted for his rapid rise in the guild. He is a member of guild court. (THIEF, lvl 10, 42 HTK, +1 hit for dexterity)

Rosaly the Red Dress, wears red as her trademark, is an expert with a dagger and is almost as daring as Hereward. It is rumored that she was once the Baron's lover. (THIEF, lvl 6, 24 HTK, +2 hit for dexterity)

Bastillion the Filch, is a lvl 4 thief but can pickpocket like lvl 10. He is an agent for the Baron but because of his low station is not privy to much important information. Unknown to him, Slyman has suspected him for some time and as a result often sends him after his employer's friends, much to the Baron's irritation.

Ragamon the Eye, is not a thief but an expert at locating valuables in town, listening for rumors and seeing telltale signs of caravan shipments, rich new people in town, etc..

The Upright Man, is the actual leader of the guild. No one except Slyman knows his identity. He only appears when a Full Guild Court is in session and presides over it wearing a black hood. Some say he is a noble, leading a double life, others think him to be a simple merchant. He is actually Welton Schmeer (M10).



CITY ADMINISTRATION BUILDING

GROUND FLOOR

- 1) Interrogation Room. Here prisoners are questioned by Stoltis Carmordren, the Head of the Secret Police, or Sheriff N'tara.
- 2) Holding Cell. Prisoners awaiting interrogation, trial, or drunks, are kept in this cell.
- 3) Guard Room. Here two city watchmen are on duty at all times. Two more are on station in the adjoining hall.
- 4) Licenses. Here citizens can secure all required licenses, permits, and warrants. Two scribes work under Edgar Maral, the chief scribe.
- 5) City Records. Galtor Haldali, Chief City Clerk, oversees three scribe/accountants in organizing all city records.
- 6) Waiting Room. A scribe records all who enter to conduct business with the members of the city administration, and rows of benches provide ample space for those waiting.

SECOND FLOOR

- 7) Tax Office. Grandville Rodel, the Baron's Tax Collector, oversees the six scribes who are constantly in and out of this office.
- 8) Court. Magistrate Gehazi Zemwara conducts his court here, trying all middle justice cases.
- 9) Magistrate's Private Office. Zemwara conducts personal interviews and attends to his non-judicial duties here.
- 10) Sheriff's Office. Sheriff N'tara sees to the business of his watchmen and holds low justice court here.
- 11) Storage Room.

UNDERGROUND (NOT SHOWN)

- 12) Dungeon. Here all convicted prisoners serve their term of sentence when not out in work gangs.
- 13) Offices of the Secret Police, The Emerald Serpent. Stoltis Carmordren, Head of the Emerald Serpent, and his lieutenant, Mordoc dun Vegan, run an ultra secret organization. Only the Mockers (SEE THIEVES GUILD) have some knowledge of their existence. Those brought below by Stoltis rarely are seen again. Stoltis (lvl 12, 44 HTK, ASSASIN) is +3 to hit, -2 to opponent's hits, -1 to opponent's damage due to DEXTERITY. Mordoc (lvl 4, 18 HTK, ASSASIN) is expert with the dagger and disguises.

CHARACTERS:

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

AREA	CHARACTER DESCRIPTION
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- | | |
|----------|--|
| POOR | BRINY GREYBEARD- a husky older seaman, given to singing off key. Usually seen with Arbie Marlinspike, a thin stooped man who used to be Capt. Greybeard's first mate. Arbie often asks for handouts, getting pushy if refused. He depends on Greybeard's fighting prowess to keep him out of trouble. Greybeard (lvl 6, 40 HTK, FIGHTER), Arbie (lvl 2, 10 HTK, FIGHTER) |
| POOR | Mother Mellot- a grey-haired, green eyed old crone, she sells herbs and tells fortunes. She is a fanatic SHARWEN and has very poor vision. |
| POOR | Hesekiah Droom is a smelly old man who is always trying to start his new religion, claiming he has been visited by a new god several times. Will attack Selmark O'pardoom on sight. |
| POOR | Rhesus Creal is a large, red-haired, black eyed man in charge of the dockworkers and a member of the IRON FIST. He is very tough and quick to defend his retarded son who is usually within earshot. His son is red-headed, short and heavy. Rhesus (Strength 16, average in all other stats), Roman, his son (Intellegence 6) |
| POOR | Gandargaal is the high priest of the Chaotic God, Guis-Wa, whose temple is hidden away in the poor quarter. He is a tall, dark man who nightly travels the street wrapped in a black cloak, in search of converts and sacrifices. Gandargaal (lvl 7, 30 HTK, Chaotic Priest, mace +3/ charm person ability) |
| POOR | Helegen Moreau will do anything for a price. He is a thin, quick-witted fighter with black hair and blue eyes. Helegen (lvl 5, 32 HTK, FIGHTER, has a broadsword +3) |
| POOR | Greely Sarcovia is a scarred, short, heavy, bald man who is head of the local smuggler's ring. Sarcovia can usually be found hanging around Ye Bitten Dog (Q13). Greely's brother, Blasco, is Harbormaster in Dock Administration Building (B2), which is partially the reason for Greely's success. |
| POOR/MER | Selmark O'pardoom drools slightly as he calls for a return to the 'old ways' before 'the God' strikes everyone down. He has dark glazed eyes, is bald and if pressed will not be able to recall who 'the God' is. Selmark will attack Hesekiah Droom on sight, shouting, "Blasphemer!!". |
| POOR/MER | Maxie is a goodlooking youth with brown hair and large brown eyes. Maxie makes his money picking the pockets of women he is charming with his quick wit and seducer's skills. Maxie (lvl 5, 15 HTK, THIEF). He is not associated with the local Thieves Guild. He can be seen constantly looking over his shoulder for members of the Guild. |

- POOR/MER Thackery of Ivory Cross is a fair minstrel who constantly wears a brown hooded cloak and moves about with a hunted look in his eyes. He is actually an outlaw thief, who would bring a high price from the local Thieves Guild.
- MERCHANT Shamar of Lognanda claims to be the rightful heir of Lognanda- which no one has ever heard of. He is constantly trying to recruit people to help him depose his evil brother from the throne.
- MERCHANT Honest John McGonnagal is the local fixer. A heavy blond man with a tic in his right eye, he has connections everywhere from the Thieves Guild to the Baronial Household. He can act as a go-between for any deal for enough money.
- MERCHANT Obediah is the most talented blacksmith in the city and the local arm-wrestling champion. He is proud of both, tall, heavy and bald but not particularly bright. He can normally be found at OBEDIAH'S SMITHY (E13)
- MERCHANT Gawanda Tealchdeth buys the provisions for the Baronial Household and is very conscious of her position. Her nose is as sharp as her tongue and she is always able to drive a hard bargain. (see CASTLE CARSE)
- MERCHANT Digger Troon is a well-to-do undertaker of shallow complexion distinguished by his pronounced limp. He is always interested in gravediggers and rumor has it that he sells some of his "customers" to unsavory characters. He can normally be found at U15.
- MERCHANT Melabar the Crazy is the local mad alchemist. He is always trying new experiments and recruiting others to hold things, light things, etc.. usually with disastrous results. He is short and nearsighted and keeps his shop at B3.
- MERCHANT Callistro is a black-haired short Magi given to wearing bright red robes with gold embroidery to "set off my eyes". He is always talking about the beauty of magic but between the lines are fascist overtones. He is in reality a prime mover in the Brotherhood of Dalshra and is continually on the prowl for prospective new members (see THE BROTHERHOOD OF DALSHRA, under SOCIAL ORDER)
- RICH Madam Margala owns the best brothel in town (J6) and is a prime intriguer in the SHARWEN. She uses her girls skillfully to keep the faction well informed on the goings on in town.
- RICH Alanah Tasriel is the poison queen of the city and has knowledge of and access to any known poison and its antidote. She is tall, slender, black haired, black-eyed and beautiful. She carries a live serpent wrapped around her neck. Alanah (Charisma 18). Her present residence is unknown.
- RICH Largue O'Briga is a wealthy trader with a dark complexion and oily back hair and beard. His eyes are a reddish brown and he specializes in toadying up to the nobles he sells his perfumes and furs to.
- RICH Nalmoot Shroad is an excitable, short, fat man who perspires constantly. He is the Baron's Master of Ceremonies and periodically roams the wealthy quarter on the look-out for cheap shows to book.

ANYWHERE Margram the Rumor Monger, the unquestioned master of his trade, can always be reached by leaving a message with any barman, beggar, or guardsman in the city. He will usually appear the same day. Guaranteeing satisfaction, he will drive competitors out of business, ruin careers, start economic panics, besmirch the character of even Carse's finest, all at reasonable prices.

PRICES:

Selling information to you: Baseless rumor (20% PROB. true) 10 gp; Good gossip (55% PROB. true) 100 gp; Can show the documents (85+% PROB. true) 1000+ gp.

Other services: Start disquieting rumor 20 gp per day max. 5 days; Start gossip 10 gp and up, depending on how slanderous (or dangerous); Besmirch Character, 100 gp per smirch; Defame lady of good family, 150 gp; Slander notable townsperson 200 gp (250 if cleric or magician); Rumor of innocent person's guilt or infamous deed 500 gp; Rumors of war 1000 gp; Rumors GUARANTEED to ruin business, drive markets down, lower prices, raise prices, etc. 1500 gp (500 gp surcharge for each death resulting, 1000 gp override in case of riot, 10,000 gp indemnity in case of war).

His slogan, "Remember, I didn't tell you!".

PERSONAGES

Baron Bogardis Almareth IV: The Baron is of average height and weight with brown hair and eyes. He enjoys hunting more than administration and frequently leaves most of the administrative details to his Chamberlain, Gran Dorwellan. The Baron is muscular and tanned from hours in the wild and he is an experienced fighter. Despite his frequent absences he does feel a deep responsibility toward his subjects and is relatively fair in dispensing high justice. Baron Bogardis (lvl 7, 50 HTK, FIGHTER, has a Broadsword +3, dispell magic ability, Chainmail +4, Metal Shield +2)

Baroness Winona Almareth is a member of one of the most powerful families of the old race. She is slender and fair with green eyes. She is secretly a member of the SHARWEN and unknown to anyone else she has an identical twin sister (Serena) who is the head of the SHARWEN. Both her parents died while she was still young and no one locally knew there were twins. She is several years younger than the Baron but still has a deep concern for the welfare of the people.

Chamberlain Gran Dorwellan is a tall, thin man with dark hair and blue piercing eyes. His right arm is withered and he has not been able to have it corrected by any clerical or medical means. Some say The Mark is upon him and he will soon die. He is just if somewhat stern.

Deputy Chamberlain Sarc Rowak is uniformly known as being an S.O.B. He is short, plump and has black, beady eyes and a well-waxed mustache. He hates the Old Race and is extremely conscious of the power he wields. He frequently will try to undermine the power of Gran Dorwellan the Chamberlain and hates the influence the Baroness wields over the Baron. He secretly belongs to the IRON FIST and has two 'aides' that are with him constantly. Aides Romak and Aclon (lvl 5, 23-30 HTK, each uses broadsword, partial plate and shield)

Sheriff N'tara Lakven is a tall, heavy red-haired man with black eyes and a quick temper. He is ambidexterous and freely uses the leather-wrapped stick that he constantly carries to subdue prisoners. He is extremely loyal to the Baron who depends on him to dispense Low Justice. He doesn't like the Magistrate, whom he feels is unnecessary.

Sheriff's Deputy Feylen Alkara works the night shift and is short, thin and dark skinned. He is very skilled with the rapier and often surprises his opponents by being left handed. While he is often swayed by a pretty face, he will take direction from no man except the Sheriff and Baron.

Second Deputy Berrick Blackthorn works graveyard shift because at that hour he can have some independence of action while Feylen and N'tara aren't around. He gets very upset if his authority is questioned and will often try Low Justice cases himself (even though he doesn't have the authority). Although of the Old Race, he is an active (and not so secret) member of the IRON FIST.

Captain of the Guard Bullroarer Redhand is an old drinking buddy of N'tara and although they look like brothers there is no relation. During their off hours they can frequently be found in and about the rowdier taverns in town.

Magistrate Gehazi Zemwara dispenses Middle Justice from his office in the Administration Building (H17). He is very tall and gaunt and what hair remains on his balding head is brown. He appreciates a good meal with wine and has been known to accept bribes if the case isn't too important. Gehazi takes great pleasure in acquitting as many people brought in by Deputy Berrick as possible.

NOTES:

SUGGESTED PRICES FOR CARSE

These are the suggested basic prices for items available in Carse assuming the shop normally carries that item. Used items are occasionally available and will be 10-60% less, with the same 10-60% chance of being defective.

The following prices assume these monetary conventions:

50 COPPER (cp) = 10 SILVER (sp) = 1 GOLD (gp).

ARMOR

Jack (leather): 10 gp	Full Leather: 20 gp
Scale: 250 gp	Chainmail: 1000gp
Partial Plate: 3000 gp	Full Plate: 5000 gp
Helmet, leather: 7 gp	Helmet, metal: 15 gp
Shield, leather: 10 gp	Shield, wood: 20 gp
Shield, metal: 50 gp	Barding, chain and scale: 2000 gp
Barding, plate: 8000 gp	

WEAPONS

Broadswords: 15 gp	Shortswords: 10 gp
Greatswords: 20 gp	Dagger, hand: 4 gp
Dagger, throwing: 8 gp	Mace: 6 gp
Morning Star, Flail: 8 gp	Pole Arms: 12 gp
Spear, light: 2 gp	Spear, heavy: 5 gp
War Hammer, Battleaxe: 7 gp	Lance, heavy: 15 gp
Lance, light: 5 gp	Horse Bow: 35 gp
Short Bow: 25 gp	Composite Bow: 55 gp
Long Bow: 45 gp	Crossbow, heavy: 35 gp
Crossbow, light: 20 gp	
Quiver, hip (holds 20 arrows): 2 gp	
Quiver, back (holds 30 arrows): 5 gp	
Arrows or quarrels (20): 5 gp	
Arrows or quarrels, silver tipped (each): 5 gp	
Sling, leather: 3 gp	Lead balls (50): 1 gp
Net, 10' weighted: 30 gp	Whip (20'): 15 gp
Bolo: 7 gp	Club: 5 sp
Quarterstaff: 2 gp	

TRANSPORTATION

Pony: 25 gp	Mule: 25 gp
Draft Horse: 40 gp	Draft Horse, large: 75gp
Pack Horse: 30 gp	Pack Horse, large: 55 gp
Quarterhorse: 60 gp	
Warhorse, med: 200 gp	Warhorse, heavy: 500 gp
Saddle, plain: 30 gp	Saddle Bags: 15 gp
Mule Pack Frame: 10 gp	
Cart, 2 wheel: 75 gp	
Wagon, small, 1 horse: 130 gp	Wagon, med, 2 horse: 175 gp
Wagon, freight, 4 horse: 400 gp	
Wagon, sleeping for 4: 350 gp	

FOOD

Normal food, 7 day/person: 3 gp, stores up to 2 weeks	
Ration Concentrate, 7 day/person: 4 gp, stores 2 months	
Fruit (each): 1 cp-1 gp	Wine, quart: 1 gp

TOOLS

Shovel, 1: 2 gp
Nails, 100: 1 sp

Pick, 1: 2 gp
Pad Lock, 1: 1-5 gp

ROPE AND CLIMBING GEAR

Hemp rope: 1 cp/foot= 50 feet/gp
Spider silk rope: 200 gp/ foot
Crampons, 1 pair: 3 gp
Spikes, 12 steel: 3 gp
Stakes, 12 wood: 2 sp

Ladder, rope, 30': 12 gp
Pitons, 20 steel: 10 gp
Spikes, 12 iron: 1 gp
Mallet, 3 lb.: 6 sp
Grapling hook, 1, 3 prong: 2 gp

LEATHER GOODS AND CLOTH

Bag, small (50 coins): 6 sp
Sack, large, cloth: 1 gp
Backpack, leather: 10 gp
Water skin, 2 qt: 3 gp
Tarp, 10x10' sealed: 5 gp

Bag, steel reinforced leather: 5 gp
Sack, large, leather: 5 gp
Daypack, cloth: 4 gp
Water skin, 3qt: 5 gp

BURNABLES

Torches, 10: 1 sp
Lantern Oil, 2 fills: 1 gp

Lantern, 4 hour/fill: 15 gp

Petroleum, burning oil, covers 10x10' area doing 1d6 per turn victim exposed to flames: 5 gp

CLOTHING

quality= poor/average/good

Shirt, undyed linen: 1 gp/3 gp/ 6 gp

Trousers, undyed: 1 gp/3 gp/8 gp

Kilt, undyed: 6 sp/2 gp/5 gp

Great Kilt, undyed: na/10 gp/25 gp

Loin cloth: 3 cp/5 sp/1 gp

Sandles, normal: 2 cp/4 sp/1 gp

Sandles, heavy: 1 sp/8 sp/2 gp

Shoes, normal: 3 sp/1 gp/5 gp

Boots, soldier: 5 sp/3 gp/10 gp

Boots, hobnail: 3 sp/1 gp/3 gp

Cloak, normal, undyed: 2 gp/5 gp/15 gp

Cloak, hooded, undyed: 3 gp/7 gp/20 gp

Gloves, cloth: 5 sp/2 gp/5 gp

Robes, undyed linen: 5 gp/15 gp/35 gp

Poncho: 3 gp

Dress, undyed linen: 1 gp/3 gp/15 gp+

Designs, undyed: 1"=1 sp, 2-3"=2 gp, 3-5"=5 gp, etc.

Made from cotton: price for linen x3

Made from silk: price for linen x10

Dyed green: base price x3

Dyed yellow: base price x5

Dyed blue: base price x8

Dyed red: base price x10

Dyed purple: base price x150

MISCELLANEOUS

Mirror, 2x3" steel: 3 gp Mirror, 5x7" steel: 8 gp
Mirror 2x3" silver: 20 gp Mirror, 8x12" silvered glass: 1000 gp
Compass: 2500 gp
Garlic buds: 1 gp
Belladonna, bunch (poison): 10 gp
Wolfsbane, sprig (anti-lycanthrope): 15gp
Cross, wood: 3 gp
Cross, silvered steel: 15 gp
Cross, silver: 25 gp
Holy Water, 2 ounces: 25 gp
Bedroll: 10 gp
Paper (20 sheets), ink & pen: 5 gp
Drawing Charcoal, 1 stick: 1 sp
Physicians Bag:
 Basic (bandages, salves, ointments, etc.) 5 uses: 20 gp
 Complete (basic + one dose of each poison antidote): 500 gp
Physician's Antidote Set (one dose of each poison antidote): 500 gp
Poison Antidotes, one dose for each common poison: 30 gp

STABLES

Although any stable has a recognized level of quality, on any given day the animals and services available will vary. These tables are designed to assist the Game Master in deciding the type, quantity, and quality of goods available on a particular day.

TABLE 1

QUALITY MOD. FOR TABLE 2.

QUALITY ('s' level)	MOD.
1=Below Average	-10%
2=Ave	+0%
3=Above Ave.	+10%
4=Well Above Ave.	+25%

TABLE 2

COMBINE MODIFIER FROM TABLE 1 AND ANY MOD. FROM DESCRIPTION WITH %D ROLL TO GIVE TOTAL

TOTAL	D/L@	DESCRIPTION
01-10	0	Nothing Available
11-30	1	Below normal.
31-84	2	Normal
85-99	3	Above normal
100	4	Special

GOODS AND SERVICES AVAILABLE

A. NUMBER OF ANIMALS AVAILABLE

TYPE OF ANIMAL	@DAILY LEVEL			
	1	2	3	4
MULES	1D4-1	1D6/2	1D4	1D6
PONIES	1D4-2	1D4-1	1D6-2	1D6/2
QUARTER HORSE*	1D4-1	1D6-1	1D6	1D8
DRAFT HORSE	1D4-1	1D4	1D4	1D6-1
Lt. WAR HORSE	1D6-5	1D8-5	1D6-2	1D6-1
Hv. WAR HORSE	1D8-7	1D6-4	1D6-3	1D6-2
SPECIAL**	01	05	15	50

* Any light riding horse.

** % PROB.of having Unicorn, Pegasas, Enchanted horse, etc.

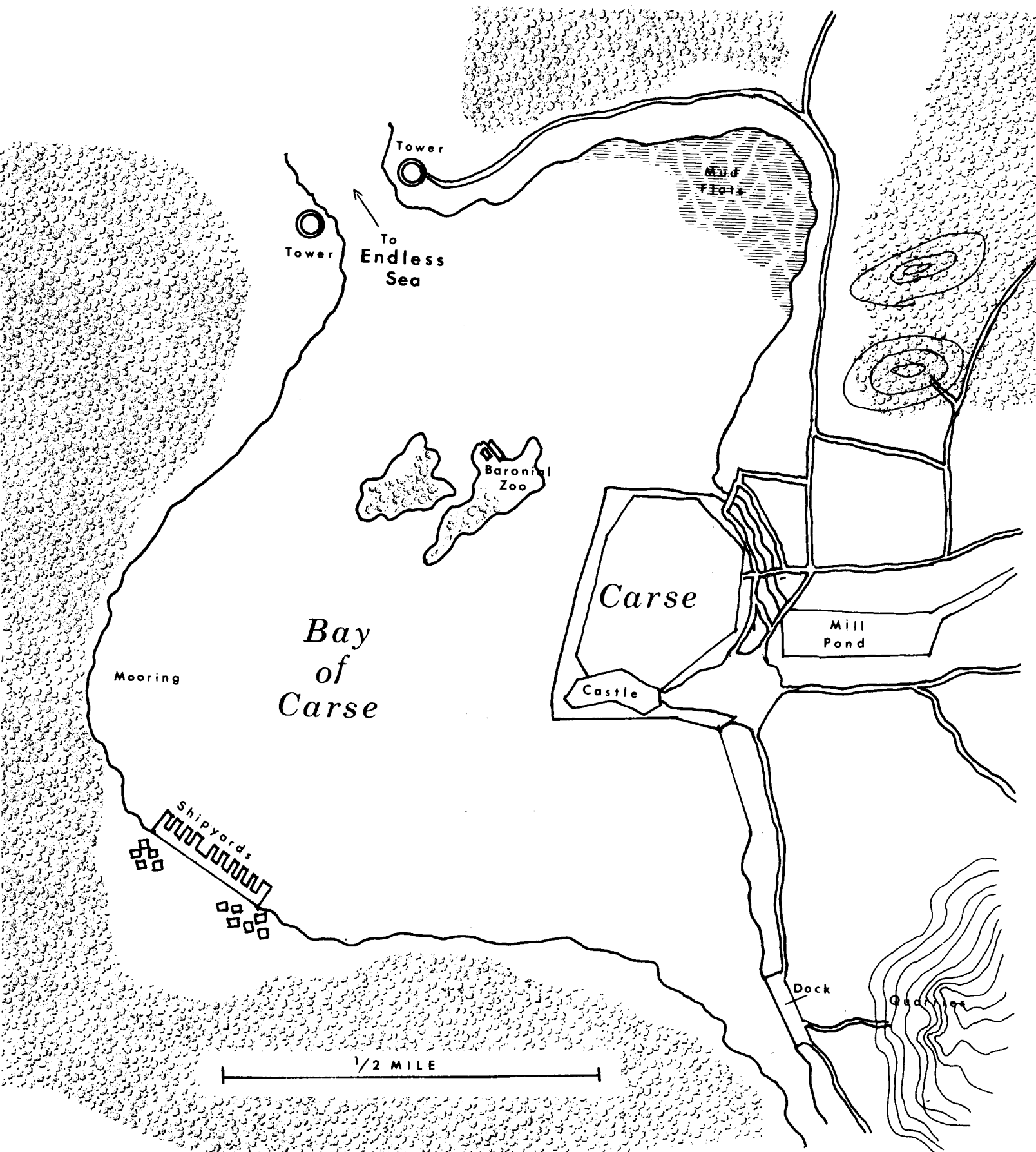
B. FOOD AND GROOMING

TYPE	1	2	3	4	NOTES:
QUANTITY FOOD/WATER	L	S	P	P	
QUALITY FOOD/WATER	PR	A	G	E	
ANIMAL BRUSHED	N	Y	Y	Y	
HOOVES CLEANED	N	N	Y	Y	
MINOR HEALING	N	N	N	Y	
TACK CLEANING	N	N	Y	Y	
TACK REPAIR	N	N	N	Y	
DAILY STABLING COST	0.1	1	3	6	cost in gold coins

L = LIMITED S = SUFFICIENT P = PLENTIFUL

PR = POOR, A = AVERAGE, G = GOOD, E = EXCELLENT

N = NO, Y = YES



INDEX OF BUILDINGS: CROSS REFERENCE
Area code, Name, ()=sign

ADMINISTRATION	
CITY	H17
DOCK	B2
ALCHEMIST	B3, Malabar's; D6, Health Providers; F3, Willoby and Sons; J4, Perlan's Potions; SS7, Cures and Causes; U7, Dramak's Draughts
ANIMAL TRAINER	T26, Ravenslocks; X13, (no sign)
ARCHITECT	T8, (no sign)
ARMORER	B14, Truesdells; L2, Haimish; S15, Leather Shield; T7, Stedman's Steel; V7, Rockhill's
ARTIST/SCULPTOR	C19, (no sign); H6, (no sign)
ASTRONOMER/NAVIGATOR	C4; C8, Hiring Hall; G5; R3
BAKERY	A12, Steaming Loaf; B4, Ester's Oven; L4, Raksha's Delights; T6, Royal Cakeshop; T32, Irgin's; X9, Toftler's
BARBER	D16, Comb and Razor; H10, Razor's Edge
BARRACKS	A1; D1; H18; M2;
BARRELMAKER	C21, Oly Gustavson; M5, (no sign); O4, Iron Band; U9, Astobar's
BATHS, PUBLIC	H13, Beth's Baths II; K17, Dusty Road; T5, Mulch's Baths
BAZAAR	Q1-Q17
BIOLOGIST	C3, Candor Lackless and Co.; L1
BIRD TRAINER	A13, Sharon Featherhand; H3, Roland Tweedy
BOATWRIGHT	A8, Napolian Tode's Boatshop; T22, (Rowboat); V10, (Anchor)
BOTANIST	R4,
BOWYER/FLETCHER	A3, Golden Bow; B10, Zeyt's; T9, Brassard's
BREWERY	NN4, (Bottle); SS4, Consolidated
BRICKMAKER	N14, (Trowel); NN5, (no sign)
BROTHEL	A10, Madame Laticias's; E11, Willow Tree; F2, Graceful Lily; J6, Margala's; S25, Aunt May's; WW3, Golden Lady
BROTHERHOOD OF DALSHRA:	
Calistro K4	
Hogor the Lame K4	
Zantac K4	
BUTCHER	E7, Steer's Head; F5, (Clever); H12, Fergus' Meats; N8, Gourmet's Table; O7, (Bull); U18, Hagabard's; V8, Shogan Soljunk, Butcher
CABINETMAKER	E16, Jaga's Woodwork; O8, (Rasp)
CANDLEMAKER	C12, Old Tallow Shop; K16, Beltoni and Sons; S12, (Candlestick); X3, (Tallow Pot)
CARAVANSERAI	W8-W18
CARPENTER	C28, (no sign); D13, Saw and Plane; K28, (Straightedge); T1, (Hammer); W4, (Nail)
CARPET/TAPESTRYMAKER	B8, Sun Long's Fine Tapestry; T10, Jiomba's Tapestries
CARTOGRAPHER	B5, Maps by Farquarr; P12, (North Star); U6, (Dividers and Straightedge)
CHANDLER	B7, Salt of the Sea Outfitters; E10, Melgon and Company; J1, (Gilded Anchor); U1, Salvage and Wrecker's Clearing House
CLOCKMAKER	B12, Rhamotep Clock Works

COBBLER	G1, (Boot); K2, (Bull's Hide); VV3, Salvador Lowest, Bootmaker
COPPERSMITH	Q2, Mellisant's Fine Copper
DISGUISES	SS9, (no sign)
DISTILLER	N18, (Flask); SS4, Consolidated (also see Brewers)
DOCTOR	SEE PHYSICIAN
DYER	N13, (Brimming Vat); NN1, (Blue Ox); NN8, (Rainbow); O1, (Red Tunic)
ENGINEER	M1, Rigvin Troon; P11, Thom MacAran, Engineer
ENGRAVER	B6, The Steel Stylus; D12, Vokos the Engraver
EXPEDITIONS	SEE OUTFITTERS
FINANCING	SEE UNDERWRITERS
FISHMONGER	A21, Mable's Fresh Fish; C26, (Sailfin); F1, (Happy Flounder); N21, Trask and Sons; T19, Rollan the Fishwife; U5, (no sign)
FORTUNETELLER	D3, (Eye); H2, The Smokey Veil; U4, (Star and Comet)
FULLER	NN2, (Wooly Sheep); NN6, Breendan Kosh the Fuller
FURIER	P5, (Ermine)
GAMBLING HALL	A14, Fate's Wheel; D4, The Knuckle Bones
GEOLOGIST	A16, Geologist; P6, Geologist
GLASSBLOWER	U11, Melchior Snivy's Glass Emporium; VV1, Fine Glass
GUILDS:	
CRAFTS	K27
MAGICIANS	K4
SALVAGE/WRECKERS	V3
SEAMEN	K5
THIEVES	M7
WARRIORS	K29
HORSETRADER	V9, Balthasar's
HORSE TRAINER	T12, (no sign)
ILLUMINATOR	VV2, (Purple Quill)
INN/TAVERN/PUB	A4, Bronze Mermaid; B9, Golden Lion; B13, Silver Cauldron; C10, Black Stag; D11, Tedman's Inn of the Holy Word; E4, The Bear's Claw; H14, Algenon's Sign of the Swinging Gate; H15, The Bar; L3, Jason's Arms; M3, The Sword and Cup; M7, Mother Ursa's; N11, The Sword and Crown; Q1, (Double Bladed Axe); Q13, Ye Bitten Dog; R1, The Boar's Head; S17, Shigga's Sign of the Spear; SS5, Leaping Hart; T4, The Royal Guest; V4, Mummy Daberath's Stew Palace; W8, Yngvi's Station; WW2, Blue Djinn; X4, (Kicking Mule)
INTERPRETOR	C20; K8
IRON FIST:	
Bronze Mermaid -- favorite hangout A4	
Berric Blackthorn, 2nd Deputy Sheriff (SEE PERSONAGES)	
Brage the Miller R14	
Crusher Briggs, Sgt. at Arms, Warrior's Guild K29	
Gunnar Halfstead, Merchant Prince R4	
Iron Man Marsten, Guildmaster, Warrior's Guild K29	
Milder Constellor, Civil Engineer K19	
Old Doc Slamar, Physician V5	
Rhesus Creel, Head of Dockworkers (SEE CHARACTERS)	
Sarc Rowak, Deputy Chamberlain (SEE PERSONAGES)	
Shatterhand the Mason E2	
JAIL	H16
JEWELER	C30, Tryggs Jewelry and Armrings; D14, Barmarster

LAMPS	and Sons; J5, The Emerald Sea; P8, The Golden Way;
LAWYER	T14, Kamal's Fine Stones
LEATHERWORKER	SEE CANDLEMAKER
	C14, Gideon Mulch
	C31, Lyle's Leatherwork; P2, (Awl); U10, Harcourt
	Slime's Leatherworks; V11, Fine Leathergoods by
	Nevertan
LINGUIST	C7; P4;
MASON	E2, Shatterhand's Stoneworks; X1, Swelman Salms,
	Stonecutter
MATHEMATICIAN	A7, (no sign)
MERCHANT PRINCE	R5
MILLER	K15, (Barleycorn); P3, (Mill Wheel); P14, Brage's
	Mill
MONEYLENDER	D2, Easy Lender's; K9, Lambert and Gross; M4, (Open
	Purse); Q7, (Balanced Scales); VV4, (Golden Coin)
MUSICAL INSTRUMENTS	E1, Salinah's; H9, Harp's Music
NAVIGATOR	SEE ASTRONOMER
NAVIGATOR/PILOTS HIRING HALL	C8
OLD SAILOR'S HOME	C1
OUTFITTERS, EXPEDITION	E8, Elstan Expedition Exchange; J3, The Journey;
	K26, High Adventure Outfitters; S30, Harmon's; T23,
	(Laden Mule); V12, Surplus Suppliers
ORPHANAGE	X8
PAINTER, BLDG & MARINE	A23, (no sign); E15, (Paint Pot); T11, (Dripping
	Brush)
PAINTER, ART	SEE ARTISTS
PAINTER, SIGN	SEE SIGNPAINTER
PAPER/INK MAKER	A22, (no sign); NN7, (Quill)
PAWNSHOP	SEE MONEYLENDER
PERFUMER	A20, Henri' Colognes; N19, (White Lily); P10,
	(Rose)
PHYSICIAN	C33, (Healer); D18, (no sign); H7, (Broken Jaw);
	S27, (Dove); V5, (Merry Man)
POTTER	A18, (no sign); C32, Porter's Pots; K10, Begjam
	Huld, Potter; O6, (Crock); P7, (Turning Wheel);
	S28, (Potter's Wheel)
PRODUCE	A17, Sibyl's Fruits and Vegetables; C27, Steadly
	and Sons; D9, (Green Stalk); S29, (Corn Stalk);
	T20, (Cabbage); VV6, (Orange)
PUB	SEE INN
ROPE/NET MAKER	A15, Gordian's Knots; C29, Raoul's Ropes; T15,
	(Coiled Rope); U12, (Hemp)
SAILMAKER	C24, Rodney's Canvasworks; P13, Tarstoff of Carse;
	V6, (Full Sail)
SALVAGE	SEE GUILDS
SCHOLAR	C9, (no sign); S11, (no sign)
SCRIBE	C25, (no sign); D8, (Inkpot); P9, (Scroll); T17,
	Textan Bris
SECURITY SERVICE	E9, Derwar the Wake
SHARPENER	VV7, (Whetstone); X2, (Knife)
SHARWEN:	
	Artag, Prop. of Royal Guest T4
	Borghild, Owner of Einar's Shipbuilders J7
	Cassiopia, Apprentice Leatherworker P2
	Madame Margala, Owner of Brothel J6
	Mother Mellot, Herbs and Fortunes (SEE CHARACTERS)
	Raksha the Baker L4
	Ramala the Hook, Wrecker V3

Serena, sister of the Baroness, head of Sharwen (SEE PERSONAGES)
 Sharon Featherhand, Bird Trainer A13
 Tamara, Malac's lover (SEE TEMPLE OF THE SKY GOD)
 Winona Almoreth, Baroness of Carse (SEE PERSONAGES)
 Yrsa, daughter of Borghild J7

SHIPBUILDER, OFFICE	B1, Ardock Shipwrights and Company; C23, Castle Brothers; J7, Einar's Shipwrights; K3, (Full Sail)
SHIP CAPTAIN	A9; C5; J9
SHIPPER, FREIGHT	H8, Boker and Wemble; K6, Wilanset and Mumms, Freight; K25, Quality Shippers; N6, (Loaded Wagon)
SIGNPAINTER	K1, ('P'); X21, Merkle Slamone, Prop.
SMITH	A6, Smythe's Smithy; E13, Obediah's Smithy; N23, (Forge and Anvil); S20, (Mended Spoon); T29, (Prancing Horse); X15, (Horseshoe)
SPICES & HERBS	S23, (Mortar)
SPINNER	C17, Carse Thread and Yarn Company; C35, Elegant Yarns and Threads; E14, (Silver Spindle)
STABLE	A5, (no sign); B11, Hawk's; J2, (no sign); K11, (no sign); K20, (Tired Donkey); R2, (no sign); S18, (no sign); T3, (no sign); W1, (no sign); X12, Horse Care, Montag Roon, owner
STEERSMAN	A19; C15; K7
STONECUTTER	N17, (Plumbob)
TAILOR	D7, Linder's Tailor Shop; E3, (Golden Thimble); T18, (Dancing Needle); U20, Henrieta's Homespuns; V13, (Scissors)
TANNER	N7, Troons' Tannery; N16, (Oxhide Shield); N20, Hides, Cured and Uncured; N22, Shugat's Tannery; O2, (no sign)
TAVERN	SEE INN
TEMPLE:	
SKY GOD	C18
SEA GODDESS	D10
UNDERTAKER	U15, Troon's Funeral Parlor; WW8, (no sign)
UNDERWRITER	Q9, Quality Assurance Company
VETERINARIAN	C22, (no sign); H4, (Lame Horse); P1, Norman Troon, Animal Doctor
WEAPONS MAKER	C34, Hagar's Weapons; E5, (Cutting Edge); J8, Glarn's Special Weapons; U17, Aljaga's Blade Shop
WEAVER	E6, Griswald the Canavaser; H1, Jodan's Loom; T2, (Golden Loom); U16, Lorren's Discount Cloth; V1, Gran's Bulk Cloth
WHEEL/CARTWRIGHT	S24, (Spokeshave); U21, Gilfitch's Wagons; V2, Big Bill's
WINESHOP	E12, Summatter's Wines
WOODCARVER	S26, (Wooden Duck)

NOTES:

In all cases where a shop has a written name, it will also have the appropriate pictorial sign.

