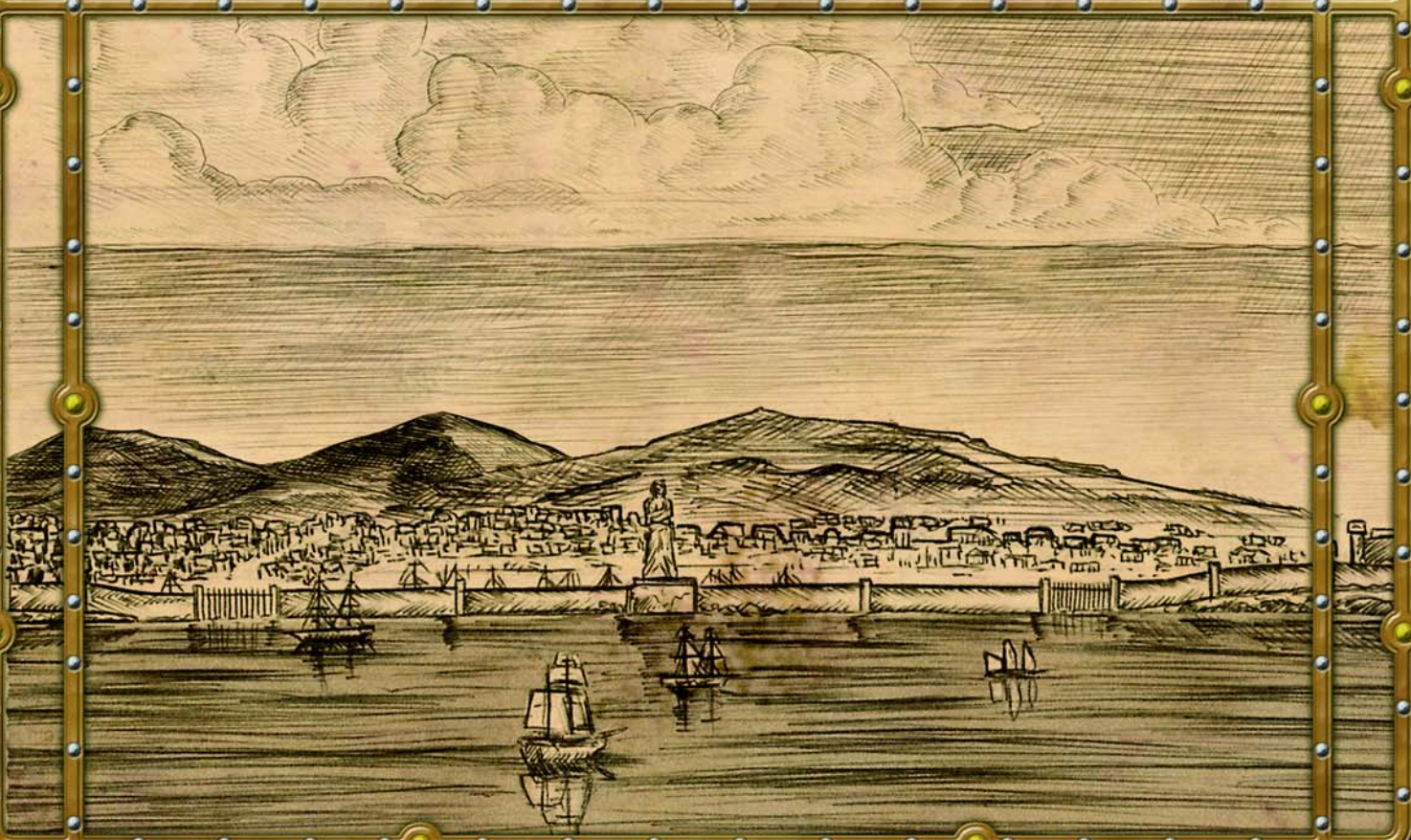


# Kingdoms of Kalamak

## ZOA

### CITADEL OF THE BAY



by Lloyd Brown III

# ZOA: CITADEL OF THE BAY

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## A Brief Guide to the Sovereign Lands

The Kingdoms of Kalamar is a vibrant setting alive with rich cultures, imminent danger and complex intrigue. It is also a world rife with adventure, where fantastic creatures roam the wilderness, evil clerics worship deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids, and technology and industry come face to face with magic and the fantastic.

Combining the elements of fantasy you've come to enjoy with a strong medieval world based on real geographical, social and political features, this dynamic world remains enjoyable long after the novelty of the "tourist bazaars" wears thin. Whether you dream of exploring the ruins of a lost civilization, warring with barbarian horselords for control of territory, guarding your elven home against the human threat or ridding the desert of undead abominations, the Kingdoms of Kalamar setting provides the where and how, without sacrificing continuity or common sense.

The setting is named after the great Kalamaran Empire, which once covered much of the continent of Tellene. But time weighs heavy upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever.

Many races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and a variety of monsters. The lands of Tellene are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

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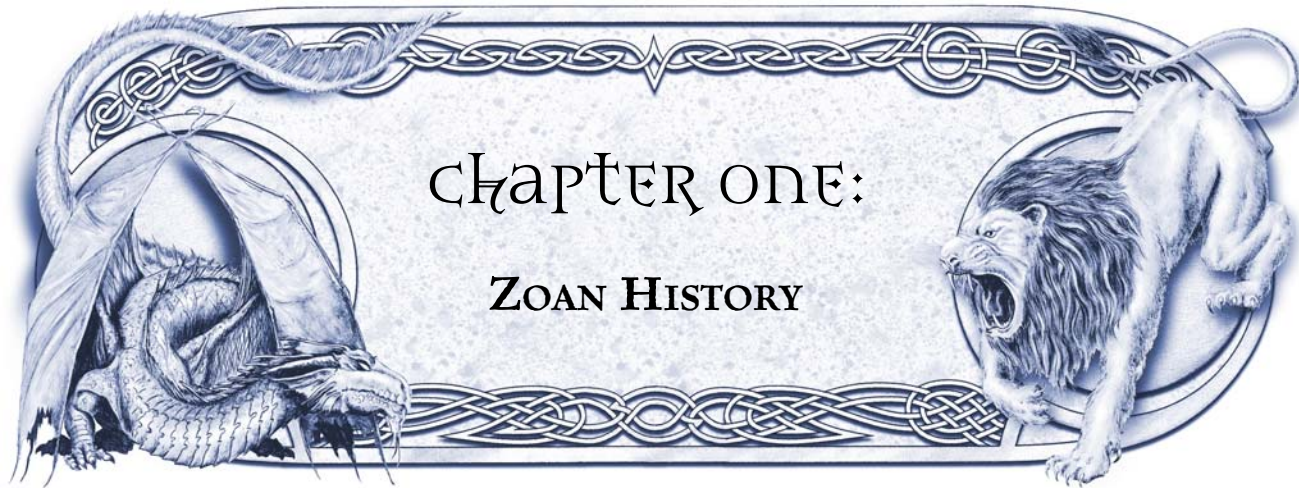
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# TABLE OF CONTENTS

<b>Chapter One: Zoan History</b> . . . . .	<b>3</b>	Education . . . . .	39
Early History . . . . .	3	Entertainment . . . . .	39
The Sacking of Zoa . . . . .	3	Holidays . . . . .	40
Elven Guests . . . . .	4	Languages . . . . .	41
Growth of the Fleet . . . . .	4	Marriage . . . . .	41
Years of Hate . . . . .	5	Death . . . . .	41
Creation of the Council . . . . .	5	Currency and Taxes . . . . .	42
Peace and Regrowth . . . . .	6	Common Taxes and Tariffs . . . . .	42
Gnoll Invasions . . . . .	6	Trade . . . . .	43
The Grain Riots . . . . .	7	Popular Reanaarian Weapons [sidebar] . . . . .	43
Veenar's Shadows . . . . .	7	Guilds . . . . .	43
Recent History . . . . .	7	Clerics' Guild . . . . .	44
Timeline of Zoan History [sidebar] . . . . .	8	Mages' Guild . . . . .	44
<b>Chapter Two: The City of Zoa</b> . . . . .	<b>9</b>	Marines' Guild . . . . .	45
Geography . . . . .	9	Merchants' Guild . . . . .	45
Elevation . . . . .	9	Slavers' Guild . . . . .	45
Waterways . . . . .	9	Smiths' Guild . . . . .	45
Population . . . . .	10	Tailors' Guild . . . . .	45
Walls and Gates . . . . .	10	Government . . . . .	46
Street Map . . . . .	11	The Council of Elders . . . . .	46
Streets . . . . .	12	Salamander Rings [sidebar] . . . . .	49
District Map . . . . .	13	Political Alliances and Factions . . . . .	55
The Districts . . . . .	14	The Aristocracy . . . . .	55
Artisan District . . . . .	14	The Inquisitors . . . . .	55
Council Hall . . . . .	14	The Military . . . . .	56
Other Notable Persons . . . . .	15	The Tradesmen . . . . .	56
Citadel District . . . . .	15	Other Factions . . . . .	56
The Citadel . . . . .	16	The Zoan Military . . . . .	56
The Lighthouse . . . . .	17	The Army . . . . .	56
Werlen's City Home . . . . .	18	Mercenaries . . . . .	57
Coins District . . . . .	19	The Navy . . . . .	58
The Circle of the Gods . . . . .	19	Navy Galleons . . . . .	59
Notable Persons . . . . .	19	Other Navy Ships . . . . .	60
Luinel Commission [sidebar] . . . . .	20	Keshow [sidebar] . . . . .	60
The Dregs . . . . .	22	Liamar Bloodsword . . . . .	61
Crime Lords in the Dregs . . . . .	22	The Marines . . . . .	61
Castle Zoa . . . . .	24	The Shields . . . . .	61
Geolain's Tower . . . . .	25	Shield Patrols [sidebar] . . . . .	62
The Low Market . . . . .	26	Rewards, Medals and Honors . . . . .	62
Market District . . . . .	27	Influential Families . . . . .	64
The Dock Market . . . . .	28	Prominent Churches . . . . .	66
The Great Market . . . . .	29	Vestments of Peace [sidebar] . . . . .	69
Small Town . . . . .	31	Lesser Churches . . . . .	72
The Forges . . . . .	31	Cults and Other Religions . . . . .	75
The Hills . . . . .	32	Independent Organizations . . . . .	75
The Holes . . . . .	33	Magic in Zoa . . . . .	77
Halfling Clown Outfit [sidebar] . . . . .	33	The Tribute Lands . . . . .	79
Other Locations . . . . .	33	Independent Towns . . . . .	83
Notable Nonhumans . . . . .	34	Harvester Ray Poison [sidebar] . . . . .	85
<b>Chapter Three: Living in Zoa</b> . . . . .	<b>35</b>	The Tribute Islands . . . . .	86
Life in Zoa . . . . .	35	Geyser [sidebar] . . . . .	88
Birth . . . . .	35	Monsters and Tribes . . . . .	89
Citizens and Slaves . . . . .	35	<b>Appendix A: Residents of Zoa</b> . . . . .	<b>91</b>
Civic Duty . . . . .	37	<b>Appendix B: Glossary</b> . . . . .	<b>100</b>
Dining and Etiquette . . . . .	38		



While known as a city of trade and commerce, Zoa is a city with a rich culture, a vibrant artistic center, and a focal point for the faith of the Reanaarian people. Its exciting history is a story of woe, cheer, greed and success. It is also a tale of the life of the elf named Werlen.

### Early History (to 200 YND)

The current site of Zoa used to hold a small gnomish village called Zoha, from a Gnomish word meaning “point” (a reference to the peninsula on which it sits). The village was centered on a slight rise where now sits Castle Zoa. It was a village of no more than a few hundred gnomes, living off of the crops they grew there and the plentiful fish the sea provided. This village was a sparsely-populated part of a much larger gnomish principality that included the islands south of the city, the peninsula and the coastal regions.

Werlen, an elven explorer, realized the value of the Sinking Bay as a harbor and set up a merchant house there. He hailed traders from Svimohzia before they ventured further into the Bay, and bought virtually anything they had to sell. Werlen resold the goods to the gnomes and to the other small villages along the coast. He was a shrewd bargainer and his enterprise prospered. Before long, he owned several small boats that carried his goods up and down the peninsula.

The concentration of Reanaarians in and near Geanavue had grown, and cultural pressures drove them to migrate further into the Bay area. News of the trade from the gnomish village had spread, and Reanaarian pioneers trekked down the peninsula to Zoa, where they began to build their own homes on the north side of the Sinking Bay. Within a human generation or so, population around the Sinking Bay grew to around 2,000 humans, a similar number of gnomes, and one elf. Already by that time, a halfling village on the western edge of the Sinking Bay had begun to become an integral part of the city.

Relations were fine between the humans and the gnomes at this time; the humans more or less kept to themselves, and the local resources were ample for four thousand mouths. Over half

of these humans worked for Werlen, manning his ships, trading his goods, and building his warehouses and fleet.

During this period of early growth, the gnomes expanded Zoa Keep, which they had originally built to provide shelter against gnoll invasions. They redesigned it to provide space large enough for their new neighbors.

### The Sacking of Zoa (196 YND)

The One Horn tribe of orcs, driven from the region around blossoming Geanavue, turned to the peninsula with fire and axe. Moving south of the central hills, they skirted the coast and settled just northwest of Zoa, eyeing the settlement before attacking.

The One Horns paused, and signs indicate that they were about to round the hills and continue their depredations along the eastern coast when they changed their course. Regardless of their initial decisions, they chose to attack the city. Most stories indicate that Werlen paid them a tribute to avoid the city, and the orcs decided that if Zoa had that much wealth to throw away, they must surely have far more hidden away.

The orcish attack came in the dark of Pelselond and Veshemo, with only a sliver of Diadolai in the sky. The first warriors fell upon a mercenary band returning from a mission in the field, and one of the mercenaries managed to flee to the city and provide a few minutes of warning.

Nobody realized how many orcs were there, or the loss of life would have been less. By attempting to defend the city before deciding to flee, the city’s army ruined itself. The crowds of screaming citizens swarmed the docks, and the ships in the harbor managed to set out just in time to escape the blazing buildings in the town.

The orcs searched for their fabled plunder for a week.

When the survivors returned, they found the town almost completely destroyed. Zoa Keep had been taken at great cost in gnome life. The gnomes who escaped snuck out through secret tunnels once it was clear the orcs could not be denied.

Not all humans chose to rebuild. Some began colonizing the islands south of the city. Others left for Geanavue. The ones who chose to rebuild their city began with nothing but grit and spirit. They counted on luck to keep other invasions away, to allow them a breathing space in which they could rebuild their homes, their businesses, and their families.

Then the elves came.

### Elven Guests (200-225 YND)

A small fleet of elven galleons, a seeming invasion of elves, descended upon the town. The humans feared their township would die in its infancy. The gnomes grinned at the foolishness and came down to meet them. Their own folk tales told of foreign visitors who came in these large and graceful craft upon the water. Soon, both communities had invited the elves to their homes, and the elves stayed to learn and talk and teach.

It was a human, Naerum the Shipwright, who first asked about the sailing craft. He was a first-rate boat builder among the Reanaarians, making sturdy single-masted fishing ships for the gnomes and trading ships for Werlen. The elves shared their knowledge of the design, and Naerum proved a quick learner. He began to build his own craft immediately, and made several different designs before the elves left. He died during their stay, but his son took over the family trade and built galleons for years afterward.



Werlen, being the sole elf in the city prior to the outsiders' arrival, seemed to enjoy a new importance beyond the status his wealth and history gave him. For the first time, he became popular as well as well-known. People even invited him to parties. It was unprecedented, and it was probably the happiest time ever for this unusually driven elf.

### THE ELVEN LEGACY

The foreign elves left behind three things: knowledge of galleons, the Theatre of the Arts, and a significant number of half-elves. Their galleons form a large part of the history of Zoa, and so they merit an extensive discussion. See the next section, Growth of the Fleet for more information on the city's galleons.

The Theatre of the Arts, being built directly across from the existing Church of the Night's Beauty, established a precedent in Zoa that contributed to both clerical law and the way people worship in Zoa. Subsequent temples came to be built around the same common field, eventually forming the Circle of the Gods. Because of this attempt at creating an image of equality and cooperation, no single faith has been able to establish dominance over the city. It has kept the city's government free of the influence of any one cleric, no matter how much that cleric is respected by his peers among the faith.

The half-elves have maintained a sense of superiority and elitism about their heritage, although their "purity" as elven descendents has worn thin. They attempt to marry among their own number whenever possible, creating one of the most unusual half-elven populations on Tellene. They practice strange traditions based on a fading memory of the foreign elves visit, and they look forward to another visit every spring when the winds change and bring new trade out of the south.

### Growth of the Fleet (225-478 YND)

The galleons gave Zoa something it didn't have before: an identity. A Zoan galleon sailing into a port carries a sense of presence that demanded attention. Goods "off the galleon" are known for being exotic and special. They command high prices and shoulder aside identical goods with less prestige.

The new ships also gave Zoa great range. For the first time, Zoan traders could sail as far as Shyff and across the Bay to Dynaj—even to Svimohzia or Brandobia. By carrying their own local foodstuffs, they could avoid stopping to resupply, increasing speed and reducing costs. The galleys were able to carry enough marines to fight off monsters the ships encountered at sea. Zoan trade extended around the bay and met with Meznamishii traders, establishing trade routes that benefited both cultures.

Meanwhile, not all migrating Reanaarians had found successful settlement points. Some of them had problems with humanoids or other monsters. Some found the rocky regions too difficult to farm. The towns along the peninsula had grown alongside Zoa, and some of them rivaled Zoa in size.

With Zoa's newfound fame, a second influx of Reanaarians began. The northwest city of Keatuar saw its population drop by

three-quarters as its people flocked to vibrant Zoa. It never regained its previous growth. The population of all of the peninsula towns that had been settled by this time dropped by at least a handful of families.

The strain on the local resources provoked racial tensions with the gnomes, who were far from the majority by 280 YND. The human population of the city swelled to ten times its previous size, approaching 20,000 by 350.

During this time, Zoa Keep expanded to allow more refugees inside. The city added a gate toll which is still in effect, in order to add the wall around the keep. The people of Zoa started to call it the Castle of Zoa instead of “the Keep of Zoa.”

Halflings, who had always lived south of the city in peaceful farmland, grew curious about this city. Hundreds of them extended their trading sessions to weeks, then seasons, then permanent stays. The halfling village that had been swallowed up expanded into a respectable ward of the city. Additional halfling-sized homes appeared a short walk away from the market, in a little pebbly wedge not favored for building homes. Of all of Zoa's varied races, the halflings shared the most socially with others, except in matters of religion. Most of them followed the druidic faith, and many still do. The Holes are hollow during the solstices because the halflings join their distant kin in the south for celebration and ceremony.

Zoa clashed with Dynaj over maritime rights several times during this period. Zoa gained dominance in the conflict after several dozen fierce but small-scale skirmishes at sea. For a century or so, Dynaj held a grudge against Zoa, and relations were cool. However, the wealth from Zoan ships eased their anger and their exports of gold are now welcome in the Zoan market.

Also during this period, Zoa exercised her military might in the conflicts centered on the city of Saaniema. In a move considered delicate and well-handled, she assumed military control over the city while allowing local political government. The move alarmed the other powers on the Bay, most of whom sent emissaries to Saaniema to keep watch on the Zoan governor. Fortunately, all went well. The sight of the impressive Zoan navy and the number of its men under arms was enough to maintain the peace. Naturally, Zoan negotiated favorable trade terms with the new government and collected a tidy “indemnity” from the rebuilding city-state.

## Years of Hate (478-493 YND)

During the previous period, the humans settled willy-nilly, failing to recognize gnomish claims, and building homes adjacent to established gnomish territory. The humans, being primarily hunters and ranchers, also brought a natural conflict with the agriculturally-based gnomes over the use of territory for grazing or farming. An important element of understanding the relationships between humans and gnomes in Zoa is to remember that before this conflict, the gnomes considered the

humans welcome guests; during this period, humans became uninvited poachers.

By 478, racial violence had become commonplace. Gnomes killed herd animals on their property; ranchers retaliated by burning fields or killing gnomes. This period is said to have begun with the murder of a young gnome marine who returned home from his deployment to find a herd of cattle in his garden. The marine cooked up a few of “his” cattle, and the family who owned the cattle tied him up and dragged him back to the castle. The Murder of Barton Copperkeel still turns blood hot among both races.

For nearly 20 years, feuds as fierce as any city gang war raged on the open lands. The Shields, whose original charter gave them power only within the city walls, expanded their numbers and purpose to quell the fighting before it tore the city apart.

During a period of relative peace and a seeming stabilization, a fire erupted in the gnomish neighborhood. Flaring beyond anyone's ability to control, the fire consumed the gnomish settlements. A heavy rain ended the inferno after two days of destruction.

Whether by design or chance, the most vocal of the gnomes opposed to the human settlement perished in the blaze. Those who were left were more concerned with gathering their remaining family and rebuilding their lives than with opposing an unstoppable force. The gnomes moved from their homes east of the Diroolio River to the other side of the Sinking Bay, in modern Small Town. The part of town they fled became the Dregs.

## Creation of the Council (493 YND)

Other merchants besides Werlen had grown in power in the meantime, often financed by the Parish of the Prolific Coin. Fearing for the city's image on the world stage and retribution in arms from other world powers, they threatened a trade boycott. Ulgrad Zarkurz, the head of the Smith's Guild, led the movement to restrict his rule over the city.

Werlen resisted for as long as he could, but the rebels forced him to acknowledge the creation of a council of advisors made up of the heads of all of the merchant guilds. The creation of the council smashed his near-total authority, and he lost control of some of his personal assets in the re-division of power.

In the end, Werlen remained at the head of the Council of Elders. For his part, Werlen negotiated a reduction in the number of advisors originally proposed. Zarkurz, author of the new government, also gained a seat on the council and became the city's Master of Trade, supervising guild activity. Zoa slowly went from a virtual dictatorship to a divisive oligarchy. Over a period of several decades, its growth slowed, its policies toward foreign trade became less belligerent, and its upper government stabilized in a form little different from the current arrangement.

Zoa is now as tightly stratified as any feudal society. If a person is not part of one of the all-controlling guilds, that person is nothing. Most of the elected elders are guild masters, influencing their guild members to elect them to the council.

## Peace and Regrowth (493-600 YND)

Besides trade, Zoa is a patron of the arts and religion.

The city's initial major artistic creations were dedicated by or two Werlen, who considers a respect for art to be one of the primary elven qualities. An early art historian estimates that Werlen spent over 75,000 gold pieces on sculptures, paintings and musical works between the arrival of the foreign elves and the creation of the Council. The amount, whatever it truly was, was certainly enough to draw artists from as far away as P'Bapar and Meznamish.

By this time, the city's wealth had spread to other purposes, and others competed against each other in the décor of their homes and the extravagant displays of beauty they owned. Nearly every family of wealth donated money to an artist or musician, hoping to find a fantastically famous talent before it was developed.

The establishment of the cathedral of the Parish of the Prolific Coin helped Werlen and Zoa grow even larger. Werlen, who had so far managed to achieve his success with a small amount of wealth he brought with him, began to take loans from the church. He financed a larger army, more ships, and fabulous works of art. Werlen became a merchant prince in every sense of the word. He offered huge endowments to sculptors, painters, and architects.

Werlen engaged in aggressive foreign policy around the Bay during the early part of this era, primarily using the large Zoan navy and merchant fleet as an economic threat. His mass purchases of goods forced many small economies to become dependent upon Zoan purchases. Zoan foods become vital to supplement the local resources of the numerous small towns around the Bay during harsh winters.

During this period, emigrants from Zoa and the city of Geanavue had begun settling the lands between them. Zoa and Geanavue, who were both well-matched in terms of wealth and influence at the time, competed over the trade with these towns. Zoa established a siege of the small town, and Geanavue's army cut off its escape by land. Fancy maneuvering by diplomats from the city of Xaarum enabled them to reach a compromise; the city would trade with both of its larger neighbors freely, in exchange for independence from both. The alternative was that it would fight both of them, pointing out that a silver dragon had agreed to defend the city from outside threats.

Fortunately for Xaarum, their bluff paid off, and both cities recalled their armed forces. Representatives from all three cities met and established Xaarum as an independent city-state, responsible to no others for its government. The document they signed is the Charter of Zoa, and the diplomat who arranged the whole affair became its first ruler.

The Zoan threat was as military as it was economic. The ability to land the entire Zoan military anywhere in the Bay on short notice allowed Zoa to project its power great ranges, and its enemies could hardly compete. If they marched to Zoa by land, their own city would be razed long before they approached

Zoa. If they sailed to war, Zoan galleons would sink their fleet of smaller ships, sending their soldiers to the bottom of the Bay.

Despite the domestic peace, conflict never ceased on the surface of the Bay. Pirate activity became more dangerous during this period. In turn, merchants armed themselves with hired marines. The presence of the marines encouraged the merchants to become belligerent with foreign merchants. These actions caused hostility among the other city-states on the bay. They formed a coalition against Zoa and prepared for a massive war.

The détente sat for weeks. In the end, Zoa blinked. Bullying single city-states was her stock in trade, not full scale war with a large number of united enemies.

By 600, Zoan human population had doubled to over 40,000.

## Gnoll Invasions (600-654 YND)

Although peaceful in terms of relationships with its civilized neighbors, the humanoid residents of the peninsula failed to recognize any truce. Gnolls invaded the outlying regions frequently, even sacking the city and twice burning the port.

The city's wall at this time covered the area now known as the Dregs, including the remnant still standing west of the Diroolio River. When an attack came, the humans who lived to the west ran toward the protection of the wall or the fortress-like temples at the Circle of the Gods, abandoning their homes to the raiding gnolls.

In 600, the humans finally went on strike. The Sailors' Guild, who had taken the worst losses in a raid that summer, left the docks. They refused to work for a city that wouldn't protect them. The Council held out for two weeks on gnome labor and a few conscripts hired in secret, but they couldn't maintain the fleet. The Elders gave in to the demands and extended the wall to surround the Sinking Bay and to cover the Circle of the Gods and most of the human homes. It ran roughly along the course of the current Worship Street.

Three things came out of this conflict, with the wall coming first. Although the watch posts weren't added for another few decades, the wall served to stop the gnoll invasions by 654 YND, two years after its completion. Secondly, the Sailors' Guild became one of the largest power centers in the city, a position it enjoyed for another fifty years. Lastly, the guild's defeat of the will of the Council was seen as the defining defeat of "Prince Werlen" and, ironically, a vindication of the Council of Elders. Werlen, historians say, would have refused their demands at all cost, no matter how ruinous.

## The Grain Riots (654-682 YND)

A poor crop almost bankrupted the farmer and left citizens starving. Foreign merchants made a fortune until the Council took control of all food trade. Then corrupt officials grew wealthy while the poor continued to starve.

For about 30 years, unrest over the weak harvest was continuous, and the city, although growing in trade and foreign influence, was rotting from within. Three times, the unrest became so explosive that the citizens rose up in arms, leading to events historians call the Grain Riots. The first of these events took place in 654 YND. The Shields quelled the worst of it, but there was still blood shed on both sides. For the next few years, the people gathered and threatened, but the activities fell short of riots except in 656 YND, when 40 rioters and nine Shields died in the conflict.

In 682, the third and last of these Grain Riots ended with a mob of 5,000 starving citizens overrunning Castle Zoa and plundering the military's food stores. Anarchy reigned for nearly three weeks. The Council gave total authority to one of its members, the Master of Peace total authority to acts in the city's name until the crisis ended. This Master of Peace, Hinirain the Fearless, conscripted the city's clerics and druids from the Fautee Forest to placate the mob with enough magically-created food to sustain them and ease their fears. Over three hundred people died in the last riots, and a thousand suffered injuries.

After the riots eased and food products returned to its levels of a generation before, the city decided to build the Citadel, fearing that if Castle Zoa was no defense against hungry town-folk, it would be an inadequate haven against a determined humanoid invasion. Starting with the foundation for two barracks on the north end of the city, they built the Citadel, which is not only on higher ground, but closer to the homes of the wealthy (which the wealthy consider an important element in the decision-making).

The panicked decision to grant Hinirain total authority in times of emergency was unprecedented in the city's history, but the city would repeat it on rare and desperate occasions.

## Veenar's Shadows (683-707 YND)

During this time, an evil spellcaster became a major threat to the city. Veenar was a powerful goblin necromancer in the central hills on the peninsula. He united the four major tribes of goblins into a single force, keeping their individual tribe identities to create different divisions of his army. He spent years maneuvering against the humanoid tribes, trying to gain dominance before he could launch attacks against the humans.

The main threat Veenar posed to the rest of the peninsula was his use of shadows as elite soldiers. These incorporeal spies and assassins kept him apprised of any enemy troop movements, allowing him to lay ambushes or avoid encounter altogether. At need, they could slip inside an enemy camp by passing through the ground below, rising in a commander's tent and killing all inside.

Veenar's hoard became quite famous. He purchased several of his magic items from private collections in Zoa, but he apparently teleported across Tellene in his searches. Greedy adventurers sought out his deepest sanctuaries in search of these treasures, destroying the Copper Ring goblin tribe in the plundering.

Since Veenar's death, the goblin tribes have fought over the scraps of his treasury. Their prestige comes not only from their numbers and strength in combat, but their claim to plunder from Veenar's lair and possession of locations built or delved under Veenar's leadership. The purest descendants in terms of arcane skill and possession of key items are the Dead Heads.

The necromancer and his allied tribes made a single assault on Zoa in 700 YND, which precipitated the second dictatorship in the city's history. The Council chose Naolain, an influential merchant with a substantial force of hired swords to protect his trade assets. Naolain met the goblins in the field east of the town of Xuireot, fighting a defensive battle designed to minimize casualties that might be animated and stall the goblins until the city could gather marines from their distant duties.

The battle was a mixed victory. Naolain did manage to alternately chase and flee from Veenar long enough that three companies of marines were able to approach the goblins from three sides, boxing them in for a tactical victory. However, the scattered shadows haunted the inside towns for months, and the armies were unprepared for the goblin army's magic. The cost in soldiers and marines was terrible. The Council blamed Naolain, who lived the rest of his life as an outcast.

Veenar's reign lasted a respectable 24 years. During this time, his troops raided the coastal human villages and nearly choked the gnome village of Flintworthy to death. Ultimately, Veenar sought to become a lich, but he made an error in the final steps of the process and died. Heroes from Zoa and Geanavue began a mad rush in search of his artifacts, and the goblin tribes fragmented during the onslaught.

## Recent History (709-744 YND)

In 721 YND, orcs from the mountains began raiding the towns of Kezogua, Baeun, Keatuar and Hounun, killing traders to the region and even sacking Kezogua twice. Militia patrols from the city met the orc bands on a few occasions, skirmishing inconclusively for days while the army marched all the way from the city.

The orcs assaulted the army while it was camped, beginning the Battle of Keatuar. The Riders' horses were spooked early in the ambush, preventing the Riders from mounting, and forcing them into a steady but shrinking circle. The dwarven Roundhelms resisted the first onslaught and had recovered. The gnomes, situated on favorable ground, broke their enemies' charge and came to aid the Riders.

Out of the midst of the waves of orcs came a cleric of the Battle Rager, heavily magicked and seemingly indestructible. He lashed out fiercely, blasting the Zoan soldiers with impunity.



The tide, turned once, seemed to be turning again to misfortune and disaster. Captains and champions lie died on the field in moments. All seemed lost.

Then a meek gnomish scribe attempted to cast a new spell he had only recently learned—phantasmal killer. He had been practicing magic in secret and none expected him to stand firm. Two steps away from him, the Battle Rager screeched in terror and fell down dead.

When the fighting was over, the orcish spirit of aggression was subdued, their war bands scattered and easy prey for the other humanoid tribes in the region. The army didn't celebrate their victory, however—the cost was too great. They returned to the city and left the cleaning up to the militia.

Within a year, the orcs returned. This time, they ranged across the land all the way to Geanavue, rarely engaging anything larger than a militia patrol. They were surprisingly mobile, easily outdistancing the pursuing Zoans, encumbered as they were by slow-moving dwarves, gnomes and heavy infantry.

It was during this time that Zoa's current militia system came into place. Until the ongoing orc plagues, the militia had stuck to the roads, spending their time defending merchants from brigand attacks. The Master of the Militia took the field, assembling the militia into companies and using them to channel the orc bands into engaging the army.

It took four years of constant chases and fighting to finally end the orc plague. The cost to maintain the militia nearly bankrupted the city. On the other hand, the militia finished the period with a veteran officer corps and a hardened attitude toward engaging humanoid tribes.

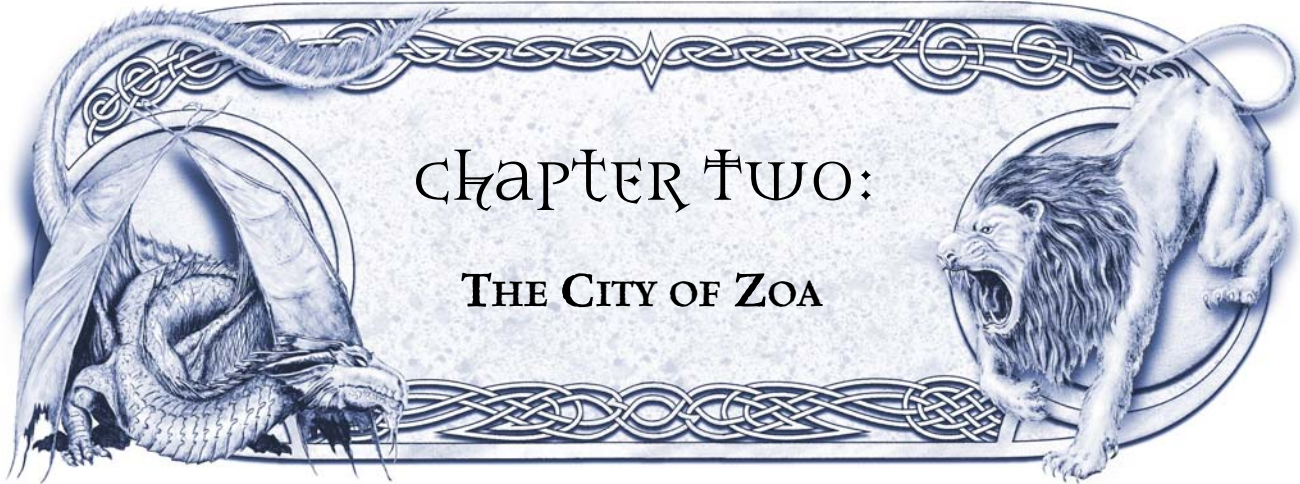


## Timeline of Zoan History

-200	Gnomes found a settlement near the Sinking Bay
123	Werlen arrives
150	Gnomish influence wanes; the village of Zoa is independent
188	Traditional date of the creation of the Zoan Navy
190	Church of the Night's Beauty established as first major temple
196	The Sack of Zoa
200	Foreign elves arrive
210	Foreign elves establish a temple of the Theatre of the Arts
215	Elven immigration begins, drawn by curiosity about foreign elves
225	Temple of the Stars builds a temple in Zoa
225	Foreign elves depart
229	Pirates become common in the Bay
250	Guilds begin to develop
254	Parish of the Prolific Coin builds a small temple
270	The Home Foundation builds a temple in Zoa
298	Church of Night's Beauty burns down
307	First ballista built in Zoa
312	Parish of the Prolific Coin designated a cathedral
325	Guilds gain monopolies on trade; heroes from Heerlas Island kill a red dragon; Heerlas Island renamed Dragon's Revenge
343	Order of the Passionate One temple built on the previous Church of Night's Beauty site
369	Settlers from Zoa begin to colonize the area near Xaarum, meeting with settlers from Geanavue
390	Assembly of Light's temple completes the Circle of the Gods; the city places limits on construction of new temples
434	Stabilization of Saaniema
448	Future pirate Kolaar Swiftstrike born in Zoa
493	Council of Elders established
524	Charter of Zoa signed; Xaarum recognized as independent
566	Reanaarian Protection Pact signed, a 100-year agreement between Zoa, Geanavue and Xaarum
600	Gnoll Invasions
630	The Citadel becomes the center of Zoan government
654	First of the Grain Riots
682	Last of the Grain Riots
683	Veenar allies goblin tribes
700	Battle of Xuireot
702	The Five-Storm Summer
707	Veenar dies
718	Tesania Treehome elected to the Council of Elders
721	Orc attacks; Battle of Keatuar
724	Durfael joins the Council of Elders
728	Seetov elected to the Council of Elders
733	Roulain becomes an Elder
734	Teelia Maetaal becomes an Elder
737	Nafoor joins the Council
738	Geolain becomes Master of the Arcane
739	Falein becomes Master of the Army and an Elder
	Alixal Lolail joins the Council
740	Dwarven refugees from Karasta begin entering the city
	Riisa Xataal takes office as the most recent Elder
743	Riots in Small Town prompt a permanent garrison of troops
744	Present year

All dates given in YND, the Year of New Discovery.

# CHAPTER TWO: THE CITY OF ZOA



Knowing your way around Zoa starts with knowing the city's main features. After a brief discussion of this local geography, we move on to an in-depth look at each of the city's districts and their notable inhabitants.

## GEOGRAPHY

### Elevation

Zoa lies along the coast of the bay, and most of its streets lie only a few feet above sea level. Although at a low elevation, the city doesn't lie entirely flat. Both fortifications—the Citadel and the Castle—sit on modest heights built upon natural rises. The citadel's main entrance is probably 50 feet above sea level, while Castle Zoa's ground floor rests about 30 feet above sea level. Most of the Citadel District stands 20 to 30 feet above the rest of the city, providing a majestic view for its residents.

### Waterways

Resting as it does on the tip of a peninsula, Zoa is surrounded by rivers and bays. The largest, of course, is the great Reanaaria Bay. Smaller water sources are described here, the most prominent being notated on the maps in this tome.

### AQUEDUCTS

The city maintains four aqueducts to provide enough water for its citizens and livestock. These aqueducts carry water in covered stone channels from the hills in the center of the peninsula. These aqueducts lead to cisterns in the districts and from there to individual homes in the Citadel District and Coins or to public water supplies in the other districts.

### COLDWATER RIVER

The Coldwater River enters the city from the north. It widens upriver, approaching a half mile in width at times. Because of its shallowness, it is considered non-navigable to ships. Its flow is quick at its headwaters and still brisk as it enters the city. The Coldwater is clear and, as its name implies, unusually cold considering the city's southern latitude.



**DIROOLIO RIVER**

The Diroolio enters the city from the southwest and extends less than five miles outside the walls. During the summer, it slows to barely a trickle. It contains bream and catfish and the occasional trout. This warmer river is murky, with a layer of silt on the bottom, making it a prime hunting ground for bull sharks. The Diroolio sees little trade, but it powers many mills.

**IRRIGATION DITCHES**

Ditches (stemming from the peninsula's small rivers) cross the farmlands, especially to the south of the city. Most often, these ditches run parallel to the roads, making it easy for farmers to maintain them and providing drainage from heavy rains. Ditches are 3' to 5' wide and the same in depth.

The ditches are full of rats and the predators that pursue them. Snakes, weasels, owls, hawks, eagles, and less common monsters use the irrigation ditches as roadways to cross through the interior of the peninsula. While they normally steer away from humans, desperate animals could easily plunder backpacks or leftovers on spits in the middle of the night.

**THE SINKING BAY**

The largest concentration of the navy lies within the Sinking Bay (southwest of the main Reanaaria Bay). This place is surrounded by 50 foot walls and holds two strong fortresses. Any naval ships not on patrol are kept safely here.

About a half-dozen ships of all kinds and two dozen boats are here at any given time in various states of repair or improvement. The bay is called the Sinking Bay because it seems to go down forever—nobody has measured the deepest parts of the bay. Few fish are caught there, although occasional bubbles on the surface indicate that something happens in its depths.

**Knowledge (local) DC 10:** Not much lives in the Sinking Bay, but marines see a shark fin from time to time.

**Knowledge (local) DC 15:** The marines say that something has been damaging their ships while they're docked. The bottoms of the ships bear scratches and gouges.

**Knowledge (local) DC 20:** Bulbous-eyed creatures are sometimes seen wandering around the docks at night, diving silently back into the Sinking Bay when approached.

**VEELALEE BAY**

The Veelalee Bay lies west of the peninsula on which Zoa and the other local towns sit. It is a shallow, sheltered bay, relatively protected from the storms that slam into the Zoan peninsula.

The Veelalee is a shallow body of water. Near its northern end, it goes no deeper than 25 fathoms. It approaches twice that depth as it reaches the Reanaaria Bay. Its tides are weak, rarely exceeding a half-dozen feet. In warm weather, a thick fog envelopes the bay during the morning hours. It usually burns away by 10:00 AM.

Monsters are rare. A few chuuls live in the north, while sea hags prowl the western shores. The northeastern coast, which borders the inside villages and towns, boasts nothing worse than merrow ogres and lacedons. Farther away from the shore,

ships are relatively safe from monsters aside from mundane sharks and snakes. A tribe of locathah lives in an underwater limestone formation between Baeun and Kezogua. They neither trade nor war with the humans, but they may send news of marine dangers to their surface-dwelling neighbors and expect warning of the same in return.

The Velalee Bay sees little traffic from marine trade. The ships visiting the coastal towns skip along the shore visiting the towns from Taimeo to Keatuar and then return within sight of the shore. Fishermen from the town hope to catch flounder, mackerel, trout, and shrimp. A few ambitious craft hunt for the massive groupers found in the southern reaches of the bay.

**POPULATION**

Since 500 YND, the Master of Labor has conducted a census every 20 years. The free population of Zoa includes 37,400 humans of Reanaarian descent, 3,000 dwarves (about 2,000 of which are refugees from Irontop), 2,800 gnomes, 1,600 high elves, 500 wood elves from the Fautee Forest, 2,000 half-elves, and about 2,100 halflings. An uncounted number of slaves augment this population, but since they don't pay taxes, serve in the militia or have any income to spend, they don't count for any practical purposes.

The city-state of Zoa claims as its governed lands all the lands and oceans for 100 miles from its walls. The human settlements within this range self-govern, although they generally acquiesce to most demands Zoa makes, if she makes them loudly enough and often enough. The nonhuman settlements usually ignore Zoan decrees unless a marine regiment delivers them. Scholars estimate the number of humans, elves, gnomes and halflings in this region to exceed 50,000.

Because the city draws traders, sailors and pilgrims from across Tellene, Zoa houses a large and widely variable number of foreign residents at any given time. This number ranges from a low of about 2,000 during winter to a peak of as many as 10,000 between Renewal and Replanting.

The majority of these transient merchants stay in inns or boarding homes in the Artisan or Market Districts, although it's common practice to house a ship's crew in the cheaper Dregs. Some of them also work for foreign merchant houses that maintain a small barracks for ship crews in Zoa.

A very small number stay on their ship. These few are usually exiles from the city or notorious criminals from elsewhere. Some stay on board for punishment for their actions en route.

**WALLS AND GATES**

The wall around the city is 6 foot thick hewn stone (hardness 8, hit points 1080 per 10'x10' section, Climb DC 22). A catwalk and parapet runs the entire length of the wall, with access by stairs at each guard post. The wall itself is 12 feet high, with the parapet adding another 3 feet. The parapet provides cover for guards along the wall, while each guard post provides up to two guards with improved cover (+8 AC).

The city's wall has more guard posts than need be maintained in times of peace. During the day, guards usually occupy no



more than one tower in six, while at night the ratio becomes one in three. In times of dire emergency, the city can call upon enough militia to station guards at every post.

The city has three gates allowing the entrance and exit of foot and wheeled traffic. At night, these gates are closed, and a squad of militia members guards each entrance. The guards do not allow the entry of foreigners, though they usually let familiar faces enter, especially if they see evidence of danger pursuing people banging at the gate.

Each gate contains two iron portcullises (hardness 10, 60 hp, break DC 28), one at the outside and one on the inside. Lifting the portcullis from outside requires a DC 25 Strength check.

**The Wayfarer's Gate** to the north is the busiest and collects the most tolls. It sees the majority of the trade goods coming in from the rest of the peninsula and the military patrols as they enter and leave the city.

**The Wagon's Gate** lies on the western face of the wall. It sees the least use, being used primarily by the work gangs heading to and from the city-owned orchards and fields west of the city.

**The Poor Gate** heads south to the tip of the peninsula. That area is mostly agricultural, so oxen- and pony-drawn wagons plod through the gate in a slow pageant during the harvest seasons.

## STREETS

High Street, Citadel Way, and Worship Street are tightly-packed ochre brick roads, well capable of handling wagons, carriages, ox-drawn carts or a column of cavalry. They have a clear stone or wooden curb along most of their length. Road crews work daily to maintain one section or another.



Market Street, Guardsman Road and Harbor Road are older brick, with recent holes filled with gravel. They are suitable for walking, but a horse at a trot is likely to throw a shoe or step into a hole and break a leg. Carriages have a rough ride on these streets. Maintenance other than an emergency fill is infrequent.

The other streets consist of sandy clay, trodden down into a near-cement by the passage of many feet. While as good as any of the others in the winter, during the rainy months of summer and fall, the surface washes away and the roads become a mess.

## Major Thoroughfares

**Artisan's Way** extends from the end of High Street to the gate separating the Dregs from the rest of the city.

**Castle Way** throughout the Dregs, starting at the western wall and ending at the castle.

**Coast Road** extends from the Low Market out through the Poor Gate.

**Guardsman Road** runs from the docks north of the Circle of the Gods across High Street, through Small Town. The gnomes in Small Town refer to it as Slavery Way, a reference to both the Slavers' Guildhall at the corner of High Street and a jab at the oppression some of them feel from the Zoan government.

**Harbor Road** runs from the wall to the Bay between the Market and the Sinking Bay. Many smithies lie on the western side of Artisan's Way.

**High Street** starts at the Wayfarer's Gate to the north and ending at the north end of the market.

**Market Street** runs from the Wagon's Gate at its western end to the main Market.

**River Street** is so named partly because it ends at the river feeding into the Sinking Bay, and because it winds river-like through the western Dregs.

## Minor Thoroughfares

**Canoa Street**, or Camp Street in Merchant's Tongue, was the main street for the first Zoa settler tent camp, long ago replaced by permanent buildings.

**Citadel Way** extends from High Street at its western end to the gates of the citadel at its eastern end.

**Old Zoa Street** forms the arc from Coast Road to the southern wall.

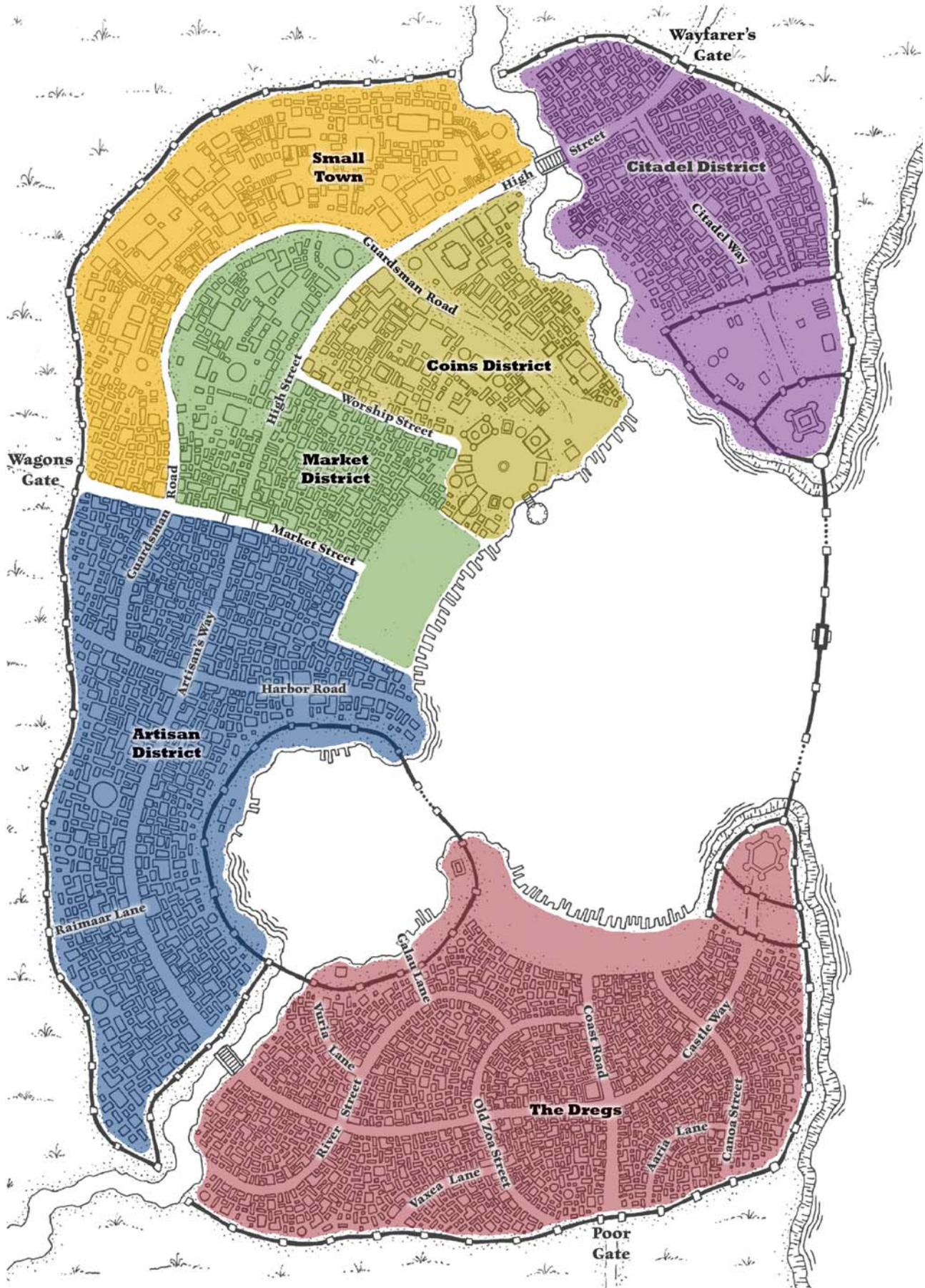
**Worship Street** goes from High Street to the Circle of the Gods.

## Lesser Byways

**Aaria, Galau, Raimaar, Vaxia, and Vuria Lane** are minor offshoots of the larger thoroughfares. They are said to be named after former residents whose social efforts or monetary donations affected Zoa in some positive way, but few can remember exactly what those contributions were.

**March Street** runs from High Street to the Citadel, and serves mainly as a less-trafficked path for local residents.

Otherwise, Zoa is covered with unmarked alleys and byways used as 'shortcuts' by the locals. Various names include **Bone Alley, Dockmarket Lane, the Ivory Crawl, Narrow Lane, Trader's Crossing**, and many, many more.



## THE DISTRICTS

The city of Zoa is separated into several districts, including: the Artisan District, the Citadel District, the Coins District, the Dregs, the Market District, and Small Town.

### THE ARTISAN DISTRICT

From the marketplace down to the wall separating the city from the Dregs is Artisan's Way, a long street full of shops. All that Zoa produces in the way of fine crafts are on this road and the streets near it. Jewelers, furriers, sculptors, and craftsmen of good reputation are common here, while the nearby Market District is home to more common carpenters, drovers, and so on.

The city's best craftsmen and artisans live and work here, and a large amount of the city's gold flows into this region. The roads are clean and well-maintained, but traffic is thick on the main roads. Most of the city's better restaurants, inns, taverns and shops are in the Artisan District.



### Council Hall

This large and impressive building straddles the main crossroads of the city where High Street becomes Artisan Way, crossing Market Street. Actually, four large buildings connected by massive spans and bridges, the Council Hall is the largest building in Zoa. All legal business of the city is resolved here. The city council meets monthly in a room perched 60 feet over the crossroads.

While each of the council members has an apartment here in the hall, they don't always stay there. They all maintain private estates near the Citadel, north of the city, or in both places. Most of them do maintain offices here because they interact with each other in the course of their duties. Werlen has taken to staying in his city home because of poor health, but the other Elders spend most of the mornings in the Council Hall. After lunch, they tend to spread throughout the city to wherever their various duties take them.

### The Bear and the Hare Inn

While bears haven't lived around Zoa in recorded memory, ancient elves still tell tales of them wandering down the peninsula from the Fautee Forest. This quiet, homey inn just southwest of the Sinking Bay caters mostly to the tailors, cobblers and others who live and work in the area.

The Bear and Hare has 48 rooms—12 on each floor. The inn stays somewhat busy, although the rooms are never filled to capacity. The common room is small for a reason: Neleira doesn't want a large number of visitors dropping by if they don't intend to stay at the inn. People looking for her medicines are welcome, as are people interested in her minor spellcasting services.

#### NELEIRA

The innkeeper is a light-skinned woman named Neleira, who has a reputation as being a local healer and herbalist on the side (she skirts guild regulations, but she's never been in trouble). She obviously has elven blood. She has wildly-bent pointed ears and a wide, frog-like mouth.

**Knowledge (local) DC 15:** Neleira is an herbalist. In addition to renting out her rooms, she augments her income by selling poultices and minor concoctions.

**Knowledge (local) DC 20:** Neleira is an unlicensed spellcaster, offering her services for a discounted rate.

### The Unicorn's Horn

The Unicorn's Horn is a respectable tavern in the northern Artisan's District, catering to a diverse clientele. Clerics, wizards, merchants, sailors, craftsmen and guild masters love to stop by for a horn of the local and foreign drinks. The Horn's wine list is one of the best on Tellene, and it constantly changes with the flow of product into the port.

In addition to the famous wine list, the Unicorn's Horn always keeps a top-notch chef on duty, and its restaurant is

famous in its own right. The Unicorn's Horn is a popular place for merchants and well-to-do craftsmen who wish to impress a client or a customer. The owner prides himself that when people meet at his place, he usually knows at least one person at every table by name.

## Other Notable Persons

### CAPTAIN RINALD

Captain Rinald is a former keshow captain who earned a great deal of wealth in a series of actions against the pirates. He had two ships sink underneath him and even served six months as a slave to the Captain's Table. He escaped by swimming to the mainland from their island home and walking back to Kezogua. One of the pirate captains has supposedly offered a bounty of 6,000 gp for the return of his lost slave.

**Knowledge (local) DC 10:** Captain Rinald retired young from the navy to take over his family's land. He had a reputation for being careless with his men but a fabulous pirate-hunter.

**Knowledge (local) DC 15:** Rinald attracted officers who sought a quick promotion and crew who wanted the most loot. They tended to be reckless but quite good at what they did.

### COPASIO

Copasio has served Captain Rinald in one capacity or another since he first came on board the captain's ship as a cook. On his first mission, he saved the captain's life from a sahuagin mutant by throwing hot grease at it. When the captain asked him what he wanted for a reward, the young Copasio told him that he wanted more than anything to apprentice to a wizard. Captain Rinald paid for his fosterage and made sure he apprenticed under a top-notch wizard. Copasio returned to Captain Rinald's command as a second mate and ship's mage, a position he kept for six years.

Copasio's hands are scarred from the hot grease incident, so he wears gloves most of the time and keeps his hands in his pockets otherwise.

### DAHLIA

Dahlia is a high-class working girl who is apparently unremarkable except for her beauty. She has fine features, with a tint of exotic parentage. During the day, she sleeps at a nice inn near the Council Halls. Her favorite is the Golden Leaf Inn, a high-class place in a faux elven style.

### HANIZ SUMORNA

One of this district's most important folk is a wealthy Svimohzish vintner. The vintner is one of the wealthiest people in the Artisan District. His wines are very popular trade goods, and his label is known around the bay and across the sea to Svimohzia. The vintner has an overseer for his winery and puts his energy into other endeavors, specifically shipping. He's married, with two adult children; one is a rake constantly in trouble with the Shields. The other is a gold-digging tramp.

The vintner gained enough wealth through the practice of his trade that he had some income he could afford to invest with. He did. He became fairly wealthy.

He cheated.

Haniz Sumorna is a demon-worshipper. In one of his earliest ventures, his shipping partner brought back an interesting arcane gadget from a foreign market as a bonus. They had no idea what it did, they said. Sumorna discovered that it summons a demon, and uses it to ensure that his deliveries make it to their destination and that his partners report their earnings honestly. Those who didn't suffered horrible, tragic deaths.

Now Sumorna is well-off, but he spends quite a bit of gold to keep his demons happy. His wife spends even more gold, but she has a secret of her own: she's having an affair. Several, actually, and she's becoming less discrete in her activities. Soon he'll discover her, much to the delight of the city's gossips.

**Knowledge (local) DC 20:** The vintner is having an affair with one of his maids. He and his wife seem to hate each other. The vintner has been especially lucky in his ventures, although that's not necessarily true for all of his business partners.

**Knowledge (local) DC 30:** The wife is having an affair, too—several, in fact. The vintner is going broke, despite his success. He must be spending his money on something. A couple of years ago, the Shields accused the vintner of trafficking in poisons. He was charged, but they couldn't convict him.

**Knowledge (local) DC 30:** Sumorna is a demon-worshipper. He skirts the laws well regarding organized banned religions, and it is suspected that he has recruited others.

**Knowledge (local) DC 35:** The demon he worships is Carifa, Matron of Poison. He is able to summon demons.

## THE CITADEL DISTRICT

This district encompasses all of the wealthiest and most powerful of Zoa's citizens. In this northernmost district, the wealthy are elevated to the status of nobility. They have land, servants, large estates—everything but noble titles. These are the highest-ranking clergy, guild officers and leaders, military commanders, and the families of the elders.

Homes here have at least two stories as a rule, although some smaller homes are limited to a single level. Homes feature several bedrooms, including at least one guest room, and many feature a private chapel so that the wealthy don't have to brave the press of the crowd at the Circle every week. While most other people in Zoa walk wherever they go, carriages are common here, especially on the prestigious eastern side.

Standard carriages in Zoa rely on two heavy horses for propulsion and come with a leather suspension. A seat allows one driver and one passenger up front with room for up to four passengers inside. About half of the carriages in Zoa are covered.

The values of a carriage are privacy and prestige rather than comfort. However, a leaf spring suspension that allows for a relatively smooth ride has begun to appear at twice the price or



more; they begin at 200 gp and sell for up to 1,000 gp. These luxury items are obviously designed for the wealthy and feature extra ornamentation like plush cushioned seats and window curtains. These models are always covered. Werlen owns a carriage made of darkwood with bronze trim that is estimated to be worth several thousand gold pieces.

Many of the landowners here also own tenements in other districts (even the Dregs), which they never visit. Servants collect the rents on these properties and on-site staff handle the minimal repairs. Others own vast estates north and west of the city, which hold their crops, hunting lodges, and vacation homes.

Whenever text refers to any "nobility" in Zoa, it typically means the residents of the Citadel District, the wealthy power-brokers who collectively control nearly all of the city's functions. Similarly, the skill Knowledge (nobility & royalty) gives a character information about this part of town, its most notable characters, its customs and its specific locations.

### FILIA UVAAL

This harsh judge and former lawyer of 20 years lives near the Main Gate. He is very tough on crime and has promised to make sure that it's safe to walk from one end of the city to the other, by which he means from the Diroolio Bridge to the Wayfarer's Gate. He is vocal about his opinion that most folks who live in the Dregs are poor because they're lazy or criminally-inclined.

Uvaal wants a seat on the Council of Elders. He has vast influence on both the city's younger intelligentsia and many older citizens. He is a likely candidate to replace Werlen as the Master of Law should anything happen to the old elf.



### GALDRETH

Galdreth is a flamboyant and fabulously rich icon in the city. His spending is lavish, his parties are scandalously decadent, and his dramatics are legendary. Galdreth is also a generous patron of the arts and a regular fixture at local theatres and music halls.

Galdreth has another side that's not so well known. Veshday night, when the town's swordsmen clash in the hidden byways and parks of the quiet parts of the city, Galdreth is often there, setting aside the fancy blade he wears as decoration during the day and wielding a flashing rapier with exceptional speed and grace. He often composes a poem as he spars, conceding the match if he fails to find a rhyme.

But Galdreth has further secrets he keeps even from the city's law-bending noble sons. He is a Secret Defender of Zoa and a firm believer in the camaraderie of this group. He is sure to support any good-hearted initiative another Secret Defender makes if it is likely to help the city. He also pushes others in the brotherhood to lend their support as well. Where Galdreth spends his coins, others are sure to follow.

### The Catacombs

The wealthier folk in Zoa bury their dead in a series of catacombs underneath the hill on which the Citadel stands. It has access points inside the Citadel's gates. Its maintenance falls under the purview of Caretaker of the Dead, an appointee of the Master of the Citadel. The current Caretaker is a respected cleric of the Parish of Love.

Bodies in the Catacombs are often buried with a fair amount of wealth; tradition says that they should be buried with 1/10th of their wealth with them when they die. However, their survivors don't seem to follow this tradition very closely. Still, token treasures are common, and Zoa's rich and powerful can usually expect to hear the jingle of coins and see a sparkling when they attend a final ceremony. One bored scholar estimated the total wealth of the Catacombs at over 15,000,000 gold pieces. His theory has yet to be tested.

Partially because of such speculation, the Catacombs are thoroughly guarded. No one has ever been known to break in and survive to tell about it. Its guardians also carry amulets to protect them from the arcane traps inside in case they have reason to venture there. The chief guardian is said to be an undead elven knight bound by Feenoa Diriima.

### The Citadel

This castle holds a force of 400 infantry soldiers and the 100 cavalry of Zoa. It stands on the promontory and is used to watch for any threats from land or sea. Unauthorized civilians are not allowed in the place.

The Citadel provides barracks, smithies, stables, and officer quarters for the standing army. It also holds apartments for the Masters of the Army, Navy and Marines, although the Master of

the Navy rarely visits here. The city's standing military forces are barracked in the Citadel, and they frequently train in its yard.

The Citadel is one location into which the people of Zoa can retreat in case of danger. For this reason, it holds substantial stores of food, fresh water, pitch and ammunition. A lookout stands at its highest point, armed with a spyglass and a whistle.

## Dueling Grounds

Near the northern wall, where the Coldwater River enters the city, a little-used field serves as the meeting ground for an ever-changing cluster of the Citadel District's youths. While other such areas around the city change as dictated by Shield patrols and availability, this area has been unofficially set aside for such activities by its owner. Signs warning against trespassing keep out the timid, and the Shields avoid line of sight to the grounds.

The area is about 40 feet on a side, allowing for four comfortable matches with a spacious fighting area or up to two dozen in tight quarters. Those who have them bring servants, refreshments and healing kits. Bringing a date to watch a dueler's prowess is not socially acceptable; with the exception of the hired help, everyone is expected to fight.

The evening usually begins with duelers warming up with friends, and then moving apart to test themselves against strangers. If possible, a dueler watches an opponent before engaging him, searching for strengths and weaknesses. To request a match against a stranger, a dueler throws down his sheath next to the person. If a dueler fights with an interesting

style, or if he's new, he might find a stack of sheaths next to him after his first match.



If the person wishes to accept a match, he picks up a sheath and the owner steps up to claim it. In the case of weapons not normally sheathed, the challenger lays down a handkerchief, a glove or some other token. When a fighter is done for the night, he removes his sword belt, either carrying it over his shoulder, holding it by the strap or handing it to a servant.

The duelers here understand “weapon” to mean “rapier.” They don't mind fighting against a new and different fighting style occasionally, but if a person wishes to test his skill more than one night, that person should have “a real sword.”

Nearly all of the fighters here are youths—the children and grandchildren of the city's important folk. The oldest folk here are usually the servants. Occasionally, an older person shows up, usually to deliver an attitude correction to one of his children. These elders fought here when they were younger and know the rules of etiquette. Often, simply throwing a sheath down in front of the misbehavior is enough to make a point, but sometimes the younger fighter has the audacity to pick it up. These fights tend to leave scars.

## The Lighthouse

A 90 foot-tall lighthouse stands atop Zoa's north promontory (which itself is 160 feet high). This structure is one of the few like it in the world and boasts a large magnifying glass and huge whale oil lantern in its highest room. Prisoners are used to turn the massive light during darkness and other times of poor visibility, warning ships of the land that juts out into Reanaaria Bay.

Its clear light is visible almost 20 miles away. The Lighthouse has a broad stair cutting through the crag from the Citadel side. The door remains unlocked most of the time. A door lock won't provide any more protection than the Citadel can provide.

The Assembly of Light holds ceremonies here several times a year with the city's permission. Since Xookaer took office, the faith has been saving up funds to enchant the lighthouse with a magical effect that identifies, harms, or repels undead. The faith is very close to meeting its goal and should have the funds they need with another big donation.

Aside from Assembly of Light ceremonies, the lighthouse is rarely lit. The city has an exceptional harbor and is a busy port. Lighthouses are designed to deter ships, usually to warn them of dangerous reefs or other navigational hazards.

In 699 YND, the navy discovered a tribe of sahuagin lairing near the busy travel lanes. The city's campaign against them went on with little fanfare for years, with fierce battles fought over and underneath the waves. Nothing changed the landscape of the battle until the city built a lighthouse, which they used to deter sailors when the sahuagin were known to be hunting. With their prey able to avoid them, the sea devils moved to other hunting grounds. Except for sporadic hunting bands,

the nearby sea lanes have been free of their influence for over three decades.

Artistically, the lighthouse is a symbol for Zoa, an identifying feature of the landscape. It appears in paintings and theatre backdrops across Tellene. The audiences know that a port city with lighthouses sets the stage for action in Zoa.

**Knowledge (local) DC 10:** The lighthouse has been standing for about two generations. It saved the city from a sea devil threat when it was first built.

**Knowledge (local) DC 15:** The Assembly of Light conducts rituals in the lighthouse.

**Knowledge (local) DC 20:**

### CHURL

Churl is a young cleric and unsure of himself. He has no idea why he's been appointed caretaker of the Lighthouse, a holy relic of the faith. Churl used to be a devotee of the Blacksoul, but he's afraid of the dark. He didn't tell his superiors in the church about his history. He thinks that one of them has discovered it and believes him to be a spy. Churl is afraid he's been set up for failure. Despite his insecurity, he intends to give his best effort.

### Maerae's Spices

Maerae's Spices imports pepper, garlic, salt, cinnamon, and other spices. Its main trade partners are the Svimohzish nations, Basir and Tarisato. Maerae's dominates most of its markets, casually crushing its lesser competitors. It exports a wide variety of goods, concentrating its efforts on no one commodity to better meet the demands of its varied trading partners.

Maerae's Spices also imports finished herbal products for sale in the market, and it is best known to the public in this capacity. These herbal concoctions are prized for their reliability and effectiveness. While their most prominent products, these herbal concoctions represents only a tenth of their income.

Unknown to its head, one of the ship captains has been dealing in poisons on the side. He buys the toxins of various giant vermin, black adder venom, and striped toadstool. On a few occasions, he has been able to acquire a few doses of dragon bile, and the sale of this contraband has made him fairly wealthy.

### Tuurio's Restaurant

Tuurio's serves delicious steaks, but is best known for its hot pastries. It is popular for breakfast among the city's wealthy and important. It features three floors of dining, with about a third of each floor on a covered porch overlooking the harbor. It's high enough that the smell barely reaches, and a wide awning shades diners' eyes from the sun only an hour after sunrise.

Tuurio's doesn't allow dwarves, which makes it a popular target for dwarven youths out to protest the city's treatment of their people.

### Werlen's City Home

Werlen maintains several homes. His city home is the most modest, but it's still a model of Zoan extravagance and craftsmanship. It's a walled wooden building of only two stories. Inside the yard stands a life-sized statue of an exotic elven beauty. She's depicted in a dance pose with arms raised above her head. Her silks are the distinctive garb of a Basiran dancer.

**Knowledge (architecture & engineering) DC 15:** The style of dance is Cilorealton rather than true Basiran.

**Knowledge (architecture & engineering) DC 20:** This particular pose is considered risqué because the robes show off quite a bit of skin from certain angles.

**Knowledge (architecture & engineering) DC 25:** The dancer's face is a wide-eyed expression of innocence. Combined with the subtly erotic pose, the dancer is either a brand-new novice or a confident expert in her craft. Debate over the truth has inspired conversation in Zoa since the statue's unveiling.

Inside the front door, a domed ceiling serves as the medium for a famous creation scene by the high elven painter Reneleo. Reneleo's painting shows the 43 gods displaying various emotions or feelings: anger, jealousy, pride, awe, humility and others. Angels, fiends, and other lesser beings surround them in subservient poses. Fifty years old, this fresco still reflects the full color and vibrancy of its dynamic creator.

The kitchen contains most of the tableware and dishes in addition to the expected food and food preparation tools. The silver table settings are worth 225 gp. The room contains assorted porcelain worth 600 gp, exceptional cutlery worth 300 gp, and a set of crystal dishes worth 500 gp.

The dining table and setting for 10 are imported cherry. The set is worth 400 gp—the master chair alone is worth 100 gp. The crystal continual flame chandelier is worth 900 gp.

Werlen keeps four high-prestige guards, specifically chosen by him. With his recent poor health, their schedule has become boring. Because Werlen has no family or adopted heir, it seems that their immediate future is open after his expected death. They spend their time discussing potential jobs and other topics.

Despite their dismal anticipation of Werlen's immediate future, they are still careful professionals. They pay attention to unidentified sounds in the house and check in with both Werlen and the physician frequently. Both individuals have code words they can insert into conversation if they are under duress or charm.

The guards check with the staff and patrol the grounds at irregular intervals. During the day, they patrol the entire grounds. They check the exterior of the wall for climbing gear, digging, or other evidence of intrusion at least once per day. At night, at least two of them are always awake and wearing full gear.

Werlen also maintains a conservatory. Many kinds of musical instruments adorn this room. It contains many pages of sheet music and books of lay and secular music. The musical instru-

ments are worth a total of only 600 gp, except for one masterwork instrument of elven make and historical significance worth 1,500 gp.

One of the costliest rooms to build and maintain include a luxurious bath. This tiled chamber contains three sunk-in baths for guests. Curtains are available for privacy, but they are currently open.

The upper floor contains a library. This pleasant, quiet room contains incense, some potted flowering plants, and bright light. The books are poetry, elven histories, classical dramas, and local interest—the typical light stuff intended for guests rather than the elf's preferred reading. There are many books here, but their main purpose is to entertain temporary guests. They hold no vast arcane secrets or hidden diaries. The entire collection is worth 500 gp.

The home requires two servants, two maid, a butler and a matron who rules them all. They have rooms on the first floor, near their primary duties. The final on-site employee is the physician Danaerin, a well-respected cleric who has tended to Werlen since he retired from active duties ten years ago. He lives in a private chamber on the second floor. He has a small chapel adjacent to his room.

Werlen reserves a wing for his own use. This wing includes an office, bedroom, a private breakfast nook, and a separate bath. Werlen normally begins his days with a bath and massage, but he has put both on hold lately as the bath tires him out.

## THE COINS DISTRICT

This part of town consists of large houses and small estates of the richest merchants, sea captains, and landowners of Zoa. Most of these people resent the growing number of dwarves, gnomes, and “outsiders” that have taken up residence in the Forges, to the west.



Much of the neighborhood rests on a hill 50 feet high, just behind the Circle of the Gods. This gives the rich merchants of Zoa a good view of the bay, and many ship owners have a tower affixed to their home from which they can watch for their ships to return.

While many of the craftsmen in the Market District are journeymen, the inhabitants of the Coins tend to be the masters and their apprentices. Homes here often feature a residence separate from the shop, with apprentices and slaves living in the shop. Homes tend to have individual yards, and many of them even feature fences to give the owners privacy. These luxuries are well beyond the means of most journeymen.

Although the city doesn't have a separate elven division, many of the city's elves and half-elves live here. With their long lifespan, they are able to excel in their craft and gain the title of master soon enough. While blocks tend to be racially homogenous, neighborhoods are not, and the races are mixed well.

Like the rest of the city, horses aren't common, but ponies, mules and donkeys are. About half the owners have a wagon or cart that they use more for carrying goods than for personal transport. Other animals are rather few and include more exotic pets and fewer working animals. Residents of the Coins walk or ride to the Circle of the Gods for their worship.

Many guild houses are in the Coins also. The best shops, nearly all of the theatres and music halls, all of the city's scholars and a number of its clergy live here.

## The Circle of the Gods

Temples of the various gods surround this large plaza on all sides. Most noticeable is the Hall of the Coin, standing to the south and connecting the Circle to the Market. The Sun Spire is large and impressive as well, while the House of Waves is interesting if for no other reason than it sits atop the waters of the harbor.

The center of the plaza is an immense reflecting pool some 40 feet across with seats all around, making it a comfortable place to sit and read on warm days. Artists often bring their easels to the square and one can find any number of paintings of the temples, the water itself, or various persons in the marketplace.

The Zoan temples dedicated to The Home Foundation, the Assembly of Light, the Temple of the Stars, the Theatre of the Arts, and the Order of the Passionate One are all considered cathedrals of those faiths. Details on these faiths can be found further on, in Chapter Three.

## Notable Persons

### BRETHIL THUL

Brethil Thul is a well-known hot shot in town, famous for stirring up trouble and skating free of it. Less well-known is the fact that he sells very high-quality wands in the market several times a year—always for a high price, and always to the buyer's satisfaction. Thul does not take apprentices.

**FEENOA DIRIIMA**

Feenoa Diriiima is a famous summoner and self-proclaimed expert on the outer planes. Feenoa enjoys hunting and hawking and often invites other wealthy Zoans on trips to the Fautee Forest in search of prey.

Feenoa has taken apprentices in the past, but some have left in frustration because of her long absences. She currently has one apprentice, a patient half-elf named Ellustrian. Feenoa lives and practices her craft in the Coins with her husband, three adult children, and her grandchildren.

The summoner is a kindly old woman who dresses and acts like a genteel lady. Her manners are perfect, her compassion is greater than most, and her words are chosen with care. Despite the ease with which she fits into her elevated station, she remembers that she wasn't born to it, so she tries not to be imperious with those she has risen above. She usually succeeds.

The city's gossips believe that Feenoa has a paramour on the side. Each Veshday, she prepares a horse and heads off to the south. Each Veshday morning, a middle-aged man (Ooremor) appears near her house and loiters around waiting for her to appear. He vanishes shortly after she does. Recently, he has begun to visit the neighborhood at other times of the day, usually around the time she returns home.

**Knowledge (local or arcane) DC 15:** Feenoa Diriiima is a famous summoner and expert on the outer planes. Feenoa enjoys hunting and often invites others on trips to the Fautee Forest. Feenoa has one apprentice, a half-elf named Ellustrian. She lives in the Coins with her husband, three adult children, and her grandchildren.

**Knowledge (local or arcane) DC 20:** Feenoa has an amulet of the planes. The amulet of the planes (and a teleport spell, if necessary) should allow her to return home if she's lost. Caution and safety are part of her daily routine, so it's unlikely that she would fall victim to some accident.

**Knowledge (local or arcane) DC 30:** Feenoa has worked with the city in the past. Supposedly, she bound an undead elven knight to guard the Catacombs, the graveyard of the wealthy. She has also summoned powerful air elementals to stave off storms and water elementals to search for important items lost in the bay.

**LUINEL**

Luinel is the most famous of the city's renowned swordsmiths. He lives in a busy shop and lively home facing Guardsman Road. The master smiths of the city achieved their fame through the creation of rapiers, but they are capable of crafting long swords, short swords, daggers, scimitars and other common weapons to a high degree of skill. Luinel himself crafts only rapiers, although his assistants craft other weapons as part of their studies.

Luinel leaves his famous mark on the hilt of all of his weapons. His symbol is a Reanaarese L followed by a stylized

**Luinel Commission**

This masterwork rapier gains the standard +1 bonus on attack rolls. Luinel's commissions each have a unique quality. If a GM wishes to use a "generic" such weapon, consider it to have a threat range of 17-20 instead of the normal 18-20. The sword comes with a handsome lacquered sheath and decorated leather belt, these latter two items being worth 100 gp total.

eagle's claw, in homage to Neevuu the Guardian, He prefers rayskin or sharkskin grips, but he has used teak, ivory or even common leather on occasion. He designs basket hilts that protect the wielder yet allow generous hand and wrist motion.

Luinel's rapiers are sharp along about a quarter of the blade. He has reduced the amount of edge on his weapons over the years in a deliberate effort to encourage the use of the thrust over the cut. This focus has allowed him to make his swords among the best in the world at delivering a thrust attack.

Making a weapon is a very personal effort for Luinel. When contracted to craft a sword for somebody, the craftsman dons a leather jack and crosses swords with the buyer. He watches the buyer's technique, gauges his strength and tests his speed. Armed with this knowledge, he claims he can make a perfect sword to fit the buyer's fighting style.

The master's weapons are all masterwork; he destroys any errors to maintain his reputation. Luinel usually commissions a fine sheath and belt specifically for the weapon and presents it to the buyer in a grand ceremony attended by his apprentices, family, neighbors and other interested parties. This showmanship has certainly added to his reputation.

With his outstanding skill, it takes Luinel about three weeks to design and hammer out a masterwork rapier. He makes about a dozen of these each year and makes one special commission every year or two. He also oversees several apprentices who make standard or masterwork weapons of their own.

Luinel's reputation lets him charge a premium on weapons. One of his masterwork weapons sells for 400 gp or more. He negotiates his special commissions individually, charging a customer at least 1,000 gp for the item. Many buyers enchant their Luinels afterward, making them even more valuable.

**Knowledge (local) DC 10:** The city is famous for its finely-crafted rapiers. The best of these weaponsmiths live in the Coins.

**Knowledge (local) DC 15:** The city's most famous swordsmith is the master Luinel. He lives and works on Guardsman Road. Don't expect budget prices.

**Knowledge (local) DC 20:** Luinel can custom-make a sword to best fit a swordsman's fighting style. His best work allows better use of tactics like disarms and feints.

**OOREMOR**

Ooremor is a serious burglar. He concentrates on magic items, usually stealing them on commission but sometimes finding some amazing stuff for himself. He's deft, clever and usually manages to make off with stuff with a minimum of skill checks.

Ooremor has been shadowing Feenoa because he believes that she is crafting an item of exceptional value, and he wants to know what it is. Feenoa knows nothing about him.

In addition to several ranks in Spellcraft, he is familiar with things like *alarm* spells from direct experience. He knows how to bypass common wards and obstacles. He travels with few gadgets or weapons, preferring to rely on his wit and charm to escape trouble.

**RAXIL**

Raixil builds the city's famous galleons, carrying on a family tradition that extends back to the early days of the city's history. Raixil's friends are the city's elite, especially those with maritime interests. Besides being a professional shipwright, he's a hobbyist, spending 2-3 hours a week on a private yacht for himself. It is a project he has worked on with his sons for years, and it should be done soon.

A slave Raixil owned murdered the shipwright's wife in an escape, and Raixil has refused to own slaves since then. He has four children—two sons and two daughters, all of them grown and married, although the two sons and their wives live with Raixil in his home on the Coldwater.

Raixil is fond of throwing parties. These festive occasions include the inevitable droning on about his yacht project, but other than that, they are popular among the city's wealthy. Anyone attempting to climb the social ladder should make it a point to attend one of Raixil's events.

**SUTIOLA "SOOTY" SUORIINA**

Sutiola is one of the best-known wizards in Zoa. Sooty is a continually dirty man who used to mine for gold up and down the Ka'Asa mountain chain. He struck a vein so pure you could pick the gold out with your fingers, and he sold the rights for a fortune. Sutiola is now an educated scholar concerning the elements, especially gold, but he still cannot keep clean.

Sooty lives in the Coins, but he spends much of his time in Small Town among the dwarves and gnomes. He keeps in close touch with the city's whitesmiths and can easily refer a stranger to a dozen different smiths or merchants who buy or sell gold jewelry.

**ZILIANA**

A pensive blonde woman who spends much of her time painting scenes of the port from the patio behind her home, Ziliana is a prodigious writer as well. Her most famous work is "Making the Perfect Man," a two-volume treatise on golems and other magical constructs. Naturally, visitors view the many stone sculptures on her grounds with suspicion.

The sculptures are inanimate, although she is not above enchanting them with prestidigitation so that they radiate magic and appear to move or change position.

Ziliana has a lifetime exemption from military service in exchange for providing the city with at least two golems. One is a flesh golem that guards the prisoners in the Castle, and the other is a stone golem that protects the Council of Elders when they're in chamber. If the city were to be attacked, she is willing to defend it, but not to the death. She knows that her home is capable of defending itself well against intruders, and she'd rather leave for a day or two and wage an ongoing war against occupying intruders than die pointlessly.

Ziliana's home is a walled two-building compound about 130 yards NNE of the Circle of the Gods.

**Knowledge (local) DC 10:** Ziliana is one of the best-known wizards in Zoa.

**Knowledge (local) DC 15:** Ziliana is a famous wizard knowledgeable about constructs.

**Knowledge (local) DC 20:** The sculptures and topiaries in Ziliana's garden include at least two stone golems and a handful of custom wood golems called mannequins.

**Knowledge (local) DC 30:** Ziliana's home is animated and sentient. It can warn her of intruders, close doors to trap them, and animate the furniture to attack them.



## THE DREGS

The Dregs is home to the city's poorest citizens, most of its criminals, and a goodly number of secrets, renegades, and hidden monsters.

The buildings are older, often patched up with the fallen boards of abandoned buildings. Many of the homes are tenement buildings five or six stories tall, with each floor holding up to a dozen families. The owners of these buildings live in the Coins or the Citadel District, never even visiting their tenements in person.

The Dregs' primary divisions are the territories of various crime lords, each taking up one or more blocks. The various gangs defend their own territory and attempt to expand, resulting in conflicts between the groups. While most of this conflict stays between the gangs, sometimes an innocent victim gets caught up in it.

Most of the monsters in this part of the city are relatively harmless. Some abandoned buildings hold spider swarms or worse, while dire rats live near the Diroolio River.

Rarely, illegal living cargo sneaks ashore from one of the ships docked at the Low Market in search of food or a hiding place. While many of these animals are exotic but mundane predators like leopards or pythons, more monstrous creatures have been known to escape and terrorize the area.

At night the gates between the Artisan's District and the Dregs are locked until morning. Anyone found trying to climb over the walls going either way is flogged and fined 10 gp.

Because the attention of the guards is lax here and because the river is nearest to the best fences, smugglers often try to slip into the city here, under the cover of night.

## REEVUUR

Reevuur, a beggar, works near the Low Market, avoiding the Shields and staying out of sight of anyone who might cause trouble. Reevuur used to be a mason, and his bulk is surprising for someone who so rarely has enough to eat. He lost his license years ago in a dispute with a master in his guild, and he has been a beggar ever since. He has powerful arms and a barrel chest; although aging, he could still lift a heavy load.

## Crime Lords in the Dregs

As the main sources of power in the Dregs, these villains are as well-known as the Elders. They control the wealth and much of the work in this vast neighborhood. They actively seek out the destitute, offering food or coin for their services. The unrecorded clashes between crime lords have involved as many as 80 people on a side—making them larger than most of the city's official military engagements. Keeping track of the balance of power, their borders and their activities is a full-time duty for the Shields.

## MER NUR ISEN

Mer Nur Isen is a non-guild wizard who operates out of the Dregs. While not a crime lord in his own right, he works with the criminal gangs in the Old Town, selling scrolls and committing the occasional acts of theft or assault. The Mages' Guild has offered a 1,500 gp reward for his capture. Many bounty hunters have disappeared into the underworld seeking to collect it, only to wash up in the Bay a few days later.

The wizard's exotic name indicates that he's not Reanaarian and might not even be human. He's a dark-haired, olive-skinned



man with a tattoo of a snake on his left arm. Mer Nur Isen has a blocky build, including a squared-head and powerful-looking fists. He looks dull, and he speaks slowly, as if he's having trouble with the language.

**Knowledge (local) DC 15:** Mer Nur Isen is a secret arm of the street gangs. He makes magic items and “delivers messages” in the form of summoned snakes or other threats.

**Knowledge (local) DC 20:** The renegade wizard is fanatical about two things: his secrecy and his neutrality. He turns down jobs that would personally offend a gang leader, and he won't work for the same gang leader for three jobs in a row. The only reason he'll kill or beat up anyone for personal reasons is if they find out who he really is.

**Knowledge (local) DC 25:** Mer Nur Isen has secret contacts among the Shields and has at least some of them in his pocket.

### NEERU THE RAT KING

Neeru leads a band of thugs and enforcers near the Low Docks. The members of this gang are mostly castoffs and refugees from other gangs. Few are new to the criminal lifestyle, and most are hardened figures of the underworld. The Shields consider Neeru and his gang to be one of the fastest-growing threats in the Dregs.

Neeru's importance comes from two associations, each of which is ignorant of the other. The first is the endorsement of the Golden Alliance, offered in a bid to gain control of the city's criminal underworld. If the Alliance sees promise in Neeru, they intend to increase their support. For right now, this support primarily includes gold and intelligence, but in the near future it could include key personnel or magic items.

The second is a professional relationship with the malevolent Maaedini family. The Maaedinis, like many wealthy families, have their share of problems that need solving outside of the public view. Neeru has dealt with these problems for the last 15 years. At first, he did things personally, but he began to build his gang by hiring out certain jobs to others.

Over time, this relationship has changed. The Maaedinis have relied on Neeru to cover up so much that they have grown bolder in their indiscretions, always knowing that they have freedom to act. Neeru has noticed this evolution and has begun to ask for more gold and favors in exchange for his aid. He has grown wealthy and powerful in his own right.

Neeru has one last trick up his sleeve: he's a natural wererat, and he has infected a circle of elite bodyguards with lycanthropy. When they're not protecting him personally, they seek out information on rival gangs, spy on the Shields, watch the Maaedinis and keep a beady eye out for potential recruits.

**Knowledge (local) DC 10:** Neeru has been gathering the leftover elements from other gang wars.

**Knowledge (local) DC 15:** Neeru set out to become a mercenary “thug-for-hire”, but he effectively ended up being the

principal leg-breakers for the Maaedini family, a powerful family of lawyers, judges, and administrators.

**Knowledge (local) DC 20:** Currently, the two factions are symbiotic, but Neeru is still taking jobs from other sources and initiating his own efforts, as well. Soon, he'll be the primary force in the relationship and have access to social circles beyond the Dregs.

**Knowledge (local) DC 25:** Neeru is the local face-man for the Golden Alliance's efforts to stake a claim to the wealth of Zoa's underworld. He has their support in the form of intelligence and some financing.

**Knowledge (local) DC 30:** Neeru's name isn't merely an honorific. He is a wererat, and he has infected his chief minions.

### TAANEILON (“THE TANNER”)

Taaneilon controls a gang of thugs and ruffians. These leg-breakers for hire primarily engage in a type of “industrial sabotage”, smashing up shops, shaking down deadbeat debtors, and otherwise intimidating people for pay. The Shields haven't been able to take “The Tanner” down yet because he has a legitimate business front, operating a pungent tanning trade. On paper, he is legal, and no witnesses survive to face him in court.

The tanner also takes bribes from merchants to tear up another merchant's shop or warehouse. For a couple of hundred coins, an unscrupulous merchant could have several tons of a rival's goods tossed in the Bay. If he thinks he can get away with it, the tanner just steals the goods, making money on both ends of the deal.

**Knowledge (local) DC 10:** Taaneilon runs a gang of about a dozen or two thugs in the Dregs. He is known to the Shields as “The Tanner.”

**Knowledge (local) DC 15:** The tanner usually works for the otherwise legitimate business owners in the Dregs, intimidating competitors and making sure accounts don't get too far behind.

**Knowledge (local) DC 20:** The tanner's shop is near the Poor Gate, just inside the wall. Characters interested in meeting him should enter in small groups; he refuses to conduct any business unrelated to animal hides and leatherworking with “mobs”.

### “WRAITH” JEMAIN

Jemain is a worshipper of the Fire Corner, a burglar and the ruler of a small ward of the Dregs. He operates a weak and inconsistent protection racket. He seems to own this seedy tavern about two blocks off Coast Road and spends most of his time there. Wraith enforces his protection racket haphazardly because most of his income comes from robbing well-off homes in the Artisan District. He wants the rewards of theft in the Coins, but he feels that overcoming the superior guards and wards there is too risky.

Wraith is personally skilled but no leader. His personality attracts similar free-minded individuals, so he's unable to exert a strong influence over them. His band might have a dozen rogues in it. In any turf war, Wraith's territory is the most likely place for expansion by any of his neighbors.



**ZEELAI THE FENCE**

Zeelai is a crime lord who rules from “the Ashes,” as folks call the ruins of the old gnomish homes in the eastern part of the Dregs. His territory includes the easternmost section of the Dregs and it occasionally overlaps that of other crime bosses because he keeps his operations specialized.

Zeelai runs a network of fences and burglars, keeping himself as the only channel between the two separate arms of his operation. He cooperates with the Shields to actively pursue any other burglars in his part of town. Zeelai runs a couple of brothels, which he uses primarily to gather information about potential marks. He times his burglaries to the regular visits of the brothels’ clientele to make sure nobody is home when he robs them.

Zeelai’s base of operations is a tiny brothel catering to gnomes and halflings. His apartment there has a secret door from which he can escape if any intruders get violent or threatening.

**The Black Dog**

This inn is six stories tall, though the top two levels seem to lean, especially in a strong wind. Originally a fine hostel of Zoa, the place has gone downhill in the last twenty years. Now it is a

rough and tumble dive where fights break out almost every night.

The Black Dog has a reputation of brawling, gambling, and good-spirited, if rowdy, fun. The language used here is colorful, but the place is no haven for pirates and thugs. It’s a good place to crew a ship, pick up rumors, and sing shanties. The Black Dog carries beer, ale, and mead—but no grog, ever.

The Black Dog, despite its violence image, has maintained independence of the various crime lords in the Dregs.

**Knowledge (local) DC 10:** Brawls are common in the Black Dog.

**Knowledge (local) DC 15:** You can find smugglers, bookies and money-lenders in the Black Dog.

**Knowledge (local) DC 20:** Despite the low-level criminals present, no single crime lord claims control of the Black Dog.

**GOORMAR**

The owner has fended off attempts to gain control of this busy inn for years, regardless of their subtlety or bluntness. For the crime lords, taking control of the Black Dog would be a prize of both money and prestige, and their onslaught is relentless.

**The Blind Beggar**

This run-down inn has not housed ordinary overnight guests in years. The only people who spend the night in this place are those who have passed out on the floor and physically cannot return to their homes. It is primarily a place where those down on their luck come to drown their sorrows in cheap beer.

The door behind the bar leads to a small back room where the innkeeper can prepare limited meals if the mood strikes him. That room has two more doors. One of them leads out to the back alley and the other one leads down some creaking wooden steps into a relatively spacious cellar. The upstairs “inn” portion is virtually gutted and unusable from past roof damage. The innkeeper does not go up there often, as the old floorboards creak extensively when he does and he fears the entire second floor may collapse.

**DRISCALL**

Innkeeper Driscall is a mean little coward. He lost his eye during a childhood game. He is a member of the Sentinels of the True Way and greatly fears the other members, but he does anything to save his own skin.

**Castle Zoa**

Twin walls 40 feet high guard this place from the poor and criminal citizens of the area. The original Castle Zoa stands here, a dark and lonely monument to the cruelty man can do to man. Prisoners rarely last longer than six months before they die.

Castle Zoa is the older of the city’s two major fortifications and has sheltered its citizens for centuries. The castle is supposedly haunted, a rumor that might help explain the construction of the Citadel a century ago. Most of it is still used as a prison, a



storehouse, a barracks, and a treasury. Low ranking foreign emissaries are often quartered within the castle's confines. Ministers from Geanavue, Bet Kalamar, Thybaj, Dynaj, Skarrna, Ahznomahn, Ozhvinish, and Zazahni compete for the council's attention.

Castle Zoa is riddled with secret passages, peepholes and hidden stashes of weapons, magic or wealth. Few know all of these places.

#### AMBASSADORIAL WING

The ambassadors each have 1-4 assistants, depending on their needs and the wealth of their host nation. The ambassadors each have a suite of rooms. Together, they fill over a quarter of the castle.

#### PRISON

One of the main features of the prison is a magically silenced area for the containment of spellcasters. This ward holds only four cells. If any space is available, the guards often place a loud troublemaker in here to keep the spellcasters in line and keep his ranting and screaming from disturbing the rest of the prison.

### The Copper Elm

The Copper Elm is a hive of scum with not so much villainy. Beggars, thieves and prostitutes make up most of the clientele. Apparently the owner has a "quantity before quality" approach to his customer base. The rooms are cheap, the risk of something unpleasant is high, and the place empties like roaches in the daylight if a Shield patrol walks in. In fact, flight seems their natural inclination when anybody seemingly of Good alignment walks in. This practice makes it tough to make Gather Information checks there, but if you can manage to gain their confidence, you can usually get some quality news about where an outlaw is hiding.

The Copper Elm has 18 semi-private rooms of Poor quality, and Common quality floor space for up to two dozen persons. Sleeping in the common room at night requires a Concentration check DC 15 in order to gain recuperative rest because of the constant activity and threat of stabbing or mugging. Characters who fail this check receive no benefits of rest; they regain no lost hit points or ability score points and cannot regain spells.

**Knowledge (local) DC 10:** The Copper Elm is a cheap place to spend the night.

**Knowledge (local) DC 15:** The Copper Elm's a good place to lose your money and a bad place to sleep.

**Knowledge (local) DC 20:** The crime lord Saarleem owns the Copper Elm and sometimes visits there to collect his earnings.

#### SAARLEEM

The mysterious owner of the Copper Elm is Saarleem, one of the chief crime lords in the Dregs. He operates a black market of stolen and illegal goods. His level of violence seems to be low—

he's not associated with murder. Surprisingly, they say he deals primarily with the theft of mundane stuff, like masterwork trade tools and weapons. However, he also sells poisons and the occasional evil magic item. Saarleem keeps his illegal business separate from his inn ownership.

Saarleem's true identity is a secret, but rumor says he's a wizard. His sphere of influence covers the southwest portion of the Dregs from Old Zoa Street across the river and into the eastern portions of the Artisan District. The Shields have tried to go undercover in the market hawking spell components, but if he has shown up, they haven't recognized him.

Saarleem is actually a sorcerer, and he's not a very good one. His natural talent is limited, and he doesn't make very creative use of his open-ended spells like illusions and enchantments. The weakness doesn't make him completely ineffective in combat—he still knows how to use mistake-proof spells like *magic missile* and *fireball*.

**Knowledge (local) DC 10:** Saarleem's gang operates a theft and fencing ring in the Dregs.

**Knowledge (local) DC 15:** The Shields think Saarleem is a wizard. His area of control extends across the gate into the Artisan District.

**Knowledge (local) DC 20:** Saarleem also sells poisons and evil magic items. He's associated with one of the taverns in the area. A person who makes a round of the taverns expressing interest in doing business with him is likely to make contact with him soon—after he's had time to investigate the person doing the asking.

#### SLINK

One of the current regulars at the Copper Elm is a punk called Slink. Slink is a small-time burglar, card cheat and thief. He makes a lot of noise, but he backs down quickly if confronted by someone who looks like he can follow through with a threat. Slink finds himself being kicked out of places often, so he moves from place to place.

### Geolain's Tower

Walls 15' high surround this tower. The wizard Geolain, the city government's current Master of Magic, lives and works in this ornate tower of unusual design. Its stark obsidian walls and rough edges give it and its inhabitant a wild, dangerous image. Why Geolain chose to build his tower in the Dregs is a big mystery, but other wizards speculate that he chose it for some importance related to the location. It could be a place of arcane significance not yet discovered by any other wizards.

The tower is six stories high and has a roof entrance in addition to the ground-floor entrance through which servants occasionally enter to clean the lower floors.

## The Golden Sickle

The Golden Sickle is a tavern owned by a worshipper of the druidic faith. He claims that prayers to the old faith make the barley grow best. He does sell good beer, but he sells strong drink of all kind, and that's what makes the place popular. The place has a reputation for sleazy girls, pick pockets, gamblers, and all kinds of disorganized lowlifes.

## The Horse and Wagon Inn

The Horse and Wagon is a plain, worn-down place run by Urol, the last heir of a long line of hostlers. At about 70, he's a kind, gentle old man who takes good care of his guests and the best care he can of his old inn and help. The rooms are clean, the atmosphere comfortable, and the food is good.

Despite being on the edge of the Dregs, it's a safe place to rest; the Shields (the local authorities) use it as sort of a remote base of operations, and at least one patrol is there at all times. Baatae, especially, is an old friend of the innkeeper, Urol, and visits almost every day.

The Horse and Wagon has revived a bit lately. During the daytime and early afternoon, up to four neighborhood patrons are in the tavern at any given time. During the evening, it holds a dozen or more. About half the rooms are in use at any given time. The people using the rooms are typically foreign sailors and marines, although some are Dregs residents on the outs with their wife.

Urol allows guests to have a lock installed on the door, as long as they give him an extra key (which costs 5 sp to have made).

**Knowledge (local) DC 15:** The Horse and Wagon is a good place to meet other adventurers.

**Knowledge (local) DC 20:** The innkeeper has an unnatural ability to foresee trouble and doesn't let rabble-rousers and criminals use his place.

**Knowledge (local) DC 25:** The innkeeper at the Horse and Wagon assembles adventuring groups and helps them find jobs around the city. He won't work with evil adventurers. Urol's ability to tell when a patron is lying or holding back information is critical in keeping his groups out of set-ups, suicide missions and other troubles.

### UROL

Urol's grandfather built the inn, and his father made it fairly large and successful. When he was young, Urol joined up with an adventuring party right there in the common room.

Urol went on a few expeditions of treasure-seeking, princess-rescuing, and evil temple toppling, but he quickly found out that it wasn't for him. His friends tried to talk him out of it—lightly. They could tell he wouldn't survive forever. He couldn't fight, or cast spells, or disarm traps. He really couldn't do much in the way of beating monsters.

What he could do was tell when somebody was lying. If a prisoner gave up false information, Urol could shake his head

and the party kept questioning. If a would-be employer tried to set the group up, Urol sniffed the liar out and kept the party out of trouble. If a wizard with a *wand of fireballs* ran out of charges, he couldn't bluff Urol.

So Urol quit the adventuring life, but he kept up the lifestyle. He sees people in here all the time with pie-in-the-sky dreams about getting rich. Most of them are just talk. Some folks want treasure and fame and magic, but they really live for the adventure. The thought of risking your life to help people who need it is what makes some people get stop talking and start doing.

Urol started working to put these people together with each other. He makes it his duty to link people of similar attitude together so they'll work well together.

## The Low Market

Docking at the low docks only costs 1 cp per foot of the ship but ships in this area are likely (50%) to get robbed every day they are here unless they are guarded at all times.

The atmosphere in the Low Market is less upbeat than in the main market. The grounds contain fewer entertainers and more beggars and pickpockets. Small clots of laborers who were too late to find work stand around, hoping to earn a few coppers before admitting failure and returning home. Others, unable to find honest work because of a reputation for indolence or dishonesty, make themselves available for work as strong-arms or thugs; some might resort to mugging if the opportunity arises.

The Low Market takes its name from its location, not any lesser status than the other market in town. Big merchant deals take place in the Low Market. The largest are often foreign buyers making deals on behalf of their nations or city-state. Vendors buy wares in bulk for resale within the city or to the dependent markets on the peninsula and the Tribute Islands. Well-off craftsmen come here to pick over the leftovers before individual pieces reach the main market. Ambitious journeymen might stock up on goods or supplies for a season or for a year if they have the gold for a major purchase.

Warehouses line the roads adjacent to the Low Market, as do taverns, inns, and brothels. The merchant houses maintain offices near the Low Market, as well. Their exteriors show the age of the neighborhood to discourage intrusion by their neighbors; their interiors might be the same, or they might be as fancy as any Elder's vacation home.

## The Maytime Inn

The Maytime Inn is one of the oldest inns in the city, as are many of the buildings in the Dregs. For the first 10 years of his ownership, Taerzi Rastae made substantial repairs to it, spending a small fortune on a new roof, replacing loose boards, filling holes, expanding his cellar, painting, and gutting the furniture. It has aged quickly in the 10 years since then, suffering from heavy abuse, vandalism, and mishap. Now, in the Dregs, anything that's a waste of time is a "Maytime", especially if it's driven by misdirected ambition.

## The Willing Maid

This tavern, inn and brothel is a sleazy and expensive place to eat, sleep, or indulge in the baser instincts. Four stories and leaky in the rain, the place is relatively safe, though some patrons have been known to disappear in the night. Some people believe these disappearances are due to the owner's dishonesty. Others believe that the patrons merely skip out on paying their bills.

**Knowledge (local) DC 10:** The Willing Maid is overpriced, the roof leaks and the food is greasy.

**Knowledge (local) DC 15:** People disappear from the 'Maid at night. Some say the owner is selling them into slavery. Others say they're just skipping out on bills.

## THE MARKET DISTRICT

From the eastern marketplace to the western wall, and north to the river, is the Market District. Like the Artisan District, it contains many storefronts, but also includes a great many warehouses, as well as the Rider Garrison and many other military buildings.

Craftsmen of common goods and services are more likely to be found here than in the southern Artisan's District, but this is not a strict rule. Scribes, lawyers, and governmental offices and buildings related to trade and commerce are most common along the south part of High Street.

Since most of the craftsmen of the area (including dwarves) live out of the same building they work from, it is also a heavily inhabited area.

Within the Market District is an area called 'Small Town,' where dwarves, gnomes and halflings have formed communities of their own. Small Town is detailed separately, later in this chapter.

## Banrae's Trading Coster

The Coster's office is a long, low building near the market. At any time during the day, it is usually a busy place, with merchants and teamsters coming and going.

Remnants of its bulk sales to local merchants sell off at an auction block every Veshday. The Banrae auction is a good place to find deals and the best way to meet some of the family members in a casual environment. Other merchants have entered into large agreements through this method.

The House Advisor is a guild wizard, although her loyalty lies clearly to her House and not the guild. Gisrain Hazil is a brilliant but anti-social wizard who also works as an architect for the house. By mutual agreement between herself and the Banrae family, Hazil spends most of her time in her chambers,

except when she must renew the daily spells cast upon the property.

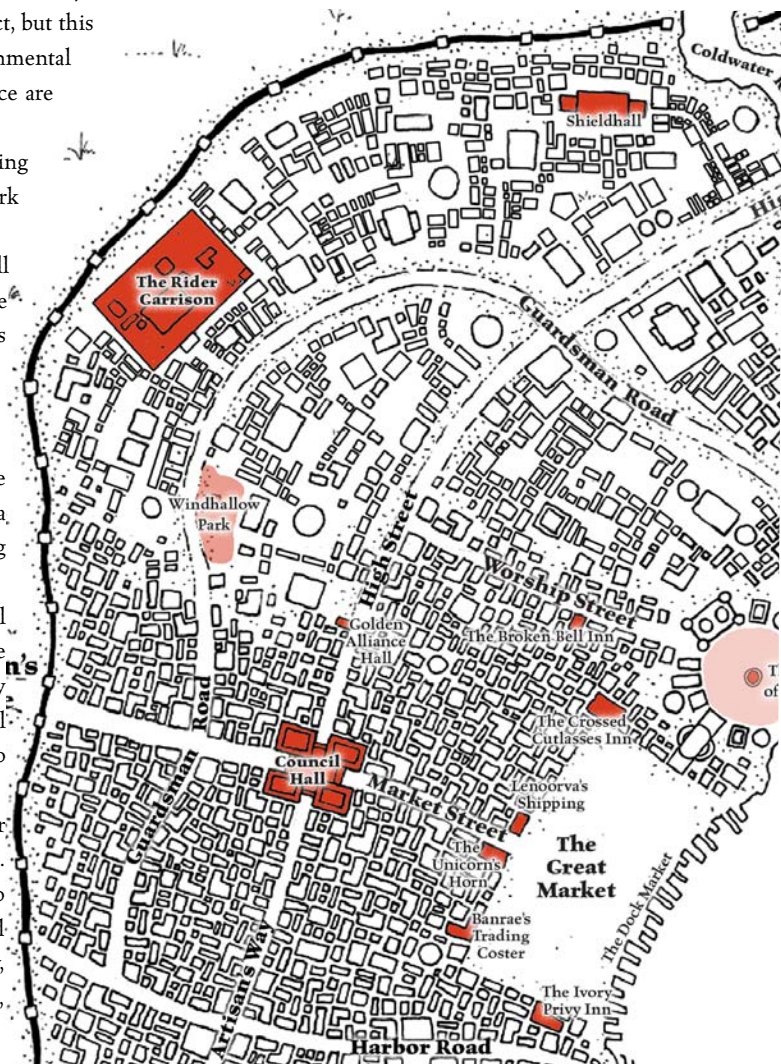
The house supplies its wizard well: the room has about 2,500 gp worth of material components. Plans for the coster and several outposts lie on Hazil's desk. Some of these buildings have not been built yet, which might thoroughly confuse anyone finding them.

## NANA BANRAE

Nana Banrae, while not the head of the house, oversees the daily operations of the trading coster; she is the coster's second-in-command. She's a noblewoman in every sense of the word.

In any contest of will, Nana expects to win. She follows the message of the Vessels of Man, although she does not associate with others of that belief.

During her few hours of sleep, the only magic item she wears is the ring. With the time she's not sleeping, she reads reports from her merchants or foreign offices, keeps up with her spies in other houses, and occasionally reads for pleasure. She does most of this reading in the adjacent library.



**SIB BANRAE**

Sib Banrae is a second cousin to Ixilrae and served as a Rider for six years. Now 23, he is learning the trade as a merchant. Sib knows little about his family's past and would argue to stop the pirate tribute, if he found out about it.

**DRUR HARFANG**

The accountant, Drur Harfang, is a foreign gnome who Lasander Banrae hired to help restore the house after the pirate attacks. He is brilliant but odd. If anyone can repair their books and restore the house's records to good standing, it's Harfang.

**Knowledge (local) DC 10:** Banrae's is an old merchant house with ties to Shyff and Dynaj.

**Knowledge (local) DC 15:** Banrae hires a lot of people in the city and is pretty influential. It is one of the largest shipping companies.

**Knowledge (local) DC 20:** Banrae's suffered heavy losses 20-30 years ago from the pirates. Lately, it has been able to hire marines to fight them off, but the cost has been great and rebuilding has been slow. Its current head, Ixilrae Banrae, has only recently taken over on the death of his father. He has been well-groomed and experts expect the house to continue to grow.

**The Broken Bell**

The owner of the Broken Bell built his inn in an old temple, complete with bell tower. While the bell is split nearly in half and unusable, the tower still stands. The inn has three low floors, packing as many rooms as possible into the available space. Huuria, the owner, seems to never take a breath during his nonstop speaking.

The Broken Bell offers 36 cell-sized rooms that Huuria charges as Good-quality rooms, all of them on the second and third floors. The beds are creaky and not very comfortable, but they stay relatively clean. Long-time residents (about 10 of them) claim the ghost of one of the former clerics still haunts the 'Bell and passes through doors and even sleeping guests on Godday. Huuria denies it nervously should anyone ask.

**Knowledge (local) DC 15:** The Broken Bell is haunted. The ghost of a former resident keeps guests awake with his moaning.

**RAEZIIRA**

Raeziira ran to Huuria about five years ago while fleeing an abusive father. Huuria took her in, gave her a job, and gives her a small room. The father came in and jumped across the counter at Huuria when he found out where Raeziira was staying, but 10 guests grabbed the guy and beat him almost to death. He still lives in the Dregs, but Rae hasn't seen her family since then.

Raeziira is 19 now and shows no inclination to leave the Broken Bell. She oohs and aahs at the same old sailor's stories she hears every night as if it were the first time, and the patrons love her for it. Rumor says she has stored up a considerable nest

egg from her wages, and somebody proposes to her at least once a night—partly because of the rumors, and partly because she's a female and they're drunk.

**Council Hall**

This large and impressive building straddles the main crossroads of the city where High Street becomes Artisan Way, crossing Market Street. For full details, see the Artisan District.

**The Crossed Cutlasses**

This five-story inn is one of the best in town for the money. Many militia frequent it in their off-duty hours. The Crossed Cutlasses has a distinct martial décor. Spears and shields line the walls, and suits of armor stand in the corners. Its dining area is a cafeteria, although the food is considered much better than standard camp fare.

Characters in search of a mercenary company can often find one here. Such characters quickly discover that some mercenary bands are willing to work privately and discretely, without the need for guild involvement. Duties requiring a lack of paperwork and oversight cost up to twice as much as normal.

Persons who take the time to appraise the ornamentation can find two dozen various swords, including a masterwork Fhokki greatsword, an ancient bronze short sword, a cold iron bastard sword and a silver-plated scimitar from the Khydoban Desert. Other exotic weapons include a Malavlan islander's harpoon, a pair of officers' daggers from the Militocracy of Korak, a short bow from the Obakasek Jungle, a flint spear and war mask from the Vohven Jungle, a (broken) repeating crossbow from the Kingdom of Eldor, and an orc battleaxe.

The owner keeps a loaded hand crossbow underneath the counter, complete with poison on its darts. If anyone reaches for one of the weapons on the wall, he can draw and fire with one hand without spilling the drink he's pouring with the other.

**Knowledge (local) DC 10:** Characters can find mercenary bands at the Crossed Cutlasses.

**Knowledge (local) DC 15:** Some of the mercenaries at the Crossed Cutlasses are no better than assassins, taking illegal jobs off the record.

**The Dock Market**

The main city docks butt up to the market directly, and it is not unusual to see a ship being unloaded and the goods taken directly to a booth where they are then sold to buyers. Both areas are loud with sellers and filled with the smell of cooked food and exotic spices.

Docking a ship in Zoa costs 1 sp per foot of the ship's keel length. Setting up a booth in the marketplace costs 10% of all sales that day.

Characters exploring the docks meet a large number of laborers, not all of whom are laboring. The busy traffic looks unorganized, but the docks have their own rules of etiquette

when it comes to walking through the area, so strangers are advised to watch and ask before moving through the lanes of travel. Missteps can cause heavy boxes to fall on the offender—sometimes by accident.

The Master of the Port works here, too. He is here before dawn, assessing taxes, checking manifests and looking for signs of contraband or other illegal activity. A ship captain drawing his ire is likely to lose a valuable trade day tied up at dock, his cargo still on board.

## Golden Alliance Hall

The Golden Alliance has surprisingly small influence in this massive trading center, something they desperately wish to change. The Council of Elders has ruthlessly held on to every scrap of wealth and power they can, and the Golden Alliance, despite its influence over many areas, has not been able to gain a significant toehold despite generations of trying.

In recent decades, the post has become a position of exile for corrupt or incompetent Gems. The Golden Alliance has temporarily conceded the Zoan market to the locals, supplying this office with no outside funds. The sole exception is the ogre Gem Wurg, who has come here voluntarily to assess the situation.

The guild hall operates under the disguise of a modest bank, supplying loans to farmers, fishermen and ranchers. The Farmer's and Fisherman's Bank has been in business for 180 years, although it was in dire distress when the Alliance bought it two decades ago. They spent five years recovering from the bank's worst investment and for the past few years, they have been building up a war chest to allow them something more extravagant than pigs and crabs. The divisive leadership has yet to agree on a plan to improve their lot in Zoa.

**Knowledge (local) DC 10:** The Golden Alliance is not a major player in local politics.

**Knowledge (local) DC 15:** The Golden Alliance has ties to one or two of the churches and shipping companies in town.

**Knowledge (local) DC 20:** The Golden Alliance owns the Farmer's and Fisherman's Bank.

**Knowledge (local) DC 25:** The leaders of the Golden Alliance argue among themselves over how to expand their power base. They have allies or spies in the Parish of the Prolific Coin and Lenoorva's Shipping.

## GORAD MANEER

Gorad Maneer is the lead agent of the Golden Alliance in Zoa. Technically, he outranks Wurg, but since Wurg could crush him like a bug (and has made this observation aloud), he is content to let the ogre do as he wishes.

Maneer thinks that smuggling is the key to wealth in Zoa, despite his heavy losses due to capture in the past. As of right now, so many of the merchants he has corrupted have been burned that he's having a hard time convincing anyone new to pursue smuggling ventures.

## The Great Market

The huge Zoan marketplace stretches from Sinking Bay all the way to the Circle of the Gods. Most of the market consists of small tents or booths, though a few permanent buildings do exist on the perimeter. The Hall of the Coin connects the north end of the market to the Circle of the Gods. Moneylenders and moneychangers do business out of this temple. Businessmen and merchants who can afford the tithes and tariffs demanded by the Parish also set up small booths in front of the Parish in the Circle of the Gods.

Goods and con men of all kinds fill this place every day except Godday, when trade there is forbidden. Buyers can find exotic creatures, specialized material components, magic items, poisons, the canons of evil faiths, and goods of every known material, no matter how rare. Given enough time, a prospective buyer can find nearly anything here.

Pickpockets, jugglers, evangelists, beggars, and every sort of tradesman or merchant compete for the buyer's attention. The atmosphere is carnival-like in its spectacle and its noise. Shields patrol the dirt avenues in search of thieves and trouble-makers.

Four stations throughout the market allow the Shields to see across the market. These wooden platforms are 12' tall and about 8' square, with an angled roof to protect the Shields from sun and rain. Their wooden frames form a ladder to reach their viewing platform. Typically, each station holds about half a Shield patrol, with individual Shields coming and going at all times in response to waving merchants, cries for help, and suspected crimes the Shields witness from the perch.

Although it seems chaotic at first, the market is designed as rows of vendors, between which foot traffic flows. Merchants vie for the more visible corners and angles and some pay the entertainers a few coins to draw traffic to their stalls. Some of the merchants have more-or-less permanent wooden frames set up in their accustomed site, while others set up tents or sell goods directly from a wagon. Some hawk their wares from a wheelbarrow or a hand-cart, while the very poorest place their goods on blankets or in wicker baskets.

Every morning, the vendors arrive in the dark, eager to be ready by dawn. Once they set up their space, they eat their first meal of the day, brought from home or purchased from one of their neighbors. Empty spaces are rare—each morning a crowd stands nearby, hoping that space becomes available from a cancellation or a regular vendor unable to pay his bill. Shortly thereafter, the crowds begin to arrive, and the day's business begins.

When using the city guidelines in the *Dungeon Master's Guide*, consider Zoa to be a metropolis for the purpose of what goods characters may find there; giving it a 100,000 gp limit. Characters might be able to locate items with a value over that limit, or find someone who can make or bring the item to Zoa, on a Gather Information check (DC 30 or higher, at the GM's discretion). Locating such an item usually requires 1d4 weeks, and the finder usually demands an additional fee of 10% of the item's value.

## The Ivory Privy

Another expensive and somewhat stuffy place, this tavern sells drink and food, though it does not have rooms to rent. There is a large bathhouse in the back. The Ivory Privy is a quiet, if pretentious, place. The nature of the clientele changes with the time of day. The locals tend to be wealthy merchants, ship owners, and craftsmen spending a good portion of their weekly income on a grand occasion—births, promotions, weddings and (sometimes) divorces. They celebrate these activities at dinner, after the day's work.

## Lenoorva's Shipping

An entryway clearly meant to impress, the jade-tiled floor and grand ceiling overwhelm visitors. To the left of the open archway leading to the courtyard stands a marble statue to the Holy Mother. Clad in an apron and wiping the sweat from her brow, she epitomizes hard work. On the right stands an imposing image of the Landlord amid piles of gold. He wears necklaces, bracelets and rings of real gold. Both are works of the famous elven sculptor Alivain, which characters can identify with a DC 15 Knowledge (architecture and engineering) check.

### WAIN LENOORVA

Wain Lenoorva is a knot of muscles and calluses, but he has a friendly face and a gentle nature. He takes the name Wain from his skill at driving a wagon, a menial job he had for about eight years. His real name is Taofoor. Wain spends most of his time on a caravan working the peninsula. He dresses simply, in a commoner's outfit, but he carries a rapier and a dagger. When he's on his wagon, he keeps a crossbow on the seat next to him. Wain is not privy to the family's darker secrets. Maur rightly fears that his devotion to his faith is stronger than his devotion to his family.

### HENI LENOORVA

Heni Lenoorva is desperately afraid that he's offended the old woman and he wants to get back on her good side. Heni is a dilettante who is only paying attention to the family business after being threatened with being cut off from the family fortunes. He has natural talent but no dedication. Right now he's desperate for anything to improve his standing in the family.

**Knowledge (local) DC 10:** Lenoorva's aggressively seeks opportunities to expand. Its primary growth has been through buying out its competitors.

**Knowledge (local) DC 15:** Some say the company leverages these buyouts by inflicting misfortune on its competitors. When the competitors are about to fail, Lenoorva steps in with a low buyout offer.

**Knowledge (local) DC 20:** Lenoorva's Shipping is owned by Maur Lenoorva, granddaughter of the original founder. She's a hard-edged woman of about 40 who has had to fend off numerous takeover attempts from within the family. It's possible that she has a Council seat in her future.

**Knowledge (local) DC 25:** Lenoorva's has outside investors who motivate the company to succeed.

### WURG

Although Wurg might look fearsome, he is actually quite placid; he kills only when necessary. He would much rather talk. He prefers a back-and-forth, give-and-take to his conversations, so he asks for information in return for anything he shares. Fortunately, he is still new to Zoa. He is looking for a perspective other than that of his employer and is interested in meeting other merchants who he might bring into the Alliance's fold.

## The Rider Garrison

The large walled compound in the Market District is the garrison, including a spacious stable for the warhorses. The garrison is large enough to hold the entire company of 100 cavalry, but only about 40 are stationed there at any given time. The Riders enjoy the company of about 100 grooms, cooks, and other personal servants. Because the spacious stables would otherwise go unused, most of these wealthier individuals also keep a riding animal here in the city.

## Shieldhall

This official center of police activity is the central focus of the hundreds of Shields that patrol the city. Entry into the building is free to all, but the stairs leading to the higher floors stay behind locked doors and armed guards. During the day, the main entry room is filled with the injured, frightened and sleepless with complaints about assaults, burglars and barking dogs. Late at night, the room is still open, but the atmosphere is far more subdued.

The Shieldhall holds all Shield equipment, including specialized equipment the Shields don't normally carry on patrol, like battering rams, tanglefoot bags for apprehending difficult criminals, and healer's kits. It includes a modest surplus of additional weaponry, especially light crossbows.

The Shieldhall is inside the courtyard northeast of the garrison. It's the large building at the end of the small road.

### MIHAAL THE MEDIC

This well-trained individual patches up the Shields who find themselves injured on the job. He's also alert for Shields who might show up to work intoxicated or suffering from exhaustion. Unless there's a call for him, he usually mingles with the Shields, listening more than he talks and dispensing advice to the less experienced Shields.

The medic's quarters include room for up to a half-dozen sick beds, few of which ever see use. The current medic, Mihaal, is a competent herbalist and keeps a small herb garden just outside of the building. He gives each new Shield basic instruction in binding wounds.

### CHIEF REUNOO

Reunoo ran against Laroe in his bid for the seat of Master of Peace, nearly winning. At the last moment, Laroe offered him the position of Shield Chief in exchange for withdrawing from

the race. Knowing how popular Laroe was and fearing that Laroe would only gain another and more important seat if he lost, Reunoo weighed the value of having a powerful ally against the threat of making a powerful enemy, and accepted the offer.

Reunoo has continued the early work Laroe began of purging his Shields of corruption, sometimes working with the Inquisitors to flush out Shields working with smugglers or illegal slave traders. Unfortunately, Laroe's failure to pursue the issue has made it more difficult for Reunoo to thoroughly monitor the entire Shield work force. Their disagreement on the matter has spilled over onto other subjects, and the friction between Reunoo and Laroe has reduced morale among the Shields.

Reunoo has two grown sons who are also Shields. One is a sergeant in the Market District and the other works in the Shieldhall in a minor administrative duty. A third son was killed in a raid on the headquarters of one of the gangs in the Dregs.

#### ALCHEMIST

The alchemist provides valuable services to the Shields in providing them not only with common tools for their job but also with customized equipment as requested by the captains. Sergeants can even requisition specialized alchemical equipment for catching notorious criminals.

#### Windhallow Park

This area near the center of the city holds a grassy field and a small wooded area. The field holds impromptu ball games, musical performances, and other social activities. The wooded area holds a few wild creatures and little else. The woods have overgrown a few old buildings lost in a fire years ago. The city's homeless gravitate here. It's often a first stopping point for the Shields when they're looking for wanted criminals.

One of the ruined buildings is the base of a band of irreverent dwarven thieves capitalizing on the stories of ghosts in the city.

#### FILIC

Filic is the mastermind behind the plan to disguise his band's activities as the city's infamous ghosts. So far it has worked well. Common folk are afraid to investigate the areas of the most sightings, and the few brave enough to explore the area find nothing. The ghost cover allows his group to make a few accidents while attempting to sneak into places. Unnatural sounds in the middle of the night are assumed to be ghosts, and any sightings are attributed to the supernatural.

#### KONLUM

Konlum is bossy with his companions, almost to the point of causing dangerous enmity among them. When the trio steals

from somebody, he's the one in the background making ghost noises and creating the masquerade—never the one that enters the property and might encounter a dog or a homeowner with a loaded crossbow.

#### TURLOK

Turlok is the band's final member. He's a slob; his gear is poorly maintained, and he frequently loses items among the loose debris in their home. Despite this character flaw, he's a careful thief, able to keep calm in a dangerous situation.

Turlok is politically indifferent. He doesn't care about taxes because he doesn't pay them. He cares only that he's able to capitalize on superstition to make money. He would like to use the band's disguise to better advantage, but he doesn't know yet how to leverage their success.

### SMALL TOWN

Small Town is not a random mix of short nonhumans. Instead, it is three subdivisions of homogenous races. Each has a distinct image and behavior. Customs can change dramatically within a short distance. The city doesn't recognize Small Town as a distinct section. Technically, it considers each area part of the Market District.

#### The Forges

The dwarves live on both sides of the Rider garrison. They do not welcome humans in their part of town. At best, the dwarves pretend not to speak their language. At worst, they look to see if they're being watched and invite strangers into an alley.





Prince Kultanen is a leader among the refugees, and even the Zoan-born dwarves have a healthy respect for him. He is a cousin to King Ungrum, and his presence here in the city strains Zoa's relationship with distant Bet Kalamar. The prince's home is slightly nicer than other homes in size and design, but its primary difference comes from the near-worship of his staff and guests. Kultanen's presence is truly royal, and even in an artisan's outfit and dirty hands, the force of his will brushes aside lesser personalities.

The dwarves provide the city with blacksmiths, armorers, stonemasons, bricklayers, miners, engineers, ditch-diggers and—surprisingly—shipwrights. The engineers and ditch-diggers come from Karasta, and their knowledge of handling water and its movement has elevated the trade in the city of Zoa. Within the past few years since they have been here, the city's sanitation and irrigation has been greatly improved. The dwarven shipwrights have taught the city's civil planners how to build flat barges that can carry huge loads on a stable river-borne platform and in a shallow draft. Since their arrival, river trade along the Dioroolio River has tripled, bringing far more food into the city than ever before.

### BRINJA

Brinja the warrior-woman is a hero from the Battle of Irontop and wears more in medals than she wears in armor. While Brinja claims to live in Zoa, she spends little time there. Instead, she spends long weeks away in campaigns against the giants. Rumor says that she has recently returned with a wagon-load of treasure and magic.

Brinja's reputation among the dwarves is superlative. The Battle of Irontop is so closely associated with the Kalamaran treachery that few of the dwarves who fought there, regardless of their deeds, are remembered favorably. Brinja's heroic defense of a cave mouth prevented giant reinforcements from collapsing the dwarven flank, preventing the loss of hundreds of dwarves. Old veterans bring their children to meet her and point out that without Brinja, the children would never have had the chance to be born.

Brinja favors abandoning their human hosts if the city no longer welcomes them. They have been homeless before, and they can survive on their own. She favors the dwarves leaving the city and establishing a community elsewhere, preferably closer to the mountains so that she can spend less time in travel and more time killing giants.

### HUNDVEST

Hundvest is a dwarven sage, historian, and reputed unlicensed wizard. His stated position on the recent tax is that it is a travesty that violates the spirit of racial cooperation that Zoa has shown since its founding. He's being a little naïve in his history, but his message of quiet and determined opposition is popular with the older dwarves.

Hundvest is of local ancestry, with only the most distant relatives among the former dwarves of Irontop. He associates closely with the immigrants, retaining several of them as assistants, even though he can barely meet the needs of supporting one. Although Hundvest is a pacifist himself, his teachings have inspired some youths to misguided violence.



### The Hills

The gnomes live toward the center of the section. The city's oldest inhabitants live in the larger and more spacious areas to the north of that block, while the Karastan immigrants live primarily in the crowded southern blocks.

The gnomes are the most insular nonhumans and the least tied to the human population. While the dwarves rely on the humans for trade and the halflings interact freely with the other races, the gnomes stick to their own traditions, their own language, and their own cultural laws. Gnomes rarely call upon the Shields to resolve their differences. They even use their own coins—ancient gnomish coins that have traded hands in the city for hundreds of years.

Common trades among the gnomes are whitesmiths, gemcutters, alchemists, scholars, clerics, and merchants. Less commonly, a number of their craftsmen work with wood in a variety of jobs: coopers, joiners, carpenters, and cabinet-makers.

### RESTAM

Restam the teacher is a vital part of the gnomish society. He teaches academic subjects to the children who can afford the time, and he seeks out those with arcane talents to help them develop that skill. He holds no prejudice against the few poten-

tial sorcerers or bards he meets, but he is quick to point out that he has no skill of his own with which to guide them.

Restam's home stands on Guardsman Road.

## The Holes

The halflings live closest to the Wayfarer's Gate. The halflings are open to outsiders; most of them have even abandoned their own racial language and speak Reanaarese or Merchant's Tongue as their native language.

The halflings are tailors, glovers, cobblers, weavers, carpenters, cooks, entertainers and bakers. In social class, the Holes are similar to the human element of the district. The homes are modest and clean, home to a single large family each. They have no apartments or warrens of hundreds. The homes are multi-storied, with the small halflings even able to dig a low basement, although they use it for storage rather than living.

One of their most notable contributions to Zoan culture lies in entertainment: halfling clowns are a popular diversion in the market. These clowns wear black and white checkered clothing and black-and-white makeup. Their acts are visual in nature. They juggle, perform magic tricks and engage in acrobatic displays possibly matched nowhere else on Tellene. The halfling giant—a construct made of 24 halfling clowns standing in a massive humanoid tower of interlocked arms and legs—is high drama for the city's children, who stand as close as they dare.

Halfling clowns don't typically use weapons or armor in their performances, but they might have a variety of props handy that can serve as impromptu weapons or clubs.

Halflings have their own volunteer police force, jokingly called the "Bucklers." Their primary duties are arbitrating fights and making sure no disputes get out of hand. They are adept at tracking burglars and thieves, but murders and other serious crimes are beyond their resources.

One Buckler out of each patrol of five has a dog companion. The dog is usually a herding breed, with pointed ears and angular features. The Bucklers don't ride their dogs, but they are perfectly content to use them to track down fleeing criminals.

### Halfling Clown Outfit

This black and white checkered outfit includes thick padding to protect the wearer from falls and allow handholds when doing cooperative work.

While wearing a halfling clown outfit you gain a +2 circumstance bonus to Tumble checks to treat a fall as if it were 10 feet shorter. Attackers gain a +2 circumstance modifier to grapple checks made against you. The Climb DC to scramble up a stack of halflings wearing clown outfits is 10.

It costs 10 gp and weighs 3 pounds (for Small characters).

## TULITA

Tulira is a Basiran dancer who wears blue and yellow veils. When she spins, she seems to be wearing green. "Yellow and blue make green," she says. The halflings find it amusing to no end.

Tulira is an iconoclast within her dance tradition and teaches simple dance steps to the younger halfling girls. Some Basiran dancers display scorn for rustic or casual dancing, but Tulira revels in dance of all kinds. She has studied traditional halfling dances like the willow sway, the clap-and-stomp and the mouse-trap, but she has also studied the tricky dances of the gnomes, the graceful moves of the elves and the human dances of Kalamar and Reanaaria Bay. Hidden within her whimsical moves, a dance scholar could see evidence of a dozen different cultures and traditions.

## OTHER LOCATIONS

### The Arsenal

The real glory of the Zoan shipyards is not the high-profile military vessels that dominate the Bay and protect the city from naval threats but the enormous shipping fleet that brings to Zoa and takes them elsewhere. Goods passing into or through Zoa clothe, feed, and amuse 5 million or more people around the Bay region and its immediate neighbors.

The fabulous Arsenal, the name given to the city's massive shipyards, constructs nearly a hundred ships a year. After the famous Five-Storm Summer in 702, the Arsenal replaced the entire 12-caravel fleet of House Ihlsaan in two weeks. The bustle of activity remains behind the gates of the Sinking Bay most of the time, but the steady stream of new ships emerging from the Bay's gates is a regular sight visible to many people in the city.

The Arsenal is the city's largest single private employer. It creates miles of rope, acres of sail, and forests of masts. Everything it does is massive in scale. Conventional wisdom around the city says that for the holiday of Yearning (the 1st of Renewal), the Arsenal's banquet for the employees requires over 300 head of cattle and 1,000 loaves of bread.

### The Boneyard

This walled complex is the largest of several graveyards around the city. The green fields cover tightly-placed burial plots and narrow walkways. A few crypts dot the corners of the Boneyard, but most of the people buried here are common folk, with little coin to spare for ostentatious postmortem décor.

The gravestones are marked with a simple four-sided wooden post, sometimes bearing a plaque on the front. The pillars bear the name of the deceased, written vertically, as well as the date of death. Few pillars bear the birth date. More information often appears directly on the gravestone itself, including nicknames, the deceased's trade, the cause of death, or place of origin (if

other than Zoa). The family chooses what to say about the deceased, so it's not guaranteed to be accurate.

Most people who plan to be buried in the Boneyard have the Home Foundation conduct their final ceremonies. Burials take place just before dawn. Just after dawn, the Brother or Sister of Industry says a short prayer, and the immediate family stays most of the morning, receiving friends and more distant relatives who arrive individually or in family groups over the course of the day. These visitors bring a small gift. According to folklore, these objects are intended for the dead to use in the afterlife, but in reality the family takes them home. Common gifts are items the deceased crafted in his trade, household goods like crockery or tableware, linens or salt.

Families might or might not be buried together, especially among the poor. Most of the grave lies in order of death, with a few spaces skipped over for wives or descendents—paid for in advance, of course.

To combat the undead, the city's gravediggers place a mirror on the inside of the coffin. According to local folklore, the undead is frightened of its own image and turns away. More effectively, most of the Boneyard lies under the effects of a hallow spell. The associated spells have expired generations ago, but the hallow still prevents undead from rising. The shifting growth of the Boneyard over time has created some odd corners that do not fall under the area of any of the hallow spells.

Stealing even a handful of dirt from the Boneyard is a capital offense. Zoans don't tolerate any disturbance of their dead.

## NOTABLE NONHUMANS

There are also a few particular humanoids worth noting, who do not confine themselves to one particular district.

### IBI

Ibi is a minor character listed on the rolls of the Mages' Guild. He's identified as a sorcerer and is known to be a small pixie. He pays his dues, and he has been known to voice opinions on matters important to the guild. Other than that, nobody knows where he lives or what he does. He is known to have come from the south.

### MALZUK

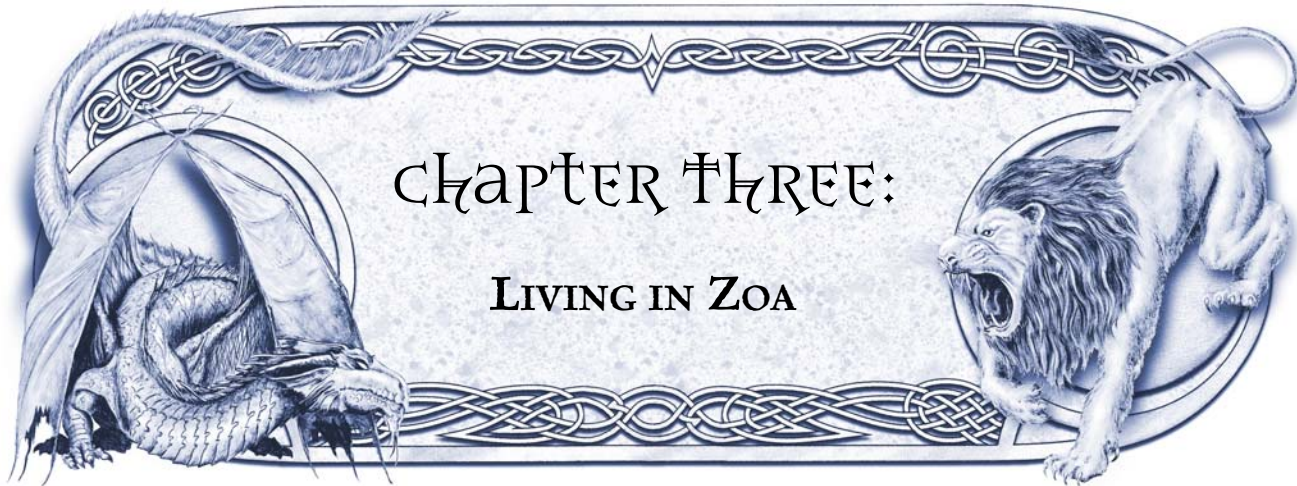
Originally just a visitor passing through Zoa, a Krangi hobgoblin committed a crime about 15 years ago and duly surrendered himself to the Shields. After serving four years as an indentured sailor in punishment, Malzuk joined the navy as an officer, citing an extensive military background on his home plane. Malzuk is now the captain of one of the older keshows.

### STONRAK THE SAVAGE

This stone giant is the chief soldier of note in a mercenary band called the Exotic Wanderers. His tattooed visage is sometimes visible walking down High Street, towering above the pedestrians and even the riders and carriages. The dwarves see him as a stone giant enemy, and don't trust him.

## Where is Elf Town?

Unlike the smaller races, the elves of Zoa do not isolate themselves. They find that they meet often enough in the temples and in other social events that they are satisfied with the closeness of other elves. Living in a separate community would keep them from meeting other interesting people and prevent them from seeing as many of the new and exciting things that happen in Zoa. Most of them live scattered about the Merchant District, where they make up a sizable minority of the population.



## CHAPTER THREE: LIVING IN ZOA

Life in Zoa is hard, but it is rarely dull, even for the poorest. A trip to the market can cure any ennui. If one doesn't have time or desire to stroll through the market, exciting wrestling matches take place right in the city's streets and lots. Even those unable to leave the house gossip about the conniving, scheming and scandalizing of those in office.

### LIFE IN ZOA

#### Birth

Children are born at home, usually with a midwife present. For those who can afford the fee (50 gp or more), a cleric of the Holy Mother might be present to bless the child and offer services as needed. The parents might have chosen a name by which to call the child, but the name isn't official for about a week afterward, when a "name day" ceremony is held. This celebration involves a toast and introducing the baby to the world with his or her official name. The delay between the actual event and the ceremony allows for people to be present, and allows the mother time to recover from the experience before having to receive guests.

Guests often bring presents for the parents. Women usually bring food, while men in the same trade might offer to help the father at work for a day or two. Others might bring necessary household goods—whatever will help keep the parents from having to visit the market for a while. Anything from candles to salt to barrels and nails are welcome. The children of these guests often bring toys for the baby. They might be old toys no longer used, but they can be new toys purchased or made for the event, too.

Tradition is mixed in the city on when a person's birthday should be celebrated. Most of the humans, dwarves and elves celebrate the anniversary of the actual birth, while gnomes celebrate the anniversary of the name day. Halflings often observe both so that they can have an excuse for celebration.

#### Citizens and Slaves

Slavery is the lowest level of rights in Zoan society. They have no rights to own property, coinage, shares of a business or anything other than a set of clothing and minor personal effects. They cannot initiate lawsuits, and few laws protect them from harm or death. The children of slaves are freemen.

Freemen technically include all people who aren't slaves. In reality, the people of Zoa use the term specifically to refer to people who are above slavery but not citizens. Freemen have the rights to own personal property, choose their own course in life, join the military, and engage in trade. They have limited rights if accused of a crime; they are not allowed to speak in a court, for example. Zoan-born freemen are obligated to serve in the military or provide civic service.

The most common means of obtaining citizenship is for a Zoan-born freeman to become a journeyman in his trade. This requirement qualifies most of Zoa's adults. A character does not lose citizenship if he loses his guild membership. Foreign-born freemen must become masters to gain citizenship through the guilds.

Military service provides another means of citizenship. After serving twelve years, a soldier, sailor or marine born in Zoa achieves citizenship automatically. Foreign-born freemen must serve a full 20 years to become citizens. During wartime, the council often chooses to reduce this time period to encourage volunteers and discourage desertion. In rare cases, the city awards citizenship to those whose military career must end prematurely because of wounds suffered during battle, especially if the person acted courageously when obtaining those wounds.

Citizens have a wide range of rights, including the right to become an officer in the military, own property or shares of a business, use coinage, enter into contracts, marry who they wish, sue somebody in a court, hire an attorney, vote in the elections for the Council, etc.

Citizens also have obligations. Like all freemen, they are required to serve in the militia or civic service. They are required

to pay a broader range of taxes than are freemen (slaves pay no taxes other than gate tolls). They are obligated to render service to the courts as needed. Court duties primarily include appearing as a witness and turning over evidence or fugitives.

Technically, no person in Zoa has rights greater than a citizen, although the city does recognize special cases. Foreign dignitaries are usually held to be above Zoan law. They cannot be punished for their crimes; instead, the city can send them back to their native land. In 381, an ambassador from Dynaj was so egregious in his abuse of the castle's handmaidens that the Council sent him home absent some of his parts. The two cities skirmished at sea for a short while before Dynaj apologized for the affronts and sent a replacement.

Aside from the resident ambassadors, certain officials have limited immunity to prosecution for minor law-breaking. On the other hand, such actions usually translate into scandals in their office and have far greater repercussions than a minor fine. If the Master of Trade were seen picking a pocket in the market, his head would likely decorate the end of a pike.

Certain clerics receive certain benefits of their faith, according to their rank. Because of their public positions, they are subject to greater punishment from their church for seemingly minor violations of the law. More importantly (in the eyes of the church) they must also observe the restrictions of their faith. If a junior priest heads a weekly service, it could very well be that the senior cleric is undergoing a week of fasting and penance in atonement for allowing a candle to go out or for making a pun (considered a dire violation by certain Merry Muses).

### SLAVERY AND SERVITUDE

Because of the wealth required to buy and care for slaves—not to mention safeguards to prevent them from escaping—only the wealthiest individuals own slaves. Fully 80% of the city's slaves work in the Coins District, the Citadel District, or in the wealthy villas just north of the city's walls. These households tend to have at least half a dozen slaves each, with some households owning 20 times that number. Thus, the majority of the Zoan slave population is concentrated into just a few hundred homes.

The remaining 20% of the city's slaves are individuals who live and work in the Artisan and Market Districts. These slaves are considered valued additions to the family business, treated in some cases more as partners than as property. These slaves are often half-trained apprentices or even foreign journeymen who can help out in the shop without violating guild laws. A single household might have one or two slaves; few have more than that because of their high purchase cost.

Most slaves come from two sources. The first and larger is debt servitude, often for a period of 7-10 years. A citizen who suffers a substantial fine or debt in Zoa is subject to imprisonment and slavery to work off the debt. In the case of a public fine, the citizen usually works directly for the city until the debt is paid. In the case of a private debt, the city pays the creditor some or all of the money owed and the city sells the citizen to the Slavers' Guild for a standardized price. The guild sells off the slaves to merchants or other citizens who have asked for a particular trade skill or quality. Once every few weeks, the guild auctions off the unwanted slaves in the market.



Secondly, the Zoan navy brings in prisoners of military action as slaves to be sold to the Slavers' Guild. After capturing a pirate vessel or a smuggler, the city enslaves the surviving crew, although it might free some based on extraordinary circumstances (such as a trusted character vouching for the captive). In rare cases, the ship captain may take prisoners as personal slaves as part of his booty. Most captains trade the slaves for political favor or gift them to land-bound family members.

The Zoan army used to make its contribution to the city's economy by introducing goblin slaves captured by the militia and regular army patrols. Unfortunately, even enslaved goblins are evil. The goblins tended to murder their owners, steal their jewelry and then flee the city to tell their comrades about their adventures in the human city. This practice ended shortly after it began.

The nonhumans keep few slaves. Slaves in Small Town are there as a result of trade, given as payment for a debt or traded for goods. Few slaves live in Small Town.

Those few slaves who live in the Dregs are victims of private debt, usually gambling beyond a person's ability to pay. In the Dregs, it's often hard enough for a character to feed himself, much less an extra mouth, and the extra pair of hands is useless if a character can barely find enough work to keep his own hands busy. The Slavers' Guild looks at these slaves as profit centers: by offering a poor person a few silver pieces to remove the burden of feeding a slave, the Guild can maintain an irregular but frequent supply of new slaves to resell in the Coins or to a foreign merchant.

Only the very wealthy citizens maintain slaves for entertainment—bards, Basiran dancers of various traditions, gladiators, jugglers, magicians, and jesters. These slaves are signs of prestige; a performer of excellent talent earns her owner fame and reputation. These special slaves can command outrageous prices, and pursuing them has broken lesser families. While these slaves don't earn their own keep in terms of spenders and keepers, they help create a pleasant environment in which their owners can negotiate lucrative deals with guests.

### ECONOMICS OF SLAVERY

A laborer earns 1 silver piece per day. A person who owns a slave laborer can "earn" 36 gold pieces per year, spending only 24 gold pieces per year feeding the slave (counting slave rations as Self-sufficient upkeep according to the Dungeon Master's Guide definition). Thus, a slave owner saves 12 gold pieces per year by owning a common laborer versus hiring a free one. In the case of a landowner who needs 100 pairs of hands to bring in the crops, this amount adds up quickly.

This situation describes the domestic, farm and labor crew slaves that belong to the wealthy.

Skilled slaves, those capable of working as assistants on a craft, are worth much more. A slave with 4 ranks in a Craft skill and no ability score modifier can take 10 on his Craft check for a week's work, earning 7 gp per week for his master (10+4=14,

and 14/half = 7). That works out to 364 gold pieces per year. Even accounting for better accommodations and better food to keep the slave healthy (a "Poor" upkeep), plus the material cost of plying the craft (121 gp), the slave owner spends only 265 gold pieces per year, thus gaining 99 gp per year.

These slaves typify the arrangement in the Artisan and Market Districts and specialized slaves owned in the Coins.

Slave owners of all social status might hire out their slaves to others, charging a fee for the work. Rarely, they offer the slave a fraction of this additional coin. Slaves that earn their own money might spend it on personal items or save it toward paying off the rest of their debt. Others use it for bribes, weapons or other purposes with the intention of escape.

### Civic Duty

Citizens are required to yield civil service starting at age 16 (42 for gnomes and dwarves, 115 for elves). Characters must labor for one week each season, turning over the fruit of craft or trade, performing manual labor, or standing watch on the city wall. Sometimes, these interludes are boring exercises that keep a craftsman away from his work. At other times, they're dangerous gatherings of part-time soldiers to deal with a humanoid threat outside the city. Friends and neighbors often choose to serve their time together, which sometimes shuts down an entire city block for a week or so.

Mandatory service yields about 2,500 workers per week, of which a quarter (625) serve in the militia. The rest perform civic duty in or near the city.

Characters can claim exemption from civic service by sending a slave as their substitute, prior service, membership in the regular military, or severe disability. Illness is not an excuse, because the characters are free to choose the time of their services within the quarter.

### THE MILITIA

At any given time, 500 citizens stand watches on the walls or in the Keep. Another 125 or so patrol the outlying area on foot, although many militia officers own their own horse. Patrols vary in size, usually numbering 8 militia members and one officer. Six patrols head up the two north roads along either coast, and 3 patrols cover regions south of the city.

A typical militia patrol begins with its members preparing their own rations and donning their own armor. The individuals meet at the militia barracks in the Citadel District, sign up and receive their squad assignments. Squad assignments, while technically fluid, tend to stay more or less the same by tradition because people tend to report in groups. By mid-morning of the first day, the patrol has its assignment, has met any new members of the patrol, and is ready to depart. They'll have one to three waypoints and deadlines for reaching them before returning to the city.

The squad might carry messages to the villages on the peninsula, meet with other militia squads, search for missing persons,

or track down goblins on the Rise. They are always to be on the alert for evidence of troublesome monsters, humanoids, or criminals.

The city can call up a few hundred more militia in times of elevated alert on the promise of excusing citizens from militia duty at a later date. The most militia the city can realistically call up for defense of the city walls is nearly five times the normal number: 3,000.

The Master of the Militia reports to the Master of Labor during peacetime and the Master of the Army when the city is at war or threatened by an enemy.

#### OTHER WORKERS

The other 1875 workers paying off their civic duty work on irrigation projects, maintain the walls and roads, and work city-owned fields and orchards. These ordinary citizens are not highly motivated, but they get familiar with their duty over time because they tend to do the same tasks several times a year. Many of them engage in work identical to what they practice on their own. These volunteer workers labor alongside city-owned slaves to make the city function.

About 1,200 of the workers maintain the city's fields to the west of the city walls. Zoa claims to enforce its laws over the entire peninsula, but few volunteers come from the other towns. Within a day's ride, however, the rural folk do respond to the call. Their faces are known at the gates and in the market, and refusing the work would cause problems. Thus, most of these agricultural workers perform the same work they do the rest of the year.

The remaining 675 workers engage in civil engineering projects for the city. The presence of these work crews means that at all times, some road is being dug up, some ditch is being dug, some trees are being cleared, or traffic is snarled for somebody. They also maintain the aqueducts, the docks, the Castle, and the Council Hall.

Because the city-wide service calls upon people of all classes, it nets many skilled journeymen and even masters in its call. These people help maintain high standards of work if their craft is one that the city can use. Additionally, the wizard Geolain and the lower-level wizards he influences serve at least one week a year, although Geolain technically holds a city post that exempts him from civic duty (Geolain serves most of his duty with the militia. He hates digging ditches).

The city rarely needs to call up additional laborers, but it can. Floods, storms and other natural disasters might cause the city to invoke this call for work. As with militia duty, a person called for additional service earns a reprieve on his next season's duty. In the case of civic duty, this reprieve is a bit more generous: each additional five days of duty earns a week's reprieve.

#### Dining and Etiquette

When dining at a Reanaarian home, it is common to arrive approximately one to two hours before dinner will be served. Guests are greeted warmly, and offered fine (but weak) wine along with a small tray of pastries. During this extra time, guests are encouraged to talk openly about themselves. This questioning is not unusual, and it is perfectly acceptable to turn the question back on the host, for it shows interest in their lives.

Most Reanaarian meals begin with a selection of "miavadoor," or appetizers. Unlike Kalamaran dining, there are no set courses. However, the diners often eat for as long a time as if they had several courses. Reanaarians love to eat, and guests are encouraged to continue eating for as long as they wish. Servants (or the host) will continue to bring food for as long as the guest desires. One important piece of dining etiquette involves wine. In Reanaarian dining, it is traditional for wine glasses to be filled only halfway. However, the drinker should not empty the glass – this is considered rude. Instead, there should always be at least a small remnant of wine remaining in the glass.

Facial expressions are also important during dinner conversation. When accepting a compliment, the gracious host makes a puffing noise though pursed lips. A Reanaarian man who spots an attractive woman will stroke his chin with his forefinger, while making eye contact. When saying "yes," Reanaarians typically tilt their heads to one side, though slightly raising their head or raising their eyebrows means "no." When leaving a Reanaarian house after a meal, it is typical to leave a small gift for the host. Toys are acceptable if there are children in the house, though money is not.

Travelers who stop at Reanaarian inns or eating places are expected to seat themselves, though it is customary to greet the barkeep or server upon entering. Typical greetings are "talaamera" (good day) or "tenaadur" (good evening). Upon choosing a table, diners will be approached by the server for their order. It is uncommon, but not unusual, for patrons to ask if they may stop into the kitchen to see what dishes are offered. Not all eating-places display their food in this way, though diners are usually welcome to step into the kitchen and choose their seafood. Reanaarian inns and eating-places are very informal, as well as being very relaxing.

#### MEALS

The typical Poor meal consists of cut ale, rough bread and "gesaanar" (large dried beans with onion and tomato sauce), while Common meals are mostly cut wine and "veuwao," a dish of either tomatoes or green peppers stuffed with mince meat or rice. Good meals include wine and a miavadoor, which may be "keaftao" (meatballs), "dolmaadaa" (vine leaves stuffed with minced meat and served with an egg sauce), "meliazanoo" (eggplant dip) or "tilatabi" (curdled cream dip with garlic and cucumber). The main course of a Good meal may consist of "giouvesiari" (baked macaroni with minced meat and a butter and milk sauce), "peesaso" (veal or lamb with pastry) or

“koozaxiz” (layers of eggplant, minced meat and potatoes topped with cheese sauce and baked).

The usual beverages can be substituted for cut or uncut “ousoo,” a popular Reanaarian alcohol. Dessert costs extra, and may include “kaataifis” (barley or rye cakes soaked in honey), “loukou” (fritters with honey or syrup) or “paasesti” (very sweet cakes with cream).

#### BEVERAGES

**Celaar** is a fiery liqueur. Some ales have mixtures of celaar in them, and they are incorrectly called by the same name.

**Hordeate** is a gnomish drink made with barley. It’s most popular among the nonhumans. Hordeate is a traditional drink to have when celebrating Arrival Day.

**Noerataal** is a fine but rough sweet red wine made of unbruised grapes and a mixture of Taohuu wine.

**Ousoo** is an alcoholic drink made from a precise combination of the juice from pressed grapes, herbs and berries. It includes aniseed, fennel, hazelnut, licorice, mint and wintergreen. Because its components are not always available, ousoo is most commonly for sale in the summer and fall. Spring ousoo is a rare treat.

**Rianaabi** is made of lemon, sugar, currents, almonds, must and amber.

**Taohuu** is a fine red wine always served chilled. It comes from various vineyards between Taimeo and the city, mostly to the west of the road. The most famous label, Haelenua, comes in a distinctive green bottle with a long neck.

#### Education

The teaching of most trades falls under the master-apprentice system, with one craftsman passing on the knowledge of his trade to his sons or possibly taking on an apprentice in return for a payment or a favor. Many tradesmen are fairly comfortable with low-grade mathematics, and some of the brighter ones are quite quick with figures, even if they can’t do formulas much more complex than adding the price of an armful of products.

Many people who do read learn to read from their favorite church, starting with the church’s canon and other holy writings and progressing from there. They also accumulate a smattering of history (as it relates to the faith), clerical magic, and possibly some general academic knowledge of Tellene’s cosmology.

Merchants have a driving need for information, so the larger houses retain a tutor for the children of their principal traders. Often, this duty falls to the house’s wizard, who also protects the house’s property and spies on its enemies. It’s a demanding job. Topics taught in these classrooms include geography, languages (Svimohzish, Fhokki, Kalamaran and sometimes even Brandobian), and more advanced math. The merchants sometimes conduct a type of “rotation” in which they apprentice under different tradesmen to learn something about the goods they work with.

The wealthiest families hire a tutor for their children. In fact, such a tutor is a sign of prestige and is socially mandatory, if not legally. This academic might be a retired scholar, a struggling wizard, or a clerical acolyte. In addition to the salary, the tutor might hope to be able to use an ancient family library. Academic subjects common to the aristocracy include history, astrology, the humanities, math, and languages (Low Elven, Kalamaran, Reanaarian, and possibly one of the planar languages, depending on their religion).

Finally, the city does have a few private schools, mostly in The Coins. These schools cater to classrooms of a dozen or two students at a time and tend to be the work of a single teacher. Teaching is one of the few unregulated trades, so the quality of the teachers varies greatly. Some are scoundrels who have lost their status in other guilds and are seeking a source of money they perceive as easy and without effort. Others are brilliant scholars, relying on their teaching wages to earn a living while continuing research on their favorite topic.

#### Entertainment

When most people of Tellene think of gladiators, they think of the giant arenas of Kalamar or the slave pits of Pel Brolenon. Zoa’s gladiators lack the fame and international attention of these high-profile fighters, but the city has its share of martial competition. Of course, like any cosmopolitan city, it has its share of stage plays, local and travelling musicians, storytellers, and other less violent fare, such as chess or coins.

#### COINS

A sedentary game challenging the mind and purse, this game is similar to checkers except, instead of wooden tokens, players use coins. Whenever you take the other player’s coin, you keep it. When one of your coins reaches the other side of the board, the opponent has to pay twice the value of the coin.





**GLADIATOR FIGHTS**

Foreigners in search of gladiatorial fights in the Kalamaran or Brolese tradition have no luck in Zoa. Most public gladiatorial combat between armed men involves weapons displays for private enjoyment between wealthy citizens and their guests. These events are strictly choreographed and aim to impress the audience with style and skill. They are more like modern martial arts exhibitions than arenas full of screaming fans yelling for blood.

Free-form combats between the gladiators of the wealthy are formalized and conducted to the first blow or a point-style match between competitors armed and equipped evenly. The owners often fix these matches, so anyone betting on them is either foolish or cheating.

**WANDERING SWORDSMEN**

Several underground rings of swordsmen exist in the Artisan, Coins and Citadel Districts. Young rakes who fancy themselves masters of the rapier meet under the cover of darkness and test their steel against others. They consider social station important, but among this group a man's sword arm earns him greater status than does the success of his family's business.

Characters can find out about these events with a Gather Information check (DC 20). On any given night, about a dozen characters show up at each of five to six locations. On Veshday night, the most popular location sees nearly 30 potential opponents with a wide range of levels, classes and fighting styles.

By convention, most matches are not intended to be lethal, with all participants taking the standard -4 penalty for nonlethal attacks. Veterans of these arenas know how to strike without such a penalty due to their experience at using the technique.

In addition to the participants, friends and strangers sometimes come to gamble, gossip, or admire their skill. Some of these folks are here to hire a sword, whether they're looking for a professional bodyguard, an assassin, or a mercenary. A fighter who has a good night might land a choice position with a merchant house or a wealthy foreigner.

The swordsmen admire magic weapons and don't mind magic protective gear like rings of protection. They refuse to fight with anyone casting spells, however, and might draw steel on the caster. Anyone winning with a magic weapon has to endure his opponent's claims of "I would have beaten him without that magic sword," so most veterans eschew them. The reverse is also true. If a fighter using a magic sword loses, the loss magnifies the blow to his respect.

Weapon quality is a routine topic of discussion, and a swordsmith can make a career out of crafting weapons for multiple champions. The current sword of choice is a luinel, the maker of which is described in the Coins District below.

**WRESTLING**

Wrestling is a popular past-time among the men of Zoa. In the early evening, between the times the shops close down and dinner is being served, the fields, parks and even streets in the

city might become impromptu arenas where men can test their strength and skill against each other.

The contests are informal, with much betting making the matches more interesting. The groups generally recruit a volunteer cleric to judge the matches. The word of the judges is final, but some judges have been chased off or stripped of their shirts and thrown in the rings against a local favorite if their word has been unpopular or suspected of being influenced.

Each neighborhood has its own regulars, but foreigners are welcome. If a fighter shows complete dominance over his own local competition, he might journey to other groups around the city. He's also expected to be available to answer challenges from his own neighborhood. A busy champion might walk several miles between his matches at night.

Fighters pair off against friends and rivals by choice, or sometimes friends urge the fighters to stay in the ring for multiple matches if an opponent is too easy. The judge usually makes an effort for everyone willing to fight to have a shot before he starts bringing fighters back for another round, but organized bracket pairing is not common.

The competition is to the pin or the surrender. No lethal moves are allowed. The rule of thumb is "nothing that keeps a man from working tomorrow." Spellcasting is prohibited, of course, both by the contestant and by bystanders. The wrestlers have no former system of determining cheating, but a cleric judge might cast detect magic once or more during the evening as a precaution.

**Holidays**

The 1st of Renewal is called the Betrothal. It is sacred to the Home Foundation. On this day, they attempt to perform as many marriages as possible. In all of the excitement of the event, it is not uncommon for couples to decide to marry on the spur of the moment. The clerics encourage such spontaneous activity, claiming that the Holy Mother gave them the inspiration.

The Church of the Life's Fire calls this day the Raiser's Tribute. As the first day of Spring, it promises a good growing season. The city celebrates with a small feast for the first meal of the day. Everyone takes wine with the Tribute feast, even the poorest that might have to water down a glass.

The Temple of the Stars calls it the Yearning because it represents the first day of good weather for travel. The Travelers celebrate it by hosting a footrace along the exterior of the wall. The winner earns bragging rights and a magic pair of boots that never stink or get dirty.

This day is also important to the Halls of the Valiant, the Parish of Love, and the Order of Thought. Each of them has some religious ceremony for which they encourage everyone to attend. The largest gathering occurs at the shrines of the Parish of Love after dark. It causes many folk to be late to work the next morning.

Each 9th of Renewal the Church of the Silver Mist celebrates the Festival of the Cat, a day of feasting and looking forward to

goals and aspirations for the next year. It's somewhat analogous to the making of New Year's Resolutions in the real world.

Festival takes place some time during the last two weeks of Mustering; it is a holiday of the Theatre of the Arts. The temple puts on special free shows outdoors in the Circle of the Gods. Even the other clerics enjoy the festivities.

The 1st of Declarations is called Almsday, holy to the Courts of Justice.

The summer solstice is the high holy day of the Order of Light. They celebrate it with white wine and fasting—a combination that leaves the clerics in no shape to minister for the rest of the day.

At the end of this month, the Church of the Life's Fire celebrates the Raiser's Gift, a day of feasting and giving thanks. Worshippers exchange small gifts, often a favorite prepared food. Jars of honey are traditional gifts.

Vigilance Day, holy to the Halls of the Valiant, is on the 12th of Arid. Paladins who set out to fulfill a quest on this day believe they will be exceptionally lucky. Those who have been saved by a paladin at some point in the past often light a candle or incense in their honor on this day and make it a point to show charity toward others according to their own ability and personality. For most craftsmen, that means their apprentices take off at noon.

The fall equinox is celebrated by the Halls of the Valiant, the Temple of Armed Conflict, the Order of Thought, the Harvester, and the Holy Mother.

The Face of the Free celebrates the 9th of Snowfall in Zoa as the end of Werlen's tyranny, although they don't phrase it quite like that. They call it Council Day. The rest of the city has joined in this observation. Werlen stays home "due to illness."

The Parish of the Prolific Coin celebrates the Tithing in early Frosting, when worshippers are required to catch up on the year's tithes (with interest).

The last day of each year and the first of the new year are together called Aspirations by the Church of Everlasting Hope. The faith teaches that fervent prayer on these days results in fulfillment of a miracle.

## Languages

The local language is officially Reanaarese, but many people speak fluent Merchant's Tongue as a secondary language. Some merchants speak Svimohzish as well. For a long time, the humans in the area spoke Gnomish as a courtesy to the folk who lived there first, and early government and trade documents are all recorded in Gnomish until about 200 YND.

Curious philologists can overhear snatches of virtually any tongue in the marketplace. Traders bring all human and nonhuman languages from their native lands. Scholars familiar with exotic languages come to Zoa in search of black market religious works and other academia. Also, the more languages a merchant knows, the more potential customer one has, and some of them pride themselves on their verbal flexibility.

Among Reanaarese speakers, a large number of trade and technical terms are part of the common lexicon, and many people recognize common Gnomish phrases and sayings. Zoans recognize the look of Dwarven and Gnomish script, even if they can't read a word of the language.

Written language is a little simpler than Reanaarese from elsewhere, with a few brush-strokes shortened. The Reanaarese K, for example, is nearly indistinguishable from the D. The hooks so prominent in other Reanaarese writings are often significantly abbreviated.

## Marriage

Zoan weddings take place in the afternoon or evening. If events are delayed until after dark, it's considered unlucky. Some couples put off their ceremony until the next day rather than be wed at night.

Both bride and groom are bathed and perfumed. Traditional dress for the groom is black full-length trousers, shirt, surcote and shoes. The bride wears a white dress but no headgear or shoes. During the ceremony, the groom places shoes on her feet—a promise to provide for her during their life together.

The celebration starts well before the actual wedding ceremony. Guests arrive up to four hours before the actual event, enjoying songs, music and the entertainment of jugglers, magicians or other talents. They might eat at a buffet-style lunch individually as they arrive. With or without this food, all the guests and participants join together for a full formal dinner after the ceremony.

The ceremony includes prayers and words of advice, usually from a cleric of the Parish of Love. In fact, the choice of cleric provides a clue to the nature of the marriage. A cleric of the Hall of Oaths, for example, might indicate an arranged wedding rather than a marriage of love. Common humor says that a cleric of the Holy Mother means the bride is already expecting.

After the talking and the shoes, guests present gifts publicly, usually offering advice on one topic or another. The gifting and "lecturing" might take an hour or two, at which point everyone's ready to eat or dance. The official activities end when all the guests sing a song together wishing the couple long life and happiness. By this time, many people are often quite drunk, and the song is mangled badly.

## Death

When a person dies, his family calls upon the Shields. The Shields send for a special Shield squad that handles the dead. This squad removes the body and takes it to the one of several graveyards or crematoria around the city. Meanwhile, the sergeant decides if the death should be investigated for wrongdoing. If so, he might order the body taken to the Castle for a speak with dead spell. He might also order any witnesses or family members to report for questioning, detain people he thinks might have useful information, or just arrest everyone on sight.

Dead citizens with no family, unidentified bodies, and others are also taken to the Castle to be cremated as soon as possible. Their deaths, even if obviously intentional in some way, receive far less attention and effort. The city confiscates any valuables found on their body or in their possession (in their inn room, for example). Unless the person is obviously important, the body is cremated and forgotten within a day or two.

If the deceased person had a will, the family usually chooses a lawyer to execute the will. If they cannot afford it, a lawyer might execute the will anyway. Zoan law allows the lawyer to exact a reasonable fee from the assets of the deceased.

## CURRENCY AND TAXES

Zoa strikes its own coins, usually silver and copper drawn from the mountains to the west. Zoan coinage displays a merchant ship in dock on the obverse, with the words “1 [name of coin]” on the reverse of each. Officially, copper coins are spenders, silver coins are guilders, gold coins are elders, and platinum coins are fleet-coins. In the local slang, gold coins are sometimes called “keepers” (in opposition to the copper spenders). The coins are round, about 7/8 of an inch across, with milling on the edges of the gold and platinum coins to prevent shaving. Because of the striking process, the coins are not truly round, and a slight concavity in the obverse side is common.



Coins from other nations are accepted based on weight and purity. For this reason, nearly every merchant has a set of scales. Each individual merchant has his own policy on accepting foreign coins, all of which favor the merchant to some degree. The Master of Trade regulates these scales and punishes dishonest merchants with maiming or beating, so visitors can trust that most scales are honest. A “left-handed merchant” is one who has lost his right hand, presumably due to false scales. Zoans apply the term to any dishonest person.

Because of the huge amount of trade that flows through the Zoan market, characters might encounter coins of nearly any government in the world within the city. For most merchants, foreign or older coins might present a mild curiosity, but certain coinage generates interest. Pre-Zoan gnomish silver and gold coins, with their unusual consistency of quality, flat design, and beautiful engraving, are highly valued. More importantly, they imply that the character presenting them has been digging up ancient treasures. Kalamaran monies are suspicious. The dwarves of Zoa have no love for the empire and suspect anyone carrying those coins to be in league with their enemy.

The Zoan government recognizes and encourages the use of promissory notes, which are a contract to pay an amount by a certain time. They are frequently traded, sold and even gambled to others. In the cutthroat world of Zoan merchant trade, a specialized group of thieves has arisen to steal promissory notes held in the possession of others. A character with 20,000 elders

in debt could, if he had but a couple of hundred elders, clear up his debt by hiring one of these thieves to make those notes disappear. Forgery or theft of a promissory note is punishable by death. Failure to pay a promissory note upon demand (assuming the due date has passed) is punishable by forfeiture of goods, most of which go to the bearer of the note. For larger amounts, the city might insist on imprisonment, exile, slavery or even death.

The Parish of the Prolific Coin, which acts as a large commercial bank, also issues a type of bearer check or draft. Unlike a modern check, this document lacks a payee name. This allows privacy for secret transactions, though it increases the risk of loss should the check be stolen. The church issues these drafts in increments of 1,000 gp, although they do write odd amounts upon request for their most generous followers.

## Common Taxes and Tariffs

**Arms tax.** Anyone may carry simple weapons. Carrying a martial or exotic weapon in the city requires payment of 1 gp weapon tax. Weapons that are obviously magical, like flaming or shocking weapons, require a 10 keeper tax. The rule technically applies to all magical weapons, but tax collectors don't have access to the detect magic spell when assessing the tax.

**Death tax.** The city charges a fee of up to 10 gp for the reading of a will. The recipient of the largest share of the inheritance pays.

**Gate tolls.** The tolls to enter the city are 1 cp per person or draft animal (ox, horse, pony or riding dog) entering or leaving the city, except for people on official city business. Work gangs or militia patrols, for example, don't pay this tax.

**Guild fees.** Guild membership costs a fee dependent on the guild. The range is from 10 gp to 150 gp per year. Masters pay double the journeyman's fee. A guild officer's token stipend usually includes payment of his dues. Most guilds demand payment during the month of Renewal. As a general rule, guilds don't offer prorated dues for characters that join part way during the year.

**Income tax.** The city assesses this tax on all citizens. Tax collectors assess and levy the tax during the last week of Harvest, when the landowners hold the most wealth. The tax is based on property, coinage and trade goods, so personal possessions and magic items are not a major liability. Thus, it rarely affects adventurers.

**Land taxes.** Landowners pay 2 gp per acre or fraction of an acre at the beginning of Replanting. Landowners can buy a tax exemption for 25 gp per acre that lasts until the property changes hands.

**Port fees.** Ships pay to dock based on their tonnage. The fee is nominally 1 gp per ton, although negotiation of this fee is one of the primary duties of foreign ambassadors; hence, the actual tax rate is a complicated variable according to the ship's port of registration.

**Silk tariff.** Silk is taxed at 2 gp per bolt that enters the city. Silk is further taxed by the yard for sale to an individual. Both laws lead to a wide variety of deceit on the part of the merchants, usually involving the length of their “yard.” A “silk trader” is local slang for anyone whose business practices are untrustworthy.

**Temple tax.** Each of the temples in the Circle of the Gods pays a tax that helps pay for maintenance of the nearby roads, Shield presence to help guide traffic on Godday (the sixth day of the week), and also contributes to the budget of the Copper Testament. This tax is due at the end of Frosting (the 11th month of the 13-month year), so the temples usually offer a busy schedule of activities designed to bring worshippers in and encourage them to open their purses.

**Tool tax.** Each set of tools that applies to one of the regulated trades carries a tax equal to about 10% of the tool's price. Merchants are required to verify that the buyer is a member of the appropriate guild or face fines and prison sentences.

**Wine tariff.** A luxury tax of 10% applies to most wines in the city. Foreign wines carry a tax based on distance that ranges up to 25%.

## TRADE

Zoa exports shiploads of lumber culled from the Fautee Forest and chests full of gems such as emeralds, bloodstones, or lapis lazuli taken from the Ka'Asa Mountains. Silver and gold leave the port several times per year. Zoa also exports olives and olive oil seasonally.

The most popular finished goods produced in the city are excellent locks, hinges and fasteners, weapons in the Reanaarian style, puppets and marionettes, paper and vellum, wine, and all manner of craft tools.

Popular weapons include excellent rapiers, as well as the *lianorea* (a straight single-edge knife), and the *launaroo* (a wooden staff with a crescent-shaped, double-edged blade mounted on one end).

Because it produces surpluses of most of its own basic needs, Zoa imports exotic luxuries and oddities not available for hundreds of miles. Strange live animals, intricate spell components, rare spices, and powerful perfumes arrive on foreign ships. The port assaults the senses with screeching animals, brilliant cloths and the pungent odors of sailors and marines from around the world.

Inns and taverns are also important elements of Zoan trade. Besides housing the city's large and wealthy transient population, they create meeting spaces in which foreign merchants can conduct business. They provide focus points for the meeting of like minds, both legal and illegal. Every inn has its regular customers. One might be the unofficial meeting grounds of a small guild, while another might harbor a secret society.

The city has about three dozen inns, all of which are owned by a member of the Ostlers' Guild. Small boarding homes of up to six rooms do not fall under this guild's control, and the city has a large number of lesser establishments that take advantage of this regulation. Non-guild inns can be dangerous dens of criminals, or they can be charming rustic homes of friendly old ladies. These boarding homes are typically cheaper but provide less in the way of services.

## GUILDS

While the concept of guilds has developed in most places of Tellene, it has come to its fullest development in Zoa. The guilds have been the driving force behind most changes since the installment of the Council of Elders, giving Zoa a unique form of government. Understanding this government opens up new understanding into the city's current factions and society.

The guilds control virtually all trade in Zoa. In order to join a guild, a character must first go through an apprenticeship—between four and nine years of training and study in which the character is essentially a servant indentured to the master.

Nearly all boys in Zoan society begin an apprenticeship at the age of 10, and a son who has not begun his apprenticeship by 12 is a disappointment to the family. The sons of a master are assumed to become apprentices, but all others must sign a contract. Usually, applicants from outside the family (or unpopular branches of the family) pay the master a fee as well.

After learning the craft, the character may engage in trade as a journeyman. At that point, he might strike out on his own or continue to work under a master. Typically, a journeyman needs two to three years to save up enough wealth for his own tools. If he has trained with a generous master, the master might give him tools as gift upon earning his license. At that point, he opens his own shop.

Only masters have privileges in the guild. Only a master is allowed to have multiple apprentices. Thus, only a master can have a large shop that can take on many projects simultaneously.

**Table 3-1: Popular Reanaarian Weapons**

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc (ft.)	Weight	Type**
<b>Simple Weapons: Light Weapons</b>							
Lianorea	4 gp	1d4	1d6	x3	10 ft.	1 lb.	Piercing
<b>Martial Weapons: Two-Handed Weapons</b>							
Launaroo	15 gp	1d6	2d4	x4	-	4 lb.	Slashing and Piercing

and make a lot of money. It is possible for a master to stop working in his trade and supervise a crew of journeymen and apprentices. This practice is the most ready key to great wealth in the city. All of the councilors are masters of one trade or another, and many of them are former guild masters of their respective trade.

An underground market of expelled craftsmen exists in the Artisan District, Market District, and the Dregs. The artisans virtually all claim to be journeymen whose skill was so great that the guild feared their competition, and so denied them the title of Master. The Shields are required to suppress this illegal activity, and they do, although for some, the arrests come only with reluctance, because they pity the honest workers who have found themselves outside of a guild for some reason or other.

Some of the largest and most powerful guilds are the Ostlers, the Marines, the Smiths, the Slavers, the Merchants, the Clerics, and the Tailors. The Cooks & Butchers' guild is surprisingly powerful for such a common trade. Nine years ago they stopped serving fowl of any kind in the city until the council approved an amendment to their charter; the approval took less than a week. The city also has a Mage's guild. While its membership is not large, it has a good deal of influence.

#### FOSTERAGE

It would seem that the system is designed solely to create new craftsmen and artisans only from the families and close friends of existing craftsmen, by training the children and nephews and nieces of the craftsmen. The apprenticeship system has no place for outsiders. That perception is correct.

Foreigners who wish to ply their trade or adults who wish to change a trade have a difficult time being integrated into Zoan society. They cannot simply set up a shop and engage in their trade without breaking Zoan laws. Even if they did, they would have a hard time buying specialized tools and supplies or enforcing legal contracts with merchants or coercing customers to pay their debts.

Fosterage allows an outsider a way in. The outsider meets an existing master and pleads to train as an apprentice. The more gold he pays the master, the shorter the apprenticeship. With enough gold, the apprenticeship might be as short as a month—long enough for the master to determine that the stranger has acceptable skills and would not stain the master's reputation.

Typically, a character with 7 or more ranks in a Craft or Profession skill can reduce his apprenticeship by 1 year for each 100 gp offered in payment. Earning an "instant" journeyman license in only a month costs 1,000 to 2,000 gp, depending on the guild involved.

Characters who have no guild status because they have been ejected from a guild are not able to buy their way back in. Unless their reputation is restored, they must enter another trade guild as an apprentice and start over from the beginning. Since their peers are children of 10, the situation demands a great deal of humility.

### The Clerics' Guild

The Clerics' Guild is one of the largest and most influential in the city. Its inflated numbers include every deacon, usher, and almsgiver under a temple's employ, and the prominence of its leaders grants it great influence among the community. This combination of grass-roots popularity and financial power gives it substantial leverage. Its substantial divine power gives it great strength as well.

The Clerics' Guild numbers around 1,800 members, with over 30 of those holding an office of some kind. Most of these officers are minor committee members with little real power, but eight of them are decision-making leaders. The Clerics' Guild recommends one of its number to the Council of Elders for the position of Master of the Divine, and the Council traditionally approves the recommendation. Several past Elders have come from the senior members of this guild, and the guild master position is seen as a stepping stone to a Council seat.

### The Mages' Guild

The Mages' Guild hall is a large building, befitting its status within the city. Oddly, its hallways are dark and empty, reflecting the guild's low membership.

The guild maintains only three officers: the guild master, the Judge of Members, and the lore keeper.

The guild master makes the important decisions for the guild, although few guild masters have done so without regard for the opinions of the other two officers. Traditionally, the guild master is also the Master of the Arcane, although another wizard currently holds that position. The guild master controls the guild's treasury, with the Judge's assistance.

The Judge of Members approves the promotion in rank of its members and entry into the guild. The Judge also collects dues and other fees from the members and has supervisory power over the treasury. The Judge's primary duty is to investigate potential abuses of magical power, crimes involving spells, and illegal use of magic in a self-policing effort to keep official investigation at bay. Members abusing their powers are subject to punishment up to expulsion from the guild.

The lore keeper maintains the guild's library, including a substantial number of scrolls available from which members may learn new spells. Finally, the position is responsible for keeping track of known tomes, librams, books and other written works on Tellene. While the position does not facilitate the growth of political power, it excels at enhancing the officeholder's personal spell repertoire. The post of lore keeper is the lowest and least important of the three.

Calirex is the lore keeper for the Mages' Guild. He owes his position to family connections rather than to personal power. Calirex is flush with power, having learned more from his imp familiar in the last few weeks than he has on his own in the previous ten years. His desire for more has begun to exceed his respect for societal conventions, and his alignment has slipped toward evil.

## The Marines' Guild

This weather-beaten old building holds The Marine Guild hall. While marines are required to be part of the guild, a large number of ship captains augment their crews with non-guild marines. The Cutlasses have a nasty reputation for feeding these non-guilders to the fish.

The strength of the Marines' Guild varies with the prominence of the Master of that branch of the military. Nafoor does little to exercise the guild's strength, and it has atrophied under his administration. He has the wholehearted support of the younger, active marines, but many retired marines wish he would put more energy into his duties.

## The Merchants' Guild

Tanias Grind owes his position as guild master to Werlen's machinations, so he is slavishly loyal to the old shark. Grind has supported most of Werlen's previous schemes to regain power in the past, so Werlen has deliberately left him out of his current plans to avoid attention from those who use Grind as a weather-vane for Werlen's ambitions.

Grind began dabbling in worship of the evil gods of Tellene in his youth, and his position of wealth and luxury allows him to indulge his worship at great length. He has become quite the student of the divine.

Birisia is the Speaker, an officer in charge of public relations. Birisia's business enterprise is small but highly profitable. He doesn't even own his own ship; he rents space on other ships. His success is based largely on his personal charm, and he has been unable to find a protégé or successor as skilled as he.

Birisia wears clean clothes of white and pale blue, with no jewelry other than a silver ring on one hand and a silver chain of some kind that is sometimes visible at his neck. He has an outdoor cloak which he removes on entering the building and carries draped over his left arm until he has an opportunity to hang it or hand it to a servant. His hands are manicured. He is slender, with most of his hair gray. He looks to be about 60, but his voice is full.

## The Slavers' Guild

This oppressive building boasts barred windows and a high wall. It houses not only the guild hall but barracks for the members' slaves. The guild hall itself is high atop a tower, well-guarded and visible from most of the district. The Slavers' Guild hall is a large walled compound at the corner of High Street and Guardsman Road.

### LAILIX INAROO

Lailix Inaroo is an officer of the Slavers' Guild and the Master of the Vault. Inaroo is old and shrewd and no friend of the wizard Calirex, a neighbor of hers. She's considered to be one of the finest at the game of politics, and crossing her is a dangerous move for anyone.

Lailix has more than a streak of vindictiveness, and one of her strengths is the ability to make the laws work for her. Many of her former enemies languish in the Castle. She owns several others.

## The Smiths' Guild

This two-story building has stone floors and an attached forge with an impressive array of tools. Its work area is covered in soot, despite regular cleaning by guild-owned slaves. This guild has an exceptional reputation for the sharing of techniques between its members. The Zoan smiths all consider the guild one of their greatest strengths, and many of them claim to have learned as much from their peers as they ever did from their master.

Members of the guild includes blacksmiths, whitesmiths, weaponsmiths, and armorers.

## The Tailors' Guild

The Tailors' guild hall is a simple rectangular building. Its main feature is its plainness. Characters who enter its unlocked door find a large meeting hall, with a short, featureless stage and a podium. There are a few mismatched chairs, stools, barrels and old crates on which people can sit during a meeting, but most attendees must apparently stand. The wall opposite the doors contains a table composed of a long plank over two barrels. It holds a water pitcher and several wooden cups.

The Tailors' Guild has the worst membership problem of any guild. Its eligible craftsmen practice illegally for the most part because they earn so little compared to the guild dues. Most of its paying members hold the guild in disregard, freely disobeying guild restrictions on activities, pricing, and other aspects of their job.

**Knowledge (local) DC 10:** The Tailors' Guild hall is in the Coins, but just barely. You can recognize it by its forgettable design. The guild master is named Amrin.

**Knowledge (local) DC 15:** Amrin has been guild master for 8 years, despite numerous attempts by the membership to drive him out. He has been expanding membership greatly, reducing the members' ability to make money. Historically, the position has not been a strong one; the guild's structure is much decentralized. His ability to exert influence in this normally staid guild is noteworthy.

**Knowledge (local) DC 20:** Rumor says that Amrin has been expanding his guild's size in a bid for popularity and possibly a Council seat. Despite the unhappiness of some members, there is evidence that the tailors are more successful because of his decisions—they have cheaper wool and linen now thanks to some of his actions. Their dues, while 20% higher than when he took office, now pay for valuable price protection that provides the members with a certain minimum earning.

## GOVERNMENT

### The Council of Elders

The Councilors are made up of elders elected by the city's landowners. In order to qualify for the post, the nominee must be at least Middle-aged according to his race's standard in the Player's Handbook (coincidentally the Council of Zoa established this exact figure in its laws). This council of supposed equals forms a tight oligarchy. Because wealth tends to remain in the same families, the titles are usually hereditary. The most recent election occurred about 4 years ago, resulting in Riisia Xataal taking office.

Technically, elections are held at large, which means that any Councilor being elected could fill any post. However, since a post only becomes available when a Councilor dies or retires, the incoming Elder generally assumes that post. However, in the case of multiple simultaneous deaths or openings, the remaining council members would vote on which new Elder assumes which position. At times, a current Elder wishes to take over the open position, either retiring from his current post or (very rarely) assuming more than one.

### WERLEN, MASTER OF LAW

Werlen is aging and looking for a suitable replacement for his position. Werlen has acquired the *Stone of Lathos*, an ancient necromantic artifact that allows its possessor to cast magic jar and thus move into another body. Werlen plans to use this item to possess another, more youthful person and use his extension of life to recover his power over the city.

Werlen has also brought in allies in his plan to recover the glory days of the city's expansionist era. He has invited the Secret Network of Blue Salamanders into the city. In exchange for a leadership position in the secret society, he has promised to bring Zoa into their fold.

**Knowledge (local) DC 10:** Werlen has been a major character in the city since its founding.

**Knowledge (local) DC 15:** Werlen used to control the city single-handedly. He led it to glory and opened up foreign trade routes. He sees the city as his own. The Elder is getting frail and people believe he might be approaching the end of his long life.

**Knowledge (local) DC 20:** Werlen resented the creation of the council and works against it whenever he can.

### ULGRAD ZARKURZ

Zarkurz is the second-most senior Elder on the council and the Master of Trade. Zarkurz was responsible for the creation of the Council of Elders, ending the reign of "Prince Werlen". Zarkurz sits at the head of the Smiths' Guild.

Zarkurz surprised and angered the dwarven community with his recent edict concerning the Karastan refugees. While Werlen's signature was on the law, Werlen's signature goes on most laws — he's the Master of Law. In addition, the law was an

empty restatement of earlier guild restrictions concerning pricing. The council merely restated Zoan law with an emphasis for the refugees who might be unfamiliar with it.

Regardless of his good intentions, the dwarven community labels Zarkurz a traitor to his people, and their wrath is great. If Zarkurz walks down Guardsman Road, he receives more jeers than cheers.

Zarkurz believes that the dwarves would see more favorable legislation if they would only participate more closely with the government. He would like to see another dwarf on the Council, for example. He grows impatient with the ungrateful dwarves of Irontop and wishes that they would start to call themselves "dwarves of Zoa", abandoning hope of returning to their ancestral home and dedicating themselves fully to their new home.

**Knowledge (local) DC 10:** Zarkurz led the movement to found the council. He and Werlen are charter members.

**Knowledge (local) DC 15:** Zarkurz and Werlen are vicious enemies. Their feud splits and polarizes most council votes these days.

**Knowledge (local) DC 20:** Zarkurz is rapidly losing popularity among the dwarves and the people of Zoa in general. The biggest complaint is that he has gotten so caught up in opposing Werlen that he has failed to initiate anything meaningful to the city in years.

### FALEIN, MASTER OF THE ARMY

Possibly the least likely of all Elders, Falein was a bastard runaway at 16. Living on the streets as a beggar until an ostler took him in, Falein worked his way into an apprenticeship. In the meantime, Falein began to serve in the militia, as do all citizens.

By 21, he had become a well-liked militia sergeant with a reputation for bringing back the entire patrol, regardless of how much danger he encountered. After a couple of successful engagements against encroaching gnolls the army offered him a commission. Although he was within a few weeks of completing his apprenticeship with the ostler, he took it.

After that, Falein rose through the ranks steadily, defending the citizens of Zoa against orc, gnoll and monster attacks several times. His political neutrality ended when, in a controversial application of the military, he acted on Werlen's order to stifle a civilian unrest over a new tax. The show of force standing behind Falein's calm demeanor was enough to prevent violence, but he has forever been considered one of Werlen's "people."

His advancement in rank slowed after that incident, but it never ended. He became an Elder and Master of the Army 5 years ago.

There are rumors that Falein is a bastard child of Werlen's. This rumor came to a crescendo after the soldier became an Elder. Accusations of nepotism earned a few folk time in the pillories for sedition. The talk has since died down.

Falein is part of Werlen's plan to regain power, but even he's not aware of the full details. Falein believes that the elf is handing over the reins of power to him, wishing to hand his authority over to the only council member with elven blood. The plan involves an emergency uniting the city and handing over dictatorial power to Falein. The two are searching for an appropriate threat that they can utilize or devise for this purpose.

In the meantime, Falein has been pushing for an alliance of the Bay city-states, pointing out the very real threat the Captain's Table of 13 presents to all of the coastal city-states, as well as to the city-states that rely on the Bay for trade.

**Knowledge (local) DC 10:** Falein is the Master of the Army. He's an old career soldier who began in the militia.

**Knowledge (local) DC 15:** Falein is a loyalist, completely devoted to the crafty old Werlen. He's not particularly bright or cunning, so if he does something clever, it's likely one of Werlen's ideas.

**Knowledge (local) DC 20:** Falein is ambitious. He would not restrict his methods of advancement to legal choices.

#### ROULAIN, MASTER OF THE BAY

Roulain is a most unusual seaman. He was born on a farm and spent four years as a druidic acolyte before coming to the city. From the first time he saw a ship, he wanted to sail. He signed on as a deck hand, and fell overboard and nearly drowned on his first sea voyage.

Despite this inauspicious start, Roulain was a natural sailor. He credits his familiarity with the weather, his ability to work with the natural wood, rope and cloth on board the ship, and his devotion to his faith for his rapid success. Roulain's membership in his order gives him many contacts throughout the Bay area, contacts that he uses to help keep track of problem like pirates and marine monsters before they trouble Zoa.

Roulain began his career ignorant of the city's politics. Since his election, he has tried to avoid entanglement, but some trading and brokering of power has been inevitable. While usually on the short side of these trades, Roulain has begun to learn the craft of statesmanship quickly. He has had close dealings with Nafoor and Laaria, peripheral dealings with Werlen and Laroe, and antagonistic debates with Falein.

The Master of the Bay is working on a secret project with the Master of Diplomacy and the Master of Trade to engage in trade and information-sharing with some of the submarine races, especially the sea elves. Few in the city know how populated the submarine region around them is, but Roulain has been there personally and met with most of them.

Roulain's chief aide and apprentice is an acolyte named Dahlenil. Dahlenil is from a well-off family in Nyveloth. He sees protection of wildlife as one of his noble charges. He is somber and dedicated.

Dahlenil is new to Roulain's tutelage. The previous apprentice was killed by pirates just a few months ago.

The acolyte is slim, even for an elf. His hair is sandy brown, his eyes are close-set, and his voice is deep but scratchy.

**Knowledge (local) DC 10:** The Master of the Bay is a half-elven druid named Roulain. Roulain has encouraged many other druids to join the navy.

**Knowledge (local) DC 15:** Roulain has disagreed with Falein openly in the Council Hall about issues related to the military's budget.

**Knowledge (local) DC 20:** Roulain is working on a secret plan with some of the other elders to increase trade. If it works, his prestige and power could grow tremendously.

#### RIISIA XATAAL, MASTER OF THE CASTLE

Riisa is the youngest person on the council and the most recent Elder. She just took office 4 years ago and has been working her way through the process of earning the trust and recognition of her peers, a process that politically aware Zoans say takes about 10 years.

Fortunately, her patron has been Tesania Treehome, and Riisa has observed her mentor carefully. Rather than caring what most Zoans think of her, she has made it her duty to ingratiate the foreign diplomats in the city as much as possible, providing every creature comfort, every contact, and every vice they request.

Given that Riisa barely gained the post amid much conflict and she's locked in an isolated position she is not expected to make much contribution to city politics. She intends to become Master of Diplomacy after her mentor's retirement or death. Unless a senior elder moves into the position, she's likely to meet her goal.

**Knowledge (local) DC 10:** Riisa Xataal is the most recent Elder. She's the Master of the Castle.

**Knowledge (local) DC 15:** The Master of the Castle isn't a Council title. She became an elder after she was appointed Master of the Castle.

**Knowledge (local) DC 20:** It's likely that Xataal will become Master of Diplomacy someday. She has already made some important foreign connections.

#### TESANIA TREEHOME, MASTER OF DIPLOMACY

Born in the Fautee Forest of an elven wizard mother and a human ranger father, Tesania moved to Zoa to learn more about humans after the death of her father. The hustle and bustle of the city life intrigued her, and she found the humans much more accepting of her unusual heritage than were her elven relatives and peers.

Tesania is the Master of Diplomacy and now spends over half the year abroad. She is the third most senior of the Elders, having been in power since 718. Traveling to exotic places has given her the chance to identify new trade opportunities, and



she has exploited them with skill. She is very much a market leader in the city, and if she invests in a venture, other investors follow.

The half-elf is the wealthiest individual on the council, although not everyone knows the degree of her wealth. Part of the reason for this secrecy is that she owns investments and properties in foreign cities in addition to her local holdings among the merchant houses and her properties outside of the city. More importantly, her credit is both deep and diverse; she could call in favors in the form of cash or services from a dozen different powerful sources.

Tesania has spent most of her career successfully repairing damage that Werlen's former aggressiveness inflicted on relations with the rest of the Bay and the world beyond it. She is currently working on improving relations with the Svimohzish nations. She sees great potential in Zazahni if the region can work out its political difficulty.

**Knowledge (local) DC 10:** Tesania is the half-elven Master of Diplomacy.

**Knowledge (local) DC 15:** Tesania is the wealthiest of the Elders. She has contacts in many faraway places because of her duties as the city's chief ambassador.

**Knowledge (local) DC 20:** Tesania has connections across the Bay. Much of her wealth comes from overseas holdings and investments.

#### TEELIA MAETAAL, MASTER OF THE INQUISITION

Maetaal is one of the most forceful women on the Council in the last century. Appearing 20 years younger than her actual age, Maetaal is one of the Council's greatest assets and greatest fears.

Her greatest contribution to the post has been the addition of intelligence agents among the merchant fleet, allowing them to learn unguarded information about the other Reanaarian cities.

As a leader, Maetaal's incorruptibility engenders fanatical trust, especially in a post with so little supervision. Her Inquisitors obey her without question. She considers their loyalty her greatest strength, and she works hard to maintain it and to engender it in new recruits.

In 738, agents of Dynaj captured an Inquisitor and refused to admit officially that they held him. The Inquisitors feared that he was being tortured into yielding information. Upon hearing of the capture, Teelia stood from her seat, walked straight to Geolain, commanded him to fly her to Dynaj on his carpet, and confronted the council in person. They didn't concede a thing until she began casting locate creature right in front of the Council. The Inquisitor was returned, and both cities decided the incident was better left out of the public eye.

On the return trip, she offered Geolain the position of Master of the Arcane—for the third time. He had previously been unwilling to work for a spy, but her boldness and forthrightness impressed him as much as it did her Inquisitors. He accepted.

As a bard, Teelia's method of inspiration is poetry. Before she became an Elder, she enjoyed a long and respectable career as a poet. She published a few short books to modest success, but her main fame came from her impromptu oral creations for her high-profile hosts.

In her youth, Teelia fell for a swashbuckling young Rider, and he for her. His family prohibited their affair because Teelia was an unknown poet—a vagrant, they considered her (and they weren't exactly wrong, in that). They forbid him to see her. When he refused, they sent him out of the city on "family matters." This Rider, Taolain Nae, and her relationship with him provided an emotional wellspring from which her poetry came some years later.

Nae's story is that when his parents found that he intended to marry Teelia, they told him that they'd never let her live past her wedding night. They weren't evil, he says, just very harsh and very elitist. Not fully trusting him not to elope with her despite their prohibition, they arranged for him to be appointed the ambassador to Shyff and had him sent there permanently (his grandfather was Master of the Castle and he could do things like that).

Two years later, they told him she had gotten married. He tried to write letters, but his parents must have intercepted them. After he heard she got married, he eventually settled down himself, trying to make the best he could of his life in Shyff. It wasn't much, but it wasn't horrible, except that he got lonely without Teelia.

He had children, and they grew up, moved out, and had their own children. His wife, who already knew he wasn't devoted to her, left him after the kids were grown. He didn't cry.

Then a couple of months ago, he was talking to a merchant in Shyff, catching up on news from the city. This merchant seemed very well-informed about the arts and mentioned Teelia. Well, he had heard about her poetry fame, of course, and had been able to keep track of that. However, this person referred to her as the Master of Inquisition, and Nae had to laugh at that. He made a comment about her husband not having a chance to cheat on her if she was the chief of spies in the city, and the merchant told him she hadn't even been married. "Never married" stuck in his head, so after taking a few weeks to summon his courage, he wrote her a letter.

Now here he is, back in her life and spending all of his time with her.

In reality, the Secret Network of Blue Salamanders, looking for leverage on Teelia, discovered the secret of this ex-lover and tracked him down. The current "Nae" is a doppelganger spy for the Network, working in secret for weeks as an assistant in Nae's office, learned everything he could and took over Nae's identity expertly.

Now he can deepen his illusion by drawing on her memories of him, creating a strong bond with her—he remembers all the same minor details that she does, making him even better than the original in some ways. She has seen through the charade,

but she is so overcome by the illusion that she does not yet wish it to end.

**Knowledge (local) DC 10:** Teelia Maetaal is the Master of Inquisition. She's a famous poet, seemingly an odd choice for a spy.

**Knowledge (local) DC 15:** Maetaal worships at the Home Foundation. She has managed to have her agents infiltrate most other cities on the bay.

**Knowledge (local) DC 20:** Maetaal actually worships at the Parish of Love inside the temple of the Home Foundation.

### LENAIZ SEETOV, MASTER OF LABOR

A nervous, red-faced man holds the post of Master of Labor. Seetov's health is failing. He rarely attends official functions, and speculation is that a seat on the Council will come open soon with his death. Formerly a cordial person, lately Seetov has bickered with the other Elders with no provocation.

Seetov is the Master of Labor. Although he shows moments of brilliance in his organizational skills, his appointments have been unwise. Scandal and corruption have plagued his office, and he has replaced many of his subordinates in the last 5 years. The influx of refugees from Karasta has reduced his personal gain from the city's surplus, and some people suspect that his failing wealth might be a cause of his health problems.

City gossip-mongers call Seetov the most boring of the Elders, despite the fodder his appointees have given them.

**Knowledge (local) DC 10:** Seetov is in poor health. He is not expected to live many more years.

**Knowledge (local) DC 15:** The Master of Labor's office has been troubled by embezzlement, corruption and public scandal. Although none of these incidents have been traced back to Seetov, some people still suspect him of involvement.

**Knowledge (local) DC 20:** Seetov has been drinking more heavily lately. While he has never a truly compassionate person, his demeanor with his friends and family has turned very sour lately.

**Knowledge (local) DC 25:** Seetov's wife has moved out, telling friends that he's "not himself" anymore. She says for the past year or so, he has been bitter and spiteful.

### ZAAUIR LAROE, MASTER OF PEACE

The city's chief peace officer, Zaatuir Laroe, began serving the Shields almost 40 years ago, capturing a famous jewel thief his first day on the job. Laroe began his term with a purge of corrupt Shields, and some of the ousted individuals tried to take his life on more than one occasion. Proving tougher than anyone expected, Laroe survived all of the attempts and rebuilt the Shields into a respectable institution.

For the past ten years, however, Laroe has been content to rest on his laurels and draw his considerable salary. As soon as he turned his attention away, graft crept back into the Shieldhall, and some Shields began answering to merchants or guild

## Salamander Rings

The leaders of the Secret Network of Blue Salamanders give these items out to those who do their work on the prime plane. The rings are tokens of allegiance and also provide access to certain restricted areas in the Blue Salamanders' home base should the servants have need to travel there.

At least three types of the rings exist. At the lowest level of servitude are the Salamander Thrall rings. These rings are silver or electrum, with a very stylized image of a salamander in blue turquoise. The salamander could easily be mistaken for a snake, lizard, or similar creature. They are worth 50 gp for their jewelry value. Characters wearing the thrall ring suffer a -4 penalty on Will saves against anyone wearing a higher-ranking ring.

Salamander Overseer rings are gold, with a salamander of blue jade. The level of detail is greater than that of the thrall ring, and it often carries a minor enchantment (like *protection +1*). Even if not enchanted, these rings often serve as tokens for bypassing alarm spells and arcane locks in certain areas. Their jewelry value is 500 gp. The Salamander Master rings have platinum bands, with a raised salamander image. The salamander has a single sapphire eye, and the image is painted blue. The ring itself is worth 5,000 gp before considering the value of any enchantments. These items often bear psionic powers or enhance the innate abilities of their owners.

masters instead of their own captains. He dismisses rumors of corruption among the Shields as idle accusations and has arrested more than one complainant for sedition.

Laroe is fighting a losing battle to retain his position. He knows that many people envy it, suspects that others can do it better and fears what might happen to cost him the seat. With Elders holding office for life, a competitor would have to either blackmail him into retirement or kill him. Laroe has publicly decried blackmail for 40 years. That doesn't leave his rivals many choices.

**Knowledge (local) DC 10:** Laroe is the Master of Peace. When he was a patrol Shield, he had a reputation as being a cop as smart as he was tough.

**Knowledge (local) DC 15:** Some Shields are still open to bribes, despite Laroe's purge of their ranks.

**Knowledge (local) DC 20:** Laroe no longer governs the Shields effectively.

### NEERAW NAAFOOR, MASTER OF THE MARINES

Formerly a dashing swashbuckler, Naafoor has not let scars and pain quell his boisterous spirit. Although blind in one eye and suffering from arthritis, Naafoor numbs the pain with a little medicinal rum and much cursing. Naafoor is an ardent war hawk and would like nothing more than to hunt out the Captain's Table and smash them.

Military doctrine concerning the use of the marines has changed during his lifetime. Fifty years ago, the marines rarely

fought anything other than pirates and the occasional undersea monster. Naafoor's predecessor attacked humanoid tribes on the peninsula, turning the marines into a true coastal invasion force. This fundamental shift in their application is incomplete but it dramatically increased the political power and influence of the marines and of this post.

Naafoor is very skilled at marine tactics, and his men are very loyal. His skill has saved many lives and led crews to victories that seemed unlikely at the time. He has learned to make skilled use of healers following the first wave of an attack, returning men to battle right away.

In the city's politics, Naafoor is a wild card, and all sides seek his favor. Although some don't believe his influence to be large (based on decades of assumptions they have yet to reanalyze), they know that whatever and whoever he supports has the full endorsement of thousands of current and former marines.

**Knowledge (local) DC 10:** Naafoor was a military hero who engaged in many adventures. Just about everybody who carries a sword in the city's name has fought beside him at some point.

**Knowledge (local) DC 15:** Naafoor builds a strong camaraderie with his men, encouraging them to fight despite odds, weariness, or poor tactics. He leads from the front and doesn't care if anyone follows. He'll fight alone if need be.

**Knowledge (local) DC 20:** The old marine frequents the city's taverns and brothels more than he should. Nobody would be surprised if he was found dead and robbed in an alley one morning.

**Knowledge (local) DC 25:** The Master of Marines' favorite haunt these days is the Drafty Dryad, where he has been partaking of some of the more exotic pleasures.

#### **ALIXA LOLAIL, MASTER OF THE SMALL HOUSE**

Alix served in the Small House for 20 years, trying to make the system work for her and for her district (the Market District). She has a deep knowledge of the procedures and relationships in the Small House, and now that she has become its Master, she hopes to make it into a real body that will siphon power away from the Council of Elders and into the hands of Zoan citizens.

Some feel that her zeal for her goals works contrary to her efforts to achieve it. She refuses to address most other topics, even to the extent of abstaining from votes she feels have no impact on her goal, and avoiding council meetings when she has no agenda on the table. All of her efforts focus on immediate results.

#### **DURFAEL, MASTER OF THE TREASURY**

The Master of the Treasury is the only gnome on the council. Durfael is an expert scholar, sage and historian. In fact, his fees for his services outweigh his salary as Master of the Treasury, and his fame within academic circles exceeds his notoriety as Zoa's chief tax collector and money-counter. His areas of exper-

tise are history and magic, especially concerning gnomish contributions to both areas.

Durfael has been siphoning off funds from the treasury for his own plans. He has an idealistic view of the past and fantasizes about restoring the gnomes to their rightful rule of the region, a vision of a past that never was. This plan is vague and not likely to ever materialize.

Player characters are likely to encounter Durfael at some point during a career in Zoa. He is a common patron of adventurers, hiring them to search through the many gnomish ruins on the Tribute Islands.

**Knowledge (local) DC 10:** Durfael is the Master of the Treasury. He's a gnomish scholar and famous throughout the region for his academic expertise.

**Knowledge (local) DC 15:** The Master of the Treasury is obsessed with recovering ancient gnomish artifacts. He sometimes commissions adventurers to search for them.

**Knowledge (local) DC 20:** Durfael believes that the gnomes are the rightful rulers of Zoa. His family has resisted the human immigrations since the very beginning.

### **Titles**

In addition to sitting on the ruling council, each elder maintains one or more titles and responsibilities and a limited power to appoint assistants. An elder may have multiple responsibilities, although this combination rarely happens.

Only a member of the Council of Elders may hold a council title. These positions hold the bulk of the city's power and have wide jurisdiction within their charters. Revoking a title from an Elder is a nearly-impossible task that demands irrefutable proof of treason or extreme corruption.

<b>Council Title</b>	<b>Appointed Titles</b>
Master of Diplomacy	Master of the Castle Master of the Citadel
Master of Inquisition	Master of Arcane Magic Master of Divine Magic
Master of Law	Judges, Executioner
Master of Peace	None
Master of the Army	Master of the Militia Master of Footmen Master of Horsemen
Master of the Bay	Master of the Marines Master of Ships Master of the Sinking Bay
Master of the Small House	none
Master of Trade	Master of the Port
Master of the Treasury	Master of Taxes
Master of the Vault	
Master of Labor	Master of Fields

The subordinate appointed titles are lifelong but revocable positions appointed by one of the Elders. Occasionally, one of the Elders holds this position. If an appointee who holds one of these appointed titles joins the Council of Elders, the Elder usually assigns the duties to another person to concentrate on his Council duties.

#### MASTER OF ARCANES MAGIC

The Master of Arcane Magic supervises the Mages' Guild and is responsible not only for monitoring wizards and arcane magic use in the city but for making sure those individuals are available for "volunteering" their services to the city should the city need them for military action or other use.

Convincing a character who can teleport of the need for military service is an unenviable task. Many people fear that if the city were threatened, the city's wizard citizens would continue their esoteric activities until the last possible minute and then simply vanish.

The current Master of Arcane Magic is the wizard Geolain. Geolain has chosen to earn the respect and obedience of the other wizards in the city by example: he serves a shift in the militia like any other commoner. Woe to the goblin raiders who happen upon the best-known wizard in the city in a chance encounter.

The Master of Arcane Magic, in conjunction with the Master of Divine Magic, also advises the Council on arcane matters. They expect him to be knowledgeable about alchemy, the planes, magic items and artifacts, and other esoteric knowledge.

#### MASTER OF THE ARMY

The Master of the Army bears responsibility for the safety of the city and its citizens from bandits, humanoid bands, military attack, and monsters. The Master of the Army monitors the Mercenaries' Guild and hires mercenaries as needed to meet threats. This position is never very powerful, even during a time of war.

The reasons for this weakness are primarily related to the city's small army. The marines outnumber the soldiers by several factors, and even the Zoan navy outnumbers them. Stringent controls intended to prevent military coup hinder the Master of the Army, and a small budget further shackles the position.

Subordinates include the Master of the Militia, the Master of Footmen and the Master of Horsemen. Ideally, candidates for these positions are currently members of the appropriate division, but previous Masters of the Army have appointed adventurers, mercenaries or clerics of the Old Man. Unlike other Council-level appointees, these positions are held for a period of 20 years, subject to renewal in 4-year terms. Here again, the Master of the Army has difficulty in removing an appointment once given.

#### MASTER OF THE BAY (ALSO CALLED MASTER OF THE NAVY)

The Master of the Navy oversees the naval and civilian ships.

The Master of the Bay is responsible for the issue of letters of marque. Currently, the city issues no letters of marque. Zoa is not at war with anyone. In times past, Zoa has issued them against Dynaj shipping, nearly resulting in war. Even then, the actual letters were few. Most Dynaj vessels were sunk by pirates from Zoa or elsewhere.

Protecting ships of trade at sea is this post's primary duty, making him most concerned with the pirates of the Bay. The Master offers a standing reward of 5,000 gp for each pirate ship captured and returned to the city, in addition to salvage fees of 15%. The Master keeps a list of names of ships or captains he wants captured; random ships brought in for salvage don't earn the reward.

Protecting fishing vessels is a lesser duty of this post. Sea monsters are a dangerous threat to fishing vessels, but other fishermen competing for the same waters often feel emboldened by their distance from the city and the city's difficulty in even verifying a murder at sea, much less identifying the murderer. Keeping the peace between the captains of the largest fishing boats is a constant, tedious and trying duty of this post.



The wizard Geolain at work in his tower.

The Master of the Bay appoints the Master of Ships (for civilian craft) and the Master of the Marines. Currently, the Master of the Marines has been elected to a Council seat and so no longer answers directly to the Master of the Bay. It seems possible that the Council will make this change permanent in the near future.

#### MASTER OF THE CASTLE

The Master of the Castle is the final gate to access the Master of Diplomacy. Any citizen trying to reach Tesania must go through this person first. The holder of this position is known casually as the Castellan, especially by older nonhumans who remember when Castle Zoa was the city's only fortification.

The Master of the Castle is also responsible for managing the day-to-day affairs of Castle Zoa, including the household staff, the security, the grounds keeping, etc. The Castle has little military presence, so this position is less a castellan and more a head servant.

Currently, the Master of the Castle is Riisia Xataal, who has been promoted to Elder since she assumed the post.

#### MASTER OF THE CITADEL

Like his counterpart, the Master of the Castle, the Master of the Citadel is responsible for overseeing the daily operation of the city's premiere fortification. The Master of the Citadel works with a greater variety of city leaders and the position is generally considered more prestigious and powerful.

Yaerix Feraali, the current Master of the Citadel, is an engineer by trade and designed several of the newest homes in the Coins. He has applied his skills in revising the Citadel's original design to better protect its inhabitants and has improved the Citadel's defensive procedures to make the best use of its existing structure and design. Feraali is also fond of using traps to pin or divert would-be intruders and has incorporated several in the Citadel.

Characters attempting to break into or out of the Citadel's dungeons should be especially wary. Feraali's traps there are cunning, well-hidden and pull no punches. Training the guards to bypass them takes over two weeks. Veteran guards are clever about maneuvering intruders into dangerous areas.

#### MASTER OF DIPLOMACY

The Master of Diplomacy is both the chief diplomat of the city-state and host to foreign diplomats. The Master of Diplomacy appoints ambassadors, who retain their own staff. Zoa's appointed ambassadors currently maintain embassies in Bet Kalamar, Bet Urala, Shyff, Dynaj, Zha-Nehzmish, Monam-Ahnoz, Shynabyth, Ashoshani, Bynarr, and Shyta-Thybaj.

Ambassadors usually spend at least half the year abroad, communicating with the Master of Diplomacy by sending (generally by magic item, or courtesy of a spellcaster) once a month, depending on the urgency of the message and the state of relations between the two nations. Conventional messengers carry news and updates of lesser importance.

Since the Master of Diplomacy spends a great deal of time abroad, the duty of catering to foreign diplomats falls to the Master of the Castle, a position that encompasses much of the work of this position and little of the credit. Currently, Zoa hosts ambassadors from Geanavue, Bet Kalamar, Thybaj, Dynaj, Skarrra, Ahznomahn, Ozhvinnish, and Zazahni.

#### MASTER OF DIVINE MAGIC

The Master of Divine Magic's principal duty is to advise the council on all things related to divine magic. The Elders call upon this advisor to interpret omens, answer questions about undead threats, or ask what sort of response they can expect out of the clergy on certain acts. Although the Master of Inquisition appoints the Master of the Divine, the person holding the position is expected to owe loyalty to the Council rather than any particular Elder. For the most part, the system works as intended.

Since 690 YND, the Master of Divine Magic is also responsible for squashing the organized worship of evil faiths (the city does not prohibit the private worship of evil faiths) and the persecution of illegal cult activity. For this purpose, she maintains a dozen or so powerful warrior-priests collected from the different faiths. These spies and warriors are known collectively by the title "the Copper Testament" and are described more fully elsewhere in this text.

As of now, the Master of Divine Magic is Salldir, a dwarven cleric of the Mule. Salldir is somewhat knowledgeable about the Dead God cults; they represent something of a curiosity for her. While she despises them as any good Orthodox cleric should, she also seeks truths hidden in their warped dogma. She has discovered an unnerving amount of information and hints that a widespread movement is taking place around the Bay.

#### MASTER OF FIELDS

The Master of Fields is responsible for managing the Zoan-owned crops, orchards, and herds. The Master of Fields directs slaves and mandatory labor to producing food for the military, the jails, the Citadel, and other government workers. The city sells its surplus to the merchant houses in a private market.

The post has authority to hire temporary paid workers at need for seasonal tasks, but it is presently so well managed that this need has not been invoked for many years. The Master of Fields can appoint taskmasters who govern the maintenance of a specific crop or herd. These positions are inglorious, but some of them are comfortable appointments that require little attention and provide moderate benefits of income (albeit paid in trade goods like beef or olives).

The current Master of Fields is Laeliir, a haughty gnome of an ancient family who traces his ancestry back to before the human settlement of Zoa. Laeliir is an imperious leader who refuses to perform even the most menial task for himself. He sometimes diverts labor from the city's workforce for his personal benefit. Aside from this minor corruption, he's a capable leader who produces a profitable surplus for the city.

**MASTER OF FOOTMEN**

The Master of Footmen is the commander of all of the foot troops in the regular army, including the nonhumans and any mercenaries the army retains. Today's Master of Footmen, Ivale, is a former halberdier, a veteran who joined the regular army during the orc plagues of 20 years ago.

Ivale is a potential candidate for the position of Master of the Army, and he resents Falein's appointment. He fears that the half-elf's lifespan might exceed his own. Always the soldier, he has served his superior well despite his distaste.

Ivale lost three brothers to warfare and has promised his wife that growing sons will never join the army. He has arranged for each of them to be apprenticed to well-respected tradesmen in the city. Ivale is considering moving to Tairid or Taimeo to command the defense of one of the smaller towns.

**MASTER OF HORSEMEN**

The Master of Horsemen commands the cavalry arm of the army. Although the clause rarely comes into play, the Master of Horsemen commands any special units such as monstrous allies. The city has no regular units of this type, but in the past it has gained allies in the form of elves from the Fautee Forest and lizardfolk scouts.

The Master of Horsemen is also known as the Captain of the Riders, especially when he leads them in the field. Appointment of this post is largely the result of interfamily favors between a handful of wealthy families. Thus, the command skill of the Master of Horsemen is always questionable. It is also traditional for the Captain of the Riders to reinforce his command with his or his family's personal men-at-arms, which might add a dozen or two numbers to the city's ranks at no additional cost.

The current Master of Horsemen, Meeliase, labors hard to overcome her prejudices, but she hates elves. Strangers—even elves—would be hard pressed to notice, but after a couple of drinks in a familiar bar, surrounded by friends, Meeliase has made hateful remarks more than once. Torch Falay of the Assembly of Light has heard rumors about Meeliase's comments and distrusts the Captain.

**MASTER OF INQUISITION**

The Master of Inquisition supervises a single intelligence agency that serves for both military and civil use (although the army maintains a small branch of its own). Their numbers and activity are secret from the public, and they are a cause of much fear and rumor in the city.

This post is the only one with supervisory power over the others. The Master of Inquisition can call for the removal of any other Master on suspicion of corruption. Intended to be used as a constant reminder that not even the Elders are above reproach, the post has been subject to heavy abuse in the past. The current Master of Inquisition has restored the city's faith in the position with superlative success.

Two subordinates currently serve the Master of Inquisition: The Master of the Arcane and the Master of the Divine. By law,

these individuals must be members of the Clerics' Guild or the Mages' Guild, respectively. By tradition, they are native-born Zoans.

**MASTER OF LABOR**

The Master of Labor conducts a census every 20 years. The Master of the Militia reports to him during peacetime.

**MASTER OF LAW**

While any councilor can draft a law, the Master of Law moderates meetings to discuss and vote on the laws. No councilor may vote on a law he drafted, which leaves an odd number of remaining voters left; this method was intended to alleviate ties, but abstentions and absent Elders invalidate this security in actual practice. There is no oversight to protect the common folk.

This position also includes control over the courts, both civil and law. The Master of Law appoints all judges and magistrates (civil judges) in the city. Judges are typically life-long positions, while magistrates serve for a period of between 4 and 12 years, depending on the position.

**MASTER OF THE MARINES**

The Master of the Marines oversees the city's marines. This large and powerful block makes him a potentially influential person, but the current Master of Marines is so involved with his duties and personal indiscretions that he has not developed much influence outside of the Marines' Guild. Some say that the marines have been weakened during his tenure, and that the city has been weakened as a result.

**MASTER OF THE MILITIA**

Due to an oddity of the city's laws, the Master of the Militia reports to the Master of Labor during peacetime and the Master of the Army during war. The Master's most important duties include maintaining patrols around the city to guard against banditry and monster attacks and manning the city's walls and fortifications.

Gazee often seems distracted, forgetting what he's saying and changing topics in the middle of a conversation. While this trait makes for an awkward companion, his ability to keep track of a dozen different things at once makes him a skilled administrator. Under his command, the militia's operating cost has dropped by a quarter, while the area the patrol covers is wider than ever.

Gazee rides a docile old pony named Ghel—after an ex-wife, he says. It's just a joke for the soldiers. Gazee is happily married to his childhood sweetheart. She was literally the girl next door.

The halfling gives his militia officers a great deal of tactical latitude, as long as they stick to his patrol outline. Gazee is very protective of his personal life, and after he leaves the citadel, he is done with work for the day, barring some invasion at the gates.

**MASTER OF PEACE**

The Master of Peace supervises the Shields, has the power to appoint new Shields, to grow or reduce the number of Shields on duty at any given time, and the power to call upon the militia or the military in the rare case that matters grow out of hand (as they recently did in Small Town).

The Master of Peace's power of appointment is limited to the addition of new Shields, internal promotions, and liaisons with other offices.

**MASTER OF THE PORT**

The Master of the Port assesses taxes, checks manifests and looks for signs of contraband or other illegal activity. This position is appointed by the Master of Trade.

**MASTER OF SHIPS**

This master oversees the civilian maritime crews and is the head of the Sailors' Guild. As such, this position is appointed by the Master of the Navy, but the Master of the Navy traditionally defers to the ruling body of the Sailors' Guild, either approving their selection or choosing one from a short list of eligible leaders.

"Stammer" Laine is the current Master of Ships. His nickname comes from his inconsistent stutter. His speech is clear around strangers, but when he's comfortable with his audience, he has trouble with his words. He's a quick learner, able to see patterns quickly and identify what's important in any system. During his tenure as Master of Ships he has streamlined processes and made his job simpler as a result.

Laine claims loudly that he has no political ambitions, but his actions say otherwise. He sends gifts to several Elders and frequently delays voicing an opinion on a subject until he hears where the various Elders stand. He seems to support the Master of the Navy in most things.

**MASTER OF THE SINKING BAY**

This position is responsible for maintaining and outfitting of the city's navy and city-owned merchant vessels. He doesn't build the ships; he commissions their construction from the city's shipwrights. Most of his time and effort goes into maintaining the fleet's existing ships rather than ordering new ones.

The Master of the Sinking Bay reports to the Master of the Navy regarding the military ships, and to the Master of Trade regarding other city ships.

Haraan is nearly deaf and shouts all of his orders. Veteran workers say he even yells in his sleep. Haraan is no great teacher, no father figure to his crew, and not a particularly close friend of anyone. People might wonder how he achieved or keeps his position.

Despite his failings, Haraan is unfailingly accurate in his memory of all of the city's numerous ships, their condition, and their repair history for the past 30 years. Newcomers to the Sinking Bay like to test him on when the last mast was cut for

the Sixpens, or whether the lifeboats on the Withering Fern will founder in 8' waves and other trivia. No one else in the city comes close to his knowledge of Zoa's ships.

**MASTER OF THE SMALL HOUSE**

Each neighborhood can elect one representative to serve in the Small House, a largely useless governmental body. The Master of the Small House serves as chairman for this collection of nearly 200 delegates.

The delegates of the Small House represent the Market District, the Coins and the Dregs. Small Town, being an unofficial designation, falls under the Market District in the city's official maps.

This position has no power of appointment.

**MASTER OF TRADE**

This position is responsible for monitoring changes to guild charters, the creation of new guilds as need arise, and policing guilds for illegal activity. The Master of Trade holds great power in the city of Zoa, since he can limit the growth and power of any guild not specifically under the control of another Elder.

The Master of Trade is also responsible for controlling trade activities of non-citizens and making sure foreigners comply with local laws regulating the practice of restricted trades. This power gives him virtually total control over the markets.

The Master of Trade oversees the independent operation of the Merchants' Guild. He is responsible for appointing the Master of the Ports.

**MASTER OF THE TREASURY**

The Master of the Treasury supervises the city's finances, including the striking of coins, protecting the city's wealth, and, to a small degree, investing the city's wealth in order to make it grow.

Collecting taxes is this post's primary duty. The Master of the Treasury collects most of the city's taxes and fees, audits the collection of taxes and disburses most of its receipts to the other councilors. This control of the Council's purse strings makes this position extremely powerful.

The Master of the Treasury issues the striking of coins, mostly silver and copper from the mountains to the west. These incidents are rare and usually involve the production of many thousands of coins over a period of weeks or months while the ore lasts. In special cases, the Master commissions a celator to create a new design for the coins. The Master is responsible for protecting the mineral wealth during the delivery process, ensuring its accurate accounting during the striking process and inspecting the precious metal content of the finished coins. Zoa coins, while not considered the most beautiful in the world, are respected for their consistency and purity.

The Master of the Treasury works with the Master of Shields in the prevention of counterfeiting, false merchant weights, coin shaving, and other crimes.

The Master of the Treasury appoints the Master of Taxes, the city's head tax collector. This post also appoints the Master of the Vault, who is in charge of arranging the security of the city's hard wealth. The Master of the Vault is usually a retired military officer chosen for his integrity as much as for his ability.

#### MASTER OF THE VAULT

Lailix Inaroo is an officer of the Slavers' Guild and the Master of the Vault. Inaroo is old and shrewd and no friend of the wizard Calirex, a neighbor of hers. She's considered to be one of the finest at the game of politics, and crossing her is a dangerous move for anyone. This post is appointed by the Master of the Treasury.

### POLITICAL ALLIANCES AND FACTIONS

Politics in this busy city can confuse even the folks who live there. Understanding the city's nature and history will help remove some of that confusion. Knowing the current alliances and factions can explain much of the rest.

#### The Aristocracy

Werlen, Master of Law, and Durfael, Master of the Treasury, lead this group (although the two leaders disagree ruinously among themselves). This group represents the landowners, landlords, farmers, and many agricultural interests. Collectively, they are traditionally supportive of the Council, working to ensure that as much power as possible stays in the hands of the few—but not too few. Nepotism is rampant among this bunch, and important titles usually go to those with the right blood—or the right gold.

One branch of the city's armed forces sides with this group rather than with the military—the Riders. The city's horsemen are the sons of aristocrats and know that one day this group's power will be theirs. Between this loyalty and their own elitism, the Riders are not popular with the rest of the military.

Guilds loyal to the aristocrats include the Scribes', the Mages', and the Entertainers'. They have the close support of the Theater of the Arts and the less close support of the Home Foundation, which splits its support among several factions. The Courts of Justice, recently in receipt of a substantial endowment from a wealthy member of this faction, supports it. The Halls of Valiant is currently in this camp as well by attitude, although their goals are more often in alliance with the military's.

The city's gnomes often stand behind the aristocracy. They claim this faction pays the most attention to the city's history and heritage. That Durfael, long famous among the gnomes of the Bay, is now gaining prominence among the humans heartens the gnomish community.

Tesania Treehome, Master of Diplomacy, usually aligns with this faction, although in rare cases, she has been firmly in the military camp. Her affiliation with that faction is apparently only a last resort to threaten a foreign diplomat into something

the diplomat strongly dislikes. Her willingness to side with “the enemy” causes her chosen faction to distrust her.

This faction is currently dominant.

#### The Inquisitors

The Inquisitors are a secret police force that carries great power in the hands of a scant few. Its members bear a striking dichotomy: their scarlet and black robes and jet rings are well-known throughout the city. On the other hand, when not wearing their robes, the Inquisitors are masters of disguise, capable of infiltrating any of the city's guilds or offices.

The robes include loose red garments with a black belt and boots, covered by a scarlet cloak and a tall red hat. Inquisitors clad in their distinctive uniforms gain a +2 circumstance bonus to Intimidate checks they make within or near the city. A full uniform includes a ring of jet filling a loop of gold such that it looks like a ring of jet with a gold trim. Inquisitors wear the ring on the right forefinger and usually present it with a clenched fist. Lastly, they often use an ebony baton as a pointer and unspoken threat. The item is merely a prop, but the eyes of a subject they interrogate rarely leave it.

When on business, Inquisitors often disregard weaponry. Fear alone fills their needs. When they expect resistance, they can commandeer one or more Shield patrols to back them up and might even request the assistance of junior Inquisitors. When they must go armed, they usually carry a rapier. If armed with a ranged weapon, a light crossbow seems the most common choice.

The main mission of the Inquisitors is to hunt and eliminate enemy spies, internal dissidents, and traitors. Thus, they maintain spies not only among the foreign merchant house and Castle Zoa (home of the foreign ambassadors) but also among the staff of the Elders, prominent guilds, and Zoa's churches. Due to recent events, they have been monitoring the immigrant dwarves closely, looking for clues of impending riots or other civil disobedience.

Individual Inquisitors might belong to any character class, although rogues are most common. Nearly all of them are human; the organization seems to discourage nonhuman involvement. The Inquisitors keep at least one arcane spellcaster on staff at any time. This character, usually a wizard, prepares alchemical supplies for the Inquisitors, assists with problems like magical traps, and gives advice on dealing with arcane matters. He also prepares specific spells to help guarantee the success of major operations. Also, the Master of the Arcane and the Master of the Divine are appointees of the Master of the Inquisition; they render magical services as needed.

Teelia, the Inquisitor, was once a solid ally of the aristocracy. She now leads a small group whose primary identification is that they oppose the growing military faction. Nominally, they oppose any single group claiming too much power.



## The Military

Nafoor, Master of the Marines, is the center of one block that includes predominant members among the army, marines, navy, and the unofficial martial groups like the mercenary bands. The Marine impact on the city is not to be overestimated—with thousands of current and former marines in the city, they represent a huge voting block—hence the desire of all of the other Elders to woo Nafoor.

Riisia Xataal, Master of the Castle, has traditionally sided with the military. She opposes the recent multi-city alliance proposed by Falein. This attitude makes her unpopular with her allies for the moment, but that could change with the next issue.

Zaatuir Laroe, Master of Peace, was tied to the Inquisition, except for the occasional jurisdictional disputes. Laroe has drifted from his old alliances and has recently made statements supporting the military.

In some ways, Falein has become this faction's new spokesman. When compared to Nafoor's questionable lifestyle, Falein's vanilla background gleams. His rise-to-the-top success story heartens the common folk, and they have begun to rally behind him.

The Order of the Passionate One usually sides with the military, but their support has been quiet lately.

Five years ago, the city didn't have a military faction. The power struggles centered on the gulf between the aristocrats and the tradesmen, or the upper and the middle classes. The military has grown mostly at the expense of the tradesmen, although its followers are often from the lower classes. The military, being one of the few methods of achieving upward mobility in Zoa, appeals to the poor.

## The Tradesmen

Lenaiz Seetov, the Master of Labor, and Zarkurz, the Master of Trade, form the remains of a fading but still potent alliance of merchants, craftsmen, and laborers. This faction also includes Alixa Lolail, the Master of the Small House. They have been losing supporters to Teelia's embryonic group and to Falein's "common man" faction. While weak on the council, their grass roots support is still stable, largely through the support of influential temples.

The Parish of the Prolific Coin openly supports this faction (but courts all of them). Because of the sailors and trading ships that make up this group, they have the support of the Temple of the Stars, for the little it's worth. The Home Foundation provides strong support for this faction, although some of them have shifted their loyalty to the military recently.

Some of the dwarves and nearly all of the city's halflings belong to this faction. Most of the dwarves are politically quiet after the violence of recent years, and their support is as much liability as it is aid.

This group advocates a strong middle class. One of their major agendas is the creation of a second council, one with real legislative ability. They also favor granting voting rights to

additional classes (one radical member espoused a "universal voting" for all male Zoans, but that idea was short-lived). They seek primarily to enhance the power of the Small House.

## Other Factions

Salldir, the Master of the Divine, arguably sides with the Inquisitors, although she has certain centrist tendencies, too. The other argument places her in the aristocracy faction. It has been argued that she follows the Inquisition's lead in all things political.

The Parish of Love has endorsed the goal of preventing the accumulation of power into one person's hands. As far as is know, they are the only major clerical group that supports this.

The remaining dwarves, discontent with the government of Zoa no matter who runs it, are considered to be allied to this faction.

Most unnamed guilds change their alliances as the situation needs. The Slavers' Guild, for example, is often aligned with the aristocracy, but they side with the military again and again. Because the naval forces sometimes return with hundreds of captured slaves, the Slavers' Guild feels that they cannot afford to completely alienate that faction.

## THE ZOAN MILITARY

The military might of Zoa is a key component of its historical success and a major power in its current politics. Understanding how it works and the extents of its capability is important to any discussion of the city.

## The Army

The human element of the army focuses on 100 light infantry with halberd and light armor as its main defensive arm. Centering these men are 30 heavy infantry with long swords. Usually older married men, these soldiers are tough, know the area, and have a high morale. They also value their lives, and so they tend to be a bit more conservative than their lighter-armed counterparts.

The soldiers usually command a fair bit of respect in the city, if for no other reason than they command decent wages working for merchant houses as guards or form mercenary companies after they retire. Being a soldier is a hard, dangerous job, but the city provides well for its defenders.

The pride of the humans is its company of heavy cavalry, noble soldiers on heavy warhorses. This mobile and powerful striking arm is usually the finishing blow in any engagement. They carry javelins to harass and wear down enemies, finally closing with their lances for the kill.

The dwarven division of the Zoan army includes 50 dwarven "roundhelms," heavily-armored soldiers who carry big axes. They also train with alchemist's fire as a way of fighting unusual creatures or particularly dangerous enemies.

Their junior counterparts are the "stonemen," armed with warhammers and armored in chain. They carry vials of acid for hurling at their enemy before closing.

A war leader leads the dwarves into battle. In human terms, he might be a captain. The current war leader is Zhork Aris. Aris constantly reminds the council about the threat represented to both the city and the rest of the peninsula of the gnolls and goblins living in the mountains.

The gnomes maintain a company of 120 marksmen, who use the crossbow and wear light armor. They keep melee weapons for when the enemy gets too close, but they usually manage to keep the enemy at bay with their devastating fire. One of their commanders is a spellcaster who uses magic to conceal the archers or deter attackers with a well-placed illusion. He's fond of creating illusions of pits in front of the marksmen, forcing attackers to move close to the ranks of the dwarves or human cavalry in order to approach.

You can find statistics for dwarven sergeants, halberdiers, heavy infantry, marksmen, riders, roundhelms, roundhelm lieutenants, and stonemen in Appendix A.

## SCOUTS

A former Inquisitor has recently created a new division, mostly out of his personal funds. With such support backing the division, Falein felt obligated to continue its support out of the city's treasury. This unit is a band of mounted scouts. They are more mobile and better-trained than the militia patrols. Some of them are wilderness scouts and guides, while others are soldiers noted for their keen eyes and skill with a short bow.

Aiden, one of the band's chief scouts, was sold into slavery at birth, the unknown child of Falein and a camp follower. The slaver, one of the Niaweens, sold her to a forgettable member of the Clerics' Guild. This commonplace character would later become infamous as the chief cleric in Zoa of the House of Vice.

Taxial, despite all of his evil, loved his little girl, and not in the way one might expect. He kept her sheltered as much as he could from the evils of his church, even if it meant locking her up in a room. When she turned 12, Taxial found one of his minions alone with her, and he cast two spells on him. The second was death knell. Seeing that he couldn't protect Aiden in the temple, he apprenticed her to a respectable engineer named Nevril.

In stark contrast to Taxial and her life with the evil cleric, Nevril and his wife were crystal clean on the outside and horrible and abusive in private. She learned little of the trade she was supposed to be studying and often had to sneak out to beg or steal food if she wanted to eat.

It was during one of these missions of theft for necessity that she fell prey to a would-be mugger. Always a strong and quick girl, she managed to grab a makeshift weapon and knock him out. He had a few coins, which she took (and kicked him again for good measure), but he also had a short bow. It was old, poorly

maintained, and the string needed to be replaced. She took it, hoping to be able to use it to hunt down some game for food.

After a particularly savage beating from the engineer, Aiden fled to the wilderness, where she nearly starved before reaching Flintworthy. The gnomes took her in and fed her. After restoring her to health and giving her some advice they sent her on her way. At first, Aiden tried to return to the city. On the way there, she heard about the scouts and, knowing she had some talent with the bow, sought to join. Despite her lack of a horse, they let her join. She is now considered the heart of the band.

## Mercenaries

Zoa is home to several bands of mercenary groups. They sell their swords to merchant houses for additional protection from bandits and pirates on land and sea. While many of their members are in the field at any given time, in times of emergency, the Council has the right to summon these bands to military service, albeit for pay.

The average mercenary sees fairly regular activity—mostly skirmishes with humanoids and wild monsters. They tend to be undisciplined, fight a lot, gamble a lot, and get into trouble with the law when not on duty. While their weapons vary with the band's focus (some are mounted, some are merchant marines, and some are warehouse guards), these statistics serve for a typical mercenary member.

Adventuring groups with a charter must register as part of the mercenary's guild and abide by its restrictions. They must pay a fee of 25 gp to the city for recording a copy of their charter. They



must turn over 10% of their fees collected to the guild ("fees" includes only hiring fees collected from the principal, not all treasure found). On the other hand, chartered adventuring groups tend to be able to negotiate higher pay based on the city's confidence in the guild and their accountability to a greater authority, so few veterans complain about paying the fee.

Membership in the Mercenaries' Guild provides a chartered band of adventurers with other advantages. While it doesn't often arise, a character can bring a lawsuit against another character for violating the charter. Given that the loser in a lawsuit could potentially become indentured to the winner, this threat has convinced many unhappy adventurers to come to terms outside of the courtroom and without violence.

Similarly, a chartered group can bring a lawsuit against a non-paying employer.

Chartered adventuring groups can also gain exemptions from the requirement that spellcasters be members of their regulatory guilds. For a 250 gp fee, they can register with the city and earn the ability to cast spells as if they were a journeyman in the Mages' Guild (which controls arcane spellcasting, regardless of class) or the Clerics' Guild (which controls divine spellcasting).

Mercenary activities are strictly monitored. No one wants an Elder or other prominent citizen to gain too much military power and stage a coup. The hiring of 30 or more mercenaries for use in the city or in an area it claims control over is forbidden, and anyone looking for that many men-at-arms raises eyebrows. Foreigners are free to hire Zoan or foreign mercenaries for use out of the city limits with fewer restrictions.

Mercenaries in the city operate with a standard contract. Contracts usually require terms of a year or less, at least 25% of the payment up front as a show of good faith, and a 15 gp interim fee for any mercenaries killed in action.

### THE BILGE RUNNERS

They're rough, they take on any job, and they've worked their way south from Shyff, where they hunted down a renegade band of Sentinels of the True Way. The Bilge Runners have a good reputation, but they've rarely been tested in an ugly situation.

Eld, Ponil, and Gamming are the names of some of the mercenaries in the band.

### THE DRACONIC ENFORCERS

The Draconic Enforcers are a squad of 10 wand-wielding sorcerers. Their initial assault is a blanket of sleep spells from their wands, followed by concentrated magic missiles to finish off any who resist. The group fights in very loose formation to minimize losses from an enemy charge.

Their leader is a half-dragon, but the rest of the members are Reanaarian men and women from as far away as Saaniema. They primarily hire out to merchants seeking protection in "aggressive acquisitions" of foreign goods. The Enforcers are arrogant and expensive, but their strategy has been remarkably effective so far. They are seeking interested sorcerers who wish to join

their band. They would like to expand their force to platoon size, for which they want no fewer than 30 sorcerers.

### THE FORKED TONGUES

These lizardfolk rangers and rogues are a slippery, mobile bunch of foot soldiers with little discipline. They have a reputation for sneaking into the most remote and desolate fortifications. Some merchant houses hire them to ferret out a rival's hidden stashes or suppliers, while others rely on the Forked Tongues to salvage goods or traders lost between towns.

The Forked Tongues follow Skith, a cunning tracker and a superb swordsman. Skith is laconic to the point that several of his previous employers believe him mute or ignorant of Merchant's Tongue. He rules his band with a loose hand. He believes that they work best when allowed to use their own skills in their own way.

### INFERNAL SONS

The Sons themselves are identifiable by the branding on their cheeks and neck. The four Infernal runes read together identify them as gelugon (ice devil) worshippers. The moniker is intended to be intimidating, but since so few people can read the symbols it doesn't do much for them.

The Sons' commander, Captain Helika, is a vampire. Helika was a Fhokki explorer before she froze to death in a special mausoleum dedicated to the Order of Agony. She commands a dozen soldiers of Fhokki or Reanaarian background who use spears and wear helms meant to look like the heads of gelugons. The Infernal Sons have a reputation for brutality that makes them undesirable to most patrons.

### NALI'S RUBIES

Nali's Rubies are a red-cloaked band of spearmen known for their moral indifference. The Rubies are currently employed as additional security for the Merchants' Guild, guarding their ships and warehouses.

The Rubies have recently taken on a short-term, under-the-table job out of a need for quick coin. The company has been behind in its guild dues because of an inability to keep steady work. Before getting this contract, they hadn't worked in months.

The Rubies work within Zoa's sphere of influence, not taking contracts that take them far from the city. They number about 60, making them one of the larger companies. Their officers and captain are former halberdiers with the city. The entire band is all combat veterans.

### The Navy

The Zoan navy of two dozen galleons keeps about three-quarters of its force at sea at any one time. An even dozen patrol the nearby waters, while three roam north all the way up to Shyff and another trio heads south and east into the Sea of the Dead.

The Zoan navy is its great pride and a main source of the city's identity. The Navy includes 24 galleons and several dozen keshows. In an emergency, the city can commandeer any of the hundreds of ships registered in Zoa, although it has never had to use this ability on any noteworthy scale.

Each ship in the Navy has a specific icon on it, normally kept in the captain's cabin and out of view of the crew. The Navy keeps images of these icons in its headquarters so that spellcasters can help recover them with *locate object* in case of sinking or other loss. Many naval officers know these icons well, and (if spellcasters themselves) can cast the spells without needing the references. An enlarged *locate object* can reach shallow sea floors and help recover a ship in fog or darkness.

## Navy Galleons

The Zoan galleons carry a marine troop for routine patrol and up to a full company when armed for war. They carry a crew of up to six officers and a highly variable crew size; some galleons sail with as few as 50 sailors, while others require over 250. With a smaller crew of sailors comes a larger marine contingent.

Galleons offer a special feature lacking on other ships of war—ports. A port allows a spellcaster to cast at an enemy ship from behind excellent cover, just like an archer uses an arrow slit. Additionally, crew members are trained to open and close the port on command, providing the spellcaster with improved cover while actually casting spell and total cover at all other times.

In Zoan naval tradition, the first mate on a galleon is always an experienced officer on a command track to becoming a captain. Sometimes, this mate doesn't have the skills necessary for commanding a ship and will remain a mate for the duration of his career. A year or two before retirement, such a mate might receive a commission as a captain of a keshow or other ship—never a galleon.

The second mate on board a galleon is always a spellcaster. Because the current Master of the Navy is a druid, about a third of these spellcasters are druids, eager to serve a respected member of their order. The remaining spellcasters might be sorcerer, wizard, cleric, or bard. All classes have some skills useful on board a naval vessel. Although the crew prefers to have a healer on board, the officers usually demand a wizard. They might not have ranks in *Spellcraft*, but they know from experience that the first fireball cast in a battle often ends the battle.

Galleons have a third mate who is a promising officer who has shown excellent capacity as an understudy or who has advanced from other positions of trust on board ship. In some cases, the third mate is a former captain of a smaller vessel. Some of these captains consider the position a demotion, but the chance of assuming command through a field promotion is a strong lure for some officers.

The list of galleons includes the: Baeron's Loss, Breezedipper, Coin, Coldspaw, Dolphin's Play, Echo, Flying Dragon, Golden

Dawn, Halfthane, Hellwrath, Jewels, Lucky Dragon, Lying Maid, Matchmaker, Misery, Phoenix, Silence, Sixpens, Snowblind, Truncheon, Usurper, Wild Ass, Victory, and the Withering Ferns.

These galleons are surprisingly durable. The Phoenix, for example, was laid down in 621, making her well over 100 years old. She suffered fire damage to her aftcastle and rigging in naval combat in 645, suffered fire damage to her port hull while in dry-dock in 691, and suffered terrible damage to her keel and hull from a dire shark attack in 704.

When the navy considers a ship no longer fit for military service, they auction it off among the merchant houses. Price for these vessels range from 2,000 gp (for the decrepit Forlorn after a fatal wreck on Shipwreck Island) to nearly full price for a retiring ship with a good reputation or famous history. The merchants are not allowed to re-sell the city's galleons anywhere else.

### THE BREEZEDIPPER

The Breezedipper is considered the fastest galleon in the Zoan navy. Her crew takes great pride in her speed and often find themselves in bar fights with the crews of certain other ships—especially that of The Matchmaker, whose captain claims she's the fleet's fastest ship. The Breezedipper has a large number of elves and half-elves among her crew, and her gray elf bard is well-known in the navy for his powerful arcane magic.

### DOLPHIN'S PLAY

Dolphin's Play is considered a training vessel. Although there's nothing visibly wrong with it, it seems frail compared to the other galleons. In multi-ship engagements, the Dolphin's



Play seems to take more hits and suffer horrible damage from enemy action. The Navy makes every effort to keep it and its green crew out of danger. It got its name because it seems to attract a large number of dolphins when at sea.

#### LUCKY DRAGON

Lucky Dragon has a bronze dragon masthead. The crew insists that it's magical. It has an excellent reputation for being able to recover sailors and crew lost overboard. Veteran sailors prefer it, and its veteran crew makes it a "luxury command" for a skillful captain late in his career.

#### SIXPENS

Sixpens has a nasty reputation for some cutthroat gambling that takes place below decks when the officers aren't around. More than one crew member has been murdered over accusations of cheating on board Sixpens. Sixpens has a tiny chapel to the Landlord on board, one of the few ships with any such luxury. Its second mate is a cleric of the Landlord.

#### THE USURPER

The Usurper has a special feature available for covert missions. It carries a boat called the Umbral Loon, a 20' sailboat with a boxy hull and numerous battle scars. The Loon holds up to four Medium-sized passengers. Upon command the Umbral Loon radiates invisibility, 10' radius from its central mast, just barely concealing the entire ship and its crew.

The Inquisitors often co-opt this boat for their own missions or arrange for the Usurper to be in the right place at the right time for its on-board marines to engage in special missions. In dire circumstances, they have lent it out to trusted adventurers. If necessary, the captain is aware of the potential to escape a lost battle through this method.

The Usurper's captain is a likeable scamp, of young age for a captain. He wears white, including a short cape, and apparently has Svimohzish blood. Even though he holds a position of authority, he can't help being a scoundrel and opportunist at times. He's very attentive toward any attractive women who board his ship—single or otherwise.

### Other Navy Ships

In addition to the fearsome galleons, Zoa boasts a number of lesser ships that serve various purposes. Smaller ships like keshows might carry less than a full troop of marines. Thirty keshows sail between Xaarum, Zoa, and the Tribute Islands, usually at night. These smaller ships hunt smugglers as their principal mission, but they also perform rescue duties for sailors lost at sea.

The keshow crews have their own traditions and their own elitism. They were the original Zoan navy, established well before the foreign elves came and taught the knowledge of galleons. Tradition says the first keshows appeared 100 years before the elves arrived. Zoa officially recognizes 188 YND as the year of the Navy's creation, which makes it decades older than the first Zoan-built galleon.

The list of keshows includes the: Bay Rambler, Bronze Bell, Lightwater, Ocean's Passion, Rapier, Rosy Sunset, Sunmaiden, and Werlen's Slipper.

#### THE BRONZE BELL

The Bronze Bell is a wobbly tub that manages to dump one man overboard on every deployment. It recovers most of them. Its claim to fame is the sword fighting prowess of its crew. Its first mate is a demon for sword training, and expeditions into pirate-infested waters have honed the crew's skills to a swash-buckling peak.

#### THE SUNMAIDEN

The Sunmaiden's crew have a fierce pride in their position as chief smuggler-catcher in the Tribute Islands. It was originally crewed by convicts and slaves, but a stern captain forged them into a tough bunch of sailors. Turnover has changed its makeup, but its spirit is still strong and independent.

The Sunmaiden has chased down and apprehended over 60 smuggler ships over the years, many of them larger and better-armed. Its favorite hunting grounds are the waters between the peninsula and Dragon's Revenge Island and points south—most legal trade passes east of the island. The Sunmaiden's figurehead is a bright bronze-gilded maiden that the crew polishes daily with loving attention.

### Keshow

#### Gargantuan Longship

**Hardness:** 5 (10 hp), section 5 (10 hp), rigging 0 (4 hp)

**Speed:** 4 miles/hr., sail 50 ft. (average), oar 20 ft. (good), sail and oar 50 ft. (good)

**Armor Class:** -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1

**Attacks:** -

**Space/Reach:** 60 ft./20 ft.

**Special Attacks:** -

**Special Qualities:** Damage reduction 10/fire (rigging only), light frame, sprinter

**Seaworthiness:** 12

**Draft/Length/Beam:** 3 ft./90 ft./15 ft.

**Decks:** 1 (bilge)

**Cargo:** 53 tons (93 max)

**Crew:** 60 (20 plus 40 oarsmen)

**Cost:** 2,000 gp (1 month)

This nimble trading ship is fitted with a single lateen sail, and has excellent performance, often outmaneuvering traditional square-rigged cogs of the area. The keshow can be found throughout mid- and southern Reanaaria Bay.

**Weapon Spaces:** A keshow is usually unarmed, but receives the following total weapon spaces: port or starboard (4), fore (2), aft (2), amidships (0).

For use with the rules from *Salt and Sea Dogs: the Pirates of Tellene*.

## Liamar Bloodsword

Older than dirt but with the fire of a recruit, Liamar “Bloodsword” is an innovator and revolutionary. He has advocated upgrading the heavy weaponry on board the city’s great ships. His own success with the “Erne’s Beak” has encouraged him to add a second such heavy weapon on his ship’s aftcastle.

Liamar is very vocal about his opinions on how things should be done. He believes the role of the marines should be expanded to include more aggressive action against the peninsular humanoids, the pirates of the Captain’s Table, and defense of the Tribute Islands. This opinion makes him popular with the Marines but less so with other sailors—other than his own crew.

Liamar has become fairly wealthy through plunder and close association with the Slavers’ Guild. He and his wife Mawoo throw parties every weekend he’s at home. For a couple of months a year, he lives a life as indulgent as any noble in other lands. By the end of each furlough, however, they’re bickering and both are ready for him to leave again.

Liamar’s nickname comes from the infamous sword he carries. The Bloodsword is an intelligent +1 *vicious cold iron longsword*. He took it from a pirate captain in a closely-matched battle that left him unconscious after he delivered the killing blow. His crew at the time insisted that he take the pirate’s fearsome weapon in addition to his own share—partially out of respect for a well-fought battle and partially because none of them wanted the dangerous weapon.

## The Marines

Zoan marines are more like barely-restrained pirates than they are like modern elite military forces. They rely on skill at arms and raw courage to carry them through in battles. When they have the advantage of numbers, they don’t hesitate to swarm their enemies.

### MARINE ORGANIZATION

Until the reforms of 722 YND, marine organization was limited to the troop. Senior lieutenants might gain the unofficial rank of captain, but they only commanded their own troop except when multiple troops were banded together on a ship, etc. Here is the current marine organization.

A troop has 30 marines, commanded by a lieutenant and often accompanied by a spellcaster with a lieutenant rank but without any command authority. The spellcaster might be a cleric, an adept, a bard, or a sorcerer. Wizards are rare.

A company has three troops. Its commander is a captain, and it has an additional lieutenant to assist with command and a spellcaster or other specialist (usually a fighter or a rogue).

A battalion has four companies. A major commands it. Usually, this command is distant, because the companies are deployed on different ships or engaged in different tasks altogether. The battalion commander most closely exercises his

duties when actively engaged in a multi-ship battle or when assaulting a coastal position.

The four battalions are the Dead, the Reanaaria, the Ucean and the Dawn. Each of these has its own focus and area of operation. Marines might transfer between troops or between companies, but they usually stay in the same battalion for the duration of their service.

In addition to its overseas operations, each battalion’s area of responsibility overlaps part of the immediate area. Any of them might spend time threatening the humanoids on the peninsula, representing Zoan presence among the tribute lands, or escorting foreign dignitaries to and from the city.

The Dead Battalion usually fights in the south and most often engages the pirates of the Captain’s Table of Thirteen. Although fraught with danger, their patrols offer rich plunder opportunities. Their officers can acquire a wealth of gold and slaves—if they live.

The Reanaaria Battalion criss-crosses the bay and is most likely to encounter hostile creatures at sea. These marines are most adept at fighting exotic creatures. They make excellent use of their crossbows from cover and tend to keep a ready supply of reach weapons on hand. Their members include a few rangers who specialize in fighting marine creatures.

The Dawn Battalion journeys to the eastern side of the bay, traveling from Dynaj to Fymar. This battalion bears the brunt of the other battalions’ jokes; the trip east is considered a “candy run” and known for its opportunity to visit foreign ports. Despite the mocking, the Dawn Battalion is most likely to run into a ship of zombies or shadows from the Sea of the Dead. Their spellcasters are frequently clerics (often followers of the Eternal Lantern) and the crew carries a store of holy water on every mission.

The Ucean Battalion chases down smugglers heading to a number of ports up and down the west coast all the way to Shyff. Their actions frequently provoke the smaller city-states along the Bay. Marines in this battalion sometimes find themselves in small skirmishes with the militia or navies of various towns and cities. Each deployment can count on at least one bar brawl.

All four battalions fall under the command of the Master of the Marines.

## The Shields

The Shields enforce Zoa’s laws. Their main job is to keep the peace. Peace brings trade, and trade brings wealth. Masters and merchants attempt to use the Shields as a weapon against their enemies, reporting actual or feigned wrongs to have an enemy arrested or fined. The Shields don’t appreciate this subterfuge, although some of them are privately on the payroll of the merchants and disguise their bullying as law enforcement. Statistics can be found in Appendix A.

A shield patrol includes nine Shields and a Shield Sergeant. At least one Shield per patrol has a crossbow. At least two carry manacles, and they all carry a length of cord for binding

### Shield Patrols

During the day, the patrols are broken down by district or location:

Artisan District	2 patrols
Citadel District	2 patrols
Market District	3 patrols
Sinking Bay	2 patrols
Small Town	2 patrols
The Circle of the Gods	1 patrol
The Coins	4 patrols
The Dregs/Low Market	3 patrols
The Market	5 patrols

Three patrols rotate duty, either supporting other patrols for special situations or moving to relieve patrols for breaks and shift changes.

At night, the city has fewer patrols.

Artisan District	1 patrol
Citadel District	1 patrol
Market District	1 patrol
Sinking Bay	1 patrol
Small Town	1 patrol
The Circle of the Gods	1 patrol
The Coins	1 patrol
The Dregs/Low Market	2 patrols
The Market	1 patrol

additional people as necessary. The sergeant and at least one other Shield carry whistles with which to summon other nearby patrols. Normally, only the sergeant is allowed to summon aid; if he's incapacitated, another Shield is required to summon aid immediately.

The District Captains are responsible for maintaining order within a certain district. Their principal tools are the Shields under their command and their ability to network within the community. Each District Captain knows all of the leading citizens within the community, the major criminal activities, and the physical layout of the district. Statistics for District Captains can be found in Appendix A.

Shields meet at the Shieldhall for news and daily direction before heading out on patrol. Those Shields who patrol the Dregs sometimes forego the official meeting and begin their patrol at a point convenient to the majority of the squad because of the long walk to their patrol zone. This truancy has been a growing problem and has recently spread to other districts. The Captains have been reluctant to put an end to the problem as long as the sergeants show up for the morning meetings.

Shields usually patrol for about hours, mostly just to show a presence in the neighborhood. They walk briskly stopping only to investigate a potential crime. They soon stop for a brief meal. They take their meal together, usually at a tavern known for trouble. By custom, Shields receive their meals for free when on

duty, and some squads have been known to insist on this privilege, implying a lack of protection for those who don't comply.

After the meal, the squad resumes its patrol. This begins the more serious part of their day, usually following up on leads, searching for known criminals, seeking out known troublemakers and searching them for illegal goods. The Shields have complete powers of search and nearly total powers of detainment. Zoa has few laws to protect its criminals.

Another six hours or so later, the squad stops for a second, more leisurely meal. This meal might be in an actual restaurant, and it's common for family members of the Shields to join them. The squad sits down for an hour or so before returning to the streets and finishing its daily business.

### NOTEWORTHY SHIELD PERSONALITIES

**Baatae:** Baatae is a veteran Shield Sergeant with 15 years experience. He stops in the Blind Beggar for a drink and a chat almost every day, especially during the warmer months. He's been called "incorruptible" because he responds to bribery attempts with a club to the teeth, and is a good friend to Urol (of the Horse and Wagon). While the two share information freely, each respects the other's boundaries when it comes to sharing delicate information.

**Haaran "Loggerhead":** Haaran is a Shield sergeant and former lumberjack. Haaran is stronger than smart, with a reputation for doggedness and thoroughness in investigation. He runs one of the night shift patrols around the Dregs. Word is that he casts a broad net when making arrests, not afraid of arresting innocent people as long as he catches a bad guy, too.

**Iol:** One of the few elven Shields, Iol is the lieutenant over the Artisan District. Iol has a reputation for having minor magical skill (and a membership on the rolls of the Mages' Guild). Iol has held his position for 60 years, and his administration is quite stable. Iol prefers to spend his time on the street, uncovering fraud, illegal immigrants, and the other white-collar crimes typical of the Artisan District. He has a reputation for brilliance and cooperation with the other government bodies that makes him effective.

**Zilaxi:** Zilaxi, a Svimohzish expatriate, is an elderly Shield who patrols the Market District. Years ago, he got into trouble for gambling debts, and he lost his wife and family during the trouble. His fellow Shields bailed him out, and he has served long past the age many men retire. Now nearly 70, he might know the Market District better than anyone, and he's a friend to many craftsmen there.

### Rewards, Medals and Honors

The city has several medals and military honors that it grants to citizens or military. Each has its own guidelines for earning and its own restrictions regarding who can earn it. All deserve some respect; some deserve awe.

Because wearing a medal earns respect and trust in the city, a black market has grown for these medals. They fetch variable

prices, depending on the medal and the buyer. A Badge of Honor might sell for as little as 25 gp, while a Gold Medal of Devotion can reach a figure in the thousands. Campaign and other badges sell for a few silver or gold coins each.

## BOUNTIES

The city has a long-standing bounty on gnolls, ankhegs, and orcs. Orcs are worth 2 sp each, gnolls and ankhegs are worth 4 sp. Characters do not need to bring grisly body parts as trophies—weapons or shields are enough proof, and regular hunters are often taken at their word. Outrageous claims might require verification by sending a scout to witness the battle scene or repeating the statement under a zone of truth.

The bounty is not quite common knowledge. Militia lieutenants are reminded periodically, but other characters can find out about the bounty by asking the right characters in role-playing or by making a Knowledge (local) check (DC 15). From time to time, the city announces temporary bounties on various threats. It has even been known to suspend the standing bounties when the city coffers run low.

Dispensing this bounty is the purview of Gazee, the Master of the Militia. Gazee has delegated the duty of paying and verifying bounties to his quartermaster, but he likes to receive updates on major battles so that he can adjust his militia patrols accordingly. He certainly wishes to personally meet with anyone claiming to have killed more than a dozen orcs or gnolls in a single outing.

The navy offers a bounty on pirates, but the calculation is odd. Because of the difficulty of verifying the count of bodies lost at sea or remaining aboard enemy ships that escape, the bounty is subjective. In summary, it comes up to 1 sp for each pirate slain or captured, 1 gp for each mate captured or killed, and 100 gp for the death or capture of a captain. The bounty of capturing a ship is 5,000 gp, plus the salvage rights (usually 15% of the ship's value).

Characters can report claims for this bounty to the Master of the Navy. Roulain hands off such matters to one of a variety of underlings.

## CAMPAIGN AND SERVICE BADGES

Each arm of the military awards a number of ribbons and medals for service in a particular theatre. Common ribbons include the Dead Sea ribbon for engaging in battle on the Sea of the Dead, a Pirate's Foe ribbon for the campaign against the Captains Table of Thirteen, the Overturned Keel for surviving a wreck or a particularly bad storm at sea, The Reaching Arms for fighting a giant sea monster, and a variety of others.

Other ribbons demonstrate mastering certain skills or elite training regimens. A marine wearing a small ceramic badge featuring a pick commands quiet respect from those who recognize the Tomb Darer's badge. This elite badge is given for those who have entered the tombs on the Grave of Princes Island, followed the protocols for respecting the gnomes buried there, and returned. A sure way to tell a false wearer is to look for scars; real tomb darers have several.

A typical soldier or sailor might have one or two such badges of varying importance. Marines, who see more action than either of the other services, might have 2-4 badges. Nafoor, the Master of the Marines, collected a dozen different campaign and service badges before his election to the Council.

**The Hero's Ribbon:** This bronze medal depicts a horse on the front, with an upraised spear on each side. The reverse has a bow over an axe. The medal hangs from an embroidered ribbon of white and red.

The Hero's Ribbon, also known as the Four Arms because of the weaponry depicted on its two facings, is exclusive to the Zoan Army. A soldier earns it by performing acts of bravery on the battlefield.

This particular ribbon no longer carries the distinction it held for centuries in the city. A generation ago, corruption led to its wholesale distribution. For a period of nearly ten years, it was easier to find than a horse in a stable. Falein's predecessor stopped the practice and gave out no more during his tenure. Falein, Master for the past five years, has given only one—to an unarmed messenger who delivered a key message despite capture, escape and harrowing pursuit.

**The Bell and Anchor:** This silver medal takes its common name from the images on its face and reverse. It's a small medal, about 1" across, hanging from a hemp ship's line instead of a fancy ribbon. Its proper name, the Seaman's Medal of Glory, sees little use outside of official announcements.

The Bell and Anchor is available to members of the Navy and Marines. The Navy rarely bestows it, so it has a closer association with the Marines. The Bell and Anchor is given for outstanding leadership in the field. Because of its nature, it tends to be rewarded to officers. It has historically been given to marines who take command of a unit upon an officer's death or when the crew has been scattered by shipwreck or combat.

Sailors and marines know about the black market for medals. A few scoundrels even take advantage of the black market to improve their standing among civilians. Some marines believe that if a person isn't cheating, he isn't trying hard enough. This maverick attitude ends with the Bell and Anchor. Should an unworthy hang a false Bell and Anchor around his neck, he had best sleep with one eye open. He might find a few real honorees coming to visit him unannounced.

**The Badge of Honor:** This medal is a round medallion rimmed by a twisted rope pattern. The gilt face features the outline of a badger, a creature respected for its courage. The badge is one given for bravery in combat. This medal is available to anyone who serves in the militia or regular military. Only the vain wear it on regular patrols.

Typical cases for earning the Badge of Honor include saving one or more militia patrols from certain disaster, defeating a traditional enemy like pirates or gnolls at great risk, or performing great service over a long period of time. This last clause allows outstanding leaders in low-risk positions (like wall



duty or logistics) a chance to earn a medal for exceptional service.

While earning the badge is far from common, most people around the city recognize it when they see it. About a quarter of the militia officers holding rank of lieutenant or higher have one, and no more than a few dozen citizens in the militia hold them (although these badges might have been awarded decades ago in the case of nonhuman citizens).

**The Gold Medal of Devotion:** The highest medal in Zoa traces its roots back to the elven visitation early in the city's history. During that time, a band of the foreign elves came under attack by a raiding party of bugbears while they were out hunting near the hills, and a traveling Flame of the Order of Light interceded. He attacked the bugbears while the elves gathered up their wounded and fled. Once the elves got away, the Flame fought the bugbears to his last spell, until he and his enemies were exhausted. Just when he was about to fall, the bugbears sent a last arrow his way, then fled.

The Flame caught up with the elves and activated the last charges on a wand to heal the mortally wounded. He himself had been poisoned by that final, spiteful arrow, and wouldn't survive the trip back to the city. The elves carried him to Zoa and reported their tale.

Werlen gave the unknown Flame a gold medal and buried him in a public ceremony with the entire town present. This first Gold Medal went into the grave with him, since he had no known family and there were no other clerics of the faith in the town at the time.

The Gold Medal is almost always awarded posthumously. The medal itself is a round disk a little less than two inches across, bearing a galleon on its face and an image of the Castle on the reverse. Above the galleon appear the words "Devotion Beyond Life" in Reanaarese. Below it are the words "in the new dawn's light", taken from the liturgy of the Eternal Lantern. It is hung from a gold chain and can be worn about the neck on ceremonial occasions. It is available to all citizens of Zoa, including military.

The city has awarded fewer than 20 of these medals in its history. All but two of those were given to individuals. One was given to a marine troop who fought to the last man against terrible monsters when shipwrecked on Foorlani Island. The other was given to a party of adventurers for saving Werlen's life from assassination at the cost of four of their five members.

**Secret Defender of Zoa:** This civilian decoration is reserved for characters rendering service to the military through direct action and in secret. These secret missions might be vital to the city's security or intelligence-gathering efforts, but often they are kept secret so that the navy can claim the reward for themselves.

When the Navy grants one of these rewards, they inform each previous holder of the names and a brief outline of the events. Characters receiving the reward might find strangers buying them drinks, firm handshakes for no reason, and very

good discounts on equipment. These congratulations come with a nod of the head but no other recognition. The previous holders of the title honor the secret as much as they honor the recipient.

The medal itself is a gold-plated badge with a triangular turquoise set in it. It doesn't have a pin; it's not meant to be worn. Tradition says it is good luck to carry it in a pocket or a pouch. Carrying the badge might also be practical. If a character should be found unconscious or dead and a friendly person finds (and recognizes) the badge, the character knows he will receive the best care possible. Most holders keep it locked in a sturdy chest at home.

**Silver Crown:** This military award is an actual crown of silver, featuring three three-pointed spikes above a broad band. It is exclusively a military award, given to a combatant who takes down an enemy leader's standard, especially if the loss of the standard causes the enemy's morale to break and flee the field.

Among the Navy and Marines, the crown is given for striking the enemy's colors aboard ship, but only in a fleet action—never in single ship combat.

The crown is intended to be displayed, not worn, after its initial award, in which the Master of the appropriate military force places it on the recipient's head. As a practical measure, the crown is too small for most humans. Critics say the small size is a deliberate move to save on silver, but historians point to the crown's origin.

The silver crown is a relatively recent award, first given during the gnoll invasions to a dwarven defender who protected Worship Street at the entrance to the Circle of the Gods. Bristling with arrows and blinded by blood from a head wound, he nonetheless laid a pile of gnoll corpses around him and prevented enemy clerics from taking any of the temples. Just when the gnolls were on the cusp of victory, he charged a chieftain's bodyguard, killed them and cut down their banner. The invasion lost momentum and the other soldiers cut down the isolated looters.

The Silver Crown is a point of heated controversy at the moment. Since the initial incident, not a single dwarf has received one. Dissidents point out the council's racism in its selection of award recipients. Even the famed dwarven hero Brinja, for all of her glorious deeds, receives no recognition from the city.

## INFLUENTIAL FAMILIES

Zoa makes loud claims about a person's ability to improve his status in the city. They advertise its egalitarianism across the Bay and scorn the monarchies to the west. They point out city's many success stories as evidence of this opportunity. People have come to Zoa for centuries in search of a fortune.

Some facts support this argument for a level playing field. Certainly, the city doesn't recognize any noble titles. No known Zoaan, regardless of class or station, has the benefits of divine right as described in the *Player's Guide to the Sovereign Lands*.

Craftsmen and merchants do rise to positions of wealth and power.

But those in power do not cede it lightly. They have legal and living tools to enforce their will on those below them, and they exercise these tools with great vigor to retain their status. One of the biggest tools is the concerted effort of a large and wealthy family. When most of the family members work together to achieve common goals, those seeking to rise to power often turn on each other.

#### HOUSE FAEROOEL

The Faerooels are a hardy and wealthy family who trace their ancestry to a family of slaves in Zoa's early history. They proudly teach their children about their heritage and remind them that poverty and misery lie a misstep away. Because of their history, no Faerooel owns a slave.

The Faerooels are among the city's most influential landowners. They have a diverse mix of holdings around the peninsula. They bring food, clothing, animals and ores into the city, touching the lives of a great many merchants and craftsmen. Work ponies, which they sell to the city's nonhumans, are their primary source of income. They are trying to encourage the city to authorize a company of mounted halflings or gnomes so that they can sell war ponies to the city, but this project has gone on for years with no headway.

The house has a single building in the city, a slaughterhouse in the Market District. Most of them live in modest homes north or west of the city, overseeing their fields and herds. The family meets once a year for a lively gathering near the town of Taimeo, on the Fautee Peninsula.

The family's head is old Raezoon, a gnarled, toothless old gentleman with a strong dislike for the city's current government. He finds Falein too aggressive and Treehome too passive and has an earful of complaints about the other Elders, if anyone cares to listen. Despite his cranky and irritable appearance, Raezoon is an alert and devoted patrician with solid values.

Adventurers might encounter a Faerooel who needs caravan guards for a trip to the city or seeking the elimination of a predator stalking their herds. A family member might also seek out a hero to beat back one of the goblin tribes in the hills. The Faerooels are a rustic bunch, and previous adventurers have pronounced them trustworthy.

#### MAAEDINI FAMILY

The Maaedini family wealth traditionally lay in mines and mineral prospects, but it has diversified over the past two generations, building their wealth while lowering their public visibility. They now include engineers, vintners, apothecaries, and jewelers.

It was the Maaedinis who invited the refugees from Karasta to the city, hoping to learn about their secret mines in the Ka'Asa Mountains. Ever since then, the Maaedinis have been eager to negotiate with Kalamar, trying to find a way to take advantage of the lost dwarven wealth.

The Maaedinis are very clannish and very distrustful even of other wealthy families. They prefer to marry within the family rather than ally with outsiders. They have been known to change their names to marry closer than Zoan law allows.

The family patriarch, Gian, has ordered the family to cut back on excessive spending. They throw fewer parties, sponsor fewer bards and playwrights and donate less to the city's temples at his command. Gossips who watch the family believe that Gian is hoarding wealth for something big. The favorite speculation is the takeover of one of the guilds.

**Knowledge (local) DC 10:** The family includes several previous major city officials, including an untitled Elder who served a short term about two generations ago.

**Knowledge (local) DC 15:** The Maaedini Family are famous contributors to the arts and provide large endorsements both to the Merry Muses and directly to promising young artists. They have been linked to criminal activity in the past, but none of them have been convicted of anything major in many years.

**Knowledge (local) DC 20:** The Maaedinis have used several criminal elements over the years, always to the detriment of the criminals.

**Knowledge (local) DC 25:** The Maaedini family uses Neeru the Rat King and his band as strong-arms. If they need a body to wind up in the Bay, that body might suffer a lethal rat bite.

#### THE NALARIT FAMILY

This family of gnomes is one of the wealthiest nonhuman families in the city, although their wealth is less visible than that of some of the other families. Their holdings include silver, gems, olives from Wild Boar Island, and Oslin's Clothes, a celebrated clothier. The Nalarits have ties to several of the Tribute Islands and many in the city believe that they hoard their wealth outside of the city.

The Nalarits have produced several heroes during their history. Galbreth was a famous diviner who served as the first Master of the Arcane. Jennis was a gem "collector" whose most famous prize was the notorious Star of Slen, supposedly stolen from the theocrat's neck. Bethea is a famous singer and warrior who is said to look just like her namesake, a famous ruling princess from before the human migration.

The family also has their share of notoriety, mostly resulting from the indiscretions of youth. Habrax was an alchemist who created a cloud of noxious gas in his apartment and poisoned 30 citizens, accidentally killing himself in the process. Bonjee was a mercenary captain who led a disastrous coup against the Council in 583. A Nalarit ship captain named Nelif steered his ship into the promontory near the lighthouse, spilling thousands of gallons of wine into the Bay.

#### HOUSE NIAWEE

The Niawee family is one of the wealthy families of Zoa. Their members have included guild masters, officials and even two former Elders. The Niawee family head, Gowool, is the head

of the Slavers' Guild, which he took over in a forceful and hotly-contested legal coup 15 years ago. His predecessor lived a long life, but he went insane years before he died. He wasted the family fortune and almost ruined the family's reputation and power.

The rest of the family's elders are mostly master slavers, but one is a paper-maker and several are clerics. They began as scribes three hundred years ago and parleyed their proximity to Werlen into much greater status. They were considered close allies of the old elf throughout most of the city's history.

The younger adult Niaweese are considered some of the city's worst rogues and rakes. They duel in the streets, take liberties with young women, and flaunt their family's wealth at every opportunity. These rogues appear on the streets in carriages and in the company of a handful of servants. They know quite well what might happen to them if they walk around alone in certain parts of the city.

Unlike many wealthy families, the Niaweese own no land outside of the city. They live in an estate in the Citadel District, although they also own several tenements in the Dregs (mostly near the southern wall). They are not above making people irreparably late in their rents disappear into the slave market.

One asset in the Niawee pocket is a half-elf named Riax. He provides entertainment for them and sometimes earns his keep by intimidating those who would oppose the family's interests. Riax is notorious among the nobility for his skill with many instruments and his fascination with bloody gladiatorial games. He has been to the arena in Bet Kalamar and would love to see the city of Zoa sponsor something similar.

Riax is loyal to the Niaweese. They indulge his taste for the niceties in life, and their protection has kept him out of trouble many times. He wandered into their demesne as a young bard and impressed the old slave master with a bawdy tale about a farmer's daughter. Since then he has consorted with several of the various family members (including some of the older, married women).

Riax considers himself an elite product of Zoan culture and looks down on members of the lower classes, although he doesn't let his bias prevent him from performing well in any venue.

He has dark hair and a deep, smooth voice. He wears a green silk shirt and black satin pants with a silk sash at his waist. He has a punch dagger slung on a belt, but it's less accessible than his silk purse. He has a spiraled wand of jet, also.

Riax is subtle in his intimidation. He doesn't like to make promises he or the family can't deliver on, so he doesn't threaten disintegration or finger of death. He builds up slowly, stressing the family's rich tradition, importance to the city, and the breadth of their influence. He builds up to the slave trade, finally implying that those who offend the Niaweese might end up in shackles.

## PROMINENT CHURCHES

Although its primary fame comes from its reputation as a center of trade, Zoa is also the faithful heart of the Reanaaria Bay. With one religious seat and several cathedrals, it hosts an active and sincere religious community. The Clerics' Guild has the largest membership of any of the guilds and is one of the most influential sources of power in the city.

During the city's period of explosive growth, the spread of temples and the huge numbers they drew to their worship services caused interrupted the flow of trade, forcing the city to make laws so that each could continue unhindered by the other. The temples are restricted in their size and location, requiring all of the city's temples beyond a certain size to be built within the Circle of the Gods.

The typical city worshipper makes a tour of the Circle of the Gods each Godday, making offerings to stave off whatever misfortune befalls the negligent in that faith's teachings. Thus, a craftsman pays tribute to the Parish of the Prolific Coin to keep from losing all of his trade, the Home Foundation so that his wife doesn't leave him, the Assembly of Light so that a ghoul doesn't eat him if he stays out late, etc. Each offering might cost only a couple of coppers, but the craftsman empties his purse by the time he finishes his tour.

In addition to these main temples, lesser temples complete the Circle or are built slightly off the brick circle, ensuring that most Good faiths have at least nominal presence in the Circle. The courtyard between the temples is legally open to believers of all faiths, but those preaching the worship of evil gods might find the crowd unsympathetic.

Most religious activity during the week takes place at various smaller temples within the city. The clerics who live there operate small shrines where they live, as if they were any other tradesman; the chapel stands on the ground floor and the cleric lives above. Because of restrictions on the size of these buildings and prohibitions on their activities, none of them can grow very large. Each typically has no more than two hundred followers, of which a dozen or so might meet at a time for a brief prayer or hymn after dinner-time.

In total, these off-Circle clerics form nearly the entirety of the Clerics' Guild, although they wield little power within that guild. They know the people, and they form strong personal bonds with their worshippers. They eat meals with them, they teach their children, and they are there to guide people through the difficult times of their lives. While the people visit the Circle of the Gods once a week to hear a sermon spoken to a thousand worshippers, they might visit a local shrine two or three times a week and have a private visit with the cleric. In times of emergency, they go first to the local shrine, only trekking to the Circle of the Gods if they need a spell beyond their neighborhood cleric's capability. Despite their lack of political power, these clerics have a profound and immediate influence on their worshippers.

## The Parish of the Prolific Coin

Administrator Neila Tarealeon believes in spending as much as he believes in the earning. He stresses that the earning of wealth is the holy act, and that hoarding the wealth does a disservice to others with the same goal.

Many local followers believe that Tarealeon would have been promoted to Entrepreneur years ago if not for his heretical teachings. In fact, the faith has issued statements denying Tarealeon's assertions, but they have failed to take punitive action, thus giving him silent endorsement of his beliefs. The belief in the temple is that as long as the tithes keep flowing toward Bet Kalamar, what the Administrator teaches is not important.

This temple offers money changing services and a service unique to the Reanaaria Bay region: paper money. Worshippers can buy or redeem bearer checks for very large amounts of coin (non-tithe-paying worshippers pay a fee of 20 gp). They offer these bonds in multiples of 1,000 gp. Forging these notes is punishable by death.

The Parish is the odd-shaped building that runs all the way from the Circle of the Gods to the Market. The entrance facing the market serves as the office in charge of collecting fees and assigning spaces. A cleric of the faith is always on duty there.

Allied shrines within the church include The Founder's Creation, the Temple of the Stars, and the Church of the Life's Fire.

At need, any cleric in the church can call upon one of the temple guards. The guards are courteous but firm. In battle, they are relentless. They wear golden yellow surcotes over their armor, but their weapons and helmets are sunset red.

**Knowledge (local) DC 3:** The church has a lot of money.

**Knowledge (local) DC 10:** The church provides commercial loans for local and foreign merchants. It was the Parish's money that paid for many of the city's historical improvements.

**Knowledge (local) DC 15:** The church receives income not only from its services and local activities but deliveries from its other temples and cathedrals across the bay. In turn, the cathedral sends monies to the seat in Bet Kalamar.

**Knowledge (local) DC 20:** The church has done quite well by reselling collateral when they need to collect it in the case of default. The church seems to quickly resell collateral to rival houses.

### INRAE SELENIA

Inrae is a half-elf who claims descent from the foreign elves and makes a big deal out of her heritage. Selenia has blonde hair and amber eyes, although the eye color is the product of an orison she maintains at all times. She dresses in exotic fashions, claiming the inspiration comes "from afar."



She excels in the knowledge of the city's other faith. She is best able to predict how other faiths will react in any given situation, which makes her a helpful, if somewhat embarrassing, councilor to the Administrator. She is less skilled at predicting the responses of her own subordinates and she has made some unwise decisions in the past.

Inrae carries the rank of Financier in the temple. She is dutiful about the small ways of earning money, but she lacks the vision to earn the massive amount of gold required to advance into higher ranks. She refuses to acknowledge that she has reached her potential.

### SOORLAIN

Soorlain is a dwarf whose soul has been eaten away by greed. At Stoneborn's request, the church has quietly sent less and less support to the Copper Testament, hoping to allow enough respite for a cell of the Courts of the Inequity to gain a foothold in the city. Greed has eaten his soul away, and he began worshipping the Jealous Eye three years ago. He has converted several of the junior clerics to his plans and imposes his will on Selenia with copious flattery. Soorlain rounds out the assembly of financiers who help the administrator run the cathedral's lay and clerical activities.

### STURIK STONEBORN

Financier Sturik Stoneborn openly wears his armor at all times. He is a stern priest, lecturing openly on the evils of late payments and the sin of reckless spending. His frugality, along with his dwarven work ethic, has made him wealthy, but he is unable to spend his wealth. His son is likely to inherit a great deal and just as likely to lose it gambling. The thought troubles the priest greatly.

## The Home Foundation

The Home Foundation—the church of the common working man or woman—has an enormous following in the city. While the city's wealthy merchants worship at the Parish of the Prolific Coin, its industrious artisans and craftsmen worship here, in a spacious and airy building that sits underneath two grand towers.



The cathedral's bottom floor provides its worship area. It has no seats; worshippers who wish to sit usually bring a cushion from home. While many other faiths present a barrier between the worshipper and the lead clerics, the Home Foundation features a raised catwalk about two feet high through the center of the room, around which the worshippers stand or sit. The presiding Father strolls along the catwalk as he speaks, reaching out and touching the hands or heads of the worshippers.

The southern tower holds the clerics' private quarters, a closet-sized robing chamber, and a communal work room. It holds a private prayer room on the highest floor, which offers a spectacular view of the city. The northern tower contains dorms

and classrooms for the orphans the church takes in. They are raised to serve the church in some capacity. Some become scribes or scholars, some guards, and a rare few join the clergy.

#### FATHER VASCAN GRAY

Father Vascan Gray is the head of the church, a political climber who donates much of the temple's coffers to the city. He and Seetov are old acquaintances, if not quite friends, who support each other. Gray was accused of murder about fifteen years ago, when a woman who claimed to have had his child out of wedlock turned up dead. The Shields' investigation showed no evidence of his involvement, but the suspicious association with the dead woman cost Gray much confidence among the worshippers.

#### MOTHER MEIHA

Mother Meiha is the old matriarch of the church, Gray's female counterpart in the faith's leadership. At nearly 70, her followers think she would make an excellent Elder, and they mention the idea to her whenever the topic arises. The worshippers love that Meiha has as common a background as any: she was a slave in the Dancing Dryad as a youth, until a band of adventurers helped her escape. She joined them for a few months, became a musician, and earned her keep in a variety of ways before joining the church. Nearly all of her worshippers have a personal connection with her because of her rich and varied history.

Meiha smells a rat in the city's leadership, and she has begun to subtly question those of her followers who are close to it: maids, grooms, porters, and others who work near positions of power. She distrusts nearly all of the Elders for one reason or another. Meiha has almost come to the conclusion that the only way to be sure is to seek a council seat herself, if one should come open while she is still alive and healthy.

#### BRANDASH

Brandash is another exiled dwarf of noble blood (but not royal blood, as is Kultanen). He has been promoting the idea of an independent and autonomous government in Zoa for the dwarves. He has indicated that he is willing to consider lesser concessions from the government of Zoa, as long as they seem willing to even consider it. While most people ignored his cries, the recent "dwarf tax" made people reassess the value of his suggestion.

Brandash recently suffered a reduction in rank in the service to the Holy Mother over his political views (from Uncle to Brother). Unfortunately for his advancement in the faith's ranks, he has made it clear that his devotion to his race exceeds his devotion to the faith's mortal trappings. He would like to denounce all rank and tend directly to his worshippers in Small Town, but he knows that the move would reduce his ability to politically influence the human majority in Zoa.

Brandash was separated from his wife in the flight from Karasta and has been searching for her for years. He has a

standing reward of 5,000 gp for anyone who brings him proof that she's alive and knowledge of her location. At first, this reward was cause for frequent attempts to defraud him, but his natural instincts and zone of truth spells prevented him from losing it to no effect. The attempts slowed to a trickle after Brandash lost his temper and nearly beat someone to death for remaining silent in his zone of truth. If he hadn't been able to invoke the right of church law due to his rank, he would have been punished severely.

#### FATHER NEHAIN LASANDER

Father Nehain Lasander is a leader of the Copper Testament, and one of its chief recruiters in the city. His sister fell in with a cult when they were teenagers, and he only learned of her involvement after a church raid attacked the cult and killed off most of the cultists.

Lasander decided that he would change the way the church fought cults and has brought a more merciful approach toward the cultists. He directs his anger toward the leaders rather than the followers. This shift in attitude has encouraged concerned family members to appeal to the Copper Testament for aid far more frequently and made the organization much stronger as a result.

Lasander's rank of Father is ceremonial in gratitude for his services to the Copper Testament. His youth and popularity make him unwelcome among the senior faith clergy. They chiefly resent his popularity. He has little say in temple politics, although that will probably change as he becomes older.

### The Parish of Love

The cathedral of the Parish of Love is known as the House of the Silver Rose.

#### HASHEES

The lead cleric at the Parish of Love is Advocate of Love Hashees, who spends most of his time setting an example for his followers by being with his wife, children and extended family. He spends two hours at day at the temple, and the rest of the day elsewhere. Worshippers are free to join him at any time.



#### IORA HAUGSPIR

His more prominent assistant is a recent addition to the ranks of Advocate of Harmony, Iora Haugspir. Iora is a dwarven woman adored for her patience, generosity and devotion. No formal bow or wave will do for Iora—she greets strangers with an affectionate hug. Iora's hair is pale blonde, an unusual trait for a dwarf. Iora has taken a vow of peace that she renews annually. Except for her two minor magical items, she retains no wealth for herself.

Iora has no opinion of the dwarven political landscape. She hopes that they resolve their issues with the city's government

peacefully, even if it means the situation worsens for the dwarves. This attitude causes some of them to brand her a traitor.

#### IALIA AND NUREM

The rest of the staff includes a gnome, Nurem, Iora's personal follower and Ialia, understudy to Hashees. The four of them are expecting the temple's junior cleric to return from her year-long mission of evangelism. The cleric is overdue, and they are beginning to fear that she might have met some unfortunate fate.

#### Vestments of Peace

These vestments could belong to any of several good-aligned faiths within the Orthodox belief. They are most common within the Home Foundation, the Church of the Life's Fire, the House of Solace, the Parish of Love, and the Church of Everlasting Hope. They provide the wearer with a sanctuary effect at caster level 1 while worn. If the wearer attacks, the effect is broken. The wearer can reactivate it after 10 minutes with a standard action.

Faint abjuration; CL 5th; Craft Wondrous Item, *sanctuary*; Price 6,000 gp; Weight 1 lb.

#### The Hall of Oaths

The Hall of Oaths contains a permanent *zone of truth*, crafted for the cathedral in exchange for the use of this room. Mother Meiha of the Home Foundation has found it useful for interviewing junior clerics, church staff, and others, if the Speakers of the Word allow.



#### REVEREND BIDEL

This trade was the brainchild of Reverend Bidel, a humorless lawyer and specialist in church law. Hearing Bidel pronounce "You will be freed" is a vast relief to his clients; Bidel's faith requires him to make absolutely certain before he makes the promise. To date, he has not been wrong. To ensure that not even a casual lie or falsehood leaves his lips, Bidel rarely speaks.

Bidel is jealous of Salldir's appointment as Master of the Divine. He believes that his vast knowledge makes him a better candidate for the position. He has come dangerously close to political suicide with public statements about Teelia's competence regarding the appointment.

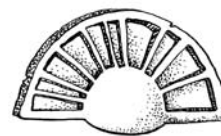
#### CASARI

Bidel's sole pleasure in life seems to be his niece Casari. Casari's parents vanished at sea along with their fishing boat, leaving the girl with no immediate family. Neighbors discovered that Bidel was somewhat wealthy and sent her to him in the company of a band of pilgrims on their way to Zoa. Casari

is almost of age to begin courting, and the neighborhood boys know that when Reverend Bidel tells them she will be home by dark, and he'll insist on a signed contract, he's not joking.

#### The Assembly of Light

The faith's holy seat rests in Zoa's Circle of the Gods, where its size and opulence must conform to that city's restrictions on the Clerics' Guild. Its main building stands sixty feet high, all encompassing one massive worship area. The window overlooking the Bay contains sixteen huge pieces of clear glass, allowing for the most impressive indoors view of the harbor the city offers.



In addition to the lesser buildings around the temple that provide living space for the Magnus and his staff, the Assembly also maintains Zoa's lighthouse. Due to cramped quarters in the Circle of Gods, the lighthouse has become a gathering point for clerics and others before embarking on missions of destruction against the undead. The lighthouse has therefore become something of a secondary symbol, representing this aspect of the faith.

Each night, anywhere from six to a dozen followers walk the streets with torches on a Dark Watch. These people are usually commoners or experts, but their numbers often include cleric or adept acolytes, junior clerics seeking advancement in rank, or worshippers from any class.

#### MIAROO XOOKAER

This Zoan native leads the faith wisely and diligently. He has ordered an increase in the Dark Watch patrols and measures independent parishes by the number of worshippers involved and the frequency of these activities. Some clerics find the competitive atmosphere this measurement fosters harmful to the faith. Furthermore, they fear that some clerics are lying about their numbers in order to improve their standing within the faith. Xookaer's attention to the Dark Watch falls short of an obsession, but it has definitely harmed his relationship with his senior clerics, and it has wrought as much harm as it has done good.

#### NILIARA FALAY

A Torch named Niliara Falay leads worship services in the temple during the week. Falay's duties also include aiding the city's vigilance against undead threats. Falay is aware of her role as chief foe of the undead in Zoa, and in this regard she urges even clerics of other faith to join her Dark Watch patrols, as long as they channel positive energy. Falay sometimes rewards characters (who defeat major undead foes) with a minor magical weapon of her own crafting. This is usually at least a +1 weapon of the character's choice. Major undead foes must be CR 5 or higher, and destroying more powerful undead might earn the character a greater reward.

Falay is important within the elven community of Zoa and elves often come to her with problems unrelated to their faith. Among the elven community she is probably second to Werlen in influence and second to none in popularity. Without trying, she has become an important power within the city.

Falay has recently spent time traveling to Bet Kalamar. Miaroo fears that she is unable to reach her full potential under his shadow, and he believes she should be given an opportunity to excel. He might order her to transfer to that city soon. She dreads the thought of leaving; she has begun to feel an attraction for one of the city's few gray elves recently, and at this point in their relationship, an order to leave the city could be awkward.

#### DARGUS

Dargus is a prominent cleric, more for his role as guild master of the Clerics' Guild than for his role in daily temple activities. Dargus claims responsibility for adding more non-clerical divine spellcasters to the guild's roster. Its membership and influence have swelled under his guidance. The addition of more druids and paladins has changed the nature of the guild, but he enjoys the diversity, he says, and he encourages the participation of the new members—something not all guild officers welcome with open arms.

#### XEERIL

One of the best-known members of this volunteer group is Xeeril, an aged chandler. Xeeril's home is simple and plain. He lives alone. He never remarried after his wife died 10 years ago. He claims that making candles is a holy activity, favored by the church and that he's doing the will of the Eternal Lantern.

PCs are likely to encounter Xeeril while he's on Dark Watch patrol. Xeeril is jumpy. A creaking door, a squeaking rat or a sudden splash in the Bay can make him whimper. Flight is his instinctive response to any surprise.

Despite this fear, the chandler is the city's most consistent member of this volunteer group. He hasn't missed a patrol for over 8 years. Every night, he faces his fear of the things that feed in the darkness and holds his torch high so that others can make it home at night.

### The Temple of Armed Conflict

The temple worships and trains in a miniature fortress of stone. Its worshippers are primarily soldiers, but it sees some attention from militiamen about to go on patrol, and a tiny amount of attention from the mercenary bands in the city.

The Temple stands on the northern edge of the Coins, where its grassy yard has been reduced to dirt by the training of a few regular worshippers. The yard holds a few archery butts, training dummies, and wooden weapons. Occasionally a novice fires an arrow into a neighbor's window or dog; the temple's standing with its neighbors is poor.



#### GROON

Groon favors the multi-state military alliance Falein has proposed, attempting to use that as the foundation for a new militocracy centered in Zoa. Although no one else in the city knows this, he's one of the Network's chief operatives in the city. He knows that his role in the city's conquest comes later, and he patiently waits for his turn. In the meantime, he prepares the best he can. He wants to be as ready as possible for his chance at greatness when it comes.

In combat, Groon concentrates on inflicting damage with his slay living and inflict spells. With his divine reach ability, he can deliver his inflict spells at a safe range and without provoking attacks of opportunity. He especially concentrates on arcane spellcasters, knowing that they'll seek to protect themselves rather than help allies if they get tagged too hard.

### Church of the Life's Fire

Worship of the Church of the Life's Fire seems to be restricted by law to the poorest folk, but this impression is not technically true. Some wealthy landowners make sacrifices to the Raiser, too, but they usually do so at a private shrine in their home rather than the shared quarters at the Assembly of Light. Few folk of the middle classes worship here.

The shrine is a simple hearth, around which people gather to hear the latest weather predictions from the Field Leader before heading out to work.

The shrine is busiest in the mornings. Since the Assembly of Light sings its praises at dawn, the temple becomes quite crowded early in the morning. The Field Leader is attempting to encourage worshippers to visit at night instead, pointing out that they might save a few precious minutes of sleep by avoiding a trip to the temple.



#### FIELD LEADER BRIINAGAUN

Field Leader Briinagaun is a busy cleric. Hundreds of people stop to visit the temple, and few of them bring any coins with them. He does what he can to keep the temple going with barter and goodwill, but he is always in need of solid gold coins. The faith currently owes the city over 300 gold pieces, and the Field Leader is having great trouble in raising that much cash. The city has said he can't pay this bill in livestock like last year.

Briinagaun is also having trouble of a more immediate sort. City field workers have reported a wild druid approaching them at their work, preaching a message of human dominance over the nonhumans. Most recognize this sort of message as trouble in the making, but a few have been heeding his words and meeting in a secret watering hole known for attracting shirkers. Briinagaun has been unable to find this druid, and he fears that, if things came to violence when he does, the druid and his dire wolf companion would make short work of him.

## The Church of the Night's Beauty

The Church of the Night's Beauty was the first temple built in Zoa, and it was the most popular faith in the city for a hundred years. In 298, the city's first major fire destroyed the temple. Worse, the clerics were unable to save any of the faith's treasures stored inside, and many died trying. The faith couldn't rebuild after the triple loss of temple, treasures and clerics.

In 401, a new Full Moon came into the city, amazed that he could find no temple of his faith. He raised five thousand gold pieces in donations and set out to rebuild the old temple, only to learn that the city wouldn't allow any new structures in the Circle of the Gods. Undeterred, he built his new temple outside of the Circle, going against the wisdom of the time. The other clerics believed that building a church outside of the hallowed Circle would be a blow to the faith's credibility that would doom it to a slow death.



### QUARTER MOON REDOLAI

The current leader of the faith, Quarter Moon Redolai, is an excellent sculptor and above-average painter, but her ability to lead the faith is questionable. Her worshippers come to her for technical advice in their craft and for praise in their work, both of which she freely grants. Few come to her for other matters of the faith, and rare are the city's dedicated followers of Roovau the Shimmering One.

Redolai's main barrier is her lack of confidence. She has great skill in listening, encouraging and nurturing talent. If something were to happen to bring her personality out, she could be a superlative teacher and orator. Redolai possesses the tools to make her faith great again, if she can only find the boldness to use them.

## The Temple of the Stars

As with many of its temples, the cathedral of the Temple of the Stars is a large hostel, containing many rooms free for use by its visiting clerics or worshippers. Its six floors hold dozens of narrow rooms, each with a bed large enough for an intimate couple. They rooms have only hooks for cloaks or bags, and each floor has one or two baths. The first floor has a dining room that holds about thirty. Cleric staying for any length of time might lead prayers there by their own timetable.

Unlike other temples, the Temple of the Stars is most likely to be used by foreigners rather than citizens. Zoans visiting stay just long enough to make an offering before leaving on a long trip. Its peak activity is an hour or two before the tide, with sailors or merchants making last-minute prayers before heading out.



A chapel inside the Temple of the Stars allow worship of the Watcher. Other clerics sometimes try to build shrines in a vacant room and preach in the dining hall, but the Wordler demands that they leave when he identifies them.

### WORLDER MIST

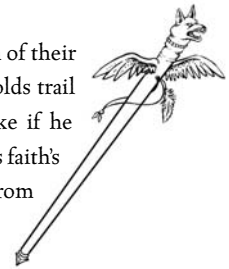
Wordler Mist has drastically reduced his travels to maintain the temple with greater care since last summer when a busy band of thieves hit the temple nearly every day. The thieves hit just about every room in the temple, and it developed a reputation as being unsafe virtually overnight. Mist liberally laid down glyphs of warding and patrolled the halls tirelessly, but he couldn't catch the thieves in the act. He finally used meld into stone to watch the place at night and discovered a false cleric letting the thieves past all the wards.

### VELDA

Mist's new apprentice is Velda, who walked down from Shyff. Velda fled a miserable home life and left a body behind, but Mist is the only person in the city who knows about her unfortunate past. He is fond of her, and the two have already made short journeys together to Xaarum, Loona, and Giilia.

## The Watchers

The shrine of the Watchers is a simple icon of their holy symbol on the wall. Nearby, a pantry holds trail rations—each worshipper is expected to take if he must and give if he can. Out of respect for this faith's privacy, entry is by a secret entrance hidden from view.



### HMR

Their most dominant personality, Skarrnan exile Hmor the Wretched, occasionally finds other Watchers repeating the prayers he makes aloud. He doesn't care if they do or not. Hmor is no longer welcome in his homeland after allegedly staging a failed coup d'etat. He does not discuss the details with anyone, but the other Watchers who pray here believe that believe his exile to be wrong. They don't necessarily believe that he's innocent of the accusation, only that there are unknown circumstances and that no one should hold him guilty until the truth comes to light.

## The Theatre of the Arts

The temple of the Theater of the Arts is the largest in the Bay area and is considered one of the faith's cathedrals. The main music hall seats 2,500. Its outstanding cast presents a dramatic performance at least twice per week. Unlike other temples of the faith, the Theatre of the Arts in Zoa must use its single auditorium for multiple purposes because of Zoan restrictions on building temples.





## The Order of the Passionate One

The Order of the Passionate One controls the Vintners' and Brewers' Guild in Zoa. They have a monopoly on the creation of alcoholic drinks. They are often at odds with the Ostlers' Guild, which relies on the fruits of their labor. The temple's grounds include a modest worship area in comparison with some of the city's other grand cathedrals. The rest of its public space is a large distillery. The clerics live elsewhere, to make more room for the wine.



### REOW

Reow imagines a grand scheme in which he and his subordinates build and then enchant a giant beer mug such that it intoxicates half the city of Zoa. No doubt this plan is a mere fantasy. If it were to come true, however, it would happen during a holiday in which many of the worshippers would be elsewhere. It would also require approximately 8,000 pounds of glass, and the temple only has half that amount. This far-fetched idea would require the services of every cleric in the faith, all of them using a scroll that Reow is scribing right now. The mug's enchantment would take 20 days after its construction.

In Reow's opinion, it would bring them no end of trouble, but it would be worth it.

The Order of the Passionate One's only current allied shrine is the Church of Chance.

## The Church of Chance

The Church of Chance conducts its worship in a single dimly-lit room. Cramped tables allow for games of cards, dice and other "rituals." The clerics spend little time out of the room in missionary work; their work is their play, and they engage in their gaming with wholehearted devotion.

### NOLAN SALERON

The lead cleric is Nolan Saleron, a cool-headed halfling from the Tip. When he came to the big city, he lost his entire life savings in less than an hour. Despite the loss, he was hooked. He took a job, earned a few more coins, and gave it another shot.

Destitution. Again.

It took twenty years of gambling before he learned the craft well enough to stop losing his fortune every time he sat at the table.

Nolan has two apprentices, one young and one old. The young one is his niece, who thinks she's breaking ground by re-enacting Nolan's innocence from a generation ago.

The other is an old adventurer who pressed his luck one too many times, he says. Jerun, a hairless gnome, has been enervated, blinded, paralyzed, petrified, poisoned, drained of every ability score and even killed. Twice. Jerun says he finds just as much excitement in the temple as did anywhere else on Tellene. He's a poor card player, but the worshippers do love to hear his stories.



## LESSER CHURCHES

Although the city places restrictions on the size and scale of temples outside of the Circle of the Gods, the temples do exist and some of them are almost as noteworthy as the main temples in the Circle.

### The Thunderer's Temple

After the Five-Storm Summer of 702, Zoa became a popular pilgrimage point for Tempestions. The next summer was disappointing for them, and the summer after that was just plain boring. Most of them left, but one remained hopeful.



Cloud Fury Navazoor, a former stonemason, remained behind. She established a shrine between the Ivory Privy and the docks, a three-story building with its iron altar on the open roof. The traditional iron poles extend from the corners, reaching over 45 feet in the air. Navazoor stood in the worst the Bay had to throw at the city for over fifty years, finally dying on the rooftop one day in a blinding rain.

### CLOUD FURY TUMENEER

The current Cloud Fury is a boisterous, rude and arrogant lout, and it's incomprehensible why so many of the city's maidens are attracted to him. Tumeneer has been struck by lightning twice, a fact of which he boasts regularly (one of only man). Tumeneer's vitality has encouraged a dozen young disciples, which promises growth like the city hasn't seen for forty years.

### The Temple of the Patient Arrow

The Golden Arrows rarely meet indoors, except when rain or high winds make their outdoor activities impossible. Thus, this shrine sits unused most of the time. The worship area centers on a small wooden altar that the Golden Arrows can move on or off stage at will.



### HAWK EYE NUUREL

Nuurel is an expert archer and bowyer. He believes his skills are wasted here in this city of few archers, but he labors to the best of his ability to improve the faith's presence in the city. He tries to encourage a friendly rivalry between the archery styles of the elves, halflings and humans, but this rivalry has gotten out of hand on occasion.

The primary political goal of the faith is the introduction of the bow as a standard military arm. They have had little or no success because the city boasts high-quality crossbow makers who make their wares in great numbers and because the common troop finds using a crossbow easier than using the bow.

## The Face of the Free

The Face of the Free have a mean little place of worship, but they seem to appreciate the modest quarters. They often lead services during the middle of the week, trying to avoid competing with the much larger temples in the Circle.



The Face of the Free labors hard to eradicate the practice of slavery, both legal and illegal in the city. In one regard, they're a great aid to the city's desire to hunt down illegal slavers who kidnap the city's poor and unwanted. In another, they're a thorn in the Council's side regarding the practices of enslaving debtors, pirates and other criminals.

### ADAAR

The liberator who leads civil ceremonies and appears as the public face of the faith in Zoa is Adaar. Adaar is a short, stocky man who teaches a principle of acceptance of life's harsher events with calm resolve. He sees reason for laughter in nearly everything. He's also very competitive and can be seen wrestling in the city's street matches as often as he judges them (see *Gladiatorial Fights*, page 40). People who forget Adaar's name often call him "that laughing bald man."

### DESHACKLER BAEMAU

A quiet figure presides behind Adaar, humbly assisting his clerical duties. In private, Deshackler Baemau leads the clandestine crusades that break slaves out of chains. He runs a swift, organized operation. Instead of letting the slaves loose, he times his escapes with the departure of a ship. Mere minutes after fleeing the master's house, an escaped slave is on the deck of a ship leaving harbor, either as a hired hand or a stowaway. Either way, the slave has clean clothes, three days' of food, and a handful of silver for the journey.

The courts have made it clear that they will ignore any protection Baemau claims from his faith if they catch him again. Adaar castigates Baemau fiercely in public whenever he is caught, but he pays any fines due and says no more. Adaar stays deliberately ignorant of his apprentice's surreptitious activities to avoid having to lie under oath or under spell.

## The Halls of the Valiant

The Halls of the Valiant are a large faith, despite the lesser prestige of being outside ring of temples that form the Circle of the Gods. The faith has had a long succession of strong clerics in charge of its temple. They have built the faith into a small wonder through tithes and treasures donated by its adventuring members.



The treasures far outweigh the tithes. The membership is small, but the temple has encouraged characters in search of adventure to explore the area in the temple's name. In return for

outfitting these adventurers, the temple claims an equal share of the treasure.

Characters interested in this type of sponsorship must become members of the faith and agree to abide by its teachings. In turn, the temple provides them with gear according to their station. This aid might be light armor and simple weapons for commoners in search of excitement or warhorses, full plate and a few potions for more robust adventurers with a little experience.

The temple suggests a few places where the seekers of fame and fortune can try their hand, offering maps and notes in some cases. Most of the "adventures" they send the common folk on are ceremonial and carry little real risk. The temple groups lone characters into groups for mutual protection, so it's a good place to meet strangers with similar interests.

Its more mundane acts include many acts of charity in the Dregs, volunteering to serve as medic on board a merchant or naval ship, and providing grooms to care for the mounts of the Riders. The captain of the Riders is a worshipper at the Halls of the Valiant, so the garrison is a prime recruiting ground.

### FOORLAU

The leading cleric is Foorlau, a former Master of the Militia who trained Gazee, the current holder of that post. Protector Foorlau keeps in touch with his protégé, receiving news regularly about mysterious encounters claimed by the militia patrols. Now with his health failing, Foorlau is trying to decide which of his possible successor he should promote to take his place. He knows the Valiant will approve his suggestion, so he wants to make a good decision. The trouble is that none of the decisions are good.

None of the three Defenders serving in the temple are strong enough to carry on the city's traditions and lead the growing faith. The temple needs an exceptional leader, and the candidates are merely good. Foorlau is considering suggesting one of the other Protectors from outside of the city of Zoa.

## The Courts of Justice

The wooden hall's exterior is unimposing and bland compared to the more elaborate decoration of the neighboring temples, but the interior creates a grand and somber impression. A stern statue of the True at the entrance assures worshippers that justice waits beyond.



### TABIAAR

Tabiaar, the cleric who presides over the temple, is an incorrigible alcoholic. At one point, he was a valiant servant of good who liked to celebrate as much as any other warrior. He came to celebrate longer and longer with fewer acts of charity and selflessness in between.

At first the church tried to cover up his errors, but after his inebriation caused the death of a promising young paladin, they retired him from active adventuring and placed him in Zoa, which had a small and inactive fellowship.

Just before his fall, Tabiaar had achieved the rank of Adjudicator, which he celebrated with a three-day binge and lost his holy symbol in the Bay. The church merely reduced his stipend at the time, but upon his final error, the Justifier demoted him to Magistrate.

His life story is an excellent cautionary tale: he has many reminders of his errors, and any paladins and others who come to worship at this temple know to avoid drinking to excess. Nobody wants to end up like Tabiaar.

Tabiaar doesn't wear armor except on special occasions, but he has a suit of magical half-plate. He wears a short sword for ceremonies. If he needs to defend the shrine, he owns a real weapon.

## The House of Vice

The House of Vice operates primarily out of a popular brothel called the Drafty Dryad. The Dryad features exotic women from across Tellene. It's a common first destination for sailors returning from long voyages.

This luxurious building is designed to entice and corrupt. Facing the harbor in the city's

uncivilized Dregs, it features a marble floor, an indoor fountain, satin pillow lounges, and other touches of decadence far beyond the means of most of the inhabitants of the Dregs. It caters to foreigners from the nearby Castle, including some ambassadors.

The building is a converted warehouse; while it looks old and dilapidated on the outside, the inside is gaudily luxurious. The Dryad had windows on the upper level, but those have been boarded over. There's no outside light in there now. Inside light comes from clean-burning lamps in some rooms and a continual flame in the fountain.

The central room is for visitors to meet and greet the clerics and staff, and, if they wish, engage in "activities of worship". The room has sofas, chairs, and pillows that can be moved around at will. During peak business hours, 20-30 people might be the lounge, two-thirds of them staff.

Surrounding this luxurious ground floor chamber are simple cells with downy beds, separated from the lounge by a curtain. For a greater fee, visitors can go upstairs to a private room. These private rooms contain tables for dining and a wooden door. The second floor also contains the kitchen. The Dryad's kitchen might serve the best eating in the Dregs. The Vicelords are masters of decadence, and fine eating is a holy matter to them. Fine overeating is especially sacred, so portions are generous.

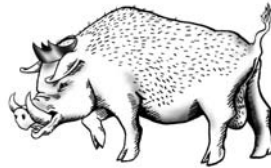
A large room on the third floor is called the prestige room. This room is used for special events, like dryads, vampires, or other services the temple offers on the basis of availability.

Special guests enter through the back door by appointment and head straight to this room. It has a standard lock to keep out wandering guests, but each of the clerics has a set of keys in case of an emergency. Guests are given the key by arrangement ahead of time and are expected to leave it there when they leave.

The employees at the Dryad fall into different categories that define how they view their life. Most are unfortunate citizens of the Dregs who have been sold to the Dryad or come to work here out of desperation. Some of them dislike the work, but feel a social responsibility to fulfill their debt or at least not betray their employers, depending on their personal attitudes and alignment. Most hate their situation and are eager to oppose the church if they can.

Others are clergy of the faith who engage in prostitution as part of their experimentation with all things debauched. They eagerly support the faith and might turn on another cleric because of a personal grudge or rivalry, but they avoid endangering the faith with their machinations because they fear Taxial's retribution. These characters can present player characters with a subtle danger: their betrayal is a matter of time and opportunity.

A few of the Dryad's workers are captives, forced to work by the lead clerics. Many of these latter are strange or monstrous nonhumans, used by the city's wealthy clients with a taste for the exotic. These "special offers" tend to have short lifespans and hate Taxial and the other clerics with a fierce passion. They will gladly kill their captors if they have any hope of freedom.



**Knowledge (local) DC 15:** For higher price, characters can satisfy illegal tastes at the Drafty Dryad. The lead cleric is named Naervoo, and he pretends to be one of the worshippers.

**Knowledge (local) DC 20:** Special customers can share in the spoiling of enemy clerics. Naervoo is the front man of the religion. He has a senior cleric who works behind the scenes.

**Knowledge (local) DC 25:** For a premium, customers with exotic tastes can find unusual humanoids for their pleasures. The senior cleric is Taxial, a man with a horrible reputation. He is known to consort with demons.

### TAXIAL

This Overseer manages the brothel. While he is a member of the clergy, he downplays this element, trying to pass himself off as just another visitor. If anyone ever has to go to prison or otherwise take the blame for any of the brothel's activities, he's the one. Taxial's attachment to the place is hard for the authorities to prove, while Naervoo's name is all over legal documents.

### NAERVOO

Naervoo is short, has no hair (in the faith's tradition), and deep brown eyes. He has the dangerous trait of trying to outdo anyone else's perversions. If he sees it done, he has to do one better. This competitive drive is sometimes at odds with the faith's teaching of indolence, which he ignores when someone challenges him.

## CULTS AND OTHER RELIGIONS

The Reanaaria Bay has a reputation for hosting strange cults, dangerous heresies and just plain weird religious beliefs. It is often said that you can find anything for sale in the Zoan market, and this is true of religion as well.

### THE REDEEMERS

The Redeemers are a new movement that began in Reanaaria Bay, probably starting in Geanavue or here in Zoa, but it lay quietly for generations. Within the last hundred years, the movement has seen ample growth through the Reanaarian trade with the rest of the world thanks to the voyages and writings of the outspoken ship's captain Jerez Simoon, a Zoan free trader.

Simoon standardized the faith's claims, bringing the scattered believers into a homogenous group. His clarity of vision and persuasive ability were unparalleled, according to his biographers. Simoon's thoughts were recorded in a heavy collection of books humbly called *The Redemption Pages*. He claimed to have been divinely inspired and wrote his book in a frenzy, barely taking time to eat or sleep. Fearing to lose the vision if he took time away from the project, Simoon's health deteriorated as he wrote. At the end of the writings, nearly three years later, his health was wrecked. He died a few days later.

The *Redemption Pages* posit that humans have the potential to become gods. They can learn, as one learns to cast spells or improves in skill, and that the gods are not special by birth or by nature; gods are simply better at all things than mortals. Mortals who improve enough can "break through" the threshold to divinity and become gods themselves. In fact, Simoon stressed that all of the Orthodox gods were once mortals. In the Redeemer's belief, the Orthodox creation myths are lies spread to discourage mortals from attempting to gain divine status for themselves.

The Redeemers alienate potential worshippers by stressing that only humans—not elves, dwarves, or hobgoblins—can become gods. The Redeemers' most extravagant claim is that the Orthodox Coddler is the most recently ascended human; they say he used to be a Kalamaran wainwright! Despite the refutation of some of this faith's central tenets by simple divinations, it is growing rather than shrinking. The lure of potential godhood is strong, and the faith boasts a high number of dedicated followers compared to casual worshippers.

### THE RUVIAN HERESY

The Ruvian heresy does not seem to have a full canon; it relies on individual scrolls, many of which characterize one of the Orthodox gods. The cult claims that many of the gods are related—the Holy Mother, for example, is literally the mother of several other gods. Orthodox priests denounce this heresy as demeaning to the gods. Believers say the myths sound more realistic and believable than some of the Orthodox claims.

### DEAD GOD CULTS

The cult of Xiurmeg has a strong following. Its cultists have discovered a key to bringing their dead god back to life, they believe. A cell of the cult locks themselves into the basement of an abandoned building or other isolated location and begins babbling nonsense. They believe that acts of chaos bring the god closer to resurrection. When a cult begins chanting, they collect energy created by chaotic acts—broken laws, contract violations, abandoned oaths, divorce, indecision, arguments, cheating at cards, etc. Some of this arcane energy helps to sustain the cultists, who neither eat nor sleep while they're in the religious ecstasy of their chanting.

The additional energy causes decay in the physical laws of the world around them. Objects lose their ability to maintain shape. Temperatures fluctuate wildly. Nearby people suffer nightmares. Magic becomes inconsistent. The cultists believe that the fear and confusion these effects instill in the people around them fuels the chaos and, in turn, creates more energy for the cultists to collect.

Eventually, each group of cultists hopes to be able to cause a substantial enough breakdown for an avatar of Xiurmeg to come into being. In practice, their theory fails to hold up and they die of starvation or go insane and kill themselves. More than one group of cultists has appeared as a bunch of undead weeks or months after their self-imprisonment.

Characters affected by the cultists' chanting often feel a "hostile tingle", as if they had been targeted by a spell effect and made their saving throw. Due to the chaotic and variable strength of the effects, it is difficult or impossible to pinpoint a chanting cell by trying to locate the source of these effects.

Lwm, Gulol and Ane-jumis each have a tiny number of followers. They are not very vocal in their ministry because they fear the attention of the Copper Testament. The followers of Lwm are as ardent about stopping the cultists of Xiurmeg as they are about promoting their own faith.

## INDEPENDENT ORGANIZATIONS

Zoa's open acceptance of strange religions, philosophies and ideas makes it a favorite destination for outcasts from elsewhere. Dissidents from Kalamar, the Young Kingdoms or Svimohzia find a welcome home amid the industrious craftsmen of the busy port city. Even radicals from distant Brandobia come here to meet anonymously with others of like mind.

### Blackfoot Society

The Blackfoot Society pays no attention to the Zoan government, although rumors persist that they contributed to the creation of the Council of Elders in some unmentioned and vague way. Because their city doesn't hunt for them, up to a dozen members of the Blackfoot Society might be waiting for a



meeting in one of the city's inns at any given time. These meetings are usually brief and disguised under perfectly legitimate business reasons, usually involving a mercenary company or the sale of weapons or magic.

### Brotherhood of the Broken Chain

Membership in this society is outlawed. As a precaution against their infiltration, the Slavers' Guild has a permanent mole in place who knows many of their hand signs and greetings. This mole owns a locksmith shop and moves among the crowd on slave auction days looking for trouble-makers.



The Brothers are aware that some trouble plagues operations in Zoa, although they have yet to discover the exact problem. Their fear of being caught effectively paralyzes them. Instead, they often divert meetings to nearby Coeludo, although they carry out several low-scale operations in Zoa. These operations include spiring escaped slaves out on certain known merchant ships and helping laboring slaves on the city's wealthy homesteads escape along inland routes. They never involve more than a single slave or a couple.

### Copper Testament

The Copper Testament was a joint operation of several faiths in 690 YND. Since then the city has created a special tax on all of the churches to support it, although the Testament is self-regulating and the tax does not provide all of its financial needs. Thus, the Testament must also seek out donations from worshippers and others.

The Copper Testament exists to hunt down evil cults and destroy them, and will ally themselves with any other faction that can help them achieve their current goal. Their primary method of discovery is on-the-street intelligence gathering, although they use select divinations to augment this process.

The members are few in number. They are often brave, experienced characters who are not afraid to go undercover to expose a cult. Few are full-time members. Most are clerics of one of the faiths in the Circle who wish to do their part (an obligation the temple seniors urge on every rising cleric at some point during their career). Thus, it's a great opportunity to meet other clerics, share ideas and discuss matters of the faith.

In addition to its charter goal of destroying evil and illegal cults in the city, the Copper Testament is also a heavy hammer in the hands of the Orthodox faith. It attempts to discredit or destroy any non-Orthodox evangelists who become too popular. The clergy involved with the Testament make certain that this stance does not become common knowledge because it could be a blow to their image.

The Copper Testament has no badge or identifying symbol.

### Disciples of Avrynnner

Members of this society sometimes work with worshippers of Ane-jumis, not out of any shared belief, but because they know that they can count on the cultists for aid and goodwill. The practice of their power is forbidden in Zoa, thanks to the influence of the Mages' Guild. When they must visit, they often do so without any active powers for protection.

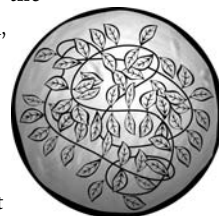


Resident Disciples of Avrynnner are few, but they do include the head of one of the wealthier families. He offers the use of his mansion north of the city for a few days for any fellow Disciples who must visit. Visitors of the appropriate station are treated as guests, while others might earn their keep as entertainers or even part-time grooms or servants.

This Disciple, Sanailee Reeo, is the head of the Shipwrights' Guild. He lives on the coast and keeps a small sailboat on hand for the surreptitious entry and exit of guests who require secrecy. Reeo is also a regional leader of the Disciples and a well-read sage on the subject of psionic items and monsters.

### Disciples of the Creator

This organization claims to worship the "Creator", a mysterious god that supposedly created the Orthodox gods. Interestingly enough, their leader is able to cast divine spells, although the other clerics unanimously claim him to be an Imposter. They seem to be law-abiding and relatively harmless, but they insist on being admitted to the Clerics' Guild, and being allowed to build a temple. In the meantime, they peacefully preach their message in the market and at the docks, and in other public places.



### Friends of the Coin

The Inquisitors' main quarry is the collection of pirate informants known as the Friends of the Coin. These spies report to the Captains' Table about naval routes and cargoes, giving them prime intelligence about which prey to attack and which to avoid.

The trouble is that nearly anyone in the city could gain most of this information merely by watching the bay, and the bay is visible from most of the city. Knowing the information isn't enough; the Inquisition has to catch them in the act of reporting the information to be able to identify them.

The Friends of the Coin transmit their information in a variety of ways. First, some of them meet with the pirates at sea, while on legitimate trading missions. The meeting might be known to be peaceful, or it might be disguised as an attack, with the pirates "questioning" the Friend before letting them go.

Another method is by sneaking away on fishing boats and meeting the pirates in person or leaving messages at assigned locations. The difficulty in catching them lies in the timeliness of these messages. If the pirates don't get them quickly, the messages are meaningless. Thus, they only stay in place for a matter of days.

The fastest method of delivering a message, of course, is magical sending. Such high-level magic is rare, so most spies must deal with something easier to master. Animal messenger is far more accessible and fairly reliable; unless the messenger becomes a meal on the way, it can travel quickly and accurately.

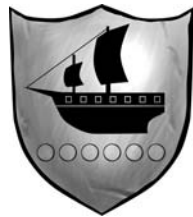
Most of the Friends of the Coin are day laborers who work at the docks. A sack of gold is sore temptation for a man who earns a silver a day. Others are merchants angry over being fired, or ship captains who have been removed from their command. One vengeful soul can doom an entire ship along with the target of his anger.

The Friends of the Coin have no badge or identifying symbol.

## Golden Alliance

The Golden Alliance has been unable to claim any substantial ground in Zoa. They maintain a small presence in the city, mostly as a communication hub for other Reanaarian chapters. They believe the best way to gain access lies in smuggling, not legitimate trade. They have begun to erode the honesty of some of the Shields and naval officers with generous bribes. Their headway is expensive and marred by occasional arrests by Shields not yet on the take.

The Alliance has begun to accept that only a long, slow plan might yield the surest results. They have discussed the idea of placing young members of the longer-lived races (gnomes and elves) into fosterage arrangements. Unfortunately for the Alliance, no Gem wants to begin the expensive process of infiltrating agents who won't pay off for twenty years or more.



## Secret Network of the Blue Salamander

The Secret Network has recently recruited or compromised several key figures in the city's politics. They are preparing to make a major effort to gain control of the city.

The Network plans to use Zoa as a lynchpin in their plans, gaining control over the entire Reanaaria Bay and all trade on the eastern portion of the continent once they control this military, religious and trade center.



In addition to the political leaders in the city, the Network has leverage over several essential military sub-commanders. Wealth and bribes are their main weapons; they offer greater power to ambitious characters, promise to remove rivals for others, and freely dole out territories for domination to the truly greedy.

## Sentinels of the True Way

The Sentinels of the True Way are more popular to the north of the Reanaaria Bay, but a few of the Sentinels have found their way to the large market of Zoa. The vast availability of all things—even magic items—awes and dismays these usually rural and unsophisticated fanatics.

Foreign members of this secret society usually manage to destroy one or two items before being caught and enslaved to their victim.

The native Sentinels of the True Way form the center of a group of malcontent tradesmen who primarily disagree with the use of magic by their competitors. Being local, they have a better ability to calculate risk than their foreign counterparts and manage to inflict more damage before being caught. They rarely extend their fanaticism to murdering spellcasters.



## Vessels of Man

Here in this large religious center, the Vessels of Man come into direct opposition with the Copper Testament, the cult-hunting alliance of several churches. The Vessels of Man have been responsible for a dozen or more murders of clerics over the past century, and their inner circle has been largely resistant to infiltration by the Copper Testament.

Currently, the Testament is ascendant in this conflict. A couple of thugs who ambushed Father Lasander in an alley spewed typical Vessel epithets at him as they approached, but he managed to destroy them with physical means. The Testament cast *speak with dead* on one of the bodies and quickly pursued the information they gained. The coup netted a half-dozen Vessel loyalists. The city quickly executed one and exiled the rest.

Since then, Vessel activity has been quiet. The Testament fears that they are reorganizing with greater secrecy before retaliating for the blow.



## MAGIC IN ZOA

Zoa, a huge trade port and religious center for the entire Reanaaria Bay, has some noteworthy or even unique items within its walls. More common magical items are available in the marketplace or through the city's most successful merchants. Characters might also contract an enchanter through the Mages' Guild to make a specific item they need.

## Specific Items

Knowing the name and general properties of one of these items requires a Knowledge (local) check DC 15. Higher checks yield more specific information.

**THE CAPTAIN'S ARMOR**

The Captain of the Riders bears a suit of golden *celestial armor* that she claims has been in his family for 10 generations. In their oath of fealty, the Riders swear to protect the armor's wearer. The sight of the armor on the battlefield boost the morale of all Zoans under arms.

**ORB OF FALSE HOPE**

The Orb of False Hope is a *crystal ball* with legendary powers. Experienced sages of arcana in Zoa know that its powers are limited only to telepathy, but rumor attributes it with powers of domination, mind-reading, and even teleportation. The right to use the item belongs to the Master of Diplomacy, but during war, several Elders share it (including the Masters of the Army, Marines, and the Bay).

**THE PRINCE'S EYE**

The Prince's Eye is a magical gem whose ownership has been a point of contention between the humans and the gnomes for centuries. The gnomes claim it belongs to them, although the incident in which they gave it to the city is a well-known and public event in the city's history. Four times thieves on each side have stolen it, only to see it stolen in return a short time later. The Eye provides its owner with *true seeing*, even while kept in a pocket or pouch.

**RING OF GHOSTLY MANIPULATION**

Rumors about the famous *ring of ghostly manipulation* have persisted since the height of Zoan expansion. Supposedly, someone (usually Werlen) has been able to manipulate things from a distance, and this person has been the "real power" behind Zoa (which doesn't make sense if it's Werlen himself, but that's the way conspiracy theories are). Regardless, Zoan characters with ranks in Spellcraft often report seeing the effects of a telekinesis spell active in the marketplace or in the Bay at some point during their lifetimes. Since *telekinesis* is a long-range spell with a minimum range of 760 feet, the effect could come from virtually anywhere.

**ROULAIN'S BOWL**

The city received a *bowl of commanding water elementals* as a gift from a thankful merchant house after escorting their fleet through pirate-infested waters 60 years ago. The merchants had wrongly identified it as a mundane item, and the city did not discover the error for 12 years. It is nominally under the command of the Master of the Bay. Roulain commands its servant to explore the depths of the Bay, helping the city chart out dangerous reefs, shoals and other hazards.

**THE STONE OF LATHOS**

The *stone of Lathos*, a famous magical object of largely unexplored powers, is reputed to have been smuggled into Zoa. Over forty nations have banned the item from their borders, including Zoa. Undoubtedly, a large number of powerful and

unscrupulous wizards will follow in search of it. Its presence here can only mean trouble.

The *stone of Lathos* allows its holder to cast *magic jar*, using the stone itself as the spell's focus. The effect has no limit on its duration, so a character using it could effectively maintain control of a creature indefinitely.

**Knowledge (arcana) DC 20:** The stone was the creation of an infamous necromancer from Ashoshani. Since it was lost in 200 YND, it has traveled to every region of Tellene. It has even been to other planes, but it has always returned here.

**Knowledge (arcana) DC 25:** The stone radiates a strong aura of necromancy. This matches historical information that its creator, Shan Yulhana, was capable of casting spells at least as powerful as *finger of death*.

**Knowledge (history) DC 25:** Lathos fell to hobgoblins that infiltrated deep into Ozhvinmishii territory and attacked the fortress by surprise. Yulhana was reputed to have come back as a death knight or other undead creature after he died.

**Knowledge (arcana) DC 30:** Details of the creation of the *stone of Lathos* imply two other key factors about its use: it is usable by anyone, not just an arcane spellcaster, and its powers are augmented beyond the standard use of whatever the base spell or ability is. The base stone used in the crafting bore a cost of over 20,000 gp.

**TAREALEON'S SEE**

*Tarealeon's see*, the holy throne within the Parish of the Prolific Coin, has the ability to allow the leader of the church to communicate with an outsider. Parish theology teaches that this connection is made with Baacan Riis, the Landlord's Investor. In 721, a burglar snuck into the temple and sat in the chair. His wrinkled, mindless body still lives in a hospice in the Coins, tended by clerics of the Church of Everlasting Hope.

**THE THIRTEENTH ELDER**

The *thirteenth elder* is an intelligent sword in the possession of Nadira Haliraa, the champion of the ancient and wealthy house of Haliraa. The *elder* does not actually sit on the Council, but the Council has been known to call upon the sword (and its owner) for advice in the past. The sword actually holds a captaincy in the army, although by tradition, commands from its wielder carry the same weight.

**Arcane Places**

In addition to the magic items owned by the city's humans and other intelligent creatures, some parts of Zoa and the surrounding lands have inherent magical powers. For the most part, the city has claimed these locations as state property and has strictly regulated their control. In other cases, the magical properties are not fully understood, and the city is willing to let them stand until their magical qualities can be measured in a way they can understand.

Some sages contend that the lower depths of the Sinking Bay contain a gate to the Elemental Plane of water, so wizards

sometimes sneak in to conduct summonings inside the gate. At some times, creatures that don't belong to the normal ecology down there have arisen to trouble the city seemingly without being summoned.

An island in the Velalee Bay, normally hidden by fog, contains a sharp peak on its southern end. A couple of centuries ago, this island was the home of a family who exercised some degree of lordship over the coastal towns. The family who used to live there were patrons of the arts and many minstrels and entertainers trudged up the old causeway to experience the unusual acoustics of the place. By spending a week there studying and practicing, a character can cast all spells with the Sonic descriptor at +1 spellcaster level for a year. The research required to gain this benefit costs 8,000 gp. The island is currently the home to several harpies, yeth hounds and a fearsome medusa.

Whether it's a natural property of the rise on which it rests or a creation of the gnomes who settled here before the Reanaarians came, some part of the city castle has a magical aura that extends to the limits of the castle. Defenders inside the castle gain a defensive bonus against attackers. Soldiers who have defended the place say they feel the support of previous defenders urging them to greatness.

Any character inside the castle gains a +2 morale bonus on attacks made against creatures outside of the castle.

The center of the Circle of the Gods wasn't chosen as the site of the city's first temples at random. The place is a locus of divine energy. Once per day, a divine spellcaster who casts divinations there retains the spell or spell slot after casting it if he spends a minute in prayer before casting the spell.

## Legendary Monsters of Zoa

All places have their stories about creatures that eat truant children or make ships disappear at sea. Zoa, home to thousands of superstitious sailors and fishermen, has its fair share. As with all such things, some of these legends are closer to the mark than others.

"Old Snap-tooth", a dire shark, prowls the deep of the Bay. From time to time, he appears on the surface to eat a sailing ship. Old Snap-tooth is blind in one eye and has carried a harpoon in his side for 10 years. He bears a sobering collection of scars.

Between Taulegun and Baxoor, where the deep waters approach close to the shore, lie the ruins of an underground city called Mahalaava. Supposedly, it has recently been settled by a colony of sahuagin, led by an arch-priest with four arms. This mutant can cast two spells at the same time.

There are rumors of kraken appearing south of the Butterfly Islands. True or not, traders to and from Xaarum usually approach the islands from the east or the west, giving the whole southern coast a wide berth.

A gigantic air elemental is said to live in the air miles above the Sea of the Dead. It appears as a cloud and reaches down to lash out at smaller creatures, like rocs, that fly over the Sea of the Dead. Apparently, this sea is for sailing only.

## THE TRIBUTE LANDS

Zoa's sphere of influence extends for about a hundred miles in any direction. Settlements on the peninsula, both human and otherwise, fall under its shadow, as do the people living in the archipelago south of it (which the Zoans blithely call the Tribute Islands).

While these settlements don't necessarily pay a tribute in cash to Zoa, they rely on its success for their own prosperity. They all house and quarter Zoan troops, honor Zoan laws to one degree or another, and bring their goods to Zoa for trade. In return, they fall under the protective umbrella of Zoa's militia and army patrols and its navy.

Over 10,000 people live in these villages, and many times that number live along the coast and visit the towns to trade and socialize. Another couple of thousand nonhumans live small settlements not shown on most maps (including the Atlas).

## Towns and Villages

These are the communities that fall most securely within Zoan influence. Locations north of this area fall within the control of Xaarum (although Xaarum itself is barely large enough to stand independently).

In general, the towns on the "outside", that is, the eastern coast, are agricultural in nature, trading crops for worked goods and metals. The western coast, or the "inside", as the Zoans call it, raise more cattle and swine, although they harvest crops as well. In the towns and villages, single-story dwellings are more common than they are in the city.

Furthermore, at least one elven settlement lies inside the Fautee Forest, and a gnome settlement exists in the hills. The area south of Zoa is home to halfling farmers and pony herdsman. Few Zoans know the existence or whereabouts of these locations.

### BAEEUN

Baeun (village, 32° 25'N, 5° 20'W): Conventional; AL NG; 200 gp limit; Assets 6,330 gp; Population 633; Isolated (human 608, halfling 13, elf 6, gnome 6).

**Authority Figures:** Daarlain, Mayor (Rog 4).

**Important Characters:** Deeinalo, fisherman (Exp 8), Spark Irex Rae (Clr 4).

**Others:** Town guards, War 2 (6); Exp 4 (6); Exp 2 (3); Rog 3 (2); Rgr 3 (1); Com 1 (557), War 1 (31), Exp 1 (18), Adp 1 (3), Ari 1 (3).

**Notes:** The folk of Baeun haul in lumber from the Fautee. They are skilled at woodworking and drawing fish from the rivers. They rely little on the Velalee Bay for their resources. The town is shrinking because many of its young folk travel to Zoa to make their fortunes there. The smallest threat could erase this village from the map.



**BAXOOR**

Baxoor (village, 32°0'N, 6°30'W): Conventional; AL NG; 200 gp limit; Assets 8,730 gp; Population 873; Mixed (human 690, halfling 79, elf 44, dwarf 26, gnome 17, sil-karg 17).

**Authority Figures:** Hariit, Mayor (Exp 6).

**Important Characters:** Haroon, guide, (Rgr 4), Abreaxa, herbalist (Sor 5), Silatina, singer (Bd 6).

**Others:** Town guards, War 2 (9); Exp 3 (2); Brd 3 (2), Sor 2 (2); Rgr 2 (2); Com 1 (775), War 1 (43), Exp (26), Ari 1 (4), Adp 1 (4).

**Notes:** Baxoor is a quiet little town. Most of the year, Baxoor is dirt-poor, catching a marginally subsistent quantity of fish from the sea and relying on some scant farming. However, in late Siege-hold, the hundreds of sea turtle nests laid during Mid-Season Harvest begin to hatch. The people of Baxoor collect about 10% of the eggs and some of the sea turtles themselves, but they mostly catch the crabs that come to eat the baby turtles.

**BIIRESAIL**

Biiresail (village, 33°0'N, 6°5'W): Conventional; AL CG; 200 gp limit; Assets 4,210 gp; Population 421; Isolated (human 405, halfling 8, elf 4, dwarf 4).

**Authority Figures:** Rieta, Mayor (Wiz 5) and her husband Soroo (Ftr 6).

**Important Characters:** Rexia, hunter (Bbn 4), Banbee, gambler (Rog 3).

**Others:** Town guards, War 2 (4); Exp 3 (4); Bbn 2 (2); Ftr 2 (2); Rog 3 (2); Rgr 2 (1); Wiz 2 (2); Com 1 (364), War 1 (20), Exp 1 (12), Ari 1 (2), Adp 1 (2).

**Notes:** This most distant village on the outside coast scratches a living from the land and sea the best it can. It has no resources in abundance and its people gather what they can of a variety of meager foods.

The village's sole claim to fame is as the birthplace of the famous swordsman Eaxoo, who traveled the bay seeking his equal with the rapier some 50 years ago. Eaxoo died of poison in 690 YND, undefeated in single combat after four dozen matches. The name Biiresail has come to represent any unknown competitor who rises to the top in a contest.

**CUOVIGUOR**

Cuoviguor (village, 32°20'N, 5°40'W): Conventional; AL CG; 200 gp limit; Assets 7,000 gp; Population 700; Mixed (human 553, elf 63, halfling 35, dwarf 21, gnome 14, half-elf 14).

**Authority Figures:** Irin, Mayor (Ari 7), Fielder Bran (Clr 6).

**Important Characters:** Maglun, retired gladiator (Gld 6), Nuelle, sculptor (Rog 4).

**Others:** Town guards, War 2 (7); Ari 3 (2); Exp 2 (2); Rog 2 (2); Clr 3 (2); Clr 1 (4); Com 1 (619); War 1 (34); Exp 1 (20); Adp 1 (3); Ari 1 (4).

**Notes:** Ancient elven statues of pure white marble dot unused areas around this village. Local lore states that foreign elves established a trading post here centuries ago. The locals have a reputation for having excellent night vision and unusual

artistic talent. The people of Cuoviguor maintain the road to Tairid in conjunction with that town, allowing for quick travel between two of the more distant settlements along the shore.

**DIUZUOR**

Diuzuor (village, 32°30'N, 6°20'W): Conventional; AL NG; 200 gp limit; Assets 6,930 gp; Population 693; Isolated (human 665, halfling 14, elf 7, dwarf 7).

**Authority Figures:** Taenazee, Mayor (Exp 8),

**Important Characters:** Doairia, Mad Prophet (Clr 6), Vienua, Spellsinger (Spl 5), Haraloot, carpenter (Exp 7)

**Others:** Town guards, War 2 (6); Exp 3 (2); Ftr 2 (1); Com 1 (619), War 1 (34), Exp 1 (19), Adp 1 (3), Ari 1 (3).

**Notes:** The coast near Diuzuor is rich in crabs and a merfolk settlement offshore provides a variety of exotic trade goods from the sea. Haraloot, the carpenter, has natural talent as an architect. He has re-built several of the older homes and built a defensible wall around the town. He has recently begun work on a cunning fort that should hold the town's population should the situation arise. Despite his expert craftsmanship, Haraloot has grown not a copper wealthier for his efforts—he convinces the townsfolk to fund his work, and they go along just to watch the wonders go up.

**HOUNUN**

Hounun (village, 32°25'N, 5°35'W): Conventional; AL LG; 200 gp limit; Assets 7,500 gp; Population 750; Isolated (human 719, halfling 15, elf 8, gnome 8).

**Authority Figures:** Houzoor, Mayor (Brd 6)

**Important Characters:** Xaarial, Abbott (Mnk 8), Laoziir, Beekeeper (Exp 6)

**Others:** Town guards, War 2 (7); Exp 3 (2); Brd 3 (2); Brd 1 (4); Mnk 4 (2); Mnk 2 (4); Mnk 1 (8); Com 1 (662), War 1 (36), Exp 1 (22), Ari 1 (4), Adp 1 (4)

**Notes:** The folk of Hounun provide the peninsula with honey, peaches, candles, and soap. It provides a small surplus of beef and leather, although these materials rarely journey beyond the coastal towns. The town doesn't boast about it, but it does feature a tiny monastery. The monks make candles to earn their keep. While the abbot teaches messages of peace, the monks actively participate in any need to defend the village.

**KEATUAR**

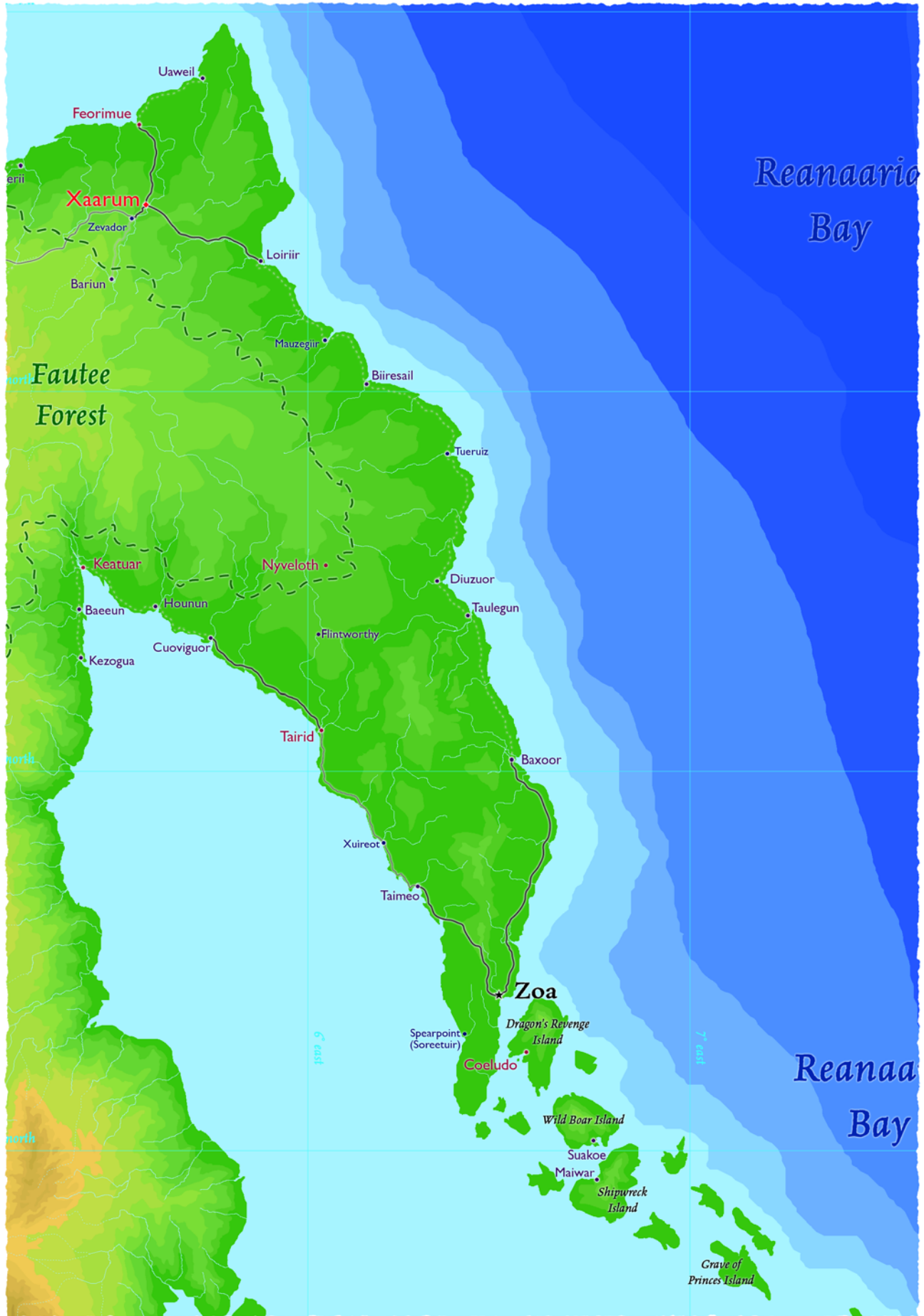
Keatuar (small town, 32°30'N, 5°20'W): Conventional; AL NG; 800 gp limit; Assets 60,720 gp; Population 1,518; Mixed (human 1199, halfling 137, elf 76, dwarf 46, gnome 30, half-elf 15).

**Authority Figures:** Adraeziira, Mayor (Ftr 6), Neroon, former mayor (Clr 6).

**Important Characters:** Thuresh, blacksmith (Exp 4), Idier, hunter (Rgr 4), Forel, shipwright (Exp 5).

**Others:** Town guards, War 2 (15); Exp 2 (4); Exp 1 (45); War 1 (75); Ftr 3 (2); Clr 3 (2); Com 1 (1363); Adp 1 (7); Ari 1 (7).

**Notes:** Keatuar is the third-largest settlement on the peninsula, but it's a tiny speck of civilization. At one time a pirate



haven, the port is a common re-supply point for the Zoan navy while patrolling the Velalee. Keatuar supplies the region with lumber for masts, mushrooms, and some horn products.

#### KEZOGUA

Kezogua (village, 32°15'N, 5°20'W): Conventional; AL NG; 200 gp limit; Assets 6,380 gp; Population 638; Mixed (human 612, halfling 13, elf 7, dwarf 6).

**Authority Figures:** Keal, Mayor (Ari 4), Anuiveer, his wife (Ari 4)

**Important Characters:** Joor, brewer (Exp 5), Foolain, stranded mariner (Ftr 3)

**Others:** Town guards, War 2 (6); Exp 1 (19); Exp 2 (2); War 1 (31); Ari 2 (2); Com 1 (571); Ari 1 (1); Adept 1 (2).

**Notes:** With civilization on only one side, Kezogua is a skittish little town. Its people are skilled at detecting trouble and piling inside the city's formidable stone wall at a moment's notice. Zoan merchants are a rare treasure here. The people of Kezogua normally travel by ox-drawn cart to Keatuar for their trading. They distrust strangers who bring no trade goods.

#### TAIMEO

Taiméo (village, 31°40'N, 6°31'W): Conventional; AL NG; 200 gp limit; Assets 7,370 gp; Population 737; Mixed (human 582, halfling 66, elf 37, dwarf 22, gnome 15, half-elf 7, lizard folk 6).

**Authority Figures:** Haruial, Mayor, (Com 8).

**Important Characters:** Deelai, swineherd (Com 6), Mosaar, tanner (Exp 5).

**Others:** Town guards, War 2 (7); War 1 (36); Com 2 (4); Com 1 (756), Exp 2 (2); Exp 1 (22); Ari 1 (4); Adp 1 (4).

**Notes:** Taiméo is Zoa's closest trading partner and largest source of swine. Despite its inevitable common name of "Pig-town", Taiméo is an important stop in militia patrols and its mayor is a key source of information about the region. It has a solid wooden wall and a single 40' tall watchtower that affords a spectacular view of the area.

#### TAIRID

Tairid (small town, 32°5'N, 6°0'W): Conventional; AL NG; 800 gp limit; Assets 44,640 gp; Population 1,116; Mixed (human 882, halfling 100, elf 55, dwarf 33, gnome 22, half-elf 12, half-orc 12).

**Authority Figures:** Helaan, self-appointed mayor (Ari 4); Niiribo, Sheriff (Ranger 3)

**Important Characters:** Ajidicar, gnome casino owner (Adp 7), Muatavuir, hostler (Com 6).

**Others:** Town guards, War 2 (11); Ari 2 (2); Adp 3 (2); Com 3 (2); Com 1 (996); War 1 (55); Exp 1 (33); Adp 1 (5); Ari 1 (5).

**Notes:** Tairid is the center of the peninsula's beef and dairy production and a wealthy and comfortable small town to live in. It has a high wooden wall, clean streets, and good drainage. Wealthy characters from Zoa who wish to get away for a while often come here to relax before returning to the busy city. Its isolation makes it common for secret trysts—usually, but not always, of the romantic variety.

Helaan, the self-appointed mayor, is the city's wealthiest cattleman, sending over a thousand head of cattle annually to the city's markets. He's just over sixty and his three bachelor sons handle the family's business. Helaan lives on a ranch just north of the city.

Niiribo, the town's single law enforcement figure, is a tough "two-clubber", carrying a short stick on either side and prepared to fight that way, too. For serious combat, he uses a long sword and a hand axe. Niiribo's usual problems involve stolen cattle and fights between ranch hands and city folk.

Roosia Greatbow is one of the town's most prominent citizens and a popular confidante of the wealthy guests from Zoa. She's unusual for a cleric of the Raiser in that she doesn't like to get her hands dirty. She wears a pair of deerskin gloves most of the time.

Roosia is adept at predicting and supplying the needs of the town's urbane guests; she also owns the Widow's Son, the city's high-end inn. She has the manner of a quiet and considerate hostler at all times. Roosia knows better than to assume that a male and female traveling together are married. At the Widow's Son, that's not often the case.

#### TAULEGUN

Taulegun (village, 32°20'N, 6°20'W): Conventional; AL NG; 200 gp limit; Assets 8,770 gp; Population 877; Mixed (human 693, halfling 79, elf 44, dwarf 26, gnome 18, half-orc 8, half-elf 9).

**Authority Figures:** Ariveer, Mayor (Exp 5), Suuvor, ship captain (War 6).

**Important Characters:** Paeraat, merchant (Exp 4).

**Others:** Town guards, War 2 (8); War 3 (2); War 1 (43); Exp 2 (2); Exp 1 (26); Com 1 (787), Ari 1 (4), Adp 1 (2).

**Notes:** Like its close neighbor Diuzuor, Taulegun trades in crabs and relies on the good graces of its merfolk trading partners. They compete fiercely with Diuzuor for resources and fights between individuals for little reason are common. Poaching and theft between the two settlements have incited murder in the past.

#### TUERIUZ

Tueriuz (village, 32°50'N, 6°20'W): Conventional; AL NG; 100 gp limit; Assets 3,760 gp; Population 376; All human).

**Authority Figures:** Voraul, Mayor (Com 5).

**Important Characters:** Staalís, cleric of the Watcher (Clr 4).

**Others:** Town guards, War 2 (3); War 1 (19); Exp 1 (11); Com 1 (339), Adp 1 (2), Ari 1 (2).

**Notes:** Near Tueriuz stands the shell of an ancient temple to the Harvester, which the superstitious villagers are afraid to tear down. The villagers insist that it's haunted and blame everything from bad harvests to sudden storms on its presence. If the folk of Tueriuz fall sick, they leave the village, not wanting to die there and be animated as an undead. They buy the few folk who die there a day's drive away.

**XUIREOT**

Xuireot (village, 31°45'N, 6°10'W): Conventional; AL CG; 100 gp limit; Assets 3,750 gp; Population 375; Mixed (human 296, halfling 34, elf 19, dwarf 11, gnome 8, half-elf 4, lizard folk 4).

**Authority Figures:** Ziirilain, Mayor (Com 8).

**Important Characters:** Paeniri, hunter (Rgr 4), Loral, hedge wizard (Adp 6).

**Others:** Town guards, War 2 (3); Com 4 (2); Com 2 (4); Rgr 2 (2); Rgr 1 (4); Adp 3 (2); Com 1 (323); War 1 (18); Exp 1 (11); Ari 1 (3); Adp 1 (1).

**Notes:** Xuireot is a muddy fishing village, built on a marshy delta where the Nuularail River empties into the gulf. Small crocodiles and their favorite prey, tiny cranes, are part of the scenery there. A small camp of lizardfolk lives north of the village at the fork where the northerly Nuularail meets the slower Baan River. The lizardfolk have been allies and enemies in equal proportion over the years, but their numbers have been dwindling steadily over the past three generations, and they have not threatened Xuireot in recent memory.

**INDEPENDENT TOWNS**

Common animals that live on the peninsula include wild rams and sheep, bats, raccoons, foxes, and snakes. Small, quick deer live up north near the Fautee Forest, but hunters occasionally find them nearly all the way south to Zoa. Birds include red-tailed hawks, vultures, blue jays, harriers, woodpeckers, cardinals, and doves. Giant eagles and goats live in the highlands. Black bears appear only in stories and shop shingles, and the wild boar is soon to disappear from the peninsula forever.

Few humans live more than 20 miles from the towns. The interior of the peninsula is home to ankhegs, goblins, gnolls, ogres, phase spiders, and worse creatures. The ogres live in small family units of up to a dozen. They frequently support one of the competing goblin tribes.

The central elevation, between Tairid and Taulegun, is known as Veenar's Rise, a wry reference to a necromancer who used to live near the peak and raised a large number of skeletons and zombies from the humanoid tribes that live near there. Travelers sometimes spot hill giants trekking along the ridge.

The hilly areas are home to many caves that serve as dens to the wild animals and even more dangerous monsters, including minotaurs and monstrous centipedes.

**Flintworthy**

Flintworthy was originally built near a large store of flint, which provided the town with a meager but reliable income. Since the flint has been exhausted, its folk have turned to other trades. They barely earn a subsistence living at most times, but they retain their independence despite the fading of the gnomish principality of which they were once a part and the dominating influence of the human cities around them.

The gnomes have discovered that the amber jewelry that they have used for generations is very popular elsewhere. While they

have yet to grasp the full importance of the wealth in their village, their economy has revitalized with this discovery. Besides collecting the precious resin, they polish it and craft jewelry with it, selling only fine finished products.

Flintworthy bore the brunt of Veenar's attacks, and the village's gnomes bear a deep and personal hatred for the kobolds in the hills. Their stand against the magically-supported kobolds is one of the unsung heroic epics of the region's history. The gnomes exhausted their supply of bolts and depleted their healing spells in the village's defense. Finally, Veenar decided the cost was too great to continue the attack. Undoubtedly, he considered having a large number of kobold corpses on hand for future necromancy a fine alternative to conquering the gnomes.

**FLINTWORTHY**

Flintworthy (small town, 32°20'N, 6°5'W): Conventional; AL LG; 100 gp limit; Assets 3250 gp; Population 450 (all gnomes).

**Authority Figures:** Count Bestin Goldcap (Pal 6)

**Important Characters:** Corigen, builder (Exp 7), Hadrahan, Illusionist (Wiz 5).

**Others:** Town guards, War 2 (7); War 1 (32); Exp 3 (2); Exp 1 (19); Wiz 2 (2); Com 1 (583), Adp 1 (3); Ari 1 (3).

**Notes:** A permanent mirage arcana hides Flintworthy from view. The illusion is a steep hill, around which a real path winds. The hope is that travelers will avoid the hill and take the obvious foot-path around it. Unfortunately, the ancient illusion is fading with age. During the peak hours of daylight, the village appears as a misty image below the illusionary hill.

**Nyveloth**

Trade with the elves of Nyveloth has been good to the gnomes of Flintworthy. The elves are careless bargainers, and the gnomes are much more industrious at the skill. They also trade with Xaarum; their amber jewelry goes there. They avoid Zoa whenever possible because they fear being gobbled up by the giant city's influence.

Interspersed at intervals around the town, travelers find tall poles that mark the town's claimed border. These poles are usually simple 7' tall posts bare of markings. Some of them bear a magic mouth that says, in Low Elven, "Welcome, friend, and bear no arms past this point." Then in Merchant's Tongue it adds "If you speak not this language, turn back now."

Elven wardens guard the borders to the settlement in a ring up to a mile inside the ring of posts. They allow known citizens and visitors to pass, but the Wardens warn intruders that trespassing is not welcome. Unless an individual warden speaks Merchant's Tongue, the hail usually comes in Low Elven, so they sometimes shoot innocent travelers.

The wardens move from place to place along the borders, but they stop to rest in trees two to three times per day, usually up to about 30' high with a relatively clear field of fire. The wardens find a place with a shorter tree or bushes in front of the perch to slow an enemy's approach. If a warden takes up to an hour to

arrange himself and his perch, he gains cover and full concealment. Otherwise, he gains the benefits of concealment only.

Wardens travel in pairs, and when they perch in trees, they are usually 30 feet apart—close enough to gain a bonus from their Point-Blank Shot feat when attacking enemies at the foot of their trees but far enough away to be out of the radius of a fireball centered on the other warden.

Although they have an obligation to defend the elven town, the wardens aren't vicious murderers. Most characters who can speak to them can make a Diplomacy check (DC 20) to gain permission to pass. Characters might gain a bonus to this check based on need (obvious injury, claiming to bring news of danger, carrying a load of trade goods, etc.). The wardens carry smokesticks of different colors to signal the town: white smoke for a creature of undetermined status approaching, blue for a friendly creature approaching, and red for enemies who managed to bypass the wardens.

Nyveloth sprawls over hundreds of acres of woodland. Homes are typically 100 yards apart or more, and they are often invisible to each other because of lines of trees or bushes or simple changes of elevation.

Half of each home is outdoors, under a covered roof. That's typically the craft or workshop area, and it might include a stove as well. With their privacy provided by nature, the elves are comfortable socializing outdoors. These wood elves don't live in the trees, but they still use trees like attics: for secure storage and for a place to retreat in case of danger. Thus, each house is built under a large tree, usually oak.



The city survives mostly on its orchards and crops, although the elves do hunt deer, raise some pigs and sheep, and trade for needed goods from Xaarum, Zoa or Flintworthy.

#### NYVELOTH

Nyveloth (small town, 32°30'N, 6°0'W): Conventional; AL CG; 200 gp limit; Assets 18,670 gp; Population 1,105 (1,104 high and wood elves, plus 1 centaur).

**Authority Figures:** Prince Direngil (Ari 6), Meterosi (centaur Drd 8).

**Important Characters:** Narfilin (Ftr 8, bowyer), Oremal (Clr 5)

**Others:** Wardens, War 2 (19); War 1 (92); Ftr 4 (2); Ftr 2 (4); Drd 4 (2); Drd 2 (4); Clr 2 (2); Com1 (1667); Exp 1 (55); Adp 1 (9); Ari 1 (9).

#### PRINCE DIRENGIL

Prince Direngil's home is a wide, U-shaped structure with a circular patio around the front half of his house. He lives with his wife, Tanareth. They have no children.

Direngil has not had a smooth rule. While he is generous, he gets pushed from all angles: the druids, his younger brother, the priest of the Guardian, even the town bowyer.

The town has suffered a recent tragedy. Prince Direngil's younger brother was killed in the woods. Because of the circumstances, some of the people of Nyveloth suspected Direngil of murdering him. A *speak with dead* spell cast on the corpse indicates that he did; a *zone of truth* cast on Direngil indicates that he didn't.

#### CALENBRAN

Calenbran was the prince's younger brother. His "arguments" with his brother were attempts to help his brother assert his own identity and to cast off the influence of the other important townsfolk. He had no desire to assert power. He had only selfless interest in encouraging his brother to be the best ruler he could be, as their father had been before them.

Calenbran's home is somber. His wife, Fenael, will probably be in mourning for 20 years. Their young son, Vitralion, is old enough to be sad and confused (roughly 10 in human terms) but not old enough to fully understand everything. Vitralion speaks better of her late husband than anyone else in the town, but she is right.

They are druids and believe in reincarnation. They buried Calenbran within a day of his death, of course, so that he can be reincarnated.

The temple of the Guardian is a tall building although still one story about 40' wide and 80' long. The temple of the Guardian serves over half of the elves in Nyveloth.

#### LIBERATOR ORENEL

The cleric of the Guardian is Liberator Orenel. Orenel is an enthusiastic cleric—some feel too enthusiastic. She's cheerful and forthright, and she opposes any form of government, even a benign one. She urges the elves to solve their disputes among

themselves instead of bringing them to the prince's attention. Of course, they should come to Orenel for advice.

Orenel is not young, but she has lived in the Fautee all of her life and does not have the experiences to know that Direngil's rule is one of the freest and least imposing in the world. Thus, she has the unwavering certainty of youth despite her age. If she were more knowledgeable about what government is like elsewhere, she might ease her harshness toward him.

Orenel claims to have no opinion on the supposed murder. While she likes the prince personally, she has little respect for Direngil and favors exiling him for his suspected involvement in the crime. She believes the church would congratulate her for her removal of the government figure.

Orenel has four Deshacklers that she has ordained to help her minister to the community. Few of her worshippers come from outside of the elven town. She requires her applicants to enter Zoa or another city and free at least one slave before donning the white robe and awarding them with an eagle feather for their deeds.

#### METEROSI

The Chief Druid of the Fautee Forest is a centaur named Meterosi. He calls himself an Arch-Druid, but he's not a part of the Druidic Order and merely assumes the title. He has two elven acolytes, at least one of whom is with him most of the time.

Meterosi does not live exclusively among the elves. He makes use of Nyveloth as a base because it's the largest concentration of druidic worshippers for many miles, and because of his acolytes here. He also visits his own people and wanders the forest, meeting many of its isolated denizens.

The centaur has a slight militaristic bent and warns the elves about the danger the Zoan shipbuilders represent. He has stopped short of suggesting killing the loggers, but he believes it's only a matter of time before they destroy the entire forest.

#### NARFILIN

The bowyer is the town's most prestigious and influential craftsmen. Narfilin is a relatively large elf who is popular with the other elven men. He can not only make bows, he can dress well, sing, hunt, and has all the other masculine elf traits.

Narfilin is a confirmed bachelor. He works hard in his shop during the morning and early afternoon, then cleans up his tools and heads out in search of some of the younger elves for company. He's rarely home after hours unless he's entertaining guests.

### The Tip

Zoans call the section of the peninsula south of the city The Tip. The Tip is the city's breadbasket, providing its wheat and vegetables. The Diroolio River powers many mills along its length. Until recently, the Diroolio saw little trade. Now a slow but steady stream of flat-bottomed rafts pole to the city carrying bags of wheat or flour.

A great many of the farmers here are halflings, content to grow their crops and visit the grand city as little as possible.

Almost to a soul, these halflings worship the druidic belief. The halflings have a network of shrines and secret groves to which they invite no strangers. They hide these shrines between the rows of hedges that separate the fields. The druids who maintain these shrines keep to themselves, sharing and communicating little with the other druids of the peninsula.

The halflings form no towns or even villages, but small clots of homes form thorps of up to a dozen families throughout the region. They trade with the city and sometimes directly with the nearby islands.

#### SPEARPOINT (SOREETUIR)

Spearpoint (hamlet, 31°15' N, 6°20' W): Conventional; AL LG; 100 gp limit; Assets 1,000 gp; Population 200 (all halfling).

**Authority Figures:** Atashka (druid 7)

**Important Characters:** Halan, herbalist (Adp 4).

**Others:** Town guards, War 2 (2); Exp 1 (6); War 1 (10); Com 1 (178); Ari 1 (1); Adp 1 (1).

**Notes:** Spearpoint (called Soreetuir in Reanaarese) is a collection of 50 or so families. While they, too, supplement their resources with farming, these are the few specialists who serve the needs of a large section of the Tip. About four times per year, the people of Spearpoint form a caravan to take goods up to the city and return with supplies.

Atashka is a rugged individualist and veteran traveler. Unlike her peers in Spearpoint, she has been to nearby places outside of the Tip, including Karasta (before the fall), the Khydoban Desert, the P'Rorul Peaks, and the Obakasek Jungle. She prefers the form of an owl when traveling. She dislikes the cold; Atashka is always the first one to throw another log on the fire.

#### MISHKIRI

Mishkiri is the chief of the local druids. She has traveled the world and seen (and been) many different exotic creatures, yet the halflings of the tip love her as one of their own. She encourages them to be wary of the city of Zoa, its greed and its crime. She has pronounced Roulain a heretic for his close association with the city, a pronouncement that has no weight outside of her little demesne.

### THE TRIBUTE ISLANDS

Nearly 10,000 people call the islands home, with 2,700 of those people living in Suakoe, Coeludo or Maiwar. All of these people live among the northernmost islands; the southernmost islands are untamed havens for wild monsters. Not even the pirates try to establish bases there.

These islands feature beautiful weather except for the frequent rain. Rarely cold and very rarely ever seeing snow, they would make excellent grounds for colonization if their terrors were tamed. The southern islands also lack natural harbors, which deters a determined Zoan effort at colonizing them.

## Celosia's Island

Celosia, also called the Seer of the Needle, lives on a tiny unnamed island south of the city. Few in the city know of her presence, and those that do know better than to disturb her for minor reasons. Celosia is relatively patient with intruders who use her doorbell until she finds out what the person wants. If she can answer the person's question with a Knowledge check less than DC 25, she takes the question as a waste of her time and drives the intruder off with a beating for his insult. If she can provide the answer with a Knowledge skill check, she gives a partial answer or an answer that she believes is beyond the petitioner's ability to understand. If she has to use one of her divination abilities to gain the knowledge, she is pleased and gives an answer that's relatively clear.

Although Celosia does not ask gifts of the people who come to ask her questions, many people bring them. She does not refuse, of course. Certain gifts, however, earn her immediate and full aid. Offering her a *ring of wizardry*, a *ring of spell storing*, a *tome of clear thought*, or a *headband of intellect* +6, gives the petitioner a +10 bonus on Diplomacy checks. If someone were to offer her a mirror of mental prowess, she would advise that person to the best of her ability for a month.

Celosia trades her unwanted magic items in exchange for her lesser *planar ally* or *planar ally* obligations.

**Knowledge (arcane or local) DC 20:** Celosia the Seer lives on an island south of the city. Petitioners for her knowledge should bring her a gift of magic. Seeking her advice is not for the weak or fearful.

**Knowledge (arcane or local) DC 25:** The Seer is most knowledgeable about the planes and arcane matters, but she's also very familiar with regional history, especially as it relates to nonhumans. She's an expert on elemental matters.

**Knowledge (arcane or local) DC 30:** Celosia is an air weird. With a check this high, the character can identify the best items to offer for her assistance.

## Dragon's Revenge Island

Dragon's Revenge Island used to hold several gnome and halfling settlements, with nearly 12,000 people on the island altogether. In 325 YND, several heroes from the island killed a red dragon on the mainland and plundered its treasure. A few days afterward, the dragon's mate (nobody remembers if it was the male or the female they killed) brought fire and destruction to the island. By the time the dragon had sated its wrath, the smoke from the burning island was visible from Dynaj, and the wailing of the survivors echoed across the Bay.

Virtually nothing survived the inferno.

Slowly, tentatively, colonists from the peninsula repopulated the island.

The island doesn't have a significant port. Most of the shoreline around the island is limestone, with no beaches and no easy access to the ocean. Coeludo is built around a small, shallow

lagoon. A low rise conceals most of the lagoon from the sea, which makes it popular with people conducting shady or illegal business. The clear water shows the outlines of sunken fishing boats lying on the lagoon's bottom.

The human and other inhabitants occupy about two-thirds of the island—the western half and the north and south ends. The middle-eastern section belongs to a settlement of lizardfolk, some of whom trade occasionally with the people of Coeludo. These lizardfolk are small for their race, about 5' tall, with a hint of blue to their otherwise green scales. The humans of Dragon's Revenge Island outnumber them, and the lizardfolk spend most of their time far out to sea in search of fish.

## COELUDO

Coeludo (small town, 34° 15' N, 6° 35' E): Conventional; AL NG; 800 gp limit; Assets 44,600 gp; Population 1,115; Mixed (human 1,017, halfling 40, gnome 58).

**Authority Figures:** Dameen Nahoor, mayor (War3/Exp2).

**Important Characters:** Diaveeleer, homesteader (Com 8), Hialain, shipwright (Exp 7).

**Others:** Town guards, War 2 (11); Com 4 (2); Com 2 (4); Exp 3 (2); Com 1 (995); War 1 (55); Exp 1 (33); Adp 1 (5); Ari 1 (5).

**Notes:** Coeludo was totally destroyed by the tragedy that gave the island of Dragon's Revenge its name. The few survivors became the leaders of a dynamic town of hope and growth. Most of the people here now are descendents of the Zoans who moved here after the attack.

It took about six years, but the survivors and newcomers scattered the ashes of the old town or dumped them in a huge pit. Meanwhile, they built a new town nearby. This one has four tall watchtowers so that the people can watch for flying dragons miles away.

The town is a rambling, scattered array, with folks living distant from each other in case the dragon returns—nobody wants to get caught in a fiery blast meant for anyone else. Aside from the watchtowers, no buildings stand higher than one story, because nobody wants his home to be an obvious choice for a flying terror.

Fear of a dragon isn't the only factor in the town's history. Coeludo has an independent streak, despite relying on Zoa for trade and protection. Trade ships often stop here before heading to Zoa. Sometimes these stops are secret means of dropping off contraband to be moved into the city by rowboat or traded here illegally. Coeludo has a reputation for hiding smugglers, pirates and outlaws for a few days. Coeludo likes the money they bring but not the trouble. Villains, like fish, stink after three days.

The people here are farmers of strawberries, blueberries and onions. Most livestock are geese or chickens. Most draft animals are donkeys. For an island town, Coeludo has few fishermen; the lizardfolk or boats from Zoa catch most of the fish in these waters. They do catch catfish, nearly all of which feeds the locals. Cosmopolitan Zoans disregard the whiskered fish as unfit to eat.

Coeludo is not only the closest island settlement to Zoa, it is perhaps the most civilized, and the most similar to Zoa in culture and way of life. Except for the staid lack of curiosity about strangers (and frequent glances at the sky), behavior in Coeludo is much like behavior anywhere along the outside coast.

**Knowledge (local) DC 10:** A dragon devastated the island about 400 years ago, giving it its name.

**Knowledge (local) DC 15:** The town's chief artistic feature is the Standing Sisters, a trio of sculptures constructed after the dragon attack.

**Knowledge (local) DC 20:** Smugglers use the lagoon to make their transactions. It's best not to ask merchants too much about their business.

### THE STANDING SISTERS

Three statues of angelic-looking women standing in mournful poses form this sculpture. The one on the left holds her face in her hands, the young one on the right holds her hands to her breast and the eldest in the center holds her hands to the sky in supplication. The statues stand on separate pedestals 3 feet above a round patio about 20 feet in diameter. They rest atop a low hill just east of the lagoon.

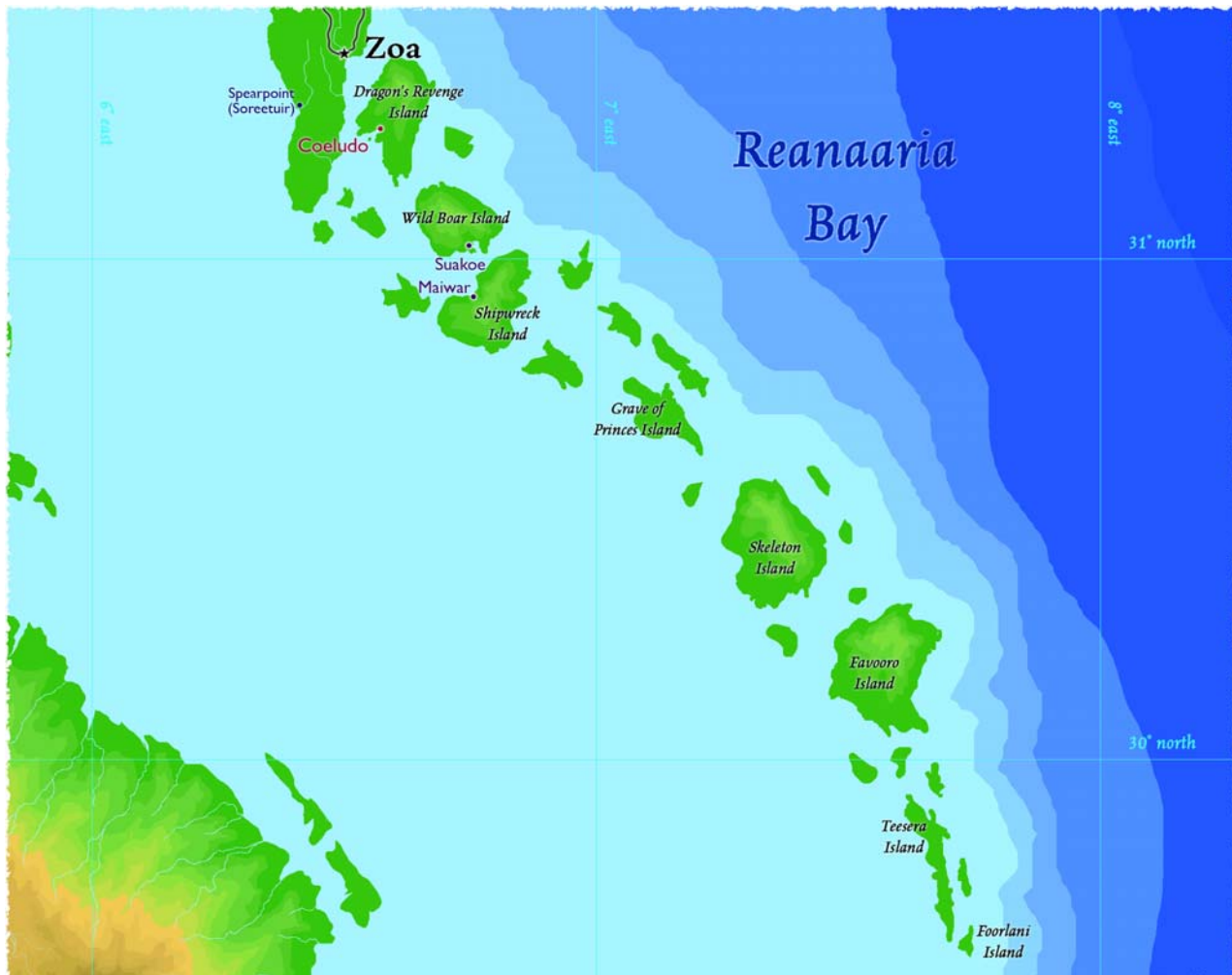
The sculptor was one of the survivors who began the statue immediately after the attack. Locals say that he captured the sorrow of ten thousand losses in his art. They are certainly masterful pieces of sculpture, and Zoan artists love to integrate images of them into their work.

The Shimmering One holds these statues dear. Anyone attempting to mar or deface them receives a quest to clean and maintain them instead. The quest lasts for 30 days and allows no saving throw.

### Favooro Island

This largest of the Tribute Islands has no large settlements, but its wide, fertile fields feed hundreds of farmers. These settled farmlands ring a rougher central hill which is home to many animals the locals call "rock jumpers." Equally agile on hills or plains, these small antelopes are a favorite prey of the local hunters.

The island has a single medium-sized predator, a brown lynx that feeds on waterfowl and young rock jumpers. The largest of them attack small nonhumans, making them a threat to halflings or gnomes. The lynx is intractable. Attempts to tame it cost fingers.





## Foorlani Island

Foorlani Island didn't appear on any Zoan maps until about 30 years ago. Mists sprout up from geothermal vents across the rocky island. Their concerted efforts create a continual fog up to a quarter of a mile in diameter centered on the island.

The island has a distinct infernal appearance. The vents, geysers, and exotic plants and animals combine to create a hostile environment. A single colony of lost Deji lives on the island, huddled against the western point of the island and keeping its most mundane terrors at bay with a giant wall. These Deji are fishermen, hunting sharks for the most part and occasionally daring to explore the rest of the island for other foods.

Characters traveling on the island can avoid the geysers with a Survival check DC 16. Otherwise, a random party member steps near one of the ubiquitous cracks just as a blast of scalding steams erupts once per hour.

The island's inhabitants include dinosaurs and plant creatures. A single behemoth gorilla straddles the island's food chain. The Deji worship it as a god. They are actively hostile to any other humans they meet.

## Grave of Princes Island

This island holds vast catacombs of gnomish royalty, the remnants of a once wide kingdom. The ruins of one city and several villages support the idea that a civilization used to exist on the island. Gnomish scholars decline to share details of its history with non-gnomes.

Now the island is home to a variety of dangerous monsters. Assassin vines sprawl along the southern coast. Chimeras dominate the central hills, while dire weasels compete with bloodhawks over the chimeras' leftovers. Giant spiders spin their webs among the ancient ruins.

### Geyser

Timed trigger (every hour), automatic reset, Search DC 20, Disable DC 20, 2d6 bludgeoning, 2d6 heat, trip attempt with +8 modifier.

Fearless traders in search of the assassin vine's berries visit here on rare occasions. Their high attrition rate has caused the price of assassin vine wine (called neeli in Zoa) to climb very high, making this product a much sought-after prize among the risk-takers in the city.

Clay golems that show obvious gnomish facial features guard the catacombs. They also show the scratches and dents of long wear without repair. Few of these golems retain their original strength.

## Shipwreck Island

Shipwreck Island boasts a lighthouse on its rocky eastern face. The lighthouse is a thick stone building, and its occupant is a tough old soldier. A small group of harpies lives on the northern tip of the island, and they menace the lighthouse from time to time, although a heavy crossbow bolt to the chest sends them scurrying away.

The central part of the island is home to a small, furtive band of orcs and an ogre tribe. The orcs live under the rule of a shaman who they hold in awe, despite his relatively weak combat skills. This shaman, Skonag, is a powerful healer and summoner. His totem is the sea turtle, and he prefers to summon giant reptiles with his spells. The ogres fear Skonag's magic, so they avoid the orcs.

Before the Zoan marines built the lighthouse in 490 YND, ships flying nearly all flags had sunk on the coast. About a thousand yards east of the island, a reef rises up from the sea bed; east of this reef, the sea bed drops off precipitously, making recovery of those goods difficult, even with magical aid. Between the reef, monsters on the island and monsters below the sea, Shipwreck Island is one of the most dangerous landmarks on the trading lane to and from points south.

## MAIWAR

Maiwar (small town, 33° 57'N, 6° 46' E): Conventional; AL NG; 800 gp limit; Assets 38,360 gp; Population 959; Isolated (human 921, halfling 19, elf 10, gnome 5).

**Authority Figures:** Maezuir, Mayor (Rog 7), Orisaar, Cleric of the Raiser, (Clr 6).

**Important Characters:** Aworoo, hunter (Rgr 4).

**Others:** Town guards, War 2 (10); Rog 3 (2); Clr 3 (2); Rgr2 (1); Com1 (855); War 1 (47); Exp 1 (28); Adp 1 (5); Ari 1 (5).

**Notes:** Shipwreck Island and the smaller island to the west (the locals call it Shark Bait Island) are home to several colonies of seals. The people of Maiwar hunt the seals for their fur, and are in turn sometimes eaten by sharks seeking the seals for food. Hunting the seals from land is not an option, because the ogres eat them also. Fortunately, the ogres neither swim nor build boats. Despite the difficulty of hunting them from boats and the danger of the sharks, the people of Maiwar consider sharks the lesser of the two threats.

## Skeleton Island

Skeleton Island used to hold several monasteries. Pirates attacked them many times between 300 and 500 YND, and the few monks to survive two centuries of depredation eventually moved away. The ruins of these monasteries are a siren call for treasure hunters from around the bay.

Few creatures live there. During the day, the islands fauna hold sway, twisting and blossoming over the natural features. Incorporeal undead rule the night: shadows, wraiths and specters serve as twisted reminders of the monks who once lived here. A vampire pirate captain who commands some two

dozen vampire spawn—his former crew—reigns over the western coast of the island, where he has been searching for buried treasure for over 200 years. Holes and mounds of dirt form hazards for characters wandering around in the dark—as if the undead weren't hazardous enough.

### Teesera Island

This wild and unsettled island is home to unintelligent beasts of all kinds. Most of the animals are dire versions of animals common to the region, but the island hosts strange aberrations and oozes, too. Aboleths, gray oozes, gricks and chuuls are creatures that adventurers have claimed meeting on the island.

No humans or humanoids live on the island, but sailors report seeing submarine humanoids waddling along the shore. Nobody investigates for fear of the other monsters on the island.

### Wild Boar Island

Wild Boar Island is a favorite hunting ground for the wealthy and powerful of Zoa. It does, in fact, have wild boars, as well as a few deer. For one month out of the year, Wild Boar Island hosts thousands of ducks and geese on their annual migrations. Hunters in search of livelihood or sport come from far away in search of the fowl. Nonhuman hunters arrive, too, presenting some danger to the humans. These predators include ettercaps and phase spiders. At night, dire bats weave through the skies.

### SUAKOE

Suakoe (village, 34° 1' N, 6° 46' E): Conventional; AL NG; 100 gp limit; Assets 3020 gp; Population 604; Isolated (human 580, halfling 12, elf 6, dwarf 6).

**Authority Figures:** Heerox, Mayor (Pal 4).

**Important Characters:** Xeavel, trapper (Rgr 6), Isaali, shell collector (Rog 6).

**Others:** Town guards, War 2 (6); War 1 (29); Rgr 2 (2); Rog 3 (2); Rog 1 (4); Pal 2 (2); Pal 1 (4); Com 1 (528); Exp 1 (17); Adp 1 (3); Ari 1 (3).

**Notes:** Suakoe's main industry is serving as guides and porters for hunters from Zoa. Occasionally, a vessel from the south or from the pirate town of Aasaer arrives for the same reason, and the Suakoans are happy to oblige them. Aside from its monstrous dangers, Suakoe is one of the safest places in the Zoan demesne; it suffers from no brigandage, war, or pirate raids.

## MONSTERS AND TRIBES

The necromancer Veemar united the four largest goblin tribes from the midlands, and they worked together as allies until his death. Since then, they have fought to regain the glory of those days, each chieftain imagining himself at the head of an alliance of goblins. One of the tribes, the Moon Biters, is no more. Its few remaining females have been absorbed into the Dead Head tribe.

### Aquatic Elves

The aquatic elves have a city as vibrant and at least as old as Zoa, if not nearly so large. Ain is a cultured city near Dragon's Revenge Island. A bronze dragon supposedly lives in its center, but no one has seen it in years. The elves are said to number a few thousand, making Ain one of the largest such settlements known.

Only once in its history has Zoa come into conflict with Ain, and most of the citizens have forgotten that the city even exists underneath their trade routes. The Ainish elves surfaced en masse, intending to trade with an anchored galleon, and the ignorant marines on board attacked them, thinking they were sahuagin or some other marine villain. Events escalated before anyone discovered the misunderstanding, with heavy casualties on both sides.

The sea elves trade coral, fish and other seafood, and the some of the poisons found within the bodies of various fish. The most highly-demanded venom is the sting of the Harvester ray, named after the god of death. They do not use it themselves. Zoa would love to negotiate an exclusive agreement on this poison, but the elves won't have it. The competition maintains its high price.

#### Harvester Ray Poison

Injury DC 19, Initial damage 3d6 hit points, secondary damage 3d6 hit points, 450 gp.

### Bullywugs

The bullywugs live near enough to the lizardfolk that the two come into conflict regularly. They are primitive, superstitious creatures who eat frogs, herons, bugs and catfish. They wear no clothing other than armor, carry no gear other than their weapons, and practice no art or philosophy. They eat and protect their territory.

The bullywugs worship some ancient sculpture at the center of their marshy home. They claim it speaks to them, offering them wisdom in exchange for feeding it trinkets. This idol is a broad demonic figure with eye sockets that once held vast gems or crystals.

### Dead Head Goblins

The Dead Head goblins are a tribe of over 300 goblins that live on the western face of Veemar's Rise (the locals wryly call it Veemar's Fall, because it drops off more steeply than the eastern side does). The Dead Heads are a little more gray than green, and they have little or no hair. They have an ancient magical tradition that dates back to being servants of Veemar. Supposedly, their necromancers keep a few pages torn from Veemar's spellbook.

The Dead Head goblins wear the skulls of animals, humans, or fallen members of their tribe on shields, helms, weapons, and belts. They color their gear and clothing in white, black or gray. They adhere to the skull motif in most of their decorations.

In addition to the usual warriors and others, Dead Heads have an iconic member of their bands—minor necromancers.

### Death Chanter Goblins

The Death Chanters follow a goblinoid version of the teachings of the Congregation of the Dead. Their tribal leaders are shamans (see the *Player's Guide to the Sovereign Lands*), and their fiercest warriors usually have a level or two in the barbarian class. While the goblins are no stronger than any others individually, they can be terrifying in a group. Any band that numbers six or greater includes a shaman when met outside of the Death Chanters' caves. Spells like *bless* and *bull's strength* bolster their combat ability and healing spells keep them in the fight.

### Poison Arrow Goblins

The Poison Arrow goblins don't all use poison arrows, but they don't need to—fear of poison is often enough for enemies to dive for cover as soon as a Poison Arrow raises his bow. Typically, one goblin in six carries one envenomed arrowhead.

Most of the band is archers. They all carry bows and daggers, and about half carry short swords or other miscellaneous light melee weapons. Their warriors are aware enough of the tribe's bows to maneuver to allow a clear line of fire when they fight. The elite warriors among the Poison Arrow tribe are wasp-riders, capable of taming and riding the giant wasps (see the *Monster Manual*) that live above their cave complex. The riders carry short bows and lances. Game statistics for the poison arrow archers are presented in Appendix A.

### Lizardfolk

The lizardfolk have a settlement of north of Xuireot, in a little-explored low point near one of the rivers. In fact, they consider the marshy ground that prevents Zoan militia patrols from exploring their home one of their best defenses.

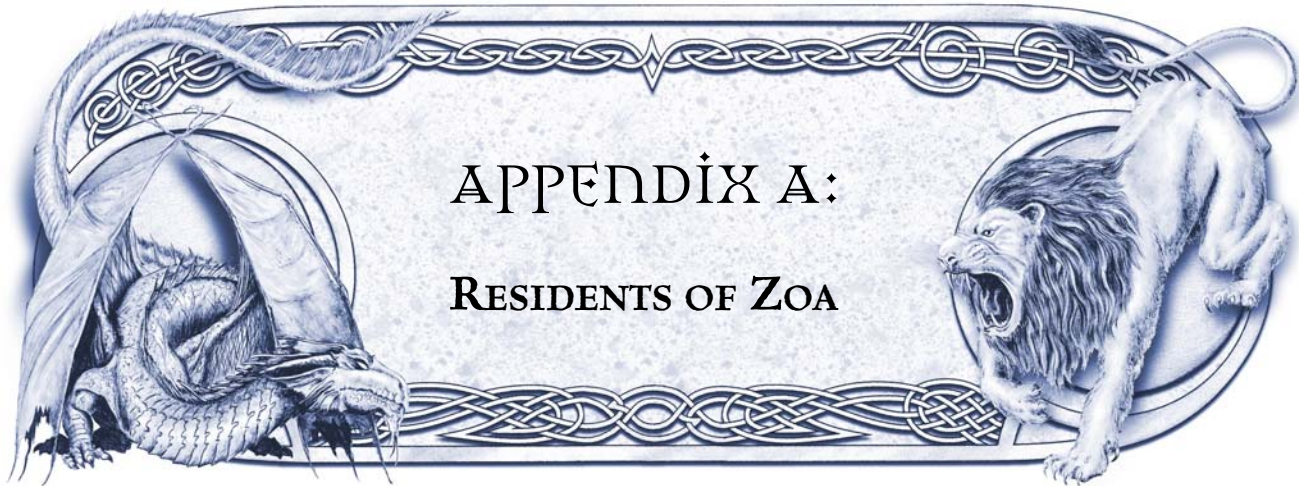
These lizardfolk claim that they once ruled a much larger area, but that their numbers had dwindled through conflict with the other races, especially against the humans. Their histories describe a horrible war with the bullywugs which destroyed both races. The remaining bullywugs even managed to occupy one of the ancient lizard folk cultural centers, which had earlier been lost to adventurers from Zoa.

### Merfolk

The merfolk have several settlements of various sizes. The closest is a little village located near some reefs about a quarter of a mile north-northeast of the city and about 150 feet below the surface. Its native name translates as "Mudbottom". Mudbottom is considered a rustic merfolk town with no redeeming qualities.

The main merfolk settlement lies about 8 miles further out into the Bay. It rests in a crater-like depression, and the merfolk homes fill about three-fourths of the area. It has many hundreds, if not thousands, of merfolk. This settlement, *Renessis*, does some trade with Zoa, but most of its trade is with the other underwater folk. Its different neighborhoods feature different-color buildings.





## APPENDIX A: RESIDENTS OF ZOA

Characters in this appendix appear in alphabetical order by the name in which they appear in the text. In some cases, that means that they are listed by a first name or a nickname, but it ignores religious titles.

**Aiden:** Female Reanaarese Fighter 1/Cleric 1; CR 2; AL CG; HD 1d8+1d0+2; hp 15; Spd 30 ft.; Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

**Attack/Defense:** Init +2; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +3; Atk +3 ranged (1d6/x3, shortbow); Full Atk +2 melee (1d4+2/19-20, dagger) or Atk +3 ranged (1d6/x3, shortbow); SA -; SQ class abilities, racial traits; SV Fort +5, Ref +2, Will +1.

**Skills:** Climb +6, Concentration +3, Intimidate +3, Ride +6

**Feats:** Mounted Combat, Point-Blank Shot, Precise Shot.

**Spells Prepared** (save DC 11 + spell level): 0—*cure minor wounds, resistance, virtue*; 1st—*bles, calm animal\**, *command*.

\***Domain spell.** Domains: Animal (*speak with animals* 1/day); Good (cast Good spells at +1 CL).

**Possessions:** Light warhorse, short bow, chain shirt, dagger

**Languages:** Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Alabrilia the Great Huntress.

**Brinja:** Female Dwarf Fighter 7/Dwarven Defender 3; CR 10; Medium humanoid (wild elf); AL CG; HD 7d10+3d12+50; hp 101; Spd 20 ft.; Str 18 (24), Dex 13, Con 20, Int 12, Wis 14, Cha 13.

**Attack/Defense:** Init +1; AC 22, touch 12, flat-footed 22; Base Atk +10; Grp +17; Atk +18 melee (1d12+10+1d6 fire, crit x3, +1 flaming greataxe); Full Atk +18/+13 melee (1d12+10+1d6 fire, crit x3, +1 flaming greataxe); SA -; SQ class abilities, racial traits; SV Fort +15, Ref +4, Will +7.

**Skills:** Craft (stonemason) +13, Intimidate +11, Listen +5, Spot +5

**Feats:** Power Attack, Cleave, Combat Reflexes, Die Hard, Dodge, Endurance, Great Fortitude, Toughness.

**Possessions:** +2 Full plate, +1 flaming greataxe, belt of giant strength +4, boots of speed, figurine of wondrous power (ebony fly), 900 gp, *potion of bear's endurance*

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Naemae the Knight of the Gods.

**Dambul Zabratrek, Roundhelm Captain:** Male dwarf Fighter 6; CR 6; Medium humanoid; AL LG; HD 6d10+24; hp 60; Spd 20 ft.; Str 15 (17), Dex 13, Con 18, Int 11, Wis 10, Cha 10.

**Attack/Defense:** Init +5; AC 19 (+1 Dex, +7 armor, +1 natural), touch 11, flat-footed 18; Base Atk +6; Grp +9; Atk +10 melee (1d12+7, crit 20/x3, greataxe, -1 to power attack); Full Atk +10/+5 melee (1d12+7, crit 20/x3, greataxe, -1 to power attack); SQ racial qualities; SV Fort +10, Ref +4, Will +3.

**Skills:** Handle Animal +9, Intimidate +9

**Feats:** Stonebones, Power Attack, Cleave, Great Cleave, Weapon Focus (greataxe), Weapon Specialization (greataxe), Improved Initiative

**Possessions:** Masterwork greataxe, half-plate, three vials of alchemist's fire, light warhorse, *potion of cure light wounds* (CL 1), *potion of haste, gauntlets of ogre power, cloak of resistance* +1; 200 gp.

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Polytheistic (with a preference for Naemae the Knight of the Gods).

**Danaerin:** Male Reanaarian Cleric 9; CR 9; Medium humanoid (human); AL CN; HD 9d8+18; hp 59; Spd 20 ft.; Str 10 (12), Dex 10, Con 14, Wis 21, Int 15, Cha 16.

**Attack/Defense:** Init +0; AC 23, touch 10, flat-footed 23; Base Atk +6; Grp +7; Atk +8 (1d8+2, +1 heavy mace); Full Atk +8/+3 melee (1d8+2, +1 heavy mace); SA -; SQ -; SV Fort +9, Ref +4, Will +12.

**Skills:** Concentration +14, Heal +17, Knowledge (local) +14, Knowledge (religion) +14; Spellcraft +14

**Feats:** Cleave, Craft Arms & Armor, Guardian, Power Attack, Spell Penetration.

**Spells Prepared** (6/5+1/5+1/4+1/3+1/2+1); save DC 15 + spell level): oth – cure minor wounds, detect magic, guidance, light, mending, resistance; 1st– cure light wounds, divine favor, endure elements, inflict light wounds\*, sanctuary, shield of faith; 2nd – bear's endurance, enthrall, invisibility\*, shield other, resist energy, silence; 3rd – contagion\*, dispel magic, invisibility purge, magic vestment, protection from energy; 4th – confusion\*, cure critical wounds, freedom of movement, imbue with spell ability, sending; 5th – break enchantment, mass inflict light wounds\*, scrying.

**\*Domain spell.** Domains: Destruction (smite 1/day); Trickery (Bluff, Disguise and Hide are class skills).

**Possessions:** +1 full plate, +1 heavy shield, gauntlets of ogre power, +1 heavy mace, cloak of resistance +1, dusty rose ioun stone (+1 insight bonus to AC), scroll of heal, scroll of raise dead, wand of cure moderate wounds (40 charges).

**Languages:** Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Oowaaw the Laugher.

**Special Notes:** Danaerin has a permanent *see invisibility* spell cast upon him.

**District Captain:** Reanaarian human (8); Warrior 3/Expert 4; CR 4; AL LG, NG, or CG; HD 3d8+4d6; hp 28; Spd 30 ft.; Str 15, Dex 12, Con 10, Int 10, Wis 14, Cha 14.

**Attack/Defense:** Init +1; AC 19 (+4 armor, +1 Dex, +3 shield, +1 deflection), touch 12, flat-footed 17; Base Atk +3; Grp +5; Atk +6 melee (1d6+3, crit 19-20/x2, +1 short sword); Full Atk +6 melee (1d6+3, crit 19-20/x2, +1 short sword); SV Fort +4, Ref +2, Will +5

**Skills:** Bluff +2, Gather Information +11 (+15 in Zoa), Handle Animal +5, Intimidate +13 (+17 in Zoa), Knowledge (local) +8, Search +10, Sense Motive +8, Spot +9

**Feats:** Investigator, Persuasive, Circle of Friends (Zoa), Improved Initiative.

**Possessions:** Masterwork chain shirt, flail, +1 heavy wooden shield, ring of protection +1, +1 short sword, whistle, manacles, healer's kit, *potions of cure serious wounds*, everburning torch.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Durfael:** Male gnome Wizard 3/Cleric 3/Mystic Theurge 8; CR 14; Small humanoid (gnome); AL LN; HD 11d4+3d8; hp 45; Spd 20 ft.; Str 6, Dex 11, Con 11, Int 17, Wis 18, Cha 16.

**Attack/Defense:** Init +0; AC 18, touch 13, flat-footed 18; Base Atk +7; Grp +1; Atk +8 ranged (1d4, masterwork light crossbow); Full Atk +8 ranged (1d4, masterwork light crossbow); SA –; SQ class abilities, racial traits; SV Fort +7, Ref +5, Will +19

**Skills:** Concentration +16, Craft (alchemy) +16, Knowledge (arcane) +16, Knowledge (history) +19, Knowledge (religion) +4, Spellcraft +18

**Feats:** Combat Casting, Circle of Friends (Zoan gnomes), Iron Will, Craft Rod, Combat Expertise.

**Cleric Spells Prepared** (6/6/5/4/4/2/1/day; save DC 14 + spell level): o–create water, detect magic, detect poison, guidance, light,

virtue; 1st–bless, comprehend languages, detect secret doors\*, divine favor, endure elements, sanctuary, shield of faith; 2nd–detect thoughts\*, fox's cunning, owl's wisdom, silence, status, zone of truth; 3rd – clairaudience/clairvoyance\*, daylight, dispel magic, meld into stone, speak with dead; 4th–discern lies, dismissal, imbue with spell ability\*, sending; 5th–spell resistance\*, true seeing; 6th–find the path\*, heroes' feast

**Wizard Spells Prepared** (4/5/5/5/3/2/1/day; save DC 13 + spell level): o–dancing lights, mage hand, mending, prestidigitation; 1st–alarm, erase, mage armor, silent image, unseen servant; 2nd–false life, knock, mirror image, spectral hand, web; 3rd–arcane sight, hold person, major image, phantom steed, tongues; 4th–arcane eye, resilient sphere, scrying; 5th–major creation, prying eyes; 6th–mislead.

**\*Domain spell.** Domains: Knowledge (all Knowledge skills are class skills), Magic (use certain items as wizard of ? cleric level).

**Possessions:** Masterwork light crossbow, bracers of armor +4, ring of protection +2, dusty rose ioun stone, earth elemental gem, cloak of protection +1, masterwork light mace, *potions of aid*, *potions of displacement*, scroll of knock, scroll of break enchantment, 150 gp.

**Languages:** Merchant's Tongue, Gnome, Reanaarese, Low Elven.

**Deity Worshipped:** Loakaer the Eye Opener.

**Special Notes:** Durfael is 180 years old, 4' 2" tall, and weighs 41 pounds.

**Falein:** Male half-elf Fighter 7/Warlord 2; CR 9; Medium humanoid (half-elf); AL CG; HD 9d10+27; hp 72; Spd 20 ft.; Str 16 (18), Dex 13, Con 16, Int 10 Wis 15, Cha 14.

**Attack/Defense:** Init +1; AC 21, touch 11, flat-footed 20; Base Atk +9; Grp +13; Atk +15 melee (2d6+9+1d6 electricity, +1 greatsword of shock); Full Atk +15/+10 melee (2d6+9+1d6 electricity, +1 greatsword of shock); SA –; SQ class abilities, racial traits; SV Fort +8, Ref +3, Will +4.

**Skills:** Climb +6, Ride +13

**Feats:** Circle of Friends (Zoan army), Cleave, Improved Sunder, Instant Stand, Leadership, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Possessions:** +1 greatsword of shock, +1 full plate, ring of protection +1, amulet of natural armor +1, javelin of lightning, gauntlets of ogre power, 250 gp.

**Languages:** Merchant's Tongue, Low Elven, Reanaarese, Dwarven

**Deity Worshipped:** Zoolaa the Jealous Eye.

**Special Notes:** Falein is 99 years old, stands 6'1", and weighs 165 pounds.

**Filic:** Male dwarf Rogue 3; Medium humanoid; AL CG; HD 3d6+6; hp 16; Spd 20 ft.; Str 12, Dex 18, Con 15, Int 14, Wis 11, Cha 4.

**Attack/Defense:** Init +4; AC 13, touch 13, flat-footed 10; Base Atk +1; Grp +1; Atk +3 short sword, Dmg 1d6+1; SA 2d6

sneak attack; SQ class abilities, racial traits; SV Fort +3, Ref +7, Will +1

**Skills:** Appraise +8, Escape +9, Hide +11, Listen +6, Move Silently +12, Spot +6

**Feats:** Combat Expertise, Stealthy.

**Class Ability (Ex):** Evasion

**Possessions:** Masterwork short sword, masterwork thieves' tools, leather armor, light crossbow, 200 gp, scroll of *disguise self*

**Languages:** Dwarven, Merchant's Tongue, Undercommon.

**Deity Worshipped:** Polytheistic (usually Miazaar or Risk).

**Gazee:** Male halfling Aristocrat 4/Fighter 4; CR 7; Small humanoid; AL LG; HD 4d10+4d8+8; hp 48; Spd 20 ft.; Str 14, Dex 17, Con 13, Int 11, Wis 14, Cha 12.

**Attack/Defense:** Init +3; AC 23 (+5 armor, +4 shield, +3 Dex, +1 size), touch 14, flat-footed 20; Base Atk +8; Grp +6; Atk +12 melee (1d4+2, crit 15-20/x2, +1 keen rapier); Full Atk +12/+7 melee (1d4+2, crit 15-20/x2); SV Fort +7, Ref +4, Will +10.

**Skills:** Intimidate +12, Knowledge (military logistics) +4, Knowledge (military tactics) +4, Knowledge (military training) +4, Ride +10

**Feats:** Shield Specialization, Leadership, Iron Will, Circle of Friends (military), Mounted Combat.

**Possessions:** +1 mithral chain shirt, lance, +1 heavy wooden shield, +1 keen rapier, warpony, 250 gp.

**Languages:** Halfling, Merchant's Tongue.

**Deity Worshipped:** Naataal the Raiser.

**Geolain:** Male Reanaarian Wizard 7; CR 7; Size M (5 ft. 6 in. tall); AL LG; HD 7d4+21; hp 40; Spd 30 ft.; Str 10, Dex 14, Con 16, Int 18, Wis 18, Cha 17.

**Attack/Defense:** Init +2; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 bracers); Atk +3 melee (1d6/crit x2, quarterstaff); SQ spells, SV Fort +5, Ref +4, Will +11

**Skills:** Concentration +10, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +7

**Feats:** Brew Potion, Craft Wand, Craft Wondrous Item, Iron Will, Scribe Scroll, Spell Penetration.

**Spells Prepared:** (4/5/4/3/1): oth—*detect poison, light, detect magic, read magic*; 1st—*color spray, comprehend languages, identify, mage armor, magic missile*; 2nd—*detect thoughts, locate object, see invisibility, hideous laughter, web*; 3rd—*dispel magic, lightning bolt, suggestion*; 4th—*locate creature*.

**Spellbook:** oth—all; 1st—*color spray, comprehend languages, grease, identify, mage armor, magic missile, protection from evil, summon monster I*; 2nd—*detect thoughts, locate object, see invisibility, hideous laughter, web*; 3rd—*dispel magic, lightning bolt, suggestion*; 4th—*enervation, locate creature*.

**Possessions:** Quarterstaff, +2 bracers of armor, ring of invisibility, scroll of *finger of death* and *wand of hold person* (12 charges).

**Languages:** Dwarven, Gnome, Infernal, Kalamaran, Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Polytheistic.

**Special Notes:** Geolain has long white hair that circles his bald head. His beard, also long and white, is immaculately groomed. He always wears gray robes and, when traveling, a pointed hat with a wide brim. He looks very old and pretends to be hard of hearing.

**Halaan:** Male Reanaarian Wizard 5; CR 5; Size M (5 ft. 3 in. tall); AL CG; HD 5d4; hp 14; Spd 30 ft.; Str 7, Dex 9, Con 11, Int 18, Wis 16, Cha 7.

**Attack/Defense:** Init -1; AC 12; Atk -2 melee (no weapons); SV Fort +1, Ref +0, Will +7

**Skills:** Craft (alchemy) +8, Appraise +2, Craft (whitesmith) +8, Gather Information +4, Knowledge (arcana) +8, Knowledge (history) +8, Spellcraft +8

**Feats:** Brew Potion, Craft Wondrous Item, Skill Focus (Craft: Alchemy), Scribe Scroll.

**Wizard Spells:** None presently; no access to spellbooks.

**Possessions:** Torn robes.

**Languages:** Dwarven, Gnome, Low Elven, Kalamaran, Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Polytheistic.

**Special Notes:** Halaan is a little old bald man in his 90s. Curly gray hair still sprouts from the sides of his head (and out of his ears). He keeps his pudgy face clean shaven and is very pale (and liable to sunburn if exposed to too much sun). He smells like chemicals.

Halaan is a grumpy old man, unkind and bitter about everything. Only when some experiment goes right does the alchemist crack a smile and demand to celebrate with wine. He lost his spellbook years ago and now focuses on alchemy only.



Halaan

**Halberdiers:** Human Reanaarian male (100); Warrior 2; CR 1; AL NG; HD 2d8+1; hp 10; Spd 30 ft.; Str 15, Dex 12, Con 12, Int 13, Wis 11, Cha 9.

**Attack/Defense:** Init +1; AC 14 (+1 Dex, +3 armor), touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d10+1, crit 20/x3, halberd); Full Atk +4 melee (1d10+1, crit 20/x3, halberd); Face/Reach 5 ft. (10 ft with halberds); SV Fort +4, Ref +1, Will +0

**Skills:** Climb +6, Jump +6

**Feats:** Combat Expertise, Improved Trip

**Possessions:** Spiked studded leather armor, halberd, dagger, 2d6 gp.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Halfling Clown:** Halfling male or female; Exp4; CR 3; Small humanoid; AL CG; HD 4d6; hp 14; Spd 20 ft.; Str 12, Dex 17, Con 10, Int 8, Wis 14, Cha 14.

**Attack/Defense:** Init +3; AC 14 (+3 Dex, +1 size), touch 11, flat-footed 15; Base Atk +3; Grp +4; Atk +5 melee (1d4+1, crit 20/x2, club); Full Atk +5 melee (1d4+1, crit 20/x2, club); SV Fort +2, Ref +5, Will +7 (+9 vs. fear)

**Skills:** Climb +3, Balance +11, Hide +7, Jump +15, Listen +4, Perform +12, Sleight of Hand +10, Tumble +16

**Feats:** Acrobatic, Skill Focus (perform).

**Possessions:** Halfling clown's outfit

**Languages:** Halfling, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Heng the Mercenary:** Male Reanaarian Fighter 3; CR 3; Size M (5 ft. 10 in. tall); AL LN (Evil tendencies); HD 3d10+6; hp 32; Spd 20 ft.; Str 17, Dex 11, Con 14, Int 9, Wis 9, Cha 10.

**Attack/Defense:** Init +0; AC 16 (+6 banded mail); Atk +7 melee (1d6+5, crit 19-20/x2, magic short sword) or melee +6 (1d8+3/crit x2, heavy mace); SV Fort +5, Ref +1, Will +0

**Skills:** Craft (weaponsmith) +5, Heal +1

**Feats:** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (short sword)

**Possessions:** Banded mail, +2 *short sword*, heavy mace, *glove of wielding intelligent magic items*.

**Languages:** Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Polytheistic.

**Special Notes:** Heng has black hair and olive skin. He wears drab clothing under his black cloak. He is 24 years old.

**Haniz Sumorna:** Male Svimohzish Fighter 10; CR 10; Medium humanoid (human); AL CE; HD 10d10+30; hp 110; Spd 20 ft.; Str 17 (19), Dex 13, Con 16, Int 18, Wis 15, Cha 11.

**Attack/Defense:** Init +5; AC 19 (9 armor, 4 shield, 1 insight, 2 natural), touch 11, flat-footed 18; Base Atk +7; Grp +9; Atk +10 (1d6+5, crit 19-20/x4, +3d10 on a crit, +1 heavy pick of shocking burst); Full Atk +10/+2 melee (1d8+3, +1 heavy mace of disruption); SA -; SQ, DR 3/lawful; SV Fort +9, Ref +4, Will +5

**Skills:** Bluff +13, Intimidate +13, Knowledge (religion), Profession (merchant) +15, Profession (vintner) +15, Ride +14, Swim +14

**Feats:** Skill Prodigy, Power Attack, Cleave, Combat Expertise, Improved Trip, Shield Specialization, Improved Critical (pick), Weapon Focus (pick), Weapon Specialization (pick), Improved Initiative

**Languages:** Brandobian, Hobgoblin, Kalamaran, Merchant's Tongue, Reanaarese, Svimohzish

**Deity Worshipped:** Polytheistic.

**Possessions:** +1 *full plate*, +1 *heavy shield*, +1 *heavy pick of shocking burst*, *gauntlets of ogre power*, 700 gp worth of personal jewelry, *potion of cure serious wounds*, *jewelry box of demon summoning*

**Infantry, Heavy:** Human Reanaarian male (30) Warrior 3; CR 2; AL LG; HD 3d8+3; hp 15; Spd 20 ft.; Str 15, Dex 15, Con 12, Int 11, Wis 9, Cha 10.

**Attack/Defense:** Init +2; AC 19 (+2 Dex, +4 armor, +3 shield), touch 12, flat-footed 17; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, mw longsword); Full Atk +6 melee (1d8+2, mw longsword); SV Fort +5, Ref +3, Will +0

**Skills:** Climb +1, Jump +1

**Feats:** Power Attack, Cleave, Shield Specialization.

**Possessions:** Scale mail, heavy wooden shield, masterwork long sword.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Ivale, Master of Footmen:** Male Reanaarian Fighter 9; AL LG; HD 9d10+27; hp 73; Spd 20 ft.; Str 15 (17), Dex 13, Con 18, Int 13, Wis 10, Cha 10.

**Attack/Defense:** Init +5; AC 21 (+1 Dex, +9 armor), touch 11, flat-footed 18; Base Atk +9; Grp +12; Atk +13 melee (1d10+7+5, crit 20/x3); Full Atk +13/+8 melee; SV Fort +10, Ref +4, Will +3

**Skills:** Handle Animal +9, Intimidate +9

**Feats:** Power Attack, Cleave, Great Cleave, Weapon Focus (halberd), Weapon Specialization (halberd), Improved Initiative, Combat Expertise, Improved Trip

**Possessions:** +1 *halberd*, +1 *full plate*, *potion of cure critical wounds* (CL 7), *potion of haste*, *gauntlets of ogre power*, *cloak of resistance* +2, 600 gp.

**Languages:** Kalamaran, Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Polytheistic.

**Konlum:** Male dwarf Monk 4; AL CG; HD 4d8+4; hp 34; Spd 30 ft.; Str 14, Dex 11, Con 12, Int 8, Wis 18, Cha 11.

**Attack/Defense:** Init +0; AC 14, touch 14, flat-footed 14; Base Atk +3; Grp +5; Atk +4/+4 fist, dmg 1d8+2; SA stunning fist (DC ; SQ class abilities, racial traits; SV Fort +5, Ref +4, Will +8 (10 vs. enchantments)

**Skills:** Sense Motive +11

**Feats:** Weapon Focus (unarmed strike), Toughness

**Possessions:** Masterwork flute, 2 cp

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Voonau the Blacksoul.

**Lenai Seetov:** Male Reanaarian Aristocrat 7; AL LN; CR 5; Medium humanoid (human); HD 7d8; hp 32; Spd 30 ft.; Str 9, Dex 12, Con 11, Int 16 (18), Wis 8, Cha 14.

**Attack/Defense:** Init +5; AC 14, touch 11, flat-footed 13; Base Atk +5; Grp +4; Atk +5 melee (1d4-1, masterwork dagger); Full Atk +5 melee (1d4-1, masterwork dagger); SA -; SQ -; SV Fort +2, Ref +3, Will +4

**Skills:** Bluff +12, Diplomacy +12, Forgery +14, Gather Information +12, Intimidate +12, Listen +12, Perform (oratory) +15, Sense Motive +9

**Feats:** Endurance, Improved Initiative, Mounted Combat, Skill Focus (Perform).

**Possessions:** Masterwork dagger, darkwood light shield, masterwork studded leather armor, light warhorse, *potion of fly*, *headband of intellect* +2, 3,000 gp.

**Languages:** Dwarven, Halfling, Kalamaran, Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Feelain the Landlord.

**Luinel:** Male Reanaarian Fighter 1/Expert 13; CR 12; Medium humanoid (human); AL NG; HD 1d10+13d6-14; hp 36; Spd 30 ft.; Str 10, Dex 12, Con 9, Int 20 (24), Wis 14, Cha 13.

**Attack/Defense:** Init +5; AC 13, touch 11, flat-footed 12; Base Atk +10; Grp +10; Atk +12 melee (1d6, masterwork rapier); Full Atk +12/+7 melee (1d6, masterwork rapier); SA -; SQ -; SV Fort +5, Ref +5, Will +10

**Skills:** Appraise +23, Craft (blacksmith) +37, Hide +7, Knowledge (nature) +8, Listen +13, Move Silently +11, Spot +13, Survival +9 (+11 in natural surface areas)

**Feats:** Skill Focus (craft), Combat Expertise, Improved Disarm, Improved Feint, Weapon Finesse, Quick Draw, Improved Initiative.

**Possessions:** Blacksmith tools +10, masterwork rapier, *headband of intellect* +4, *hand of the mage*, masterwork dagger, masterwork studded leather armor, 700 gp

**Languages:** Dwarven, Gnome, Halfling, Kalamaran, Merchant's Tongue, Reanaarese, Svimohzish.

**Deity Worshipped:** Polytheistic (with a preference for Geonea the Peacemaker).

**Marksmen:** Gnome male (120); Warrior 1: CR 1; Small humanoid; AL LG; HD 1d8; hp 5; Spd 20 ft.; Str 12, Dex 15, Con 11, Int 11, Wis 9, Cha 10.

**Attack/Defense:** Init +1; AC 17 (+2 Dex, +3 armor, +1 size, +1 shield), touch 12, flat-footed 15; Base Atk +1; Grp -2; Atk +6 ranged (1d6, crit 19-20/x2, mw light crossbow); Full Atk +5 ranged (1d6, crit 19-20/x2, mw light crossbow) or +3 melee (1d4+1, crit 20/x4, heavy pick); SQ low-light vision, +2 racial bonus on saves vs. illusions, +1 racial bonus on attacks vs.

goblins & kobolds, +4 dodge bonus to AC against giants, +2 racial bonus to Listen checks, +2 racial bonus to Craft (alchemy) checks; SV Fort +3, Ref +2, Will -1

**Spell-Like Abilities:** 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 11;

**Skills:** Intimidate +4, Swim +2

**Feats:** Weapon Focus (light crossbow).

**Possessions:** Light crossbow, 40 bolts, heavy pick, studded leather armor, light metal shield

**Languages:** Gnome, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Meeliase:** Female Reanaarian Paladin 9; CR 9; Medium humanoid (human); AL LG; HD 9d10+10; hp 55; Spd 20 ft.; Str 13, Dex 10, Con 12, Int 8, Wis 14, Cha 17.

**Attack/Defense:** Init +0; AC 18, touch 10, flat-footed 18; Base Atk +9; Grp +10; Atk +10 melee (2d6+2/x2 19-20, +1 silver greatsword bane against aberrations) or +9 ranged (1d6+1/x2, javelin); Full Atk +10 melee (2d6+2/x2 19-20, +1 silver greatsword bane against aberrations) or +9 ranged (1d6+1/x2, javelin); SA -; SQ class abilities, racial traits; SV Fort +10, Ref +6, Will +8

**Skills:** Diplomacy +15, Ride +12

**Feats:** Extra Turning, Mounted Combat, Ride-by Attack, Spirited Charge, Trample.

**Spells Prepared** (2/1; save DC 13+ spell level): 1st—*bless weapon*, *lesser restoration*, 2nd—*eagle's splendor*.

**Possessions:** Masterwork lance, *celestial armor*, +1 silver greatsword bane against aberrations, masterwork dagger, three javelins, *potion of cure light wounds*, 180 gp.

**Languages:** Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Naemae the Knight of the Gods

**Mercenary Swordsman:** Human Reanaarian male (120) Fighter 2: CR 2; AL N; HD 2d10+4; hp 13; Spd 20 ft.; Str 15, Dex 12, Con 14, Int 11, Wis 10, Cha 8.

**Attack/Defense:** Init +2; AC 17 (+1 Dex, +4 armor, +2 shield), touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +4 melee (1d8+2, longsword); Full Atk +4 melee (1d8+2, longsword); SV Fort +5, Ref +3, Will +0

**Skills:** Climb +1, Jump +1, Listen +2, Spot +2

**Feats:** Power Attack, Cleave, Improved Initiative, Alertness.

**Possessions:** Scale mail, heavy wooden shield, long sword, light crossbow, quiver w/20 bolts

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Militia:** Human Reanaarian males (325) and females (250); Commoner 2; CR 1; AL NG; HD 2d4; hp 5; Spd 30 ft.; Str 11, Dex 10, Con 10, Int 11, Wis 11, Cha 10.

**Attack/Defense:** Init +0; AC 12 (+2 armor), touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk +1 melee (1d8, crit 20/x3,



spear); Full Atk +1 melee (1d8, crit 20/x3, spear); SV Fort +0, Ref +0, Will +0

**Skills:** Craft +5, Profession +5

**Feats:** no combat relevant feats

**Possessions:** Leather armor, spear, 2d6 sp.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Militia Officers:** Human Reanaarian males (25) and females (25); Aristocrat 2; CR 1; AL NG; HD 2d8; hp 9; Spd 30 ft.; Str 14, Dex 11, Con 13, Int 8, Wis 12, Cha 15.

**Attack/Defense:** Init +0; AC 12 (+2 armor), touch 10, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6, crit 18-20/x2, mw rapier); Full Atk +3 melee (1d6, crit 18-20/x2, mw rapier); SV Fort +1, Ref +0, Will +4

**Skills:** Craft +5, Diplomacy +7, Ride+5

**Feats:** no combat relevant feats

**Possessions:** Chain mail, lance, masterwork rapier, 4d6 gp.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Neila Tarealeon:** Male Reanaarian Cleric 12; CR 12; AL N; HD 12d8+24; hp 78; Spd 20 ft.; Str 18, Dex 12, Con 15 (19), Int 14, Wis 20, Cha 16.

**Attack/Defense:** Init +1; AC 23, touch 11, flat-footed 22; Base Atk +9; Grp +13; Atk +15 melee (1d8+5, +1 adamantine morning star of disruption); Full Atk +15/+10 melee (1d8+5, +1 adamantine morning star of disruption); SA turn undead; SQ class abilities, racial traits; SV Fort +12, Ref +5, Will +13

**Skills:** Appraise +10, Diplomacy +20, Intimidate +12, Knowledge (local) +11, Knowledge (religion) +19, Spellcraft +19

**Feats:** Leadership, Public Sanctuary, Craft Arms and Armor, Power Attack, Cleave, Great Cleave.

**Spells Prepared** (save DC 15+spell level): oth—create water, detect magic, guidance, light, mending, resistance; 1st—bless, command, divine might, doom, entropic shield\*, sanctuary, shield of faith; 2nd—aid\*, align weapon, bull's strength, owl's wisdom, shatter, silence; 3rd—blindness/deafness, dispel magic, magic vestment, meld into stone, prayer, protection from energy\*; 4th—death ward, divine power, freedom of movement\*, greater magic weapon, one heart; 5th—break enchantment\*, flame strike, greater command, righteous might, wall of stone; 6th—banishment, heroes' feast, mislead\*.

\***Domain spell.** Domains: Knowledge (summary); Luck (re-roll any dice roll 1/day).

**Possessions:** +1 full plate, +1 heavy steel shield, +1 adamantine morning star of disruption, platinum holy symbol, phylactery of faithfulness, amulet of bear's endurance +4

**Languages:** Low Elven, Merchant's Tongue, Reanaarese.

**Deity Worshipped:** Fealain the Landlord.

**Neleira:** Female half-elf Adept 5; CR 5; Medium humanoid (wild elf); AL CG; HD 5d4; hp 32; Spd 30 ft.; Str 8, Dex 10, Con 11, Int 15, Wis 14, Cha 11.

**Attack/Defense:** Init +7; AC 13, touch 13, flat-footed 10; Base Atk +2; Grp +1; Atk +10 ranged (1d6, +1 masterwork shortbow); Full Atk +7 melee (1d4+2/19-20, dagger) or +10 ranged (1d6/x3, +1 masterwork shortbow); SA -; SQ spells; SV Fort +6, Ref +7, Will +2

**Skills:** Craft (herbalist) +10, Heal +10, Profession (innkeeper) +10

**Feats:** Improved Familiar, Spell Focus (enchantment).

**Spells Prepared** (1; save DC 12): 1st—command, sleep; 2nd—web.

**Possessions:** Artisan's outfit, tanglefoot bag, dagger, wand of scorching ray (five charges),

**Languages:** Gnome, Low Elven, Merchant's Tongue, Reanaarese

**Deity Worshipped:** Mosia the Holy Mother.

**Familiar:** Raven.

**Niliara Falay:** Female high elf Cleric 10; CR 10; Medium humanoid (wild elf); AL LG; HD 10d8+10; hp 55; Spd 20 ft.; Str 10 (14), Dex 16, Con 12, Int 13, Wis 17, Cha 16.

**Attack/Defense:** Init +1; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +9; Atk +10 (1d8+3, +1 heavy mace of disruption); Full Atk +10/+2 melee (1d8+3, +1 heavy mace of disruption); SA -; SQ, elf traits; SV Fort +8, Ref +6, Will +10

**Skills:** Concentration +14, Knowledge (religion) +14, Diplomacy +19

**Feats:** Craft Magic Arms and Armor, Improved Initiative, Spell Penetration.

**Turn Undead (Su):** 6/day, turning check 1d20+8, damage 2d6+13.

**Spells Prepared** (6/6/6/5/4/3; save DC 13 + spell level): o—create water, guidance, light, purify food and drink, read magic, virtue; 1st—burning hands\*, detect undead, endure elements, hide from undead, magic stone, shield of faith; 2nd—consecrate, eagle's splendor, gentle repose, hold person, lesser restoration, produce flame\*, 3rd—daylight, dispel magic, magic vestment, searing light\*, speak with dead; 4th—death ward, dismissal, divine power, fire shield\*; 5th—disrupting weapon, flame strike\*, righteous might.

\***Domain spell.** Domains: Fire (turn water creatures); Sun (greater turning, once per day).

**Possessions:** Cleric's vestments, +1 breastplate, +1 light steel shield, +1 heavy mace of disruption, everburning torch, gauntlets of ogre power +4, circlet of persuasion, golden holy symbol, vial of holy water and 25 gp worth (5 pounds) of silver dust, 50 gp worth of ruby dust

**Languages:** Elven (Low and High), Merchant's Tongue, Reanaarese

**Deity Worshipped:** Naetuir the Eternal Lantern.

**Poison Arrow Archer:** Small Humanoid (goblinoid); HD 1d8+1; hp 5; Spd 30 ft.; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

**Attack/Defense:** Init +1; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Attack/Grapple: +1/-3; Atk morningstar +2 melee (1d6) or bow +3

ranged (1d4); Full Atk morningstar +2 melee (1d6) or bow +3 ranged (1d4); SA -; SQ darkvision 60 ft.; SV Fort +3, Ref +1, Will -1

**Skills:** Hide +5, Move Silently +5, Ride +4

**Feats:** Point-Blank Shot

**Languages:** Goblin and either Merchant's Tongue or Reanaarese.

**Deity Worshipped:** Polytheistic.

**Special Notes:** Their favorite poison is giant wasp poison (Injury, Fort save DC 18, Initial damage 1d6 Dex, Secondary damage 1d6 Dex).

**Reow:** Male Reanaarian Cleric 8; CR 8; AL CN; HD 8d8+24; hp 60; Spd 20 ft.; Str 11, Dex 8, Con 17, Int 10, Wis 15, Cha 15.

**Attack/Defense:** Init +3; AC 19, touch 11, flat-footed 18; Base Atk +6; Grp +6; Atk +7 (1d8+2d6+1; Reow takes 1d6 points of damage +1 vicious cold iron heavy mace); Full Atk +10/+2 melee (1d8+3, +1 vicious cold iron heavy mace); SA -; SQ, -; SV Fort +11, Ref +1, Will +8

**Skills:** Craft (brewing) +8, Concentration +9, Knowledge (religion) +4, Diplomacy +4

**Feats:** Die Hard, Endurance, Great Fortitude, Improved Initiative.

**Turn Undead (Su):** 5/day, turning check 1d20+2, damage 2d6+10.

**Spells Prepared** (6/6/5/4/3; save DC 12 + spell level): 0-*create water, guidance, light, purify food and drink, read magic, virtue*; 1st-*detect undead, endure elements, entangle\**, *hide from undead, magic stone, shield of faith*; 2nd-*barkskin, consecrate, eagle's splendor, gentle repose, hold person, lesser restoration*; 3rd-*daylight, dispel magic, magic vestment, plant growth\**, *Speak with Dead*; 4th-*chaos hammer, death ward, dismissal, divine power*; 5th-*disrupting weapon, righteous might, wall of thorns\**.

**\*Domain spell.** Domains: Chaos (cast Chaos spells at +1 CL), Plant (rebuke or command plants).

**Possessions:** Cleric's vestments, +1 half plate, +1 heavy shield, +1 vicious cold iron heavy mace, phylactery of faithfulness, potion of cure moderate wounds, potion of aid, 200 gp

**Languages:** Merchant's Tongue, Reanaarese

**Deity Worshipped:** Naetuir the Eternal Lantern.

**Riix, the Arcane Menace:** Male half-elf Bard 7; CR 7; Medium humanoid (half-elf); AL NE; HD 7d6+7; hp 31; Spd 30 ft.; Str 10, Dex 11, Con 12, Int 15, Wis 12, Cha 19.

**Attack/Defense:** Init +0; AC 13, touch 10, flat-footed 13; Base Atk +5; Grp +5; Atk +7 melee (1d6, masterwork rapier); Full Atk +7 melee (1d6, masterwork rapier); SA -; SQ class abilities, racial traits; SV Fort +3, Ref +5, Will +3

**Skills:** : Bluff +14, Concentration +11, Diplomacy +16, Intimidate +21, Gather Information +16, Perform +17, Sense Motive +11, Use Magic Device +14

**Feats:** Skill Focus (Intimidate), Persuasive, Skill Focus (Perform).

**Spells:** (3/4/3/1/day; save DC 14+ spell level): 0-*dancing lights, lullaby, mage hand, prestidigitation, read magic, summon instrument*; 1st-*cure light wounds, disguise self, hideous laughter, silent image*; 2nd-*blindness/deafness, detect thoughts, eagle's splendor, heroism*; 3rd-*glibness, scrying*

**Possessions:** Wand of sound burst, darkwood lute, entertainer's outfit, masterwork rapier, light horse, +1 studded leather armor, small steel shield, dagger, signet ring, 200 gp

**Languages:** Low Elven, Merchant's Tongue, Reanaarese

**Deity Worshipped:** Leom the Flaymaster.

**Rider:** Human Reanaarian male (100) Aristocrat 3; CR 2; AL LG; HD 2d10+2; hp 15; Spd 30 ft.; Str 15, Dex 14, Con 13, Int 10, Wis 9, Cha 11.

**Attack/Defense:** Init +2; AC 19 (+2 Dex, +5 armor, +2 shield), touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +6 melee (1d8+2, lance); Full Atk +6 melee (1d8+2, lance) or +6 melee (1d6+1, mw rapier); SV Fort +4, Ref +2, Will -1

**Skills:** Diplomacy +6, Handle Animal +6, Intimidate +6, Ride +10

**Feats:** Mounted Combat, Ride-by Attack, Trample.

**Possessions:** Heavy warhorse, heavy steel shield, breastplate, masterwork lance, 3 javelins, masterwork rapier, military saddle, bit, bridle, saddlebags; 4d6 gp.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Roundhelm:** Dwarven male (50); Warrior 2; CR 1; Medium humanoid; AL LG; HD 2d8+6; hp 15; Spd 20 ft.; Str 14, Dex 13, Con 17, Int 11, Wis 9, Cha 8.

**Attack/Defense:** Init +1; AC 18 (+1 Dex, +7 armor), touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +4 melee (1d12+4, crit 20/x3, greataxe, -1 to power attack); Full Atk +4 melee (1d12+4, crit 20/x3, greataxe, -1 to power attack); SQ racial qualities; SV Fort +5, Ref +1, Will -1

**Skills:** Handle Animal+4, Intimidate +4

**Feats:** Power Attack.

**Possessions:** Masterwork greataxe, half-plate, 1 vial of alchemist's fire, 1d6 gp.

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Roundhelm Lieutenant:** Male dwarf (2); Fighter 4; CR 4; Medium humanoid (dwarf); AL LG; HD 4d10+16; hp 42; Spd 20 ft.; Str 14, Dex 13, Con 18, Int 11, Wis 10, Cha 10.

**Attack/Defense:** Init +1; AC 19 (+1 Dex, +7 armor, +1 natural), touch 11, flat-footed 18; Base Atk +4; Grp +6; Atk +7 melee (1d12+4, crit 20/x3, greataxe, -1 to power attack); Full Atk +7 melee (1d12+4, crit 20/x3, greataxe, -1 to power attack); SQ racial qualities; SV Fort +8, Ref +2, Will +1

**Skills:** Handle Animal +7, Intimidate +7

**Feats:** Stonebones, Power Attack, Cleave, Great Cleave, Weapon Focus (greataxe).

**Possessions:** Masterwork greataxe, half-plate, 3 vials of alchemist's fire, light warhorse, potion of *cure light wounds* (CL 1), 5d6 gp.

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Roulain:** Male half-elf Druid 9; CR 9; Medium humanoid (half-elf); AL CG; HD 9d8+18; hp 59; Spd 30 ft.; Str 11, Dex 16, Con 14, Int 14, Wis 20, Cha 15.

**Attack/Defense:** Init +3; AC 20, touch 15, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d6+1, +1 silver scimitar); Full Atk +7/+2 melee (1d6+1, +1 silver scimitar); SA -; SQ class abilities; SV Fort +10, Ref +8, Will +13

**Skills:** Appraise +2, Craft (bowmaking) +6, Hide +7, Knowledge (nature) +8, Listen +13, Move Silently +11, Spot +13, Survival +9 (+11 in natural surface areas)

**Feats:** Natural Spell, Extend Spell, Spell Penetration, Track.

**Spells Prepared** (6/5/5/4/3/2; save DC 15+spell level): oth—*cure minor wounds, detect magic, detect poison, light, mending, resistance*; 1st—*cure light wounds, detect animals or plants, entangle, faerie fire, speak with animals*; 2nd—*animal messenger, bear's endurance, owl's wisdom, warp wood*; 3rd—*daylight, poison, quench, speak with animals*; 4th—*cure serious wounds, ice storm, scrying*; 5th—*baleful polymorph, call lightning storm*

**Possessions:** +1 leather armor of lesser sonic resistance, +1 small wooden shield of arrow deflection, amulet of natural armor +3, ring of protection +2, ring of sustenance, cloak of resistance +2, +1 silver scimitar, potion of barkskin, 100 gp

**Languages:** Low Elven, Merchant's Tongue, Reanaarese, Sylvan

**Deity Worshipped:** Valanna the Bear.

**Animal Companion:** Porpoise

**Sergeant:** Male dwarf (15); Fighter 2; CR 2; Medium humanoid (dwarf); AL LG; HD 2d10+6; hp 21; Spd 20 ft.; Str 14, Dex 13, Con 17, Int 11, Wis 10, Cha 10.

**Attack/Defense:** Init +1; AC 19 (+1 Dex, +7 armor, +1 natural), touch 11, flat-footed 18; Base Atk +2; Grp +4; Atk +4 melee (1d12+4, crit 20/x3, greataxe, -1 to power attack); Full Atk +4 melee (1d12+4, crit 20/x3, greataxe, -1 to power attack); SQ racial qualities; SV Fort +6, Ref +7, Will +2

**Skills:** Handle Animal +5, Intimidate +5

**Feats:** Stonebones, Power Attack, Cleave.

**Possessions:** Masterwork greataxe, half-plate, 3 vials of alchemist's fire, 3d6 gp.

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Sergeant Sooloe:** Male Reanaarian Fighter 3; CR 3; Size M (5 ft. 10 in. tall); AL NE; HD 3d10+3; hp 29; Spd 20 ft.; Str 14, Dex 13, Con 13, Int 12, Wis 13, Cha 10.

**Attack/Defense:** Init +5; AC 16 (+5 chainmail, +1 Dex); Atk +6 melee (1d8+2, longsword); SV Fort +4, Ref +2, Will +2

**Skills:** Climb +3, Intimidate +6, Jump +3, Ride +7

**Feats:** Improved Initiative, Combat Reflexes, Weapon Focus (longsword), Power Attack, Cleave

**Possessions:** Chainmail, longsword

**Languages:** Kalamaran, Merchant's Tongue, Reanaarese

**Deity Worshipped:** Polytheistic (with a preference for Mosaa the True).

**Shield:** Reanaarian human (350); Warrior 1/Expert 1; CR 1; AL LG, NG, or CG; HD 1d8+1d6; hp 11; Spd 30 ft.; Str 15, Dex 12, Con 10, Int 10, Wis 13, Cha 14.

**Attack/Defense:** Init +1; AC 16 (+3 armor, +1 Dex, +2 shield), touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +2 melee (1d8+2 nonlethal, crit 20/x2, sap); Full Atk +2 melee (1d8+2 nonlethal, crit 20/x2, sap); SV Fort +2, Ref +1, Will +3

**Skills:** Bluff +4, Gather Information +8, Handle Animal +3, Intimidate +9, Knowledge (local) +4, Search +6, Sense Motive +4, Spot +5

**Feats:** Investigator, Persuasive.

**Possessions:** Studded leather armor, flail, heavy wooden shield, and short sword.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Shield Sergeant:** Reanaarian human (35); Warrior 2/Expert 2; CR 3; AL LG, NG, or CG; HD 2d8+2d6; hp 16; Spd 30 ft.; Str 15, Dex 12, Con 10, Int 10, Wis 14, Cha 14.

**Attack/Defense:** Init +1; AC 17 (+4 armor, +1 Dex, +2 shield), touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +2 melee (1d8+2 nonlethal, crit 20/x2, sap); Full Atk +2 melee (1d8+2 nonlethal, crit 20/x2, sap); SV Fort +3, Ref +1, Will +4

**Skills:** Bluff +4, Gather Information +9 (+13 in Zoa), Handle Animal +4, Intimidate +11 (+15 in Zoa), Knowledge (local) +6, Search +8, Sense Motive +6, Spot +7

**Feats:** Investigator, Persuasive, Circle of Friends (Zoa)

**Possessions:** Chain shirt, flail, heavy wooden shield, masterwork short sword, whistle, manacles, healer's kit, everburning torch.

**Languages:** Reanaarese, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Stonemen:** Dwarven male (100); Warrior 1; CR 1; Medium humanoid; AL LG; HD 1d8+3; hp 8; Spd 20 ft.; Str 14, Dex 13, Con 17, Int 11, Wis 9, Cha 8.

**Attack/Defense:** Init +1; AC 16 (+1 Dex, +5 armor), touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d8+2, crit 20/x3, warhammer); Full Atk +3 melee (1d8+2, crit 20/x3, warhammer); SQ darkvision, stonecunning, stability, +2 save bonus vs. poison, spells, spell-like effects, +1 attack bonus vs. orcs/goblinoids, +4 dodge bonus vs. giants, +2 on Appraise checks with stone/metal items, +2 on Craft checks with stone/metal; SV Fort +4, Ref +1, Will -1

**Skills:** Handle Animal +3, Intimidate +3

**Feats:** Power Attack.

**Possessions:** Chainmail, warhammer, 1 flask of acid.

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Polytheistic.

**Tesania Treehome:** Female half-elf Aristocrat 10; CR 8; Medium humanoid; AL CG; HD 10d8; hp 50; Spd 30 ft.; Str 9, Dex 13, Con 10, Int 16, Wis 21, Cha 15 (21).

**Attack/Defense:** Init +7; AC 19, touch 14, flat-footed 18; Base Atk +7; Grp +6; Atk +7 melee (1d4-1, crit 19-20/x2, masterwork dagger); Full Atk +7/+2 melee (1d4-1, crit 19-20/x2 masterwork dagger); SA -; SQ racial traits; SV Fort +3, Ref +4, Will +12

**Skills:** Bluff +20, Diplomacy +32, Gather Information +20, Intimidate +20, Knowledge (local) +16, Knowledge (religion) +16, Sense Motive +20

**Feats:** Inheritance, Fame and Fortune, Negotiator, Persuasive.

**Possessions:** *Headband of diplomacy* +10, *cloak of charisma* +6, +1 *chain shirt*, *ring of protection* +3, 3 *beads of force*, 500 gp diamond ring, masterwork dagger, 200 gp

**Languages:** Gnome, Kalamaran, Low Elven, Merchant's Tongue, Reanaarese

**Deity Worshipped:** Huunav the Traveler.

**Special Notes:** Tesania is 126 years old, 4' 8" tall, and weighs 88 pounds.

**Werlen:** Male high elf Expert 7/Aristocrat 8; CR 8; Medium humanoid; AL LN; HD 7d6+8d8-75; hp 32; Spd 30 ft.; Str 6, Dex 6, Con 1, Int 16, Wis 17, Cha 22 (26).

**Attack/Defense:** Init -2; AC 8 (-2 Dex), touch 8, flat-footed 8; Base Atk +11; Grp +9; Atk +10 melee (1d6, +2 rapier of puncturing); Full Atk +10/+5 melee (1d6, +2 rapier of puncturing); SA -; SQ elf traits; SV Fort -1, Ref +2, Will +17

**Skills:** Appraise +17, Bluff +31, Diplomacy +44, Gather Information +33, Intimidate +33, Knowledge (local) +21, Knowledge (nobility and royalty) +13, Profession (merchant) +13, Sense Motive +23

**Feats:** Investigator, Iron Will, Negotiator, Persuasive, Skill Focus (Diplomacy).

**Possessions:** *Rapier of puncturing*, *cloak of Charisma* +4, *brooch of Diplomacy* (+10 bonus on Diplomacy checks).

**Languages:** Dwarven, Kalamaran, Low Elven, Merchant's Tongue, Reanaarese

**Deity Worshipped:** Hildal the Founder.

**Ulgrad Zarkurz:** Male dwarf Expert 11; CR 9; Medium humanoid (dwarf); AL LG; HD 11d8+10; hp 32; Spd 30 ft.; Str 11, Dex 7, Con 10, Int 15, Wis 17, Cha 13.

**Attack/Defense:** Init +7; AC 12, touch 8, flat-footed 14; Base Atk +8; Grp +8; Atk +9 melee (1d6, masterwork light mace); Full Atk +9 melee (1d6, masterwork light mace); SA -; SQ racial traits; SV Fort +6, Ref +5, Will +13

**Skills:** Appraise +16, Craft (blacksmithing) +19, Diplomacy +17, Intimidate + 17, Gather Information +15, Knowledge

(local) +16, Knowledge (nobility and royalty) +16, Use Magic Device +15

**Feats:** Skill Focus (Craft), Noble Bearing, Inheritance, Fame and Fortune.

**Possessions:** *Cloak of resistance* +3, *medallion of thoughts*, *ring of protection* +2, *bracers of armor* +2, *masterwork light mace*, *dust of disappearance*, *potion of cure serious wounds*, 500 gp.

**Languages:** Dwarven, Kalamaran, Merchant's Tongue, Reanaarese

**Deity Worshipped:** Hildal the Founder.

**Special Notes:** Zarkurz is 310 years old, stands 4'4" and weighs 120 pounds.

**Zaatur Laroe:** Male Reanaarian Monk 8; CR 8; AL LE; HD 8d8; hp 36; Spd 50 ft.; Str 11, Dex 13, Con 10, Int 12, Wis 16 (18), Cha 12.

**Attack/Defense:** Init +7; AC 13, touch 13, flat-footed 10; Base Atk +6; Grp +10; Atk +10 ranged (1d6, +1 masterwork shortbow); Full Atk +7 melee (1d4+2/19-20, dagger) or +10 ranged (1d6/x3, +1 masterwork shortbow); SA -; SQ class abilities; SV Fort +6, Ref +7, Will +9

**Skills:** Diplomacy +12, Escape Artist +12, Intimidate +12, Sense Motive +15, Tumble +12

**Feats:** Improved Grapple (bonus), Swat Aside (bonus), Improved Trip (bonus), Circle of Friends (Zoan underworld), Weapon Finesse, Combat Reflexes, Weapon Focus (unarmed).

**Possessions:** *Periapt of wisdom* +2, *salamander thrall ring*, *potion of cure serious wounds*, *bracers of armor* +2

**Languages:** Merchant's Tongue, Reanaarese, Svimohzish.

**Deity Worshipped:** Seenoor the Powermaster.

**Special Notes:** Laroe is 56 years old, 5' 8" tall, and weighs 155 pounds.

**Zhork Aris, Warrior Leader:** Male dwarf Fighter 7; CR 7; Medium humanoid (dwarf); AL LN; HD 7d10+28; hp 64; Spd 20 ft.; Str 15, Dex 14, Con 18, Int 11, Wis 13, Cha 11.

**Attack/Defense:** Init +0; AC 20, touch 10, flat-footed 19; Base Atk +7; Grp +9; Atk +11 melee (1d12+6/x3+3d8 sonic crit 20, +1 greataxe of thundering); Full Atk +11/+5 melee (1d12+6/x3+3d8 sonic crit 20, +1 greataxe of thundering); SA -; SQ racial traits; SV Fort +11, Ref +4, Will +3

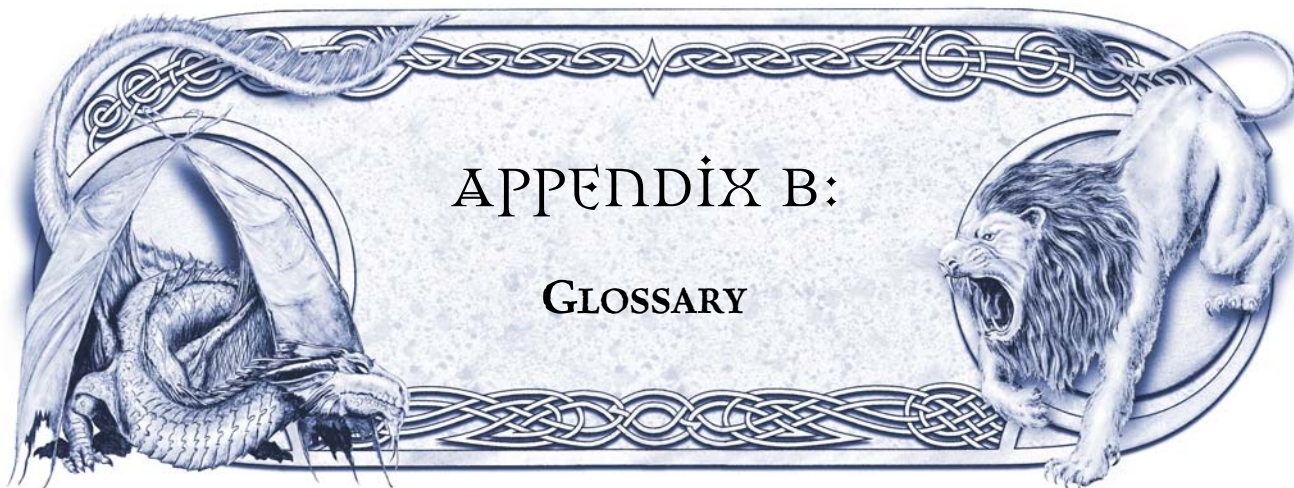
**Skills:** Handle Animal +10, Intimidate +10

**Feats:** Cleave, Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

**Possessions:** +1 *full plate*, +1 *greataxe of thundering*, *bag of holding*, *potion of bear's endurance*, heavy warhorse, military saddle, four flasks of acid, four vials of alchemist's fire, a tanglefoot bag, 400 gp

**Languages:** Dwarven, Merchant's Tongue.

**Deity Worshipped:** Polytheistic (with a preference for Hildal the Founder).



**Aasaer:** Commonly known as the City of Pirates, this small city is located on Kaotoon Island in Reanaaria Bay.

**Asiotuxoo Islands:** Twin islands that sit northeast of the Faunee Rise, also called the Butterfly Islands.

**Baeun:** A small village within Zoa's influence.

**Baethel:** Gnomish city on the east coast of Reanaaria Bay.

**Baxoor:** A small village within Zoa's influence.

**Biiresail:** A small village within Zoa's influence.

**Blackfoot Society:** An organization whose goal is the overthrow of all monarchies.

**Blackthorn, Rogaar:** A pirate who discovered many islands in Reanaaria Bay.

**Boegoo:** Reanaarese name for the goddess of restful sleep, dreams, and aspirations.

**Bouri:** Reanaarese name for the god of storms, thunder, and lightning.

**Brandobia:** The western side of Tellene, named after the people who live there.

**Captains' Table of Thirteen:** A governing table of thirteen powerful pirate captains from Reanaaria Bay.

**Ceotao:** Reanaarese name for the god of mercy, hope, and healing.

**Church of the Night's Beauty:** Church of the god of moons and beauty.

**Coeludo:** A small town within Zoa's influence.

**Coldwater River:** A small river that enters the city of Zoa from the north.

**Counai Heights:** Range of mountains lying between the Vrykarrs and Ka'Asas, west of Reanaaria Bay.

**Cuovigour:** A small village within Zoa's influence.

**Daar:** Reanaarese name for the god of war and strategy.

**Diaday:** The first day of the week (Merchant's Tongue).

**Diadolai:** The smallest of Tellene's three moons.

**Diroolio River:** A small river that enters Zoa from the southwest and extends less than five miles outside the walls.

**Disciples of Avrynnner:** A secret association of psionicists.

**Disciples of the Creator:** A group that believes the Creator is not dead and will one day make her presence known again.

**Diuzuor:** A small village within Zoa's influence.

**Dwarven:** Language of the dwarves.

**Dynaj:** Small city-state located on the southeast coast of Reanaaria Bay.

**Eoru-Roerar:** Reanaarese name for the god of famine, hunger, and starvation.

**Famine:** The 13th month of the year.

**Faunee Rise:** The hills nestled on the eastern slope of the Ka'Asa Mountains.

**Fautee Forest:** The small woodland covering the lower reaches of the Faunee Rise and extending into the peninsula.

**Fealain:** Reanaarese name for the goddess of money, business, and greed.

**Feenoo:** Reanaarese name for the god of battle, berserking, courage, and storms.

**Fireday:** The 4th day of the week.

**Flintworthy:** A hidden gnome town on the Fautee Peninsula.

**Foobi:** Reanaarese name for the god of oppression and slavery.

**Foobia:** Reanaarese name for the god of vice and sloth.

**Foorbaar:** Reanaarese name for the god of oaths and ethics.

**Friends of the Coin:** A network of spies created by Kolar Swiftstrike.

**Frosting:** The 11th month of the year.

**Fymar:** Northernmost Reanaaria Bay city.

**Gaaria:** Reanaarese name for the god of law, order, and cities.

**Geana, Haar, Lord:** Ruler of the City-state of Geanavue.

**Geanavue:** City-state inland from the west coast of Reanaaria Bay, on the eastern edge of the southern Counai Heights.

**Geonea:** Reanaarese name for the god of peace and comfort.

**Giilia:** Somber city on the western side of Reanaaria Bay.

**Godday:** The 6th day of the week.

**Golden Alliance, The:** The largest merchant's guild on Tellene.

**Homeday:** The 5th day of the week.

**Hounun:** A small village within Zoa's influence.

**House of Vice:** Church of the god of vice and sloth.

**Huunaav:** Reanaarese name for the god of travel and stars.

**Kalamar:** The largest and most populous nation on Tellene. Kalamar is the central kingdom of the Vast Kalamaran Empire.

**Katarday:** The 3rd day of the week.

**Keatuar:** A small town on the Fautee Peninsula, NW of Zoa.

**Keifau:** Reanaarese name for the god of art, music, and humor.

**Kezogua:** A small village within Zoa's influence.

**Lauraiz:** Reanaarese name for the goddess of love and harmony.

**Leom:** Reanaarese name for the god of pain, torture, and cold.

**Loakaer:** Reanaarese name for the god of wisdom.

**Loona:** A dockside town near Geanavue.

**Maiwar:** A small town on Shipwreck Island, somewhat within Zoa's influence.

**Masau Hills:** Hills to the west of the Sea of the Dead, blanketed by the Obakasek Jungle.

**Merchant's Tongue:** A common human language used by merchants, but becoming popular among all travelers.

**Miazaar:** Reanaarese name for the god of thievery, gambling, and luck.

**Mosaa:** Reanaarese name for the goddess of justice and truth.

**Mosia:** Reanaarese name for the goddess of home, industriousness, and marriage.

**Mustering:** Name of a month of the year.

**Naataal:** Reanaarese name for the goddess of harvest, life, fertility, and agriculture.

**Naemae:** Reanaarese name for the god of chivalry and valor.

**Naetuir:** Reanaarese name for the goddess of day, light, and dawn.

**Nanakary Forest:** Forest east of Reanaaria Bay and west of the Arajyd Hills, home to the Kingdom of Nissen.

**Narrajy Forest:** Narrow forest encircling the northern tip of the Reanaaria Bay.

**Neevuu:** Reanaarese name for the god of freedom, liberty, and happiness.

**Nyveloth:** An elven town inside the Fautee Forest.

**Obakasek Jungle:** This jungle, that spans from the southwestern slopes of the Lopoliri Mountains to the Kalamaran Sea, is home to many goblinoid tribes.

**Oowaaw:** Reanaarese name for the god of passion and wine.

**Paag:** Reanaarese name for the goddess of prophesy, fate, and time.

**Parish of the Prolific Coin:** Church of the goddess of money, business, and greed.

**Peasor:** Reanaarese name for the god of hate and bigotry.

**Pelsday:** The 2nd day of the week.

**Pelselond:** One of Tellene's three moons.

**Profiteers, The:** Priesthood of the goddess of money, business, and greed.

**Profitmaker:** A common name for the goddess of money, business, and greed.

**Reanaarese:** Language of the Reanaarese, a human race.

**Reanaaria Bay:** Large, deep bay in eastern Tellene.

**Renewal:** The 1st month of the year.

**Roatoov:** Reanaarese name for the god of mathematics, science, invention, reasoning, and knowledge.

**Roovao:** Reanaarese name for the god of moons and beauty.

**Rounai:** Reanaarese name for the god of wanderers and loneliness.

**Sea of the Dead:** Common name of the Xaaboemio Sea. Haunted ocean south of the Khydoban Desert.

**Secret Network of the Blue Salamander:** An organization bent on world domination.

**Seenoor:** Reanaarese name for the god of strength and medicine.

**Sentinels of the True Way:** A group that seeks to destroy magic in all forms.

**Shyff:** City-state located on the northern coast of Reanaaria Bay.

**Sinking Bay:** A small bay partially encircled by the city of Zoa, where the largest concentration of the Zoan navy can be found.

**Spearpoint:** A small hamlet within Zoa's influence.

**Suakoe:** A small village within Zoa's influence.

**Svimohzia:** Name for the massive island dominating the southwestern portion of the continent of Tellene.

**Swiftstrike, Kolaar:** An evil wizard who rules over the pirate controlled islands of Reanaaria Bay.

**Taimoe:** A small village within Zoa's influence.

**Tairid:** A small town within Zoa's influence.

**Taulegun:** A small village within Zoa's influence.

**Tellene:** The continent to which this tome relates.

**Theater of the Arts, The:** Church of the Raconteur, god of art, poetry, music, and humor.

**Tueriuz:** A small village within Zoa's influence.

**Vasau:** Reanaarese name for the god of fear and nightmares.

**Veelalee Bay:** A shallow, sheltered bay west of the Fautee peninsula on which Zoa and many other towns sit.

**Veenar:** A powerful goblin necromancer in the central hills on the Fautee peninsula; now deceased.

**Veshday:** The 7th day of the week.

**Veshemo:** The largest of the three moons of Tellene.

**Veuxoo:** Reanaarese name for the god of discord, foul weather, and misfortune.

**Voomau:** Reanaarese name for the god of dusk, darkness, and moonless night.

**Voritti Island:** Large Skarrnid island on Reanaaria Bay.

**Vry Naasu Headlands:** Barren, rocky hills on the northwestern shore of Reanaaria Bay.

**Werlen:** Elven head of Zoa's Council of Elders.

**Wiulee:** Reanaarese name for the goddess of hunting, archery, and patience.

**Xaaboemio Sea:** Haunted ocean south of the Khydoban Desert. Also known as the Sea of the Dead.

**Xaarum:** Reanaarian city state on the Zoan Peninsula.

**Xeakue:** Reanaarese name for the god of plague and vermin.

**Xiznoom:** Reanaarese name for the god of death.

**Xuireot:** A small village within Zoa's influence.

**Zael:** Reanaarese name for the god of murder and revenge.

**Zeenoa:** Reanaarese name for the goddess of the elements.

**Zoa:** Largest and southernmost city-state in the Reanaaria Bay area.

**Zoolaa:** Reanaarese name for the goddess of injustice, envy, and jealousy.

# Kingdoms of Kalamar

## ZOA CITADEL OF THE BAY

Welcome to the port city of Zoa - a city that is trading post, citadel, shipyard, refuge from tyranny, and haven for smugglers. Whether you claim to be a native, a traveling merchant, an adventurer, or one of the brave small folk who struggled here seeking a haven from Kalamaran oppression, this supplement presents you with all you need to discover the city's places, personalities, and secrets.

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