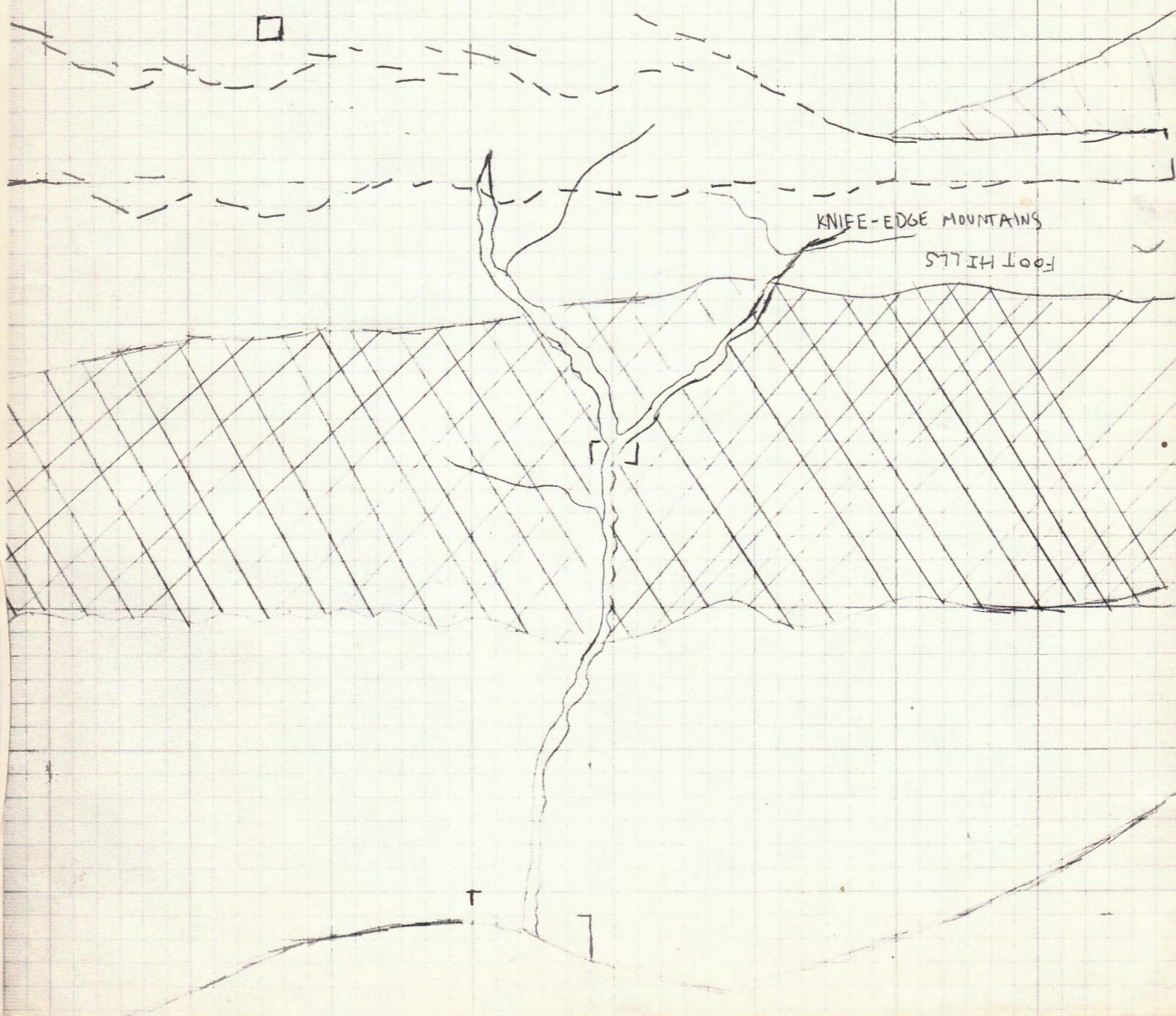
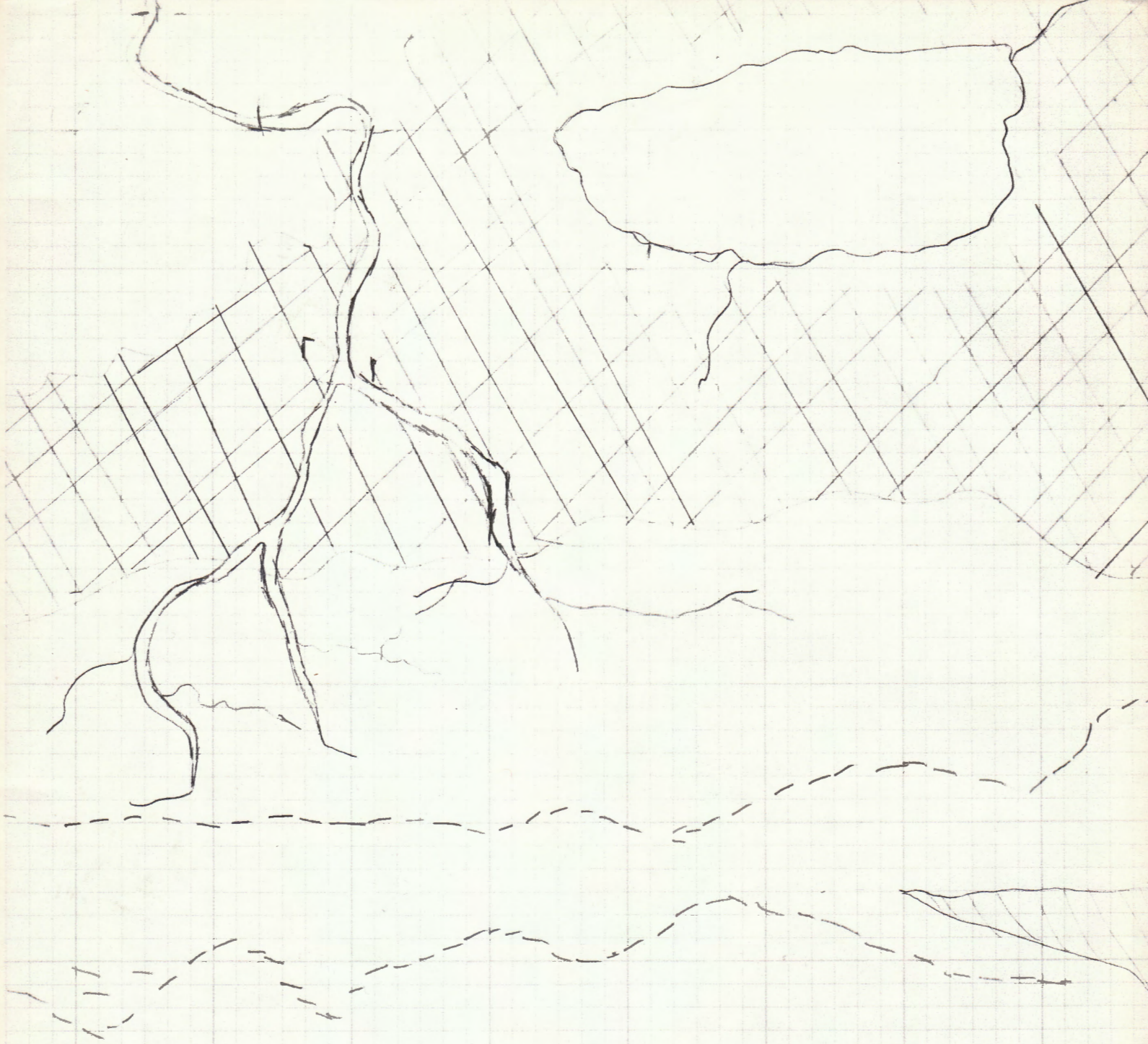


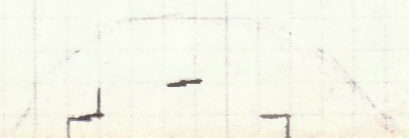
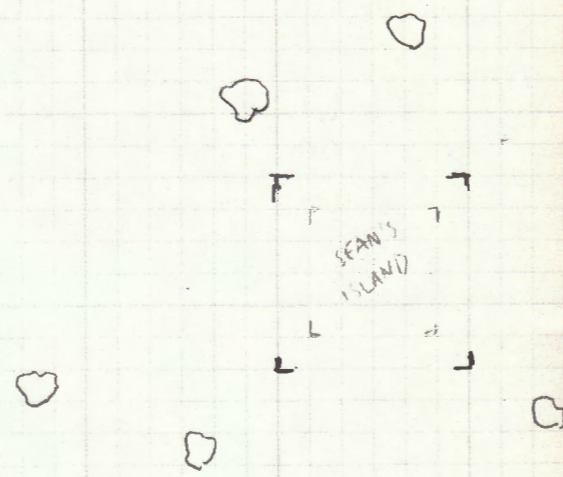
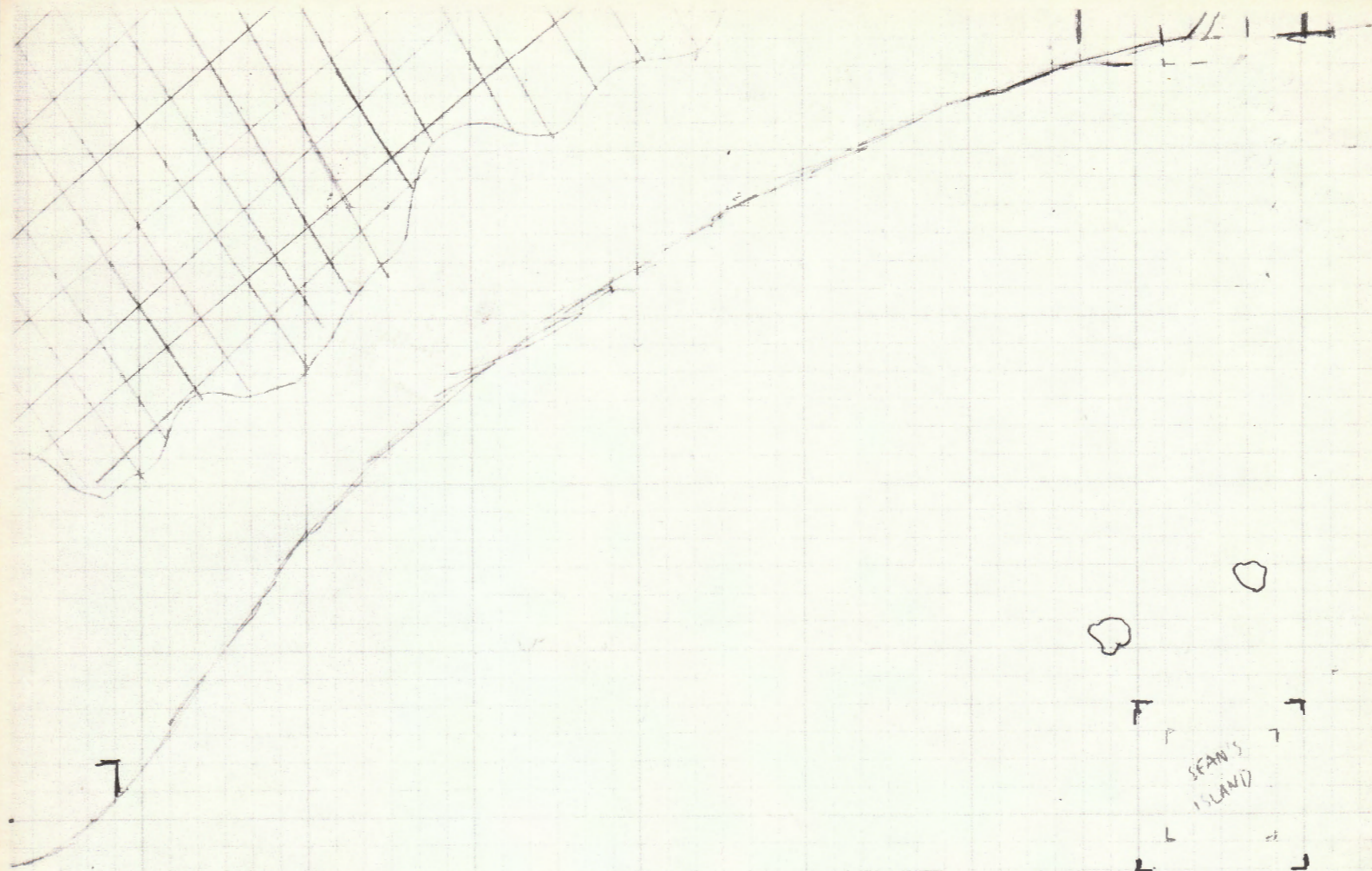
DEATH'S REACH DESERT













Beastman  
Island





## Pann's Guide to Karandon

You are nearing the edge of the plains when you see a diminutive figure step from the tall grasses and into the road. The halfling looks back at the party and hails you with an upraised arm. As you approach, his features become more distinct. Definitely a halfling, most certainly male, waits for you to catch up to him. He is finely dressed in very elegant clothing, silk by the look of it. Black, finely woven wool trousers, a midnight blue vest and matching silk shirt topped with a flowing black cape with hood adorn him as if custom tailored. Glints of gold sparkle on cuff links and a clasp at his neck. He looks up and asks in a voice as civilized and controlled as his wardrobe "Heading into Karandon?, If so, would you mind a companion for a walk through the forest?"

At the indication of yes, a smile that threatens to take in his ears splits the halflings face. "Oh, good.!, It's such a pleasant place to visit. Tell me have you ever been here before?"

"I'm sorry, I completely forgot my manners. My name is Pann, I could tell you plenty of the city, anything you want to know, really. Feel free to just ask away, we still have quite a walk."

"It's always difficult to find a way to describe a city, especially one that is diverse as Karandon. The city has many flavors and specialties that are found nowhere else in all of Krull's Realm. It is a moderate sized city that is currently growing. Several times it hovered on the brink of destruction, only to come back larger and better organized than before. Now it seems that that things have finally stabilized enough to allow some real prosperity and growth.

Karandon was founded in the year 2640 of the First Age, when the realm still belonged to the Halabard Crown. For many generations Karandon took a back seat to the more important cities, but this has changed in recent times. Now that Karandon has come into it's own as a city of the realms, some things have changed, and some things have finally been noticed. I will explain what I mean by this later, especially in regards to some of Karandon's many attractions.

Karandon has always been a trade center, catching the iron, armor and steel from Melcal and shipping out grains, forest products and fine carvings to Imaldris in the mountains. This has worked since the city's foundation and has kept it from running itself into the ground on the Great Trail that circles the whole realm. Diversity and spontaneity also saved the city as well as its tolerance for the other races. This is shown in the city's many specialty shops and exotic wares that can be found nowhere else.

Also a part of Karandon's history are the numerous adventures that sprung up and landed in this city. Many famous people have resided in or have played vital roles in this city's long history and turbulent shaping. Now with the construction complete, there is a new air that permeates the cobblestone streets. The Dwarves of Clan Warhammer have made their presence felt through the solid construction that made this city possible once again. Almost everything from the stone in the roads to the marble that lines the turrets of the new castle reflects the



diligence of the dwarves that live in the Lone Mountain. The dwarves left other, more subtle (for a dwarf) ways as well, with numerous gem traders and jewelry shops that provide many a young couple with rings and necklaces.

But enough history and chatter, let's take a tour shall we?"

"Outside the city there grows a young forest. It is not thick or overgrown yet, as there was a very destructive fire some two hundred years ago that devastated half of the city and all of the old forest. Since that time many druids and rangers have worked miracles in returning the woodland to the way it once was. It is now safe and sacred to all who dwell there. This forest starts about two hundred yards from the backs of buildings of the city, then proceeds in a five and a half mile thick band all around the city on three sided. The eastern side of the circle was removed for farming, and for travel purposes there have been roads cut through the forest. Much of it remains intact however, much to its protectors liking."

"Upon entering the city itself, several things become apparent to the casual observer. The first thing that is noticed is how clean the city is. The main streets are clean, and some of the buildings look like they were just finished yesterday. In fact, some of them were. The second discernible detail is the apparent want of growth and expansion. People are doing all kinds of business in the street, and with one of the largest canopied bazaars in the realm, anything can be found. The quarry may put you on the hunt, but if sought it is usually worth the price paid."

"Once inside the city people tend to stand around, look rather silly and wonder what to do with themselves in a new environment. Well, that's what this city is all about, doing whatever it is that you like to do. From a personal kind of standpoint here are some the best places in town to get your stay in Karandon off to a flying start.



“If you’re looking for a place to get a drink, and look around later I would recommend either StageFright or Nasty Caverns, depending on how much gold you’ve got on you. Don’t let either of the names fool you. No one in StageFright has it and there isn’t anything in Nasty Caverns that a seasoned adventurer couldn’t take on the chin.

Some people like to kick off their boots and rest after a long walk, so they might want to head for Peleg’s Keep for a nights stay of good music and other pleasantries, or maybe to Yggdrasil’s Hollow for the best dreams in town. Either one will give bed and breakfast, but each has their own specialties that made them famous throughout the realm.”

“Now if you’re a veteran traveler and have never stopped in town, you might have heard of some of our attractions. It is true that we have the largest arena built, as well as the largest timepiece anywhere. The arena allows fighters from across the realm to battle it out every month, and Narbondell the Tower draws travelers across the planes to stare at it’s perfect form and mystical beauty.”

“Now if you’ll kindly excuse me, I have a guest coming to my residence in half an hour, and I wouldn’t want to keep them waiting on the stoop. “

The halfling who has walked with you through the forest and into the city proper bows deeply, a fine gold necklace nearly sweeping the stone road. As he straightens himself, the small black cloak rights itself on his shoulders and the chain falls back into place on his chest. He looks for all the world as a noble of his race, and heads for what appears the wealthier side of town. As he fades into the crowd, the party looks at the ominous beauty of Narbondell Tower, and can plainly see the time as three-thirty.



**Laws of the Realm**  
*By proclamation of King Elden Krull*

Crimes punishable by death, public hangings

**Murder** - The act of willfully or voluntarily taking another human or demihuman life

**Manslaughter** - The act of accidentally taking another life

**Treason** - The act of acting against the will of the King in affairs of the realm

**Coercion** - Involuntarily or unknowingly acting against the will of the King in the affairs of the realm

Note that the lesser crimes are only punishable by life or one hundred years, the lesser of the two in hard labor.

**City Court**

**Theft** - The act of willfully taking another person's property

Fine - Ten times the value of the item(s) taken or 500 gold the greater of the two and/or one week in jail.

**Disturb the Peace** - Willfully inciting public outcry

Fine - 100 gold and/or three days in jail

**Vandalism** - The act of destroying another person's property

Fine - Ten times the cost of repair or replacement or 500 gold the greater of the two or three days in jail.

**Repeat Offenders**

**Second Offense** - Double the fine and add one week of jail

**Third Offense** - Double fine again add one month of jail

**Fourth Offense** - Double the last fine and add six months of jail

**Fifth Offense** - Four times the last fine and add one year of jail

**Sixth Offense** - Four times the last fine and add five years in jail

**Bail Set**

1000 Gold

2000 Gold

3000 Gold

5000 Gold

No Bail

**Notes on Traveling Judges**

Service to the King for at least ten years

Fighter/Mage or Fighter/Cleric of Lawful or Neutral Good alignment

At least fifth level in each class

All will have at least two relevant magical items

All travel with 1-8 sheriffs of 1-4 levels

The jurisdiction of the guard for villages is to three miles outside their wall, for cities (1000 people or more), fifteen miles outside their walls. Only traveling Judges have jurisdiction everywhere. If they are present in a city they have rule over the guard and report directly to that city's ruler.

Crimes committed in Realm Land (The lands outside the jurisdiction between two cities) are taken to the closest city and await the next Judge. Wait can be as long as one month or post bond of 1000 gold.

Posted bond is returned less fines if found guilty.

**Warrants** - Can only be served by rulers or Judges. Warrants must be gotten and served within two days of crime and last for two years on same crime.



### General Notes on the City of Karandon

**Ruler :** Elric Krull, the youngest son of King Elden Krull

**Standing Military:** 1000 men, two hundred on duty as guards of the city, rotated every twenty days

**Population:** Approximately 15,000 and growing, current city limits could support up to 18,000

**Type of Government:** Princeship in service to King Elden Krull

#### Population Breakdown *approximation*

Humans	78%	11, 700
Half - Breeds	5%	750
Elves (All)	5%	750
Dwarves	4%	600
Halflings	2%	300
Gnomes	2%	300
Other	4%	600

“It should be noted here that there are many diverse people (and things!) that walk the streets of Karandon. It is best to keep an open mind and a pleasant attitude when dealing with strangers, because one never knows what lies just beneath the surface. “

#### Months of the Calendar Year in the Realm of Krull

Equivalency	Number of Days	Important Dates
January	40	21, Winter Festival
March	41	20, First day of Spring
April	42	1, Spring Festival 30, Spring Planting
May	40	30, High Spring Festival
June	40	30, SummerFest
August	41	41,High Moon Fest
September	42	1-42 Harvest Season
October	40	15, End of Harvest 20, Day of the Walking Dead 21, Market Day
November	40	Variable, First Frost
December	41	41 ,Low Moon Festival 41, New Years Eve

**Notes:**

Temperate climate with few extremes

Winter Months: December and January

Spring Months: March, April and May

Summer Months June, August and September

Fall Months: October and November

Most of the important dates are observed in one fashion or another throughout the realm. The celebrations may vary from place to place, but they are all observed and considered important by the populace and the crown.



## Notes on Important Characters and Subcultures

### Dwarves

The Dwarves played a vital role in the reconstruction of the city and have taken it on their honor of their craftsmanship and their ability to make a lasting impression. This runs very deep with almost every Dwarf in the city that chose to stay and make a home for themselves outside the Lone Mountain. Many of the Dwarves are from Clan Warhammer, but there are a select few from other clans as well. It is in very bad taste to mistreat a Dwarf, and the social, not to mention personal ramifications could severely harm a PC who doesn't know what they said or who they said it about.

The Dwarves carved out their own section of town in Karandon, the Stone Gates as they call it in their subculture. It is here that most of them live and work in. It is located in the Northeastern section of the city and is home to about two hundred and fifty Dwarves. They work primarily in the trade of precious stones, appraisal, money changing, and the Mason's guild that is located there. To have a son go to that guild and work under the Dwarves is to bring about assured success as a tradesman, as their skills never falter and there is always a steady need for their services.

The Dwarves have indeed set up their own subcultures, complete with their own rituals. The city does not lean heavily upon them in matters of religion, just as long as it's held indoors. One of their most valued times is that of the Songs. Every evening, the Dwarves who are able after work go to one of several bars located in the Stone Gates to eat their evening meals, drink, smoke, socialize, then the songs begin. The restaurant closes to the public in general around eight o' clock, then it belongs to the Dwarves once more. All the Dwarves gathered push the benches and tables aside, pull up chairs, a LoreMaster (essentially a bard or veteran storyteller and adventurous Dwarf) then leads the gathered group in history filled songs of their race. To interrupt one of these songs is certain alienation from those Dwarves and if the violation is severe enough perhaps a riot will ensue. It is considered a great honor to be invited to a Song, even greater to be asked to lead. Only known Dwarf-friends, or Dwarves are in attendance and to see another demihuman is a rarity comparable to finding a flawless gemstone.



## Halflings

The halflings of this town are different in only a few respects to halflings everywhere else. The most startling difference is that a large family of them decided to take up residence so close to a primarily human settlement. Granted that decision was made several hundred years ago when Karandon was not nearly as large as it is today, but the fact is they remained, and grew with the city. It is almost as unwise to molest or bother the halflings as it is for the Dwarves of this town. The humans and half-breeds of this town know that the halflings have been around far longer than they, and respect the colony known as Burrow's End.

The halflings contain much of the common sense and practicality located in Karandon, and act primarily as negotiators, litigators and other miscellaneous record keepers. The halls of Burrow's End are often called to trials, council meetings and other political events to listen and give suggestions. The suggestions are then usually taken. Needless to say, an uneducated halfling will not be found in this town.

## Half-Breeds

The demihumans of mixed blood also play an important role in this city. They are the splashes of color, the flavors of life in this town. It is not bad to be different here and the demihumans know this. They take what they can from the best of the world offered and put it to use in this city. They are one of the major reasons that so many adventures happen here and land here. Some would try to lay blame, and in some cases are correct, but everyone admits that at least it's rarely boring.

## Notes on the Immortals

There are several Immortals that live in or around the city of Karandon. They live among the populace and watch the crowd for potential new candidates to join their ranks. If a PC bumps into one on the street chances are that they won't even know it. However, the Immortal always knows exactly what is going on. There are several Immortals here and they can play almost any role. Guardian, confidant, mentor, advisory, even court jester is not beyond them. There are limits that most of them follow, just to keep the balance of the multiverse in order.

No Immortal will willingly reveal their true nature. They would rather just play dead until the PC's move in then disappear to come back and play again later in another form.

Most Immortals will upon first meeting PC's treat them as equals, no matter the level difference involved. These beings have evolved far beyond mortal comprehension and have learned the lessons of compassion and patience. If an Immortal is angered, (this would take some doing) the PC will become the target of a lesson. The PC would not be able to doubt that there is something to be learned from the experience and the lesson would continue until the PC figured it out.

If the PC's prove worthy or truly impress a resident Immortal with words or actions, the PC may receive a hint or vision about that Immortals true nature. Then the Immortal Trials begin. These are a series of adventures, sessions, and rituals that the Immortals devised to weed out the candidates for Immortality. If all goes well, some one might get to join the ranks.

**Pann Quickfoot** By this time the PC's should have met Pann just outside of the city. Perhaps he gave a brief tour and pointed the PC's in the right direction. Pann is the designated guardian of the city. He has made his home here and enjoys a quiet semi retirement. Pann is near omnipresent in this city, although his presence is hardly felt. His networks spread though the streets like the roots of an ancient tree. If the city is in danger, he knows and sets about setting up ways of preventing the brunt of the damage. This may involve the use of the PC's and other tools at his disposal. If directly confronted, Pann will usually appear to back off and work around any distrust. His stories never vary once he's told them, and the PC's will never learn what they wish through force. If they prove persistent and clever he may give small appropriate rewards to the characters who display these strengths.

Pann usually appears as a male halfling dressed in fine tailored clothing. He does like the color black and very deep blues to garb himself in. He usually only carries a dagger (highly magical of course), and perhaps a belt pouch or two. A physical description is available on his character record later. He has a refined, quiet voice, that of a trusted friend. He is generous and will probably offer a round of drinks to the new party, some quiet conversation and then excuse himself to go back to his home. If the party is part of his plans he may invite them over to his house later and discuss business with him. He enjoys cunning games and riddles. He may test the PC's for a while than decide whether or not the party can suit his purposes. If Pann is to be directly used as an instigator in the story, the entire episode should be dangerous and difficult on several levels.

**Kelos** Perhaps the least sane of the Immortals, Kelos is the force of chaos in Karandon. His role is also the champion of the underdog. He has a strange yet efficient way of finding out who is who and what is really happening on the streets and in the alleys of the city. He is allied closely with Pann and the two spend plenty of time together. Kelos is also the punisher of those who think they are superior and are closed minded to others.

Kelos will always appear as the worst disheveled drunk the party has ever encountered. If they treat him with respect he will let them be; if not he will harangue the party until they leave town. One of his favorite tactics is to mob the PC's who offend him by causing mobs of beggars to plague the PC's every time they set foot in the street. If he can manage to split the party he will, then the mob gets that much worse. He will not kill PC's outright, nor will any of the beggars. They just make the stay in Karandon a living hell until they make peace or leave the city walls. If they come back in the future Kelos will grant a clean slate to see what the PC's learned on their last travels.



**Derek Shadowwalker** The most frightening reputation in the realm belongs to Derek. He has laid low for hundreds of years, no one knows quite where, but sightings of the being have been reported again in this city. It is very possible that Derek may be in town on occasion. There are only three reasons why the PC's see Derek Shadowwalker. The first reason is very simple. It is possible just to see him on the street, going about his business. If approached he will be reasonably kind and try not to offend. He will be doing something, but take a little time for the PC's but make it clear that he has business to attend.

The second and third reasons are a bit more complex. The second reason is that Derek has been hired to kill one or more of the PC's, then I apologize, but they have been put out of the game. The third reason is that the PC's may be looking to hire Derek to eliminate a problem for them. If this is the case, it should be an adventure just to find out where to contact him to work out the contracts.

**Gandalf** The balance of the multiverse hangs in this beings hands. Just slightly more powerful than Derek, Gandalf is the resident sage to the Immortals. He appears as an old farmer who started a bar to sell the whiskey that he made with the still out back. The bar is little more than that plus a kitchen to serve some down home slop. Gandalf himself runs the place to give advice to all those in need. He is rough, crude, and hacks a lot. He cares nothing for appearance and truly knows it's what's on the inside that counts. If the PC's get to know Gandalf (a.k.a., Red) then his demeanor will begin to change slightly. He will become more refined like a wise man than a hick. If a PC really impresses him, there may be a reward involved of some new kind of magic.

**BARS**

<b>Name</b>	<b>Owner</b>	<b>Hours(Location)</b>
1) Griffon's Claw	Cilvorn "Skyrider"	12-12 (3,2B)(4,-3)
2) Blackie the Pirate's Bar	Blackie the Pirate	4-1 (9,3C)(8,1)
3) Dragon's Cylix	Ragnathiliadon	2-1 (6,7G)(-6,2)
4) Spider's Web	"Shades"	6-4 (9,4D)(5,-4)
5) Shiners	"One Punch" Pete	5-1 (8,4D)(7,5)
6) Red's Pub	Anarion	12-12 (4,1A)(-2,3)
7) Nasty Caverns	Myrick Webtoes	8-6 (8,4D)(7,4)
8) Empty Flagon	Beren Samon	4-2 (4,2B)(-2,2)
9) Blu's	Blu	24 Hrs (4,2B)(-7,0)
10) Gem's	Digtak Pickaxe	12-2 (5,7G)(5,7)
11) StageFright	"The Phantom"	6-2 (5,1A)(-3,3)
12) StageFright Too	"The Phantom"	6-2 (5,2B)(-1,8)
13) Ratlesnake's Tail	Sevoran "The Rat"	24 Hrs (9,3C)(0,7)
14) Wine Spring	Elros Elerith	5-11 (3,4D)(-7,7)
15) Foaming Mug	Helda Pickaxe	12-12 (5,7G)(3,5)
16) Last Call	Will Bumford	24 Hrs (9,4D)(8,-8)
17) Golden Dragon	Mistress Mantle	12-10 (5,5E)(0,-3)
18) Miramand's Chest	Victor Van Kemorak	2-12 (9,7G)(4,1)
19) Kellar's Winery	Kelars Victon	12-12 (4,7G)(8,-4)
20) Platinum Trinket	Kendrik Tharple	2-12 (8,6F)(1,-3)



## House Specialties at InterGalactic Reds

Cost	Name
16 gp	"Cloud Nine" 151 Rum with <u>Potion of Levitation</u>
23 gp	"Gut Buster" Jack Daniels with <u>Delayed Blast Fireball</u> (2 hp dam. for every Con uner 18)
20 gp	"Dragon Breath" Tequila with a <u>Potion of Firebreathing</u>
50 gp	"Panns Galactic Gargle Blaster" Vodka with 8 oz <u>liquid magic</u>
12 gp	"Druid Juice" any scnapps and <u>potion of sweetwater</u>
10 gp	"Prune Juice" Cheap red wine, laxative, <u>potion of speed</u>
5 gp	"Wake up Juice" Rotten egg whites and <u>Neutralize Poison</u>
55 gp	"Hardest in the House" Everclear and 9 oz <u>liquid magic</u> (5 hp dam. for every Con under 18)
2 cp	Milk - Goat, cow, chocholate
free	water - clean
1 gp	Regular beer, ale, wine, mead, hard liquor

## Mickeys

45 gp	"Derek's on the House" come and fey wine	(-4)
30 gp	"Panns Backstab" paralyze poison	(-3)
50 gp	"Drow smile" sleep poison in drow wine	(-5)
50 gp	"Dead Dwarf" Turn to stone in ale	(-5)
75 gp	"Insanity" Phantasmal Killer in any drink	(-4)
100 gp	"Amrais Brothers" XYZ and Liquid magic 3 oz	(-6)

Special Notice: Antedotes are available at the bar for twice the price!

### Table 100

- 1) 1d4 Thieves (d6 Level)
- 2) Wealthy Merchant (d6x10 gold in purse)
- 3) 1d6 Drow
- 4) 1d4 Fighters (d6 Level)
- 5) 1d2 Mordikai
- 6) 1d10 Humanoids
- 7) Angry Mob
- 8) High level wizard or priest
- 9) Thief (posed as a priest selling false healing potions)
- 10) NPC of DM's choice
- 11) 1d6 city watch looking for criminal
- 12) NPC owner of Bar
- 13) NPC owner of an Inn
- 14) Escaped Monster of DM's choice
- 15) Bounty hunter
- 16) Val-Morgoth
- 17) NPC owner of a Casino
- 18) NPC owner of an "Entertainment Establishment"
- 19) NPC owner of a Restaurant
- 20) Evil Clerics of choice religion
- 21) Bum asking for change
- 22) Thief pretending to be a drunk (d8 Level)
- 23) Bearded orc woman offering a "good time"
- 24) Kelos with an empty tankard
- 25) Unconscious bum
- 26) Dark-skinned man pushing a slushee cart
- 27) City guard, mounted (d4 at d6 levels)
- 28) Herder with animals going to market
- 29) Over-religious zealot
- 30) Random PC feels a dart in base of neck (50% poison)
- 31) Insane psionicist
- 32) Unknown man with dagger to random PC's back
- 33) 1d4 mimes
- 34) 1d2 lycanthropes
- 35) Press gang or Army recruiter
- 36) Wealthy brat with friends
- 37) Crying maiden
- 38) Government official
- 39) 1d6 prostitutes
- 40) Assassin (d4 Level)
- 41) Giant sewer rats (2d4 or 4d6)
- 42) Rabid dogs
- 43) Man herding animals to market
- 44) Ranger accompanied by large animal
- 45) 1d12 Goblinoids
- 46) 1d4 Wild dogs
- 47) Union or guild official
- 48) Witness a "hit"
- 49) "Street rats", teenagers (40% thieves)
- 50) Powerful enemy of chosen PC



- 51) 1d6 Hecklers
- 52) Gigilo
- 53) Pimp
- 54) Avatar of DM's choice
- 55) Bobcat Gothwait annoying type NPC
- 56) Government critic
- 57) News reporter with shocking first statement
- 58) 1d2 Thieves (d8 level)
- 59) Cobbler leading a henpecking wife and whining kids
- 60) Lost time traveler circa 1990's
- 61) Mishap at the mage academy (bad polymorph spell)
- 62) Dimensional gate opens (50% good or bad)
- 63) Lost magical weapon found in alley with expensive clothes
- 64) Weaponmaster of choice
- 65) Wife throwing husband out of front door
- 66) Dead child with bogus disease
- 67) Funeral procession
- 68) Weeping friars
- 69) Someone hurling flowerpot from upper story window
- 70) Beggar is following random PC
- 71) Man with box from "Let's Make A Deal"
- 72) Man shoving bag in PC's direction and running away
- 73) Man whimpering "Ya gotta hide me!"
- 74) Fight in front of next building
- 75) Gang turf war
- 76) Gang member
- 77) Wandering yuppie looking for directions to City Hall
- 78) Anarion
- 79) 1d4 mounted guardsmen (1d10 Level)
- 80) Golfer "Can I play through"
- 81) Man selling potions
- 82) Gnomish engineer ready to usher in the machine age
- 83) Baba Yaga's Hut
- 84) Mighty Servant of Leuk-0
- 85) Lost magical item (Rolled randomly from DMG)
- 86) Tourist family from Orient
- 87) 1d10 drunken dwarves
- 88) 1d6 Guildmembers
- 89) Grinning idiot
- 90) Someone who thinks they know random PC
- 91) Lobbyist for deforestation
- 92) Village idiot
- 93) 1d12 flower children
- 94) 1d6 yuppie couples
- 95) 5 gnomes in conversation
- 96) 1d6 fishermen
- 97) 1d8 Sailors
- 98) Overland caravan
- 99) Circus
- 100) Disaster! Natural or Otherwise

Table 40

- 2) Head of branch of Wizards Academy. (See Wizard Guild)
- 3) Ragnathiliadon - Owner of "Dragon's Cylix"
- 4) Ellis Stormgazer - Owner of "Wandering Inn"
- 5) Ma'am Azure - Owner of "Azure Pleasure"
- 6) Ashlin - Wandering NPC
- 7) "Shades" - Owner of "Spiders Web"
- 8) Cazberen Martin - Owner "Roll of the Dice", "Ziggeraut"...
- 9) Nym Du'Hobshaban - Wandering NPC, owner of "Nym's Bows"
- 10) Digtak Pickaxe - Owns "Golden Coin", "Fire and Hearth"
- 11) Telemacus - Wandering NPC
- 12) Sir Denthus Matox - Owner of "Knights Rest"
- 13) Assistant Magister - (See Wizard Guild)
- 14) Kolaris DuBomn - Owner of "Karandon Casinos"
- 15) Sthisan Peleg - Wandering NPC, owner of "Pelegs Keep"...
- 16) Chiron Hammerfist - Wandering NPC
- 17) "One Punch Pete" - Owner of "Shiners"
- 18) Elendil - Wandering NPC
- 19) Mistress Mantle - Owner of "Golden Dragon"
- 20) Toulzan Kamorak - Owner of "City of Tin", "City of Brass"
- 21) Malux Strauss - Owner of "Ygdrasill's Hollow"
- 22) Cilvorn "Skyrider" - Owner of "Griffon's Claw"...
- 23) Sevoran "The Rat" - Owner of "Howling Demons"...
- 24) Barnabus "Old Man Winter" Craggstone - Owns "Winterwind"
- 25) Dor-Orlorin - Wandering NPC
- 26) Samwise Briardan - Wandering NPC
- 27) Donovan "Splinter" - Head Woodwright (See Woodworkers)
- 28) Head Magister (See Wizard Guild)
- 29) Cirion Amrais - Wandering NPC, (Head Thieves Guild)
- 30) Garion Amrais - Wandering NPC, (Head Thieves Guild)
- 31) Siggs Stonejaw - Head of Mason's Guild (See Masons Guild)
- 32) "The Phantom" - Owner of "Stagefright I and II"
- 33) Aeron Flagg - Head of Merchant Guild (See Merchant Guild)
- 34) Lenore Pooka - Owner of "Baggs End"
- 35) Gothang Ironside - Head of Fighters Guild (See Fighters)
- 36) Erik Thorns - Head of Laborers Guild (See Laborers Guild)
- 37) High Priestess of Athena
- 38) Athos or Armorax (See City Guard)
- 39) Town Crier
- 40) Blu - Owner of "Blu's", Wandering NPC



## The Griffon's Claw

*Located conveniently in the South West edge of the city.*

This establishment is known throughout the city as one of the favorite establishments for the city guard, both on and off duty. It is clean, well lit and there are almost never any fights inside the building. Cilvorn has a good reputation as well as friendship with many important officials in the city and his business is steady because of it.

Cilvorn was a Beastmaster in an Elven clan in the Arknor forest until an unfortunate fall interrupted his career. Unsure of his calling, and with a new respect for heights, he semi-retired into his first love, brewing. He still relives his past with his friends on the force, and teaches the more promising men how to handle an airborne mount.

Cilvorn's most prized possession and friend however is his griffon, Gwenlin. Behind the bar there is an ornate, beautiful painting of Gwenlin in flight doing battle with a harpy. The rest of the bar has capacity for approximately sixty people to sit in relative comfort. The decorum is that of a warriors armory. Shields glimmer in the light cast by the central fireplace, swords gleam with crimson edges cast by the half-shaded lamps. Crossed battle-axes hang on the door and clang whenever someone arrives.

The menu itself at the Griffon's Claw is averaged priced with minor variations on some items. The food tastes bland, (to an Elf) and the drinks are reasonably priced. At any time while the building is open there are at least five waitresses, three cooks, and two other barkeeps. Cilvorn usually helps tend the bar or is wandering the floor talking to groups of friends. His appearance is taller than most Elves and is rather slight. He is still middle-aged by Elven standards and mostly wears a smile. He dresses casually, preferring greens and browns to more flamboyant colors. He still has a suit of leather armor and keeps his lance mounted horizontally under the painting of Gwenlin.

Player

Name Cilvorn "Skyrider"

Class Beastmaster

Race High Elf

Level 3<sup>rd</sup>

Alignment C.G.

Saves

P.P.D.m. 13

Pct/Poly 14

R.S.W. 15

B.W. 16

Spells 16

Strength 18 str 18/37 mus 18/05

Intelligence 13 reac 12 know 14

Wisdom 13 int 11 wil 15

Dexterity 17 aim 15 bal 19

Constitution 16 heal 19 fit 18

Charisma 14 lea 16 app 12

AC 3 Leather and shield

HP 36

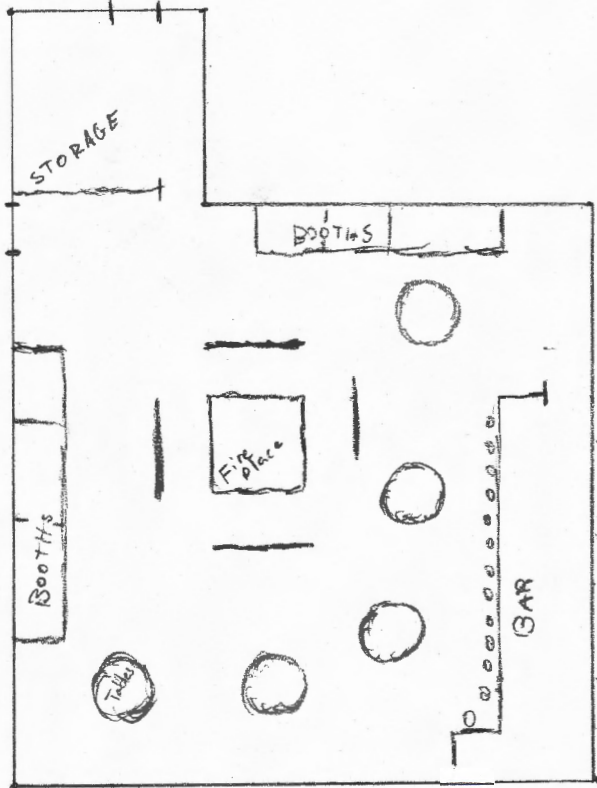
Race Abilities

Class Abilities



■ = 5'

↑  
N



## **Blackie the Pirate's Bar**

*Located in the Far East End of Town*

"Blackie" really was an ocean-going pirate about fifteen years ago, sunk a gold-laden galleon and then "retired" inland. He got the idea to open a bar slash flophouse to try and look less suspicious. Most of the customers who first lay eyes on him swear that he really does look like he just walked off a ship, but then the general consensus is that it's just a ruse designed to draw customers. The consensus is at least part true. Fact is, "Blackie" just never changed his mode of dress and indeed used it to get customers, but it was still fifteen years ago, and he could retire again from the money he's earned over the years.

The bar is deliberately dark and dank. There's enough light to find your mug once it's set down, but that's about all. Blackie caters to a darker element in society, the part he does business with. The bar is burnished black oak, trimmed with brass and gold. The ornamentation is aquatic in nature, statues to Poseidon, beautiful nymphs, harpoons and a large helm wheel dominate the scenery. There are several paintings of the "ThunderCloud", Blackie's old ship complete the scene.

The bar has enough room for fifty people and the place is usually packed. At any given time there are five waitresses, two cooks and two other barkeeps. Blackie is usually found upstairs in his office talking with some of the more important customers. It is usually an unwise decision to disturb him at this time. On occasion he mingles with the rest of the crowd below, but has little use for the more common "dogs".

[ Blackie draws some interesting people into his bar. People like the upper escelons of the thieves guild in the city. They find use in his knowledge and his ability to pick up information and other useful items from passers through. He has a racket of finding these passers and pointing them out to the guild. The guild then relieves the people of their possessions and cuts Blackie in for some of the take.



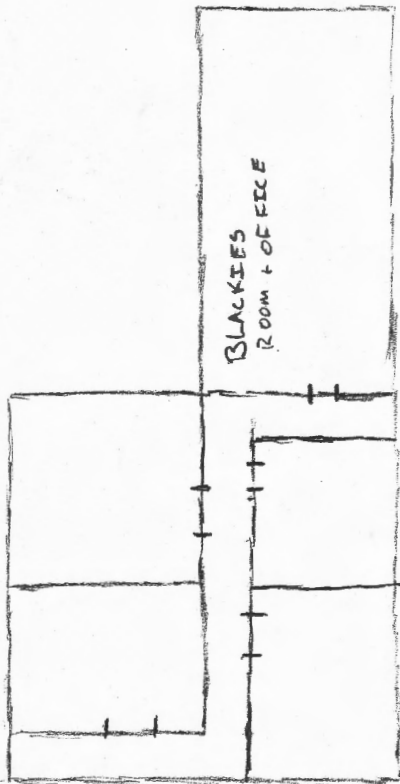
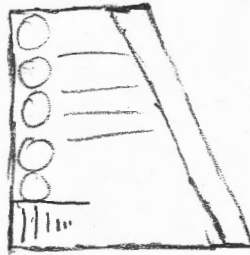
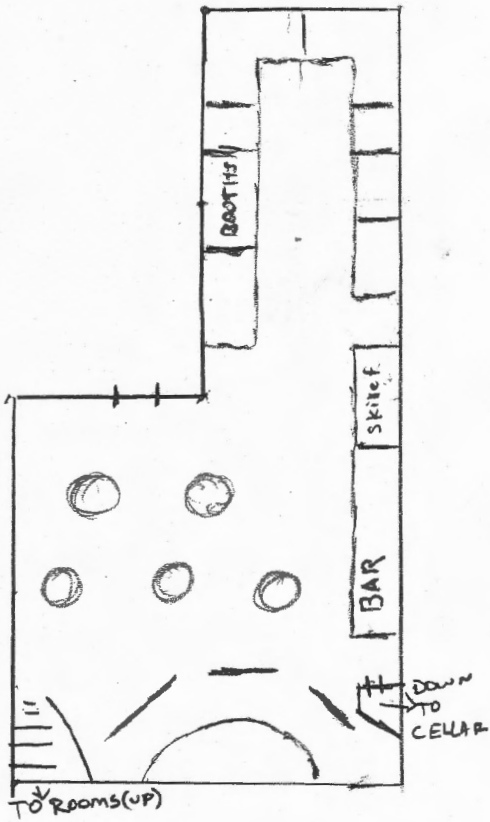
Player	Saves
Name Blackie the Pirate	Abil. D.M. 14
Class Fighter	Pct/Poly 15
Race Human	R.S.W. 16
Level 2 <sup>nd</sup>	B.W. 17
Alignment Neutral	Spell 17

Strength 16	str. 19	mus. 18/30
Intelligence 11	res. 9	know. 13
Wisdom 12	int. 10	wit. 14
Dexterity 14	aim 15	bal. 13
Constitution 17	heal. 15	fit. 19
Charisma 15	lead. 16	app. 14

AC 8      Leather  
HP 27

Race Abilities

Class Abilities





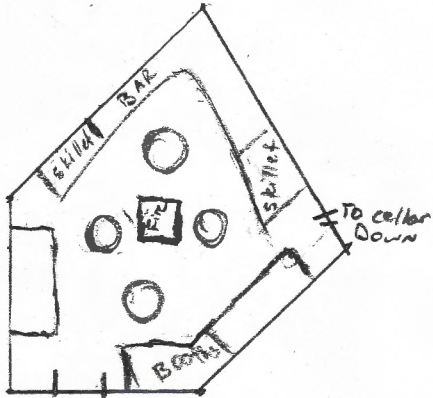
## The Dragon's Cylix

*Conveniently located in the north central part of town*

This is one of the most honorable establishments in this realm. The Cylix defines a good clean gathering place for all to enjoy. It is true that reservations are required for a dinner, the wait is for good reason. There are none required however for lunch or those who just wish to sit at the bar. The owner, Nathan is a favorite among the elite guards of the city, the priests who are in the service of Athena and others of the highest orders. He has a genuine love for this city and its people and tries to bring out the best in his customers. He also has some of the strictest house recommendations in this realm. The most formidable being his tolerances to annoying drunks. The restaurant part of the building is small, only having seating for eighteen people. The bar itself is modestly sized as well seating ten more people. The entire place looks as though it just had a fresh coat of lacquer polished on it, and is spotlessly clean. In short this is where the Paladins come to occasionally drink a cold ale.

The food here is excellent and modestly priced, free to the known beggars of the city. The drinks are fresh and kept cold in the cellar below.

[The owners name is Ragnathiliadon, or Nathan for short. He is a sixth age Gold Dragon. He lives in this city, in a modest part of town, and thrives here. His love and compassion is rare, even for his kind, and it shows in the patronage he draws. His human form is that of a tall aging blond hared man, perhaps mid forties. He is lean and capable looking, with the most expressionate face a human being could have. He listens with complete attention and replies with the best advice possible. There are no people in this city, save the Immortals who know what Nathan really is. The rest just think that he is the most stand-up guy a person could be. ]





## The Spider's Web

*Located in the far East end of town, South of the Blackwing Inn*

This particular pit of a bar plays fancy to all of those who envision themselves criminal masterminds. The owner, "Shades", [Daeron Blackstone] has set up an elaborate facade of shrouded, black tapestry style environments for those he wishes he could cater to. It is not uncommon for the unwary or unknowing traveler to stumble into the deepest intrigues in the entire realm in this very location. The barkeeps will tell bone chilling tales of mysterious vanishings and even more disturbing resurfacings of events, people and items thought gone forever. The owner and usually the only first hand witness available will then slide up and try to reassure that there is no threat to the PC's in question, because "No one, no one would DARE to cross me." Rest assured for only a token of your appreciation.

The small, rather expensive menu and drink list notwithstanding, the only reason that the establishment remains open is that the atmosphere has a strange appeal to many people.[ The unknown reason that the bar remains standing is the debate between the Amrais brothers whether or not to torch it and its owner has yet to be resolved. There is an actual purpose to this business. On occasion, the higher echelons of the real thieving guild do pass through and scrounge the dirt from Daeron. When a recognized member does walk through the doors, he becomes a different man entirely, humble and wanting to see tomorrow come. Daeron *was* a member of the guild, but was removed due to lack of talent. He was set up in a harmless front for publicity's sake, and told only what the guild wants him to know. His standing with them depends on the direction of the wind.]

At any given time there are an additional two keeps at the bar, two cooks in the kitchen and three waitresses, all of whom play the parts that they see fit as cohorts in crime.

Player

Name "Shades"

Class Thief

Race  $\frac{1}{2}$  Elf, Grey

Level 3<sup>rd</sup>

Alignment N.E.

Saves

P.P.D.M. 13

Pet. Poly 12

R.S.W. 14

B.W. 16

Spell 15

Strength 12 str. 10 mus. 14

Intelligence 14 seas. 12 know 16

Wisdom 10 int. 8 wit. 12

Dexterity 15 aim 13 bal. 17

Constitution 14 heal. 12 fit 16

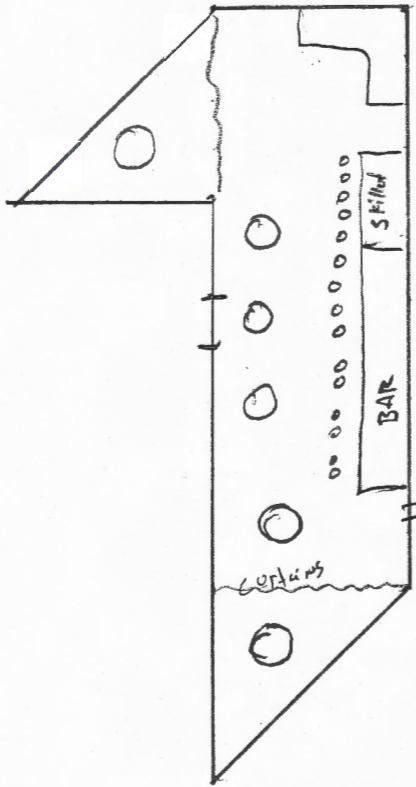
Charisma 14 lead. 14 app 14

AC 5 Leather

HP 21

Race Abilities

Class Abilities





## Shiner's

### *At the east end of town*

It's no coincidence that this bar will remind any gladiator of a ring with tables in it. The decorations are sparse, the furniture sturdy and the ale is the strongest a human can make. The story of One-Punch Pete is the story of an exceptional and experienced hand to hand gladiator. The nickname is rather self explanatory, most of the regulars just refer to the man as Pete.

Pete runs the bar and grill by himself. No waitresses or cooks, just him. The drink list is short, ale or ale, but Pete can cook almost anything. (This includes most monsters, he prides himself on his Basilisk steaks when he can get them.)

Pete is also known for his tolerance for bar fighting, but if a weapon (other than a piece of furniture) is drawn, he will show the offender just why his name came to be. Rather surprisingly, there is little actual fighting in here, perhaps because it's allowed, or perhaps this is where the fighters come to tell stories rather than fight, or maybe because the ale is so good; no one can pinpoint the exact reason, but all who love the ring are welcome.

The only people that Pete won't tolerate is the "bad element", the thieves, wizards and other cowards who won't stand their ground and put up their fists.

Player

Name "One punch" Pete

Class Fighter / Pugelist

Race Human

Level 2nd

Alignment N.G.

Saves

P.P.D.M 14

Pet/Poly 15

R.S.W. 16

B.W. 17

Spell 17

Strength 18 sta. 17 mus. 19

Intelligence 11 rac. 9 know 13

Wisdom 14 int. 12 wil. 16

Dexterity 9 aim 11 bal. 7

Constitution 15 heal 13 fit. 17

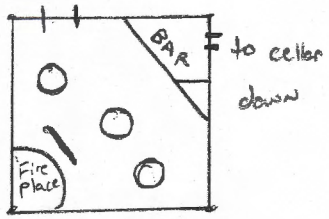
Charisma 8 lead 8 app. 8

AC 9 Padded

HP 24

Race Abilities

Class Abilities





## Red's Pub

*conveniently located in the southeast end of town*

This is the oldest establishment in town, and in daylight it looks the part. The siding needs painting, the sign hangs lopsided, the porch always needs swept. The floorboards creak, the windows are cracked and dirty, but that never stops the constant flow of regular customers from nearly filling the place until the early morning hours.

There is a friendly old hick who tends bar, goes by the name of Red, oddly enough, and some of the older patrons will swear that it is the same man who drove their grandfathers to the grave with the same shine that he is setting in front of them that day.

The inside of the bar is nothing spectacular either. The furniture is worn, has people's initials carved in it, the floors are dirt strewn, the hearths are usually in need of cleaning. If one actually takes the time to look around they will realize that the old man saves a fortune on cleaning people. But this does not perturb the customers. They almost expect to see it that way, and would be disappointed if things changed.

The drink menu is short, with nothing special on it, and the food is palatable. The prices are fair, and the service is prompt. Usually, there are two others who help at the bar, especially in the evening hours, and up to six waitresses on the floor. The kitchen boasts three cooks and may grant special requests.

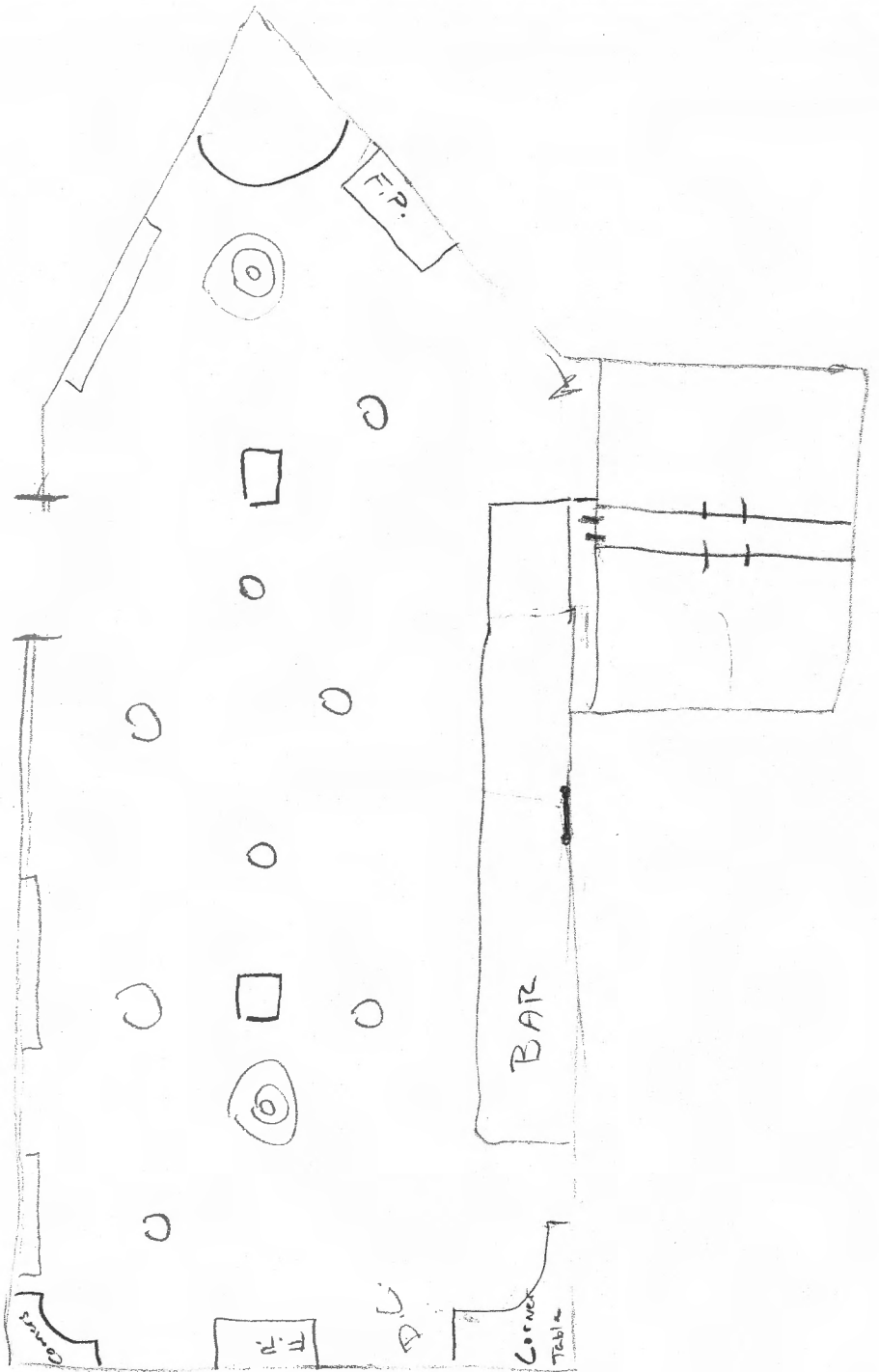
[The friendly old hick behind the bar is actually the most powerful being currently inhabiting this multiverse. One of his younger apprentices is running the bar with him, learning about the world. This, in and of itself makes this a very special place in this town. It is here that some of the real action happens.

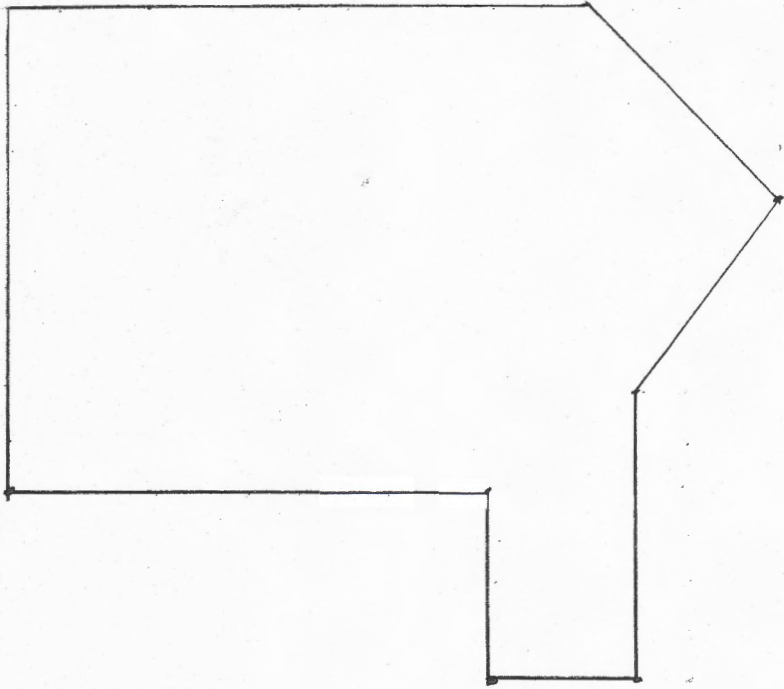
To begin with there is a portal to the Astral plane linked to this building. A gemstone the size of an infants fist is activated, and a portal snaps open to a waystation on the other side, also a bar. Also, here is the largest chance of meeting one of the other resident Immortals (incognito, of course), or a powerful mortal N.P.C. There is a two-in-six chance that this will occur at any given time. The D.M. should also roll once on Table 100 to see if anything else might be about to happen and improvise accordingly. If a powerful being calls the P.C.'s to meet them, this is where it will probably occur.

The building itself may look frail but, it is actually the most formidable structure in the world. Blows from dragon tails or angry demons that would shatter castle walls wouldn't peel the paint from this establishment. It is immune to the hottest of fires, magical, breath, or otherwise. All magic rolls from the building, it should be considered indestructible for all intents and purposes. This goes for everything except the actual tables and chairs and other miscellaneous bits and pieces of furniture inside the bar. Glass still breaks, even the windows, but the rest of the structure will not fall, no matter who or what is trying to damage it. Gods themselves have tried to force entry here and have failed.

Lastly, the after-hours party scene that could be stumbled into here is perhaps the most interesting and dangerous breeding grounds for misadventures. If a P.C. should happen to stumble past Red's at four in the morning, the place will still have people in it, even though it officially closes at midnight. If the P.C. chooses to explore, let them, but be prepared to improvise the most outlandish of adventures.]

Reds Pub







## Intergalactic Red's

### *Conveniently located on the Astral Plane*

This is no ordinary bar. It is a waystation on the Astral Plane built between eighteen different worlds, and functions as the main junction between them. The Keeper's name Charcaroth, a former, but still practicing druid of the Greek god Hades. Charcaroth believes in the balance, and thus the location of his station. He uses it to get information from every corner of the multiverse, and then passes it along to the highest bidder. The establishment just happens to serve alcoholic beverages on the side, mostly for the mortals who stumble into the station. Anything and everything can be found in this common ground. Good and evil do not exist here, nor will they ever. Servants from the highest planes of Olympus can be in the same room with Arch-fiends from the lowest pits of the Abyss, and no sparks will fly.

The interior boasts exquisite displays of most motifs pulled together in an unimaginable scheme that makes more sense as the viewer stares at the collage. There are Gothic onyx spires that support the ceiling, while the bar itself appears to have come from a lavish modern style mansion. Decoration comes from all lands and is held together by one common thread only; money. It all looks expensive, and it all was.

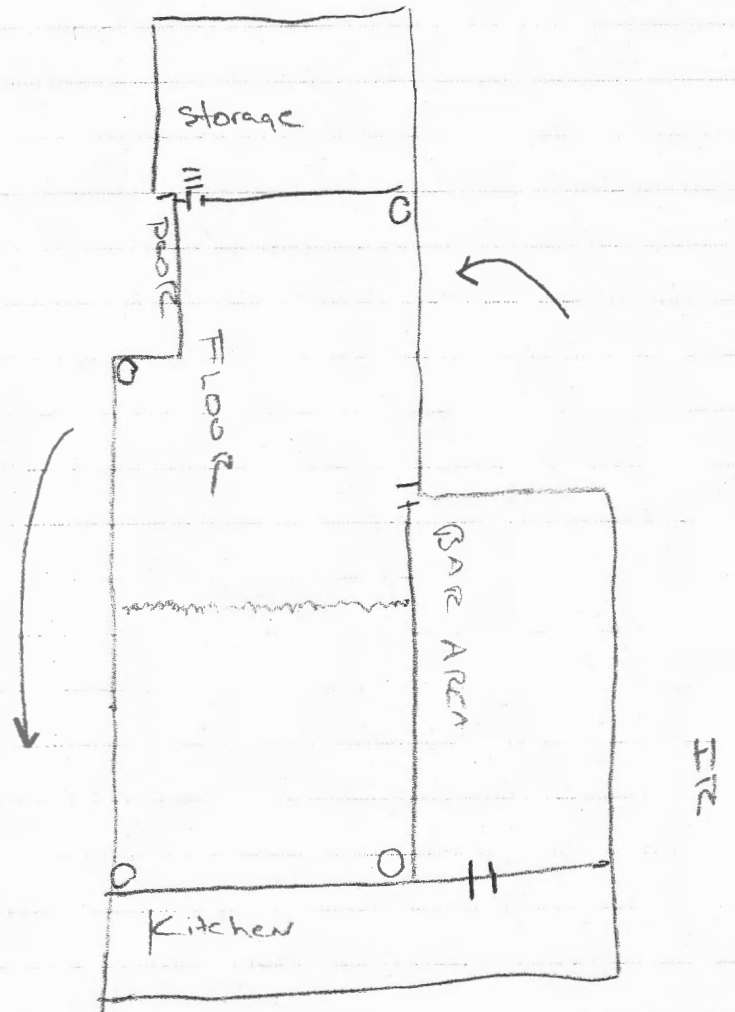
No brawl in here ever goes past the two in the argument, or the Keeps twenty second time limit. While on this station, what Charcaroth says or does, simply goes. Arguments may be taken outside, but that is the Astral, not the bubble of protection inside the door.

If a P.C. is fortunate or unfortunate enough to land here as part of the adventure, then all the guidelines of interplanar travel begin to apply outside the station, except for the dimensional compression. (the characters now are two-dimensional, about as thick as a piece of parchment). The characters however can still function normally. They can still eat, drink, cast spells, or do whatever else the situation calls for. The silver cord that is attached to mortal P.C.'s is also still there, just not visible while in the bar.

[It is a certainty that any P.C.'s here will find something that is truly strange. Be it a patron deity talking to them in person, or a pit fiend offering a round to the house, something unique will happen here. The only other rule about this place is pay the Keeper before you leave or end up like the undead pixie doing dishes for the next twenty years.

All the money placed on the bar, (meant to pay the Keeper or not), will vanish in a cloud of black smoke, destined for a coffer in a remote area. This also applies to gems and stones, but not jewelry. Needless to say this money is non-refundable. The bubble of protection extends around the bar, around the clump of Elemental Earth that it was built upon, and is approximately one-hundred and fifty feet in diameter. The globe thus formed is the boundary of Charcaroth's absolute rule (except for Derek Shadowwalker and Red). ]

# InterGalactic Beds



## Nasty Caverns

*Conveniently located in the Eastern Central part of town, next to Shiners*

"CAVERNS" with an arrow pointing down is the sign leading into this establishment. An entrance that looks to be a mine entrance leads down wood reinforced earthen stairs for twenty feet. The large wooden door opens to a smoke filled cave, where the most racous, obnoxious crowd of unwanted demihuman populace seeths. The Caverns are where the escaped convicts, half-orcs, and other affiliated scum go to get bad drinks. If you get kicked out of every other bar in town, then this is the place to go.

No one is really sure why this place was never shut down, but it has been making bad situations worse for years in Karandon. The drink is stale and moldy, the food is often poisonous and unfit to eat, (unless you happen to be a kobold), and there are fights nightly.

Past the pleasantries, the visible part owner of The Caverns is a hill giant named Borris Fisthand. His assistant in running things is an ogre named Ocizerous "Smiley" Blackheart. These two gents are in attendance every night from dusk 'till dawn. They oversee business and run the bar together.

There is nothing beautiful or comely in this place, kobolds take your order, and bring the food. The ones wearing aprons are the cooks. The entire establishment is below ground, a system of caves that had a surface entrance was converted into the wonders now assailing the patrons.

[The other owner of the bar is a drow named Cirus Sindar. He was part of the guild as well and is desperately trying to stay out of the Amrais' brothers way while keeping a pulse on business. They haven't bothered to investigate this place yet, as it is beneath their notice. However if they found Cirus here, they would most certainly kill him.]

*The third owner is Myrick webtoes*



Character Myrick Webtoes  
 Align. C Race Kobold Class mage Level 6

## PLAYER CHARACTER RECORD

Player's Name Dan Deutel / Jason Anle Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex M Age 23 Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. 3'8" Wt. 70 Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
 Hair None Eyes Black Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

<u>8</u>	<b>STR</b>	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	B B/L G
<u>14</u>	<b>DEX</b>	Rctn Adj		Missile Att Adj		Def Adj	
<u>10</u>	<b>CON</b>	HP Adj	Sys Shk	Res Sur	Pois Save	Regen	
<u>14</u>	<b>INT</b>	No of Lang	Spell Lvl	Lrn Sp	Spells/Level	Spell Immun	
<u>12</u>	<b>WIS</b>	Mag Def Adjus	Bonus Spells	Spell Fail	Spell Immun		
<u>8</u>	<b>CHR</b>	Max No Hench	Loy Base		Rctn Adj		

### MOVEMENT

Base Rate	<u>6</u>
Light ( )	_____
Mod ( )	_____
Hvy ( )	_____
Svr ( )	_____
Jog ( × 2 )	_____
Run ( × 3 )	_____
Run ( × 4 )	_____
Run ( × 5 )	_____

### SAVING THROWS

_____	Paralyze/Poison	_____
_____	Rod, Staff, or Wand	_____
_____	Petrify/Polymorph	_____
_____	Breath Weapon	_____
_____	Spells	_____
Modifier		Save

**ARMOR** Adjusted AC \_\_\_\_\_ Armor Type (Pieces) \_\_\_\_\_  
 Surprised \_\_\_\_\_ Ring + 2  
 Shieldless \_\_\_\_\_  
 Rear \_\_\_\_\_  
 Defenses \_\_\_\_\_

<b>HIT POINTS</b>	<b>Wounds</b>
<u>18</u>	

### WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THACO	Damage (S/M/L)	Range	Weight	Size	Type	Speed
<u>Staff +3</u>			<u>16</u>	<u>06+3 / 06+3</u>					
				/					
				/					
				/					
				/					
				/					

Special Attacks \_\_\_\_\_ Ammunition: \_\_\_\_\_   
 \_\_\_\_\_    
 \_\_\_\_\_

**Special Abilities**


**Proficiencies/Skills/Languages**

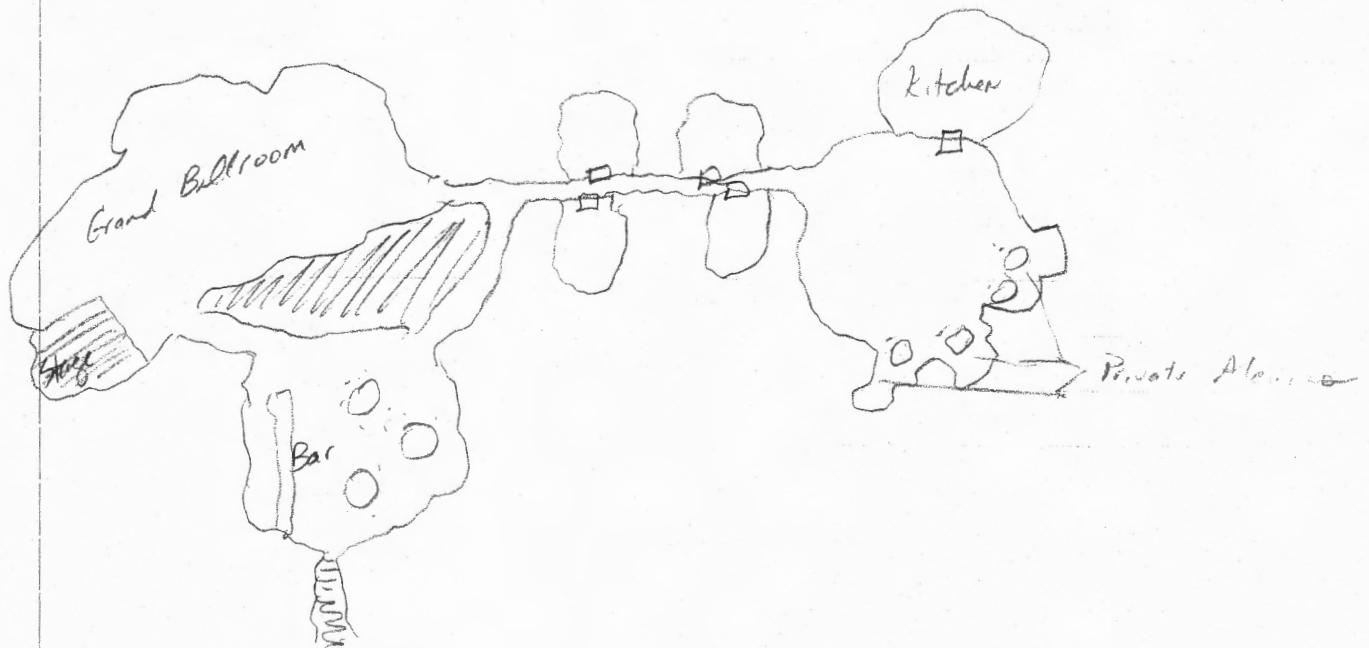
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## Nasty Caverns

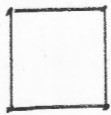
Nasty Caverns is a Kobold Haven along with a mish-mash of other adventurers. The food is terrible, the drink is worse and the company is poor. The place is constantly occupied by

1d20 Kobolds                      1d10 thieves (levels 1-6)  
1d10 goblins  
1d10 orcs  
1d6 Hobgoblins  
1d4 Grants  
1d4 Ogres

Nasty Caverns is run by a Hill Giant named Boris Fisthard. Boris is known for his strong temper and heavy hand. His business manager is an Ogre-Mage named Ouziferous "Smiley" Backhard. Ouziferous is mild tempered & intelligent. He is known to have persuaded Boris to release his grip on many a purple Kobold.









## Empty Flagon (South Western Central Direct North of Reds)

- Pretty Standard bar hangout

Seating for 70

Reasonable prices

Larger menu than most

Nightly entertainment

Fairly clean + well lit

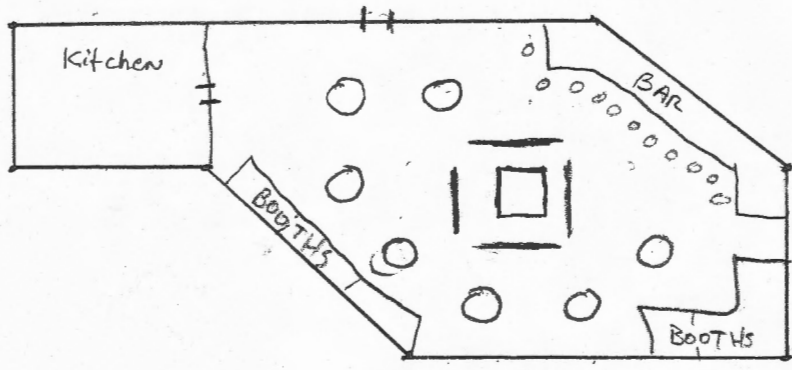
Employees

6 waitresses

4 cooks

3 barkeeps

Run by Ben Samer



## Blū's (Next Building North Empty Flagon)

- A lot of guildwork goes through here
- A thief of the upper eschebn is Always present  
(2 in 6 chance Shadowwalker himself is present) see notes later.
- Entire place is done in shades of blue
- See drink list for Reds  
Good food Great prices  
Nightly Entertainment

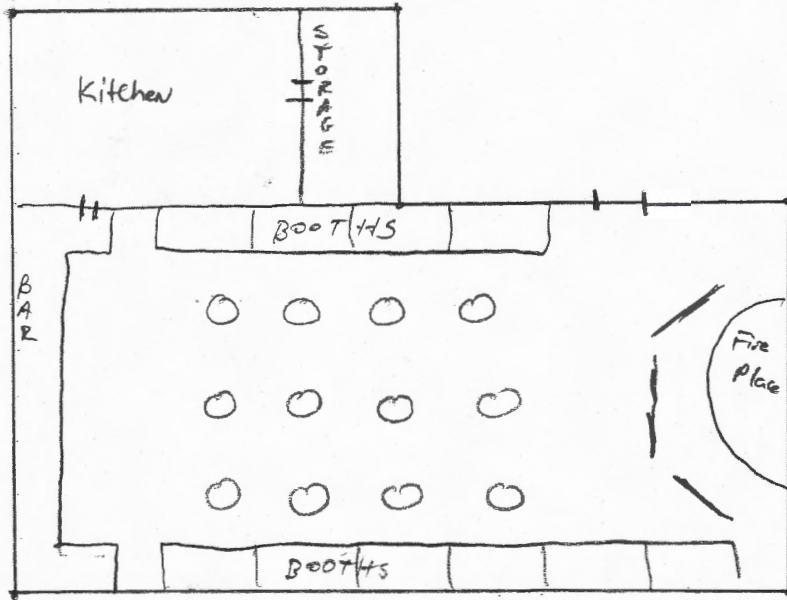
### Employees

5 Waitresses

4 cooks

4 Barkeeps









**THEIVING SKILLS:**

*Backstab Dmg. Multiplier:* 6

- Pick Pockets: 100 %
- Find/Remove Trap: 75 %
- Hide In Shadows: 95 %
- Climb Walls: 90 %
- Open Locks: 85 %
- Move Silently: 100 %
- Hear Noise: 70 %
- Read Languages: 90 %
- Detect Magic: 75 %
- Detect Illusion: 70 %
- Bribe: 85 %
- Tunneling: 90 %
- Escape Bonds: \_\_\_\_\_ %

**SPECIALIZATION IN WEAPON STYLES:**


EQUIPMENT				

**MISC. INFORMATION:**

Shield Prof w/ Buckler +1 to AC  
 Weapon + Shield +1 to AC or +1 Tohit  
 Two Weapon Kophesh + Dagger  
 Missile Daggers (+2 to AC when throwing)

**Treasure/Mag. Items:**


**EXPERIENCE:** 2699557/2705442 **CHARACTER PTS.:** \_\_\_\_\_

**WEALTH:**

**TRAITS:**

**DISADVANTAGES:**

- GP: \_\_\_\_\_
- COP: \_\_\_\_\_
- PL: \_\_\_\_\_
- EL: \_\_\_\_\_
- SIL: \_\_\_\_\_
- MISC: \_\_\_\_\_




## Gems (NW side of Town corner of strip)

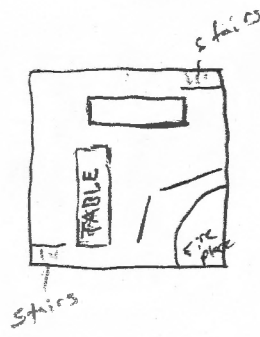
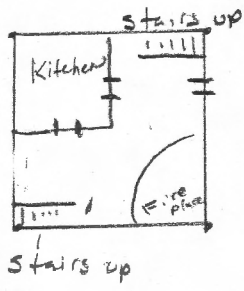
- Primary gathering place of dwarven people
- Solid stone construction
- Portrait of Lonely Mountain behind bar
- Food is plentiful / for dwarves (outsiders or non-dwarves treated with noticeable disdain, (unless a known dwarf friend))

Lots of Dwarven tradition

- \* 9 pm last meal served, tables cleared away on second floor, music begins  
(This is a very serious activity to the dwarves, all dwarves know this, outsiders are asked not to disturb this ritual.)

Run by ~~Ghan~~ <sup>Digtek Pickaxe</sup> of Clan Warhammer (4th cousin to the present King of Little Undermount in Lone Mountain)

~~Ghan~~ is a merchant dwarf, not necessarily an adventurer, just a traveller who stayed behind when the rest of the clan left. Solid mason but lacks skills in crafting of gems & jewelry. Excelled in speaking w/ other races and smoothing relationships.



## Stage Fright (South central just E of Reds Pub)

- Perhaps the most elaborate bar in the city
- Floating heads, hands, smiles, eyeballs etc.
- All for show, good illusionists here
- Big menu - expensive
- Drinks are expensive

3 Stages of performance, seats 100 people, giant dome supported by pillar, entrance fee of 3 silver to get in 2 drink minimum.

No complaints, best shows in town. Illusionists fine tune their spells, put on shows and keep % of profits to do research. Set up by magic academy.

6 Bartenders

6 COOKS

15 waiters/waitresses



Player  
Name "Phantom"  
Class Illusionist  
Race Grey Elf  
Level 9th  
Alignment L.N.

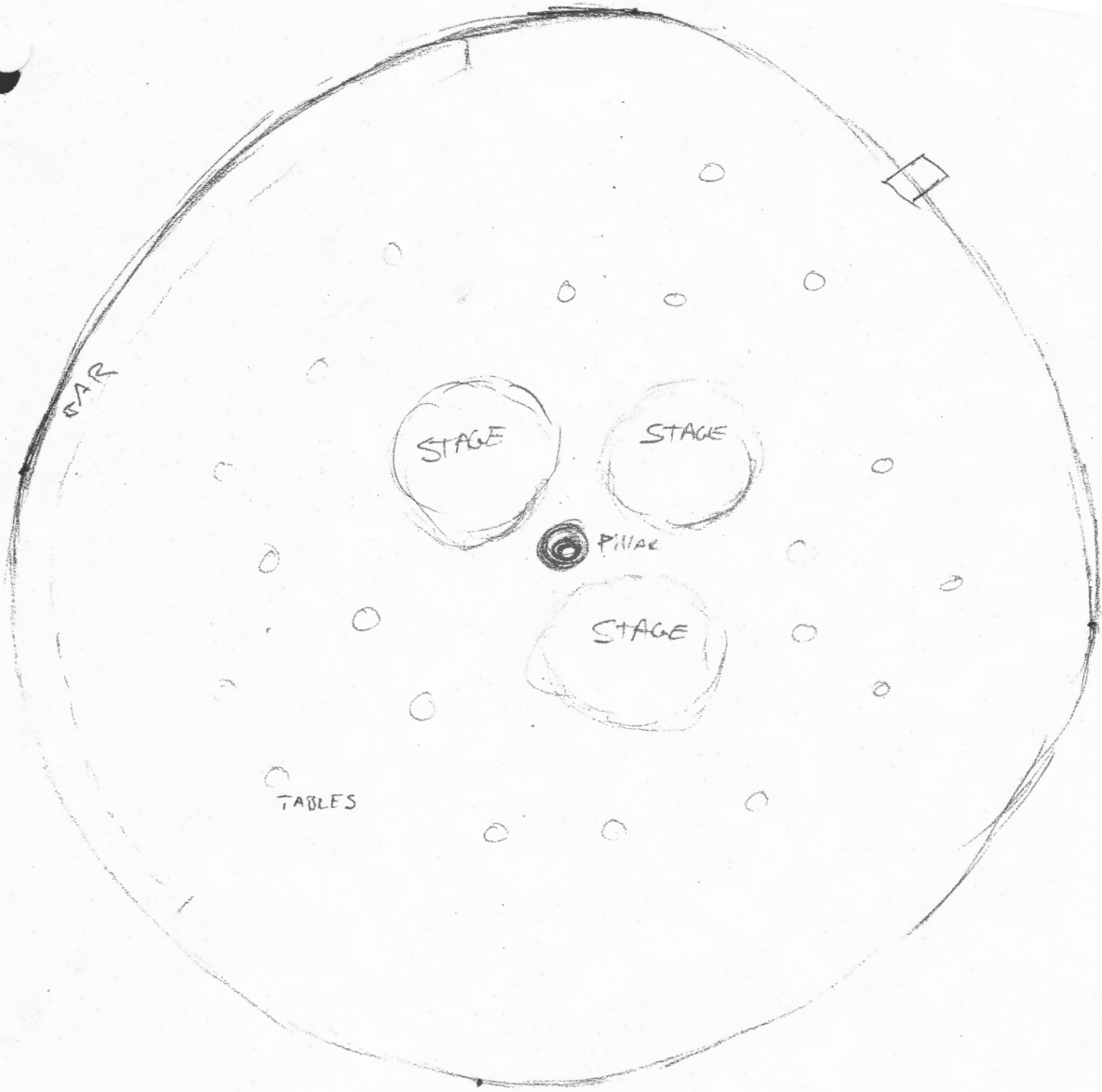
Saves  
P.P.D.M. 14  
Pet./Poly 13  
R.S.W. 11  
B.W. 15  
Spell 12

Strength 10    Sta. 10    Mus. 10  
Intelligence 17    Pers. 18    Know 16  
Wisdom 11    Int. 11    Wil. 11  
Dexterity 16    Aim 14    Bal. 18  
Constitution 14    Heal. 12    Fit. 16  
Charisma 14    Lead. 12    App. 16

AC 6    None  
HP 20

Race Abilities

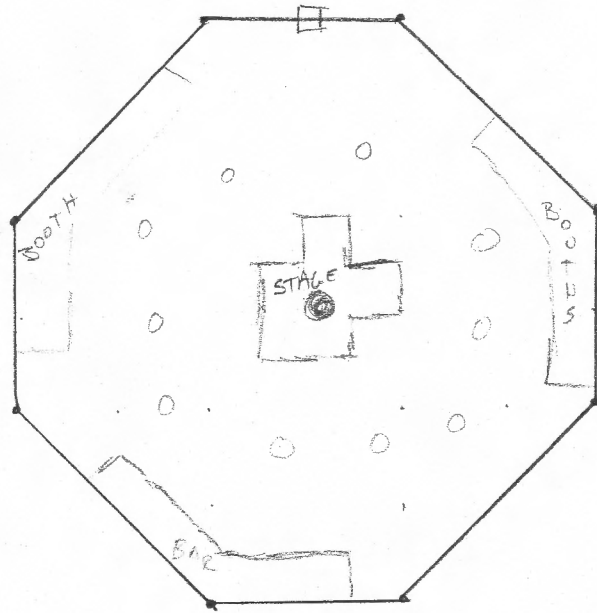
Class Abilities



Stage Fright Tow (South west, North of Stage Fright)

Smaller Scaled down version of Stage Fright





Rattlesnakes Tail

Typical dive bar

Cheap menu / Cheap drinks

Lower echelons of guild come here

Occasional dirty half breeds

2 grease cooks

2 old waitresses

Player	Saves
Name Severan "The Rat"	P.P.P.M. 13
Class Thief	Pet/Poly 12
Race Human	R.S.W. 14
Level 3 <sup>rd</sup>	B.W. 16
Alignment L.E.	Spells 15

Strength 11	str. 9	mus. 13
Intelligence 14	reas. 12	know 16
Wisdom 12	int. 12	wit. 12
Dexterity 16	aim. 17	bal. 15
Constitution 15	heart 13	fit. 17
Charisma 13	lead. 12	app. 14

AC 9      None  
 HP 19

Race Abilities

Class Abilities



NonWeapon

Weapon

Weapons

spk

Type

THACD

swng

sm/med

lrg

Att/m

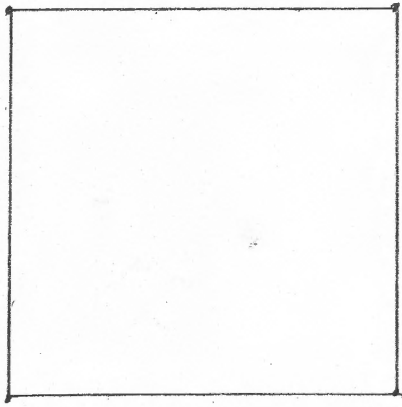
Misc.

Hair Curled Black

Eyes Hazel

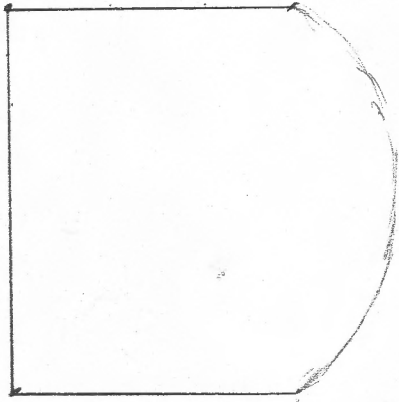
Ht. 5'6

Wt. 101

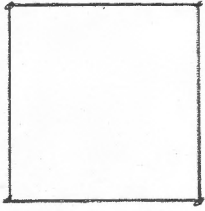


Wine Spring



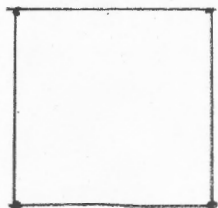


Foaming Mug





Last Call



Golden Dragon

Golden  
Dinner

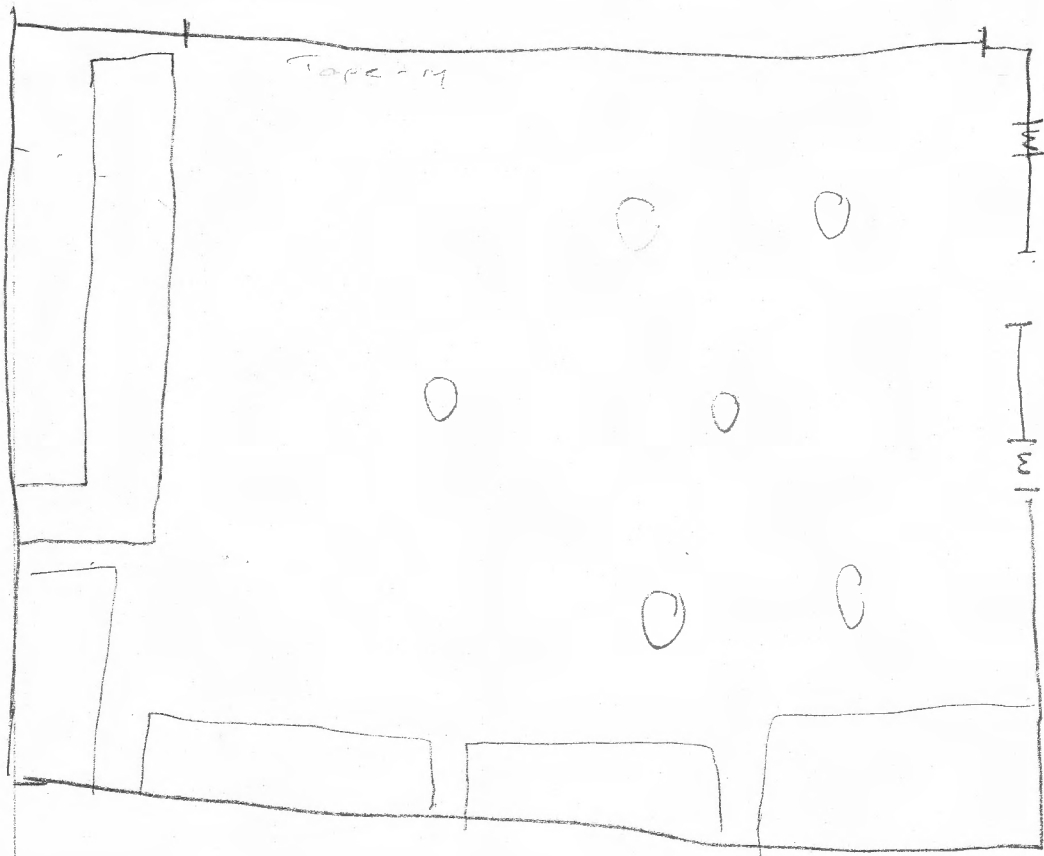
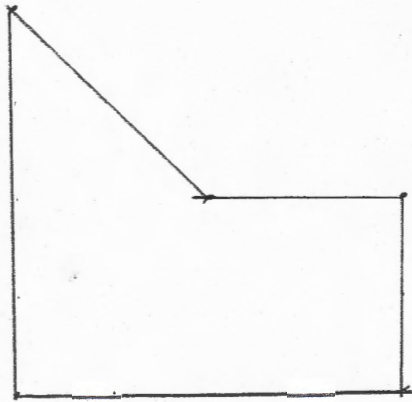


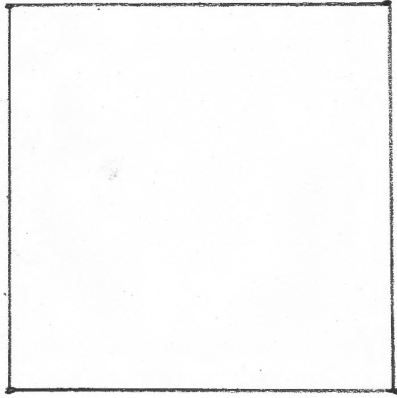
Table - 14

14  
14



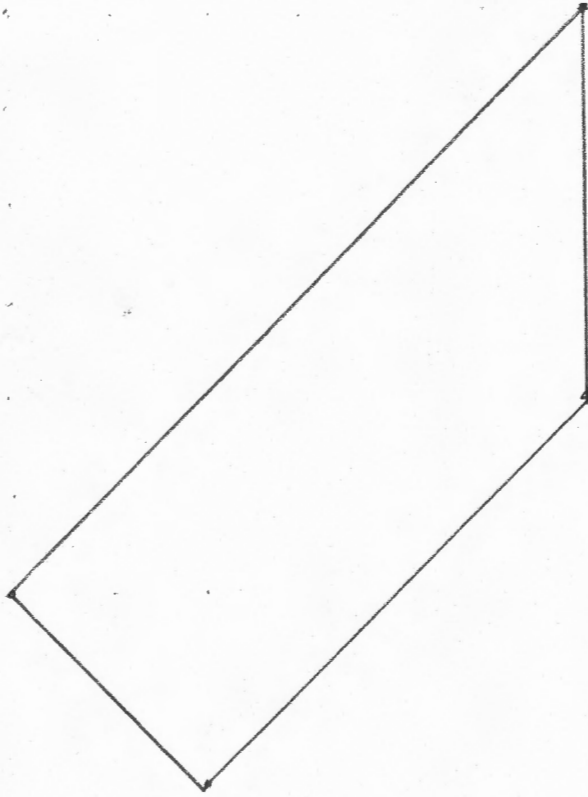


Miriam's Chest

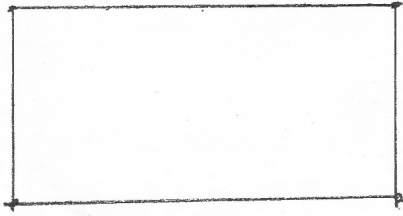


Kelars Winery





Platinum Trinket



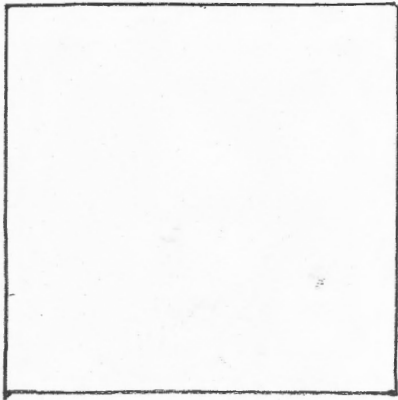
## INNS

Name	Proprietor	Location
1) Crow's Nest	Blackie The Pirate	(9,3C)(4,-1)
2) Dragon's Lair	Master Mantle	(5,6F)(-1,7)
3) Drop Inn	Dellian Crowtheir	(4,5E)(2,-7)
4) Griffon Feather Inn	Cilvorn "Skyrider"	(3,2B)(5,-4)
5) Last House	Mort Harper	(4,3C)(6,5)
6) Lonely House	Corien Demthin	(3,7G)(7,7)
7) Tell-a-Tale	Stu Bodner	(2,1A)(4,6)
8) Baggs End	Lenora Pooka	(2,1A)(-2,2)
9) Knight's Rest	Sir Denthus Matox	(6,8H)(-6,1)
10) Wandering Inn	Ellis Stormgazer	(1,4D)(6,7)
11) The First Inn	Nervandel Cross	(3,6F)(3,3)
12) Karandon Inn	Lester Blackmoor	(3,5E)(1,7)
13) Blackwing Inn	Calleron Darkwell	(9,4D)(0,7)
14) Winterwind Inn	Barnabus "Old Man Winter" Craggstone"	(9,3C)(7,-7)
15) Peleg's Keep	Sthasan Peleg	(4,1A)(3,5)
16) Rattlesnake's Tail	Sevoran "The Rat"	(10,3C)(-6,-6)
17) Gondulars Monument	Cirdan Gondular	(3,3C)(4,-2)
18) Yggdrasil's Hollow	Malux Strauss	(4,5E)(0,6)
19) Seventh's Night Rest	Shevlann Tantross	(5,4D)(-4,8)
20) Hands of Fate	Benadine Cutlass	(4,7G)(1,-3)



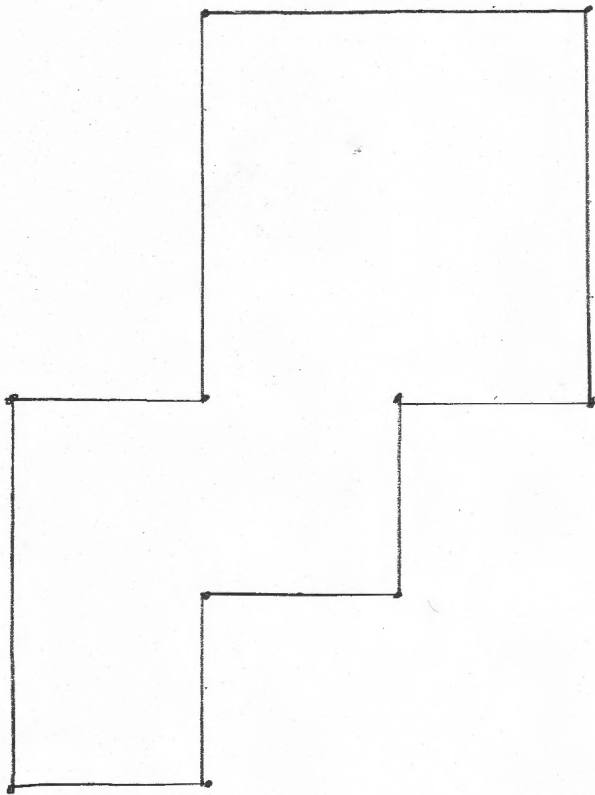
Inns	Proprietor	Rates	Nite/Wk
1 Crows Nest	Blackie the Pirate	1 sp / 5 sp	
2 Dragons Lair	Master Mantle	3 sp / 1 gp 2 sp	
3 Drop Inn	Dellian Growthair	1 sp / 5 sp	
4 Griffin Feather Inn	Cilvorn "Skyrider"	2 sp / 1 gp	
5 Last House	Mort Harper	2 sp / 1 gp	
6 Lonely House	Corran Demthin	1 sp / 6 sp	
7 Tell a Tale	Stu Bodner	Variable	
8 Ragqins End	Lenore Pooka	Variable	
9 Knights Rest	Sir Denthus Mattox	3 sp / 2 gp	
10 Wandering Inn	Ellis Storgazer	1 sp / 1 gp	
11 The First Inn	Nervendal Cross	2 sp / 1 gp	
12 Karandon Inn	Lester Blackmoor	2 sp / 1 gp	
13 Blackwing Inn	Callan Darkwell	2 sp / 1 gp	
14 Winterwind Inn	Borabus "Old Man Water" Craggsore	1 sp / 5 sp	
15 Peleg's Keep	Shtisan Peleg	Variable	
16 Rattlesnake Tail	Sevoran "The Rat"	1 cp / 1 sp	
17 Gondulus Monument	Lirdan Gondular	1 gp / 1 pp	
18 Yggdrasil's Hollow	* Malux Strauss *	3 gp / 9 gp	
19 Seventh Nights Rest	Shewlan Tanatross	1 gp 2 sp / 1 pp	
20 Hands of Fate Inn	Bendine Cutlass	1 gp / 5 gp	

Crow's Nest

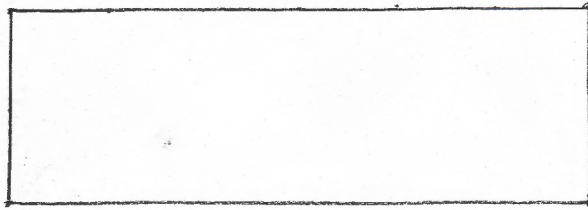


Dragons Lair



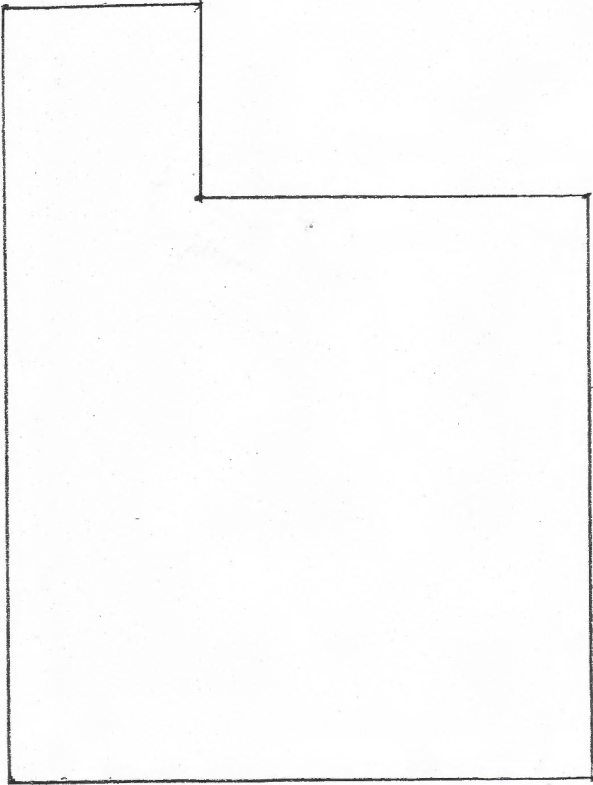


Drop Inn

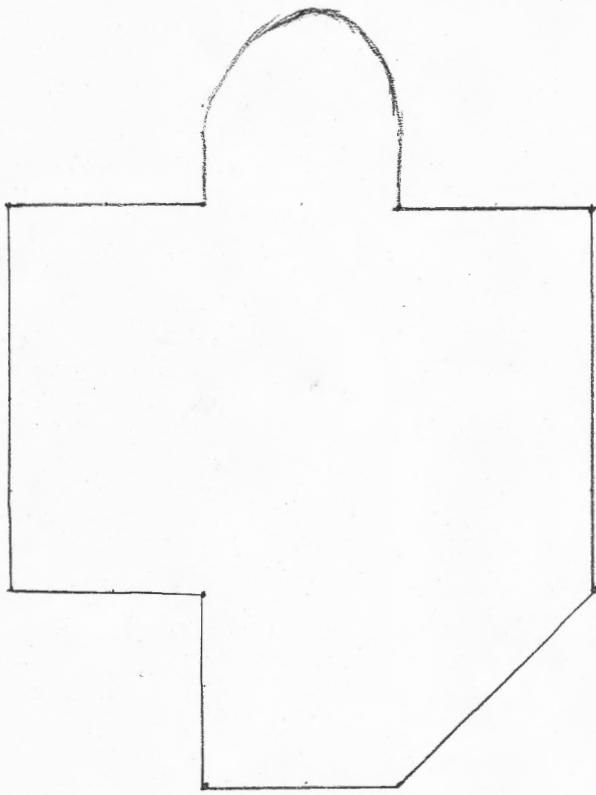


Griffon Feather Inn



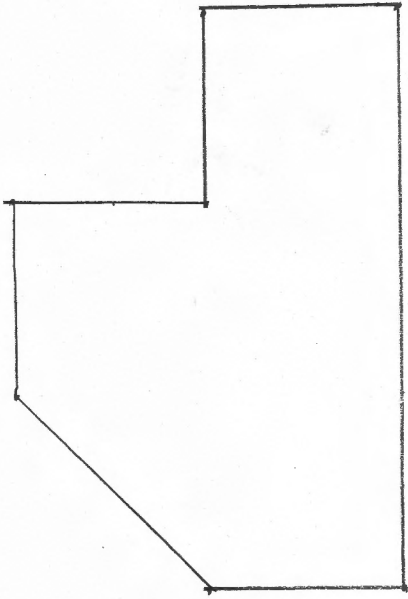


Last House

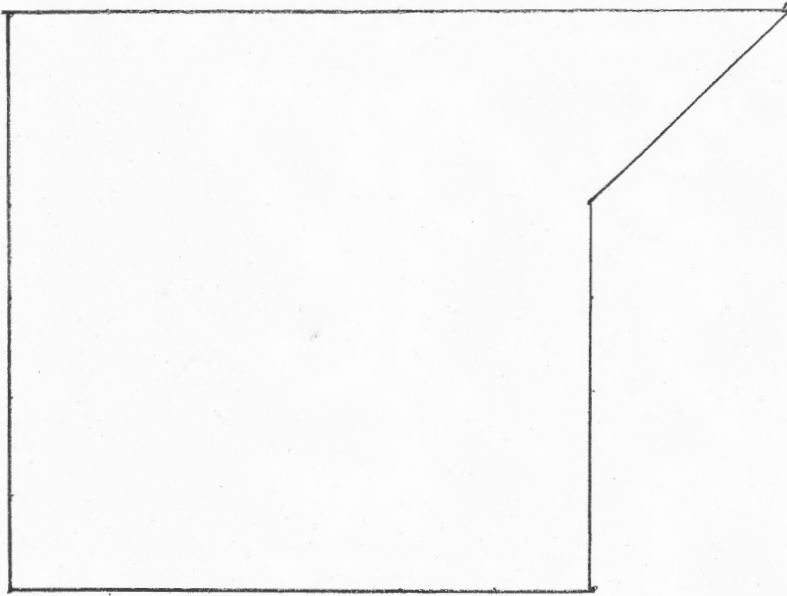


Lonely House



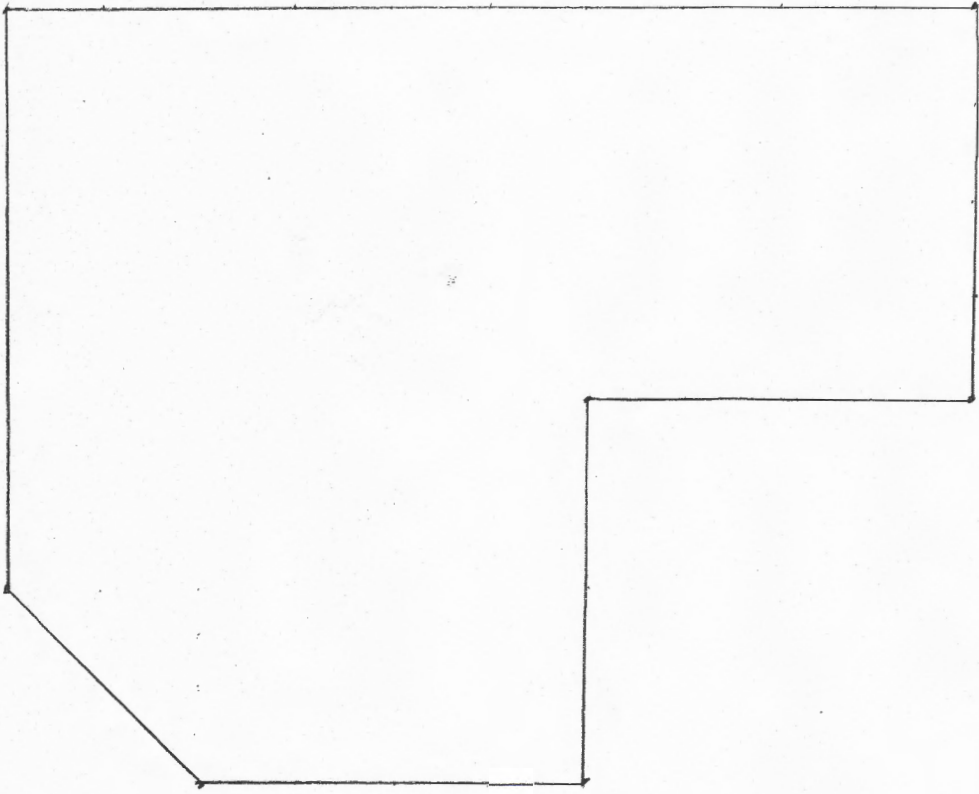


Tell-A-Tale

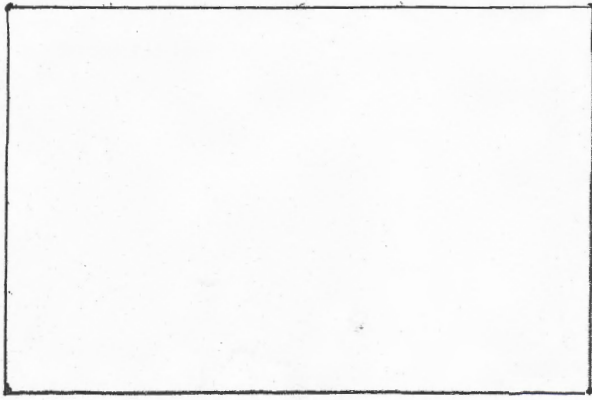


Baggs End



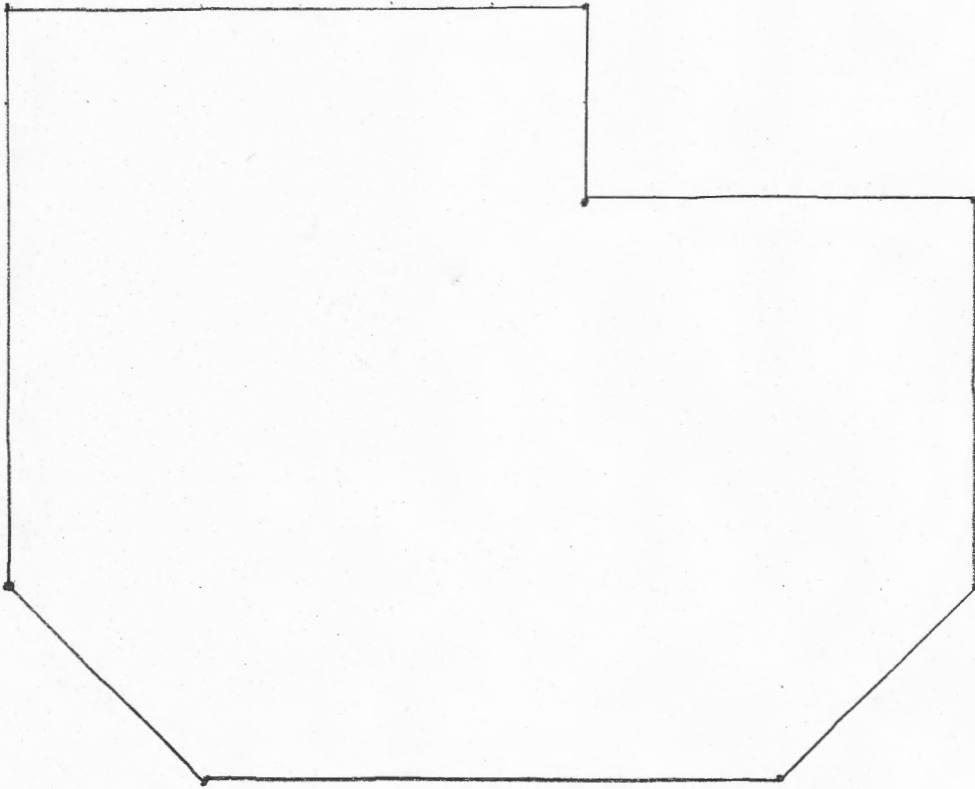


Knights Rest

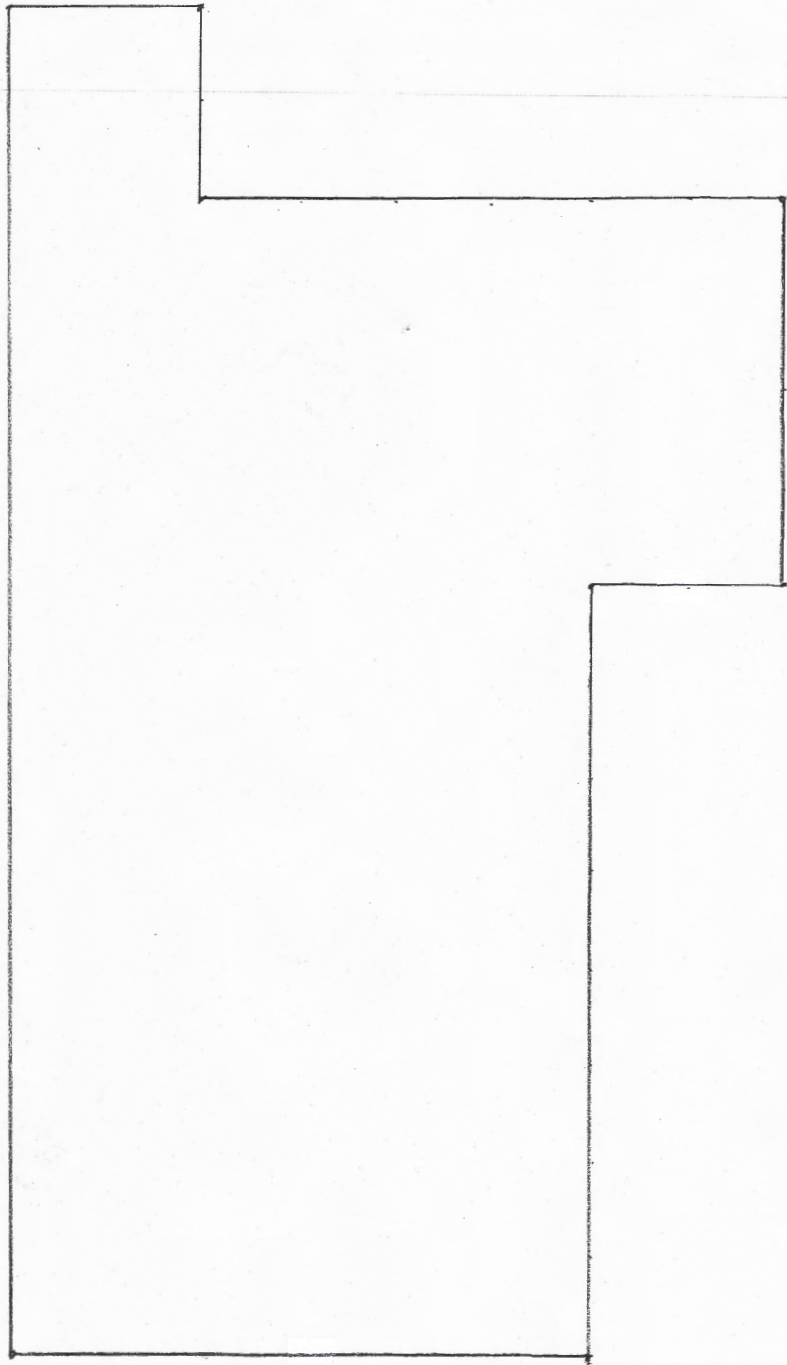


Wandering Inn



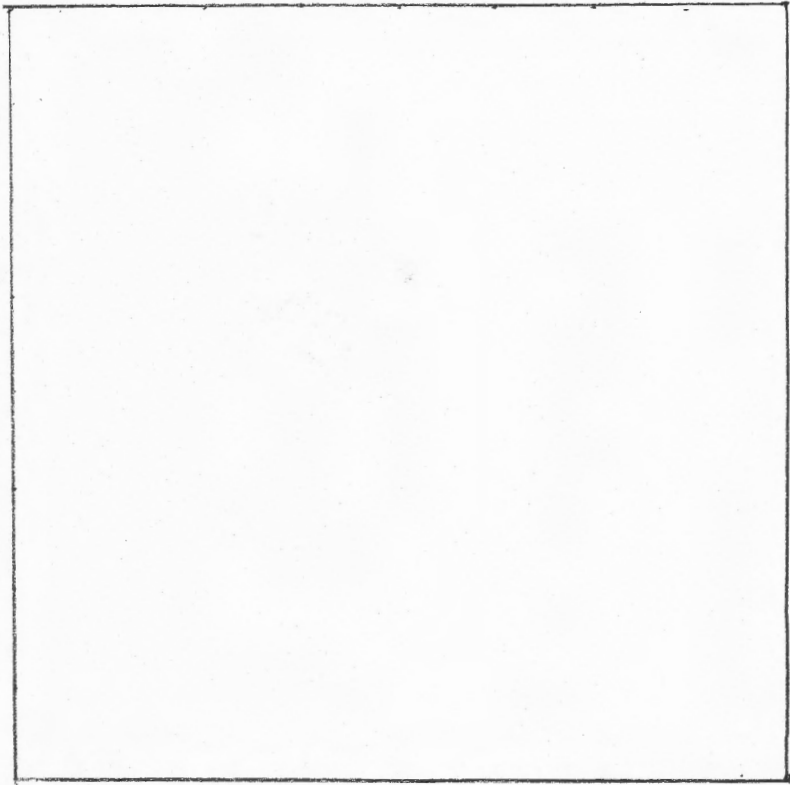


The First Inn

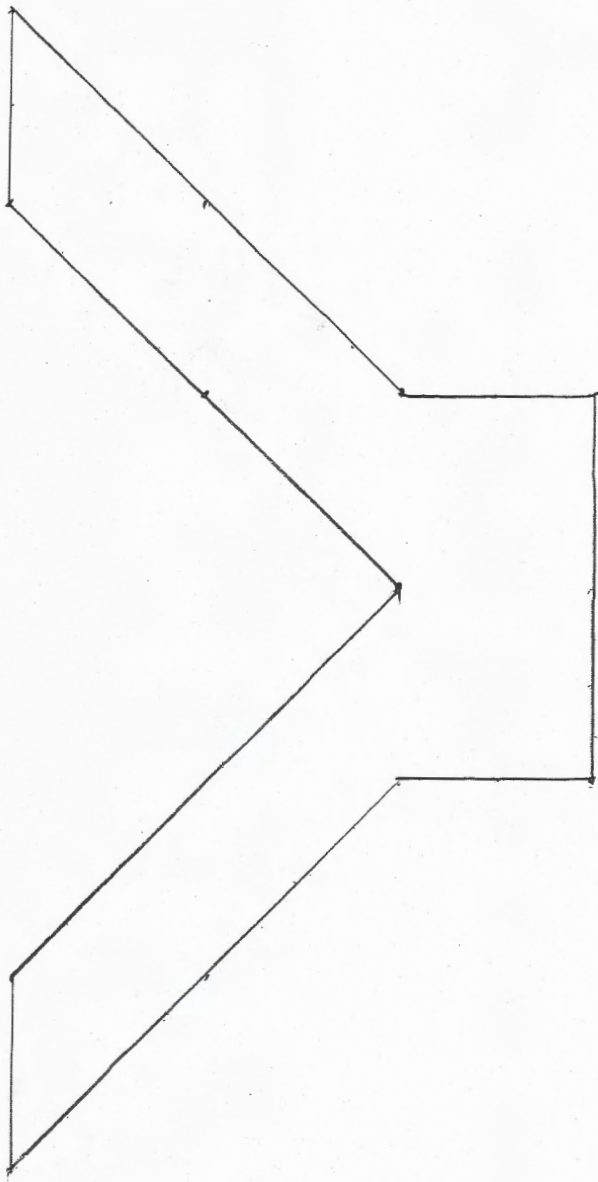


Karandon Inn





Blackwing Inn



Winterwind Inn



Player	Saves
Name Barnabus "Old Man Winter" Cragstone	P.P.D.M. 16
Class Bitter Old Man	Pct/Poly 17
Race Human	R.S.W. 18
Level 0	B.W. 19
Alignment N.G. w/ Chaotic Tendencies	Spells 19

Strength 10	Str. 11	mus. 9
Intelligence 12	reas. 10	know. 14
Wisdom 12	int. 14	wil. 10
Dexterity 16	aim. 14	bal. 18
Constitution 13	heal. 13	fit. 13
Charisma 15	lead. 17	app. 13

AC 6 None  
HP 5

Race Abilities

Class Abilities

Non Weapon

Weapon

Weapons      spd.      type      THACD      range      sm. /med.      lg      atk/md.

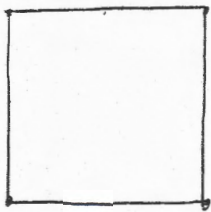
Misc.

Hair Old thin grey

Eyes. Brown

Ht. 5'0

Wt. 94



Pekq's Keep



# Sntasan Peleg

## Racial Abilities:

- +1 Sword Bonus
- 30% Res. to Sleep or Charm
- 60' Infravision
- Detect Secret Doors

## Psionic:

FALSE SENSORY IN

## Bard Abilities:

- Alter Moods
  - Detect Noise
  - Detect Magic
  - Pick Pockets
  - Rally Friends
  - Sound Resistance
- } see other pg.

- Weapon Specialization: +2 Dagger
- Weapon Specialization: +1 Long Sword

## Non Weapon Proficiencies:

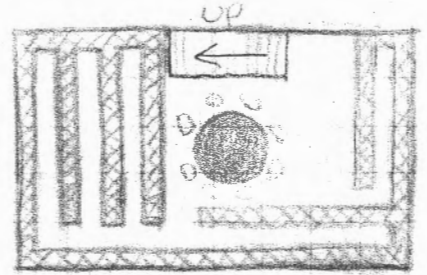
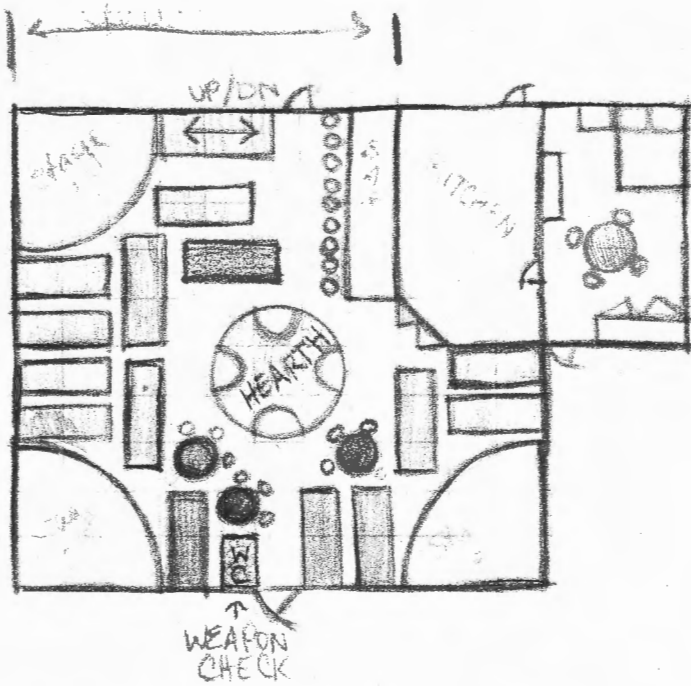
Appraising	<u>16</u>
Blind Fight	<u>N/A</u>
Dancing	<u>13</u>
Disguise	<u>9</u>
Etiquette	<u>13</u>
Forgery	<u>10</u>
Gaming	<u>10</u>
Healing	<u>12</u>
Heraldry	<u>13</u>
Herbalism	<u>17</u>
Modern lang	<u>14</u>
Musical Inst	<u>16</u>
Reading lips	<u>12</u>

Reading/Write	<u>16</u>
Rope Use	<u>13</u>
Throwing	<u>14</u>
Tumbling	<u>12</u>
Singing	<u>17</u>

roll < D20

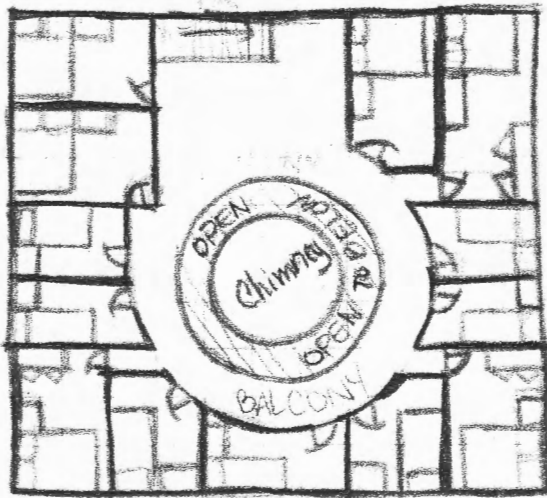
Peleg, Sam, ...

1/2



Other

2/2



page

Special  
Thanks to  
Hannah  
for his  
support.  
Sitara  
Peleg

3

Shtasan Peleg

Spells Known:

magic missiles

CANTRIP

Charm Person

Protection from Cantrip

ESP

Invisibility

Dispel Magic

Fireball

Description

Female Half-Elf Bard

Ht: 5'5"

Wt: 120

Hr: Dark Brown

Eyes: Blue/Purple

Age: ~~123~~ 123

Apparent Age: ~~21~~ 21

Gen. Appear: None Innocent

Strong young

Mannerisms: flirtatious needy

mostly honest cor-retfume

\* Magic Items: Dragon Scale Armor

Possessions

Daggers - 7

long sword

studded leather armor

belt pouch

backpack

rope

black silk nightgown

two white dresses

\* Stail license for

magic, prof. 2nd

prof. 1st

\* 1200 gold pieces



## Rules card Keep

- ① Check your weapons at the door!
- ② may perform for credit towards a meal or a room
- ③ Audience decides who stays on or leaves the stage.
- ④ There will be competitions on the last day of every month  
(Rules to be determined)
- ⑤ Barkeep has the right to deny drinks to anyone who they feel is unable to hold them.
- ⑥ Do not touch the performers or the art on the walls.  
- The art is for sale: Shtasan will refer you back to the artist for sale finalization
- ⑦ During contests, for two hours, drinks will be 1/2 price

<u>Drink List</u>	<u>Room Cost</u>	<u>Meal Cost</u>
Flubber juice	sm.	
Nostalgia	med.	
Spunk (Haste Spunk)	lg.	
Grab on		
Who, What, Where		







THEIVING SKILLS:

- Pick Pockets: \_\_\_\_\_%
- Find/Remove Trap: \_\_\_\_\_%
- Hide In Shadows: \_\_\_\_\_%
- Climb Walls: \_\_\_\_\_%
- Open Locks: \_\_\_\_\_%
- Move Silently: \_\_\_\_\_%
- Hear Noise: \_\_\_\_\_%
- Read Languages: \_\_\_\_\_%
- Detect Magic: \_\_\_\_\_%
- Detect Illusion: \_\_\_\_\_%
- Bribe: \_\_\_\_\_%
- Tunneling: \_\_\_\_\_%
- Escape Bonds: \_\_\_\_\_%

Backstab Dmg. Multiplier: \_\_\_\_\_

TURNING UNDEAD:

- Skeleton or 1hd: \_\_\_\_\_ Zombie: \_\_\_\_\_
- Ghoul or 2hd: \_\_\_\_\_ Shadow or 3-4hd: \_\_\_\_\_
- Wight or 5hd: \_\_\_\_\_ Ghast: \_\_\_\_\_
- Wraith or 6hd: \_\_\_\_\_ Mummy or 7hd: \_\_\_\_\_
- Spector or 8hd: \_\_\_\_\_ Vampire or 9hd: \_\_\_\_\_
- Ghost or 10hd: \_\_\_\_\_ Lich or 11+hd: \_\_\_\_\_
- Special ( includes unique or free-willed  
undead of the Neg. material plane, certain  
greater or lesser powers): \_\_\_\_\_

ACCESS TO SPHERES FOR CLERICS/PRIESTS/DRUIDS:

- |                |                |
|----------------|----------------|
| <u>SPHERE:</u> | <u>ACCESS:</u> |
| All            | major          |
| Animal         | major          |
| Combat         | major          |
| Creation       | minor*         |
| Divination     | minor*         |
| elemental      | major          |
| guardian       | major          |
| Healing        | major          |
| Necromantic    | major          |
| Protection     | major          |
| Summoning      | major          |
| weather        | minor*         |
| Charm          | minor*         |

<u>EQUIPMENT:</u>	

SPECIALIST WIZARDS:

SCHOOL: \_\_\_\_\_ OPP. SCHOOLS: \_\_\_\_\_

<u>MISC. INFORMATION:</u>
(+7 VS Draw sleep poison and spider venom;
+6 VS Other sleep poisons and drugs and
other insect venom;
+5 VS All injected poisons; +4 vs all ingested
poisons)

<u>Treasure/Misc. Items:</u>		
Net of Snaring		
Spider Wand 36 charges		
Girdle of many pouches → 64 pouches mini bags of holding		
Ever smoking bottle		

page 74 Draw back

17

EXPERIENCE: 12189 CHARACTER PTS.: 5

WEALTH:

- GP: \_\_\_\_\_
- COP: \_\_\_\_\_
- PL: \_\_\_\_\_
- EL: \_\_\_\_\_
- SIL: \_\_\_\_\_
- MISC: \_\_\_\_\_

Dis. Adv. Traits = Fanaticism Adv. Precise Memory Obscure Knowledge

# Qu'ellar Du'Hobshaban

79

as 17th level wizard

max charges = 100

major powers: 15 charges

acid storm

spell turning

shadow cat

Hornung's random dispatcher

intermediate powers: 5 charges

globe of invulnerability

wall of iron

wall of force

invisibility

minor powers: 1 charge

detect magic

protection from good

spider climb

wizard marked with house symbol

- acts as a flaring of protection with an 8 foot radius
- if touched by a non-drow, shocking grasp does  $108 + 17$  points to holder (takes 10 charges)
- if separated from owner, the insignia will teleport other to random place within spell limits (if on prime, to dungeon of Du'Hobshaban house, then succor itself to owner (takes 20 charges)







**THEIVING SKILLS:**

- Pick Pockets: \_\_\_\_\_%
- Find/Remove Trap: \_\_\_\_\_%
- Hide In Shadows: \_\_\_\_\_%
- Climb Walls: \_\_\_\_\_%
- Open Locks: \_\_\_\_\_%
- Move Silently: \_\_\_\_\_%
- Hear Noise: \_\_\_\_\_%
- Read Languages: \_\_\_\_\_%
- Detect Magic: \_\_\_\_\_%
- Detect Illusion: \_\_\_\_\_%
- Bribe: \_\_\_\_\_%
- Tunneling: \_\_\_\_\_%
- Escape Bonds: \_\_\_\_\_%

**Backstab Dmg. Multiplier:** \_\_\_\_\_

**TURNING UNDEAD:**

- Skeleton or 1hd: \_\_\_\_\_ Zombie: \_\_\_\_\_
- Ghoul or 2hd: \_\_\_\_\_ Shadow or 3-4hd: \_\_\_\_\_
- Wight or 5hd: \_\_\_\_\_ Ghast: \_\_\_\_\_
- Wraith or 6hd: \_\_\_\_\_ Mummy or 7hd: \_\_\_\_\_
- Spector or 8hd: \_\_\_\_\_ Vampire or 9hd: \_\_\_\_\_
- Ghost or 10hd: \_\_\_\_\_ Lich or 11+hd: \_\_\_\_\_
- Special ( includes unique or free-willed undead of the Neg. material plane, certain greater or lesser powers): \_\_\_\_\_

**ACCESS TO SPHERES FOR CLERICS/PRIESTS/DRUIDS:**

**SPHERE: ACCESS:**

SPHERE: ACCESS:		EQUIPMENT:
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	
<del>_____</del>	<del>_____</del>	

**SPECIALIST WIZARDS:**

**SCHOOL:** \_\_\_\_\_ **OPP. SCHOOLS:** \_\_\_\_\_

MISC. INFORMATION:
small cup
;

Treasure/Mag. Items:		
Cubic Gate		
	Philosopher stone → need wizard	
		Stones of Controlling earth elements
Paul of the Simias	Breach of shielding	9 iron stones → 2 db 6m of spells

**EXPERIENCE:** 332,800 **CHARACTER PTS.:** \_\_\_\_\_

**WEALTH:**

- GP: \_\_\_\_\_
- COP: \_\_\_\_\_
- PL: \_\_\_\_\_
- EL: \_\_\_\_\_
- SIL: \_\_\_\_\_

**MISC:** 47 Gems → Gems to 20000 gp

name Catrina Volo Sex F Age 17 Shannen Coakley  
 Eyes Blue  
 Fighter/Illusionist 1/1 Height 5'8" Hair Red  
 Race Human Align NG Wt 140 lbs

XP  
 CP

S 12 St. 12 Dex. 12 Max Fress 140 45 norm.  
 D 16 4 16 6 16 Def Adj -2 Reac. Adj +1  
 C 12 12 -1 12 SS 80% Res. chance 85%  
 I 14 Reas 14 Know. 14 7th lev Sp 60% 1st sp. 11 sp.  
 W 12 Int. 12 Will 12 5% sp fail.  
 CH 15 Ldr. 15 App. 5 LB +3 # of Hench. 7 Reac. Adj +3

Armor: leather

**AC 5**

**HP 8**

(always studded leather or lighter) small Lg  
 weapon: bastard sword or long

1 handed: 1d8 1d12  
 2 handed: 2d4 2d8

NP's

1d12 per hp's  
 Increased movement  
 Move silently

Armored Wizard  
 Automatic Spells  
 Detect Magic

Tough Hide

~~Spheres~~  
 Alchemy  
 Alteration  
 Conj/Summ  
 Ench/Charm  
 Geometry  
 Illusion  
 Divination  
 Shadow  
 Sorcery

Etiquette 12  
 Dancing 12  
 Mod Lang 9  
 Blindfighting N/A  
 Read/Writ 8  
 Spellcraft 9  
 Ancient Lang. 6  
 Rope Use 10  
 Set Snare 8

Thaco 20  
 Saving Throws  
 Poison P, DC = 14  
 Rod STAFF, WAND = 11  
 P, P = 13  
 BW = 15  
 SPELLS = 12

Gold 160

Spells

- 1st Change Self
- 1st Phantasmal Force
- 1st Burning Hands



(KAT)  
 Name: Katrina Mansond Level: 1 Ex: 231  
 Class: Fighter Race: Human CP's: 9  
 Sex: Female Align: CG Gold: 100  
 WT: 155 Hair: Blonde Eyes: Blue HT: 5'9"  
 S 16 St: 17 M: 15 Wt Allow: 160 Att Adj: 0 Dam Adj: 0 Max Press:   
 I 11 R: 11 K: 11  
 W 11 In: 11 Wk: 11  
 CH 14 ~~14~~ 19 App: 14 Reac. Adj: +2 Loyalty Base: +1 Max: 6 Henchman  
 D 17 Aim: 17 Bal: 17 Mis. Adj: +2 Reac. Adj: +2 Def Adj: -3  
 C 16 HTH: 16 Fit: 16 Sys. Shock: 95% Pos. Save: 0 HP Adj: +2 Res Ch: +

Pick Pockets: +5 Open Locks: +10  
 Move Silently: +5% Climb Walls: +5%  
 Open doors: 8 Bend Bars/Lift Gates: 7  
 Multiple Specialization  
 +1 Attack Bonus

AC Nat: 1  
 AC: 7  
 Thaco: 20  
 HP:

Long sword +2/+2 3/2  
 Short sword +1/+2 3/2

2 weapon style Armer: Banded Mail

NWPs: Firebuilding 8  
 Blind shooting N/A  
 Survival 6

Disadv: Fear of Heights Adv: Ambidextrous



Sawing Throws:

14 PPEM

16 RSW

15 PP

17 BW

17 S

Lady Aunty Savande

Class = Gypsy Bard Level = 1

Race = Half-Elf

Alignment = N

AC = 16

#Items = 4

Place of origin = Unknown

16	Strength
15	Intelligence
12	Wisdom
13	Dexterity
12	Constitution
17	Charisma
18	Comeliness

THAC0 20

Saving throws

- Paralysis/Poison [13]
- Petrification/Polymorph [12]
- Red Staff or Wand [14]
- Breath Weapon [16]
- Spells [15]

Psionics: Sound Link

Non-weapon profs:

Dancing, Direction Sense, Juggling, Modern Gypsy, animal handling, animal love, animal training, riding, music instruments, singing,

30%

pick pockets

25%

detect noise

50%

climb walls

10%

read languages

Spells

Experience Points:

Wealth:

C:

S: 4

G: 35

Tunic

Large belt pack  
cloak

2 daggers

studded leather

short sword



IN

HALF ELF  
Gypsy/Ban

# Lady Ann Yavande

## Personality

Rationality = Normal  
 Mannerism = Suspicious/cautious - Curious/Inquisitive  
 Self-Esteem = Proud  
 Philosophy = Optimist - extroverted  
 Intellect = flighty - ponderous  
 Bravery = Normal  
 Morals = Normal  
 Piety = Average  
 Motivation = Driven

## Interests

Hobbies = Dancing, legends, Nature  
 Loves = Love  
 Fears = Undead  
 Hates = Bullies & Stupidity

## Relationships

Allies =  
 Foes =  
 Manner = compassionate/sensitive - well spoken  
 Mood/Disposition = easygoing - forgiving  
 Honesty = Average

## Appearance of Possessions

General = Typical  
 Quantity = Average  
 Quality = Practical  
 Personal Habits = Nonchalant  
 State of Clothing = Clean  
 Thrift = Generous

Proficiency = Crowd working



Lady  
Aurvy  
Lavande

## History

- ~ Travelled w/ father who was a gypsy.
- ~ Never knew mother - was only told stories
- ~ Title of "Lady" acquired simply for sound  
- no royal blood whatsoever
- ~ ~~Hair dyed violet with red dyes~~  
~~opened a "gift" of nature by the~~  
~~gypsies~~
- ~ was given a recorder by her father when  
she was young and will never sell it
- ~ when her father died when she was  
15 - she was raised by an older gypsy  
named Caspice Lavande.
- ~ Aurvy then took the last name of  
Lavande.
- \* ~ when she was 25, she left the  
gypsies to find her mother who  
was supposedly named "Aurvy  
Sampthos"
- ~ Has been travelling ever since

2010 = 13

Age = 15

Level: 1

CG

- S - 13
- I - 16
- W - 15
- D - 15
- 10
- 14
- 11/4

39 gp  
6 sp

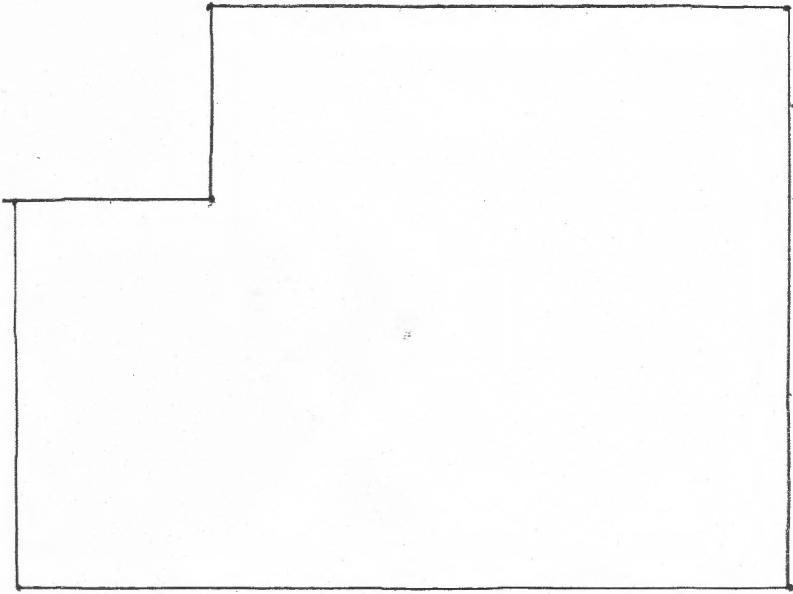
J. Mark

CP: 0

XF = 2492

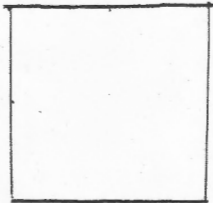
S II = 2

1000  
1000  
1000  
1000



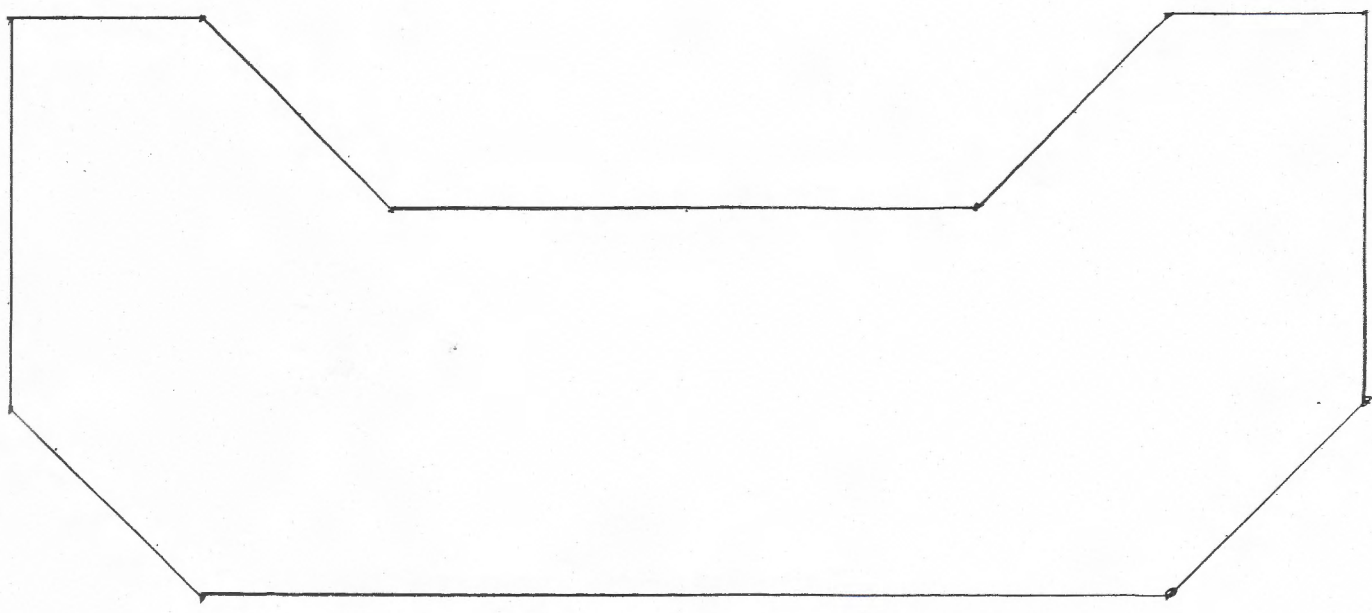
Rattlesnake's Tail





Gondulars Monument

C



C

C

Yggdrasil's Hollow



Player  
Name Maluk Strauss  
Class F/T  
Race Werecat  
Level 4/3  
Alignment L.E.

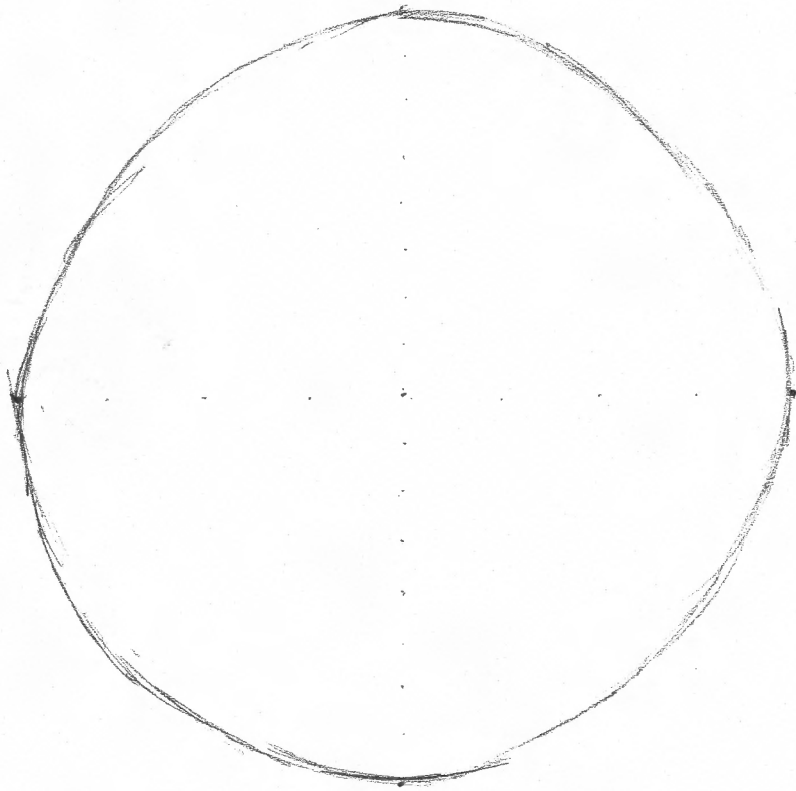
Saves T  
P.P.D.M. 12  
Pet/Poly 12  
R.S.W. 14  
B.W. 16  
Spells 15

Strength 11	str. 11	mus. 11
Intelligence 15	reas. 14	know. 16
Wisdom 14	int. 13	wil. 15
Dexterity 17	aim. 16	bal. 18
Constitution 15	heat. 16	fit. 14
Charisma 11	lead. 9	app. 13

AC 4 Leather  
HP 22

Race Abilities

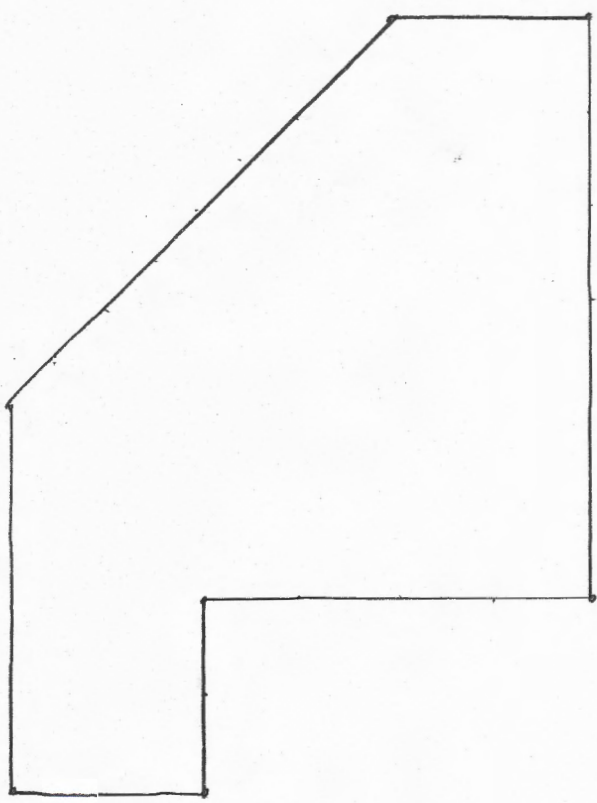
Class Abilities



Seventh's Night Rest

Hands of Fate





This is a comprehensive list of the major Guilds in this city. Note the word most. Not all has been revealed here, there is more to be written later.

Name of Guild	Name of Head of Guild
Thieves	Cirion and Garion Amrais
Merchants	Aeron Flagge
Fighters	Gothang Ironhide
Laborers	Frik Thorns
Masons	Siggs Stonejaw
Woodcrafts	Donovan "Splinter"

**Thieves guild** - Commonly thought to exist though no one cares to point it out; exact information about it doesn't exist such as how many people are in it, who it's contacts are, or other such formalities.

Members go through interrogation then initiation. Magic is usually used in both. Advancement is made by showing power and prowess. Dues are pooled (20%) for bail money or political favors. Their symbol is a dagger in front of a cobra.

**Merchants Guild** - This guild has the most notable sway in Karandon society. This is because they have a stake in almost 40% of the shops in this city. The rest are privately owned but under tremendous pressure to sell out.

The merchants guild is under a seven panel committee that speaks through Aeron Flagge. At any given time there are 200 members of this guild. Their influence is felt in pricing on almost all common goods from food to clothing. Their symbol is a gold piece with "Good business" and "Better Times" engraved on it.

**Fighters** - This guild can be better described as a refined brute squad. Most of its members are not the most intelligent, just strong enough to swing something. When banded together they do serve a purpose.

They lend out their service as private guard, mercenaries, head hunters and law enforcement. The three person committee that runs the guild can get refused by Gothang, simply because he can kick most of their rears.

Gothang is an irritable dwarf and a higher level (8th) fighter to boot. He is rumored to have plenty against the thieves guild, but doesn't want an open confrontation just yet. His symbol is a helmet with a warhammer overlaid.

**Laborers** - This guild usually works with other guilds to accomplish large tasks. This guild is by far the largest with over 500 members. Most of them are just average men looking for a job, but some of them have real skills and talent.

There is a committee of eleven people who run this massive guild and coordinate their activities. They will take just about anything on a temporary basis, but beware of not paying fees! Their symbol is a giant's arm flexing (side view).

**Masons** - This is one of the specialized guilds in Karandon. The guild is small, about forty or so, consisting of mostly dwarves, a few elves and some very talented humans. There is an internship of two years to become a mason then one can join the guild. If one does not join they are forced out of business or town, whichever comes first.

Their prices are high, but their work is the best. Siggs Stonejaw of Clan Stonejaw is King of the Masons, and there are no rules except his. His symbol are crossed hammers on a brick background with a large gold "S" overlay.

**Woodworkers** - This guild provides some of the refinement in Karandon. There is a three year apprenticeship to work in this guild, but then one won't always be forced out if they don't join the union. They take the various insults of "woodpecker", "doll maker" and "termite" with stoicism and patience. However the small guild of eighty are some of the finest employable.

It is a known fact that Donovan lives in one of the most beautiful homes in all of Karandon. His symbol is that of a tree.

Scribes Guild

6 buildings

	<u>1</u>	<u>2</u>	<u>3</u>
Teachers	2	8	5
Students/Teach	9	9	8
cost/mo (gp)	20	15	18

	<u>4</u>	<u>5</u>	<u>6</u>
Teacher	1	5	3
Students/T.	5	4	7
cost/mo (gp)	30	60	40



Cut in Half

Wizard School/ Guild

# Students	School	Teacher lvl	lvl / students	
9	Abjuration	<del>8<sup>th</sup></del> 7 <sup>th</sup>	1, 2, 4, 6, 2, 2, 6, 1, 4	12
2	Alteration	<del>4<sup>th</sup></del> 4 <sup>th</sup>	6, 6 5, 3	10
9	Conjuration / Summoning	<del>6<sup>th</sup></del> 6 <sup>th</sup>	2, 3, 3, 5, 6, 1, 1, 4, 2	12
5	Enchantment / Charm	<del>5<sup>th</sup></del> 5 <sup>th</sup>	5, 2, 3, 6, 6 4, 4	11
6	Illusion / Phantasm	<del>4<sup>th</sup></del> 4 <sup>th</sup>	2, 5, 2, 3, 5, 2	9
12	Invocation / Evocation	<del>7<sup>th</sup></del> 7 <sup>th</sup>	3, 4, 1, 5, 4, 5, 3, 5, 1, 5, 4, 2	9
9	Lesser / Greater Divination	<del>13<sup>th</sup></del> 13 <sup>th</sup>	2, 1, 5, 5, 6, 3, 1, 1, 2	9
2	Necromancy	13 <sup>th</sup> 13 <sup>th</sup>	3, 5	9
3	Wild		2, 4, 1	8
6	Earth	<del>9<sup>th</sup></del> 9 <sup>th</sup>	2, 4, 2, 4, 2, 3	
2	Air	<del>9<sup>th</sup></del> 9 <sup>th</sup>	2	
3	Water	<del>8<sup>th</sup></del> 8 <sup>th</sup>	4, 1, 2,	
2	Fire	<del>4<sup>th</sup></del> 4 <sup>th</sup>	2, 4	
	Asst Magisters (2)	<del>13<sup>th</sup></del> 13 <sup>th</sup> , 17 <sup>th</sup>	<del>8, 9</del> 10	11, 15
	Head Magister	<del>23<sup>rd</sup></del> 23 <sup>rd</sup>	<del>19</del> 19	

General Magic-Users 16: db level

(10/ mages at any time)

Notes:

- \* Oldest school in realm, approx. 700 yrs. (702)
  - \* Send out the general magic-users with guards, ...
  - \* Attain degrees from the school
- Initiate degree 2<sup>nd</sup> level attained  
 Induction degree 4<sup>th</sup> level attained  
 Submaster degree 6<sup>th</sup> level attained \* Needed to teach \*  
 Master degree 8<sup>th</sup> level attained  
 Wizard degree 10<sup>th</sup> level attained \* Eligible for Asst Master \*  
 Greater Wizard 12<sup>th</sup> + \* Eligible for Head master \*

Zeus

6 Temples  
3 Schools

Temple 1

Faithful 300  
Acolytes 13  
Minists 2  
Acolyte hl d3  
Minister hl 6, 6  
Head of City 15th

Temple 2

100  
4  
1  
d3  
6

Temple 3

400  
27  
3  
d3  
6, 7, 4

Temple 4

400  
29  
4  
d3  
4, 5, 6, 7

Temple 5

100  
5  
2  
d3  
4, 5, 6

Temple 6

400  
19  
3  
d3  
6, 7, 7

School 1

Acolytes 5  
Students 100  
Minists 2  
4, 7  
Warden Faithful 800

School 2

15  
300  
4  
4, 4, 5, 5

School 3 Warriors

8  
200  
3  
7, 4, 7

\*2900\*

120 Acolytes d3 hl

22 Ministers d3 d3 hl

142 Priests

2900

142

3042 Total

Athens

①

3 Temples  
1 School

Temple 1

400 Faithful  
26 Acolytes  
3 ministers  
Acolytes of 3<sup>rd</sup> lvl  
ministers 7, 4, 5

Temple 2

100 Faithful  
12 Acolytes  
2 ministers  
"

6, 4  
Head of city 9<sup>th</sup>

Temple 3

200 Faithful  
20 Acolytes  
2 ministers  
"

7, 5

School

23 Acolytes  
300 Students  
ministers 5, 7<sup>th</sup>  
Masters, scholars, Teachers

\* 500 \*

1500
81
9
1590

\* 1590 \* Total

400 wandering faithful

## Notes on Religion

4600 participants. (Rough 1/3 population.)

Steady number  $\rightarrow$  slight increase.

The greek pantheon is the official church of the royal family.

Even though they nor do many who practice dress like the ancient greeks, their ideals have been made to fit into this society.

- 1) Honor among the civil servants to the public is strong
- 2) Justice is often swift and harsh
- 3) Vengeance is upheld
- 4) Beauty in arts is stressed
- 5) Major greek holidays are followed
- 6) Lessons of legends are taught to students in schools



## Entertainment Establishments

### Strip Bars

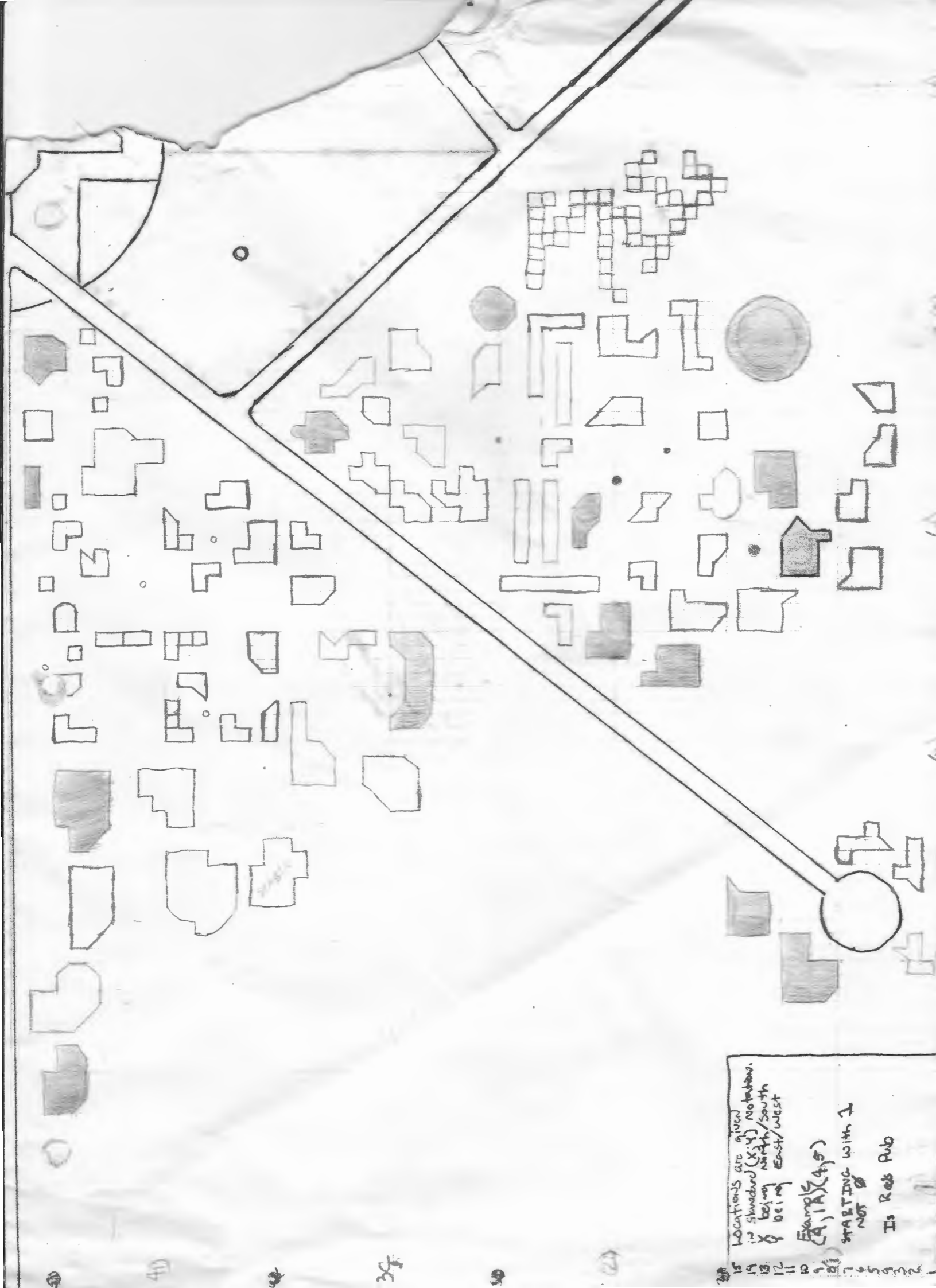
	Owner	Location
Peleg's Pleasure	Shtasan Peleg	(4,1A)(3,5)
Azure Pleasure	Ma'am Azure	(9,4D)(4,-4)
Reigem's	Celeste Belle	(9,4D)(-8,-2)
Cheating Heart	Chazberen Martin	(10,5E)(1,6)
Shop of Wonders	Elora Arlington	(10,6F)(-1,-2)
Howling Demon	Sevoran "The Rat"	(9,3C)(-8,0)
Screaming Banshee	Ma'am Azure	(9,4D)(2,-6)
Gentlemen's Den	Kolaris DuBomn	(9,7G)(5,2)

### Casinos

	Owner	Location
Karandon Casinos	Kolaris DuBomn	(9,7G)(3,-1)
Ziggeraut	Chazberen Martin	(10,5E)(-3,1)
Roll of the Dice	Chazberen Martin	(10,5E)(-2,-1)
Faring Well	Kolaris DuBomn	(9,7G)(2,4)
Golden Coin	Digitak Pickaxe	(5,7G)(0,4)
City of Tin	Toulzan Kemorak	(4,2B)(0,6)
Arcade and Games		
City of Brass	Toulzan Kemorak	(4,2B)(7,2)
Pot of Gold	Darbin O'Brien	(3,1A)(-8,-1)

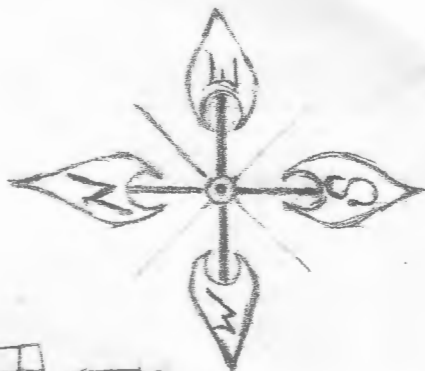
### Restuarants

	Owner	Location
Top of The Town	Lavandon Morthrar	(5,5E)(-2,1)
Eatery and Deli		
Golden Dragon	Master Mantle	(5,6F)(7,-1)
Black Hawk	Calleron Darkwell	(5,6F)(-1,7)
Pit Viper	Tarnak "Shakes" Viper	(9,4D)(1,-8)
Griffon's Wing	Cilvorn "Skyrider"	(3,2B)(5,-4)
Silver Platter	Kendrik Tharple	(8,6F)(2,2)
Fire and Hearth	Helga Pickaxe	(5,7G)(-3,-2)
Ali Babba's	Kendrik Tharple	(8,6F)(3,4)

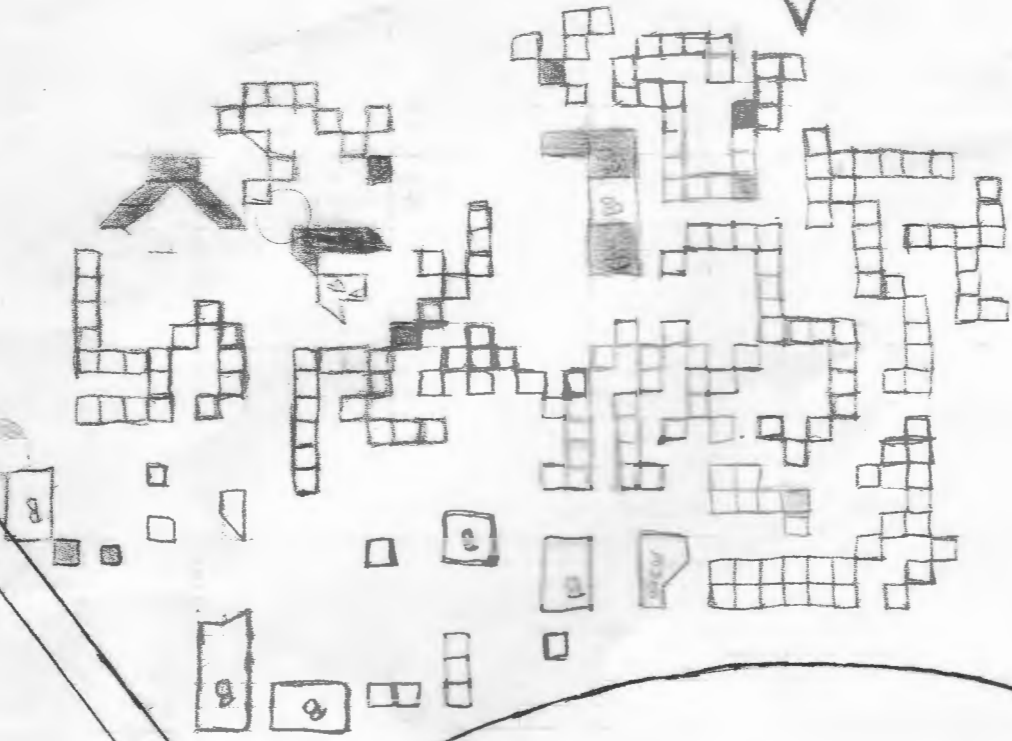


Locations are given  
in Standard (x,y) notation.  
X being North/South  
& Y being East/West  
Example  
(A, 1A) (4, 5)  
STARTING WITH A  
NOT B  
Is Red Pub

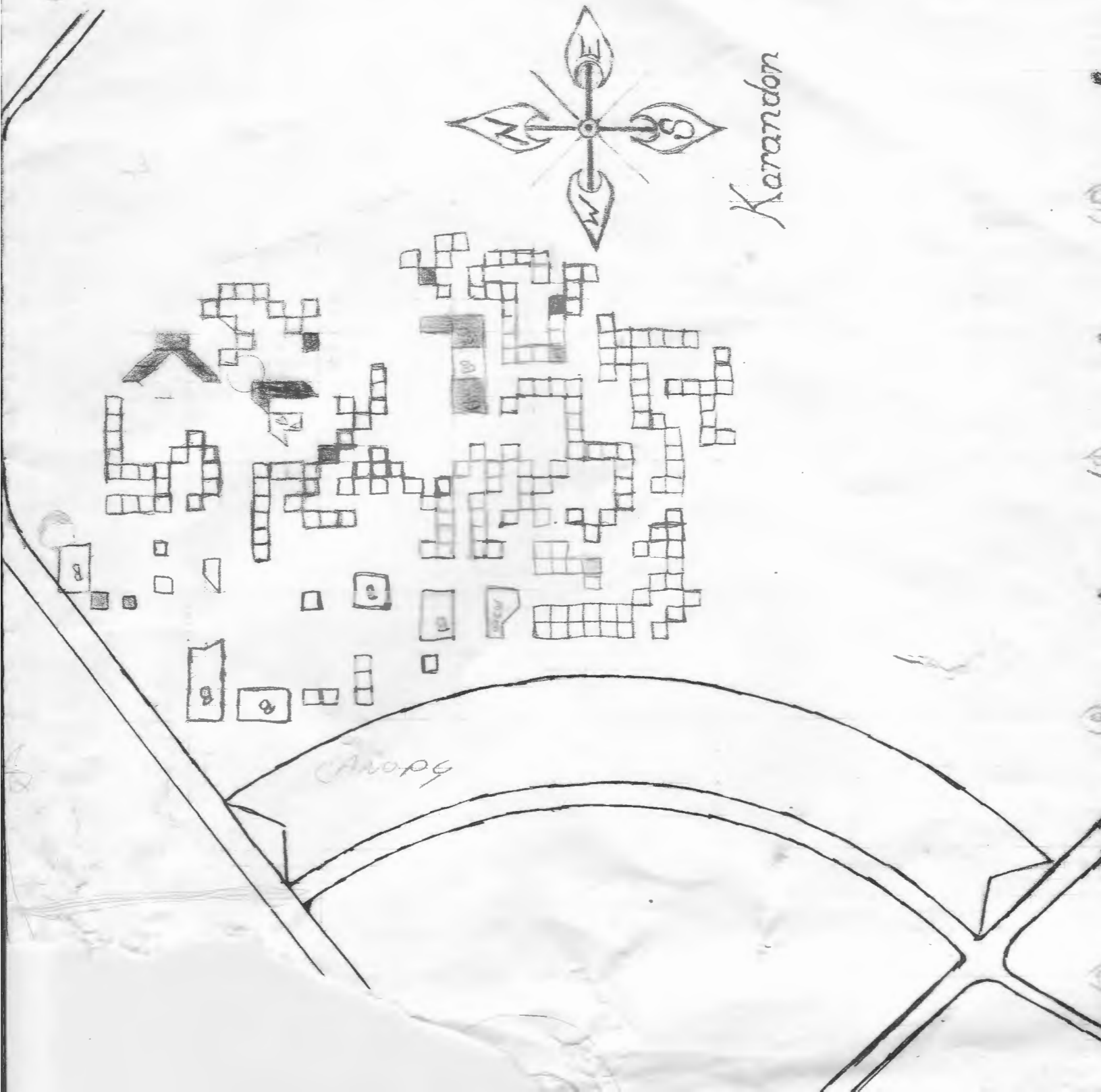
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1



Karandon



Arong







576 577 578 579 580 581 582

