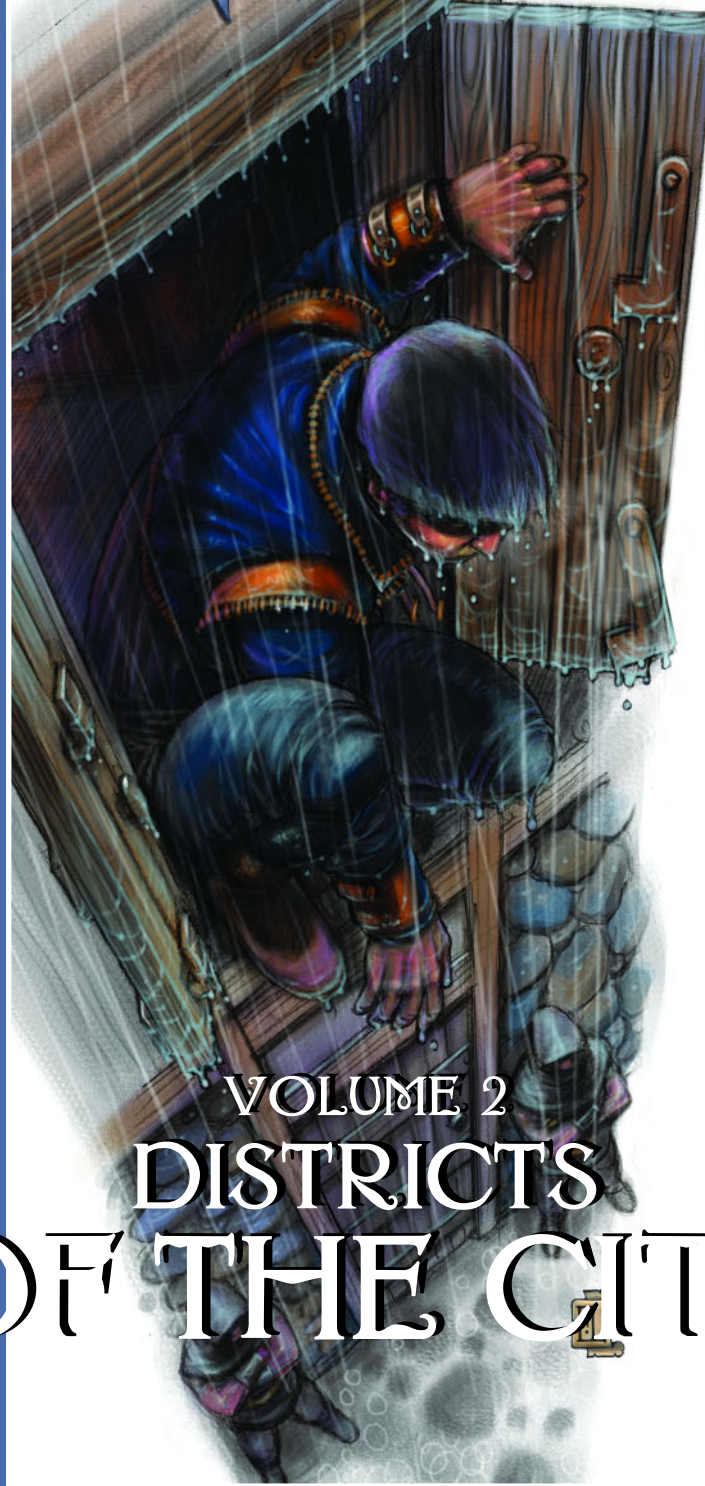


PT5



PILOUS



VOLUME 2
DISTRICTS
OF THE CITY

A Sourcebook By
MONTE COOK

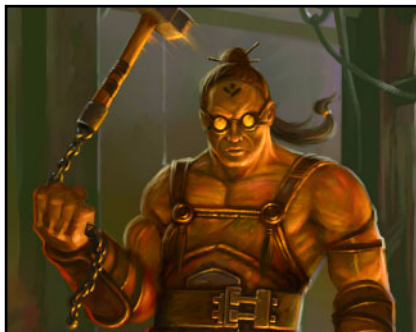


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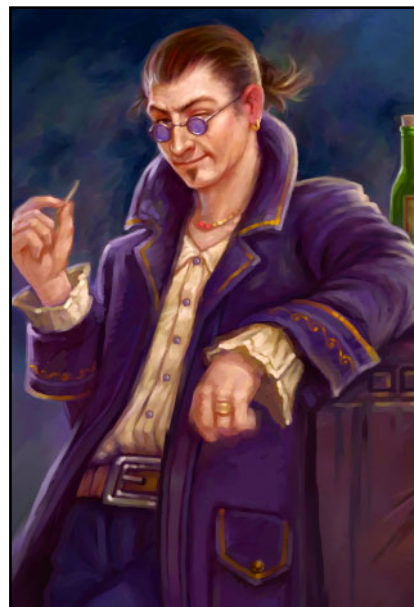
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GUIDE TO THE PTOLUS PDFS

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<i>A Player's Guide to Ptolus</i>	PT1
<i>The World of Praemal</i>	PT2
<i>Organizations</i>	PT3
<i>Districts of the City, Vol. 1</i>	PT4
<i>Districts of the City, Vol. 2</i>	PT5
<i>DM's Companion</i>	PT6
<i>Beneath the Streets</i>	PT7
<i>Adventures</i>	PT8
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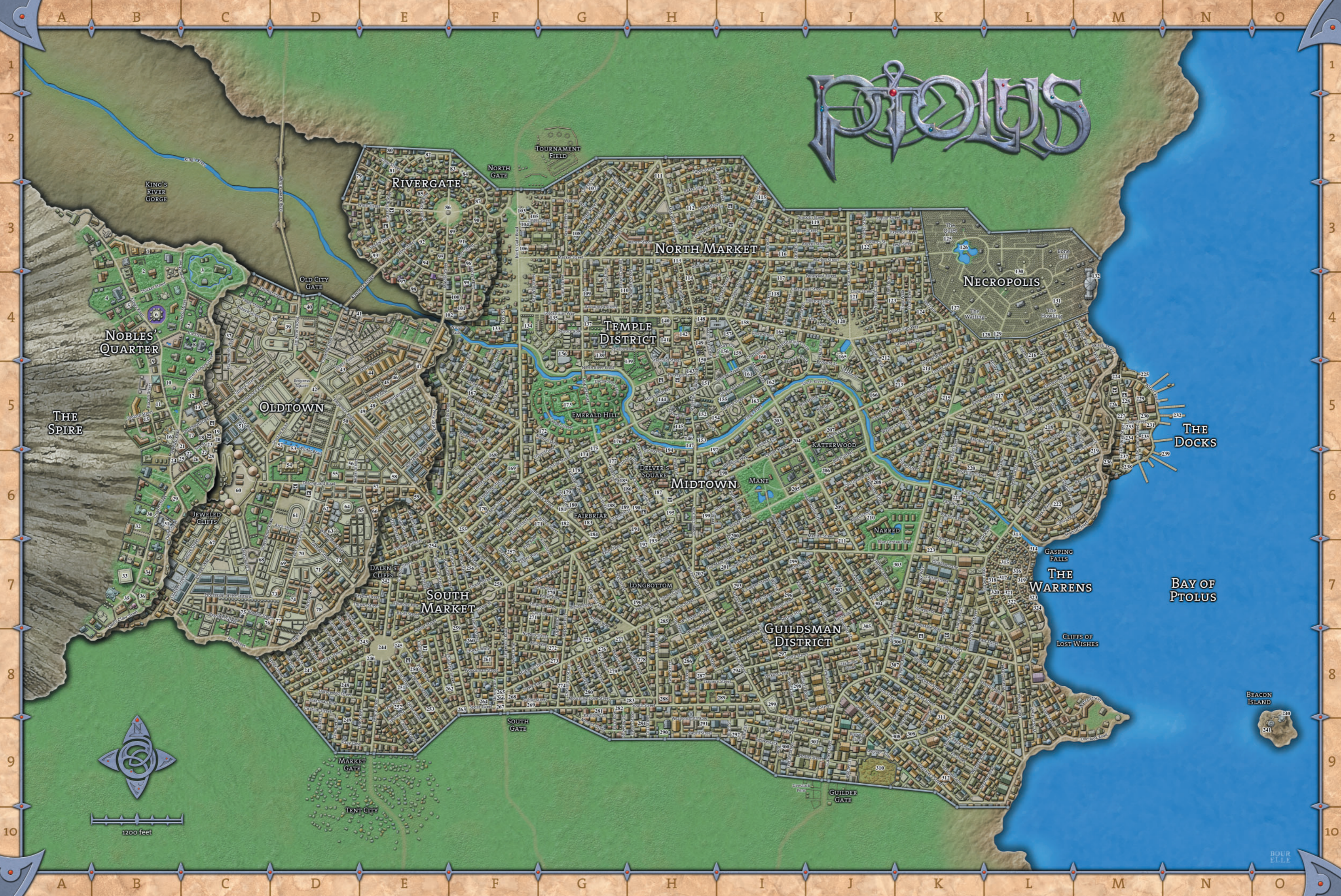
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PTOLUS





INTRODUCTION

Introducing the City of Ptolus, district by district!



PAGE NUMBERING

Two sets of page numbers appear at the top of the pages that come after this introduction. The main page numbers correspond to this book's table of contents. The ones in parenthesis correspond to the page numbers of the Ptolus print book. They are there so you can properly check the side-panel cross-references of important words that you'll find boldfaced throughout this book. These cross-references tell you where to find more information about a given term, character, or place. They direct you to either a page number in this book, a chapter in another book, or a page number and title code of another installment of the PT series. We reference the page numbers from the print book so that, whatever edition of Ptolus you have, you can discuss page references with friends and not risk any confusion. Look for a rundown of all PT title codes in this book's Table of Contents.

Welcome to *Districts of the City, Vol. 2*. Along with its companion volume, this book lays out the City of Ptolus before you in detail. The material in this book corresponds directly to Chapters 12–18 in *Ptolus: Monte Cook's City by the Spire*.

This is one in a series of nine Ptolus PDF releases from Malhavoc Press. When used together, they comprise the entirety of the Ptolus print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

WHERE DO I START?

If you've purchased this book as a general sourcebook and you're not sure what *Ptolus* is, check out the sidebar on the next page for a primer on the product and the city it details. If on the other hand you're starting to plan your own Ptolus Campaign, here are a few guidelines on how to get started.

Whether you are a player or a DM, start by reading *A Player's Guide to Ptolus*. That book—free to download as a PDF at www.ptolus.com—provides a quick overview of everything else in the book. Of course, it doesn't go into any of the secrets of the setting—

those are for the DM to reveal as time goes on. DMs should print out a copy for each player. Let everyone have a chance to learn about the city and get a feel for the setting.

Where you go next depends on how you're going to use Ptolus. If you want it to be your campaign setting, start reading PT2, *The World of Praemal* and learn all the basics of the world.

If Ptolus is destined to become a city in your existing world, jump straight to this *Districts of the City* PDF (and Volume 1 as well) and read about the various parts of town.

If you only want to mine the setting for ideas, flip through the various PDF releases that interest you and look at whatever strikes your fancy. You'll find interesting city locales, strange and fascinating NPCs, dungeon complexes, evil fortresses, haunted ruins, complex organizations, a few new races, monsters, prestige classes, spells, and a lot more.

Ready-made adventures for characters of level 1 to 4 are available in PT8, *Adventures*. For those of you who need adventures beyond those offered there, check out the ninety-six-page *Night of Dissolution* Ptolus adventure. It provides an exciting Ptolus-based adventure for 4th- to 9th-level characters.

If you want to read every last bit of information available on the city, look for two Ptolus-related products previously released by Malhavoc Press: *The Banewarrens* and *Chaositech*.

To delve even deeper into Ptolus, check out the official comic book, published by DB Pro, available from Diamond Comics. We're also proud to offer metal miniatures from Paizo Publishing, specialty map products from cartographer Ed Bourelle's SkeletonKey Games, and the *Ptolus Counter Collection* from Fiery Dragon Productions.

YOUR CITY GUIDE

This book offers chapters on the final seven of the city's eleven districts. In these pages you'll find details of the aristocratic Nobles' Quarter, the commercial districts of the North and South Markets, the venerable Oldtown (home to much local bureaucracy), the residential Rivergate District, the Temple District (where visitors will find the Street of a Million Gods), and the ever-seedy Warrens.

You may also want Volume 1 of *Districts of the City* for the "City by the Spire" overview chapter, which provides information that applies to every district or to the city as a whole (the economy, government, etc.).

Note: Players should not read the district chapters. The information in them is best left for the PCs to discover firsthand. Although DMs can freely explain that the best place to look for unusual magic items is a shop in Delver's Square, they won't want to reveal the secret location of the Chapel of the Final Resolution in the Warrens.

Throughout *Districts of the City, Vol. 2*, all references to spells, feats, and other rules come either from this book or from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*. This book is protected content except for items specifically called out as Open Game Content on the Legal page. For full details, please turn to the Appendix. Open content is not otherwise marked in the text of this book.

Bonus source material and ideas to augment the information in the *Ptolus* PDFs appear on my website. Find the links to these free web enhancements, my campaign journal, and much more online at www.ptolus.com.

Thanks for trying the Ptolus Campaign!



ACKNOWLEDGMENTS

These people and things played a significant part in the creation of Ptolus, even if indirectly, and thus they have my thanks:

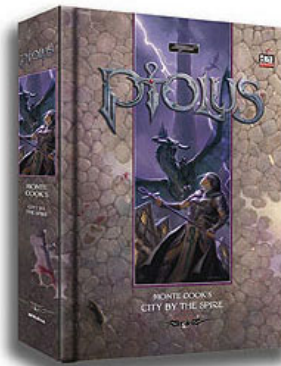
Kelley Barnes-Herrmann, Phil Boule, Ed Bourelle, Dean Burnham, Michele Carter, Mike Chaney, Andy Collins, Sue Cook, Bruce Cordell, Jesse Decker, Denmark (and new friends there), fans of *The Banewarrens*, Red Garland, Gateway Computers, Gen Con, Get Fuzzy, Brian Glass, Godspeed You Black Emperor, Gary Gygax, Conrad Hubbard, everyone working on *Lost*, H.P. Lovecraft, Marley, China Mieville, Matt Milberger, Erik Mona, Monster Energy Drink (lo-carb), Grant Morrison, Chris Perkins, Porcupine Tree, posters on our message boards, Jeff Quick, John Rateliff, Reduced Fat Wheat Thins, Sean Reynolds, Rufus, Charles Ryan, Seattle's weather, Morgan Spurlock, Sony Electronics, Source Comics and Games, Spock's Beard, Stan!, Tortoise, two different ergonomic keyboards and three (optical, not blind) mice, Aaron Voss, Steve Wieck, Stewart Wieck, Fred Yelk, and Yes.

WHAT IS PTOLUS?

If you were to imagine the most deluxe roleplaying game product ever, what would be in it? More than 600 pages of fantasy source and adventure material from one of the industry's greatest designers? Check. Glorious full-color art? Check. Double-sided poster map? Player handouts? A CD-Rom packed with bonus material? Check, check, and check.

As a book, Ptolus is many things all at once. It is . . .

- The ultimate fantasy campaign in which adventurers plumb the depths of a gigantic underground labyrinth filled with treasure, monsters, and traps—or try to make names for themselves in a city filled with intrigues, politics, and mystery.
- The very first and longest-running 3rd Edition campaign, run by one of the game's designers for industry celebs including two editors of *Dragon*® magazine, two editors of *Dungeon*®, three Wizards of the Coast roleplaying designers and three editors, and even the former D&D business manager.
- A detailed city setting crammed with characters, locations, and enough adventures to take characters from 1st to 20th level.
- A work of unsurpassed usability, featuring extensive indexing and cross-referencing throughout, designed and tested by the author of the *Dungeon Master's Guide* and the "Dungeoncraft" column in *Dungeon* to make play even easier and more fun.
- The most deluxe RPG package ever designed; the 672-page print book includes more than 130 pages of color artwork and maps, three bound-in fabric bookmarks, four tear-out card-stock bookmarks, two dozen handouts, and a CD-ROM containing 700 pages of additional bonus products, Ptolus adventures, reference documents, and source material.
- For our readers who prefer electronic (PDF) versions of roleplaying products, we've made the entire book available as a series of PDFs: the PT series (see page 4). When you buy all nine PDFs, you have the same print items available in the physical *Ptolus* book.



MSRP \$119.99 • Stock #WW16114
ISBN 1-58846-789-9

PTOLUS™

URBAN FANTASY MINIATURES

Miniatures Sneak Preview

As the Ptolus hardcover goes to print, our talented sculptors are still at work creating the most exciting, useful urban fantasy miniatures for use with your Ptolus campaign! The sculpts shown below and many more are currently available at your local game store. Visit paizo.com/ptolus for painted samples and a gallery of upcoming miniatures!



Sheva Callister
Adventuring
Swordswoman



Lilith
Cruel Mistress of the
Dark Reliquary



Navanna Vladaam
Demonic Noble
Scion



Urthon Aedar
Armored Wandering
Judge



The Iron Mage
The Most Powerful
Wizard in Ptolus

Other Planned Releases:

Cleric of Lothian • Knight of the Pale • Inverted Pyramid Wizard
Chaos Cultist • Vai Assassin • Forsaken Adept • Ratling Rifleman Wintersouled
Sister of Silence • Shuul Pistoleer • Order of the Fist Initiate
Dwarf Rifleman • Minotaur Priest • Viridian Lord • Litorian Warrior + Many More!



Ptolus © Monte J. Cook. Learn more about Ptolus Urban Fantasy miniatures at paizo.com/ptolus.



NOBLES' QUARTER

The wealthy of the city live atop the highest cliffs in Ptolus. The intrigues among the nobles drive a fair bit of the action in Ptolus, so this chapter can prove important, particularly for higher-level groups. Aside from the traditional noble estates, don't miss the very strange Castle Shard and the Holy Palace.



Known as the Nobles' District by those who don't live here and the Nobles' Quarter by those who do, this district resides on a clifftop in the westernmost part of Ptolus. One cannot mistake the fact that the upper classes of Ptolus dwell here, if for no other reason than the district literally rises high above the rest of the city. The cliffs restrict the approach to the Nobles' Quarter, and commoners without actual business in the district aren't even permitted to enter.

THE FLAVOR OF THE NOBLES' QUARTER

Unless one is flying, there is only one way into the Nobles' Quarter. Passing from Oldtown through the ancient fortress of **Dalenguard**, up a winding road carved into the Jeweled Cliffs, a traveler walks through a tall stone arch into the most luxurious part of town. A large district, the Nobles' Quarter has bigger and much more expansive buildings than other parts of the city. Most of the **noble estates**, for example, each command a large acreage with lush green lawns and extensive gardens.

The smell of blooming flowers, well-prepared food, and perfumed flesh wafts delicately throughout the quarter. Buildings are cleaner and

better maintained here than elsewhere in the city, and one can see a greater effort paid to incorporating trees, bushes, and other plants (particularly ivy) in the landscape.

Even the streets themselves differ from those in the rest of the city. Here, they are cleaner, wider, and paved with large square stones rather than cobbles. The local architecture varies greatly, including towers, circular buildings, and large edifices with multiple wings, marble columns, and tall windows. Many homes have vast open courtyards or grassy lawns. Botanical and statuary gardens are commonplace, as are fountains. Magically maintained street lamps light the way at night. Opulence is the order of the day.

Most city residents go their whole lives without ever visiting the Nobles' Quarter. Rumors of its extravagances generate not a little resentment among the middle and lower classes. And, generally speaking, those who live in the Nobles' Quarter are both arrogant and ignorant about the rest of the city. Many of these wealthy or aristocratic types rarely stray from the district, other than to venture occasionally into Oldtown or the Temple District or to leave the city entirely. Their servants go to the markets for them or down to the Docks as needed. Their proxies visit the Guildsman District and go elsewhere to



Locator Map

NOBLES' QUARTER IN BRIEF

Area: 122 acres

Population: About 3,000

Primary Function: Residential

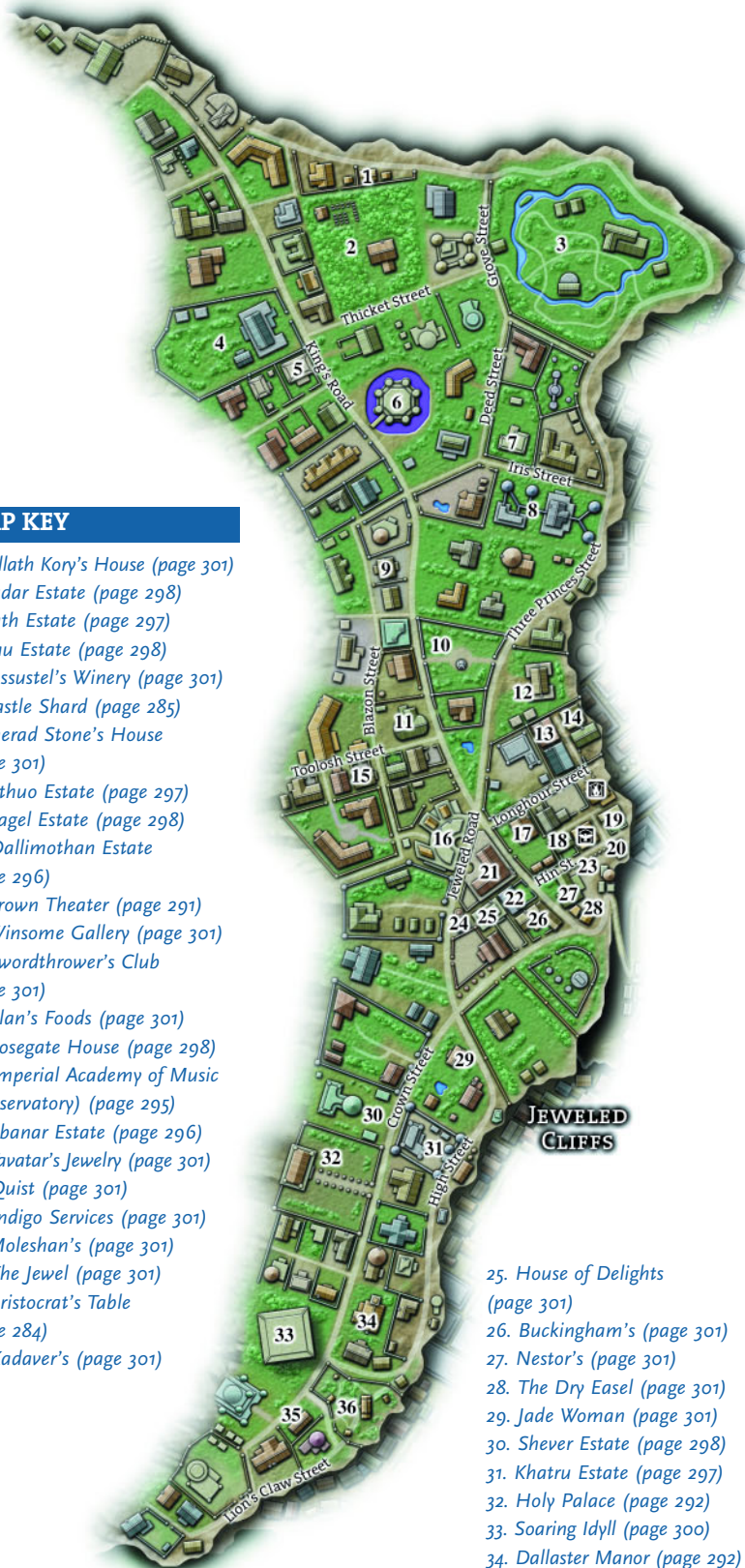
Primary Social Class: High

Hin Street (C5)

Hin Street (C5)

Dalenguard, page 320

Noble estates, page 295



MAP KEY

1. Zellath Kory's House (page 301)
2. Sadar Estate (page 298)
3. Kath Estate (page 297)
4. Rau Estate (page 298)
5. Sussustel's Winery (page 301)
6. Castle Shard (page 285)
7. Therad Stone's House (page 301)
8. Erthuo Estate (page 297)
9. Nagel Estate (page 298)
10. Dallimothan Estate (page 296)
11. Crown Theater (page 291)
12. Winsome Gallery (page 301)
13. Swordthrower's Club (page 301)
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16. Imperial Academy of Music (Conservatory) (page 295)
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21. Moleshan's (page 301)
22. The Jewel (page 301)
23. Aristocrat's Table (page 284)
24. Kadaver's (page 301)
25. House of Delights (page 301)
26. Buckingham's (page 301)
27. Nestor's (page 301)
28. The Dry Easel (page 301)
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30. Shever Estate (page 298)
31. Khatru Estate (page 297)
32. Holy Palace (page 292)
33. Soaring Idyll (page 300)
34. Dallaster Manor (page 292)
35. Ravenwood (page 301)
36. Vladaam Estate (page 298)

conduct business. Most residents of the Nobles' Quarter—particularly the very wealthy or the members of the noble families—would not even know how to find Delver's Square or other common destinations in the rest of the city. They have little idea of what life is like for those so far beneath them.

RUNNING THE NOBLES' QUARTER

If a character passing through Dalenguard to get up to the Nobles' Quarter doesn't seem likely to have proper business in the district, the fortress' guards will stop and question him. "Can we see your papers?" they'll ask. "What's your business up there?"

The guards stop anyone who is shabbily dressed, carrying an inordinate amount of weaponry, or who seems otherwise suspicious. Members of the **minor races** may be stopped as well, except for well-known individuals (like **Urlenius**, Star of Navashtrom). Those without good answers to the guards' questions are turned away.

Even once a character gets into the Nobles' Quarter, he will notice that the City Watch patrols much more heavily here than in other districts. The guards stop those who look inappropriate or suspicious on the street as well, and they have no compunction about ejecting anyone they consider a potential problem. They do not hassle anyone with legitimate business, and they act particularly courteous to someone related to a **noble house**.

Describe the Nobles' Quarter to the players as the very epitome of wealth and opulence. Mention how clean everything is. Describe the people on the streets as well dressed, even the servants. Point out the magically floating and rotating **apartment building** at the south end of the district, visible from pretty far off.

It's worth noting that the Nobles' Quarter has more open space and greenery than anywhere else in the city (except for portions of the Necropolis, ironically). Nevertheless, most such areas are closed off by walls and gates. Many noble estates have rolling hills, entire copses of trees, and lush, sprawling gardens, but they are not accessible to the public.

Except for those who obviously belong here, locals are likely to treat others shabbily; even the servants have something of an attitude. Characters who don't wear expensive clothing get poor service at a restaurant; some establishments might not let them in at all. Nobles' Quarter residents frown on adventurers, unless they are famous, recognizable heroes—those receive a warm welcome.

Most player characters will come to the Nobles' Quarter initially on business with a

PAPERS, PLEASE!

Within Ptolus, as well as the rest of the Empire, the authorities have the right at any time to give residents orders—whether they are citizens or not, and whether they are committing a crime or not. Characters denied access to the Nobles' Quarter have no recourse other than to try again later. Despite how they might feel or what they might claim, characters *do not* have the right to go where they please, even if they have good intentions or reputations.

For examples of citizenship and identity papers, see the collection of loose sheets provided with this book.

wealthy patron or aristocratic employer—even the nobles sometimes have need of a sellsword. Smart characters will clean up before attempting to come here, and those who don't think of it or stubbornly refuse find themselves treated accordingly. Residents take the tradition of **house gifts** very seriously. Neglecting to bring a gift, at least on the first visit to someone's home, is a major *faux pas* and may lead to a -2 circumstance penalty on all Bluff, Diplomacy, or Gather Information checks involved with the owners.

Nobles' Quarter locals expect to be treated with extreme grace, courtesy, and even obsequiousness. This can be difficult for adventurers to pull off, depending on the PCs in question. Players like to be dominant; their characters have incredible powers, skills, and items and . . . well, they're the *players*. Their characters don't like to submit to anyone.

That's why DMs with headstrong players must handle a trip to the Nobles' Quarter carefully. Those who can't play by these rules will simply have to look elsewhere for employment, information, or whatever they came here seeking. No one here makes allowances for an ignorant barbarian who just doesn't know any better or a proud cleric who refuses to recognize anyone as his better. Such characters often find themselves escorted back down into Oldtown. Don't make this seem like a "punishment" for the player or character. Make it clear that this is simply the way the district is run. Just as it would be inappropriate to go into the Dungeon without a light source or into the Warrens without someone to watch your back, it's inappropriate to enter the Nobles' Quarter acting disrespectful or looking like a peasant—or, even worse, like a dirty adventurer.

On the other hand, don't use a visit to the Nobles' Quarter as a way to humiliate the PCs or make the players mad. If the players are



*Minor races, PT2: page 50
Urleinius, page 387*

Noble houses, PT3: page 87

*Floating apartment building,
page 300*

House gifts, PT1: page 29

*Members of the City Watch in
the Nobles' Quarter know most
of the truly important local
individuals by sight.*





A great many residents of the Nobles' Quarter attend services at the temple of Lothian in the Holy Palace on Crown Street, so they don't even have to venture out amid the common churches of the Temple District.

*Carriage travel times, PT4: page 162
Thoughtstones, PT4: page 166*



*Palastan, PT2: page 42
City Council, PT4: page 148
Noble houses, PT3: page 87*

WEALTH AND NOBILITY

Some of the noble houses command a great deal of wealth but many, surprisingly enough, do not. They own large amounts of property, to be sure, but when it comes to liquid funds, many noble families find themselves forced to borrow against their elegant possessions or even against their own influence and prestige.

Moneylenders happily do business with the nobles, extending them vast lines of credit, just for the opportunity to establish a relationship with them. It's not uncommon for moneylenders to forgive the interest on a debt or even large portions of a debt altogether, in exchange for the gift of a minor but ancient heirloom, a favorable glance toward some issue in the City Council, or perhaps just an invitation to a party for their family (maybe to help an eligible daughter meet some wealthy or noble suitors...).

trying to act appropriately (sometimes with gritted teeth), make it clear that many of the people here act haughty and arrogant, but don't overdo it.

Lastly, you can always remind players whose characters are just starting out that they may one day live in the Nobles' Quarter themselves.

DMs can use the Nobles' Quarter in adventures as a measuring stick to demonstrate the player characters' advancement as the game progresses. When they first come to the quarter, they are at best lackeys or, at worst, escorted out. As time passes, their wealth and reputations grow, and soon they find themselves accepted here. Eventually, they advance into the ranks of the elite, and one day they become the people to whom the wealthy and aristocratic come for help, rather than the other way around.

PEOPLE OF THE NOBLES' QUARTER

When visitors arrive in Ptolus and hear that a part of the city is called "the Nobles' Quarter," they often assume the title is not literal. Within the bounds of the Empire, there is not an official "noble" class. As in so many other ways, however, Ptolus differs from the rest of the Empire in this respect. The region of **Palastan** involves a longstanding tradition of hereditary aristocracy. Thus, when the Empire formed, the nobility here retained its social influence, if not its political influence. Later, due to pressures from numerous sides, the noble families even received seats on the **City Council**. The city's **noble houses** command power through influence, wealth, and tradition—or a combination of these.

Not everyone in the district is an actual noble, however. The Nobles' Quarter is also home to the very wealthy of Ptolus, regardless of how they obtained their wealth—inheritance, business, or even adventuring. And, of course, many of those who live here only work for the rich. Guards, servants, employees, and service providers make up more than half the district's population.

THE UPPER CLASS

The distinctions between the wealthy and the poor in Ptolus are staggering. A wealthy merchant's house in the Nobles' Quarter might be the size of an apartment building in Midtown that houses twelve to fifteen families. These manors have hot and cold running water (heated in boilers and distributed throughout the house via ingenious use of pressure), and many have steam baths, private libraries, and ballrooms.

The wealthy take **private carriages** everywhere they go, never walking like most people. They enjoy enough leisure time to take up hobbies and sport, while commoners work six days a week or more. Obviously, members of the upper class never perform menial tasks or physical labor—they employ servants for that. Agents and proxies conduct their business for them. Most of the noble houses even have their own full-time messengers for communicating with others in the city, although many in the district employ **thoughtstones**.

Magic is far more accessible to the wealthy than to other classes. Special spellcasters, commonly called **house mages**, use magic to tend to the lawns of the wealthy, to freshen and enliven their food, warm their abodes in winter and cool them in summer, and even make their beds softer and more conducive to a restful sleep. Every noble house and most of the wealthiest residents employ full-time house mages. Others make themselves available as needed. House mages never use magic to entertain—they always keep themselves and their spells behind closed doors. Neither do they provide security or defense, as they are not combat casters. Other types of spellcasters perform those duties, however, using magic to delight upper-class children or perform at parties (these are often called **show mages**) or wielding spells to fortify doors, windows, and walls and to repel intruders or attackers (called **security mages**).

For most in the Nobles' Quarter, it is a small matter to have a cleric cast spells to alleviate unwanted or life-threatening conditions or to

heal wounds. Likewise, the upper class provides the **Dreaming Apothecary** with a large percentage of its income by commissioning the organization to create magical dishes that keep food warm, animated songbirds of gold and silver, musical instruments that play themselves, paintings that show moving pictures, and other costly trifles.

While many among the wealthy may not know their way around the common sections of Ptolus, they know a great deal more about the world than the average citizen. They pay attention to news of the Empire and often feel attached to the Empire politically, owing to their enviable position in society. Most probably have visited **Tarsis** or perhaps **Dohrinthas**. This is less true for the members of the noble houses than for other members of the upper class; most of the former look longingly at their history books and dream of what life was like in the days before the Empire (and before the coming of **Ghul**, of course).

Most of the upper class are human, and virtually all the rest are elves or half-elves. There are wealthy dwarves (and, in fact, noble dwarves) but they do not live here. One can probably count on one's hands the number of halflings and gnomes who dwell in the Nobles' Quarter, and there are no half-orcs, centaurs, lizardfolk, or other such races here except those rare few who work as servants or guards.

MAN ON THE STREET

Fallon Movacani: A male Shoal elf with a glistening grin, Fallon wears brightly colored clothing of the finest make. He tells people he is an attaché to the ambassador from Dohrinthas, but anyone even a bit savvy knows that's an old dodge used by elven con men (there is no ambassador from Dohrinthas—both that city and Ptolus are part of the same Empire). A con man is what Fallon most certainly is. Currently, he's attempting to convince some older, wealthy human women to "loan" him vast amounts of money to pay for a shipment of rare spices he's bringing into the city, but of course there is no such shipment. He's likely on his way to visit one of his marks now, his hands full of forged shipping papers.

Julish Waren: Julish stands over six feet tall, but most believe him to be shorter because he is always stooped, his head thrust forward as he hurries off to the next place he needs to go for his master, **Lord Renn** of **House Sadar**. Julish, a human of about forty-five years, has spent his life working for the noble merely out of a sense of duty. Oh, Lord Renn pays him well enough, but Julish never spends any of it. He's likely to have a bulging coin pouch on him—some coin his, some Sadar's, for he manages the noble's accounts—and

much more stashed in his rooms at the estate. Those who walk the streets in the Nobles' Quarter have grown used to seeing the man hustling along, usually with a list in his hand and a few packages tucked under his arm.

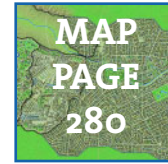
Lady Mila Stovan: A minor noble of House Abanar, Lady Stovan is a tall and striking human woman with long brown hair. Like so many in Abanar, she bought her way into the house—or, rather, her grandmother did. Mila is most likely on her way to an important function or to assist in the planning of one. A notorious gossip, she claims to know all the secrets of the Nobles' Quarter (whether they are true or not).

NOBLES' QUARTER RUMORS

"House Abbercombe Returns." The eleventh noble house, which for all intents and purposes has not existed for years, may be rising again. Reportedly, one of the lords of the **Abbercombe** line still lives, and supporters throughout the district and the city would like to see him reestablish the house.

"Things That Go Bump in the Night." More than one homeowner in the district—particularly those in the central and western portions—claim to have heard ominous booming sounds deep underground over the last few weeks. Some fear they were tremors presaging an earthquake, but they seem too localized for that and, of course, no quake has come.

"Scandal." An unidentified noble of **House Kath** has been seen coming and going in secret at the estate of **House Rau**. Is **Devina Kath**, the married head of House Kath having an affair with the much younger **Kalbir Rau**, despite the two houses' relative disdain for one another? Some claim to have seen the two leaving together after a **party at Castle Shard**.



Dreaming Apothecary, PT3: page 118

*Tarsis, PT2: page 44
Dohrinthas, PT2: page 43
The coming of Ghul, PT2: page 81*

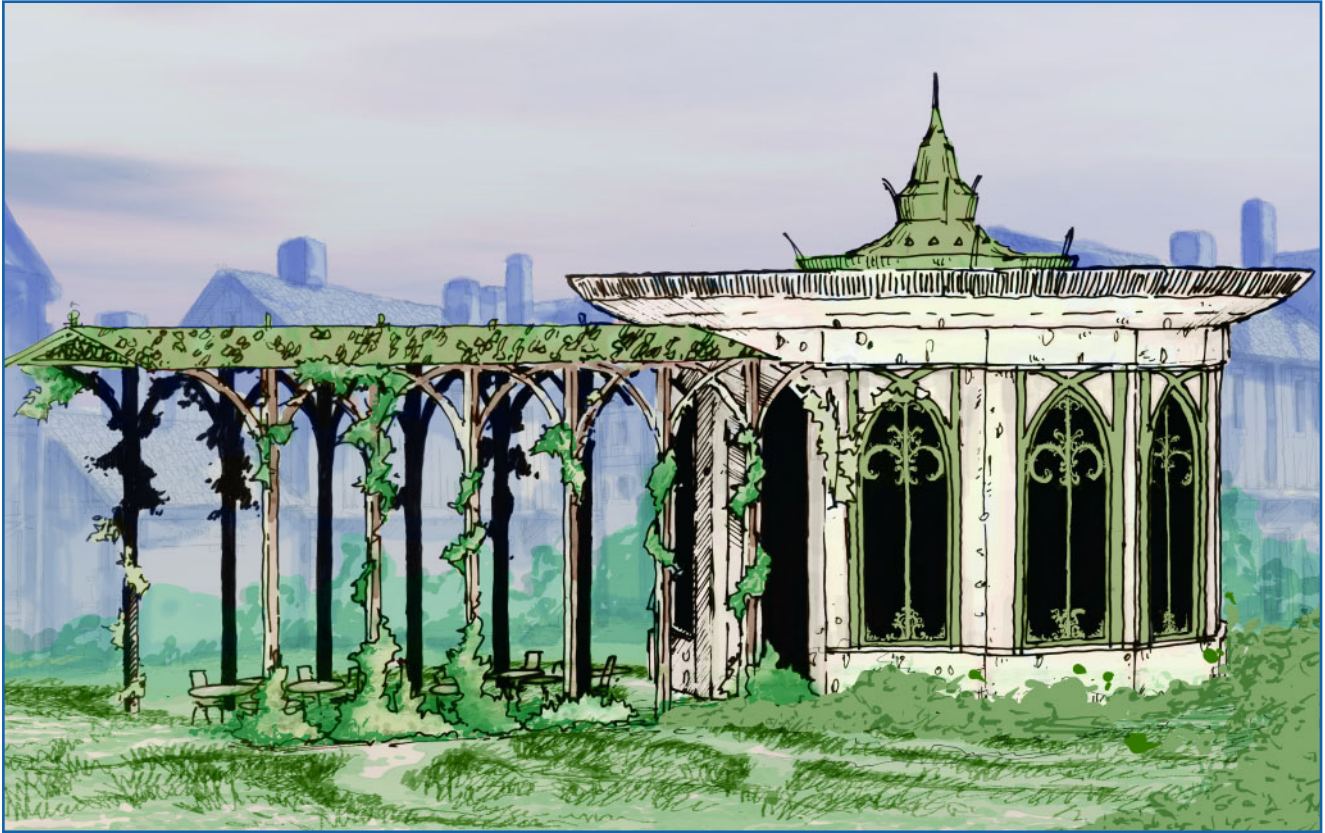
Lord Abbercombe, PT8: page 608

Far below the Nobles' Quarter, one can find a colony of orcs, the descendants of Ghul's Sorn-Ulth and Toruk-Rul minions. For details, see PT3: page 492.

*House Kath and Devina Kath, PT3: page 92
House Rau, PT3: page 93
Kalbir Rau, PT3: page 94
Castle Shard parties, page 290*

*House Sadar, PT3: page 94
Renn Sadar, PT3: page 95*





INFO CHECKS

A *Knowledge (local)* or *Gather Information* check can reveal a bit about this high-class restaurant (pictured above):

The Aristocrat's Table is one of the most elegant dining establishments in Ptolus (DC 18).

The Aristocrat's Table serves exotic foods like manticore steaks and maybe even dragon (DC 20).

*Prince of the Church, page 295
Knights of the Dawn,
PT2: page 67*

NOBLES' QUARTER LOCATIONS

Not surprisingly, the Nobles' Quarter merits some of the city's most important and interesting locations.

THE ARISTOCRAT'S TABLE

📍 Hin Street (#23, C5) 🍷🍷🍷🍷 ⭐⭐⭐⭐
see map, page 280 🏠🏠 18,700 gp

This elegant dining establishment understands the needs of its aristocratic and wealthy clients perfectly. The extraordinarily exclusive restaurant boasts an even more exclusive back dining room for those nobles who want privacy even from their upper-class peers. The proprietor of the Aristocrat's Table is an aasimar woman named Dasani Merriwether (aristocrat6/expert2).

The interior of the Aristocrat's Table is as opulent as any noble's estate, and the food is always decadent and sumptuous, sometimes prepared and enhanced with magic. Sculptures of colored ice, mountains of caviar, fountains of sweet wines or honey, and platters of delicious hors d'oeuvres brought to the table by swarms of butterflies are not uncommon sights here.



Dasani and her chefs serve an incredible variety, so that each night's offerings differ wildly from the previous one's. The menu might include such "common" dishes as duck glazed with orange sauce, lamb stew, or grilled hummingbird, as well as special dishes like cooked lobsters and

crabs that magically remove their own shells or fruit encased in sweet flavored ice that one must break free. They also specialize in preparing exotic dishes, such as manticore steaks, grilled giant centipede or dragon turtle soup. (Rumors claim that one can occasionally get meals made from the meat of dragons, giants, or other intelligent creatures, but considering Dasani's nature, that's difficult to believe.) Each night the Aristocrat's Table also serves what the chefs call "unexpected delights," such as what appears to be a giant raw egg that contains sugary pastries, or what looks like a grilled whitefish but is filled with beefsteak.

A trip to the Aristocrat's Table is the experience of a lifetime for most people, but it is next to impossible to leave without having spent at least 800 gp. And that assumes one can even get a table, which proves very difficult for anyone not associated with one of the noble houses or some of the extremely wealthy families.

Encounter: The **Prince of the Church** stumbles out of the back room, quite drunk, with a few of his aristocratic friends (male human aristocrats8) and two very displeased looking **Knights of the Dawn**. He says something quite rude to Dasani, and then to the player characters. Responding in kind is extremely dangerous—it would, in fact, be a crime to insult or speak harshly to the prince, let alone threaten him or attempt violence. Both the latter are crimes punishable by death!

CASTLE SHARD

 King's Road (#6, B4); see map, page 290
 10,000,000 gp

Considering its reputation for strange events and stranger residents, almost everyone in Ptolus has heard of Castle Shard. Its current lord and lady are Lord Zavere—rumored to have once been a blackguard of the highest order, now reformed—and Lady Rill, said to be a fallen paladin turned sorceress. But the castle is far older than its current residents.

The central portion of the castle was built in the original city of Ptolus approximately ten thousand years ago. The keep served as the seat of power for a noble dynasty of powerful wizards. These wizards spent years on a magical working that eventually drew a huge violet crystal from another plane into the central hall of their tower. The gem, which measured forty feet high and thirty feet across, was imbedded fifteen feet into the earth. As the years wore on, the castle grew around the central chamber and eventually took its name from this crystalline shard. When the old city fell into ruin, the mistress of the castle, an extraordinarily powerful mage named Ethyllassir, used the power of the crystal to detach the castle from the timestream itself, which effectively sealed the castle and hid it from sight. Time passed much more slowly within its walls than outside.

Not until the reign of **Ghul** the Skull-King did anyone interact with Castle Shard again. A dark naga leading an elite cadre of ogres, creatures of Ghul's own sorcerous creation, discovered the castle and managed to enter it, which stabilized the place within the normal flow of time. Ethyllassir, still alive, defended her home valiantly, but the breach had caught her entirely unprepared. The evil creatures overcame her and she died, the last of her line.

When the dark naga attempted to access the power of the shard, the crystal immediately drew the ghost of Ethyllassir to it. As a spirit, she was able to do what she could not as a living creature: She slew the intruders. Next, Ethyllassir took it upon herself to find a living, corporeal lord for Castle Shard to keep the powerful gem out of the

wrong hands. She found a human named Alchestrin living nearby and tutored him in the arts of magic. Alchestrin proved to be a poor choice—his new power corrupted him and made him a wicked master for the castle. He expanded its size even as he looked for a way to use the shard to gain entrance to **Jabel Shammar**. Backed by the might of the shard, Alchestrin created a **soul magic** spell that would do just that (see the Jabel Shammar chapter in PT9). However, one of his own ogre servants betrayed and killed him before he ever got to cast it.

Since that time, Ethyllassir has chosen the lords of Castle Shard more carefully. Never again has the shard been used for purely evil ends, nor has the castle itself fallen into the hands of unwanted intruders. The ghost mage inhabits the shard itself, having fused her essence with its power forever.

The Power of the Shard

Originally summoned from a far distant plane, the huge purple shard contains vast amounts of self-renewing magical energy. What's more, because the energy is alien to this plane, it interacts with the world in strange ways. In theory, if something were to happen and the power of magic were to be suppressed throughout Praemal, the power of the shard would continue. When it first came to this world, it was just an energy source. However, since its fusion with Ethyllassir, it has become much more.

Ethyllassir's spirit remains still very much alive and aware within the castle. She chooses the masters of the castle based on her own capricious whims. After she has learned all that she can about these individuals using the magic of the crystal for research and spying, she contacts them telepathically. Her choices frequently seem strange to those aware of the process (a very few, to say the least), but they have always proven to be the right ones.

There is always more than one lord of Castle Shard—usually two, but sometimes three or even four. Once chosen, the lords of the castle gain powers from a connection to the shard itself. They enjoy a constant +5 insight bonus to Armor Class and SR 11 + their level. While in Castle



Jabel Shammar, PT9: page 501
Soul magic, PT6: page 635

Saga of the Blade, Episode 2
"A Promise Kept," details the story of the visionary ogre who brought down the archmage Alchestrin. (Download the saga from <www.ptolus.com>.)

Alchestrin's Tomb is found on Darklock Hill in the Necropolis (see PT4: page 232).

Ghul, PT2: page 81
Sorn-Ulth orcs, PT2: page 58



Rumors that the Iron Mage (page 340) was once a lord of Castle Shard are untrue. He has been known to come to some of their private parties, however.

NEW FEAT: SHARD TAP [SPECIAL]

You can tap into the shard of Castle Shard to power your own magic.

Prerequisites: Spellcaster level 13, lord of Castle Shard

Benefits: When casting a spell, you can attempt a Concentration check (DC 25 + spell level) as a free action to use the shard to power the casting, rather than your own spell slots or prepared spells. If successful, you do not lose the slot or spell once cast—it is as though you have not yet cast it. Further, a shard-powered spell becomes more difficult to dispel (add a +4 bonus to the Difficulty Class required for a dispel check) or resist (add a +4 bonus to the check to overcome spell resistance), as the shard's power is so alien to the magic of this world. There is even a 30 percent chance that an area of antimagic does not suppress your spell's effects.

The shard is, in fact, a slice from another world's equivalent of the Vallis moon (see PT2: The World of Praemal). It is pure magic, but magic from a far distant plane that works differently than the magic does here.

Shivvel, PT6: page 557

*Brides of Magic, PT3: page 106
Medre Allaconda, PT4: page 249*

*Iristul Vladaam, PT3: page 97
Fate Weaver, PT3: page 112*

*Double pistol, PT6: page 560
Thoughtstone, PT4: page 166*



Invitations to call at Castle Shard are much sought-after by members of the adventuring community—and everyone else in town, for that matter. Very few people ever get to see the inside of this legendary magical fortress.

Gaen, PT2: page 69

Shard, they gain fast healing 5 and can, five times each day, add a +5 bonus to any attack roll, check, or saving throw (chosen before the roll is made). Spellcasters add a +5 bonus on saving throw DCs for their spells. Spellcasters also gain access to the very special feat called Shard Tap (see sidebar, previous page).

The Lords of Castle Shard

Despite the assumptions of most who know of them, Lord Zavere and Lady Rill are not romantically linked. (Rill is a **Bride of Magic** now, with no interest in romantic love. Zavere has dalliances here and there, but they are few and discreet. Long ago he was involved with **Medre Allaconda**, before she became a vampire.) However, Zavere and Rill are as close as lovers in their friendship. In the same way that a husband and wife of many years can operate as a single unit, almost knowing each other's thoughts, so too do Rill and Zavere act within the castle, despite the fact that they are rarely even seen together.

Zavere

Once a blackguard, Lord Zavere began his career as a bodyguard and enforcer for **Iristul Vladaam**. He was a dark and depraved individual who killed not just as part of his job, but for sadistic pleasure. One day, when he was sent to kill an enemy of the noble family, he discovered that his target was a **Fate Weaver**. As he was about to slay the woman, she told him he had ranged far from the proper path of his destiny. Her words rang true. Zavere fled the city on board a ship. When he returned three years later, he was a different man. While still no saint, Zavere had turned his back on his former dark ways. He became a lord of Castle Shard the same day he returned to Ptolus. The members of the Vladaam family still resent Zavere, but they know very well that to challenge a lord of Castle Shard is folly.

Zavere stands six feet, five inches tall. He is a dangerously handsome man with jet black hair, a well-kept goatee, and a dark complexion. He wears simple but elegant clothing, such as a black shirt with an upturned collar and black pants. (He often—but not always—wears *glamered armor*, but no one realizes that.) He carries a thin longsword in a scabbard at his side. Typically, Zavere considers his words carefully before speaking. While not actually haughty, he has little patience for those who understand so little of the way the world works that they fail to show respect. Although he spends most of his time at

the castle, on the side he does what he can to foil the plans of the Vladaam family. He also has a special hatred for the **shivvel** trade in the city.

Lord Zavere

Male human (Neutral)
Fighter14/**ex-blackguard**6 **CR** 22
HD 14d10+28 + 6d10+12 **hp** 155
Init +5 **Speed** 20 feet
AC 32, touch 17, flat-footed 31
BAB/Grapple +20/+25
Attack +32 melee (1d8+12, 17–20/x3, longsword) or +24 ranged (1d10+4, double pistol)
Full Attack +32/+27/+22/+17 melee (1d8+12, 17–20/x3, longsword) or +24/+19 ranged (1d10+4, double pistol)
SA Sneak attack +1d6
SQ Fast healing 5, SR 31
Fort +20, **Ref** +11, **Will** +13
Str 21, **Dex** 13, **Con** 14, **Int** 16, **Wis** 16, **Cha** 19
Crucial Skills: Hide +1, Intimidate +10, Jump +14, Sense Motive +14, Spot +8.
Other Skills: Diplomacy +15, Gather Information +9, Knowledge (local) +12, Knowledge (nobility and royalty) +14, Knowledge (religion) +6, Ride +10.
Crucial Feats: Cleave, Combat Expertise, Dodge, Improved Disarm, Improved Sunder, Mobility, Point Blank Shot, Power Attack, Precise Shot.
Other Feats: Exotic Weapon Proficiency (firearms), Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Weapon Focus (double pistol), Weapon Focus (longsword), Weapon Specialization (longsword).
Possessions: +5 *vornal cold iron longsword*, +3 *double pistol*, adamantine bullets (12 rounds), +5 *glamered full plate armor*, *amulet of natural armor* +2, *ring of protection* +1, *gauntlets of ogre power* +2, *potions of fly*, *heroism*, and *cure serious wounds*; *thoughtstone*, platinum and diamond ring worth 5,000 gp, 75 pp.

Rill

Lady Rill was once a paladin in the service of **Gaen**. Although her heart was sincere and her faith strong, she found it harder and harder to resist her true calling—eventually she could no longer deny her innate sorcerous power. She not only left the church of Gaen, but events transpired to cause her to lose her faith. Today she recognizes no gods, but as a **Bride of Magic**, almost worships sorcery itself as a kind of quasi-deity. She still retains a surprising amount of skill with a greatsword.

Rill is beautiful, but it is a strange beauty, one that seems almost artificial—as if she were not truly a beautiful woman, but merely the image of one. She has medium-length straight brown hair and bears a jewel set into her forehead. She wears extravagant and often odd clothing, such as gowns that magically shift colors, dresses made from what appear to be living birds fluttering on a two-



dimensional plane, or just a semi-transparent mist. (Most of these are just intricate illusions.) Much of the time, Lady Rill seems to be in a trance, or, at best, appears to be distracted by events occurring on an entirely different level of reality. This makes it extremely difficult to have a conversation with her. When one does seem to reach her, however, she is quite benevolent, albeit blunt and lacking in modesty regarding her own skill or power. She has no time for niceties.

Lady Rill

Female human (Neutral)

Ex-paladin/sorcerer18

CR 22

HD 2d10+2 + 18d4+18

hp 78

Init +1

Speed 30 feet

AC 22, touch 16, flat-footed 21

BAB/Grapple +11/+12

Attack +16 melee (2d6+4, greatsword)

Full Attack +16/+11/+6 melee (2d6+4, greatsword)

SQ Fast healing 5, SR 31

Fort +10, **Ref** +7, **Will** +12

Str 13, **Dex** 12, **Con** 13, **Int** 18, **Wis** 12, **Cha** 20

Crucial Skills: Concentration +21.

Other Skills: Craft (alchemy) +13, Craft (sculpting) +12, Diplomacy +17, Gather Information +11, Knowledge (arcana) +27, Knowledge (history) +9, Knowledge (nobility and royalty) +11, Knowledge (religion) +12, Ride +3, Spellcraft +25.

Crucial Feats: Improved Counterspell, **Shard Tap**, Spell Penetration.

Other Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Eschew Materials, Weapon Focus (greatsword).

Spells Known: 6/8/7/7/7/7/6/6/5/3; save DC 15 + spell level (20 + spell level in Castle Shard).

9th—*wish*.

8th—*maze*, *Ott's irresistible dance*.

7th—*finger of death*, *greater arcane sight*, *greater teleport*.

6th—*antimagic field*, *greater dispel magic*, *true seeing*.

5th—*cloudkill*, *dominate person*, *persistent image*, *wall of force*.

4th—*fire shield*, *Otil's resilient sphere*, *polymorph*, *screaming*.

3rd—*displacement*, *hold person*, *suggestion*, *summon monster III*.

2nd—*cat's grace*, *darkvision*, *daze monster*, *detect thoughts*, *locate object*.

1st—*charm person*, *comprehend languages*, *expeditious retreat*, *magic missile*, *shield*.

0—*arcane mark*, *dancing lights*, *detect magic*, *disrupt undead*, *flare*, *ghost sound*, *mage hand*, *sense spell*, *read magic*.

Possessions: *Bracers of armor* +6, *glove of storing* (+3 greatsword stored within), *cloak of ethereality*, *belt of levitation* (constant), *eyes of petrification*, *figurine of wondrous power: silver raven*; *potions of cat's grace*, *darkvision*, and *displacement*; *scroll of meteor swarm* and *time stop*, *scroll of cone of cold* (x2) and *horrid wilting*, *thoughtstone*, amethyst worth 1,000 gp.

FROM MY CAMPAIGN TO YOURS

Zavere and Rill were created to provide a pair of important, influential people with whom the player characters would want to ingratiate themselves but who were not authority figures. In my Ptolus Campaign, these two intrigued the PCs and the players and created interesting situations that posed difficult decisions for the players—knowing they could run to Castle Shard for help but never really knowing whether they should. Kadmus the major-domo is also always an enigma to them, though a charming one.

Sense spell, PT6: page 644

Shard Tap feat, page 285

Thoughtstone, PT4: page 166

*Twelve Commanders,
PT4: page 148
City Council, PT4: page 148
Inverted Pyramid, PT3: page 115*

Mand Scheben, page 378

Asche, PT2: page 68

*Those unknown to the lords of
Castle Shard are not admitted
inside. Entrance to the castle
comes by invitation only.*

*No reasonable request made of
Kadmus is refused, and none
(reasonable or not) unsettle him.
Past guests at Castle Shard have
requested of him bottles of dark
elven wine, slippers made from
angel feathers, and a book about
soul magic to read while they
waited. All such requests were
met quickly and graciously.*

DM TIPS

*It's worth noting that all the
inhabitants of Castle Shard are
very intelligent. Any and all of
them quickly see through PC
attempts to take advantage
of them or deceive them.
They would react quite
harshly to such actions.*

Obviously, some folks find both Zaveré and Rill difficult people to understand or trust. Their reputations make them out to be strange, aloof, and quite possibly evil people more concerned about themselves than others or the city around them. Zaveré, for example, has turned down more than one offer to become one of the **Twelve Commanders** and even a seat on the **City Council**. Rill has no desire to join or work with the **Inverted Pyramid**. With such power at their command, some ask, why do they not use it to do good in the city? The answer is, that's not their job—their job is to oversee and protect the castle and the shard.

Other Castle Residents

The masters of the castle may invite anyone they wish to reside within its walls. To be invited to live at Castle Shard is an honor without equal in the city. Sometimes it is bestowed simply on friends. Other times, the offer is part of an agreement or deal. Lastly, sometimes the lords offer it to those worthy people who simply need a place to stay, even temporarily.

Surely there is no safer, more comfortable place in all of Ptolus. Guests and residents are considered under the protection of the lords of the castle and, in effect, the castle itself. However, all residents must follow one simple rule: They cannot harm, directly or indirectly, another resident, a guest, or one of the lords. Doing so results in immediate expulsion (in actual fact, Zaveré probably would just slay the individual in question immediately).

The current residents consist of the following individuals.

Kadmus

When people visit Castle Shard, whether on business with the lords or as guests at one of their infamous parties, Kadmus is there at the entrance to greet them, just as if he had been waiting for them to arrive. He knows their names and seems to have whatever kind of food, beverage, or other need they might require already prepared. He welcomes them with words of astounding graciousness.

Kadmus is a tall human male with thick grey hair, bright blue eyes, and a sincere but modest smile. He is the only servant anyone ever sees in the castle and appears to dote on the lords. He also sees to the needs of all the other residents and guests, no matter what they might be. His ability to remain nonplussed by any action, word, or request seems almost supernatural.

And it is.

Kadmus is, in fact, a creature made entirely of magical force—an extension of the castle and the shard. In a way, he is the embodiment of Ethylassar, the only way she has to interact with

the physical world. If attacked, he merely disappears, leaving some suitable guardian creatures, like six Abyssal greater basilisks or a pair of maruts, in his place. As long as the castle and the shard remain intact, he cannot be slain.

Mand Scheben

Mand Scheben is not technically a resident of Castle Shard. But even though he doesn't live there, he comes and goes from the castle frequently and remains one of Rill's and Zaveré's closest friends.

As a prominent cleric of **Asche, the God of Cities**, Mand has an enviable handle on all the current events, happenings, births, deaths, and relationships (among both people and groups) in Ptolus. In many ways, he acts as Rill's and Zaveré's eyes, ears, and even hands in the city. Many people meet Mand before they ever meet the lords of Castle Shard; this is all by design. If the lords need someone to help them with a task, they usually ask Mand to meet with the person beforehand. As such, Mand has the ability to invite guests to Castle Shard, a luxury only Rill and Zaveré normally enjoy.

Moynath Autumnsong

One of the highest-ranking members of the **Inverted Pyramid**, Moynath is an elf sorcerer known for casting *wishes* almost at the drop of a hat. Most of those who know him realize this isn't as true as people say, and when he does cast a casual *wish*, he does so purely to impress those



around him and further his unusual reputation. Nevertheless, this is an extremely powerful sorcerer with a bevy of magic items, some of which are at least minor artifacts.

Moynath took Rill under his wing years ago, and her ability to put up with his condescending attitude allowed her to get closer to the elf than anyone else has. When Rill's natural talents helped her rise in magical knowledge and power quickly enough to rival her former teacher, Moynath afforded her the respect he gives virtually no one else.

The sorcerer is slight to the point of gauntness—he prefers to drink and smoke rather than eat. A connoisseur of elven wines, Moynath is rarely seen without a clove cigarette in a long black holder.

Moynath Autumnsong

Male Shoal elf (Chaotic Neutral)

Sorcerer 20 **CR** 20

HD 20d4+60 **hp** 111

Init +2 **Speed** 30 feet

AC 20, touch 16, flat-footed 18

BAB/Grapple +10/+11

Attack +11 melee, or +13 ranged

Full Attack +11/+6 melee or +13/+8 ranged

SQ SR 23, elven traits, low-light vision

Fort +10, **Ref** +9, **Will** +17

Str 10, **Dex** 14, **Con** 16, **Int** 14, **Wis** 18, **Cha** 26

Languages: Common, Draconic, Elvish.

Crucial Skills: Bluff +27, Concentration +25,

Listen +7, Search +5, Spot +7.

Other Skills: Knowledge (arcana) +24,

Knowledge (history) +8, Spellcraft +9, Use Magical Device +11.

Crucial Feats: Empower Spell, Greater Spell Penetration, Spell Penetration.

Other Feats: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Magical Aptitude.

Spells Known: 6/8/8/8/8/7/7/7/6; save DC 18 + spell level, caster level 21st.

9th—*energy drain, Mord's disjunction, wish.*

8th—*polymorph any object, power word stun, summon monster VIII.*

7th—*forcecage, insanity, mass hold person.*

6th—*mass suggestion, mislead, veil.*

5th—*baleful polymorph, major creation, symbol of sleep, teleport.*

4th—*arcane eye, greater invisibility, polymorph, wall of fire.*

3rd—*blink, displacement, lightning bolt, fly.*

2nd—*alter self, arcane lock, cat's grace, false life, knock.*

1st—*charm person, mage armor, magic missile, shocking grasp, summon monster I.*

0—*dancing lights, daze, disrupt undead, flare, ghost sound, mage hand, open/close, prestidigitation, read magic.*

Possessions: *Amulet of the magi* (as the staff, including continual *mage armor* and SR), *ioun ring* (set with *pale green prism, orange prism, and dusty rose prism* stones, functioning as all of them), *ring of protection* +3, *bracers of health* +6 (as amulet), *cloak of*

charisma +6, *carpet of flying* (5 feet by 10 feet), *thoughtstone*, Inverted Pyramid *invisible charm, mage coins* (22), diamond cloak clasp worth 3,000 gp, 35 pp.

Narasha

A strange creature who smells like the deep woods and mountain streams, Narasha is one of the rare female satyrs from the wilderness surrounding the **Cherubar Mountains** far to the west. She once saved Zavere's life in that distant land, after a green dragon had left him for dead.

When she came to Ptolus about a year ago, Zavere offered her residence in the castle to repay her, thinking that her visit would be short. She has not yet left. Narasha likes the city, particularly its seamier side, and her late-night libidinous escapades are already growing street legends. Taller, stronger, and sturdier than most men she encounters, Narasha drinks prodigious amounts of alcohol and starts fights that turn into sexual encounters, often involving multiple partners.

As a resident, Narasha sleeps late and long, often wandering the halls of the castle nude after she wakes. She is lascivious and sometimes downright boorish in her behavior to visitors. While not intentionally rude, she has no sense of privacy or decorum.

Narasha stands just under seven feet tall, not including her deerlike antlers. Her face is beautiful and her figure shapely, but her legs are more like a goat's than a human's—bent backwards, hairy, and ending in hooves rather than feet.

Narasha

Female satyr (fey), (Chaotic Neutral)

Barbarian 6 **CR** 8

HD 5d6+15 + 6d12+18 **hp** 96

Init +2 **Speed** 50 feet

AC 21, touch 12, flat-footed 21

BAB/Grapple +8/+11

Attack +12 melee (1d4+4, spiked gauntlet) or +11 melee (1d6+3, head butt) or +12 ranged (1d6+4, shortbow)

Full Attack +12/+7 melee (1d4+4, spiked gauntlet) and +9 melee (1d6+3, head butt), or +12/+7 ranged (1d6+4, shortbow)

SA Rage 2/day

SQ DR 5/cold iron, improved uncanny dodge, trap sense +2, low-light vision

Fort +9, **Ref** +8, **Will** +6

Str 16, **Dex** 15, **Con** 17, **Int** 10, **Wis** 10, **Cha** 12

Crucial Skills: Climb +11, Hide +13, Jump +9, Listen +16, Move Silently +13, Spot +12, Tumble +3.

Other Skills: Handle Animal +5, Heal +4, Knowledge (nature) +8, Perform (wind instruments) +5, Survival +6, Swim +5.

Crucial Feats: Improved Unarmed Strike, Point Blank Shot, Track.

Other Feats: Alertness, Multiattack, Weapon Focus (shortbow).



Thoughtstone, PT4: page 166
Invisible charm, PT3: page 118
Mage coins, PT4: page 155

Cherubar Mountains, PT2: page 41



INFO CHECKS

A *Knowledge (local)* or *Gather Information* check might offer a few details about *Castle Shard*:

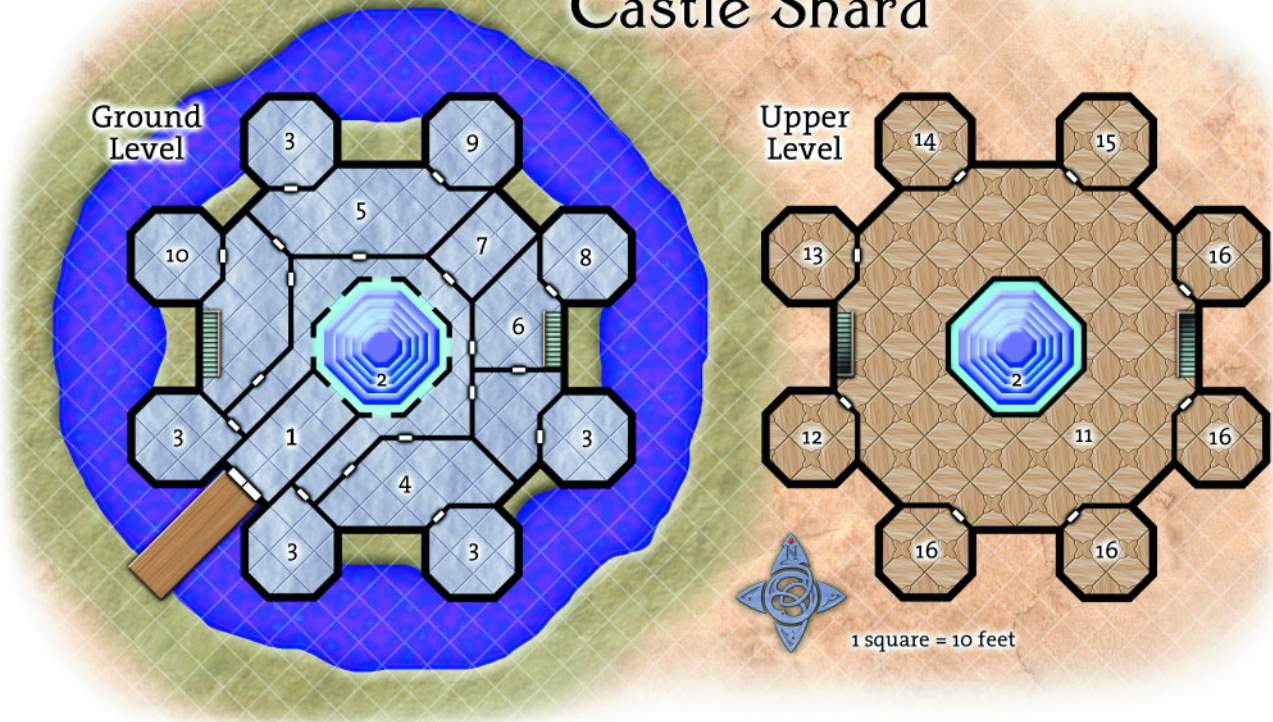
Castle Shard is an extremely magical place in the Nobles' Quarter, and several odd people live there (DC 15).

The lords of *Castle Shard*, Rill and Zavere, throw lavish but strange parties (DC 19).

The shard is a potent source of magical power (DC 23).

Zavere and Rill were "chosen" to be the lords of *Castle Shard* by some independent source (DC 30).

Castle Shard



Castle Shard has no storage chambers, no wine cellars, no larders, and so on, because the castle itself produces whatever is needed magically.

About These Parties . . .

The lords of Castle Shard throw infamous parties, each time trying to outdo their last memorable masque. At one recent party they filled the ballroom with magical birds; if you caught one, it burst into a shower of sugary candies. At another, they managed to negate the pull of gravity throughout the ballroom. A third party was conducted without any light whatsoever in the ballroom. And perhaps most remarkable, at one ball, Lady Rill made enough temporary magical duplicates of herself for every attendee to have his or her own personal hostess.

Possessions: +1 spiked gauntlets, +1 composite shortbow (Strength +3), masterwork arrows (24), +1 chain shirt; *potions of remove paralysis*, *cat's grace*, *bull's strength*, *jump* and *shield of faith* +3; 50 feet of rope, climber's kit, sapphire earrings worth 300 gp, 19 gp.

Layout of the Castle

Not surprisingly, Castle Shard is extremely magical. Nothing short of a *wish* or *miracle* allows people to get in other than by using the main door, unless they have received special permission to teleport in. The walls, floors, and ceilings all have hardness 12, 50 hp per inch of thickness (usually twelve to twenty inches), and a break DC of 38.

The doors are similar, although they are only two inches thick. Most are never locked, but those that are require an Open Lock check (DC 35). Further, all portions of the castle have SR 30 and are self-repairing (effectively, they have fast healing 10). Thanks to the shard, the whole place remains entirely proof against *scrying* and similar intrusive divinations.

Outside the Castle

A moat surrounds the castle, but it does not contain water. Instead, it appears to hold a purplish-black sludge. While mostly harmless, this magical residue from the shard could be used as a weapon; it's mildly poisonous and caustic—touching it inflicts 1d4 points of acid damage, and full

immersion 3d4 points. A wooden drawbridge usually remains down over the moat to provide access to the large entry portals.

Inside the Castle

These numbered areas correspond to the castle map above. Most public and general purpose rooms are on the lower level, while bedchambers and the castle's impressively large ballroom are on the upper.

1. Entry: It appears to anyone visiting the castle that Kadmus is always here in the entry hall, waiting for visitors. (This is not true, but it seems true.)

2. Shard Chamber: The central focus of the castle, the Shard Chamber spans the height of both levels. The open roof here is actually covered by a permanent *wall of force*. The shard itself fills the chamber in both height and width. This room is always off limits, even for residents, except for those accompanied by one of the lords. A hallway surrounding the outside of this chamber offers access to many other rooms on the lower level.

3. Sitting Rooms: Throughout the castle are many small chambers well appointed with elegant and comfortable furnishings and tasteful, realistic paintings. Residents use these rooms for relaxation, and guests sit here while waiting for the resident they came to meet.

4. Dining Hall: This large chamber boasts a long table with many seats. Zaveré enjoys talking

business over a meal and uses this room rather than the meeting room (Area 7).

5. Library: The castle holds an extensive collection of esoteric books, most about magic, philosophy, or history but with at least a small selection on almost any topic. The library features a number of comfortable chairs and divans as well as tables and a large desk.

6. Gallery: This chamber holds many paintings and sculptures, some quite ancient but well preserved. It remains a favorite place for Rill to spend many hours in meditation.

7. Meeting Room: Those summoned to a meeting here are shown to a small room with a table, chairs, and a large collection of maps, both of the city, Palastan, and the world.

8. Laboratory: This is a large, well-equipped alchemical lab.

9. Office: Zaveré uses this elegantly furnished office. A large ebony desk dominates it.

10. Kitchen: This extensive kitchen seems strange only in that it has no attached larder or pantry.

11. Ballroom: When the lords hold one of their infamous parties, they make the extensive second-floor ballroom the central focus. Zaveré and Rill often employ bands of minstrels or actors to entertain the guests here.

12. Zaveré's Chamber: Zaveré keeps his bedchamber extremely tidy and spotless. He has decorated it in a military fashion, with weapons and shields on the walls and even two suits of plate armor flanking the door.

13. Rill's Chamber: This rather crowded chamber often seems in disarray. Lady Rill has filled the place with an astonishing amount of clothing, books, spell components, and other strange magical odds and ends.

14. Narasha's Chamber: This room is also a mess. The bed is broken, but Narasha the satyr doesn't care. Flourishing green plants fill the chamber, despite how little natural light it receives. The room smells of musk and wood.

15. Moynath's Chamber: The elf sorcerer's room actually serves as the entrance to a permanent *Mord's magnificent mansion* spell.

16. Empty Chambers: These four bedchambers are bare now, but when a new guest or resident arrives, they can be appointed as needed.


Campaign Use


The lords of Castle Shard make for more interesting allies than enemies. Early on in the campaign, the player characters might do some odd jobs for Castle Shard. During this time, Zaveré and/or Rill (PCs are unlikely to meet with them both at first) will act distant but not rude, particularly if the adventurers do well and show them proper respect. They won't answer any questions about themselves, the castle, or the shard.

Later on, the player characters might get invited to a party or two at the castle. At this stage, the lords still keep them at arm's length but treat them well. Rill and Zaveré are actually quite generous, but they remain cautious as to whom they really trust. However, as time goes on, these two powerful, savvy, and influential people grow to like the characters, which should feel to the players like quite an accomplishment.

During all this, Narasha is likely to make strong advances toward one (or more) of the male PCs. Moynath will be aloof, strange, and perhaps even rude. As their relationship with Castle Shard grows, however, eventually the player characters become as common a sight in the halls as Mand or Narasha. Castle Shard offers them the chance to be a part—even if it's a small part—of something really big and important. While it's probably not a good idea for the PCs to become lords of Castle Shard, they can become allies and eventually close friends with them, which certainly puts them in the ranks of the movers and shakers of the city.

CROWN THEATER

 Talash Street (#11, B5); see map, page 280

 50,000 gp

The largest theater in Ptolus, and certainly the most elegant, the Crown Theater hosts only the grandest plays, operas, and musical entertainments, including orchestral, choral, and virtuoso performances. The theater seats five hundred people and hosts shows of some kind at least four nights a week.

The management of the Crown is tied very closely with the [Conservatory](#). The theater manager is Teyvran Newaster (aristocrat2/expert2), a human man of immense girth and greater wealth. Teyvran is a vicious, cruel, and greedy fellow, always looking to get ahead despite his already prodigious affluence. For example, he posts spies throughout the theater each night, noting who has come with whom, listening in on conversations, and generally attempting to glean information. In this way, he keeps tabs on various infidelities and other interesting personal facts that he could exploit against his unsuspecting wealthy patrons.

Encounter: One night, while attending a performance, an old man spills a drink on one of the player characters during intermission. If the PCs react with rudeness and anger, he apologizes, and little more happens. If they are polite and forgiving, however, the next day they get a delivery of a package. Inside is a box of very expensive cigars (worth 900 gp). The man, Juranan Kath of [House Kath](#) (Lady Devina's aging uncle), has tracked the PCs down and sent them a gift by way of apology. They have made a friend and ally that they can use to their advantage later.



One of the stars of many Crown Theater productions is Yanalla Kadrein (female human expert9). She is a beautiful and talented actress and singer, but off the stage her grandiose ego makes this diva insufferable.

Conservatory, page 295

This week at the Crown Theater, patrons can enjoy the historical opera "The Emperor's Eidolon," which chronicles a torrid love affair between the second Emperor and a princess of Uraq, during which the Emperor receives frequent visits from his late uncle, Delian Von Tessel, urging him to favor duty over love. The lyric soprano Hildegarde Lissenfeld headlines along with the tenor Vaskil Thustrup. Curtain rises nightly at Twentieth Hour.

House Kath, PT3: page 92

Spice Market, page 365



House Kath, PT3: page 92

Chaos cults, PT2: page 71
The Plagueborn, PT2: page 73

Holy Emperor, page 293
Knights of the Dawn,
PT2: page 67



DALLASTER MANOR

Crown Street (#34, B7); see map page 280
 22,000 gp

This beautiful house has been the home of the wealthy Dallaster family for four generations. The first Dallaster to live here was Kenill Dallaster, who made a small fortune as a spice merchant. Today the Dallaster family still controls a portion of the spice trade in Ptolus, and the head of the family, Rillis (male human aristocrat4), spends much of his day in the [Spice Market](#) in the South Market. Rillis and his wife Nora (female human aristocrat1) have a daughter, Tillian (female human aristocrat1), who is eighteen years old.

Bored, idle, and without moral compunctions, Tillian and a pair of her friends attended a gathering of a [chaos cult](#) called the Black Curtain in the back of a restaurant in the Nobles' Quarter simply for a lark. Presumably there to recruit young nobles as members, the "Black Curtain" cultists actually belonged to the [Plagueborn](#), a group with a far more sinister plan: They secretly infected the newcomers with an insidious magical ailment. When young Tillian returned home, she already suffered from a disease called lover's grip (see sidebar). The next morning, Rillis and Nora found their daughter in the throes of passion with the groundskeeper out on the lawn. Even as they separated the two and dismissed the servant, they noticed that their daughter—who had been somewhat plain—now seemed extremely attractive. But mostly they noticed her strong uncouth desires. Believing their daughter possessed, they locked her in her room and have begun putting out discreet inquiries regarding her condition.

Scenario: The player characters hear about the Dallasters' situation and are brought in to help rid Tillian of the "evil spirit." Once they realize

there's no demon to exorcise, they have to figure out what's really wrong with her. Soon they begin hearing tales of similarly altered youths across the Nobles' Quarter. Perhaps they can trace it all back to the "Black Curtain" meeting, but even so, can they get to every youth infected, and every one of their paramours (don't forget the groundskeeper) to stop the spread of the plague? The fact that the disease is intelligent and knows when to "lay low" makes the whole process even harder.

HOLY PALACE

Crown Street (#32, B6); see map page 293
 250,000 gp

The Prince of the Church—heir to the Holy Throne—has lived in Ptolus since 657 IA. His original home, the Silver Palace, was built at that time, although it burned down in a fire in 661 IA. The construction of the new palace—a much more lavish home built into the side of the Spire—was finished two years later. The grand, three-story structure can serve as a fortress if need be.

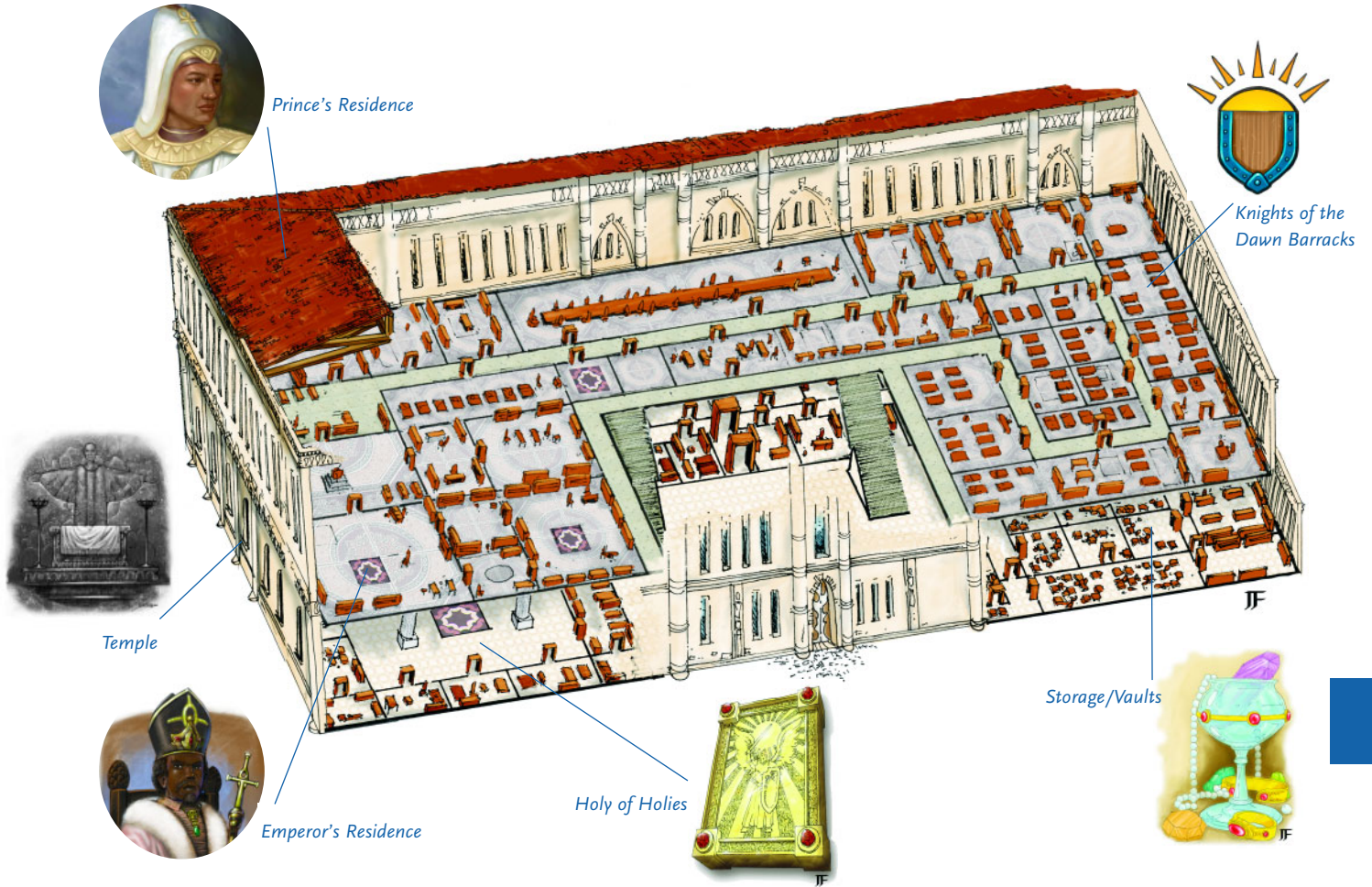
Since the [Emperor](#) himself now calls the place home, it has become the Holy Palace (technically, wherever the Holy Emperor lives becomes the Holy Palace). The Holy Palace also serves as the headquarters for the [Knights of the Dawn](#), the Holy Emperor's royal guard. These knights not only protect the Emperor and Prince of the Church, but they act as enforcers of the Holy Emperor's will—and therefore Lothian's will.

Thanks to a permanent *dimensional lock*, the place is warded against those who would teleport in. An *invisibility purge* keeps out invisible intruders, and the entire palace remains completely proof against *scrying* or similar intrusive divinations.

LOVER'S GRIP

This magical disease is self-aware, intelligent, and cunning. Once it infects a host, it increases the host's sexual drive and makes the character much more attractive, both physically and in terms of personality. Lover's grip is transmitted through sexual contact, so its end goal is to get the host to have sexual intercourse as often as possible. During sexual contact, a potential host must make a Fortitude save (DC 15) to avoid infection. Once infected, after a twelve-hour incubation period, the host gains a cumulative +1 Charisma enhancement bonus per day, to a maximum of +10. Further, when in the presence of an appropriate sexual mate, the host must attempt a Will save (DC 10 + the number of days since infection). On a failure, the host attempts to seduce or otherwise encourage the potential mate into a sexual relationship. As a result of this preoccupation, the host becomes extremely pacifistic and will not initiate combat, although he will defend himself if attacked.

The presence of lover's grip in a host exacts a toll physically as well as in the personality change. The host must make a Fortitude save each day (DC 15) or suffer 1d2 points of temporary Constitution damage. The disease can be removed only by magical means.



The Holy Emperor and the Holy Prince

Rehoboth Ylestos became Emperor of the Church in 700 IA, in a septacentennial celebration more lavish than any similar ceremony the Empire had ever seen. Like his uncle Palabosh before him, he was a fairly conservative-minded priest in an increasingly liberal Church. He has no great affection for arcane spellcasters nor other religions, which, in a way, makes it all the more surprising that he has lived in Ptolus for the last eleven years.

When the barbarians invaded Tarsis, Rehoboth came to “visit” his son Kirian in Ptolus. Rehoboth himself had, of course, grown up in Ptolus and knew the city well. Giving a Tarsis-based Empire up for dead when Empress Addares XXXIII and XVIII died, he declared himself secular Emperor as well as head of the Church of Lothian and set up his own Imperial court in the Holy Palace. While he has not officially declared Ptolus the new capital of the Empire, people expect the announcement any day. In truth, Rehoboth has been careful not to exert much Imperial power yet—until he has cemented himself as the rightful Emperor in the minds of those he deems

important, he does not want to give anyone the chance to decide not to follow him.

Deep down, Rehoboth is as greedy for power as any man who has held his position, and far more than most. Whether the Holy Emperor is actually a worthy representative of Lothian may be a valid question. In any case, it is one that some priests of the Church are beginning to whisper to each other. The archbishops in Tarsis and Dohrinthas have denounced Rehoboth (and, in fact, have both declared themselves Holy Emperor in his stead). For the most part, however, the official line of the Church is that indeed Rehoboth is the rightful Emperor and Holy Emperor.

Holy Emperor Rehoboth
Male human (Lawful Neutral)
Aristocrat2/cleric15 (Lothian) CR 18*
HD 15d8 + 2d8 hp 89
Init -1 Speed 30 feet
AC 22, touch 14, flat-footed 22
BAB/Grapple +12/+13
Attack/Full Attack Spells only
Fort +9, Ref +4, Will +17
Str 12, Dex 9, Con 10, Int 15, Wis 21, Cha 15
Crucial Skills: Concentration +10, Sense Motive +8.

The vaults of the Holy Palace hold, among other irreplaceable items, the Hammer of St. Daris, an important holy talisman and relic of the patron saint of justice.

Read more about the claimants to the Lion-Guarded Throne in PT2: pages 78–79.



Helmut Itlestein (page 389) hopes one day to kill the Holy Emperor with the staves of Ghul in his effort to secure independence for Ptolus.

**FROM MY CAMPAIGN
TO YOURS**

In the original Ptolus Campaign, the Holy Emperor attempted to exercise the power he claimed as the secular Emperor of Tarsis.

This behavior led to many conflicts—not with the other claimants to the Lion-Guarded Throne, but with the Commissar. Igor Urnst eventually exiled him from the city following decisions that put the security of the city at great risk. In the wake of his exile, the Church of Lothian in Ptolus was in disarray, with both clergy and laity forced to choose sides.

Rumors say that Renn Sadar has made a secret deal with the Holy Emperor: In exchange for the support of House Sadar, House Vladaam, and other allies in Rehoboth's bid for the throne, Lothianite priests in Ptolus will always make healing and resurrections available to this faction.

City Council, PT4: page 148

Will of the gods, PT6: page 645
Assess creature, PT6: page 639

Thoughtstone, PT4: page 166



Holy symbol of the Church of Lothian



Possessions: Amulet of wisdom +6, bracers of armor +8, ring of protection +5, rod of rulership, *thoughtstone*, scroll of miracle (x3), gold and ivory ring worth 950 gp.

Prince Kirian is a dashing charmer with a quick wit. However, as the next in line to be the Holy Emperor, he has the Church very concerned. And as a member of the **City Council** in Ptolus he is a bit of a joke—literally. The Commissar refers to him (privately) as the “Prince of the Clutch,” since he’s more interested in secreting himself away with a lovely maid than attending important council meetings.

In truth, Kirian does not want to be Holy Emperor and shows no aptitude for priestly duties or clerical spellcasting—a secret well kept by the embarrassed Church elders. His father insists that, given time, he will grow into the position.

Rehoboth loves his son, and Kirian tolerates his father. More than once, Kirian has slipped away altogether with some of his aristocrat friends or a paramour, but he is always found (after all, his father can cast *discern location*). Mostly, the young man simply spends his time in fashionable restaurants and elite parties, allowing himself to be seen among charming available (or not so available) young ladies.

Kirian Ylestos, Prince of the Church

Male human (Neutral)
Aristocrat **CR 8**
HD 9d8–18 **hp** 29
Init +2 **Speed** 30 feet
AC 12, touch 12, flat-footed 10
BAB/Grapple +6/+7
Attack +9 melee (1d4+1, dagger)
Full Attack +9/+4 melee (1d4+1, dagger)
Fort +1, **Ref** +5, **Will** +9
Str 12, **Dex** 14, **Con** 6, **Int** 13, **Wis** 16, **Cha** 19
Crucial Skills: Bluff +14, Listen +9, Sense Motive +7, Spot +3.
Other Skills: Craft (painting) +6, Diplomacy +15, Handle Animal +8, Knowledge (history) +8, Knowledge (local) +9, Knowledge (religion) +13, Ride +10.
Crucial Feats: N/A
Other Feats: Endurance, Skill Focus (Bluff), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [religion]), Weapon Finesse.
Possessions: Masterwork dagger, medallion of thoughts, *thoughtstone*, gold and diamond ring worth 2,000 gp, letter of credit from the Church of Lothian for 2,000 gp, 120 pp, 10 gp.

Perhaps not surprisingly, neither the Emperor nor the prince is very skilled in the arts of combat. The Emperor wears protective items given to him by the Church (greatly exceeding the amount of gear a character of his level would normally have,

Other Skills: Diplomacy +16, Heal +12, Knowledge (history) +10, Knowledge (nobility and royalty) +15, Knowledge (religion) +20, Perform (oratory) +7, Spellcraft +12.

Crucial Feats: N/A

Other Feats: Craft Magic Arms and Armor, Craft Wondrous Item, Extend Spell, Scribe Scroll, Silent Spell, Skill Focus (Diplomacy), Skill Focus (Knowledge [nobility and royalty]).

Domains: Good, Law.

Spells: 6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1; save DC 15 + spell level.

8th—*discern location*, *shield of law*.

7th—*dictum*, *repulsion*, extended *greater command*.

6th—*geas/quest*, *heal*, *hold monster*, *word of recall*.

5th—*commune*, *dispel chaos*, *greater command*, *mark of justice*, *scrying*, *true seeing*.

4th—*divination*, *freedom of movement*, *order's wrath*, *restoration*, *sending*, *tongues*.

3rd—*magic circle against chaos*, *dispel magic*, *silent enthrall*, *silent hold person*, *invisibility purge*, *prayer*, *will of the gods*.

2nd—*augury*, *calm emotions*, *consecrate*, *eagle's splendor*, *enthrall*, *silence*, *zone of truth*.

1st—*bles*, *command* (2), *divine favor*, *protection from chaos*, *remove fear*, *sanctuary*, *shield of faith*.

○—*assess creature*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*.

* The Holy Emperor has a higher than normal CR due to his equipment.



and thus increasing his CR), but he carries no weapons and prepares few offensive spells. (He feels it should not be the place of the Holy Emperor to take a life. He does, however, like spells that allow him to control the actions of others—for their own good, of course.) The Prince keeps a dagger in his boot, but that's really more for his own feeling of security than anything else. In truth, neither man goes far without a cadre of **Knights of the Dawn** to provide protection.

Campaign Use

The question of who is the **rightful Emperor** may provide an interesting political backdrop for a Ptolus campaign. As the timeline progresses, the Holy Emperor declares Ptolus the new capital of the Empire. Armies of generals loyal to **Addares** in Dohrinthas march on the city, and so the Commissar—though no friend of Rehoboth's—is forced to conscript troops to defend Ptolus.

IMPERIAL ACADEMY OF MUSIC (THE CONSERVATORY)

Jeweled Road (#16, B5); see map, page 280
 87,000 gp

Ptolus' Imperial Academy of Music carries a reputation that extends far outside the city walls. Many consider it the premier school of music in the Empire, perhaps surpassed only by the

Imperial Academy of Music in Dohrinthas. **House Kath** backs the Conservatory and provides tuition for talented students (and sometimes even covers other expenses). Nearly two hundred students attend the academy. Most come from very wealthy families, but House Kath culls a few promising children from various schools around the city.

The chancellor of the Conservatory is, in fact, Lady Devina Kath, head of House Kath. Leading the school in all practical respects, however, is Vice Chancellor Garin Vnata (expert4), a thin, prim, and proper human gentleman with a long, narrow nose, a thin mustache, and a balding head.

With the intention of protecting the students, House Kath stations four capable guards (male and female human warriors4) around the entrances to the Conservatory at all times. Garin does not hesitate to use these guards to eject unwanted visitors from the academy, or to prevent them from entering at all. Visits to the school are discouraged, as it disrupts the students' practicing.

The staff of the Imperial Academy of Music has a close relationship with the **Knights of the Chord**. In fact, some of the Knights belong to the staff.

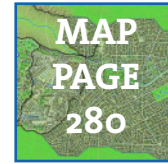
Scenario: One of the teachers at the Conservatory, Naeon Ullistri (female elf bard2/sorcerer8) is performing experiments with the magical power of music. She draws the inherent power of all the students' playing or singing at once and attempts to funnel the energy to create magic items of sonic power. Another teacher finds out what Naeon is doing, however, and steals the first item, a tuning fork. As it is still unfinished, the fork is dangerous and difficult to control. The teacher, Ander Von Yelsin (male human bard12), goes home with it but accidentally activates it.

Naeon goes to Vice Chancellor Garin to explain what's happened, although she doesn't know who stole her tuning fork. Garin contacts the PCs, who—in theory—are “used to handling such vulgar situations.” They need to find out who stole the fork and get it back before it detonates in a terrible magical conflagration.

NOBLE ESTATES

Of all the many manors and estates in the Nobles' Quarter, none are as infamous or important as the estates of the noble families. While each estate is unique, they do share a few commonalities. Each has some kind of central manor, keep, or tower located on the estate grounds.

The smallest grounds include only a yard with gardens, but in the larger estates the grounds can feature extensive acreage with gardens, trees, topiary, and carefully manicured walking paths. Estates with large grounds always have at least a couple



The Prince of the Church

In both physical appearance and personality, the Prince of the Church takes after his mother much more than his father.

Kirian's mother, Matilde Ylestos, died when Kirian was very young, before he even came to Ptolus.

It is fairly common knowledge, though not acknowledged officially, that Kirian does not care for his position, his responsibilities, or even his father. Less commonly known is the fact that his religious faith is fairly unimportant to him. Rehoboth regrets his wife's death for many reasons, but perhaps mostly because he feels she would have been a good influence on the headstrong youth.

House Kath, PT3: page 92

Knights of the Chord, PT3: page 123

Knights of the Dawn, PT2: page 67

Rightful Emperor, PT2: page 78
Empress Addares, PT2: page 79

The students at the Conservatory are all very respectful to House Kath. However, they love to make jokes at the expense of Vice Chancellor Garin Vnata. While they mock him behind his back, they also like to set up practical jokes that make him look foolish or put him in embarrassing situations.



The King's Tapestry (above) depicts King Rissathion, the last King of Palastan, slain by Ghul.

Visitors to House Dallimothan (PT3: page 89) report that—night or day, without fail—a long buffet table in the entry foyer is covered with trays of the freshest, most delicious pastries and glasses filled with sparkling wines, thanks to the tireless efforts of majordomo Nestlin Ka.

House Abanar, PT3: page 88



Kirstol Dallimothan, PT3: page 89

outbuildings, usually including a stable, a shed for tools and gardening supplies, and a separate servants' quarters or perhaps even a guest house.

All the estates have some kind of surrounding wall or fence to present a significant barrier to entry; the one exception, House Nagel, has only a low, decorative stone wall. Most of these barriers are stone walls about a foot thick and twelve feet high. All of the noble families employ some kind of professional full-time guards, ranging from the two at the Nagel estate to the one hundred at the Khattru estate.

Abanar Estate

🏠 King's Road (#17, C5); see map, page 280
 💰 100,000 gp

A large manor house and outbuildings share House Abanar's estate with a vast yard and gardens. These gardens conceal entrances to two underground facilities. The first is a large

crypt/vault complex that holds the remains of former members of the house as well as much of the current house's wealth. The second underground structure is a secret chamber with a retractable roof that holds the *Vanished Dream*, House Abanar's flying ship.

The *Vanished Dream*: This schooner flies through the air as effortlessly as a normal ship floats upon the water. Flying it requires a crew of eight, although normal sailing experience is all a crewmember needs to operate the craft. It can carry as many as eighteen other passengers or eight tons of cargo.

Although the Abanar family uses the ship only rarely, it remains a startling enough sight that just about every Ptolusite recalls seeing it overhead at least once or twice. The captain employed by the Abanars is named Nila Finch (female human rogue11). Rumors claim that the *Vanished Dream* can turn invisible, but it cannot.

Dallimothan Estate

🏠 King's Road (#10, B5); see map, page 280
 💰 200,000 gp

As noble estates go, House Dallimothan's manor seems somewhat small. A white stone wall surrounds a verdant, hilly expanse. It's not uncommon to see young couples strolling about the lawn, or children playing amid the trees. Only slightly less common is the sight of a metallic dragon—usually of moderate size—walking, talking, or even playing with them.

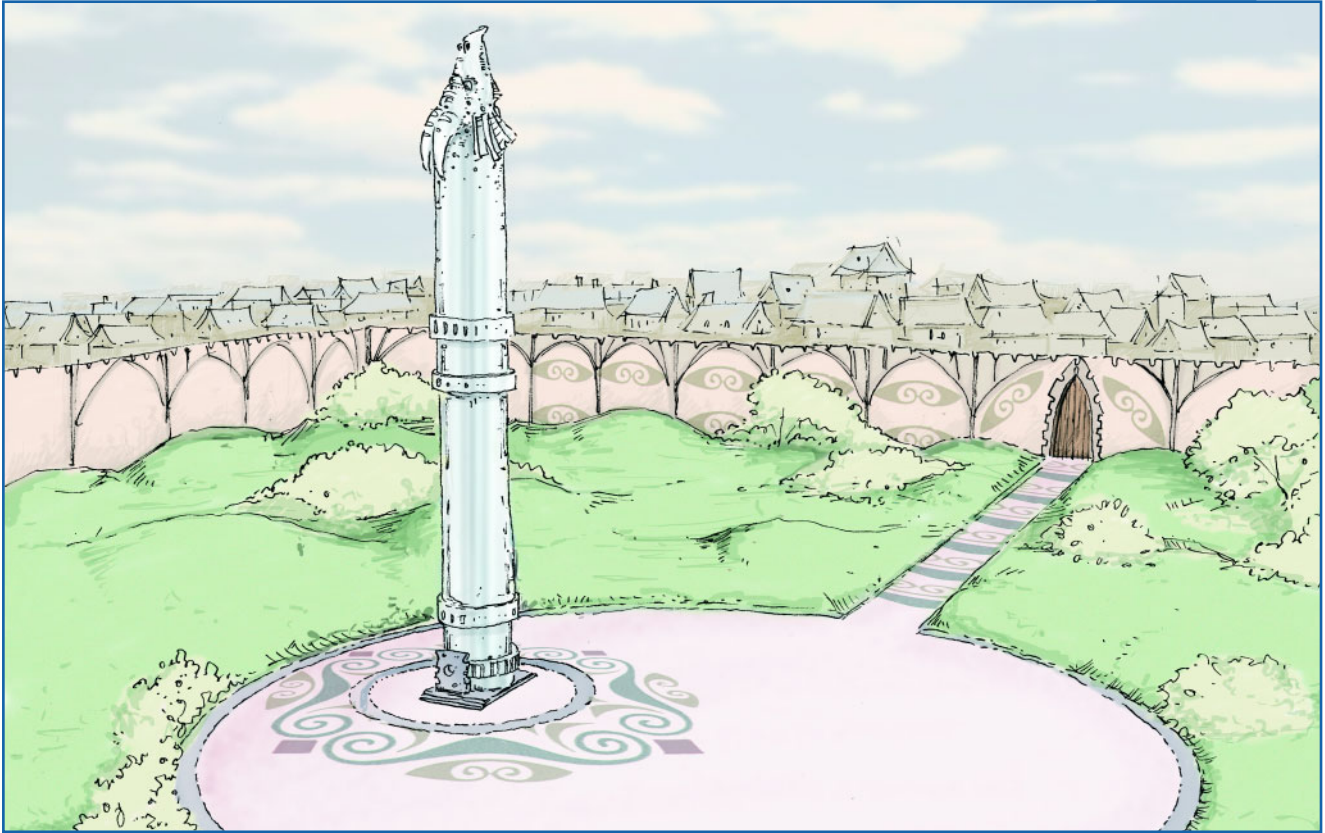
The only building is a single tower of odd design. It has no door or windows, and the top of it looks like the head of a silver dragon. Those familiar with the Nobles' Quarter know that this is no ordinary tower. The entire structure hinges near its base, so that the "neck" of the dragon lowers the "head" to the ground, whereupon the "mouth" opens to allow entrance.

THE INTERIOR OF THE DALLIMOTHAN TOWER

A permanent *dimensional lock* wards against those who would teleport into the Tower of House Dallimothan, and the entire tower is proof against *scrying* and similar intrusive divinations. The inside does not conform to the size and shape of the tower in any way—it is far larger on the inside than on the outside, with many strange and interesting rooms. For example, in the library the family keeps the "Great Book," which contains the name and details of every dragon that has ever lived or currently lives. The magical book updates itself with new information as needed.

As another example, the tower gives access to an underground chamber called the Dragon Vault, where Lord Dallimothan can conjure the spirits of ancient dragons and all present can inhale their ancient breath and receive various gifts, as befits the current circumstances. This chamber is held in highest reverence, and no one ever goes there except in the most solemn—or the most dire—of times.

The Tower of House Dallimothan was designed by the aasimar wizard Tirstian around 440 1A. He also designed the Pale Tower, whose interior similarly fails to conform to the size or shape of the exterior. A few people in both places wonder whether the gifted architect created a secret magical link or transport between the two locations.



Erthuo Estate

Three Princes Street (#8, C4); see map, page 280 ■ 100,000 gp

The large estate grounds of **House Erthuo** show a keen eye for architecture that avoids the ostentatious while remaining elegant. A series of elevated walkways and gracefully arched bridges connect a few slender towers, the manor itself, and the Erthuo private library. The lawn's landscaping offers no footpaths through carefully designed rocky expanses, gatherings of shrubbery and trees, and open areas covered in carpets of green grass. The estate's natural beauty is held at arm's length.

The Erthuo family wards the manor house against spells somewhat. Anyone must overcome SR 25 to teleport into the manor, scry within it, or use similar magical transportation or divination effects inside. This extra security may be due to the family's valuable collections of rare books and antiques.

Encounter: Player characters visiting House Erthuo's estate notice two figures skulking around with a spyglass (Spot, DC 20). These are freelance reporters looking for information to sell to the broadsheets regarding the Erthuo family. If the PCs chase off these men (commoner3 and commoner4), the family members are more likely to be helpful and friendly to the group (+2 bonus on Diplomacy or Gather Information checks).

Kath Estate

Three Princes Street (#3, C4); see map, page 280 ■ 250,000 gp

House Kath is one of the wealthiest of the noble houses, and the estate shows it. The sprawling acreage of House Kath is filled with gardens, isolated courtyards, and babbling fountains. Aside from the main house and a few support buildings, the estate also has a small amphitheater and—perhaps strangest of all—an artificial stream created by magic to flow in a circle. It winds its way throughout the grounds with a delicate babbling and picturesque beauty.

Thanks to a permanent *dimensional lock*, the manor house is warded against those who would teleport in and remains entirely proof against *scrying* or similar intrusive divinations.

Khattru Estate

Crown Street (#31, B6); see map, page 280 ■ 180,000 gp

Perhaps not surprisingly considering the family's martial background, the estate of **House Khattru** looks more like a fortress than a home. A high curtain wall complete with towers surrounds the estate. Beyond a fortified bailey, a five-story keep rises like a bastion. Most of Khattru's one hundred private soldiers are stationed here at any given time, in addition to dozens of servants.

Above, the Tower of House Dallimothan.

House Erthuo, PT3: page 91

House Kath, PT3: page 92



House Khattru, PT3: page 92
(Lord Dorant Khattru, above)

House Nagel, PT3: page 93

House Shever, PT3: page 96
The Shuul, PT3: page 131
Thollos Shever, PT3: page 96

Doraedian Mythlord,
PT4: page 208
Lady Fransin Nagel,
PT3: page 93
Odsen Rom, PT7: page 436
Sokalahn, PT7: page 438

Aelectricity is a near-mystical power generated by the most sophisticated of steam engines and sometimes stored in alchemical batteries. For more details, see the “Technology” chapter in PT6.

Bodies sometimes “turn up” at the bottom of the cliffs below the Vladaam estate, but nothing is ever found linking the deaths to the noble family.

House Rau, PT3: page 93
Ghul, PT2: page 81

House Vladaam, PT3: page 96
Urban werewolves, PT3: page 97

House Sadar, PT3: page 94

FROM MY CAMPAIGN TO YOURS

In the original campaign, the player characters were granted Rosegate House from the Holy Emperor himself, after they saved his life from an elaborate assassination plot by Helmut Itlestein. For further details on Rosegate House, see the map and description on the separate sheet.

Nagel Estate

📍 King’s Road (#9, B5); see map, page 280
🏠 20,000 gp

One of the simplest of the noble estates, **Nagel** does not have much in the way of grounds—just a modest yard surrounded by a low stone fence. The house is a two-story brick edifice of solid, elegant construction, but it looks somewhat smaller than the manors of the other noble houses. Only a skeleton crew of servants maintains the estate, but what they lack in numbers they make up for in dedication.

Scenario: **Doraedian Mythlord** contacts the player characters and asks them a favor. A friend of his needs to go down to the Prison to pick up her husband, who is being released, and he would like her to have some escorts for safety. He doesn’t tell them that his friend his **Lady Fransin Nagel**, and that her husband Kurtlan is being released because she finally managed to raise the gold to bribe the warden, **Odsen Rom**. (Rom had illegally imprisoned Kurtlan through the machinations of House Sadar.) After their charge and her husband are reunited and safely on their way home, the PCs can take advantage of their entry into the Prison area and explore **Sokalahn’s** dungeons. Only much later will they learn that it was House Nagel they were helping—and that a noble family now owes them a favor.

Rau Estate

📍 King’s Road (#4, B4); see map, page 280
🏠 130,000 gp

House Rau’s estate consists of a grand manor with surrounding grounds, but the house has started showing its age. Beneath the house and grounds lies an elaborate maze of secret passages and chambers. Some are escape tunnels into the sewers or into the cellars of nearby buildings, while others connect up with other underground passages dating back to the time of **Ghul**. House Rau keeps extensive maps of this labyrinth and can use them to reach many different areas beneath the Nobles’ Quarter and even down into Oldtown.

Sadar Estate

📍 King’s Road (#2, B4); see map page 280
🏠 250,000 gp

Both the **Sadar** family and their home are sometimes called the House of Shadows. The estate is covered in thick woods in which one might find some deep and narrow ravines. An extensive graveyard is located in a clearing far from the manor house but close to the guest house.

A permanent *dimensional lock* wards the manor against those who would teleport in, and the entire place remains immune to *scrying* and similar intrusive divinations.

Scenario: The player characters follow a shadow-dancing thief who has stolen something of theirs but lose her at the gate of the Sadar Estate. The thief’s name is Synlass Perideth (female elf rogue6/shadowdancer6), but if asked, no one at the estate knows her. (They are lying. She hides within.)

Shever Estate

📍 Crown Street (#30, B6); see map, page 280
🏠 230,000 gp

The **House Shever** estate grounds are relatively small, although the manor house is large. A clock tower rises above the roof, and high above that is the aeroship mooring tower: a tall iron structure that looks more like scaffolding surrounding a thick pole. The house’s ancient aeroship, always aloft, is tethered here and connects to the scaffold by a gangplank. For many years, the ship was simply decoration—its steam-powered rotors did not function, although its inflated gas-bag kept it afloat.

Today, thanks to assistance from the **Shuul**, it once again functions. **Thollos Shever** has taken the aeroship to Tarsis and back twice in the last year, a trip that took a scant thirty hours (one way). The aeroship requires a crew of six and can carry eight additional passengers or four tons of cargo.

The house has more than its share of technological conveniences, including aelectric fans mounted in the ceilings, centralized steam heat, a steam-powered elevator, clockwork mechanical doors, and more.

Vladaam Estate

📍 High Street (#36, B7); see map, page 280
🏠 160,000 gp

A fine manor seated at the heart of a large estate, the home of the **Vladaam** family is infamous for its guard-wolves, which are in fact **were-wolves**. Beneath the three-story manor house lies a fairly large dungeon for prisoners and a vault for safekeeping family treasures. The estate, located right on the Jeweled Cliffs, overlooks the lower portions of the city.

ROSEGATE HOUSE

📍 Blazon Street (#15, B5); see map in Appendix
🏠 8,000 gp

Rosegate House is a small to medium-sized two-story manor house on a small plot of land. For a map and details of the house, see the Rosegate House handout on the sheets included with this book.

Rosegate House exists to become the eventual home of the player characters in the campaign, should they earn the right to live in the Nobles’ Quarter—and assuming they wish to. They could earn the house as a reward from a wealthy benefactor (anyone from the Holy Emperor to

the Commissar or one of the noble families). Or, they could purchase it themselves for approximately 100,000 gp.

The Crypt

Not mentioned in the handout is the fact that a secret trap door (Search, DC 28 to find) in the dining room leads to a hidden staircase. These steps go down to an ancient crypt with three tombs of people who lived in the house long ago. All doors are made of iron two inches thick (hardness 10, 60 hp, break DC 28) and locked (Open Lock, DC 30).

Lady Callindis' Tomb

Anyone passing into the area immediately beyond the crypt's door triggers an *incendiary cloud* trap.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, Reflex save, DC 22, half damage); Search DC 33; Disable Device DC 33.

The interior of the first tomb is covered in plaster, painted with scenes of the city as it looked about one hundred thirty years ago. In the middle of all of this is a sarcophagus.

Despite being a powerful wizard necromancer, Lady Callindis could not manage to cheat death

completely. She did, however, set up a *geas*-like compulsion that affects anyone who lays eyes on her sarcophagus. All such victims must make a Will save (DC 19) or immediately do whatever is necessary to raise Lady Callindis from the dead. As she has been dead for one hundred thirty-two years, this almost certainly will require a *resurrection* (not *raise dead*) from a 14th-level caster. If one of those affected is not a cleric of sufficient level, affected characters will have to find someone. Affected characters do not willingly submit to magic that could remove or dispel the magical compulsion.

If Lady Callindis does come back to life, she was a 15th-level human necromancer of neutral evil alignment (resurrected, she would be 14th level, of course).

Lady Callindis was buried with 7,000 gp worth of jewelry and her *staff of frost* (38 charges).

Lord Evanston's Tomb

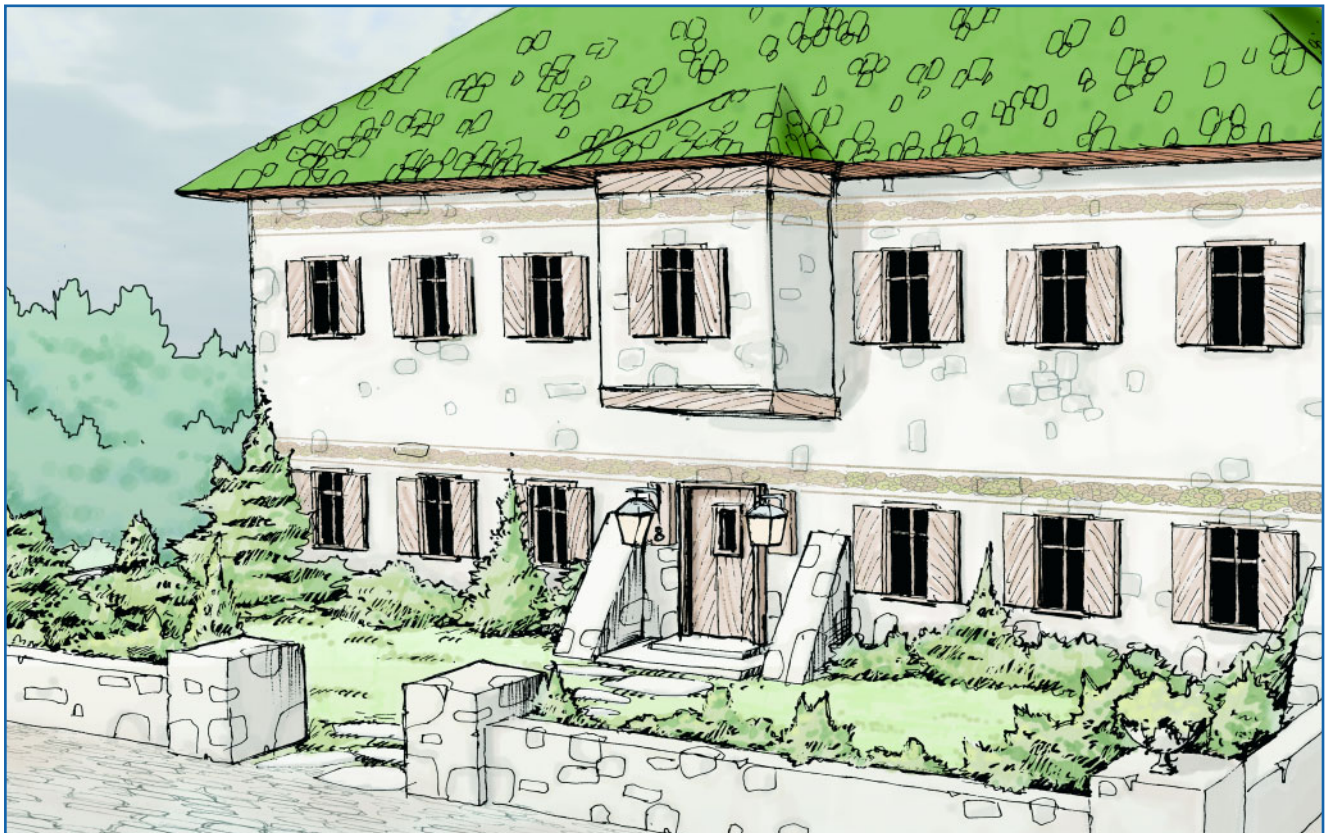
Immediately in front of the door to the next tomb is a ten-foot-square trap door that opens if more than fifty pounds is placed upon it. The trap door gives way to a pit one hundred feet deep.

Wide Pit Trap: CR 9; mechanical; location trigger; manual reset; Reflex save, DC 25, avoids; 100 feet deep (10d6, fall); multiple targets (all targets within a 10-foot-square area); Search DC 25; Disable Device DC 25.



The hidden crypt below Rosegate House continues the overall theme of Ptolus: that there's always something going on beneath the surface, both literally and figuratively.

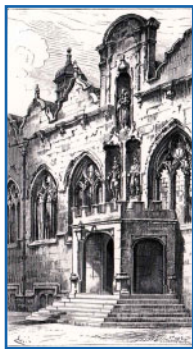
The player characters may not realize it at the time, but rousing Evanston and letting him loose in the city would not endanger anyone except vampires. He does not have all the powers of a vampire, but he has some powers that are unique.





Cherubar, PT2: page 41

Lord Evanston, in life, was a square-shouldered, dark-haired man of average height. In death, he appears gaunt and somewhat jaundiced. He wears a grey tunic over his chainmail, and his cloak of displacement is midnight blue. He speaks softly, using few words and only minimal expression. He has been dead for more than a century.



Thanks to preparations taken by his wife, Lady Callindis, Lord Evanston waits in his tomb in an undead state. However, he appears to all senses (including a *true seeing* spell, but not a *detect undead* spell) as a living man, asleep atop a stone slab. If touched, he awakens. Although undead, Evanston is not evil, but true neutral. He is also a unique type of undead—one that, once roused, must feed on the blood of vampires.

He does not want his wife to return to life but, if awakened, he fights to retain his own strange existence. If no fighting seems necessary, he flees.

Lord Evanston

Male “vampire-drinking” vampire (Neutral)

Fighter/rogue7 CR 17*

HD 9d12 + 7d12 hp 111

Init +9 Speed 30 feet

AC 28, touch 12, flat-footed 28

BAB/Grapple +14/+20

Attack +23 melee (1d8+10, battleaxe) or +21 ranged (1d8+1, light crossbow)

Full Attack +23/+18/+13 melee (1d8+10, battleaxe), or +21/+16/+11 ranged (1d8+1, light crossbow)

SA Sneak attack +4d6, vampire blood drain (as blood drain, but drains 1d4 points of Charisma; if all Charisma is drained, vampire turns to dust), *dominate* (CL 16th, Will save DC 17), *control undead* (CL 16th, 32 HD of undead, Will save DC 19)

SQ Evasion, trap sense +2, DR 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, *spider climb* at will, +6 turn resistance, uncanny dodge

Fort +8, Ref +15, Will +9

Str 22, Dex 20, Con —, Int 12, Wis 15, Cha 15

Crucial Skills: Balance +11, Bluff +10, Disable Device +11, Hide +16, Intimidate +14, Listen +22, Move Silently +25, Search +9, Sense Motive +10, Spot +21, Use Magic Device +10.

Other Skills: Handle Animal +13, Ride +11, Use Rope +15.

Crucial Feats: Cleave, Combat Reflexes, Dodge, Mobility, Point Blank Shot, Power Attack, Rapid Reload (light crossbow),

Other Feats: Alertness, Diligent, Improved Initiative, Iron Will, Lightning Reflexes, Stealthy, Weapon Focus (battleaxe), Weapon Focus (light crossbow), Weapon Specialization (battleaxe).

Possessions: +2 chainmail armor of shadows and silent moves, +1 heavy steel shield, +2 undead bane silver battleaxe, +1 light crossbow, +1 silver bolts (10), ring of invisibility, cloak of minor displacement, wooden stakes (3), onyx ring worth 150 gp.

* CR is lower than standard, as he lacks energy drain and his bite affects only vampires.

3. Master Nilliad’s Tomb (EL 14)

The interior of this final tomb looks like a nursery, the plaster walls decorated with faded paint-

ings of clowns and fanciful dragons. Toys and child-sized furniture fill the room, along with three sarcophagi—one of which is very small.

The son of Lady Callindis and Lord Evanston, Nilliad, died very young. The lad’s nurse and the family butler were entombed here with him. Both remain as dread wraiths. They attack only if anyone disturbs the small coffin, appearing as spectral versions of themselves in life: a frumpy, portly old woman and a balding old nebbish of a man.

Dread Wraiths (2): hp 100 and 110; see MM.

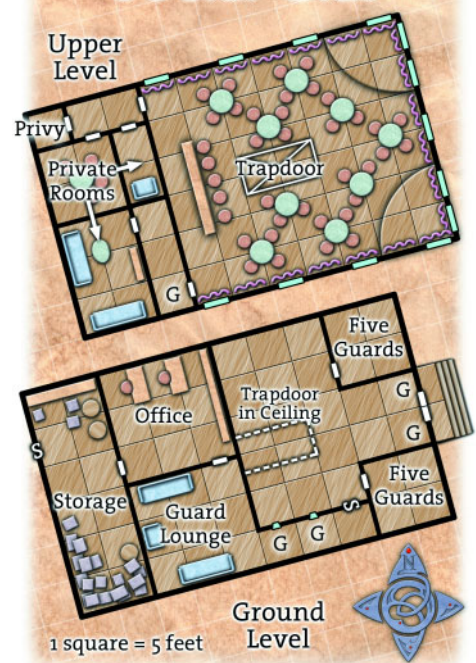
SOARING IDYLL

above Crown Street (#33, B7); see map, page 280 130,000 gp

This large luxury apartment building appears to be a four-story stone structure floating eighty feet above the ground. It floats thanks to powerful spells cast by a trio of wizards forty years ago—they claimed they learned the spell from a cloud giant mage in Cherubar. The building’s base measures two hundred feet square and sixty feet high. It slowly rotates to provide every tenant with a daily view of the sea.

The Soaring Idyll’s owners, a group of wealthy investors, have hired Allarrete Cangeri (female elf commoner5) to serve as the manager. She employs a staff of thirty-two to provide maid service, security, and maintenance, as well as groundskeeping in the lavish sculpture and flower garden beneath the building.

Swordthrower’s Social Club



Other Locales in the Nobles' Quarter

Name	Type	Location	Proprietor	Staff	Notes
Buckingham's	☒ 🍷🍷🍷🍷	King's Road (#26, C6)	Edina Ferrar (female human aristocrat ₃)	3	Sells furniture
The Dry Easel	☒ 🍷🍷🍷	Crown Street (#28, C6)	Paema Coldwhisper (female elf commoner ₂)	0	Art supplies
Elan's Foods	☒ 🍷🍷🍷🍷	Longhour Street (#14, C5)	Nara Tallendi (female gnome expert ₄)	2	Gourmet food
House of Delights	☒ 🍷🍷🍷🍷	Crown Street (#25, C6)	Salinda Kopp (female half-elf expert ₅)	14	Legal brothel
Indigo Services	☒ 🍷🍷🍷🍷	Hin Street (#20, C5)	Fassere Armond (male human expert ₈)	20	Servant employment service
The Jade Woman	☒ 🍷🍷🍷🍷	Crown Street (#29, B6)	Lassa Fedeli (female human aristocrat ₄)	4	Sells women's clothing
The Jewel	📖 🍷🍷🍷🍷	King's Road (#22, C6)	Rerold Codwink (male human commoner ₄)	9	—
Kadaver's	📖 🍷🍷🍷🍷★	Jeweled Road (#24, B6)	Kistron Nelabast (male human vampire rogue ₄)	2	Secret bar for criminals
Moleshan's	📖 🍷🍷🍷🍷	King's Road (#21, C5)	Yorrick Moleshan (male human aristocrat ₅)	15	—
Nestor's	☒ 🍷🍷🍷🍷	Hin Street (#27, C6)	Talbot Ferrar (male human aristocrat ₃)	4	Sells men's clothing
Quist	📖 🍷🍷★	Hin Street (#19, C5)	Edark Norbel (male human commoner ₂)	1	Caters to servants and workers
Ravenwood	📖 🍷🍷🍷🍷★	Crown Street (#35, B7)	Alea Theris (female human expert ₃)	3	—
Sussustel's Winery	📖 🍷🍷🍷🍷	King's Road (#5, B4)	Borred Bitterstone (male dwarf aristocrat ₄ /expert ₇)	14	—
Tavatar's Jewelry	☒ 🍷🍷🍷🍷	Hin Street (#18, C5)	Tavatar (female centaur expert ₅)	1	—
Therad Stone's House	📖 🍷🍷🍷	Iris Street (#7, C4)	Therad Stone (male human expert ₁₅)	0	Sage
The Winsome Gallery	📖	Three Princes Street (#12, C5)	Wylsaen Faechild (male elf expert ₁)	3	Art gallery
Zellath Kory's House	📖	Three Princes Street (#1, B3)	Zellath Kory (female human rogue ₃ /sorcerer ₇)	4	Sorn cell

More than seventy tenants live in the two dozen spacious, well-appointed flats. A levitating platform brings residents and visitors to the entrance at the bottom of the building. Some tenants, however, use their own spells or specially commissioned magic items to get to and from the ground. Rent in the Soaring Idyll costs 1,000 gp per month; it is one of the most prestigious places in the city to live.

SWORDTHROWER'S CLUB

📖 Longhour Street (#13, C5) 🍷🍷🍷🍷 ★★★★★
see map, page 300 🏰 160,000 gp

Swordthrower's is a social club. Far more than a tavern, it is accessible only to those recognized by the guards at the door (human male warriors₅ marked "G" on the map) or those who come bearing an invitation. These printed invitations are like pass cards—they work as many times as needed, but any employee of the club has the ability to immediately revoke and confiscate them.

The club has two levels. The first serves mainly as a grand entrance, with storage and office space plus guardrooms. There are ten guards on duty here at any given time. The second level, reached by a staircase that rises and lowers from the ceiling, contains the club, where minstrels play, dancers dance, and the clientele drinks and mingles. Private rooms in the back are used for confidential meetings, small exclusive parties, and ren-

dezvous with the expensive prostitutes (all non-licensed and illegal) who work at the club.

Swordthrower's is known as a gathering spot for members of **House Abanar**. The owner, Yavan Helliscon (male human rogue₁₁), is a low-ranking member of the house himself. Yavan also works for Malasir, an efreet who serves as Kevris Killraven's head of operations in the Quarter. As Swordthrower's is Malasir's main income source, he guards it jealously, appearing there almost every night in human form—a handsome mountain of a man with appetites of all kinds and a terrible temper. Malasir has two **Harrow elf** assassin henchmen (male rogue₆/assassin₆) that watch over the place when he is not present.

Korben Trollone uses Swordthrower's as an out-of-the way spot to meet with his mistress, Nallia Feston (female human commoner₁).

Malasir, Efreet: hp 100; see MM (but his 28 Strength adds +3 to attack and damage rolls in melee and his 18 Constitution adds +2 to Fortitude saves and Concentration checks).

OTHER LOCALES

You can insert the additional locations in the table above as needed into a Ptolus Campaign when using the Nobles' Quarter.

Edina Ferrar, proprietor of Buckingham's, is the sister of Talbot Ferrar, proprietor at Nestor's. Both shops are fully owned by House Abanar.



An invitation is required for admission to Swordthrower's.

House Abanar, PT3: page 88

Harrow elves, PT2: page 52

Korben Trollone, page 361



NORTH MARKET

One of two markets in Ptolus, the North Market is known for its open-air stalls more than its workshops. Those interested in the technology of the Empire should check out the Smoke Shop, and shoppers can always take a break and have a drink at the Red Stallion Pub.



Locator Map

THE NORTH MARKET IN BRIEF

- Area: 227 acres
- Population: About 9,000
- Primary Function: Commerce
- Primary Social Class: Low to middle
- Discovery Lane (13)
- Labor Street (13)

Many lifelong Ptolus residents call the North Market simply “the Market,” while they call the South Market the “South Market.” The North Market, which centers more or less around the North Gate, attracts farmers and others from north of town with goods to sell. Ptolus residents themselves conduct a fair bit of commerce here in open markets and shops. One of the busiest commercial areas, Market Street, runs through the heart of the North Market. The district is bounded by the cliffs of Rivergate on the west, the wall of the Necropolis on the east, the city wall on the north, and Golden Elm Way on the south.

THE FLAVOR OF THE NORTH MARKET

The smell of fresh vegetables. The sounds of a crowd, with vendors shouting their sales pitches above the noise. A farmer toting a crate of produce with one hand and holding tightly to his young son with the other—it’s the first time the youngster’s ever seen the “big city.” This is the hustle and bustle of the North Market.

The North Market differs from the South in that it is a “market” in a truer sense of the word. Open areas overflow with vendors selling from wagons, carts, tents, and stalls, and small shops

cluster together in the district’s squares. While the South Market contains many shops where artisans create and sell their wares, little is actually produced in the North Market. A soap seller in the South Market has likely made her soap in the back of the shop, but that’s not the case in the North Market.

About 75 percent of the goods sold in the North Market are perishables and food, not craftwork. Generally speaking, if you want a new leather jerkin, you’re better off going to the South Market, but if you need flour and milk, the North Market is a better destination.

Although the North Market is a commercial district full of shops and people selling various goods, it is also a fairly major residential area. More and more people have taken to living in the market, even though they might work elsewhere.

RUNNING THE NORTH MARKET

The player characters may not come to the North Market very often, even though the typical resident of Ptolus knows the area like his own neighborhood. This where the common folk buy their food and many other necessities of life but, frankly, most campaigns don’t get into that level of day-to-day detail. When the PCs do go

“shopping,” they’re likely to go to [Delver’s Square](#), the [Undercity Market](#), or perhaps the South Market.

To really use the North Market, then, DMs need to set it up as a backdrop for events. It is where the trail the player characters follow leads them, it is where they find the informant, it is where the desired entrance to the Undercity lies.

Describe a trip through the Market during the day as a matter of making one’s way through one crowd after another. Vendors and hucksters stand right out in the street to sell their goods. Someone hawks bags of beans right next to someone selling copper jewelry, right next to someone else selling small packages of tea. At night, though, the district grows quiet. Formerly crowded squares become wide open areas with little or no light.

PEOPLE OF THE NORTH MARKET

“You look like a gentleman with a fine eye. A discerning eye. Take a look at these potatoes. You’ve never seen such specimens of great size and quality, I’ll wager. No, don’t go over there. Their food is days old, likely spoiled—you never know what you’re biting into there, if you know what I mean. Just five copper pennies for a whole bag. No, no, for you—four bobs, and I’ll throw in a pair of these nice round onions. No? Can I interest you in some jewelry?”

The folk of the North Market are interested in making a sale. Some do that by talking fast and smooth, and some do it by providing quality products that bring customers back the next day or next week. A small handful do both.

A lot of non-natives do business in the North Market—mainly farmers with wagonloads of produce, or rural craftspeople looking to sell their wares in the big city. Although Ptolus has a large number of fishermen of its own, some of the folk from nearby villages find it profitable to bring their catch into Ptolus. Rather than take it to the [Fish](#)



[Delver’s Square](#), PT4: page 198
[Undercity Market](#), PT7: page 423

“Some say that you can tell a lot about a people by the food they eat. If this is true, then the folk of Ptolus are a diverse and often spicy lot.”
—Tinerias Edren, philosopher

[Fish Market](#), PT4: page 203

MAP KEY

- 103. Gatehouse Pub (page 311)
- 104. Eddarth Stables (page 311)
- 105. Telenn’s Sweetery (page 311)
- 106. Farmer’s Rest (page 311)
- 107. Verda Marsh’s House (page 311)
- 108. Cloudstone (page 311)
- 109. Red Stallion Pub (page 309)
- 110. Wagon Wheel (page 311)
- 111. Church of the Lawgiver (page 311)
- 112. Killraven’s Tower (page 308)
- 113. Mitoren’s Blades (page 309)
- 114. Book Wagon (page 305)
- 115. The Old Muller House (page 311)
- 116. Catty’s (page 311)
- 117. Lendarick (page 308)
- 118. Inchin’s Butchery (page 311)
- 119. Juggling Fools (page 311)
- 120. Adda’s Baskets and Tavoh’s Bakery (page 311)
- 121. Smoke Shop (page 310)
- 122. Nall Hall (page 309)
- 123. Wondrous Tattoos (page 310)
- 124. The Zar’at (page 310)

Market in Midtown, they sell it here in the North Market, usually close to the North Gate.

All this means that this is the only part of Ptolus that some people ever see. Thus one can find taverns, eateries, hostels, brothels, gambling dens, and other simple entertainments that cater to such folk.

MAN ON THE STREET

Avros Tylor: Avros, a tall, lanky human man with big ears and a remarkably large nose, is a puppeteer. Typically he’s got a wooden marionette in one hand—usually a dragon, a silly





Of course, not everyone in the district is a shopkeep or vendor.

For every person selling a sack of flour, there are two who tote sacks of flour into the Market, clean out the vendor's stall, and perform other tasks. Plus, many people just live in the North Market and don't work there at all.

*The Commissar, PT4: page 149
The Iron Mage, page 340
Prince of the Church, page 294*

Despite it being technically illegal in the Empire, some merchants willingly accept barter for goods, trading for something they need or other goods they can sell.

chicken, or a mule—and a hand puppet on the other. One of them often depicts a person, like a fussy priest, a mean City Watchman, a surly dwarf, or perhaps even such well-known individuals as the **Commissar**, one of the nobles, the **Iron Mage**, or the **Prince of the Church**. Avros fancies himself a satirist, but mainly he just entertains children over whose heads most of his social and political commentary flies unnoticed. They just like to see the silly chicken dance about and hear the funny voices Avros gives to his characters. Avros lives on the coins that are tossed into his hat while he performs on the street. Although he makes a decent living, his money goes into materials to make new puppets, so his clothing is ill-fitting and threadbare, making him appear even more clownish.

Nallis Sevensong: It's difficult for a gnome, even one with Nallis' sparkling violet eyes and sing-song voice, to make herself seen and heard in the crowds of the Market as she tries to sell her wares. That's why her cart has a high wooden platform built into it that she can climb upon to stand even higher than the humans around her. Nallis sells small jugs of milk and hunks of cheese for a silver coin each. Her husband buys the milk from farmers south of town and brings it to their home on Liripipe Street, where Nallis puts it in jugs and makes cheese in the cellar.

After a few years of working in the Market every day, Nallis has developed a loyal clientele and almost always sells all her wares by noon. She's extremely gregarious and chats warmly with those who come by for as long as they wish.

Farfran Hone: Although he was born missing most of his right arm, Farfran has never let that get in his way. With shaggy brown hair, spectacles, and a beard, this human man dresses very nicely as he makes his way through the Market with a wooden box held in front of him at his waist by straps. The box holds all manner of small objects that he sells for a few coppers or maybe a silver coin: spools of string, needles, buttons, soap, quill pens, chalk, little toys, whistles, small tools, or even an empty flask, a colorfully painted mug, or a pair of stockings.

He also has a handful of more expensive items—rings, bracelets, a razor, a tiny vial of perfume, a small jar of cosmetics, tindertwigs, flint and steel—but even these never go for more than a single gold coin.

In addition, his box has an unusual miscellany of items that makes some people wonder who might want them: keys for unknown locks, holy symbols of obscure gods, gears from an old watch, spectacles without any lenses, scraps of miscellaneous cloth, and even stranger things.

NORTH MARKET RUMORS

“Hell’s Merchants.” Throughout the Market, a small handful of vendors are actually demons in disguise. They sell what appear to be normal goods, but in fact each item carries with it a curse that brings ill luck (or doom) or carries an enchantment that forces one to do evil.

“Everything Falls Apart.” The timber roof covering a popular market square is said to be in dire need of repair and may collapse at any time. Some locals are even taking bets as to when it will all come tumbling down.

“Killraven’s Gambit.” The criminals working for **Kevis Killraven** plan to make a single, sweeping strike in the North Market that will rid the district of Balacazar influence for good. If true, this move likely will leave the district’s back alleys awash in blood.

NORTH MARKET LOCATIONS

The North Market includes some varied and interesting locations. So many of the merchants here come and go that it may be difficult to find the same one twice. Others, however, are more permanent.

BITH THE RATTER

☒ mobile 🗺️ 🗺️ 🗺️ 230 gp

Bith the Ratter (male human rogue2/warrior1) usually parks his wagon along Calabis Street, but he sometimes moves around a bit. A rat catcher with an infamous reputation, Bith (he never uses a surname) is short and stooped with stringy black hair, small eyes, and a long nose. He keeps a pair of small, wiry, and dirty terriers to dig under buildings and chase out his quarry. His wagon, a roofed vehicle with wooden sides, contains many weapons, traps, tools, and poisons to help with his work. It also serves as his home.

Bith is an excellent source of information about the **ratmen**—their weaknesses, their strengths, their behavior, and even their culture, such as it is. He hates ratmen more than anything: “A rat with the brains of a man—nothing worse in all creation,” he has been known to comment. Adventurers who have enjoyed success against these foes in **the sewers** will find a ready audience for their tales in Bith.

THE BOOK WAGON

☒ Upper God Way (#114, H4) 🗺️ 🗺️
see map, page 303 🗺️ 30 gp

Although it’s technically mobile, the Book Wagon hasn’t moved in well over four years. The owner, **Darthalis Temester** (male human expert10) is an information broker of the highest order. Ostensibly selling books, he actually makes it his business to try to know everything about everything in Ptolus. Anyone willing to pay his fee—

usually 10 gp, but depending on the information, it could run as high as 500 gp—can add a +5 bonus on one Knowledge (local) check.

Darthalis dresses nicely in the latest fashions but has an annoyingly self-satisfied manner. Although he never carries a weapon, he has little to fear wherever he goes. Powerful organizations—from the Killraven Crime League to the **Knights of the Pale** and even the **City Watch**—all rely on him and his network of informants. They would never permit anything to happen to him.

HEAVENLY BAKED GOODS

☒ mobile 🗺️ 🗺️ 🗺️ 30 gp

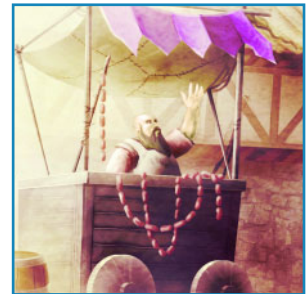
The aging Edwina Coll owns a cart pulled by her large Great Dane over which hangs the sign, “Heavenly Baked Goods.” She’s been a fixture in the Market for years, with a reputation of having some of the greatest bread and pastries in the city.

Unbeknownst to all her customers and fellow merchants, Edwina is the leader of the Knights of the Secret Sun faction of the **Knights of Shadow**, a group that seeks to better society at large through enlightenment. She conducts Secret Sun business only at night. A supporter of the Empire—and, in specific, of **Emperor Segaci** and the **Commissar**—she ultimately wants to use her organization to move against **Holy Emperor Rehoboth**.



Knights of the Pale,
PT3: page 125
City Watch, PT4: page 150

Kevis Killraven, PT3: page 122



Knights of Shadow,
PT3: page 127
Emperor Segaci, PT2: page 79
The Commissar, PT4: page 149
Holy Emperor Rehoboth,
page 293

Ratmen, PT6: page 625

The sewers, PT7: page 439

Rather than making any kind of roll, the DM can simply require PCs looking for some important bit of information or news to come to Darthalis, or another character equally in the know. In fact, the result of an initial Knowledge (local) check on the matter may simply be, “Go ask Darthalis Temester.”

EATING IN PTOLUS

Since the average Ptolus commoner earns between one and three silver coins per day, most people cannot afford to take meals in a restaurant or pub. They eat **at home**. Their staple is first and foremost bread, sometimes baked around meat and gravy (or cheese), or with hunks of vegetables and herbs, but usually served plain with cheese or fruit jam. Potatoes and carrots are common fare, as are chickpeas and blackberries.

Pubs and taverns that serve food in addition to drinks are common—in both senses of the word. Normally, a single menu item simmers above the hearthfire: a pot of stew, a haunch of beef or pork on a spit, or a pair of chickens, ducks, or geese. Fish is also common fare. These are served with a smattering of vegetables and a great deal of bread with butter, cheese, or hummus made from chickpeas.

Those who can afford it usually prefer to eat at a **restaurant** rather than a tavern; the selection and quality of the food is far superior. Some establishments, like the Ghostly Minstrel in Delver's Square (PT4, page 204), have divided their main room into a restaurant and an alehouse so as to please both types of clientele. A restaurant serves a variety of dishes, but some common favorites are pasties, pastry shells with cooked meat and vegetables inside; potato and chicken dumplings; and roasted or grilled venison, duck, or pork, seasoned with thyme, oregano, paprika, and more. Soups are also popular.

In a restaurant, customers are expected to dress nicely, while pubs and taverns have no such restrictions. Some restaurants require an even higher level of personal presentation. Reserving a table is usually necessary at nicer restaurants, and sometimes requires many days' notice in advance. (Reservations are made easily through couriers; see PT4, page 164.)

Trendy, wealthy, and society-conscious individuals eat “out” almost every night. This is the chief means of social contact among the aristocrats and upper class—social status can be defined not just by what you eat but where, with whom, and even at what time of day or night.

Upper-class restaurants are usually open affairs that allow diners to see who else is eating there that evening and, perhaps more importantly, be seen there themselves. Small restaurants near the entrance to the Nobles' Quarter go in and out of fashion (and thus in and out of business) with each season, while other establishments have been known as bastions of sophistication for decades. **Dinner parties** at the homes of the wealthy are another mainstay of the elite social scene.



seasoned (often sweetened) egg batter. Grilled bread with cinnamon, cold herring served in a bowl with oatmeal and chopped nuts, or a mixture of berries in cream also make a fine breakfast.

Also light fare, **lunch** is often a meal that distinguishes one's class; members of the lower classes typically do not eat lunch, but only stop their workday long enough to drink strong coffee or tea. Lunch is usually cold and consists of bread and cheese, cold meats, and fruit or uncooked vegetables (such as carrots and green beans). Only the upper classes typically eat a hot lunch, usually consisting of soup, a mixture of fried fish and potatoes, or hot bread topped with stew or gravy.

Dinner is the main meal of the day, taken usually about an hour before sunset—although later is more fashionable. Many Ptolusites are known to gorge themselves at their nightly meals if they can afford to. A multi-course affair, dinner starts with a selection of fruits and cheeses, then soup, then a main course involving meat or fowl and cooked vegetables, and finally bread (often with warm honey or fruit jam, but sometimes with gravy or a vegetable paste).

Dinner is followed up by **dessert**. Desserts come in many varieties, from fruit and custard pies, to caramelized fruits, pastries (most people seem to prefer those dipped in honey as opposed to those rolled in sugar), crunchy flatbreads with sugar or syrup, soft potato pancakes rolls stuffed with jam, and cakes of all kinds. One popular cake is a thick, rich, moist affair seeping with thickened sweet cream. Hard candy, taffy, and dried fruits are also popular, particularly among those who like to leave after the bread course and take their dessert with them.

Racial Foods

Not surprisingly, each of the common races—humans, elves, dwarves, gnomes, and halflings—has its own food preferences.

Dwarves: Dwarvish food is simple, well cooked (overcooked by some standards), and plentiful. Dwarves almost never snack and generally eat only twice each day, but their morning and evening meals are large. They usually avoid all but the simplest spices and seasonings, like salt or butter. “All that flavor just gets in the way,” some dwarves say.

Elves: Despite what most people believe, elves are not vegetarians. Elven food does not differ greatly from a human menu, except in preparation. Elves spend a great deal more time preparing their meals, with a wide variety of herbs and spices, sauces, glazes, and decorative elements.

The elven palate seems far more discerning than a human's or a dwarf's. Elves generally eat very small portions and would typically rather go hungry than dine on a distasteful or poorly prepared dish. All the elven races share the same food preferences.



Meals of the Day

In Ptolus, **breakfast** is a light meal, usually consisting of bread, cheese, and sometimes cold meats. For a more elaborate breakfast, a chef might fry the bread alongside some eggs or even in a

Gnomes: Gnomes have a predilection for sweets that would rot even the sweetest tooth among humans. Evidently, gnomish bodies process sugar differently than those of other races, because many gnomes survive almost entirely on what other races would call dessert.

Half-Orcs: Like their orcish relatives, half-orcs like meat and lots of it. They have little patience for “courses” and often demand all their dinner at once. They like to eat as quickly as possible—half-orcs have incredible metabolisms and can consume huge quantities. For the last six years in a row, the winner of the Godsdays Festival eating contest (see page 392) has been a half-orc.

Halflings: Most halflings do not concern themselves overmuch with food. They eat when hungry (which is often), but don’t place a lot of importance on food. “One thing’s as good as another,” a halfling might say. “You’re just going to be hungry again later, either way.” Due to their rapid metabolisms, the typical halfling eats as much as a human, but spreads it out over the course of the day in smaller, seemingly random, meals.

Minor Races: *Centaurs* are vegetarians. An aram eats twice as much as a human in a given day. A meal might begin with a wide selection of fruits, and then a mixture of cooked vegetables, followed by bread and more fruit. A huge bowl of washed leaves and grasses sprinkled with oil and vinegar is a delight to an aram.

Litorians are almost entirely carnivorous. They see little point in elaborate food preparation but look upon eating pragmatically. “Eat to live, don’t live to eat,” is one litorian motto. Most do not care for sweets. The exception comes on litorian feast days, when they eat in great quantities but still do not favor elaborate presentation or preparation.

Owing to their frequent state of poverty, *lizardfolk* in Ptolus are not picky eaters. Whenever possible, they prefer to dine on fish and other seafood.

Drinks

Ale and Beer: Ale and beer, most brewed right in the Guildsman District, is available in every tavern and sometimes from street vendors in the afternoons. Ale and beer (the only difference between the two is the hops in the beer) are never expensive and generally do not vary much in quality unless a cheap

tavern-owner has stretched his supply by watering it down. The “best” of them, according to most drinkers, are the thick, frothy dark ales. Some, however, prefer the weaker and usually somewhat cheaper varieties. Most taverns do not offer a selection, though.

Cider and Perry: These drinks, made from apples and pears, come in fermented and unfermented form. The unfermented versions are the most common cold drinks in Ptolus. Hard cider and perry are thought of as drinks for the middle class; some even call them “merchant’s ale.”

Coffee: Relatively new to the Empire, this southern concoction has become quite popular. Dwarves like thick, black coffee almost as much as they like thick, dark ale. Most humans and halflings flavor theirs with cream and/or sugar. Elves generally dislike coffee altogether. Coffee is generally served hot, although iced coffee flavored with thick, sugary cream or even maple is a favorite in very expensive restaurants.

Liquor: Ptolusites drink rum, brandy, and whisky in large quantities. Watered rum, called grog, is popular in the Docks. Some people flavor these drinks with fruit, honey, or sugar.

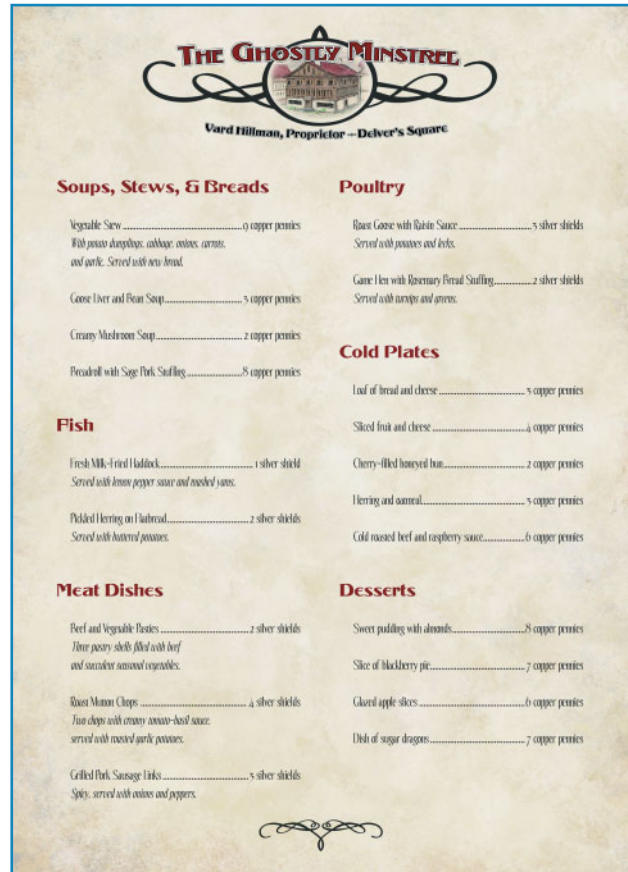
Milk: Milk is rare and generally considered a child’s drink.

Tea: Tea has been a staple throughout the continent for a thousand years. Flavored blends of tea and herbal teas are common—in fact, some establishments create their own secret blends and guard the details like the keys to a treasure vault. The elves of the

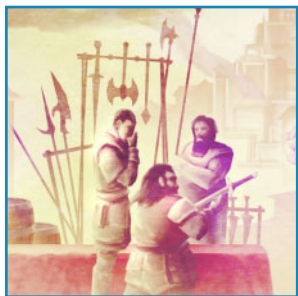
Moonsilver Forest are known for their delicate herbal teas in particular. Tea is flavored with cream, honey, and/or sugar, all of which are fairly common. It is served only hot.

Water: An abundance of underground springs and streams makes fresh water plentiful in the city (water from the King’s River is both hard to get to and usually contaminated with sewage). Common folk drink water with their meals.

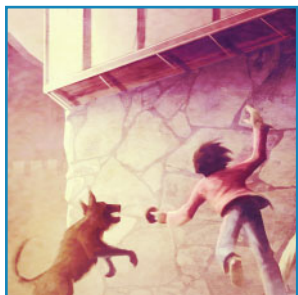
Wine: Wine is fairly commonplace and ranges from the cheapest of human vintages to the most expensive and elaborate elven wines. In general, elven wines cost at least twice the price of other wines. Wine is so common that one can find light or honey-sweetened breakfast wines, spiced afternoon wines, and full-bodied evening wines. Some taverns sell a mixture of beer and wine, called berserker, which is certainly an acquired taste and usually leaves one with a powerful hangover.



The Ghostly Minstrel menu is fairly representative of Ptolus foods.



Pabos Lendarick is a thin man who cannot afford expensive clothing, and yet still manages to maintain an impeccable appearance. He has a thin mustache and short brown hair. Although he rarely smiles, he remains a friendly and kind man.



The neighborhood dogs like hanging around Lendarick, as Pabos always has some bones or other treats for them.

*Kevris Killraven, PT3: page 121
Durant, PT3: page 122*

Killraven's actual headquarters lies beneath Midtown. Very little is known about it.

HAGGLING

Haggling over price is expected in the North Market. It is often permissible in other parts of town, too, although never in taverns or restaurants. To run a brief haggling encounter, have the merchant start off with a price that's 10 to 100 percent higher than normal. Don't bother with the math, just increase the price by one or two coins—thus, he offers a 1 cp candle for 2 cp, a 4 gp fishing net for 5 gp, and a 10 gp mirror for 12 gp. The merchant talks up the exceptional quality of the specific item, talks down the competition, mentions the item's rarity or other special aspect, describes how difficult it was to obtain or make, gives a sob story about how much she needs the money, or compliments the buyer in some way. Or, he uses a combination of these gambits.

A buyer who doesn't want to pay that price attempts a Diplomacy check. An easy success (DC 10) reduces the price to normal, but a difficult one (DC 20) reduces it by 10 to 50 percent off the original price (shave off a coin, although the price is never "free"). The merchant tells the buyer that the "reduced" price is just for him, and notes his shrewdness or even his meanness. The buyer can attempt to use Bluff instead of Diplomacy, reflecting that he tells the merchant some lie, but he must state which price level DC (10 or 20) he is aiming for, because failure at either level results in the merchant seeing through his lie and not doing business with him at all. You may even want to add the merchant's level to the Difficulty Class (usually 1d3, if not listed).

Edwina Coll

Female human (Lawful Neutral)
Commoner11 **CR** 10
HD 11d4+11 **hp** 39
Init +2 **Speed** 30 feet
AC 12, touch 12, flat-footed 10
BAB/Grapple +5/+6
Attack/Full Attack +7 melee (1d4+2, dagger) or +8 ranged (1d4+2, dagger)
Fort +4, **Ref** +7, **Will** +8
Str 13, **Dex** 15, **Con** 12, **Int** 18, **Wis** 17, **Cha** 15
Crucial Skills: Bluff +9, Hide +5, Listen +18, Sense Motive +10, Spot +13.
Other Skills: Diplomacy +9, Knowledge (local) +14, Profession (cook) +18.
Crucial Feats: N/A
Other Feats: Alertness, Iron Will, Lightning Reflexes, Skill Focus (Knowledge [local]) Skill Focus (Profession [cook]).
Possessions: +1 dagger, potion of invisibility, spectacles, pocketwatch, 13 gp.

KILLRAVEN'S TOWER

(abandoned); Labor Street (#112, H3); see map, page 303 10 gp

This old stone tower leans to one side; it appears hardly stable, let alone occupied. Nevertheless, word on the street (Knowledge [local] or Gather Information, DC 20) has it that the tower is actually the secret entrance to **Kevris Killraven's** underground stronghold.

This is not the case, however, and it never was, as one can confirm with a higher success at the skill check (Knowledge [local] or Gather Information, DC 28). As Killraven likes the misdirection it provides, however, her troglodyte minion **Durant** sometimes spends time loitering suspiciously around the abandoned tower. From time to time, she also sends some of her trademark ravens to roost in its eaves.

LENDARICK

☒ ☒ Pennylost Street (#117, I4) ☺☺
 see map, page 303 300 gp

This wooden building looks like little more than a shack. The sign over the door reads simply "Lendarick," which gives no suggestion of what's inside. The sounds of barking might give that away, however.



Lendarick is a dog kennel with a large fenced-in area around back and many individual dog pens. Customers can buy dogs here or kennel their own animals (for 12 sp per month). Pabos Lendarick (male human commoner1) is the proprietor. He lives in the house next door with his rather large family.

Pabos loves dogs and all creatures canine, and knows everything there is to know about the animals. He also knows that in labyrinthine goblin lairs below this very district, the vile creatures force wolves to adapt to the dark, dismal Dungeon and serve as trained guardians and mounts. Horrified at the prospect, Pabos offers to pay 50 gp for every living goblin-raised wolf brought to him. No one has ever taken him up on the prospect.

MITOREN'S BLADES

📍 Market Street (#113, H3) 🗺️🗺️
see map, page 303 📄 900 gp

Kharl Mitoren (male human commoner3) sells weapons of all kinds (anything 50 gp or less) out of a permanent wooden stall in a crowded marketplace. Kharl is of average build with sandy brown hair and a clean-shaven face. He is straightforward and honest. He's also a fair judge of weapon quality, although he's no **Rastor**. Kharl only sells what he has on hand and buys what people are willing to sell to him—he is not a smith. He disdains firearms and looks down on those who use the crude, noisy things.

Scenario: Kharl takes a liking to the player characters when they come to him to do business. He invites them to a festival held in Nall Hall, a building just off Addares Street in a residential part of the district. Nall Hall is a cultural center for people from the northern wasteland of **Nall** or those who have descended from Nallish folk. There they hold dances, feasts, and festivals to preserve their traditions—but all are welcome.

At the festival, a young woman named Sanne approaches the characters and asks for their help in finding her husband, Sebestin, who joined a group of delvers looking to strike it rich. She knows they were following a map of the Dungeon they bought from someone in the Red Stallion Pub (see below). Sebestin and his comrades are alive but trapped beneath the city; an otyugh has them cornered in a barricaded chamber.

RED STALLION PUB

📍 Diamond Street (#109, G4) 🗺️🗺️ ⭐⭐
see map, page 303 📄 900 gp

Full of a strange mixture of farmers, laborers, and marketplace merchants, the Red Stallion is the largest, most popular alehouse in the district. Co-owners Yallis Kether (female human com-



moner3) and Utha Aryen (female human commoner4) maintain a staff of six to help them with their always busy, always crowded tavern.

They serve only light meals, focusing mostly on drink—ale, beer, and hard alcohol. Each night, the Red Stallion holds contests for drinking, singing, and throwing darts. The winners get free drinks the following night.

Encounter: An adventurer named Jurgen Yath (male human fighter6) hangs around the pub most nights. He's a capable fighter, good with both a warhammer and a bow, but he's a drunk. Although he belongs to the Delver's Guild and wears his badge proudly, these days he earns the money to pay for his drinks by selling information about the Dungeon rather than delving there himself. Currently he's offering detailed, annotated maps of two newer sections of the Dungeon beneath Midtown for 75 gp each. They are relatively accurate, but he sells the same information and map to multiple customers, so would-be explorers might run into more fellow delvers than monsters or treasure.



Kharl Mitoren has been a bachelor all his life, but not by choice. For years he has loved another vendor in the Market from afar. Her name is Anna Witgaard. When it comes to women, however, Kharl is awkward and shy, so Anna has no idea of his feelings. Observant PCs might catch him looking longingly at her, though, from across the street.

Rastor (PT4: page 218) can appraise a weapon and identify any basic magical qualities it may have just by hefting it.



Nall, PT2: page 41

Delver's Guild officials would revoke Jurgen's membership if they knew he was selling privileged Guild information.

Magical Tattoos

Anageo's tattoos function very much like potions. They store the same kinds of spells as potions, and spells of the same levels (0 to 3rd). For a magical tattoo, Anageo charges the same price one would expect to pay for a potion of the same spell, plus 50 percent.

Activating the tattoo requires a standard action; no action is needed to "draw forth" the tattoo, so it does save some time. A tattoo affects only the tattooed person, just as a potion affects only the drinker. There are no tattoos that function like oils.



The Shuul, PT3: page 131
Pills, PT6: page 564
Aelectrical light, PT6: page 564

Durant, PT3: page 122

Sting pistol, PT6: page 561

For a full list of the firearms and other devices available at the Smoke Shop, see the "Technology" chapter in PT6 (page 560).

Crimson Coil, PT2: page 71
Imperial University, page 322

Harrow elves, PT2: page 52



THE SMOKE SHOP

☒ Carver Lane (#121, J4) ☹☹☹
see map, page 303 🏠 10,000 gp

The **Shuul** recently opened this small shop with the confusing name (most people expect it to be a tobacconist). Here they sell cutting-edge technological items—spectacles, watches, spyglasses, magnifying lenses, goggles, precision tools, pills of various kinds, and their newest creation: the **aelectrical lantern**. They also sell all manner of firearms and technological weaponry.

The manager of the store is Gunther Edlund (male human expert8), a tall, balding man of advanced years who walks with a cane that is also a **sting pistol**. At least two other Shuul always remain on duty as well (usually humans, but occasionally a Grailwarden dwarf). All are armed.

Gunther and the others make fairly poor shopkeepers and salesmen—they sometimes drive off customers with their overly technical speech and rather humorless demeanor.

Scenario: Someone has been stealing gunpowder out of the back room of the store. Gunther asks the player characters to help find out who is doing it. As it turns out, members of the **Crimson Coil** cult stole the powder to make a huge bomb. They want even more, however, and will sneak into the shop again if not stopped. They plan on setting off the bomb in the **Imperial University**.

WONDROUS TATTOOS

☒ Shell Row (#123, J4) ☹☹☹ see map, page 303
🏠 500 gp

Anageo Quigg (male gnome wizard6), a talented tattoo artist and spellcaster, has combined both his areas of expertise and recently opened a small parlor offering magical tattoos. Sadly, though, Anageo speaks clumsily and often says the wrong thing at the wrong time.

Anageo is desperately in need of money. Business is not good, mainly because people just don't know about his services. He owes a great deal of gold to Killraven's people and receives frequent visits from one of her underbosses, **Durant** the troglodyte.

Encounter: Durant is in the shop as the player characters enter, hassling Anageo for the money he owes. Anageo looks pleadingly at the adventurers for help. If they do help him, they may be able to intimidate the troglodyte into leaving, but he'll be back with some muscle (three human male warriors5). Durant's not interested in killing anyone, but tossing interfering PCs into the alley would be satisfying. In the meantime, Anageo might try to borrow money from the characters, or at least give them the hard sell on some tattoos.

THE ZAR'AT

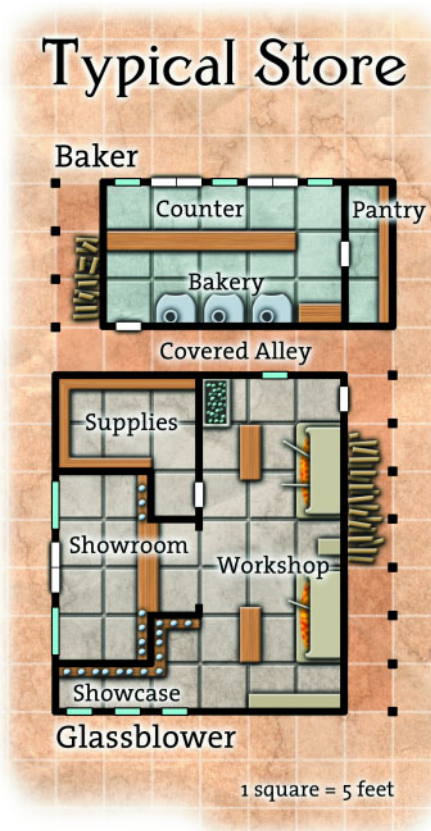
☒ Veil Lane (#124, K4); see map, page 303
🏠 11,000 gp

The Zar'at is a cluster of homes and buildings all occupied by **Harrow elves**. Almost every Harrow elf in the city lives in the Zar'at, but that's still not a lot (about twenty individuals). These residents mostly just want to be left alone to live their lives. They distrust any outlanders

who enter their tiny cul-de-sac and likely would kill an orc who came here as look at him. They would not act so immediately violent with others, although the Harrow elves are moody creatures with unpredictable temperaments. They are not overly concerned with keeping within the bounds of the law, but they remain keenly aware that the Commissar would like nothing more than to come into the Zar'at in force and roust them all out—or put them to the sword.

Their leader is a wise but quick-to-anger female named Karetsan (Harrow elf wizard12). She is tall with long brown hair and wears about 5,000 gp worth of gold jewelry. Karetsan is a former close friend of Karee, who is now a vampire and a member of the **Covenant of Blood**. The community has disavowed Karee, considering her a betrayer and a hated foe. Another prominent resident is the mercenary Sulet (male Harrow elf fighter4/wizard6). This particularly muscular elf ultimately wishes nothing more than to recover a lost artifact of his people, said to lie somewhere in or beneath the city.

Encounter: Sulet and Karetsan are in a heated argument when the player characters arrive. Sulet contends that the humans of the city will do nothing to stop the “rampant plague of vampirism” but allow the Covenant of Blood (and Karee) to do as they like. Karetsan isn't willing to disregard the non-elves in the city just yet. If the PCs take her side or offer to help fight vampires, she'll tell them about Karee and give them whatever information they can. Sulet will not seem at all friendly to them, however.



Rumors claim that a juvenile male red dragon named Rethicalas lives among the Harrow elves of the Za'rat.

Covenant of Blood,
PT3: page 101

INFO CHECKS

A Knowledge (local) or Gather Information check reveals something about the Zar'at neighborhood:

Most of the Harrow elves in Ptolus live in the Zar'at, a single block of the North Market (DC 18).

Karetsan is the leader of the Harrow elves in the city (DC 21).

OTHER LOCALES

Although it's not a complete listing of everything one can find in this district, DMs can insert the locations in the table below as needed into a Ptolus Campaign when using the North Market.

Other Locales in the North Market

Name	Type	Location	Proprietor	Staff	Notes
Adda's Baskets and Tavoh's Bakery	☒ 🍷 🍷	Snake Street (#120, J4)	Adda and Tavoh Narn (female and male human commoners1)	0	Adjacent stalls in an open market
Catty's	☒ 🌟 🍷 🌟	Market Street (#116, I3)	Katrin "Catty" Salla (female human rogue4/sorcerer6)	5	Sorn cell base
Church of the Lawgiver	🏛️	Upper God Way (#111, H2)	Brother Thadeus Bravon (male human cleric6)	3	Temple of Lothian
Cloudstone	☒ 🍷 🍷 🍷	Catbird Street (#108, G3)	Gein Cloudstone (male dwarf expert8/fighter3)	1	Weaponsmith
Eddarth Stables	🐎 🍷 🍷	Linger Street (#104, F3)	Barad "Blue" Eddarth (male human commoner4)	3	Large stables for travelers
Farmer's Rest	🏠 🍷 🌟	North Gate Road (#106, F3)	Beltram Coverinton (male human commoner2)	3	—
Gatehouse Pub	🏠 🍷 🌟	North Gate Road (#103, F3)	Wilsha Rarris (female human commoners5)	4	—
Inchin's Butchery	☒ 🍷 🍷	Jasper Street (#118, I4)	Terreth Inchin (male human commoner2)	1	—
Juggling Fools	☒ 🍷 🍷	Smooth Street (#119, J3)	Serra Yavan (female human bard7)	0	School for jugglers
The Old Muller House	☒ 🌟	Rallister Street (#115, I3)	Starol Highwood (male half-elf rogue4)	4	Balacazar safe house
Telenn's Sweetery	☒ 🍷 🍷	Linger Street (#105, F3)	Strati Telenn (male gnome expert4)	2	Bakery
Verda Marsh's House	☒ 🌟	Celery Lane (#107, G3)	Verda Marsh (female human commoner3)	0	Vai cell base
The Wagon Wheel	☒ 🌟 🍷 🍷 🍷	Passed Over Row (#110, G4)	Nuls Forrester (male human expert4)	6	Wainwright



OLDTOWN

As the name implies, this is the oldest part of the city. Today Oldtown serves as the center for all local administrative needs. You'll find the fortress of Dalenguard here, as well as the Administration Building, the Imperial University, and the City Library. Other intriguing features include Kadmiel, a tower that exists only within its own shadow, and the Inverted Pyramid, the invisible floating headquarters of the most powerful arcanists in the world.



Locator Map

OLDTOWN IN BRIEF

Area: 264 acres

Population: About 10,000

Primary Function:

Administration/Residential

Primary Social Class: Middle

 Dalenguard Road (D6)

 Four Fountains Street (D6)

Imperial University, page 322

Arena, page 315

Tavern Row, PT4 page 198

Building styles, PT1 page 21

Originally, Oldtown was just “Ptolus.” It was a complete city in itself, built around the fortress of Dalenguard. Now the district houses most of the Imperial government buildings and a number of important organizational headquarters as well as a residential district. It covers an entire ridge of the city below the Nobles’ Quarter but above the South Market and Midtown. It lies south of the Rivergate District, just across the King’s River Gorge. The only way to get there from the east is via an earthen ramp cut into Dalen’s Cliffs on the Emperor’s Road. Visitors from the north come via the King’s River Bridge and the Old City Gate or via the Rivergate Bridge from the Rivergate District.

THE FLAVOR OF OLDTOWN

The tall buildings of Oldtown speak of an earlier age hundreds of years ago, when builders took greater pride in their creations and architects commanded greater skill and knowledge. The old buildings were not just functional, they were grand, with domes, columns, and wide white steps. Walls boast carved reliefs and frescoes depicting events of Imperial history. These structures, raised in the heyday of the Empire of Tarsis, represent not only a different **style of**

building, but they hearken back to a time when a great deal more money was available for such projects. Statues of granite and marble, now grey with corrosion and age, rise above many streets on pedestals in intersections. Oldtown is laden heavily with history.

In many ways, Oldtown represents the Empire in Ptolus. Most of its buildings are Tarsisan in appearance. In addition, many people come to the district only to interact with the bureaucracy of the government—to get a permit, pay a fine, or speak to an official.

Back when Oldtown encompassed the entire city, Ptolus claimed about ten thousand residents. At that time, more than two hundred years ago, the city could meet every need of its populace within the confines of the district. While the old marketplace is now the site of the **Imperial University** and the old stockyards are now the site of the **Arena**, many vestiges of that previous incarnation still remain. For example, a small section of southern Oldtown near Four Fountains Street once served a function similar to **Tavern Row** in Midtown today. Not far to the east, the town’s onetime manufacturing neighborhood contains old tanneries, breweries, and smithies used as residences or warehouses today. The northern end of Oldtown is mainly residential, but the

gamut runs from old (in some cases dilapidated) manor homes to crowded tenements full of individual flats. Many of these old homes are now abandoned, but lots of people still call Oldtown home.

RUNNING OLDTOWN

The central area of Oldtown, where most of the government buildings are, is usually busy, but most other neighborhoods are rather sedate. In areas at the south and north ends of the district, some homes and buildings stand vacant. These structures are quite old and might be haunted.

Most occupied Oldtown buildings have been refurbished, although new additions are not always built in the style of the original. Many entire structures are put to different purposes than the ones for which they were originally constructed. For example, some old warehouses near the district's east side have been converted into living spaces.

Oldtown is likely second only to the Nobles' Quarter as the safest area of Ptolus. Criminal gangs are rare here, due to the presence of the military. However, that doesn't mean there's no crime at all. Instead of robbers and cutpurses, however, criminals here run brothels, gambling dens, or extortion operations.

PEOPLE OF OLDTOWN

The people found in Oldtown are typically natives—visitors to the city rarely come here. Oldtown does not have Midtown's communal feel. The people here seem slightly more reticent and tend to mind their own business.

It's worth noting that the families of most of the **Commissar's Men**, government officials, and various bureaucrats and diplomats usually live in Oldtown. Further, some of Ptolus' wealthy families live here rather than in the Nobles' Quarter—sometimes because they have always lived in Oldtown, sometimes for other reasons.

MAN ON THE STREET

Nalla Bantock: This tall, thin human woman has long, straight blond hair and pronounced facial features. Nalla talks loudly and at length about anything. She works as a clerk in the Administration Building and considers herself an expert in Imperial law and in cutting through the bureaucracy inherent in the system. Thus, she's quick with advice for anyone attempting to brave the offices of an Imperial official. Sometimes her advice is actually good, but much of the time it is not. Nalla is likely on her way to or from work, or on a work-related errand, but she's never in too much of a hurry to talk... and talk.

Commissar's Men, PT4 page 149

The modern city of Ptolus was officially founded near Dalenguard in 413 IA, although some settlers had lived in the vicinity ever since the fortress was completed four centuries earlier. By 513 IA, the city had spread beyond its original bounds, what is now called Oldtown.

MAP KEY

- | | |
|---|---|
| 37. Sartha Nartis' House (page 337) | 59. Manatah's Traveler's Home (page 337) |
| 38. Pale Tower (page 329) | 60. Dalenguard (page 320) |
| 39. The Bladechapel (page 317) | 61. Arena (page 315) |
| 40. Citadel of the Golden Cross (page 314) | 62. Nulene Chard's Office (page 337) |
| 41. Secret Hall (page 332) | 63. Hammersong Vaults (page 322) |
| 42. Clock Tower (page 319) | 64. City Courts (page 318) |
| 43. Jodan Templehall (page 337) | 65. Gallows Square (page 554) |
| 44. White House (page 334) | 66. Denoss Firth's Office (page 337) |
| 45. West Town Mixtures (page 337) | 67. Church of Lothian the Redeemer (page 337) |
| 46. The Pointy Hat (page 337) | 68. Ander Kellin's Office (page 337) |
| 47. Kadmiel, The Shade Tower (page 326) | 69. Lady Cardie's (page 337) |
| 48. Tess' Cauldron (page 337) | 70. Citadel of Might (page 318) |
| 49. The Games House (page 337) | 71. Skulk Alley (page 334) |
| 50. Bellingers' Guild Office (page 317) | 72. Menasa's House (page 337) |
| 51. Bankers' Guildhall (page 337) | 73. Tower of Science (page 334) |
| 52. Shadow Theater (page 334) | 74. City Library (page 319) |
| 53. Sages' Guildhall (page 332) | 75. Finnar's Books (page 337) |
| 54. Imperial University (page 322) | 76. The Boiling Pot (page 337) |
| 55. Administration Building (page 314) | 77. Randle's (page 337) |
| 56. Kaira Swanwing's House (page 329) | 78. Yarrow Street Forum (page 336) |
| 57. Lyle Bennit's Office (page 337) | |
| 58. Delver's Guild Library and Maproom (page 322) | |



Beneath the Administration Building, a mighty vault holds city funds to pay all employees, including City Watch personnel. At any given time, it contains approximately 8,000 gp. It is well guarded and fitted with magical seals and alarms.

Despite the fact that they are both married and that Mercus is twelve years her senior, Minister of Education Juna Quenan and Minister of Guilds Mercus Niolonthor are embroiled in a torrid love affair that, thanks to local gossip, is becoming less and less of a secret with each passing week.

Commissar's Guns, PT4: page 148

*Clock Tower, page 319
Ratmen, PT6: page 625*

City Council, PT4: page 148

Commissar, PT4: page 149

Kaddis: An aram male with broad shoulders and chest, Kaddis pulls a carriage, serving as both driver and steed. He has a bright and cheery attitude and loves his job, which he sees as an opportunity to meet people and see interesting things. He knows a great deal about the entire city and is a good source of local gossip and information.

Eithos Lightborn: This male Shoal elf typically wears a long, open green coat over a blue vest and white shirt. His hair is short and mostly covered by his hat. Eithos lives in Oldtown with his human wife, Marrosa. He works as a mercer selling cloth in the South Market and has devoted much of his energy to fitting into human society. Eithos dresses like a human, talks like a human, and prefers human food and drink (he'll always order ale in a tavern, for example, rather than wine). Sadly, Eithos' manner comes across as false—he tries too hard to be liked, particularly by humans. He is either on his way home or to work, or running errands in the district.

OLDTOWN RUMORS

“Hungry Ghost.” A dangerous ghost supposedly haunts not just one home but a whole neighborhood. It is no harmless spook, either—people have disappeared, sometimes leaving behind bloody remains. Some locals say it's not a ghost at all, but a creature like an ethereal marauder.

“The Commissar's Guns.” Despite the reputation these

mighty cannons command, some folks whisper that, due to their age and the inability of the Commissar's Men to maintain them properly, most of the guns no longer function and would in fact be very dangerous to use, should the city ever come under attack from without.




“Diseased Clock.” Rumor has it that a number of those who have spent time in or around the old **Clock Tower** have taken ill with mysterious diseases. Some say the tower is cursed, while others claim it is full of plague-bearing **ratmen**.

“Monsters for Ptolus?” Speculation spreads that the **Commissar** is once again quietly attempting to find volunteers willing to be *polymorphed* into monsters to work with the city's defenders and law enforcement officials.

OLDTOWN LOCATIONS

Oldtown boasts a number of important and interesting locations for adventurers to discover in the course of the Ptolus Campaign.

ADMINISTRATION BUILDING

 Dalenguard Road (#55, D6); see map, page 313   12,450 gp

This building holds offices for various city officials and administrative employees: architects, accountants, assayers, auditors, clerks, diplomats, engineers, inspectors, record keepers, scribes, and tax collectors. The Administration Building is the very heart of the byzantine bureaucracy of Imperial government in Ptolus. Most citizens come here only when they need a particular permit or license—a business license, marriage license, firearms license, building permit, and so forth. All Imperial records for the city are kept here as well, so if one needed to find out who owned a particu-

lar piece of land, or when a particular citizen died, one could do so here. However, wading through the bureaucracy proves difficult and time consuming.

To find out any sort of recorded information at the Administration Building, one must spend a full day and make a Gather Information check (DC 30). The Difficulty Class decreases by 1 for every 5 gp worth of bribes paid but cannot fall to below 23.

Impressive as they are, Imperial records are known to have errors or sometimes to be incomplete. Even after more than seven hundred years of Empire, it is still difficult to get the common folk to file all the right forms.

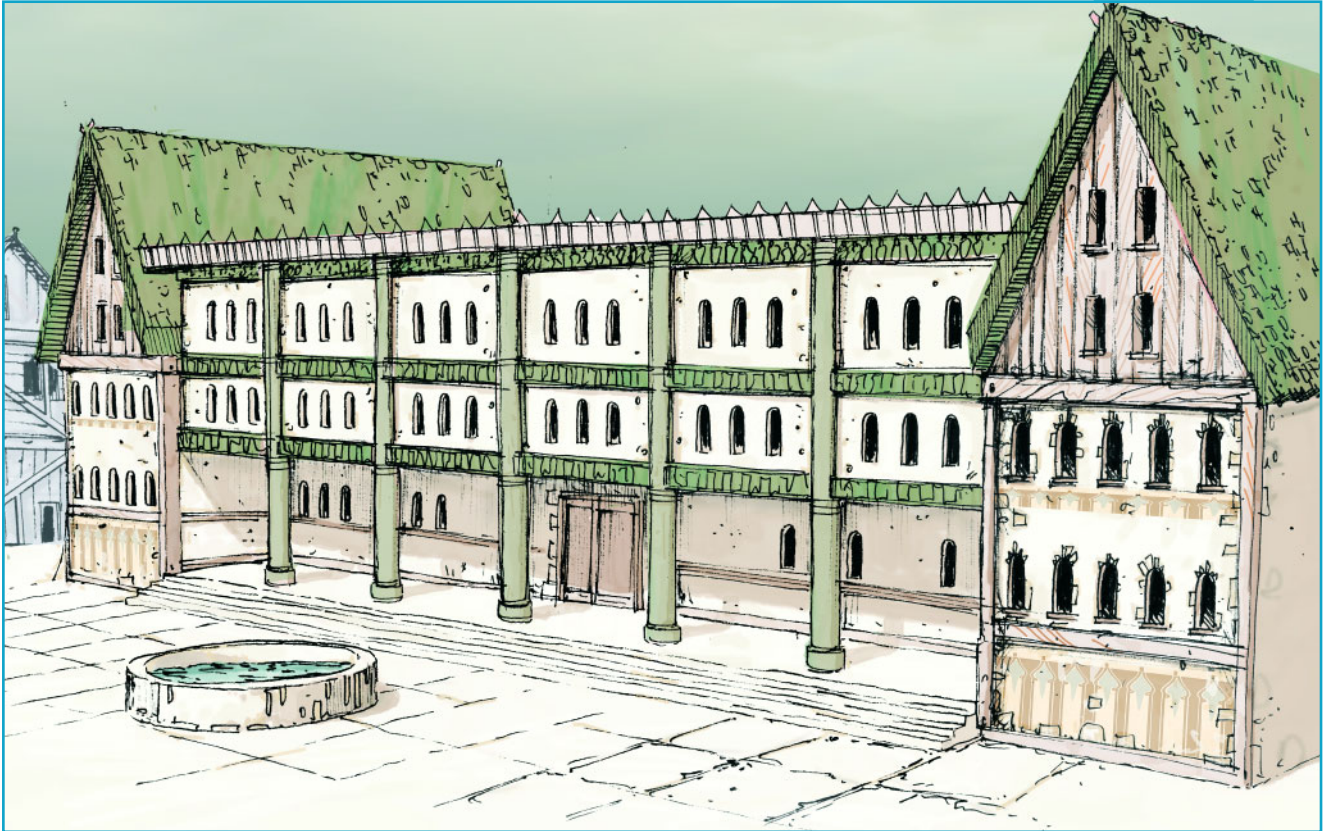


Ministers

While many of the officials who work at the Administration Building are simple bureaucrats and administrators, they ultimately answer to the seven ministers of the city government. The ministers advise the Commissar and report frequently to the **City Council** regarding their specific areas. The council appoints ministers to life terms in their positions (unless they step down or are dismissed, which isn't unheard of).

These ministerial positions and the people who currently hold them are as follows:

Minister of Education: Juna Quenan (female human expert4) oversees the various schools and apprenticeship programs in the city.



Minister of Guilds: Mercus Niolonthor (male human expert4) works with all guilds and major employers to manage wages and employment issues. He concerns himself mainly with avoiding massive unemployment or worker shortages in key areas.

Minister of Health: Heffrul Dominarik (male human commoner8) oversees health care, water and food supplies, and similar issues. He focuses on avoiding major outbreaks of plague rather than on individual issues.

Minister of Public Works: Nord Steelgrim (male dwarf expert7) handles street and traffic maintenance (including bridges), water transport systems, and so forth.

Minister of Religion: Cabais Fortun (male human cleric7 [Lothian]) oversees all issues involving more than one religion, to avoid disputes or conflicts. This minister determines whether a religion should be allowed in the city. The fact that it is almost always a cleric of Lothian is clearly unfair, but that's the way it is.

Minister of Safety: Nillis Regarson (female human aristocrat4) governs **fire risks**, unsafe structures, **sewer maintenance**, **trash disposal**, and similar utilities.

Minister of Trade: Yarrana Montass (female human expert13) oversees all economic issues, including **taxation**, and keeps track of imports and exports into the city.

THE ARENA

Greycannon Road (#61, D6); see map, page 316 2,800 gp

Ptolus' Arena was built about two hundred years ago, when the city was growing quickly beyond its previous role as a simple port town to support **Dalenguard**. Originally, the Arena was to host great sporting events and concerts, plays, and operas. Soon after its completion, however, the populace clamored for a different kind of entertainment spectacle: gladiatorial combat.

Once introduced to Ptolus, the sport gave birth to a subculture surrounding the training and promotion of gladiators. Spreading out in a radius around the Arena, one can find training centers, fighter schools, weapon and armorsmiths (most specializing in repair), and promoters of fights and fighters.

Combat in the Arena is never intentionally to the death; with clerics and healers on hand, it very rarely ends up that way. Traditional fights allow neither poison nor magic, nor firearms or alchemical mixtures. (An Arena mage casts *detect magic* and *detect poison* on each combatant right before the fight begins.) Occasionally, the Arena hosts so-called "spell duels" of mages, but they are rare due to the damage they can inflict. In a few matches, called "All Means" combats, anything is allowed. Such contests

Dalenguard, page 320



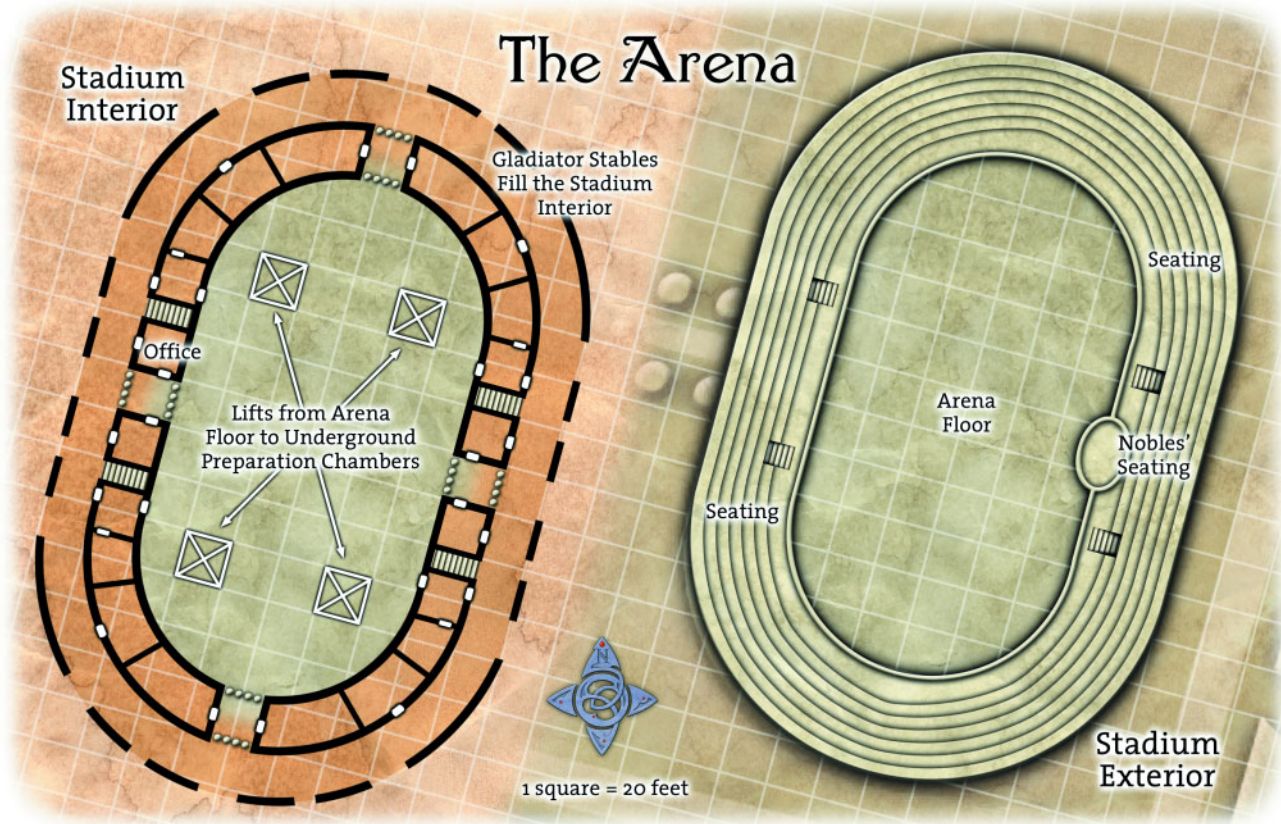
Ptolusites must visit the Administration Building to apply for licenses and permits (see PT6: page 554 for more).

Fire risks, PT4: page 154

Sewers, PT7: page 439

Trash disposal: See Midden Heaps, PT4: page 188

Taxation, PT6: page 558



Targetball is a highly physical and combative field sport with two teams of nine players. Each team has a ball and a small goal. The object of the game is to get the ball into your team's goal in any way (carrying, throwing, kicking, etc.), while keeping the other team from doing the same. The sport is tricky to watch, because at any given time there can be two different areas of action.

*Cloud Theater, PT4: page 201
Shadow Theater, page 334
Crown Theater, page 291*

Balacazars, PT3: page 100

sometimes pit humanoid gladiators against such captured monsters as dire animals, monstrous spiders, or even a hydra.

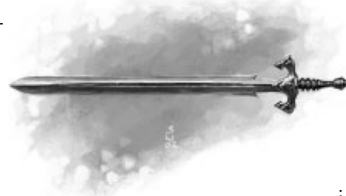
Some of the original vision for the Arena still remains. Many sporting competitions besides combats take place there. A racetrack around the circumference of the Arena allows both foot-race events and horse racing. Other contests of physical prowess, such as hammer throwing, pole vaulting, long jumping, and team sports such as targetball also appear on the bill at the Arena. These comprise about 40 percent of the Arena's activities, though, with gladiatorial combats making up the other 60 percent. Plays, concerts, and operas have found other venues (see the **Cloud Theater** in Midtown, the **Shadow Theater** in Oldtown, and the **Crown Theater** in the Nobles' Quarter).

Wagering on all the sports held in the Arena is popular and completely legal, assuming the Empire gets its 10 percent cut. Various criminal organizations also maintain "off-the-record betting" on the games and fights and sometimes even try to influence or rig them in their favor. Many gladiators, for example, are secretly funded by the **Balacazars** (or others) to sway a fight

one way or another as needed. However, the criminals find the gladiators—particularly the most puissant (and therefore popular) ones—so difficult to control, they often don't bother at the higher levels. The members of the Balacazar organization long ago found it hard to intimidate someone who can singlehandedly take on a legion of enforcers, and it's difficult to bribe someone whose successes have already made him rich and famous. They usually stick with lower-level fighters.

Scenario: A gladiator named Terros Kallind (a human who might have orcish blood somewhere in his lineage, given his bestial features) comes to the player characters for help. He's been beaten within an inch of his life, despite the fact that he is a hulking brute and a skilled fighter. He says that someone is trying to kill all the successful gladiators

outside the Arena in order to somehow fix the fights, but he doesn't know who. Clearly all the remaining gladiators and their backers are suspects. The PCs have to find out who is doing this and why. Answering the "why" part of the question first is perhaps the best way to learn who is behind the attacks—it might suggest who specifically benefits from them.



BELLRINGERS' GUILD OFFICE

🏠 Emperor's Road (#50, D5) 🗺️ 🗺️
see map, page 313 🏠 950 gp

A small, nondescript two-story building, the office of the Bellringers' Guild is managed by a capable woman named Rebeva Autorth (human expert7). Rebeva is voluptuous and beautiful, with straight, reddish-brown hair and green eyes. She appears extremely serious, humorless, and professional at all times—her employees refer to her as “the Authority.”

Before the advent of the Empire, bellringers were the chief way of dispersing information, but during the last few centuries, the literate and sophisticated citizenry preferred to read the news for themselves. As literacy rates plummet, however, the guild is finding newfound success.

The Bellringers' Guild is hardly a guild at all, but rather a single business with two dozen employees, most of whom are criers: young men and women willing to run about the city ringing a bell and shouting out news. Rebeva dispatches a crier with a bell to spread whatever information the guild is hired to relate to the public. The main client is the city itself, which uses the criers to spread word of anything from foul weather approaching to new edicts from the Commissar or the City Council. The guild is not responsible for the accuracy or the content of the news it spreads.

THE BLADECHAPEL

🏠🏠 Emperor's Road (#39, D4); see map, page 313 🏠 15,000 gp (weapons)

The Bladechapel is the name of the manor house of Dierna Hillerchaun, leader of the **Knights of the Pale** and one of the **Twelve Commanders**. The two-story house is practically a fortress and could easily be made truly defensible if needed. It boasts its own chapel dedicated to Lothian, an impressive martial training facility, and a large armory. In fact, Dierna collects weapons. Thus the major decorations in every room are shields, crossed swords, and unique or historical weapons carefully mounted and well cared for.

Cardilion Brunner (male human paladin7/Knight of the Pale1) and Dartalius Estalon (male human fighter5), both new Knights of the Pale, spend a great deal of time at the Bladechapel. Vestra Totharson (female human paladin9), a member of the **Order of Dayra** and a good friend of Dierna, is often on hand here as well. Vestra is the sister of Yavil Totharson, a retired fighter in Rivergate (see page 347).

Encounter: As the player characters wait to speak to Dierna, **Prince Ironheart and Brig Stoneheart** barge into the Bladechapel to speak to her first, alerting her of a powerful demon that

has just appeared atop a tower on **Dweomer Street**, terrorizing everyone in the area.

CITADEL OF THE GOLDEN CROSS

🏠 Emperor's Road (#40, D4); see map, below 🏠 7,800 gp

Located at the north end of the district, the Citadel of the Golden Cross is an old castle that actually predates most of Ptolus. It was built right after the Ghulwar by a human who had fought in the conflict. The castle has not been well maintained, and many believe it a ruin, or nearly so. Surrounded by a rusted wrought-iron fence, the citadel is a three-story keep flanked by two towers, one clearly on the verge of collapse. A large golden cross hangs above the still sturdy, iron-studded wooden doors.

The leader of the **Knights of the Golden Cross**, **Kaira Swanwing**, does not live here. In fact, the order uses the citadel only for meetings, storage of important relics and tomes, and as a sanctuary for those in need. The only permanent residents are a guardian naga named Testusumi and the fourteen shocker lizards she keeps as pets. Testusumi is technically a member of the order, although she never leaves the citadel and its overgrown yard. She keeps the lizards from harming anyone other than unwanted intruders.

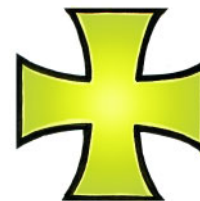
Testusumi, Guardian Naga: 98 hp; see MM.
Shocker Lizards (14): 13 hp; see MM.



The criers of the Bellringers' Guild refuse to enter the Warrens or Necropolis.

Dweomer Street, page 333

Sir Beck Von Tibbitz, head of the Keepers of the Veil (PT3: page 119), owns a large home in Oldtown on High Road. At times, his order uses the place as a supplementary barracks, storehouse, and garrison.



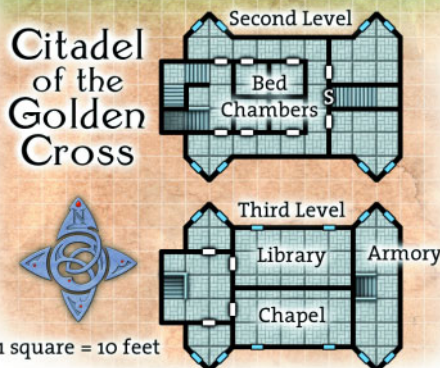
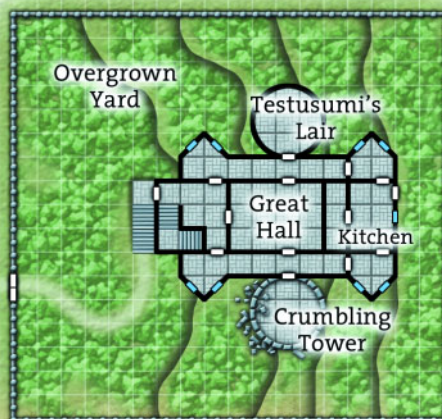
*Knights of the Golden Cross and Kaira Swanwing, PT3: page 124
Kaira's house, page 329*



*Knights of the Pale, PT3: page 125
Twelve Commanders, PT4: page 148*

Order of Dayra, PT2: page 67

Prince Ironheart and Brig Stoneheart, PT3: page 126





Order of Iron Might symbol (organization, PT3: page 130)

Crimes such as murder and treason are punishable by death. Executions, usually hangings, are public events held in a square in Oldtown appropriately called Gallows Square. See the "Crime and the Law" chapter in PT6 for more on trials and sentencing.

The Prison, PT6: page 436

Itinerant priest, PT2: page 65

The City Library (below)

CITADEL OF MIGHT

🏰 Four Fountains Street (#70, D7); see map, page 313 🏰 4,200 gp

Located not far from the Arena, the Citadel of Might serves as the headquarters of the warriors' guild: the Order of Iron Might. This tall structure resembles a fortress, but this is mostly a façade. The clash of weapons echoes throughout the citadel all day long from the open-air central court where members train. Besides a large armory and its own armorsmiths and weapon-smiths, the Citadel of Might contains lodging (a handful of private rooms and a number of barracks-like offerings) for members and even offers simple but hearty meals.

The citadel's entrance serves as a hiring hall for mercenaries, guards, and others looking to sell their sword arms. Employers can find postings of available warriors on the walls, and many would-be mercenaries simply hang about the hall, hoping for employment.

Encounter: The player characters enter the Citadel only to find a massive brawl taking place right in front of them. While they might think it a training exercise at first, it is actually an argument between two mercenary companies that has come to blows. Other members of the order ask the characters to help break up the fight.

Campaign Use: Technically, one does not need to be a "warrior" to belong to the guild. An entire group could join, for instance, using the

hiring hall as a way to hook the characters' "mercenary company" into all sorts of interesting adventures.

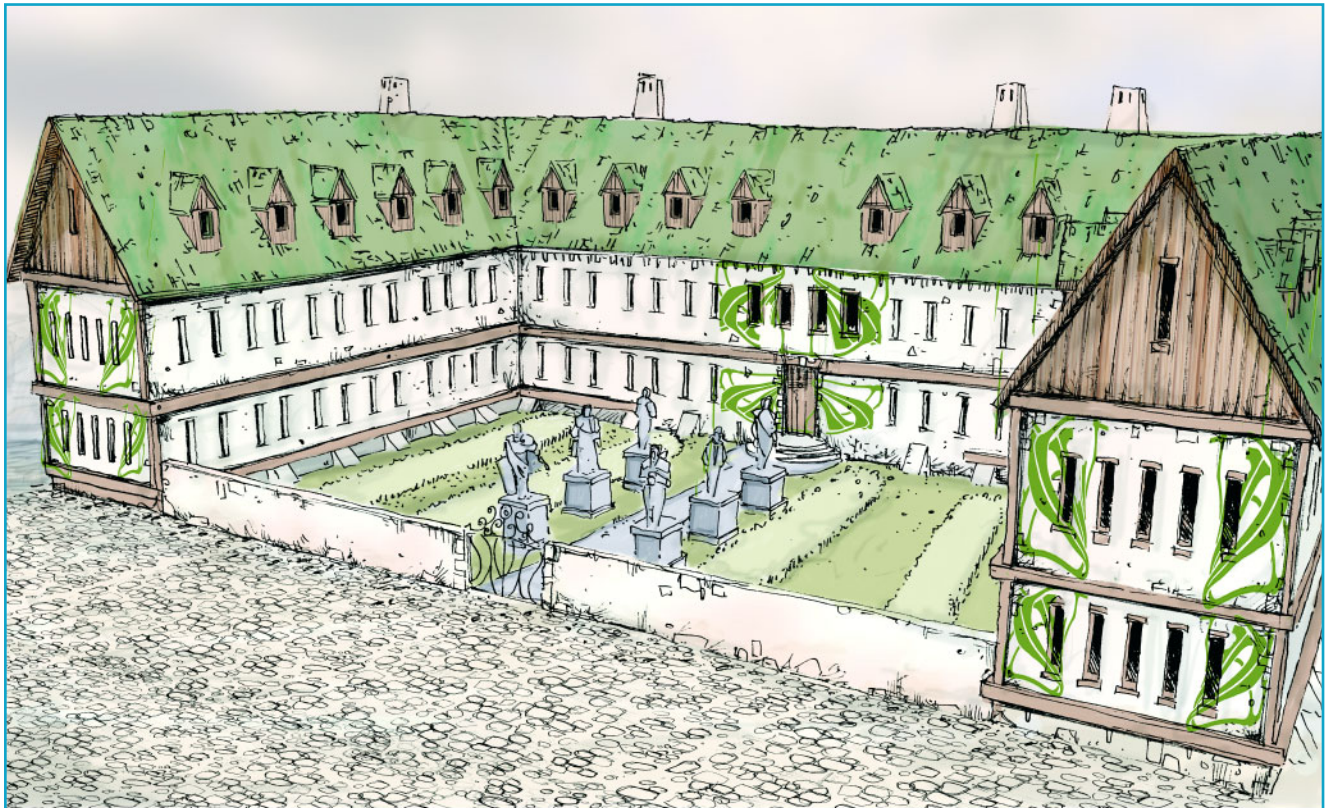
CITY COURTS

🏰 High Road (#64, D6); see map, page 313 🏰 8,500 gp

The courthouse, a large, circular building on a hill, looks quite imposing. Two big statues of a human woman holding the axe of justice flank the steps up to the main entrance. This place usually stays very busy during the day, with those accused of crimes, their advocates, and the Imperial judges coming and going from their various appointments. Most people here dress in their best attire; judges wear blue robes and white sashes. Justice is swift in Ptolus, and the accused rarely have to wait long for a judgment.

The City Watch remains active around the courthouse, bringing prisoners to trial and sometimes taking them off to the **Prison**. They also look out for those seeking to exact violent revenge on judges (a common problem), either for judgments against them or against their family members, friends, or associates. Even more quietly, the guards keep watch for those who might attempt to bribe judges.

At any given time, at least one **itinerant priest** of Lothian (human cleric9) is on hand at the City Courts to cast *zone of truth* or *discern lies* if needed. Likewise, one of three watchful mages



(human wizard8) patrols the courthouse at all times, watching (and using *detect magic*) for anyone attempting to use spells to influence a judge. Sometimes the city hires a more powerful wizard to cast *antimagic zone* to keep out magical influences in a case where the use of spells is deemed of particular threat.

See the “Crime and the Law” chapter in PT6 for more information on Ptolus’ legal system.

Encounter: On their way past the City Courts, or to the courthouse on other business, the PCs see a well-known minor **Balacazar** crime boss, such as Ireve Nal or Meither Amost (PT4, page 106) being escorted out of the building. Even as this happens, assassins working for Killraven attack (two human rogues4, one half-orc fighter4, and three human warriors3) using poisoned crossbows and bows. It’s a hit-and-run attack, and if the PCs interfere and apprehend any of the assailants before they get away, there’s a small reward (perhaps 50 gp) as well as some official recognition in it for them. The **Commissar** looks down on any kind of violence around the courthouse.

CITY LIBRARY

📖 Four Fountains Street (#74, D7); see map, page 313 📖 80,000 gp (books)

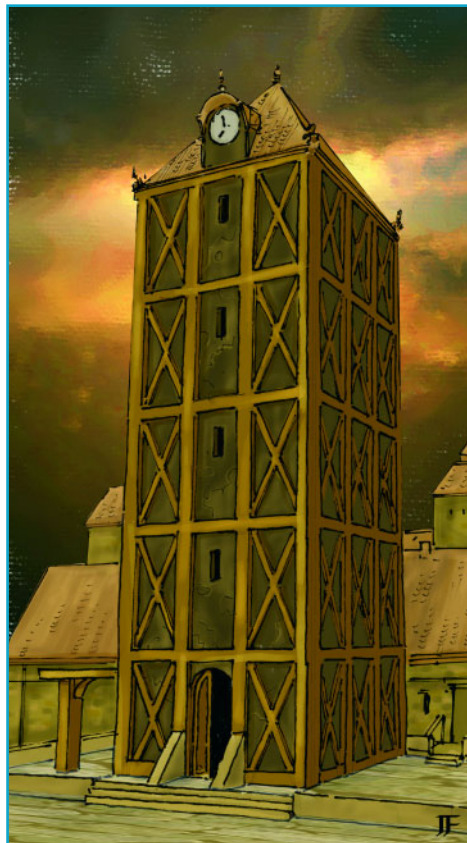
This very large three-story building (pictured at left) includes wings on two sides that circle around a lovely garden and yard. The library’s history tomes are slanted to favor the Empire (the place was funded with Imperial grants, after all), but otherwise it is an excellent resource. Citizens pay 2 sp to get in, noncitizens pay 5 sp. This fee is good for one day.

A dozen librarians and their assistants work in the City Library. The head librarian is Nelinda Kruppet (female wizard10/lorekeeper3), a knowledgeable but somewhat absentminded elderly gnome. She is constantly coming up with ever more efficient ways of organizing the Library’s texts, much to the annoyance of both those who work under her and the frequent patrons—she’s constantly moving things around.

A quiet rivalry exists between the City Library, the **Delver’s Guild Library**, and the **Sages’ Guild**, all of which are headquartered here in Oldtown.

Encounter: A player character walking through a rarely visited area of the stacks at the City Library comes upon a pair of lovers in the throes of passion. Nelinda would not approve!

Campaign Use: The library allows those who use it to make untrained Knowledge checks on any subject (even though such checks are not normally allowed untrained). Whether characters have the skill or not, they gain a +1 circumstance bonus for each four-hour period spent using the library, to a maximum bonus of +4.



CLOCK TOWER

📍 Shadow Road (#42, D5); see map, page 313 📖 5 gp

One of the most recognizable structures in the north part of Oldtown, the Clock Tower was built at the height of the Empire almost two hundred years ago and boasts the largest clock in the city. Unfortunately, it hasn’t worked in years.

Now the building stands vacant. Ricketty wooden stairs lead from a large, empty ground floor chamber up to an equally empty second level. The stairs to the third level, where the clockworks can be found, have collapsed. Now the place is a rat-infested, cobweb-filled testament to an earlier time.

A cellar below the Clock Tower leads to a very old family crypt that once lay under a manor house built on the site (the mansion is long gone). The crypt itself leads to an area called the Buried City, the ancient remains of a settlement ten thousand years old. This area leads into the natural caverns below the city and eventually to the colossal **Giant’s Staircase**.

Scenario: A massive troll has moved into the old crypts below the Clock Tower, making a once moderately easy means of accessing the Giant’s Staircase a quite dangerous one. The adventurers who took care of this troll would earn the gratitude of other delvers and make a bit of a name for themselves in the process.



Balacazars, PT3: page 100

The Commissar, PT4: page 149

Some say the Clock Tower contains a hidden shrine to the Clockwork Goddess Tevra, but in fact it does not.



*Delver’s Guild Library, page 322
Sages’ Guild, page 332*

Giant’s Staircase, PT7: page 448



Getting Through the Checkpoint

After all these years, surely thieves and others have found ways around the checkpoint at the gates of Dalenguard to get into or out of the Nobles' Quarter, right? Not really. Going over the wall to avoid the gates is possible, but probably not worth the skill and trouble it would take to avoid all the sentries. It's easier at night, or with an invisibility spell, but it's just as easy to forge some papers and go through the checkpoint in disguise or with a disguise self spell. The guards typically have only a +4 bonus to spot forgeries or disguises, suffering a small penalty for the tedium.

Ghul and Squirring Horde, PT2: page 81

Pact of Brightfather's Day, PT2: page 81

Commissar's Men, PT4: page 149

DALENGUARD

■ Dalenguard Road (#60, C6); see map, page 321 ■ 200,000 gp

This vast fortress was built to withstand an assault far greater than any that ever threatened it. Fearing the return of **Ghul and his Squirring Horde**, its designers fashioned a bastion to hold off legions of orcs, monsters, and half-demon things. In truth, however, no force was ever marshaled against Dalenguard. And now, more than seven hundred fifty years later, it sits within the confines of a small metropolis.

Jan Dalen was a great Prustan general in the Ghulwar who fell in battle, the victim of some dire spell. The fortress was named in his honor. According to the philosopher Tinerias Edren, Dalenguard serves as the **Pact of Brightfather's Day** writ in stone. Although it was built mostly by dwarves, the other races of the pact each contributed to the fortress as well, at least in some ceremonial way. The builders clearly were highly motivated—the massive structure took only three years to complete.

The western portion of Dalenguard butts up against the relatively sheer face of the cliff. Dalenguard's massive walls—twenty-five feet thick and thirty feet tall—extend out from the cliff, forming a large bailey. The walls have room for defenders to walk on top of and even within them. Made of huge, dwarf-cut stone,

they are the oldest part of the fortress, yet they hardly show their age. But then, in dwarven terms, seven hundred fifty years is not old for a wall.

The interior of the fortress holds a number of different buildings as well as a substantial yard for training, drills, and parades. Only one of these buildings is as old as the wall: a keep that rises above the rest of the fortress like a sentinel. Some of the other, newer buildings are wood, some are stone, and some are brick. Some have been built into the wall, while others are free standing. They serve as barracks, stables, storehouses, training facilities, residences, and a magazine.

Today Dalenguard provides a bottleneck for those attempting to enter the Nobles' Quarter; the only path up to the ridge where the nobles live begins within the fortress itself on Dalenguard Road. Since no one enters Dalenguard without having their papers checked and their purpose examined, no one gets in or out of the Nobles' Quarter without that same scrutiny—at least, not without magical means.

Dalenguard serves as the garrison for the **Commissar's Men**, a special battalion of approximately three hundred elite Imperial troops. The fortress, however, could easily provide space for five times that number. In truth, three hundred soldiers might have a difficult time adequately

defending a fortress this large. However, should the city ever come under attack, the City Watch and other defenders know to fall back to this position. This is also the “home” of the famous Commissar’s Guns, a battery of two dozen huge cannons used in the Gnoll War.

Encounter: As the player characters pass through Dalenguard on their way either to or from the Nobles’ Quarter (or perhaps they’re on other business), the Commissar himself, accompanied by a retinue of guards, assistants, and scribes, comes out of the main keep. For a brief moment, he makes eye contact with one of the PCs. If the character in question smiles politely or otherwise respectfully acknowledges the Commissar’s look, Igor Urnst stops and asks the PCs their names, and chats with them briefly. Showing him anything other than respect in this situation could result in the characters’ arrest and a hefty fine.

The Main Keep

Dalenguard’s main keep stands four stories high, with a single tower rising much higher and massive front gates emblazoned with the symbol of Ptolus. Above the doors hangs a massive, functional clock.

This large building holds barracks and military administration offices, including the

Commissar’s office. The keep also contains a large chamber where the City Council meets, with a number of adjoining chambers for supplementary meetings and similar work. The council’s chamber is proof against all divinations, and an *invisibility purge* keeps out invisible spies.

The Commissar’s Residence

The Commissar’s Residence is a large manor house within the walls of Dalenguard. The two-story building is made of brick with shuttered windows and a gabled roof with wooden shingles. Two guards stand outside the door at all times. **Commissar Igor Urnst** dwells here with his family. Magical *alarms* cover every entry, and a permanent *dimensional lock* prohibits teleporting intruders.

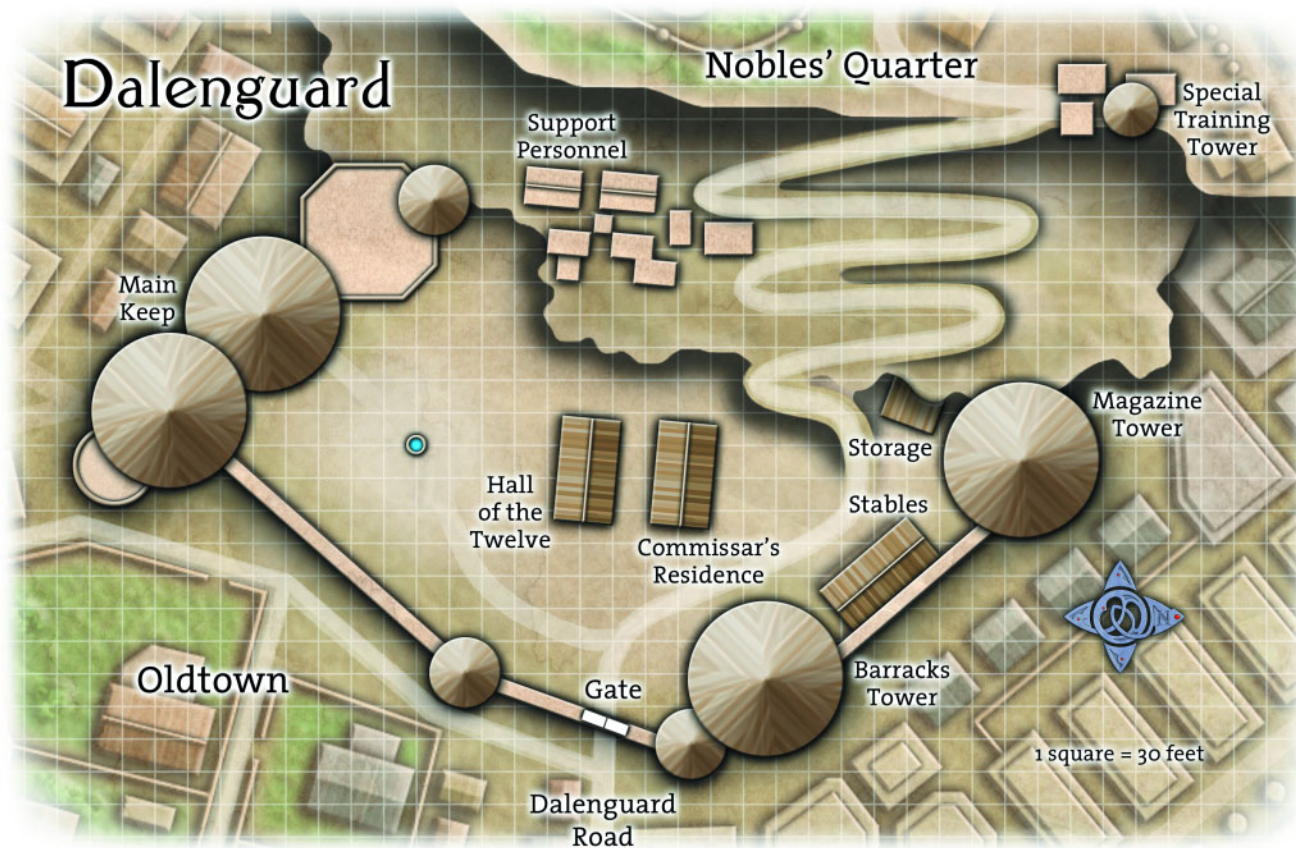
The Hall of the Twelve

The free-standing Hall of the Twelve is the newly built and opulent meeting hall of the **Twelve Commanders** of Ptolus. A paved plaza with a fountain stands between the Hall of the Twelve and the Main Keep. A permanent *dimensional lock* wards the place against those who would teleport in, an *invisibility purge* keeps out invisible intruders, and the entire building remains proof against *scrying* or similar intrusive divinations.



Commissar Igor Urnst,
PT4: page 149

Twelve Commanders,
PT4: page 148



City Library, page 319



Guildsman-level membership in the Delver's Guild (PT3: page 108) is available to anyone. Dues are 20 gp per year and grant a member access to the guild information, the library, maproom, and waystations, plus a 10 percent discount at Ebbert's Outfitters in Delver's Square.

Hammersong Vaults has never been burgled simply because most thieves who could manage it are more interested in bigger loot. It's assumed—rightly or wrongly—that most people using the vaults don't have anything too valuable to store, or they'd have their own vaults.

Shad Livbovic, Delver's Guild head librarian.

DELVER'S GUILD LIBRARY AND MAPROOM

Dalenguard Road (#58, E6); see map, page 313
 20,400 gp (books and maps)

Smaller than the [City Library](#), the more exclusive Delver's Guild Library and Maproom occupies a converted tower once owned by a brother and sister duo of half-elf wizards. The cramped rooms are full of books. Most volumes in this library are bound collections of handwritten notes penned by adventurers while exploring and later purchased by the guild.

The library is open only to [Delver's Guild](#) members of at least Guildsman rank. Reading and studying is free, but those wishing to copy a map or notes from a book must pay an additional 5 gp per page. (However, for that fee, a librarian will assist in the copying.)

The head librarian is Shad Livbovic (male human expert8), who fills the role of the bookish, thin, bespectacled, and absent-minded bookworm quite nicely. What doesn't fit the stereotype is Shad's adoptive daughter, Benris. At fifteen years old, she is already over six feet tall. Scuttlebutt says that delvers found the infant Benris in the Dungeon and gave her to Shad and his wife (who has since passed on). A very few in the know—most of them elves—who have seen Benris about town have guessed that she is likely not human at all, but a Charad Titan



foundling. How and why that came to be, no one knows.

Campaign Use: Anyone using the Delver's Guild Library and Maproom may make an untrained Knowledge (local) or Knowledge (dungeoneering) check, even though such checks are not normally allowed untrained. Whether they have the skill or not, characters gain a +1 circumstance bonus for each four-hour period of library use, to a maximum bonus of +4 (+5 for dungeoneering).

HAMMERSONG VAULTS

Whipstone Street (#63, D7)
see map, page 313; 35,000 gp

Hammersong Vaults, owned by Ollam Hammersong (male dwarf fighter7), occupies a small, windowless, all-brick building. Ollam has built various lockboxes and vaults in and below this structure and rents space in them for people to store their valuables.

Each vault is made of three-inch-thick iron plates and is double-locked (Open Lock, DC 30). Vaults come in three sizes: small (two feet square, 10 gp per month), medium (four feet square, 18 gp per month) and large (10 feet square, 30 gp per month).

Each lockbox is made of iron a half-inch thick. They are all chained to a wall and locked (Open Lock, DC 25). The lockboxes themselves are kept in a vaultlike room with a three-inch-thick locked iron door (Open Lock, DC 30). All lockboxes measure twelve inches by eight inches by four inches. Rent for them is 2 gp per month.

Renters get a key to their vault or lockbox, but not a key into the building; the iron door into Hammersong Vaults has a triple lock (Open Lock, DC 30). A guard allows renters (or potential renters) into the building after they show proper identification. They disallow admittance to people they consider suspicious looking.

Ollam employs ten guards (human or dwarf warriors3), any five of which are on duty at any given time. Ollam himself is usually here; if he is not, his wife Karsha (female dwarf fighter7) is present instead.

IMPERIAL UNIVERSITY

Dalenguard Road (#54, D6); see map, page 313
 60,000 gp

According to the decree of Empress Addares XIV in 547 IA, every city in the Empire of at least twenty thousand citizens received 100,000 gp to be put toward the building of an official Imperial University to increase education throughout her lands. At that time, Ptolus barely qualified—in fact, rumor has it that census figures were falsified by then Commissar Tarbenthis Frome, a corrupt official in the pocket of Maven Balacazar. The university was built quickly, on the site of the



Some three hundred students attend the Imperial University at present. A full course load (four classes) costs 500 gp per year for citizens, but twice that amount for noncitizens.

old open market, which the city moved to where the North Market lies today.

The university is a grand building with numerous towers. The largest of the towers is seven stories tall, making it one of the tallest buildings in the district. Nolvaga von Meudel (female human aristocrat⁵), a Tarsis native, is the chancellor of the university. She is only present about half the time, as she returns to Tarsis frequently. While she is gone, vice chancellor Tharla Tennebaum (female human expert⁷)—who prefers the title “administrator”—is in charge. As opposed to the middle-aged, arrogant, and effete Nolvaga, the older Tharla seems extremely competent and efficient.

The university offers courses on all manner of subjects, including mathematics, literature, history, and science; the latter includes courses on magic—its esoteric study, not its practice. Most human students range in age from sixteen to twenty-four, although most spend no more than two years in their studies here. There are, of course, wealthy and talented intellectuals who become veritable “professional students,” but even they are eventually offered teaching positions. Students do not live at the university except under special circumstances.

The teaching staff numbers three dozen, with at least twice that many assistants and support staff. The job of University instructor is a coveted, well-paying position (around 500 gp per year). About half the teachers live in communal housing here at the university, and the rest live elsewhere in the district.

The Tenebrous Pit

Deep within the cellars beneath the university lies the Tenebrous Pit, a leftover creation of a lieutenant of Ghul and long forgotten by most. The pit’s creator, a Sorn-Ulth orc sorcerer named Gestellek, tapped into a primordial power source: the evil that has seeped into the earth due to the prolonged presence of the sleeping Galchutt.

The pit is a deep shaft with a spiral stair around the sides leading down into a pool of special liquid shadow. This evil essence transforms anyone who drinks it into a shadow-infused creature. A shadow-infused creature gains a +15 circumstance bonus on Hide checks and the ability to hide in plain sight like a shadowdancer. A shadow-infused creature gains power from magical areas of shadow; thus, while in the Shadow of Ptolus, within one hundred feet of the Tenebrous Pit, or while holding the shadowstaff, the infused creature’s hit points rise to maximum and it enjoys a +1 circumstance bonus to attacks, saves, and checks.

Those who immerse themselves entirely in the pit can control their own shadows and, with practice, those of others, as well as unattached undead shadows. Controlling one’s own shadow gives a character a shadow (identical to the undead monster, although it does not create spawn) as an ally, spy, and bodyguard. To control someone else’s shadow or an undead shadow, a character must make the attempt (a full-round action that one can try only once per day), and the victim must fail a Will save (DC 20). Characters who succeed gain an additional

Ghul, PT2: page 81
Galchutt, PT2: page 60

Liquid shadow, PT2: page 46
Shadow of Ptolus, page 327

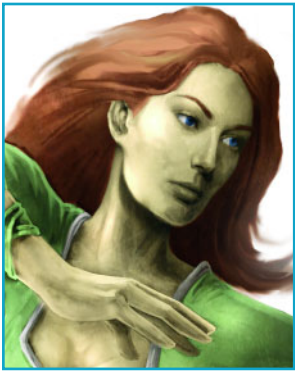


Box of Shadows, page 328



*Inverted Pyramid symbol
(organization, PT3: page 115)*

Heliothil, PT2: page 46



*Jevicca Nor, Inverted Pyramid
Mage, PT3: page 116*

*Greatest collection: See Library,
PT3: page 118*

*Membership benefits,
PT3: page 118*

Soul magic, PT6: page 635

shadow to do their bidding. A character can control one shadow at a time for every four character levels he possesses. A shadowless creature suffers a –1 morale penalty to attacks, saves, and checks due to the loss of essential essence. A *remove curse* or *greater restoration* restores a creature's shadow.

A magical artifact called the *box of shadows* taps into the power of the pit, forming itself into a conduit.

THE INVERTED PYRAMID

📍 special location; see map, next page

💰 10,000,000 gp

The Inverted Pyramid is the most famous building that no one's ever seen. Floating invisibly over Oldtown, this structure is literally an upside-down pyramid. It is as old as the organization and a major artifact all its own, with huge chunks of *heliothil* imbedded within its sides to keep it afloat—even if the structure were attacked by antimagic. Since the pyramid once hovered many leagues south of the city, it apparently can fly great distances.

The Inverted Pyramid measures about three hundred feet to a side, and the interior has enough rooms so that every member could live comfortably within (only about one in four members actually does) with a private workshop, in addition to the conjuration rooms, meeting rooms, dining halls, kitchens, studies, storage rooms, offices, and the library.

From within, the outer walls of the Inverted Pyramid are transparent, allowing those inside to look down upon the city. The interior contains meeting halls, private chambers, summoning rooms, and workshops of all kinds. The structure itself, including its interior walls and floors, remains virtually immune to all but the most potent of magics, so magical accidents and mishaps are unlikely to damage the building. (The walls are also good for testing out new spells, since they cannot be harmed by magic.)

There are no exterior doors to the Inverted Pyramid. One must use teleportation magic to get inside. Spellcasters without the ability to teleport had better invest in a magic item, or they will find themselves unable to take advantage of most of the *benefits of membership*.

The interior of the Inverted Pyramid is proof against all divinatory magic; the spells that ward the place are *soul magic* spells. Only special rooms (including one of the three entrance rooms) allow teleportation or conjuration magic to function from outside. These chambers are deviously warded against unauthorized intrusion and, if need be, guarded by members. Otherwise, such spells still work with respect to the rest of the interior—thus, a wizard may teleport or

dimension door from one room to another, or conjure an object from one room to another. Many chambers in the pyramid, in fact, have no doors and require teleportation magic to enter (the walls are immune to *passwall* or *phase door*).

Map Key

All areas shown on the map on the next page are spotlessly clean. *Unseen servants*, at the beck and call of any member, roam nonprivate areas cleaning, tidying, and running errands. They can bring food, different furniture, or mundane supplies at any time.

C: Conjuration Room: Creatures or objects can be conjured into special rooms on the second and third levels from the top and on the very bottom level (but they do not allow entrance for teleporters from the outside).

CA: Common Area: These serve as meeting areas, lounges, conference rooms, or a combination of all three. They are elegantly but sparsely furnished.

D: Dining Hall: The communal dining rooms always include a kitchen, even though the mages often create or conjure their food magically.

E: Entrance Room: Members can teleport into entrance rooms from the outside on the top, second, and third levels of the pyramid.

L: Living Quarters: Although only about twenty-five to thirty members live here full time, many more members take advantage of the living quarters here for short stays (for example, not all members are permanent Ptolus residents, so they need a place to stay when they come into town). Most of these chambers are protected by magical alarms and wards tailored to each resident.

ML: Main Library: A large room in the pyramid's top level contains the *greatest collection* of magical lore and knowledge in the world.

O: Office: Administration duties required by the organization are conducted in offices on the second and fifth levels from the top.

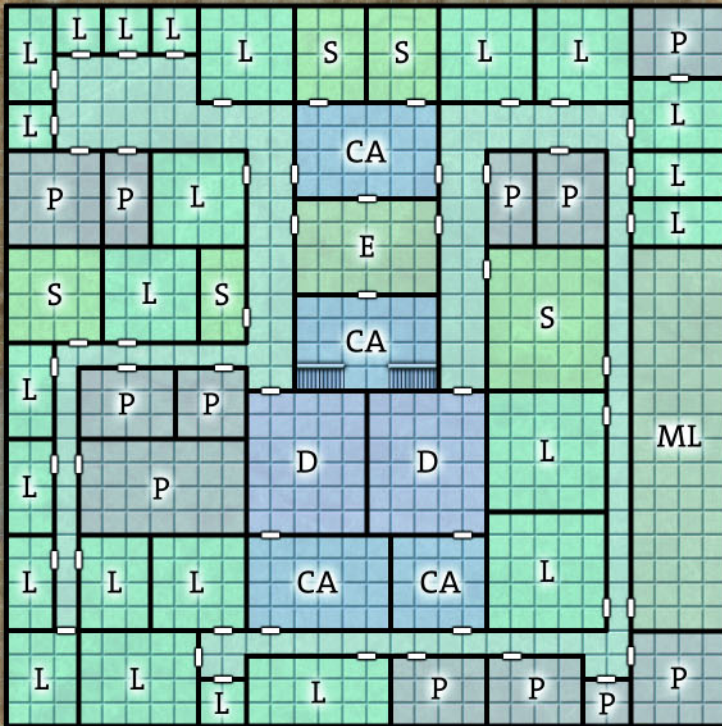
P: Private Studies/Libraries: These small but comfortable places to study new lore are also often warded with magical traps or alarms.

S: Storage Rooms: One might find anything from food and cloth to spare wands (not yet ensorcelled) and crates or bottles of strange spell components in the pyramid's storage rooms.

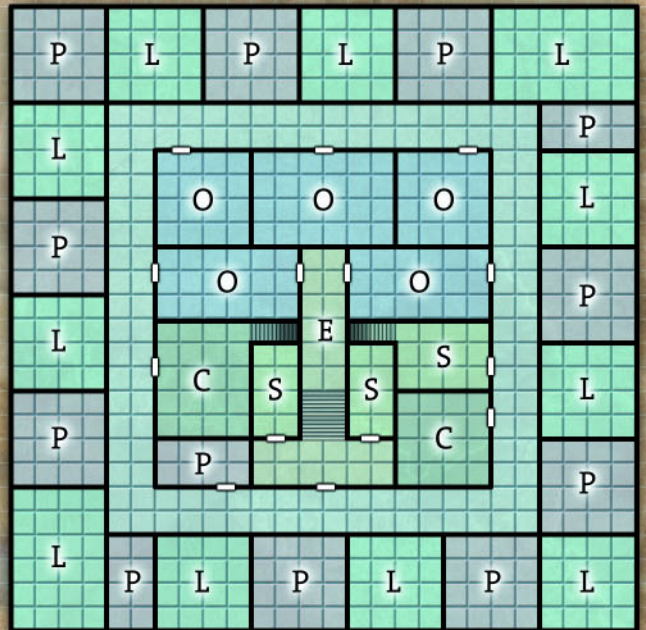
W: Workshop: Although a few workshops are for alchemical creations, most are for crafting magic items. Most of the rooms are custom designed for particular types of items, so there is a room for potions, one for wands, and so on. Typically, a workshop has 1d4+2 magic items stored within it, usually in an *arcane locked safe*.

The Inverted Pyramid

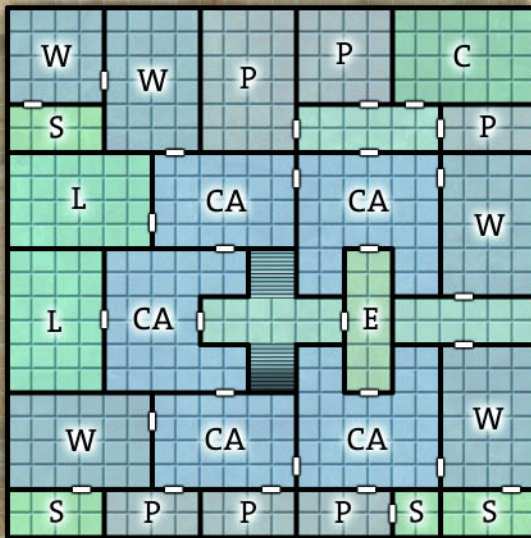
Top Level



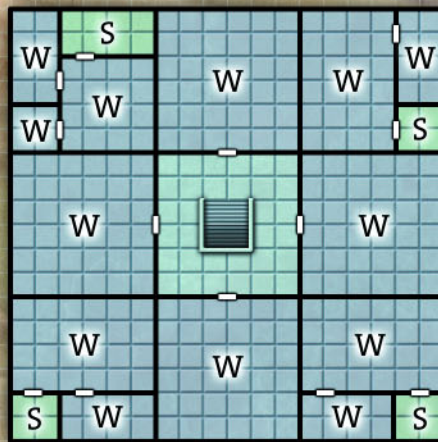
Second Level



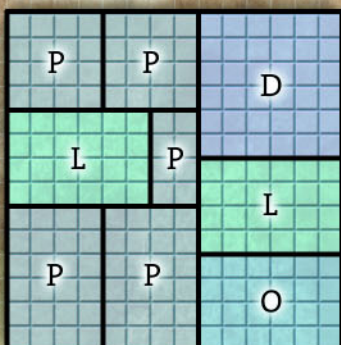
Third Level



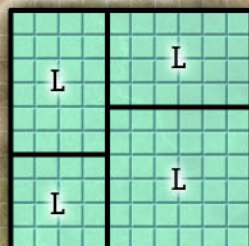
Fourth Level



Fifth Level



Sixth Level



Seventh Level



Eighth Level



- C = Conjuraction Room
- CA = Common Area
- D = Dining Hall
- E = Entrance Room
- L = Living Quarters
- ML = Main Library
- O = Office
- P = Private Studies/
Libraries
- W = Workshop

1 square = 10 feet

Tenebrous Pit, page 323

The Malkuth, PT3: page 129

Daersidian Ringsire and Brusselt Airmol, PT4: page 226

Box of shadows, page 328

Ithilnaur, PT2: page 46

INFO CHECKS

A Knowledge (local) or Gather Information check reveals a few details about the mysterious Kadmiel, the Shade Tower:

The Shade Tower is a magical tower that doesn't exist, even though it casts a shadow in Oldtown (DC 23).

The Shade Tower, also known as Kadmiel, exists in a place called the Shadow of Ptolus (DC 27).

Either shadow walk or the box of shadows can get someone to the Shadow of Ptolus (DC 30).

KADMIEL, THE SHADE TOWER

📍 Ridge Road (#47, E5); see map, below
🏠 gp varies

Most people do not know the name “Kadmiel,” but quite a few residents of Oldtown talk about “the Shade Tower.” On bright, moonlit evenings (which are not common in Ptolus), a passerby might spy on the ground a long shadow of a round tower, even though no apparent tower casts the shadow. This shadow is Kadmiel.

Kadmiel exists in what sages call the Shadow of Ptolus (see sidebar, next page). It is the only structure of substance in this strange half-world, having been mystically transposed so that only its shadow exists in the real world and only its real form exists in the shadow realm.

Getting to Kadmiel is no easy task, for one can reach it only through the Shadow of Ptolus. That plane is accessible only via a handful of very specific spells and magic items, including *shadow walk* (if the caster has careful instructions and casts the spell while standing on the shadow of Kadmiel in the real world) and, of course, the *box of shadows*.

Hundreds of years ago, Kadmiel—a tower of elven creation—was home to a powerful elf sorcerer whose name is now lost. Seeking to create a magic item to serve as a source of unquenchable power for himself, this sorcerer crafted a box of *ithilnaur* and ensorcelled it. Through a misunder-

standing of the forces he was dealing with, however, the sorcerer tapped into the terrible *Tenebrous Pit* and inadvertently created the *box of shadows*. The power within the box transformed the sorcerer into a being of pure shadow that eventually disappeared into the darkness (but not before he crafted the *shadowstaff* as well). The box also transposed the sorcerer's tower into the Shadow of Ptolus, creating Kadmiel as it is today.

Over two centuries ago, an adventurer named Thadeus Koll traveled to the Shadow of Ptolus and obtained the *box of shadows*. When he returned to the normal world, he turned the box over to the *Malkuth*. These angelic beings deemed it best that the box leave the proximity of the Spire altogether, hoping that distance would lessen its power. The *Malkuth* entrusted the box to a faraway loremaster, but a frost giant named Ymrik eventually stole it. The giant later lost it to a man named Thurvan Rashong, a former companion of *Daersidian Ringsire and Brusselt Airmol*.

Unfortunately, the box's power quickly corrupted Thurvan. Now he seeks to transform all other living beings into shadows. For the moment, however, he has retreated to Kadmiel, having returned the box to its original resting place. He will remain there until he comes up with a plan to carry out his goal. (Daersidian and Brusselt are looking for a way to stop him without harming him, but they don't know how to get to Kadmiel.)

The interior of the tower is always filled with a shadowy light. No power short of a god can make it dimmer or brighter.

The areas described below correspond to the map at left.

First Level: Guardians (EL 12)

The door into Kadmiel is never locked. The ceilings in this level of the tower are twelve feet high. The entry room is empty, although tapestries, crossed swords, and shields decorate the walls. All these items are woven of shadowstuff and have no real substance.

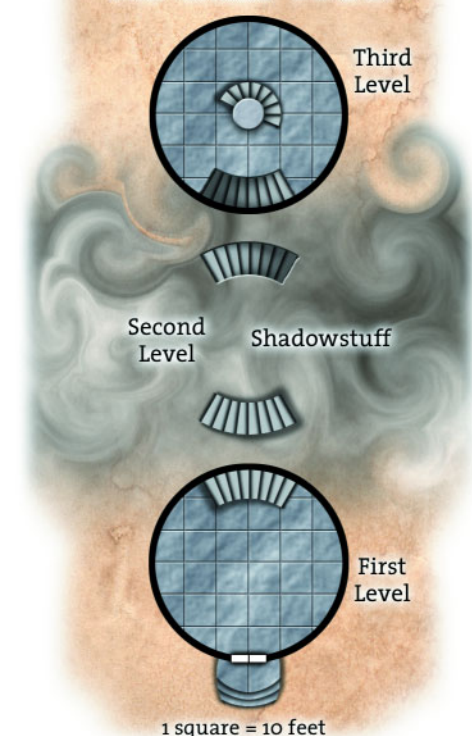
Guardians: Eight shadow mastiffs usually guard the entrance to the tower from within this chamber. Because of the nature of the realm, they have maximum hit points and gain a +1 circumstance bonus on attacks, saves, and checks. A move action allows them to disappear into the shadows that pervade the tower, granting them full concealment.

Shadow Mastiffs (8): 44 hp each; see MM.

Second Level: Tenebrous Abode (EL Varies)

This is a place of many secrets. So deep are the shadows on the tower's second level that one can easily get lost or come under the impression that

Kadmiel The Shade Tower

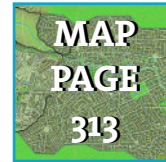
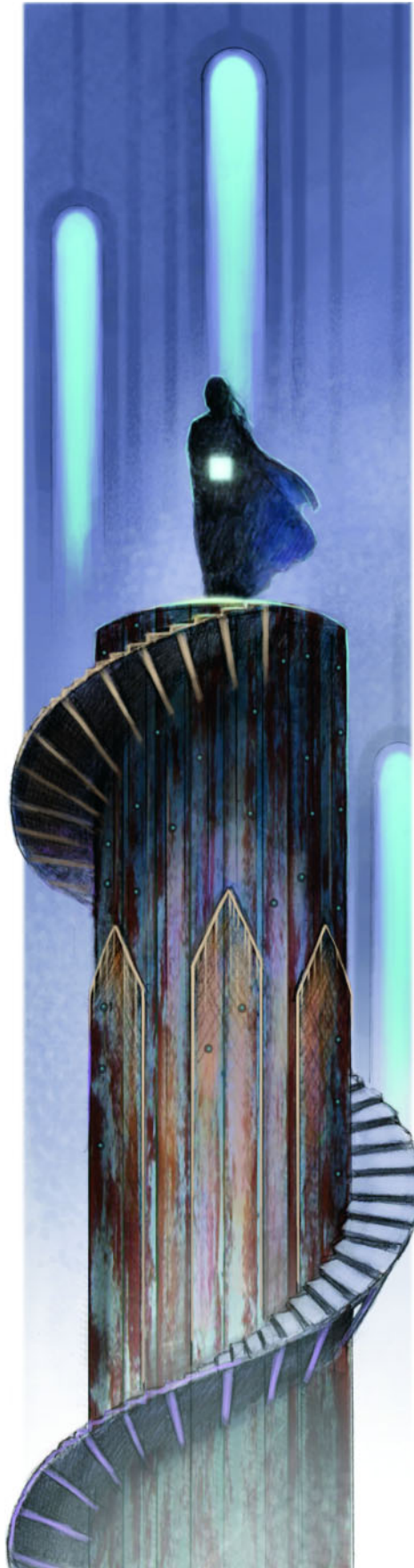


the chamber is much larger than the tower that creates it. In fact, the room seems to go off into infinity, although one can never see more than ten feet. Within this shadowy expanse, one can find the hidden lairs of some of the towers' previous occupants. They appear as substantive cavelike structures among the shadows, but they prove difficult to find, for they are made of somewhat solid shadowstuff the same dim grey color as the shadows that surround them.

Getting back to the central area of this level (where the stairs are) is always easy and never takes more than 1d6 minutes, no matter how far one has strayed.

Exploring this area, called the Tenebrous Abode, one can find a number of hidden lairs. Searching through the shadows to find them takes 1d100 minutes each and a successful Search check (DC 20). In addition to simple living conditions (usually a cot or straw sleeping mat as well as some clothing, a few tools, pots, and other various items), a randomly discovered lair might contain the following:

- d20 Contents of Lair**
- 1 A sealed pot with a pint of **liquid shadow**
 - 2 1d6+3 shadows that attack immediately
 - 3 A bag with 1d6 × 100 gp
 - 4 Small copper box containing three black pearls worth 1,000 gp each
 - 5 1d4 greater shadows that attack immediately
 - 6 1d3 desiccated corpses
 - 7 A *glyph of warding* (inflicts 3d6 points of cold damage, DC 14)
 - 8 Scroll of *darkness* and *deeper darkness*
 - 9 Scroll of *phantom steed*
 - 10 Scroll of *disguise self*, *minor image*, and *major image*
 - 11 Scroll containing some of the history of Kadmiel, including the location of the Tenebrous Pit
 - 12 Scroll regarding information about the process of becoming **shadow infused**
 - 13 Spellbook containing 1d6+2 random illusion spells of 1d4–1 levels
 - 14 *Potion of cure serious wounds*
 - 15 Gold idol of a squat, froglike demon worth 450 gp
 - 16 A *wand of color spray* (8 charges)
 - 17 An infestation of mindfire (Fortitude save, DC 12); see "Disease" in Chapter 8: Glossary of the DMG
 - 18 A *bag of devouring*
 - 19 A *vacuous grimoire*
 - 20 A **Gold Dragonscales** game set worth 500 gp



In some ancient texts, the Tenebrous Abode of the Shade Tower is called the Shadow Rift.

The Shadow of Ptolus

The Shadow of Ptolus is a gloomy half-world that may actually be just an alternate Ethereal Plane. It exists, or rather coexists, only in an area about a mile around the Spire. Most likely it originated as a dark reflection created by the residual power of Jabel Shammar, or perhaps the Galchutt. Only shadows exist in this parallel realm—shadows of everyone and everything in the real world. Thus, if one were to travel to the Shadow of Ptolus, one could see indistinct shadows of places in the city and watch as the (silent) shadows of people moved among them.

Liquid shadow, PT2: page 46

Shadow infused, page 323

So Much Shadow

The fact that Ptolus has a Shade Tower, a noble house devoted to shadow (PT3: page 94), Shadow Sendings (PT4: page 164), the Shadow Theater (page 334), and a box of shadows (page 328) results from the existence of the Tenebrous Pit below the Imperial University. Its subtle influence over the last millennium has woven its way through many aspects of Ptolus life with extraordinarily few people realizing it.

Gold Dragonscales, page 359

DM TIPS

Whole adventures could be created surrounding the many lairs that lie within the Tenebrous Abode. Some who have come here could have built entire fortresses of solid shadowstuff.



House Sadar, sometimes called the House of Shadows, is looking for the box of shadows. Lord Renn Sadar spends significant time researching the artifact but he does not know it has returned to the site of its creation. Renn currently wields the shadowstaff and has heard the rumors of the Shade Tower.

Daersidian Ringsire and Brusselt Airmol, PT4: page 226

The key to the box of shadows is currently at large.

THE BOX OF SHADOWS

This major artifact is inherently evil. It draws its power from a location beneath the Imperial University called the Tenebrous Pit, created by a lieutenant of Ghul's while the Utterdark held sway over the land. The box appears to be silver but is truly a thin, strong material called ith-ilnaur (see "Special Materials" in PT2: *The World of Praemal*.) Painted black, it measures about one foot long, eight inches wide, and six inches tall. It can be locked, and the lock cannot be opened except with the proper key (it cannot be picked or opened by magic).

Once open, the box emanates a continual *unhallow* spell that moves with it. It can be used to summon 3d6 shadows or 1d6 greater shadows three times per day. These shadows understand and obey the commands of the holder of the box, and they (and any shadows they subsequently create) remain for 10 rounds. The holder also can use the box to cast *greater shadow conjuration*, *greater shadow evocation*, and *shadow walk* five times each day, in any combination. The holder can use the *shadow walk* ability to transport himself directly to the Shadow of Ptolus and/or to Kadmiel any time—as well as travel elsewhere.

Lastly, anyone holding the *box of shadows* can infuse himself with shadows. A shadow-infused creature gains a +15 circumstance bonus on Hide checks and the ability to hide in plain sight like a shadowdancer. A shadow-infused creature draws power from magical areas of shadow; thus while in the Shadow of Ptolus, within one hundred feet of the Tenebrous Pit, or while holding the *shadowstaff*, the infused creature's hit points rise to maximum and he gains a +1 circumstance bonus to attacks, saves, and checks. If desired, a shadow-infused creature can sacrifice some of his own soul (one experience level) into the box to gain DR 10/magic and a permanent *displacement* effect, both of which function as long as he touches the box.

All powers are cast at 20th level. The box was created by the same mysterious figure that created the *shadowstaff*. It weighs 5 lbs.

Overwhelming illusion [evil]; CL 23rd

Third Level: The Box of Shadows (EL 15)

The heart of the tower Kadmiel is a single chamber, sixty feet across and eighty feet high. In the middle of this room rises a pillar, ten feet in diameter and sixty feet high. A narrow staircase (only two feet wide) circles around the pillar up to its top, where the *box of shadows* rests. From this perch, Thurvan Rashong is likely to greet visitors and opponents, the box firmly in his clutches. See the sidebar above for more information on the *box of shadows*.

Corrupted by his treasure, Thurvan never willingly gives up the box. Convincing him to leave the tower requires a Diplomacy check (DC 30) as well as a good reason why. Most likely, Thurvan will use force to protect himself and the box and to rid Kadmiel of intruders. At this point, he has become so in thrall to the box that even his old friends Daersidian Ringsire and Brusselt Airmol won't be able to reason with him.



Thurvan Rashong

Male shadow-infused human (Chaotic Evil)

Expert/fighter4 CR 14
HD 9d6+18 + 4d10+8 **hp** 76 (120)
Init +3 **Speed** 30 feet

AC 18, touch 13, flat-footed 15

BAB/Grapple +10/+12

Attack +15 melee (1d6+5, 19–20/x2, quarterstaff) or +15 ranged (1d8+3, longbow)

Full Attack +13/+8 melee (1d6+4, 19–20/x2, quarterstaff) and +13 melee (1d6+3, 19–20/x2, quarterstaff), or +13/+13/+8 ranged (1d8+3, longbow)

SQ DR 10/magic, *displacement*, shadow-infused (effects of *box of shadows* already figured in; DR and *displacement* function while he touches the box)

Fort +10, **Ref** +8, **Will** +7

Str 15, **Dex** 16, **Con** 14, **Int** 13, **Wis** 8, **Cha** 12

Crucial Skills: Hide +40, Listen +15, Move Silently +11, Spot +11, Tumble +15.

Other Skills: Appraise +14, Craft (woodworking) +15, Decipher Script +13, Handle Animal +7, Knowledge (geography) +11, Knowledge (history) +13.

Crucial Feats: Point Blank Shot, Rapid Shot.

Other Feats: Alertness, Improved Critical (quarterstaff), Skill Focus (Hide), Two-Weapon Fighting, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff).

Possessions: The *box of shadows*, +3 *leather armor of improved shadows*, masterwork quarterstaff, masterwork mighty longbow (+2), +1 *arrows* (20), +1 *frost arrows* (4).

KAIRA SWANWING'S HOUSE

📍 Becker Street (#56, D6); see map, page 313
 🏠 2,000 gp

A rather modest, well-kept house sits near the center of Oldtown amid a number of other modest, well-kept homes. This house in particular, however, belongs to the head of the **Knights of the Golden Cross**, Kaira Swanwing. It is full of caged birds and birds on perches—maybe as many as two dozen of them.

Off the kitchen, a stairway down appears to go into a cellar but instead leads to a black-and-white marbled hall under the house. This hall is appropriate for meetings, feasts, and parties (which Kaira is known for). Off this grand hall lies a secret room where Kaira keeps valuables (Search, DC 28, to find the door).

Campaign Use: Kaira could easily become a mentor to low- or even mid-level player characters. She might invite them to her house out of the blue (at least, that's the way it seems to the PCs) and offer to train and advise them. In exchange, she asks them to do tasks for her and the Knights.

THE PALE TOWER

📍 Toner Street (#38, D4); see map, page 331
 🏠 90,000 gp

Standing in stark contrast to all the structures around it, the Pale Tower rises up more like a marble monument than a building. The windowless round tower is faultlessly white and shines with a brilliance that belies its age. This is the home of the **Malkuth**, angels now and forever bound to this world.

The inside of the tower does not at all conform to its exterior shape. It houses almost sixty residents and provides numerous living quarters and common areas, as well as a parlor, study, drawing room, dining hall, large kitchen, library, and some rather unique magically enhanced chambers. About half the residents are celestial beings, while most of the rest are either half-celestials or aasimars.

One of the better known inhabitants of the Pale Tower is the Graven, a stone golem covered in engraved holy symbols. The power of the symbols has granted the Graven a normal level of intelligence (so he has skills and feats). His alignment is lawful good. The Graven is quiet, contemplative, and serene, spending most of his time studying holy texts. However, if the tower or its occupants comes under threat, he is the first to leap to its defense. He almost never leaves the Pale Tower, but when he does it is in the company of his friend Glasa Tiaro (female half-celestial rogue9).

The Graven, Intelligent Holy Stone Golem: 110 hp; see MM (but with Intelligence 10 and Charisma 10; speaks Common).

Skills: Diplomacy +7, Knowledge (religion) +10, Listen +4, Sense Motive +7, Spot +4.

Feats: Alertness, Combat Reflexes, Iron Will, Lightning Reflexes, Run.

Tower Layout

The walls of the Pale Tower are all stone; the inner walls are one foot thick, and the outer walls are two. The outer walls are further ensorcelled so that anyone inside can create a window on command. Because of the strange nature of the tower's layout (remember, the interior space does not match the tower's exterior), the perspective one gains from a particular room is only the approximate outer vantage. The window is one-way, allowing someone to see out but not in. These windows do not open and remain as sturdy as the wall around them—they are not exits.

All interior doors are wooden and bound in iron. The outer doors, however, are stone and one foot thick.

Entering the tower by magic of any kind—whether it be *teleportation*, *disintegrate*, or *pass-wall*, is possible only in Area 1: The Foyer.

Most rooms are austere, with white walls and floors the norm. Occasionally, one sees a wall painted in muted colors with a mural of a heavenly scene. All rooms are magically lit with a warm glow and remain at a steady, comfortable temperature regardless of outside conditions.



Kaira Swanwing and the Knights of the Golden Cross, PT3: page 124



The Malkuth, PT3: page 129

Observant visitors to the Pale Tower who have also been inside the tower on the estate of House Dallimothan will notice similarities. This is not a coincidence. Both structures were designed by the aasimar wizard Tirestian around 440 IA.

DM TIPS

If the player characters come upon evil magic items that they don't know how to dispose of, introduce the Pale Tower as a helpful resource. The Malkuth will be happy to store them for free in their suppression vault (Area 10).

INFO CHECKS

A Knowledge (local) or Gather Information check uncovers some facts about the Pale Tower and the Malkuth:

The Malkuth are celestial creatures living in the world (DC 18).

The Malkuth live in the Pale Tower in Oldtown (DC 20).

Evil cannot enter the Pale Tower (DC 24).

Rhoth, PT2: page 43

Liquid light, PT2: page 46



Aoska of the Malkuth, PT3: page 129

Liquid shadow, PT2: page 46

The areas described below correspond to the map on the next page.

1. Foyer

It is impossible to enter the Pale Tower in any location other than this one, even via teleportation magic. Any evil creature who enters the tower suffers 1d6 points of damage per round while here and is gripped with intense pain that imposes a –2 penalty on attacks, saves, and checks (no save, but spell resistance does apply—assume a 20th-level caster generates the effect). This pain is clearly visible to anyone.

The foyer is mostly empty, except for some couches positioned by the curving staircase that leads up. Visitors to the tower are welcomed by a host or hostess, usually a young aasimar male or female wearing a white tunic. This resident offers refreshment to visitors while they wait for him or her to fetch the person they have come to see or to carry a message to someone in the tower. Nowadays, it is extremely rare that a visitor be allowed to enter any other area of the Pale Tower.

A common visitor is Esgilar Masters (male human paladin10), leader of the Order of the Steadfast Heart—an order of knighthood with no representation in Ptolus. Esgilar hails from Rhoth and loves an angel named Evana. Evana, a planetar, does not share his feelings and never sees Esgilar for fear of encouraging him. Esgilar risks his position in his order due to the amount of time he spends at the Pale Tower waiting to express his unrequited love.

2. Drawing Room

The tower's large, comfortable, and stylish drawing room just off the foyer offers many chairs, divans, and small tables. Water and wine served in elegant crystal goblets and pitchers are always available here.

3. Guard Room

On the opposite side of the foyer from the drawing room lies a guard room, with two astral devas stationed here at all times. Each has a trumpet that, when blown, is heard throughout the tower.

Astral Devas (2): 102 hp; see MM.

4. Common Area

Common areas on the second and third floors are mostly open, with some long, narrow tapestries on the walls depicting heavenly scenes. In these common areas, a visitor might find any one of the Malkuth, such as Mooncry, a beautiful female deva with dark hair cascading down her back past her wings, or Felaer, a male deva with elven features and golden tips on the ends of his white feathers; he carries a double-bladed sword rather than his kind's traditional mace.

5. Grand Hall

This lavish columned ballroom boasts a vaulted ceiling painted with intricate scenes of angels and heavenly locales in pastel colors. The polished white floor is normally bare of furnishings, but at times chairs are brought in so the angelic leaders can address all the Malkuth at once. Long ago, the Malkuth held formal balls here, but that has not happened in at least eighty years.

6. Dining Hall

The Malkuth's dining hall contains three long tables and many comfortable chairs. The ceiling is painted with clouds and birds.

7. Kitchen/Pantry

Adjacent to the dining hall, perhaps surprisingly, lies a typical kitchen with lots of fresh food.

8. Storage

Storage rooms on the second and fourth floors hold a variety of mundane items, ranging from extra chairs to all sorts of tools to old books.

9. Sanctified Arsenal

The eight-inch-thick iron door into this vault on the third floor is always triple locked (Open Lock, DC 33 each). This chamber—a very special storage room—holds a number of magic items carefully stored in silk-lined drawers and chests.

Currently, the items stored here include twenty crystal vials containing holy water, three crystal vials containing liquid light, four potions of cure serious wounds, two pots of Keo's ointment, a +2 flaming holy flail, a candle of truth, a scroll of holy aura, a scroll of holy word (x2), two scrolls of heal, and a horn of goodness/evil.

10. Suppression Vault

The eight-inch-thick iron door into this vault on the third floor is always triple locked (Open Lock, DC 33 each). The door itself inflicts 10d6 points of holy damage on any evil creature who touches it (no save), and the vault has a forbid-dance spell (Will save, DC 23) created by a neutral good caster.

In a way, this chamber is the opposite of the sanctified arsenal (Area 9). Sometimes the Malkuth obtain an evil item that cannot be destroyed easily—occasionally people bring them such items, not knowing what else to do with them. The residents of the Pale Tower store these evil items in this suppression vault.

Currently, the items stored include a +1 unholy elf-bane lance, a talisman of ultimate evil, two vials of liquid shadow, and an iron flask containing a cornugon devil.

11. Living Quarters

Ranging in size, all the living quarters in the Pale Tower lie on the third and fourth floors. They are beautiful and comfortable, with all reasonable luxuries (bathtubs, scented wardrobes, and so on).

12. Parlor

Well-appointed and elegant (but not gaudy), the large parlor on the fourth floor seems a comfortable and pleasant place to chat quietly or sip wine, which is just what one will find the Malkuth present doing.

It is not at all uncommon to find a half-celestial named Piraloth (male fighter7) in the parlor. Unlike many of his kind, Piraloth does not look on his mixed heritage as a blessing, but as a curse. He spends most of his days brooding in the Pale Tower.

13. Study

Designed for quiet study or reflection, this room on the fourth floor is most often used by people like Tasilicus Rhendron (male human wizard12) one of the Pale Tower's few noncelestial residents. He specializes in the magic of mirrors, a brand-new field of magic requiring a great deal of research.

14. Temple of Benevolence

This temple at the center of the tower's top floor is dedicated not to any specific god, but to Good itself. One can revere any good-aligned deity here—or all of them. Some worshippers come here simply to venerate the concept of Good, which the residents call “paying fealty to Heaven.”

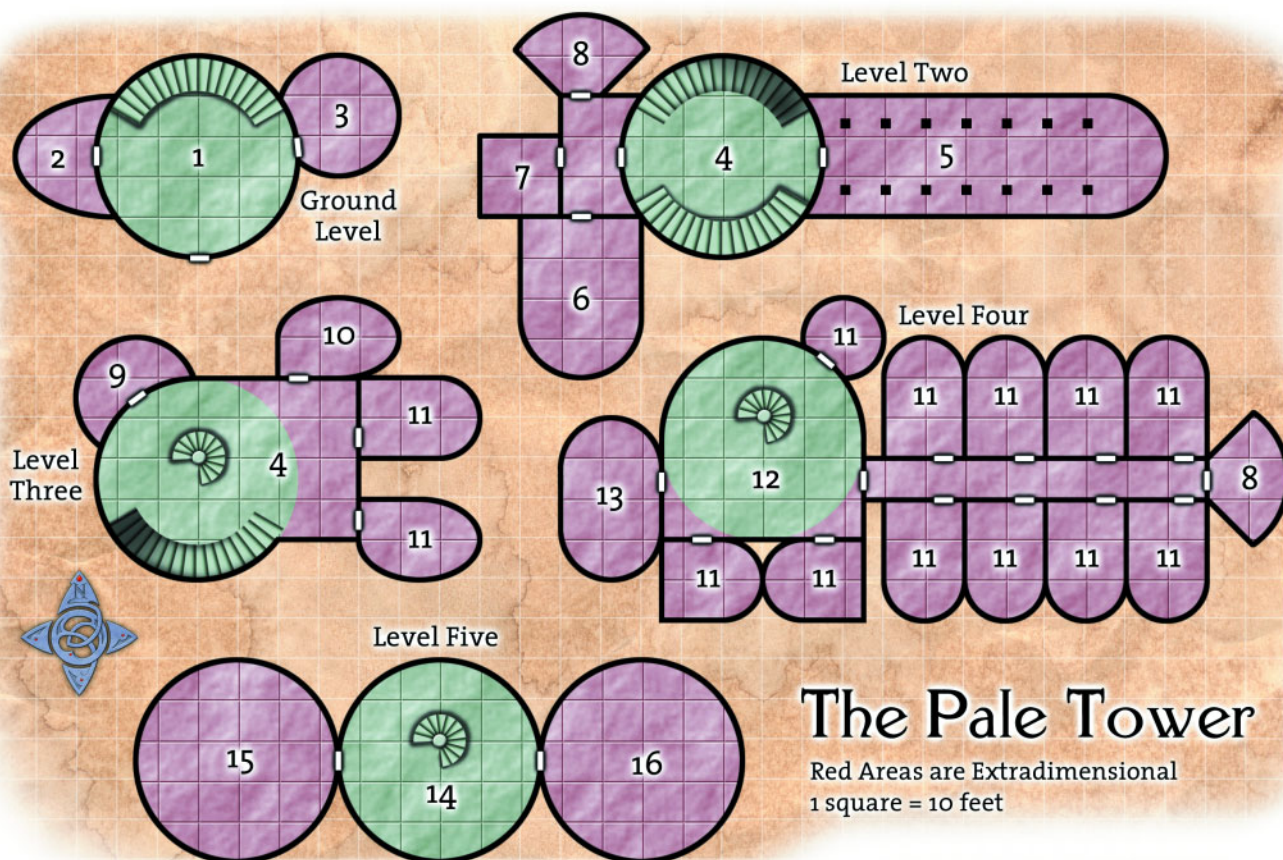
The temple has a golden altar, two alabaster fountains of holy water, and a number of bronzewood kneelers. Angelic statues ring the perimeter of the room, and the ceiling has a golden sun painted upon it.

15. Celestial Observatory

In this amazing, magical room on the top floor, it seems as if there are no walls, ceiling, or floor. One simply walks into the “chamber” on a thin strip of solid light and gazes into the beautiful night sky all around that magnifies the celestial majesty of the heavens. Those with the ability to fly can soar out into the stars and fly among them, always able to return to this doorway. The night sky, however, is just an image created for this chamber—this is not an entrance or an exit from the tower. Nevertheless, the celestial scape here perfectly mirrors the actual sky, and so celestial events in the heavens (such as a comet) are mimicked here as well.



Falstef, a deva and the first of the Malkuth, now languishes in the Dark Reliquary's Cruciform Prison; see PT4: page 256.



Vagrants and criminals often use the crumbling shell of the old tower that conceals the Secret Hall as a place to live or hide. These inhabitants frequently examine the trap door with curiosity, but, of course, they can never get it open.

Gerris Hin is one of the most famous sages who ever lived. His studies documented the existence of a buried city beneath the current city of Ptolus that was built thousands of years ago.

INFO CHECKS

A Knowledge (local) or Gather Information check reveals the following details about the Naltegro Suun (PT3: page 130):

The Naltegro Suun is an organization of elite assassins in Ptolus (DC 18).

The Naltegro Suun members are not evil but have their own sense of honor (DC 20).

The Naltegro Suun has a secret meeting hall in or below a tower in the old city wall (DC 33).

King's River Gorge, PT4: page 160

16. Cathedral of Heaven

This chamber is very similar to Area 15, but the heavens here are lit by the golden sun and filled with billowing clouds.

SAGES' GUILD HEADQUARTERS

📍 Winter Road (#53, D5); see map, page 313
 💰 10,000 gp

To someone not in the know, this older building might appear to be a library. It is, in fact, the headquarters of the Sages' Guild. While members of the guild are scattered throughout town, many of them actually work here, with a well-stocked research library at their disposal and a goodly amount of customer traffic. Aside from offering office space to various sages and a communal library (available to all in the guild, not just those who work here), the building also holds the guild's administrative offices. This includes the office of Relinda Chilithon (female human expert8), the Guildmaster Sage, a surprisingly disorganized and disheveled woman who nonetheless has a winning, charming way about her. Her assistants handle most of the administration—Relinda's talents involve dealing with those outside the guild, which she does wonderfully.

Encounter: When the player characters come to the Sages' Guild looking for information, the entire staff in the building as well as some of the other guild members from around town are having a party for Relinda's birthday. A few of the less socially adept sages avoid the party to attempt to continue their work. It's obvious that more than one of the male sages at the party has a bit of a romantic crush on Relinda, who, despite her lack of great physical beauty, is thoroughly charming.

SECRET HALL

📍 near Crossing Street (#41, D4)
 see map at right 🏠 0 gp

The entrance to the Secret Hall is located in the crumbling shell of a tower that forms part of the wall surrounding Oldtown; the tower overlooked the **King's River Gorge** back in the days when this district formed the entire town.

The secret meeting hall of the **Naltegro Suun** assassins' guild lies beneath the tower. Members enter via an *arcane locked* trap door on the tower's ground floor that reveals a trap-laden staircase and, at the bottom of that, a trap-filled hallway. When the thirteen assassins are not gathered there, the place is simply an empty, ruined tower. Even the meeting hall below ground is entirely empty—the traps seem to be without point.

While the guild members are present—which occurs only at night, usually on odd-numbered days of the month (and then only once or twice

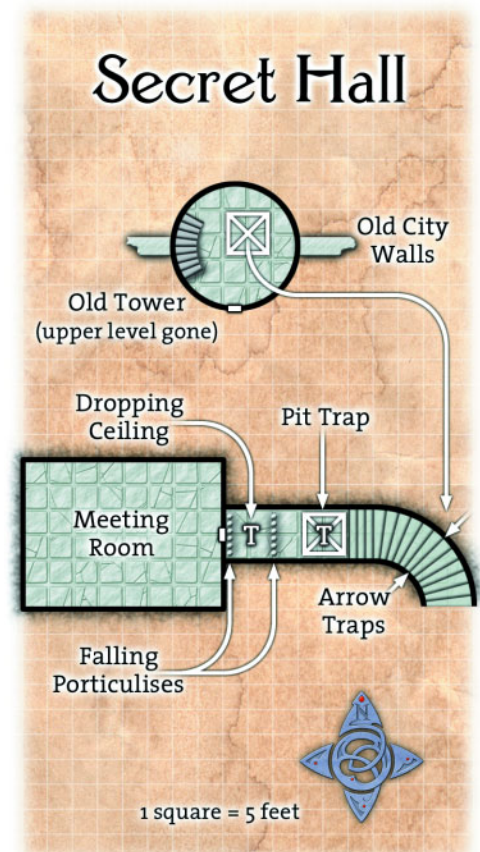
in a given month)—one of the members positions some hidden cohorts in the tower to serve as lookouts and a first line of defense (usually 1d3 human rogues8 and 1d4+1 human fighters6).

Traps: Any weight on the stairs triggers a fusillade of arrows that come out of both sides of the stairway. At the bottom of the stairs is a trap door over a pit trap. If anyone steps into the last ten feet of the passage, portcullises drop to seal that section (hardness 10, 60 hp, Strength DC 25 to lift), and the ceiling falls, crushing those between the two portcullises.

Fusillade of Arrows: CR 6; mechanical; location trigger; manual reset; attack +18 ranged (1d8+1, arrow); multiple targets (1d8 arrows per target on the stairs); Search DC 19; Disable Device DC 25.

Spiked Pit Trap: CR 6; mechanical; location trigger, manual reset; Reflex save, DC 20, avoids; 100 feet deep (10d6, fall); pit spikes (attack +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

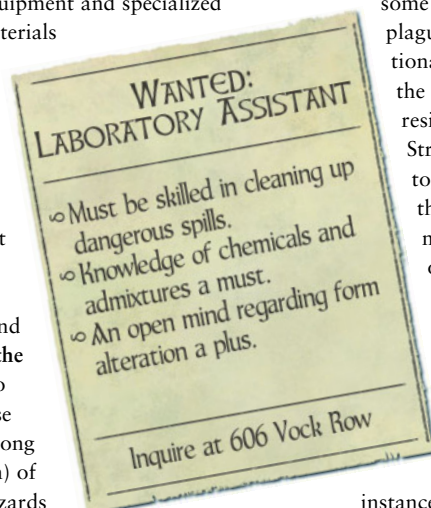
Dropping Ceiling: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-foot-square area); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.



DWEOMER STREET

Within the heart of Oldtown, the residential area surrounding Vock Row in the northeast part of the district is known by most as Dweomer Street, so named because it is the most fashionable area in town for arcanists to live. The street has become host to a number of towers and rather large homes, many prominently bearing the unique arcane mark that represents each inhabitant as surely as a coat of arms represents a noble house. Most homes are converted to house a laboratory or workshop as well as living quarters. Not surprisingly, Dweomer Street also hosts a number of shops that sell spell components, alchemical substances, laboratory equipment and specialized tools, raw materials for magic item creation, and other unique items that a wizard or sorcerer might need. There's even a mage-focused bar and eatery called **the Pointy Hat**, so named because of the habit (long out of fashion) of old-school wizards to wear tall, pointed hats with moons and stars on them.

Two interesting magic-related sporting events are held in a large, round building on Dweomer Street known as **the Games House**. The first, called simply "the Mage Game," involves two teams attempting to score points by putting a frictionless ball into the opposing goal, using either physical or magical skill. (Most players use *fly* spells, although *expeditious retreat* and *true strike* get heavy use as well.) The other, newer, event is the golem fights. Just as it sounds, this diversion involves magical constructs crafted by local mages battling each other for sport. The Inverted Pyramid sponsors both events. While you can attend either event in person, when a game is in session the Games House becomes one of the most heavily scried places in the city.

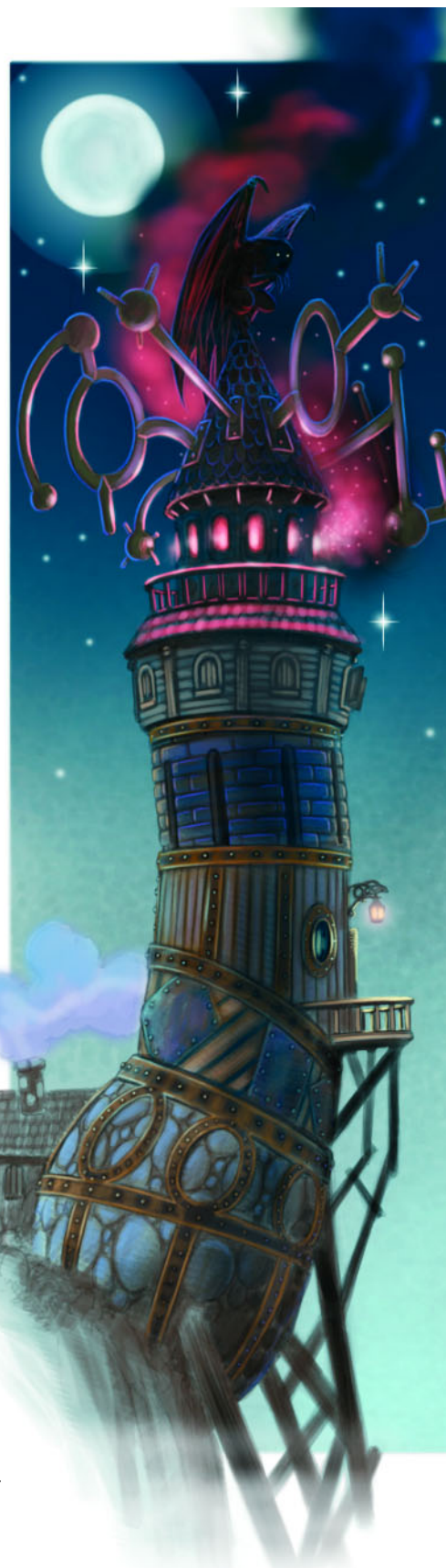


Rumors run rampant concerning the strange and mystical qualities of Dweomer Street. The most common is that, due to residual runoff from all the spells cast there—and in particular all the failed potions and alchemical experiments poured down the drains—the sewers beneath Dweomer Street are filled with odd arcane effects and magically mutated creatures. Reportedly, even the ratmen hesitate to tread those sewer runs for fear of being turned into something horrible . . . or encountering some monstrosity that already has.

Occasionally, a summoning or experiment will go wrong, and some creature, arcane plague, or transmutational effect is loosed in the neighborhood. The residents of Dweomer Street often band together to deal with the threat, and they may also call certain other mages who specialize in such problems.

Residents themselves also may specialize in particular areas of magic. For instance, Yula Falass (female human abjurer13) is known as a security specialist: She wards important buildings like the Commissar's home or noble manors for high fees. Then there's Terraeth Whispermoon (male Harrow elf sorcerer7), who uses magic to deal with outbreaks of dangerous diseases, fires, and other threats to the city.

Posted around the neighborhood, one will find various signs and bills (a few magically animated or equipped with sound) advertising laboratory assistants, used wands, and a variety of magical services or opportunities tailored toward spell-users.



Shuul agents, PT3: page 133

Ghostly Minstrel, PT4: page 204

House Sadar, PT3: page 94
Kadmiel, page 326
Tenebrous Pit, page 323
Renn Sadar, PT3: page 95

INFO CHECKS

A Knowledge (local) or Gather Information check tells characters the following about skulks:

Strange creatures in Ptolus called skulks keep to the shadows (DC 18).

The skulks use a symbol to mark areas where they sometimes gather (DC 22).

One such marked place is in a particular alley in Oldtown (DC 25).



Skulks, PT6: page 630

SHADOW THEATER

📍 Shadow Road (#52, D5); see map, page 313
🏠 5,900 gp

Only very recently opened, this theater is unlike any other. Rather than showing plays with actors, the theater hires “performers” who magically cast animated shadows on a huge white wall to portray an epic story, sometimes with hundreds of characters at once (in large battle scenes), sometimes with amazing effects like flowing rivers or trees blowing in the wind during a storm. The shadow play changes each week. Admission is one silver coin.

The performers are all low-level wizards, sorcerers, or bards who use a modified form of *prestidigitation*, sometimes as many as a dozen spells at a time. Carson Herdsman (male human commoner3), the father of Tellith of the **Ghostly Minstrel**, works as the manager here, overseeing the performers and handling the crowds. Carson is, in fact, a terribly inept manager. If the theater succeeds, it will be in spite of him.

Scenario: Rumors abound that the Shadow Theater is connected to **House Sadar**, and those in the know wonder whether the magic used in the performances taps into **Kadmiel** the Shade Tower or the **Tenebrous Pit** beneath the Imperial University. They whisper that the new theater is part of some insidious plot—perhaps to implant *suggestions* in the minds of the audience? The fact that **Renn Sadar** has been seen speaking with the manager only validates these rumors. However, they are just rumors. In fact, there is nothing sinister about the theater at all, and it has no connection to Sadar or any shadow-magic-related site. Yet.

The truth is that Lord Sadar would like to control the theater, but the owners, a group of wealthy Oldtown residents, will not sell.

SKULK ALLEY

📍 Yarrow Street (#71, D7); see map, page 313
🏠 0 gp

This is a rather innocuous looking dead-end alleyway between a pair of office buildings. However, scrawled on the far wall, is the **skulk** symbol. Those who come into the alley and wait by the symbol for at least half an hour are rewarded with a sudden, “What do you want?” that seems to come out of nowhere.

It is the voice of Shim, a skulk. For a price, Shim can use his incredible talents to slip into places no one else can go and learn information. Shim will not steal, but he will spy. His price is 100 gp or the equivalent in magic or other goods. There are other skulk meeting points around the city, but few skulks are as willing to deal with nonskulks as Shim.

Shim: 23 hp; see “Monsters” in PT6.

TOWER OF SCIENCE

📍 Four Fountains Street (#73, D7); see map, page 313
🏠 940 gp

This building is not yet finished. In fact, it may be at least a year from completion. Still, it seems impressive and looks like no other structure around it. The thirty-foot-high iron tower is topped with a framework that doubles its height—the finished tower will be sixty feet high. **Shuul agents** guard the tower at all times, and workers toil at its construction each and every day. Overseeing the job is an architect named Dorut Wolfstone (female dwarf expert8).

THE WHITE HOUSE

📍 Fetch Street (#44, E5) 🍷🍷🍷🍷🍷🍷
see map, page 335
🏠 154,000 gp

Located in a respectable part of Oldtown, the White House offers some gambling but is primarily a high-end brothel. In both respects, the White House is fully licensed and pays all the proper taxes to keep everything completely legal. It is the most exclusive and lavish establishment of its kind outside of the Nobles’ Quarter. The tall, single-story building features white marble facades and massive columns flanking the entrance.

The proprietor of the White House is Thurman Rees (male human fighter12). This slight, clean-shaven man with short, dark hair





appears flustered all the time. In times of trouble, however, he is deadly with a bow. Thurman is the cousin of the mercenary **Barras Noven**. The White House employs a dozen prostitutes (four females and eight males—the place has a large number of homosexual clients), a dozen guards (human warriors²), a bouncer (male human barbarian⁸), and a support staff of ten.

Aggah-Shan

The real owner of the White House is the lich Aggah-Shan, although no one ever sees him here. His lair lies directly below the White House, where he works alongside the newly awakened **rhodintor** on an enormous **chaositech** machine. Aggah-Shan has long used magic to keep his criminal operations out of the hands of the **Balacazars**, and recently—with the arrival of **Kevris Killraven** on the scene—he's succeeded in playing one criminal organization off the other. Specifically, he has stolen a book of names and details of activities belonging to the Balacazar organization; it would be devastating to them if it should fall into Killraven's hands. Using the book as a hostage, he has kept the Balacazars off his back for almost a year.

In the back room of the White House, a secret door (Search, DC 25) leads to stairs down to Aggah-Shan's lair. There, a number of animated undead guardians (mostly wights) and

a few monsters and traps guard his possessions. All secret doors in the lair have a Search DC of 25 and are unlocked. His inner sanctum, where his phylactery lies, is in a room reachable only to one who teleports there in a special iron chair in the lair. To operate the chair, the user must strap himself in. During the teleport, however, carefully positioned spring-blades and spikes sprout out from the chair. They are set so that a skeletal figure sitting in the chair suffers no damage, but a normal person in the chair suffers 20d6 points of damage.

Aggah-Shan

Male human lich (Chaotic Evil)
Wizard13 **CR** 15
HD 13d12 **hp** 80
Init +2 **Speed** 30 feet
AC 19, touch 14, flat-footed 17
BAB/Grapple +6/+7
Attack/Full Attack +7 melee (1d8+5 [Will save, DC 17, for half] plus paralysis [Fortitude save, DC 17], touch)
SA Fear aura (60-foot radius, affects 5 HD or less, Will DC 17 resists), paralyzing touch
SQ +4 turn resistance, immune to cold, electricity, polymorph, and mind-affecting attacks
Fort +5, **Ref** +6, **Will** +9
Str 12, **Dex** 15, **Con** —, **Int** 20, **Wis** 13, **Cha** 12
Languages: Auran, Common, Dark Elvish, Draconic, Dwarvish, Elder Elvish, Elvish, Gnomish, Ignan, Terran, Uraqi.

Barras Noven, PT4: page 216

INFO CHECKS

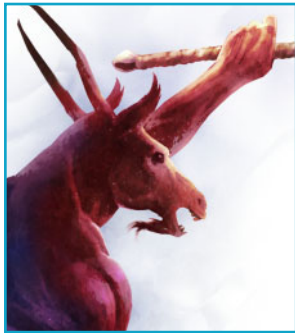
A Knowledge (local) or Gather Information check offers the following details about the White House:

The White House is a classy, legal brothel in Oldtown (DC 17).

The White House is owned by Aggah-Shan, a lich (DC 30).

*Rhodintor, PT6: page 628
 Chaositech, PT6: page 566
 Balacazars, PT3: page 100
 Kevris Killraven, PT3: page 122*

Aggah-Shan keeps a globe of accord in his office at the White House. He uses the item to communicate with his lieutenant, Naosh, manager of the Cock Pit (see page 357).



Rhodintor assist in the development of the Machine.

In her secret room in the Dark Reliquary (PT4: page 247), Lilith keeps records that describe the location of the chaos temple below Oldtown. This chaos temple is accessible from a passage leading out of Aggah-Shan's Machine chamber. For details on this secret temple, see Chapter 4 in The Night of Dissolution adventure.

Animate necrosis, PT6: page 639

Headband of reflected arrows, above

Globe of accord, page 357

Amulet of the Arcanist

This silver medallion adds a +2 bonus to the saving throw Difficulty Classes of all arcane spells cast by the wearer.

Moderate universal; CL 7th; Craft Wondrous Item, imbue with spell power; Price 50,000 gp; Weight —

Mrathrach games, page 356
Cock Pit, page 355

Vested of the Galchutt, PT2: page 60

HEADBAND OF REFLECTED ARROWS

This headband of woven gold threads bears small crossed arrow symbols all around the outside. Three times per day it causes an arrow, crossbow bolt, or other ranged weapon directed at the wearer to turn around and go after the attacker. The same bonuses used to attack the wearer apply against the attacker. Thus, if an archer fires an arrow with a +13 bonus at the wearer, resolve a +13 attack against the archer instead, with damage inflicted normally upon a hit. The wearer need not be aware of the assault and cannot decide when to reflect an attack—the headband simply functions against the first three ranged weapon attacks made toward the wearer.

Strong abjuration; CL 13th; Craft Wondrous Item, *protection from missiles, spell turning*; Price 7,800 gp; Weight —

- Crucial Skills:** Concentration +18, Hide +12, Listen +14, Move Silently +12, Search +13, Sense Motive +9, Spot +14.
- Other Skills:** Craft (alchemy) +17, Knowledge (arcana) +20, Knowledge (local) +20, Knowledge (nature) +10, Knowledge (religion) +12, Spellcraft +15.
- Crucial Feats:** Combat Casting.
- Other Feats:** Alertness, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation).
- Spells:** 4/6/5/5/5/4/2/1; save DC 17 + spell level, DC 18 + spell level for evocation spells.
- 7th—*insanity*.
 - 6th—*chain lightning, disintegrate*.
 - 5th—*animate necrosis, cloudkill, teleport, wall of stone*.
 - 4th—*baleful polymorph, dimensional anchor, enlarged fireball, stoneskin, wall of fire*.
 - 3rd—*displacement, haste, fly, lightning bolt, slow*.
 - 2nd—*blur, invisibility, mirror image, see invisibility, web*.
 - 1st—*mage armor, magic missile (2), ray of enfeeblement, shield, shocking grasp*.
 - 0—*detect magic, ghost sound, mage hand, message*.
- Possessions:** *Headband of reflected arrows, amulet of the arcanist, ring of protection +2, scroll of antimagic field, scroll of fireball (×2), scroll of cone of cold, globe of accord, silver necklace with emeralds worth 2,300 gp, gold and ruby ring worth 1,200 gp, pocketwatch.*

The Machine

Aggah-Shan channels the stored chaos from the magical Mrathrach games at the Cock Pit into a huge chaostech machine in his lair beneath the city. The machine, which resembles a big metal tower, measures two hundred fifty feet tall and fifty feet wide. It is located in a deep shaft and has interior chambers that allow one access to its inner workings.

The lich's rhodintor allies helped him complete the monstrous device, which he hopes to use soon to resurrect a late Vested of the Galchutt named Mrathrach. The machine is designed to control

the powerful creature enough for Aggah-Shan to unleash him upon his enemies: the government, the Shuul, and the Balacazars.

Rhodintor (12): 60 hp each; see "Monsters" in PT6.

YARROW STREET FORUM

Yarrow Street (#78, D7); see map, page 313
2,300 gp

This structure has a wide plaza around it, filled with statues and well-trimmed trees and hedges. In the spring and summer, flowers bloom in lovingly-tended gardens. The building itself appears to be three stories but in fact is only two. The main hall on the lower floor has an extremely high ceiling.

Typical Apartment

1 square = 5 feet



Second Floor



Ground Floor

The forum hall serves many purposes. Groups can pay a small fee (usually 50 gp) to hire the city-owned hall for a day and a night to hold meetings, parties, celebrations, costume balls, and so forth. During any normal day, the surrounding plaza (and the interior of the building when it rains) is a forum for public discourse of all kinds; concerned, influential citizens may voice their opinions to members of the **City Council**. Philosophers and teachers instruct students—or anyone who will listen. Debates sometimes rage over a number of topics.

Important individuals frequenting the forum include **Helmut Itlestein**, **Sorum Dandubal**, **Tallaath of House Kath**, **Yarek Nagel**, **Marcad Shever**, **Celdore Silverwood**, **Marija Elinek**, **Chuster Nogol**, **Moynath Autumnson**, **Jevicca Nor**, **Dierna Hillerchaun**, **Nivae Tamelli**, and **Kaira Swanwing**.

Formal, legal duels are sometimes fought in the forum plaza. However, one must get special dispensation (basically, a license) from the city to do so.

Encounter: When the player characters arrive at or even pass by the forum, a huge crowd has gathered in the plaza around a tall statue of a past commissar. The people here have come to listen to a new elf philosopher named **Waeven Iosanil** (male expert8), who is telling everyone

who will listen that the gods are not truly divine, but only powerful entities, not unlike great wyrm dragons or powerful angels. The only true divine being is the world itself, this radical speaker claims. All living creatures, he says, are a part of this being, and should act accordingly. A cleric of **Lothian** stands nearby, listening to this speech with a scowl, having summoned the **City Watch** to arrest **Waeven** for violating some obscure blasphemy law.



City Council, PT4: page 148

The Bankers' Guild is located in Oldtown.

- Helmut Itlestein, page 389*
- Sorum Dandubal, PT3: page 109*
- House Kath, PT3: page 92*
- Yarek Nagel, PT3: page 93*
- Marcad Shever, PT3: page 96*
- Celdore Silverwood, PT3: page 108*
- Marija Elinek, PT3: page 112*
- Chuster Nogol, PT3: page 115*
- Moynath Autumnson, page 289*
- Jevicca Nor, PT3: page 117*
- Dierna Hillerchaun, PT3: page 125*
- Nivae Tamelli, PT3: page 123*
- Kaira Swanwing, PT3: page 125*

OTHER LOCALES

Although this is not a complete listing by any means, DMs can insert the locations from the table below as needed into a Ptolus Campaign when using Oldtown.

Other Locales in Oldtown

Name	Type	Location	Proprietor	Staff	Notes
Ander Kellin's Office		Greycannon Road (#68, C7)	Ander Kellin (male human expert4)	0	Appraiser
Bankers' Guild		Palace Road (#51, C5)	Chuster Nogol (male human aristocrat/expert5)	20	—
The Boiling Pot		Four Fountains Street (#76, C8)	Dellam Koll (male human commoner2)	8	—
Church of Lothian the Redeemer		Heroes' Way (#67, C7)	Sister Gallis Matricholan (female human cleric7)	4	Temple of Lothian
Denoss Firth's Office		High Road (#66, E6)	Denoss Firth (male human expert13)	2	Advocate
Finnar's Books		Resolve Street (#75, C7)	Finnar Greydagger (male dwarf rogue8)	0	Forgery expert
The Games House		Vock Row (#49, E5)	Helene Melanda (female half-elf sorcerer7)	2	Mage Games venue
Jodan Templehall		Tower Road (#43, D5)	Hallusiun Everfar (male elf bard6/fighter3/Knight of the Chord8)	12	Knights of the Chord headquarters; Jode shrine
Lady Cardie's		Four Fountains Street (#69, D7)	Cardilia Denbroh (female half-elf expert4)	10	Illegal brothel and front for a Vai cell
Lyle Bennit's Office		Dalenguard Road (#57, E6)	Lyle Bennit (male human expert7)	1	Advocate
Manathah's Traveler's Home		Emperor's Road (#59, E6)	Manathah al-Mari (female human expert3)	0	Boarding house; caters to Uraqis and southerners
Menasa's House		Damad Street (#72, D7)	Menasa Treliss (female human commoner1)	0	Boarding house
Nulene Chard's Office		Whipstone Street (#62, D6)	Nulene Chard (female human expert6)	1	Architect
The Pointy Hat		Vock Row (#46, E5)	Naillis Deverini (male gnome sorcerer5)	2	—
Randle's		Four Fountains Street (#77, D7)	Randle Essune (male human commoner3)	3	—
Sartha Nartis' House		Flamemoth Way (#37, C4)	Sartha Nartis (female human warrior5)	6	Balacazar safe house
Tess' Cauldron		Vock Row (#48, E5)	Tess Essani (female human wizard3)	0	Spell components
West Town Mixtures		Vock Row (#45, E5)	Noaen Farseer (male elf expert4)	1	Alchemical supplies

Araki's Runeplates

In his research into Palastani magic, Araki Chipestiro discovered the tradition of creating small ceramic plates about one inch long and half an inch wide. The wearer ties the plates onto his fingers, one on each segment, so that each finger has three and there are thirty worn.

The runeplates make the wearer a better arcane spellcaster. They increase effective caster level by +1 for three spells each day and increase saving throw DCs by +1 as well for one spell each day. The runeplates occupy a glove slot.

Faint enchantment; CL 3rd; Craft Wondrous Item, fox's cunning; Price 6,000 gp

Balacazars, PT3: page 100

Yearsend baby: See the reverse of the calendar sheet in PT2.



Arkhall Vaugn, PT3: page 104

Administration Building, page 314

**MISCELLANEOUS
OLDTOWN NPCs**

Oldtown provides a home to many of the city's most interesting and influential residents. Here are a few who usually are not tied down to a single locale.

ARAKI CHIPESTIRO

A common sight walking down Dweomer Street, Araki Chipestiro is known by many simply as “the guy with the runes.” Over the last two decades, this mage has conducted extensive research into the magic practiced by Palastani wizards long ago and discovered interesting secrets linking body art with innate spell-like powers. Today, Araki is covered with runic tattoos, scars, and body paint. He even has runes carved into his teeth. Usually he wears little clothing, so his runes are fully visible, and they do indeed cover his entire body. These runes work together to grant him spell-like abilities that he can call upon as if he were casting additional spells.

A wizard for hire, Araki often finds work on the wrong side of the law. He works frequently for the **Balacazars**, usually as magical muscle. He is getting a little old for that kind of job (he is around sixty), but he remains exceptionally fit for his age. Araki has a reputation as someone to steer clear of, thanks to his vengeful, vicious streak and the fact that he holds a grudge for a long, long time.

Araki is usually a very depressed individual who takes out his anguish on others. Born a **Yearsend baby**, he has always been cursed with terrible luck. Although his runes compensate for the normal penalties associated with being born on Yearsend Day, he still never seems to get a break, which makes him very bitter and prone to drink heavily.

Scenario: A fearful and upset woman named Desariana Ballack literally runs into the PCs as they walk down the street. This middle-aged human is on the run from Araki Chipestiro just a few steps behind her, a look of cold vengeance in his eyes. If the PCs appear to protect Desariana, Araki backs off, shooting her a hard stare.

Desariana explains that, nineteen years ago, she and Araki worked for the Balacazars, she as a courier and he as an enforcer. Araki stole a great deal of money from **Arkhall Vaugn** one night, and Desariana informed on him. She left the organization immediately and has worked an honest trade as a clerk in the **Administration Building** ever since. Araki suffered greatly at the hands of the family and took years to earn their trust again. After all this time, he finally learned it was Desariana who betrayed him. She begs the PCs for help, and even offers to pay them to protect her (or, if they'd rather, offer them some still-relevant details about the Balacazar family).



Araki Chipestiro

Male human (Chaotic Evil)
Wizard9 **CR** 9
HD 9d4+18 **hp** 38
Init +5 **Speed** 30 feet
AC 15, touch 11, flat-footed 14
BAB/Grapple +4/+5
Attack/Full Attack +6 melee (1d4+1, dagger) or +6 ranged (1d4+1 dagger)
Fort +5, **Ref** +4, **Will** +7
Str 12, **Dex** 13, **Con** 15, **Int** 15, **Wis** 12, **Cha** 11
Languages: Common, Old Palastani
Crucial Skills: Concentration +13.
Other Skills: Craft (alchemy) +10, Craft (tattoos) +14, Knowledge (arcana) +14, Knowledge (history) +6, Knowledge (local) +6, Spellcraft +6.
Crucial Feats: Spell Penetration.
Other Feats: Craft Wondrous Item, Empower Spell, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Mastery (*magic missile, web*).
Rune Powers (Sp): Caster level 9th. The save DCs are Charisma based.
 Continuous—+2 natural armor bonus.
 1/day—*cat's grace, detect magic, ghoulish touch, hypnotic pattern, vampiric touch*.
Spells: 4/5/5/3/2/1; save DC 12 + spell level.
 5th—*cone of cold*.
 4th—*bestow curse, greater invisibility*.
 3rd—*clairaudience/clairvoyance, gaseous form, lightning bolt*.

2nd—*false life, fog cloud, rope trick, scare, spider climb.*

1st—*color spray, expeditious retreat, jump, magic missile, shield.*

0—*arcane mark, dancing lights, prestidigitation, read magic.*

Possessions: *Bracers of armor +2, runeplates, masterwork dagger, bone earring (worthless), bone eyebrow ring (worthless), 12 gp.*

DERRESH

Aside from perhaps the [Twin Lords Keper](#), Derresh is likely the greatest assassin in Ptolus. His reputation is greater even than those lords of the Vai, whose very existence is known by only a handful. Most people have heard of Derresh: His skills and abilities are infamous, though many doubt the legends are true. But almost no one alive knows or understands the truth of the matter—*alive* being the key word. Derresh slew everyone who knew the real story about him.

Thirteen years ago, an elf illusionist on [Dweomer Street](#) named Kiseela Starwave experimented with a new type of illusion. Fueled by grief, she was attempting to magically recreate her human husband who had died. But something went wrong. Terribly wrong. The illusion, a sometimes solid manifestation of magic, gained sentience. But it did not have the mind or soul of her dead husband. It had a will of its own, and Kiseela could not dismiss or dispel it. Before she knew what was happening, the illusion attacked and strangled her.

Eventually, the illusion, calling himself Derresh (the name of Kiseela’s husband), found he had a predilection for skulking about, due to his ability to control his own magical form. Further, killing and death fascinated him—just as much as the fact that he was now, somehow, alive. He became an assassin and rapidly gained the reputation of a man who could get at anyone, anywhere.

Although he can look like whatever he wants, typically Derresh adopts the form that Kiseela originally gave him: that of a brown-haired human male with somewhat handsome features. His favorite tactic is to approach his target magically (either incorporeally or using *dimension door*), surround the target and himself with magical darkness or mist, then use his tremorsense to find and kill the victim, who is likely helpless and blind—as are any bodyguards. If seriously threatened, or if his surprise is blown and he actually has to fight his target rather than just kill, he flees. Derresh is very much a coward.

Derresh can often be found loitering on [Dweomer Street](#); strange memory fragments from the original Derresh sometimes lead him there. He has no residence and spends time at the [Pointy Hat](#), where prospective employers usually can find him. His fees are high—they start at 1,000 gp and

go as high as 10,000 gp—but most consider him worth it. Derresh is very strange to talk to, however. He is good at pretending to be someone else and saying what people want to hear, but beyond that his responses to questions and other stimuli seem inappropriate, alien, and inhuman.

Derresh

Genderless sentient illusion
(Medium construct), (Neutral Evil)
Rogue6/assassin8 CR 18
HD 6d10 + 8d10 + 20 hp 105
Init +10 Speed 30 feet
AC 20, touch 20, flat-footed 20
BAB/Grapple +10/+11

[Runeplates](#), page 338

[Twin Lords Keper, PT3](#): page 140

[Dweomer Street](#), page 333

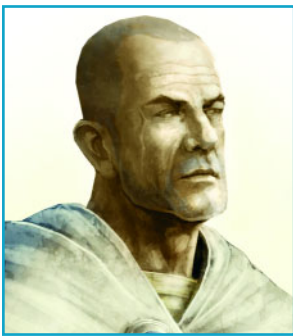
Since spells do not affect Derresh normally, any self-targeted spells he prepares serve as “healing.” His spell-like abilities affect him normally, as they result from his manipulation of his own magical essence, not from actually casting magic on himself. It is also worth noting that his vicious rapier heals him 1d6 points of damage with each strike rather than damaging him.



[The Pointy Hat](#), page 333

**FROM MY CAMPAIGN
TO YOURS**

In my own Ptolus Campaigns, the characters heard about the Iron Mage for years before they ever saw him. When the PCs were very high level, they appeared before the Twelve Commanders (PT4: page 148) to discuss an urgent matter. Suddenly, the Iron Mage appeared, despite all the spells that protected the chamber. Such a stunt greatly angered the Commanders, who disliked the loose-cannon mage, but it infuriated them more when they realized he had come there to speak to the player characters, not to them.



Lord Khatru, PT3: page 93

Inverted Pyramid, PT3: page 115

The Iron Mage lives in a large castle thousands of miles away in an unexplored and uninhabited portion of the world; he teleports there when he's ready to go home. When he wants to stay in Ptolus, he often stays in a small house he owns on Dweomer Street, entering and exiting invisibly, by teleportation, or under illusory guise. Occasionally he convinces someone—the lords of Castle Shard or one of the noble houses (Dallimothan, Nagel, and Sadar being likely choices)—to grant him a room for the night.

Attack +19 melee (1d6+3 +2d6 vicious, 15–20/x2, rapier) or +17 ranged (1d8+1, longbow)
Full Attack +19/+14 melee (1d6+3 +2d6 vicious, 15–20/x2, rapier) or +17/+12 ranged (1d8+1, longbow)
SA Sneak attack +7d6, death attack (Fortitude DC 21)
SQ Incorporeal (at will, as a move action to become incorporeal or corporeal), spell-like abilities, DR 10/magic, construct immunities, tremorsense (20 feet), evasion, improved uncanny dodge, hide in plain sight, spell immunity (see below), +4 bonus to saves against poison, trap sense +2
Fort +4, **Ref** +17, **Will** +7
Str 13, **Dex** 23, **Con** —, **Int** 17, **Wis** 17, **Cha** 18
Crucial Skills: Bluff +13, Disable Device +12, Escape Artist +13, Hide +30, Intimidate +12, Listen +7, Move Silently +30, Search +13, Sense Motive +10, Spot +13, Tumble +20.
Other Skills: Craft (poison) +10, Diplomacy +12, Disguise +9, Open Lock +17, Sleight of Hand +12, Use Rope +13.
Crucial Feats: Dodge.
Other Feats: Improved Critical (rapier), Improved Initiative, Weapon Finesse, Weapon Focus (rapier).
Spell Immunity (Ex): Derresh is immune to most magic. In fact, spells heal him 1d6 hit points per spell level if he is the target (not just in an affected area). Only spells capable of affecting other spells, such as *dispel magic*, can affect him. *Dispel magic* inflicts 3d6 points of damage upon him, and *greater dispel magic* inflicts 6d6 points. An *antimagic field* suppresses him entirely. The only divinations that function regarding Derresh are *detect magic* (registers his presence) and *true seeing* (reveals him to be an illusion).
Skills: Derresh has a +10 racial bonus on Hide and Move Silently at all times (when incorporeal, he always moves silently). When using *disguise self*, Derresh has such control that he adds +10 to his Disguise checks or +4 to his Intimidate or Diplomacy checks, making himself look more frightening or friendly.
Spell-Like Abilities: Caster level 14th. The save DCs are Charisma based.
 At will—*dimension door, disguise self, invisibility*.
Spells: 4/4/4/1; save DC 13 + spell level.
 4th—*locate creature*.
 3rd—*deep slumber, deeper darkness, nondetection* (2).
 2nd—*cat's grace* (2), *darkness* (2).
 1st—*ghost sound, obscuring mist, sleep* (2).
Possessions: +2 vicious *ghost-touch rapier*, +1 longbow, +1 arrows (20), wyvern poison (10 doses), 34 gp, 10 sp.

THE IRON MAGE

Some speak his name only in whispers, fearing that he can hear whenever it is uttered, although no one actually knows his *real* name. No one knows what

he actually looks like. Some speculate that “he” is actually a “she.” It’s impossible to tell, because all anyone ever sees of the Iron Mage is a walking suit of armor of bizarre appearance.

His real name, his true identity, and where he comes from hardly seem consequential in comparison to the question of what the Iron Mage is doing right this moment. He manipulates events on such a wide level that the effects of his actions sometimes are not felt for many years and are rarely linked to him. The Iron Mage *dominates* a bodyguard, and three years later the bodyguard’s council member employer casts the deciding vote in a crucial issue the mage is interested in. That’s how the Iron Mage operates: two, if not three steps ahead of everyone else. He is so very intelligent that most smart people in the city can’t grasp his level of intellect, let alone his plans and machinations.

First and foremost, the Iron Mage appears interested in amassing magical and historical knowledge, as well as personal magical might. Beyond that, he exhibits a mild concern for the general good, but that’s because he needs the city’s status quo to continue to get what he wants. He certainly is not cruel, bloodthirsty, or inherently destructive—just very, very arrogant and ultimately self-interested.

No one trusts the Iron Mage. He comes and goes as he pleases, regardless of the wards placed by even the most competent of mages. He obeys no one’s bidding but his own and answers to no one. Tales say that he has appeared in the middle of a meeting of the Twelve Commanders (which should not be possible) to speak with someone the commanders were interrogating, as if their concerns were trivial to his own. Since then, **Lord Khatru** has sworn to kill the Iron Mage on sight, “for the good of the city,” but the Iron Mage does not seem the least concerned. Surprisingly, even the **Inverted Pyramid** does not care for him, but that’s likely due to simple professional jealousy.

The Iron Mage

Male human (Neutral)
Wizard20 **CR** 22
HD 20d4+80 **hp** 128
Init +1 **Speed** 20 feet
AC 43, touch 16, flat-footed 42
BAB/Grapple +10/+13
Attack/Full Attack Spells only
SA Overcome resistance
SQ SR 29, DR 5/magic, resistance to energy (all types) 30
Fort +15, **Ref** +14, **Will** +20
Str 16, **Dex** 13, **Con** 18, **Int** 34, **Wis** 16, **Cha** 12
Languages: Abyssal, Auran, Celestial, Common, Draconic, Elder Elvish, Elvish.
Crucial Skills: Bluff +12, Concentration +27, Disable Device +20, Search +17, Sense Motive +13, Spot +13.

Other Skills: Craft (alchemy) +30, Decipher Script +20, Knowledge (arcana) +34, Knowledge (history) +34, Knowledge (local) +20, Knowledge (nobility and royalty) +15, Knowledge (religion) +18, Knowledge (the planes) +27, Spellcraft +34.

Crucial Feats: Spell Penetration.

Other Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Craft Magic Arms and Armor, Empower Spell, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Mastery (*fireball*, *magic missile*, *dispel magic*, *charm person*, *greater scrying*), Widen Spell.

Overcome Resistance (Su): So studied and so powerful is the Iron Mage, that he can overcome a spell or magical effect prohibiting a particular type of magic if he makes a Concentration check (DC 20 + spell or effect level). For example, he can teleport into a place warded with *dimensional lock*, he can *scry* someone with a *nondetection* spell active, and so forth. He cannot overcome innate or natural resistances, like a salamander's immunity to fire.

Spells: 4/14/14/14/14/6/6/6/5; save DC 22 + spell level.

9th—*mass hold monster*, *meteor swarm*, *summon monster IX*, *wail of the banshee*, *wish*.

8th—quicken *dimension door*, quickened *greater invisibility*, *maze*, *mind blank*, *power word stun*, *polar ray*.

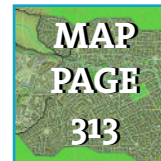
7th—*big grasping hand*, *control weather*, quickened *fireball*, *greater arcane sight*, *greater scrying*, *prismatic spray*.

6th—*acid fog*, *antimagic field*, *eyebite*, *greater dispel magic*, *mass suggestion*, *true seeing*.

5th—*cloudkill*, *dominate person*, *feeblemind*, *passwall*, *prying eyes*, *wall of force*.

4th—*dimension door* (2), *fear*, *fire shield*, widened *fireball* (2), *greater invisibility*, *silent hold person*, *ice storm*, *locate creature*, *Ott's resilient sphere*, *stoneskin*, *wall of fire*, *wall of ice*.

3rd—*deep slumber*, *dispel magic* (2), *fireball* (2), *fly*, *hold person*, *lightning bolt* (3), *major image*, *slow*, *tongues*, *vampiric touch*.



The Iron Mage currently awaits delivery of the Signet of Shallamoth Kindred; see PT7: page 454.

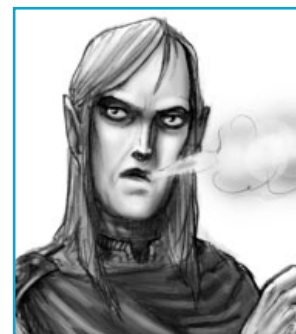
The Iron Mage's ring of wizardry is a special lesser artifact that doubles all 1st-through 4th-level spells, as if the wearer had on all four types of rings of wizardry.

Assess creature, PT6: page 639
Sense spell, PT6: page 644

Thoughtstone, PT4: page 166
Wand sheath, PT4: page 203
Mage coins, PT4: page 155

- 2nd—*arcane lock*, *silent charm person* (2), *eagle's splendor*, *gust of wind*, *hypnotic pattern*, *invisibility*, *knock*, *mirror image* (2), *owl's wisdom*, *see invisibility*, *web* (2).
- 1st—*charm person*, *enlarge person*, *magic missile* (10), *protection from chaos*, *silent image*.
- 0—*assess creature*, *arcane mark*, *sense spell*, *mage hand*.

Possessions: The Amalgam Armor of the Iron Mage (see sidebar), headband of intellect +6, major cloak of displacement, staff of the magi (fully charged), belt of giant strength +4, ring of wizardry, amulet of proof against detection and location, thoughtstone, tome of clear thought +5 (already read), wand of detect magic (44 charges); scroll of Mord's faithful hound, Mord's private sanctum, and Mord's magnificent mansion; scroll of discern location, scroll of greater teleport (x5), wand sheath, and 10 mage coins (in a vault).



Moynath Autumnson, a resident of Castle Shard and master of the Inverted Pyramid, claims to know who the Iron Mage is (and that he once was invited to join the Inverted Pyramid), but the elf sorcerer will not reveal his identity.

THE AMALGAM ARMOR OF THE IRON MAGE

One of the greatest artifacts in Ptolus, this suit of armor was assembled from pieces of at least a dozen other suits, all near artifact level in power themselves. Somehow, the Iron Mage fashioned from them a suit that took on the magical qualities of all the armors represented. Thus, it is +10 heavily fortified invulnerable full plate of greater acid, cold, electricity, fire, sonic, and spell resistance (29). Further, it grants a +5 deflection and natural armor bonus to Armor Class, a +5 resistance bonus to all saves, and creates a continual *shield* spell around the wearer. Lastly, and perhaps most importantly, it automatically stills all the wielder's spells (with no modification in level) so that no somatic components are needed.

Overwhelming abjuration; CL 25th



RIVERGATE DISTRICT

Although primarily a residential district, the Rivergate section of Ptolus described in this chapter still offers many interesting locales to visit. Two of them are the Well of the Shadow Eyes and Finelle's Pleasant Diversions.



Locator Map

RIVERGATE IN BRIEF

Area: 79 acres

Population: About 10,000

Primary Function: Residential

Primary Social Class: Middle

 Wash Street (E3)

 Outer Ring Row (E3)

The Rivergate District is the residential area of Ptolus where much of the city's "middle class" (also called the "merchant class") resides. Merchants in both market districts dream of retiring to a nice quiet house in the Rivergate District, which shows not only that people idealize the area, but that most consider the Nobles' Quarter forever out of their reach. (They are, of course, correct.)

THE FLAVOR OF THE RIVERGATE DISTRICT

If Midtown is the most "Ptolus" section of the city, the Rivergate District is the least. If Midtown is all about delvers and adventure, Rivergate is all about commoners, family, and a nice, quiet, comfortable life.

Much of the Rivergate District is divided into little cul-de-sacs called "burrows." These can become quite insular; one starts to think of the other people in the burrow as family, just like those with actual blood ties. Everyone always knows the business of everyone else in the burrow and tends to look upon "outsiders" with suspicion.

Ivy-covered walls, pleasant fountains, and pigeon-covered statues are common here. Things usually seem relatively quiet in Rivergate, partic-

ularly at night, when the streets are well-lit but empty.

RUNNING THE RIVERGATE DISTRICT

It's possible to run an entire Ptolus Campaign without the player characters ever having cause to come to Rivergate, particularly those in Dungeon-focused groups. The Rivergate District resembles other cities in the Empire more than the other Ptolus districts in that it has few adventurer-related services or activities and remains mostly human. That is not to say it is an uninteresting place without the possibility of adventure. It just means that an adventure in the Rivergate District is the exception, not the rule.

Describe Rivergate as the sleepy little residential district that it is. Women hang wash on the line. Children play a game with a ball. Men sweep their stoops. People gather around the neighborhood well to gossip. Virtually no one carries a weapon or wears armor here except the City Watch. The player characters should feel like outsiders in Rivergate. This kind of staid lifestyle has little common ground with an adventurer's ways.

If trouble breaks out in the street, bystanders scream and run off. People are more likely to peek through their curtains than run out to help.

PEOPLE OF THE RIVERGATE DISTRICT

More than in other parts of the city, the people of the Rivergate District keep to themselves. They're less likely to get involved in a situation they encounter than to scurry home or wherever they were heading—handling trouble is someone else's responsibility. Blatant displays of magic might not frighten them, but they do make them nervous. A Rivergate inhabitant would rather have a nice evening at home with family and friends than go off on a dangerous adventure. Folk in the district are usually devout in their religious faith and very focused on doing their jobs and raising their children. While you can find a few corner pubs here and there, a Rivergate resident is more likely to enjoy a lively dance at a burrow party with neighbors (such events are common) than a night of carousing.

The Rivergate District is more predominantly human than the rest of Ptolus.

MAN ON THE STREET

Trevan Mees: Trevan is a short, bespectacled man with dark hair, a dark mustache, and usually a bit of dark stubble. Trevan was captured a year ago by **Surmoil** of the Dark Reliquary. Surmoil con-

trolled Trevan's mind, using him as a slave and intending eventually to perform hideous experiments upon him. Just in the nick of time, however, a group of adventurous heroes calling themselves the **Runewardens** came to the **Dark Reliquary** to accomplish some other task and found and freed Trevan. Now Trevan walks about town with a new lease on life. There's a spring in his step and a smile on his face. He sees each day as one more that he thought he would never have. Trevan lives in Rivergate but works in the South Market as a bookbinder.

Ferrik Noldstrom: Ferrik is a human of average height and build. He has a reddish-brown goatee, short, straight brown hair, and usually large bags under his eyes. He takes great pains to hide the threadbare nature of his clothing.

Ferrik is a **Yearsend child**, which means he is inherently unlucky. This makes his chosen profession of card sharp a particularly poor choice, but that's just the way Ferrik's life has gone. Ferrik lives in Rivergate with his mother and spends his days attempting to get people involved in various small con games. He carries a deck of cards and a little fold-up table to play a quick variation of a game called Seven Thrones on the street, usually until he is chased

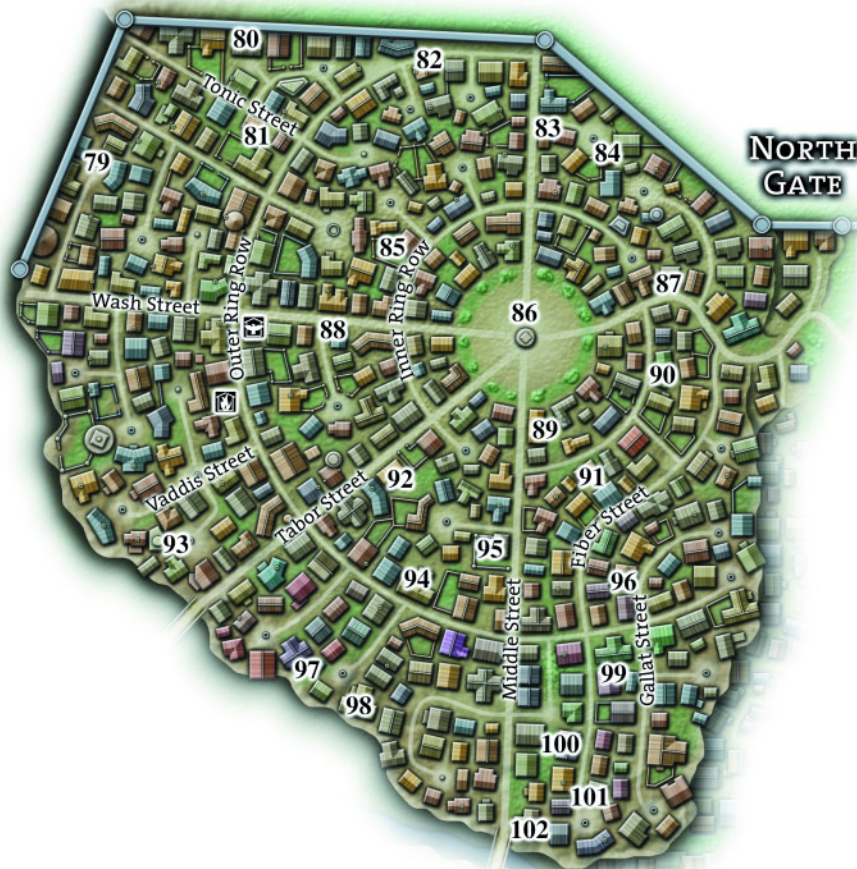


*Runewardens, PT6: page 577
Dark Reliquary, PT4: page 238*

Visitors to the Rivergate District will note that fountains with statues in the middle of them punctuate the squares at the heart of many burrows.

For more details on Yearsend children, see the reverse of the Calendar sheet in PT2.

Surmoil, PT4: page 244



MAP KEY

- 79. Linech Cran's Burrow (page 349)
- 80. The Yellow Wall (page 349)
- 81. Three-Horned Goat (page 347)
- 82. Jasmik's Flowers (page 349)
- 83. Gustiv's Ice (page 349)
- 84. Well of the Shadow Eyes (page 348)
- 85. Madam Teesmor (page 349)
- 86. Center Circle (page 344)
- 87. Cooper's Store (page 345)
- 88. Nadar's Pub (page 349)
- 89. Sunflower Café (page 349)
- 90. Finelle's Pleasant Diversions (page 346)
- 91. Derras Fillososh's House (page 349)
- 92. Darksoul House (page 345)
- 93. Golathan Naddershrike's House and Laboratory (page 346)
- 94. Jangave Lesh's Training Hall (page 347)
- 95. Barbarian Balloonists (page 344)
- 96. Fate Weavers Headquarters (page 349)
- 97. Animal Tending (page 349)
- 98. Chapel of St. Thessina (page 349)
- 99. Dragon's Tooth Comb (page 349)
- 100. Orad Finnas' House (page 349)
- 101. Rulla Finnas' House (page 349)
- 102. The Waterfall (page 349)

A few people have suggested that it would be smarter and safer for the Barbarian Balloonist halflings to launch the balloon in an open field far from the city. To this Earnst replies, "But dodgin' all the towers n' whatnot is what's fun!" "Yeah," Fallix adds, "there ain't nothin' to almost hit outside a' town."

Hot-air balloon, PT6: page 563



Imperial University, page 322

Chaos cults, PT2: page 71

Tavern Row, PT4: page 198

DM TIPS

Center Circle is a good meeting place. Characters can find it easily, and most people in the city know where it is. It's also a good place to stage encounters between the PCs and common folk.

*Knights of the Chord, PT3: page 123
Ghul's Labyrinth, PT7: page 418*

A typical Rivergate house

away by the City Watch or by a cheated mark who has seen through his tricks.

Lerrisa Kyle: Overweight but with glittering dark eyes and a comely face, Lerrisa has no shortage of would-be suitors. However, this young human woman has no interest in romance. She spends her time in parks and open courtyards studying books about physiology, diseases, and herbs. She wants to be a physicker and help the sick, but first she needs to gain admittance to the **Imperial University**. Lerrisa doesn't care to be disturbed in her studies.

RIVERGATE RUMORS

"Dark Days Ahead." A new **chaos cult** calling itself the Emerald Eye is spreading throughout the Rivergate District. Its members keep their affiliation secret but announce themselves to each other by hanging a small green plaque somewhere in their house.

"Castle From the Future." A few days ago, a small keep appeared in a vacant lot in Rivergate. Although it is brand new, the castle itself appears old and worn. No one knows anything about it, and no one has seen anyone entering or exiting. All attempts to get inside have failed. Divinations seem to indicate that the castle is from Ptolus' future, sent back to the present for some reason.

"On the Lam." A pair of vicious criminals on trial for trafficking in black magic and slaves has escaped from the Watch and fled into Rivergate to hide. They may have even broken into a home and taken the inhabitants as hostages. No one knows for sure where they are.

RIVERGATE LOCATIONS

Despite being mostly residential, Rivergate has a few interesting locations for characters to discover.



BARBARIAN BALLOONISTS

📍 Middle Street (#95, F3) 🗺️ 🗺️ 🗺️
see map, page 343 🏠 7,500 gp

Surely one of the strangest locales in Ptolus, Barbarian Balloonists is run by two halfling barbarians, Earnst Krundar and Fallix Hord (both male barbarians7), who take customers up in their **hot-air balloon** to hunt birds with bows. Most people point out that this is a poor way to hunt birds, but the two extremely enthusiastic and fun-loving halflings don't care, and they make the trip worth the 75 gp price tag. They also take up people who want to use the balloon for sightseeing or just the experience, but they charge 100 gp for such a service, since it's not nearly as much fun without the hunting.

The office consists of a small shack with a hand-painted, misspelled sign that says "Barbaran Balloonists" and an open yard for launching their single balloon. The basket holds up to five Medium creatures in addition to Earnst and Fallix. Where these two first got hold of a hot-air balloon, no one knows. The balloon itself is a colorful quilt of patchwork cloth that they are constantly repairing.

Seen frequently in the various bars on **Tavern Row**, Earnst and Fallix brag that one day they're going to take their balloon up to the top of the Spire.

CENTER CIRCLE

📍 Center Circle (#86, F3); see map, page 343
🏠 0 gp

At the heart of Rivergate is an open plaza/park called Center Circle. This is the central point from which all major Rivergate streets radiate. In the center of the plaza is a rotunda for parties, festivals, and celebrations. Numerous benches surround the rotunda, allowing it to serve as a stage for amateur theater, oratories, or musical performances. When not in formal use, it is the demesne of playing children during the day and courting teenagers in the evening.

There is a secret door within the steps of the rotunda (Search check, DC 26). This door leads to a complex of chambers once used by an independent criminal gang. Although the gang was defeated by the **Knights of the Chord** years ago, the subterranean complex remains; as it was built from a section of **Ghul's Labyrinth**, it has many connections to other portions of the Dungeon beneath Ptolus.

This section of underground areas is connected to those beneath Oldtown via the so-called "Ebony Tube." Spanning the chasm between Rivergate and Oldtown just east of the Middle Street Bridge, this twenty-foot-wide, sixty-foot-long black cylinder stretches across the divide about eighty feet below the top of the Rivergate



side. It is clearly visible from above, if you know where to look, although most people do not know what it is, and even those who do have no idea how to get there. Industrious delvers have attempted to penetrate the tube using brute force and magic, but neither has ever worked. A few claim they have found the entrance on one side or the other but have refused to reveal the secret of getting there, even to the [Delver's Guild](#).

COOPER'S STORE

☒ Wash Street (#87, F3) 🗺️ see map, page 343
💰 1,120 gp

Cooper's is a general store owned by young Lyala Cooper (female human commoner2), a blond-haired, tall, thin woman who wears spectacles. This store has been in the Cooper family for generations, having served the local burrows with food and dry goods for more than a century. For much of that time, Cooper's has also been under the control of the Balacazars, who staked Lyala's great-grandfather when he was about to lose the store. The family takes a cut of the store's profits and uses it as an occasional meeting place. However, Lyala wants to sever her criminal ties and run a legitimate business. Of course, Kevris Killraven would like nothing better than to help her, but Lyala doesn't want that kind of help.

Encounter: Two rough-looking, burly human men stand outside of Cooper's store, scaring away customers interested in coming in. They don't actually physically prevent anyone from entering—they just look menacing. Most people know these men work for the Balacazars and won't cross them.

DARKSOUL HOUSE

☒ Tabor Street (#92, E3); see map, page 343
💰 2,340 gp

You cannot go into the Rivergate District and ask for Darksoul House. No one will know what that means. To the people who live here, the nondescript-looking two-story home is Yavos Nared's house and nothing more. Very, very few know that it is also the base of operations for a [Sorn](#) cell.

The Sorn, spellcasters for hire, typically do whatever they're paid to do: use magic to protect a place or person, intimidate others, or even kill. Not all members of the Sorn are entirely evil. But Yavos Nared is. He calls his spacious home Darksoul House because he believes himself to be demon possessed, something of which he seems very proud.

Yavos has always been thin and sickly. His balding head and shriveled skin make him look prematurely old—he is about fifty-five years old but looks more like seventy. Yavos revels in evil, death, and perversion. In his madness, he tries to look at everything as the opposite of how it should be: That which is kind, altruistic, or caring is bad, and anything spiteful, hurtful, or cruel is good.

The five or six Sorn in his cell come and go—most can't stand to be around him for too long. One exception, however, is the half-dragon [Synethys](#), who has convinced Yavos that he is a half-demon, not a half-dragon. Synethys uses his magical cloak to conceal his true nature. In reality, he is a six-foot-tall humanoid with blue eyes; yellow, serpentine scales; and a forked tongue. He is slight for a half-dragon, which helps his stealthy nature. An assassin at heart, he likes to use magic to slip up next to his victim and attack with spell (*shocking grasp*), tooth, and claw all at once.

Somehow, Yavos and Synethys have managed to keep the nature of Darksoul House a secret.

Yavos Nared

Male human (Chaotic Evil)
Sorcerer6 **CR** 6
HD 6d4-6 **hp** 10
Init +4 **Speed** 30 feet
AC 12, touch 10, flat-footed 12
BAB/Grapple +3/+1
Attack/Full Attack +4 ranged (1d8, light crossbow)
Fort +1, **Ref** +2, **Will** +6
Str 7, **Dex** 11, **Con** 9, **Int** 14, **Wis** 13, **Cha** 15
Crucial Skills: Bluff +10, Concentration +2, Search +6, Sense Motive +2.
Other Skills: Diplomacy +3, Knowledge (arcana) +6, Perform (oratory) +5, Profession (advocate) +9, Spellcraft +6.
Crucial Feats: Combat Casting.
Other Feats: Improved Initiative, Scribe Scroll, Spell Focus (enchantment).
Spells Known: 6/7/6/3; save DC 12 + spell level, 13 + spell level for enchantment spells.



The Sorn, PT3: page 137

DM TIPS

If some foe of the PCs needs to hire some magical "muscle" to deal with them, use Yavos and Synethys. Alternatively, if the PCs need sorcerous help, someone can make the mistake of directing them toward these two.

Synethys, page 346

Delver's Guild, PT3: page 108

Synethys fancies himself an expert at the game *Dragonscales*, but he has been kicked out of Finelle's Pleasant Diversions (see page 346). Years ago, he also attempted to join House Dallimothan, but they ultimately found him dishonorable and unworthy.



For other Ptolus home layouts, see Midtown (PT4: page 197).

Sense spell, PT6: page 644

One can hire a tutor for almost any game at Finelle's for only 5 sp for the entire afternoon or evening.

Dragonscales game, page 359

INFO CHECKS

A Knowledge (local) or Gather Information check reveals a few facts about services in the Rivergate District:

Need a sage? Look for the sign of the three-horned goat (DC 15).

Need a combat trainer? Look for Jangave Lesh (DC 17).

The half-orc crime lord Linech has his base of operations in the Rivergate District.



Typical Houses

Two-Story House



Single-Story House



1 square = 5 feet

3rd—*suggestion*.
2nd—*cat's grace*, *invisibility*.
1st—*charm person*, *expeditious retreat*, *magic missile*, *shield*.
○—*daze*, *flare*, *light*, *mage hand*, *mending*, *message*, *open/close*.
Possessions: *Bracers of armor* +2, *masterwork crossbow*, *bolts* (12); *potions of magic weapon*, *cure light wounds*, and *false life*; *scroll of charm person* and *suggestion*; *spectacles*, 200 pp, 300 gp.

Synethys

Male human half-dragon (Neutral Evil)
Medium dragon (augmented humanoid)
Rogue1/sorcerer3 CR 6
HD 3d4+9 + 1d6+3 **hp** 24
Init +1 **Speed** 30 feet
AC 15, touch 11, flat-footed 14
BAB/Grapple +1/+6
Attack +7 melee (1d6+5, bite)
Full Attack +7 melee (1d6+5, bite) and +5 melee (1d4+2, 2 claws)
SA Line of lightning (60 feet long, 6d8 damage, Reflex DC 13 for half), sneak attack +1d6
SQ Immune to sleep, paralysis, electricity; darkvision 60 feet, low-light vision
Fort +4, **Ref** +4, **Will** +4
Str 20, **Dex** 12, **Con** 16, **Int** 10, **Wis** 12, **Cha** 14
Crucial Skills: Concentration +6, Hide +6, Move Silently +6, Search +1.
Other Skills: Open Lock +4, Spellcraft +4.
Crucial Feats: N/A

Other Feats: Multiattack, Stealthy, Weapon Focus (bite).

Spells Known: 6/6; save DC 12 + spell level.
1st—*cause fear*, *shield*, *shocking grasp*.

○—*acid splash*, *dancing lights*, *detect magic*, *prestidigitation*, *sense spell*.

Possessions: *Cloak of disguise* (as hat), *potion of shield of faith* +2, *scroll of invisibility*, *scrolls of magic missile* (2), *pocketwatch*, 42 gp.

FINELLE'S PLEASANT DIVERSIONS

◆ Inner Ring Row (#90, F3); see map, page 343

■ 12,300 gp

Finelle Aballes was a great lover of games of all kinds. A wealthy human widow, she created a place where people could play games in a pleasant, relaxed atmosphere. Finelle's Pleasant Diversions is a two-story building, nicely decorated and well kept, with large rooms full of gaming tables and a few small private game rooms. Although gambling does occur here, this is no gambling den, but rather a club of real game experts. For example, one frequent patron is Zalisartaram (female Harrow elf expert7/wizard4), one of the world's best **Dragonscales** players. Other games include Ten Bobbers, Horseman (both are games with pieces moved on a grid board), Gempot, Seven Thrones, Sword and Helm, Riverside, and Kutch (a variety of games played with cards divided by suit and number). And there are more besides.

Finelle has passed on now, and the proprietor is her good friend, Merchael Finetooth (male gnome expert7). Membership to the club costs 10 gp per year and gives one free access to the building and the games within. Various tutors are available, usually for a small fee. Merchael also sells drinks and food here, but he is careful never to call it a tavern or restaurant.

Scenario: A rival challenges one of the player characters to a game of Gold Dragonscales. The stakes of the game hold great importance to the PCs—perhaps some key piece of information or a vital treasure. The characters have to learn how to play the ultra-complex game as quickly as possible. Someone recommends Zalisartaram to them as a tutor, and they cram for the contest. Plus they must try to figure out ways to make sure their opponent doesn't cheat (or, if they're so inclined, figure out ways to cheat on their own).

GOLATHAN NADDERSHRIKE'S HOUSE AND LABORATORY

◆ Vaddis Street (#93, E3); see map, page 343

■ 1,200 gp

This simple one-story house connects to a weird, crooked stone tower. The owner, Golathan Naddershrike, uses the tower exclusively as a magical laboratory—or, at least, he did when he

was alive. Since his murder not long ago, the place has stayed locked up by the City Watch.

The wizard Golathan Naddershrike was killed by a student of his named **Terrek Nal**, a human living in Midtown. Golathan had fallen into a deep despair after his wife's death and, unfortunately, took out his rage on his disciple, Terrek. After months of abuse, Terrek accidentally disrupted one of Golathan's alchemical experiments. In a fit of anger, the wizard cast a curse on Terrek, transforming him into a not-quite-human creature. With anger and resentment equal to that of his cruel master, Terrek slew Golathan.

The strange tower and home sits near the edge of the plateau upon which the district is built, at the top of the cliff overlooking the gorge. It is infamous in the district for its bizarre appearance and strange associate phenomena (which worry the neighbors to no end). Unfortunately, since the laboratory is indeed filled with unattended magical experiments, substances, and devices—all barely stable and quite dangerous even when monitored—their worries seem more valid than ever.

Scenario: Wareth Naddershrike (human commoner3), brother to Golathan, hires the player characters to find his sibling's murderer.

JANGAVE LESH'S TRAINING HALL

Outer Ring Row (#94, E3) ☺☺☺
see map, page 343 🏠 4,500 gp

Jangave Lesh used to get by teaching ordinary commoners to defend themselves against assailants, charging only a few coppers for basic lessons. In recent years, she has gained a reputation among delvers and other adventurers as an excellent combat trainer. Now her prices come in gold coins, not copper, and she lives in a nice Rivergate house with an attached training room complete with a variety of weapons, armors, and such necessities as sparring dummies, wooden and padded versions of weapons, sparring mats, and, of course, first aid materials. Jangave trains any character of any class of a level lower than herself. She charges 5 gp per character level per session.

Jangave's best friend is Yavil Totharson (male human fighter9), a retired soldier. Yavil is the brother of **Vestra**, a friend and associate of **Dierna Hillerchaun** of the Knights of the Pale. Although retired, the sixty-four-year-old Yavil still likes to compete in the **Godsday Festival and Tournament**.

Jangave Lesh

Female human (Lawful Neutral)

Fighters CR 11

HD 11d10+22

hp 81

Init +1 **Speed** 20 feet

AC 23, touch 13, flat-footed 22

BAB/Grapple +11/+15

Attack +17 melee (1d8+5, longsword) or +13 ranged (1d4+4, dagger)

Full Attack +17/+12/+7 melee (1d8+5, longsword) or +13/+8/+3 ranged (1d4+4, dagger)

Fort +11, **Ref** +4, **Will** +4

Str 19, **Dex** 13, **Con** 15, **Int** 16, **Wis** 12, **Cha** 10

Crucial Skills: Climb +16, Hide +6, Intimidate +11, Move Silently +3, Spot +4.

Other Skills: Craft (armorsmithing) +5, Craft (weaponsmithing) +13, Handle Animal +10, Knowledge (history) +4, Profession (trainer) +6, Ride +13, Use Rope +3.

Crucial Feats: Blind-Fight, Cleave, Combat Expertise, Dodge, Improved Bull Rush, Improved Disarm, Mobility, Power Attack.

Other Feats: Great Fortitude, Weapon Focus (longsword).

Possessions: Gauntlets of ogre power, +2 breastplate, +1 heavy shield, +1 longsword, ring of protection +2, masterwork heavy mace, masterwork daggers (3), 50 feet of silk rope, climber's kit, 329 gp.

THREE-HORNED GOAT

☞ Tonic Street (#81, E2) ☺☺☺
see map, page 343 🏠 2,550 gp

Above the door of a nondescript house in the middle of the block hangs a sign of a goat's head with three horns. Dulson Farber (male human expert15), the man who lives there, doesn't call his house "The Three-Horned Goat," but tells people looking for him to "go to the sign with the three-horned goat."



Terrek Nal, PT4: page 220

Jangave Lesh is of average height and muscular build. She is quite talkative—most of her students find that, between her quick moves and constant verbal instructions, they often go an entire lesson without speaking a word themselves.

The Three-Horned Goat is near the Fountain of the Queen's Swans, a large and particularly beautiful landmark.

DM TIPS

DMs wishing to add realism to their games can require characters to come to a trainer like Jangave when they gain a level (or before) to earn the combat skills and base attack bonus increase they receive. Other more generous DMs might grant a special +1 competence bonus on base attack bonus to anyone who trains with Jangave or another like her for at least a year, assuming at least two sessions per week.

*Vestra Totharson, page 317
Dierna Hillerchaun,
PT3: page 125
Godsday Festival and
Tournament, page 392*





Aelian Fardream, page 353
Ravenstroke, PT7: page 422

Sages' Guild, page 332

Ghul's Labyrinth, PT7: page 418

Shivvel addicts, PT6: page 557

Kevis Killraven, PT3: page 122
Skulks, PT6: page 630

Dulson works out of his home as a sage, and he's perhaps one of the best known sages in the city. His knowledge covers primarily history, especially Ptolus history, but he remains well versed in magic lore and various religions, as well.

Dulson lives here with his wife, Rose, and their three children. The house is stuffed with books. The friendly and jovial Dulson doesn't parade his sizable intellect or education unless it's actually appropriate. He's of average height and thin, with a mustache, spectacles, and reddish hair. He is a member in good standing of the **Sages' Guild**.

Dulson's Knowledge skill bonuses in his areas of expertise are as follows: arcana +22, history +25, local +12, nobility and royalty +18, Ptolus history +27, and religion +20. Further, he gains an additional +2 bonus if given twenty-four hours to research, and another +2 beyond that if given a week.

Encounter: Dulson's wife, Rose, is secretly a **shivvel addict**. When the player characters arrive, she is at home and obviously in bad shape physically and mentally. Dulson has been attempting to hide this sordid secret from the outside world and is both embarrassed and alarmed when the PCs witness her obviously drug-addled state.

WELL OF THE SHADOW EYES

☞ off of Middle Street (#84, F2);
see map, page 343 📏 72,000 gp

An inconspicuous well, disused and dry, sits in a dead-end Rivergate alley. Wooden planks, warped with age, cover the top to prevent chil-

dren from falling in. However, this well has a devious secret door at the bottom (Search, DC 29). Beyond the door lies an underground complex that the elf wizard **Aelian Fardream** once used as a laboratory for his cloning experiments. The complex, known as **Ravenstroke**, is magically warded and trapped to prevent intrusion. It has become the base of operations for a creature that calls itself the Shadow Eyes, a genderless clone of Aelian Fardream. The Shadow Eyes—so called because it was “born” deep underground, where its eyes knew only shadow for years—is a powerful wizard like its “sire,” but it harbors none of Aelian's emotions or morality. In fact, the Shadow Eyes is sarcastic, rude, flippant, and amoral.

A group of delvers once stumbled upon **Ravenstroke** while exploring some of **Ghul's Labyrinth** beneath the city. The defenses of the place were too much for them, and the survivors retreated, leaving behind the legendary litorian artifact known as *father's warclub*.

Sometimes, the Shadow Eyes comes to the surface, where it assumes the identity of a mage named Vanum Vaal (who calls himself a witch) with a raven familiar. As Vanum, it has established ties with **Kevis Killraven**. The Shadow Eyes (as itself or Vanum) also has ties to some of the city's more malevolent **skulks**; many of them work with him, spying and gathering information in various districts. A number of them lair within **Ravenstroke**.

The Shadow Eyes, a.k.a. "Vanum Vaal"

Male Shoal elf (Neutral Evil)
Clone of Aelian Fardream
Wizard16 **CR** 16
HD 16d4 **hp** 47
Init +7 **Speed** 30 feet
AC 16, touch 13, flat-footed 13
BAB/Grapple +8/+6
Attack +7 melee (1d4-1, dagger)
Full Attack +7/+2 melee (1d4-1, dagger)
SQ Elven traits, low-light vision
Fort +5, **Ref** +8, **Will** +11
Str 6, **Dex** 17, **Con** 11, **Int** 18, **Wis** 13, **Cha** 9
Crucial Skills: Concentration +18, Hide +10, Listen +4, Move Silently +10.
Other Skills: Knowledge (arcana) +20, Knowledge (dungeoneering) +10, Knowledge (nature) +20, Spellcraft +13.
Crucial Feats: Spell Penetration.
Other Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Focus (transmutation), Still Spell.
Spells: 4/5/5/5/5/4/3/3/2; save DC 14 + spell level, DC 15 + spell level for transmutation or necromancy spells.
8th—*iron body, temporal stasis.*
7th—*limited wish, mass hold person, prismatic spray.*
6th—*disintegrate, flesh to stone, wall of iron.*
5th—*baleful polymorph, big interposing hand, Mord's faithful hound, summon monster V.*
4th—*arcane eye, fear, greater invisibility, stilled lightning bolt, stoneskin.*

3rd—*dispel magic, displacement, haste, lightning bolt, protection from energy.*
2nd—*alter self, false life, ghoul touch, mirror image, web.*
1st—*charm person, grease, mage armor, magic missile, sleep.*
0—*detect magic, light, mage hand, mending.*
Possessions: +1 dagger, amulet of natural armor +3, bead of force, instant fortress, necklace of adaptation, wand of summon monster IV (48 charges), wand of dimension door (15 charges), potion of cure moderate wounds, forged Imperial identification papers.

Tactics: Assume the Shadow Eyes has cast *mage armor* (+4 armor bonus to Armor Class) as well as *false life* (1d10+10 extra hit points) upon itself. *Mirror image* and *displacement* likewise are spells it will have up if it knows it's headed into trouble. It likes to go into combat with *protection from energy* (electricity) cast, so that if a foe attempts a grapple, it can safely use its stilled *lightning bolt* (neither the grappling foe nor the Shadow Eyes should get a saving throw). It also enjoys using its *instant fortress* as a weapon, creating the tower on top of foes.

OTHER LOCALES

Although the following is not a complete listing by any means, you can insert the locations in the table below as needed into a Ptolus Campaign when using the Rivergate District.



As its name suggests, the Yellow Wall restaurant (see table below) is located right next to the City Wall in a place where the wall has been covered with yellow paint. Painting the wall was a crime, but the fine has long since been paid, and city officials have never required that the paint be removed.

Other Locales in the Rivergate District

Name	Type	Location	Proprietor	Staff	Notes
Animal Tending		Off Outer Ring Row (#97, E4)	Anam Baldick (male human expert6)	0	Animal groomer and healer
Chapel of St. Thessina		Off Outer Ring Row (#98, E4)	Heth Neferul (male human cleric4/fighter7)	9	Temple to Lothian, secretly controlled by the Pactlords of the Quaam (see the map in <i>The Banewarrens</i> adventure).
Derras Fillososh's House		Inner Ring Row (#91, F3)	Derras Fillososh (male human expert5)	1	Physicker
Dragon's Tooth Comb		Fiber Street (#99, F4)	Mull Rachart (male human expert3)	1	Barber
Fate Weavers Headquarters		Gallat Street (#96, F3)	Marija Elinek (female human expert11)	6	Secret school for Fate Weaving
Gustiv's Ice		Middle Street (#83, F2)	Gustiv Mann (male human commoner3)	3	Sells ice, also delivers
Jasmik's Flowers		Outer Ring Row (#82, E2)	Jasmik (female aram commoner4)	0	Florist
Linech Cran's Burrow		Off Wash Street (#79, E2)	Linech Cran (male half-orc sorcerer3)	8	Office of drug smuggler and Balacazar ally
Madam Teesmor		Inner Ring Row (#85, E3)	Yalla Teesmor (female half-elf commoner3)	0	Dreamspeaker
Nadar's Pub		Wash Street (#88, E3)	Nadar Hisk (male human commoner2)	4	—
Orad Finnas' House		Fiber Street (#100, F4)	Orad Finnas (male human warrior4)	8	Killraven League safe house
Rulla Finnas' House		Fiber Street (#101, F4)	Rulla Finnas (female human commoner8)	0	Midwife
Sunflower Café		Middle Street (#89, E3)	Nichallis Fern (female human commoner4)	2	—
The Waterfall		Middle Street (#102, F4)	Carther Nartellis (male human commoner3)	3	Bathhouse
The Yellow Wall		Off Tonic Street (#80, E2)	Fallaster Nobrand (male human commoner1/expert20)	8	Popular restaurant



SOUTH MARKET

The South Market offers more shops than open markets, as well as a number of commodities markets and workshops. The proprietors of Blackstock Printing hold an interesting secret, and the Golden Tooth offers wares for those with a taste for gold. But there's more in this district than just shops. Check out the gambling den known as the Cock Pit and the hideout of the criminal Korben Trollone.



Locator Map

SOUTH MARKET IN BRIEF

Area: 238 acres

Population: About 8,000

Primary Function: Commerce

Primary Social Class: Middle

Collins Street (E8)

Dwindle Street (E8)

Stockyards, PT4: page 191

Cock Pit, page 355

The South Market is one of two market districts in this highly commercial city.

It is also the newest of Ptolus' districts. It stretches from Dalen's Cliffs in the west to Carriage Row in the east. Its southern boundary is the city wall, and its northern one is a rough line drawn from the north end of Carriage Row to the point where the Emperor's Road ascends the earthen ramp up to Oldtown. The northern border separating the South Market from Midtown has been an imprecise distinction since the district came into being.

No one will argue that the heart of the district lies in a large open square called Star Crossing Plaza, where three major streets intersect. A number of important offices, as well as some of the district's premier shops, are located at Star Crossing.

The South Market contains many shops and small marketplaces for people to purchase goods, but it also has a number of commodities markets. Commodities markets are always devoted to one type of good, such as cloth, spices, grain, and so on. While anyone can shop at these markets, they are intended for merchants, exporters, or vendors buying in bulk. Ptolus' only major commodities market not located in the South Market is the **Stockyards** in the Guildsman District.

The commercial connection between the Guildsman District and the South Market is clear. Many South Market workshops are controlled by the guilds of the Guildsman District.

THE FLAVOR OF THE SOUTH MARKET

Only a large city could support a district like the South Market of Ptolus, with commodities markets, established merchant companies, and permanent shops. It grew naturally in what was once a more residential area called the South End. In those days, the North Market was "the Market."

Things are always on the move in the South Market. Business is brisk, and people—both customers and merchants—crowd the narrow, newly paved streets. The smells of baked goods, cooking vegetables, and spiced meat mix favorably with the other, less pleasant odors of the city. Vendors stand outside their shops, enticing customers in with assurances of low prices and high quality. A man in an apron with a broom chases away raggedy children from a large fruit shop before they can steal apples. Laborers load up a wagon with bales of cloth.

Compared with the other districts, the South Market is fairly safe. Even with such criminal enterprises as the **Cock Pit** gambling den, few

muggings or attacks happen here. Burglary is the crime of this district, edging out other “victimless” crimes like smuggling, gambling, and prostitution.

While shops and commodities markets make up the majority of the district, as a traveler heads north toward Midtown, the shops become more interspersed with homes. Heading east toward the Guildsman District, one finds as many warehouses and workshops as regular shops. Near the South and Market gates, the district offers restaurants, taverns, inns, stables, bathhouses, and other services one might need after arriving in the city on the **Emperor's Road** from the south. This list also includes a few brothels, gambling dens, and illegal drug parlors run by the local criminal element.

A TYPICAL SHOP

Some of the shops and offices in the South Market are converted older houses and tenements, but most are fairly new buildings. Either way, the typical shop in the district is a two-story building abutting other shops on two sides, with an open alleyway on a third side, and an entrance into a street on the fourth. The front room is for working with customers. It typically has a wooden counter or large table covered with goods, behind which the shopkeeper sits. Some shops feature many tables or shelves rather than a counter or main table, and the shopkeeper stands, often near the door to greet customers.

SHOPPING CUSTOMS

Shopkeepers in Ptolus commonly stand in their doorways and talk to passersby to attract customers. These proprietors are typically aggressive, and sometimes even rude. There are always exceptions, however—a few might seem undemonstrative and reserved, allowing their wares to sell themselves. This is particularly true for shops with few direct competitors, such as the city's scarce bookstores and perfume shops.

Haggling is acceptable at shops, but not at restaurants nor taverns (for rules, see the sidebar on page 308 in the North Market). Returns and warranties are unheard of, although some shops do guarantee their merchandise. Most shops will buy goods that they deal in at half their normal value, although some shops run by artisans never buy, they only sell.

Clerks often wrap purchased goods in cloth and tie the package with string before giving them to the customer to take home.

Most shops and places of business stay open as long as the sun is up, which means that business hours are longer in the summer than in the winter. Most are open seven days a week.

Emperor's Road, PT4: page 163

MAP KEY

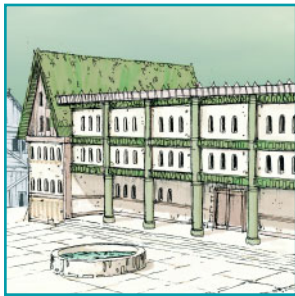
- 242. Korben Trollone's Office (Edarth's Loans) (page 360)
- 243. Navaen Bowcraft (page 364)
- 244. Star Crossing Plaza (page 350)
- 245. The Starry Night (page 366)
- 246. Rogue Moon Trading Company (page 364)
- 247. Narras Ink (page 366)
- 248. Faraway Scents (page 360)
- 249. Golden Tooth (page 360)
- 250. Zel's Poultrice Shop (page 366)
- 251. Winter Lyehouse (page 366)
- 252. Chon (page 366)
- 253. Jabber's Shoes (page 366)
- 254. Exotic Market (page 358)
- 255. Wood Market (page 366)
- 256. Tehlas Music (page 366)
- 257. Reggie's Meats (page 366)
- 258. Ramoro's Bakery (page 364)
- 259. Good Rope (page 366)
- 260. Blue Thread (page 366)
- 261. Fabric Market (page 358)
- 262. Mahdoth's Asylum (page 361)
- 263. St. Chaulse's Chapel (page 366)
- 264. Abrury's Dairy (page 366)
- 265. Fragrant House (page 366)
- 266. The Green Mews (page 366)
- 267. Crystal Baths (page 366)
- 268. Welcome Inn (page 365)
- 269. Mystery Pub (page 366)
- 270. Salora's Pots (page 365)
- 271. Silver Cup (page 366)
- 272. Donnell's (page 357)
- 273. Spice Market (page 365)
- 274. Indari's Leatherworks (page 366)
- 275. Warick's (page 366)
- 276. Maran's Odd Sizes (page 364)
- 277. Blackstock Printing (page 353)
- 278. Highshelf Glassworks (page 366)
- 279. Merchants' Guildhall (page 366)
- 280. The Smokestack (page 366)
- 281. The Durambor (page 366)
- 282. Tirres (page 366)
- 283. Cock Pit (page 355)
- 284. South Chandler (page 366)



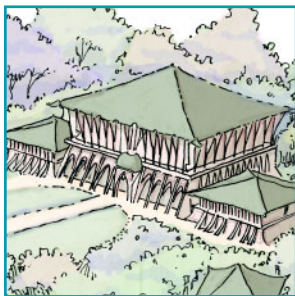
Dohrinthas, PT2: page 43

With their still-regular square-cut paving stones, the streets of the fairly new South Market are as smooth and nice as any district in Ptolus—even the Nobles' Quarter.

*Delver's Square, PT4: page 198
Undercity Market, PT7: page 423
Mahdoth's Asylum, page 361
Cock Pit, page 355*



*Administration Building,
page 314*



*Emerald Hill, PT4: page 199
Fabric Market, page 358*

*Rogue Moon Trading Company,
page 364*

House Kath, PT3: page 92

In the typical South Market establishment, the goods sold in the shop are also produced there, in a workshop located directly behind the front room; storerooms or offices are situated farther back. About half the time, the workshop remains open, so customers in the shop can see the artisans at work.

The typical second story holds a flat where the proprietor lives.

Most shops in Ptolus are very specialized. It is not uncommon for a shop to sell only rope, only belts, only barrels, or only cheese, for example.

RUNNING THE SOUTH MARKET

Although adventurers can buy pretty much anything they need in **Delver's Square** or the **Undercity Market**, they will find a far greater selection of goods, quality, and prices in the South Market. They also may come here for reasons unrelated to commerce—to visit **Mahdoth's**, the **Cock Pit**, and so on.

If the player characters come to the South Market during the day, the district is bustling. Stress the crowding in the narrow streets, not only with people but also with carts and wagons. Describe the sounds of folks conducting business and the smells of cooking food, unwashed people, and livestock animals.

Should the PCs visit at night, however, it's just the opposite. The streets seem quiet and virtually empty. None of the shops stay open at night, although lights in upper-story windows demonstrate that the district isn't entirely vacated.

PEOPLE OF THE SOUTH MARKET

Obviously, many of those who live in the South Market are merchants, artisan/merchants, or their employees. These folks are typically middle-class entrepreneurs or workers with little chance of ever striking it rich, yet their position and wealth puts them far above typical laborers in the city.

A few South Market businesses have grown so large that they have formed companies incorporating a number of different merchants, employees, and locations. These merchant companies combine the efforts of all the members to generate greater profits than the combined total of what each one could earn alone. Their large amounts of capital allow them to buy in bulk, hire still more employees, and move their goods throughout the Empire at higher profits. Investors can buy shares in these companies and earn dividends based on profits.

Of course, not all of merchant companies originated in Ptolus. The largest one in the city is a Tarsisan firm called **The Rogue Moon Trading Company**. Another large company, called the Grand Southern Trading Company, started in

Dohrinthas and handles much of the trade between that southern port and Ptolus.

MAN ON THE STREET

Ladia Reymond: Middle-aged Ladia is of average height and build. The only things striking about her are her curly red hair, which she wears longer than most women her age, and the fact that no one ever sees her without a cigarillo in her mouth. Ladia is an Imperial inspector—her blue sash marks her station. She is arrogant and distracted, consumed with her own importance and her desire to get ahead in life. As an inspector, it's her duty to report on the ability of various merchants and vendors to maintain standards of price, fairness, cleanliness, and work conditions. This means she spends her day checking scales that weigh spices and sticks that measure cloth, scouring storerooms and warehouses to judge the number of rats, assessing the ledgers of moneylenders and bookkeepers, and other miscellaneous duties. Ladia is one of many inspectors assigned to the South Market, and one of the few who are difficult to bribe. Ladia is currently on her way back to her office in the **Administration Building** in Oldtown to fill out paperwork.

Marean Sevenjewel: With raven-colored hair down to her waist and braided with silver strands tipped with tiny leaf charms, Marean is a striking Shoal elf woman. She is a cobbler who makes shoes specifically for elves. Her shop is located on Spoiled Street, tucked between two larger shops. Marean keeps to herself much of the time, occasionally visiting **Emerald Hill** in Midtown but mostly staying in and around her shop—unless she needs to run business errands, which she's doing now. She's probably going to visit the **Fabric Market** to purchase supplies.

Karel Unter: Sporting a blond goatee and medium-length straight hair, this well-muscled laborer wears a sleeveless shirt and baggy pants. He earns his living unloading wagons and carts in the Wood Market on Emperor's Road. Karel fancies himself a ladies' man and gambler, despite the fact that he rarely has two copper coins to rub together. Most likely he is using a break from work to wander the streets, looking for women to impress with his good looks and physique. Karel knows the location of the **Cock Pit**, as well as a number of much smaller, far less formal gambling dens in the district. He also has knowledge of most of the brothels in the South Market, Oldtown, and Midtown.

SOUTH MARKET RUMORS

"The Return." Hallach Fancon was a well-known and well-loved thespian patronized by **House Kath** who died about eight years ago in a tragic accident. However, people of the South Market



have begun to claim they’ve seen him around some of the nicer clothiers and other shops. House Kath and anyone associated with Fancon insists he is still dead.

“Against the Empire.” The high-ranking members of the **Rogue Moon Trading Company**, a merchant company based in Tarsis but with a significant presence in Ptolus, have angered the Imperial government. Rumor has it that the Commissar has received orders to seize all Rogue Moon assets in the city.

“Beneath the Streets.” **Ratman** activity grows steadily worse in the South Market, with more and more brazen burglaries of shops and even attacks against lone individuals in the night streets. Some say that a **ratman nest** with a forceful leader lurks just below the streets, but others call it a simple case of overpopulation that has forced the creatures to become more desperate.

SOUTH MARKET LOCATIONS

The South Market boasts a number of varied and interesting campaign locations.

BLACKSTOCK PRINTING

📄 Iron Street (#277, H8); see map, page 351
 🏠 5,000 gp

Blackstock Printing is a medium-sized free-standing building. Clerks deal with customers in the small room in the front, while printers work

in the large print shop in the back. The second floor holds a spacious apartment. Blackstock prints fliers, leaflets, and the occasional short-run book. Most of its clients are South Market businesses looking to advertise. Blackstock is one of the few businesses in the city with a functioning large-scale movable type printing press. Despite the fact that it is run by elves (which is a bit surprising), it seems a normal place.

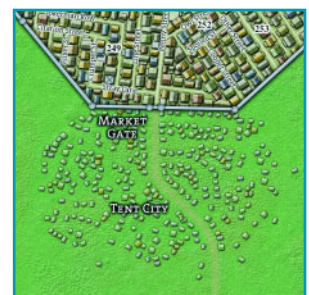
It is not at all a normal place, however.

Aelian Farream was a powerful elf wizard who lived in Ptolus more than a century ago. (Characters can recognize the name with a Knowledge [history] check, DC 22.) Aelian was a loner, singlemindedly devoted to perfecting the magical cloning process. He desired to create a self-perpetuating dynasty of himself as a way of achieving a sort of immortality. And he succeeded—partially.

Aelian’s clones were not soulless creatures, but copies of himself with independent thought and minds of their own. They were imperfect copies, however, and possessed only a modicum of the original’s magical abilities. They each had their own strange quirks, as well, such as aversions to certain colors, objects, or races. Aelian put the clones in *temporal stasis*, then attempted to create a new set without the prior batch’s faults. Only one (genderless) clone from the second group survived. It had a soul and all of Aelian’s abilities

Rogue Moon Trading Company, page 364

Ratmen, PT6: page 625
Ratman nest, PT7: page 442



Outside the Market Gate south of the South Market lies the so-called Tent City, a haphazard collection of shacks, tents, and people sleeping, cooking, and living out in the open. These folks find Ptolus too confining, or the law inside the walls too limiting. Tent City is a dangerous place, particularly at night. One will find a higher percentage of aram and litorians in this settlement than in the actual city.

DM TIPS

The clones of Aelian Fardream can be played lightly, for laughs, or seriously, as desperate individuals in a strange situation. An experienced and talented DM might even be able to pull off both.



The Shadow Eyes, page 349

FROM MY CAMPAIGN TO YOURS

It wasn't until one of the PCs snuck into the back room of the printing shop invisibly that the players realized what was going on at Blackstock—that there was more than one Aelian Fardream.

Before then, even though they watched as different Aelians came and went from the place and even spoke to a number of them, they never understood that he wasn't just a strange, moody person.



Helmut Itlestein, page 389

Ravenstroke, PT7: page 422

but, unfortunately, it also was sadistic and insane. It slew its creator, then vanished. It recently resurfaced, calling itself “the Shadow Eyes.”

Two years ago, a strange magical surge ended the *temporal stasis* spells affecting the first batch of clones, and they “awoke” in Aelian’s underground laboratory where they had been grown. Coming up into the city, they pieced together at least some of what had happened. With the remnants of the original Aelian’s money, the clones purchased Blackstock Printing, in the hopes of making a small fortune for themselves—perhaps enough to pay for magical assistance with the quirks they gained in the cloning process.

The clones have never revealed their true nature to anyone. To the outside world, there is only one Aelian Fardream, and he runs Blackstock Printing. (A historian might remember references to a powerful elf wizard named Aelian Fardream who lived in the area decades earlier, but would likely consider it a coincidence.) Other press workers at the shop keep to themselves in the back room. The clones take turns being Aelian, which can cause some confusion.

There are six clones. (Number One believes that there are more, still held in *temporal stasis* somewhere.) They refer to themselves simply by number. Each is a moderately capable wizard, but their actions are hindered by their quirks, listed here:

Number One: Freezes up in uncontrollable panic at the sight of a bared blade within fifteen feet or any sharp object pointed in his direction.

Number Two: Unable to say more than two words at once.

Number Three: Absurdly agreeable; very gullible and suggestible. Suffers a –4 penalty to saves against enchantment spells and a –10 penalty on Sense Motive checks.

Number Four: Unable to acknowledge the existence of dwarves. Ignores everything they say or do, even at his own peril.

Number Five: Refuses to touch objects with both hands at once. One hand must remain free or he falls catatonic.

Number Six: Refuses to cast a spell at any target wearing green or that is predominantly green.

Aelian Fardream Clones (6)*

Male Shoal elves (Neutral)
Wizard6 **CR** 6
HD 6d4 **hp** 19
Init +7 **Speed** 30 feet
AC 13, touch 13, flat-footed 10
BAB/Grapple +3/+1
Attack/Full Attack +1 melee (1d4–2, dagger) or +1 melee (1d6–2) club or +6 ranged (1d8, light crossbow)
Fort +2, **Ref** +5, **Will** +6
Str 6, **Dex** 17, **Con** 11, **Int** 15, **Wis** 13, **Cha** 9
Crucial Skills: Concentration +4.

Other Skills: Forgery +4, Knowledge (arcana) +10, Knowledge (nature) +10, Listen +4, Profession (printer) +10, Spellcraft +3.

Crucial Feats: Spell Penetration.

Other Feats: Improved Initiative, Scribe Scroll, Silent Spell, Still Spell.

Spells: 4/4/4/2; save DC 12 + spell level.

3rd—*dispel magic, summon monster III.*

2nd—*ghoul touch, mirror image, shatter, web.*

1st—*charm person, mage armor, magic missile, sleep.*

0—*detect magic, light, mage hand, mending.*

Possessions, Number One: Masterwork light crossbow (+1 bonus to attack rolls), +1 bolts (10, +1 bonus to damage), *sleep bolt, wand of summon monster I* (41 charges), *ring of feather falling, potion of haste, club, flask of antivenom, forged Imperial identification papers*, 11 gp.

Possessions, Number Two: *Cloak of resistance* +2 (add +2 to all saves), scroll of *dispel magic, potion of cure moderate wounds, dagger*, 25 gp.

Possessions, Number Three: *Ring of protection* +1 (add +1 to AC), scroll of *fireball* (×2), scroll of *grease, potions of displacement and cure light wounds, dagger, light crossbow, bolts* (10), 15 gp.

Possessions, Number Four: *Cloak of elvenkind* (+13 total Hide bonus), *wand of burning hands* (26 charges), *potions of cure moderate wounds and protection from energy* (fire), scroll of *blur and displacement* (×2), dagger, light crossbow, bolts (10), 6 gp.

Possessions, Number Five: Masterwork daggers (2, +1 bonus to attack rolls), *wand of web* (26 charges), *potions of cure serious wounds and cure light wounds, flask of alchemist’s fire*, 98 gp.

Possessions, Number Six: *Rod of metamagic* (Silent Spell), *wand of shield* (48 charges); *potions of levitate, invisibility, and see invisibility; scroll of lightning bolt, dagger, gold ring with intricate etching worth 300 gp*, 3 gp, 12 sp.



* Unlike with other NPCs, the clones’ equipment does not figure into the character stats. Additional notes provided with their possessions allow DMs to make the necessary adjustments.

Recently, Blackstock has begun printing Helmut Itlestein’s seditious pamphlets in return for large sums of money. One clone, Number Three, sympathizes with Helmut and his cause. The others do it only for the gold.

Scenario: The Shadow Eyes makes a sudden and dramatic appearance in Midtown to slay a group of adventurers that violated Ravenstroke. Later that day, the player characters overhear an eyewitness say that she had seen the Shadow Eyes before—at a printing shop in the South Market. Should the PCs investigate, they find only “Aelian.” If they stake out the place, however,

they may notice something odd going on. If ever seriously threatened, the clones will reveal the truth about themselves. In exchange for keeping their secret, they may even be able to relate some secrets about the Shadow Eyes or Ravenstroke.

THE COCK PIT

 South Street (#283, H8); see map, below
 80,000 gp (including 30,000 gp in vault)

Although it started as an underground cock-fighting arena (hence its name), the Cock Pit has grown over the last two decades into one of the largest illegal gambling dens in Ptolus. A mysterious figure named **Aggah-Shan** runs the place. Most outsiders assume that he owes allegiance to Balacazar's organization. This, however, is not the case. Aggah-Shan is a powerful lich and follower of chaos.

From the outside, the Cock Pit looks like a large warehouse. Though there are no markings or signs on the outside, its location is well known—even to the authorities. Aggah-Shan pays numerous bribes and sometimes even uses compulsions cast in secret to keep the City Watch looking the other way.

Inside, the Cock Pit consists of a large area with many gaming tables and a bar, a smaller, more exclusive gambling room with only four tables, and a separate room with an arena pit surrounded by one hundred seats. The establishment also has six private rooms used by the staff prostitutes to service customers, and a comfortable

back office used by Naosh, Aggah-Shan's lieutenant and manager of the Cock Pit. The shrewd Naosh is well spoken, well dressed, and well groomed for a half-orc. Naosh is not his real name but an Elvish word for "stylish."

Naosh

Male half-orc (Lawful Evil)
Experts/fighter **CR 11**
HD 5d6+10 + 7d10+14 **hp** 88
Init +3 **Speed** 30 feet
AC 17, touch 13, flat-footed 14
BAB/Grapple +10/+15
Attack +17 melee (1d8+8, heavy mace) or +13/+8 ranged (1d10, heavy repeating crossbow)
Full Attack +17/+12 melee (1d8+8, heavy mace) or +13/+8 ranged (1d10, heavy repeating crossbow)
Fort +8, **Ref** +6, **Will** +8
Str 20, **Dex** 16, **Con** 14, **Int** 14, **Wis** 15, **Cha** 6
Crucial Skills: Hide +3, Intimidate +8, Sense Motive +11, Spot +11, Tumble +13.
Other Skills: Appraise +5, Gather Information +6, Handle Animal +5, Knowledge (local) +11, Profession (gambler) +15, Use Rope +12.
Crucial Feats: Combat Expertise, Dodge, Mobility, Point Blank Shot, Precise Shot.
Other Feats: Exotic Weapon Proficiency (repeating crossbow), Skill Focus (Spot), Skill Focus (Tumble), Weapon Focus (heavy mace).
Possessions: +1 heavy mace, belt of giant strength +4, bracers of armor +4, heavy repeating crossbow, pocketwatch.



Aggah-Shan, page 335

INFO CHECKS

A Knowledge (local) or Gather Information check can reveal quite a bit about the Cock Pit:

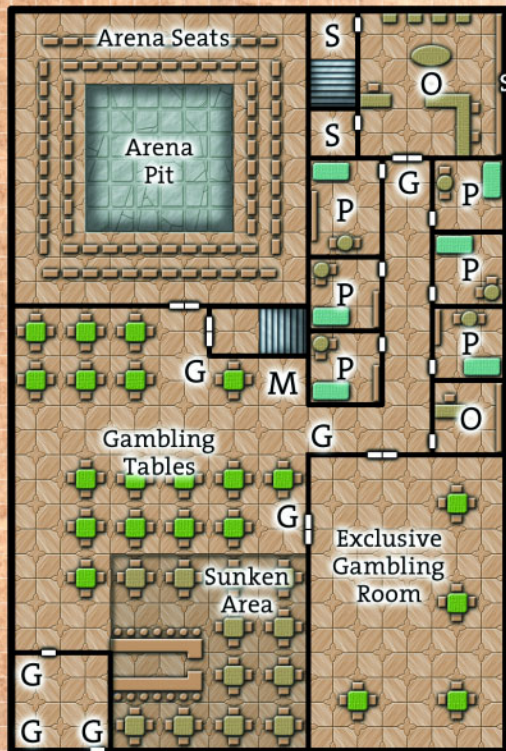
The Cock Pit is an illegal gambling den in the South Market (DC 15).

The Cock Pit is owned by a mysterious figure called Aggah-Shan, who is in league with the Balacazars (DC 20).

Naosh is the half-orc manager of the Cock Pit (DC 22).

Aggah-Shan is not in league with the Balacazars (DC 25).

Aggah-Shan is a lich (DC 30).



The Cock Pit

1 square = 5 feet



- S = Storage
- G = Guard
- M = Money Changer/Loans
- O = Office
- P = Private Room



Cock Pit owner Aggah-Shan

See the information panel on page 359 for details on gambling games in Ptolus.

At any given time while open for business, the Cock Pit has twenty guards: fourteen human warriors, four human fighters, six, and two male dwarf fighters.

White House, page 334

Arena, page 315

To be admitted to the games in the exclusive back room at the Cock Pit, a character must tell the bartender, "I'm looking for a high-stakes game." This code phrase produces Naosh. A potential player must be able to show that he has at least 500 gp with him and must slip the half-orc at least 10 gp to be allowed into the special game room.

THE GAME OF MRATHRACH

Named after one of the ancient Vested of the Galchutt (see "The Galchutt" in the "Cosmology and Religion" chapter of PT2, page 60), this game is a completely random affair based on the results of three large spinners and the positions of various ceramic tiles on a checkered board. A Profession (gambling) check (DC 18) reveals that, although the game appears to favor the players, it's actually slanted to favor the house—and absolutely no skill or intelligence is involved. Thus, only the ignorant and uninitiated play. Nevertheless, it has become quite popular at the Cock Pit and the White House in Oldtown. And strangely enough, people seem to win at it more than one would think.

There's more to Mrathrach than just a crooked game. Either a *detect magic* or *detect chaos* spell reveals a very slight aura during play. The game is magical, so that each time someone plays, it collects a bit of the randomness—a chaotic aura—and stores it. With the randomness slightly diminished, the game sways a bit more in the favor of the players, producing a moderate number of winners and thus encouraging people to keep playing.

Aggah-Shan channels the stored chaos into a huge chaositech machine beneath the city (see "The White House" in Oldtown (page 336) for more on this machine). He hopes to use it to resurrect Mrathrach and control him enough to unleash him upon his enemies: the government, the Shuul, and the Balacazars.

Tactics: If engaged in combat, Naosh builds his entire strategy around escape. He uses his feats and skills to defend himself and get away, summoning the Cock Pit's considerable complement of guards or even Krag, the minotaur from the arena pit (see below).

The clientele of the Cock Pit is made up of low- and middle-class citizens—commoner laborers, merchants, and craftworkers. These guests number between eighty and one hundred on any given night. A few wealthier "high rollers" come for the exclusive games of the back room, but even they are small-time operators compared to the gamblers who come to the **White House** in Oldtown and various exclusive clubs in the Nobles' Quarter. The popular game here is called Mrathrach (see sidebar), although all types of dice, card, and tile games are played at the Cock Pit.

The real draw at the Cock Pit is the small arena pit in the back, and the star of that arena is a minotaur named Krag. Although fights do take place in the **Arena** in Oldtown, the combat here is far more brutal. Fighters frequently die in the pit, much to the delight of the bloodthirsty crowd. The house puts odds on various ranked combatants and takes bets, plus the management has placed a 10,000 gp bonus payout to any fighter who can best Krag in the arena.

While there are no rules against using magic in the pit, arena manager Koth Yurtin (male human expert7/fighter4) turns away anyone who is clearly only a spellcaster—he fears both damage to the arena and that a battle with a mage wouldn't entertain the crowd.

Bloodstained, dented bronze plates line the stone walls of the thirty-foot-deep arena pit. A steel mesh covers the top of the pit to keep stray ranged weapons from striking the crowd,

although this doesn't always succeed (the mesh has a few holes in it).

Krag

Male minotaur (Large monstrous humanoid), (Neutral Evil)

Warrior12 **CR** 15
HD 6d8+18 + 12d8+36 **hp** 145
Init +2 **Speed** 20 feet
AC 25, touch 10, flat-footed 24

BAB/Grapple +18/+30
Attack +28 melee (3d6+14+1d6 cold, 19–20/x3, greataxe) or +25 melee (1d8+9, gore) or +21 ranged (1d8+8, javelin)

Full Attack +28/+23/+18/+13 melee (3d6+14+1d6 cold, 19–20/x3, greataxe) and +25 melee (1d8+5, gore), or +21/+16/+11/+6 ranged (1d8+8, javelin)

SA Powerful charge (+25 melee gore attack, 4d6+13 damage)

Fort +13, **Ref** +11, **Will** +7

Str 27, **Dex** 14, **Con** 16, **Int** 9, **Wis** 7, **Cha** 7

Crucial Skills: Intimidate +11, Listen +5, Search +3, Spot +6.

Other Skills: N/A

Crucial Feats: Cleave, Combat Reflexes, Power Attack.

Other Feats: Improved Critical (greataxe), Multiattack, Weapon Focus (greataxe), Weapon Focus (javelin).

Possessions: +2 large frost greataxe, +2 full plate armor, potions of cure serious wounds (3), steel horn points (see below), masterwork large javelins (6), massive gold jeweled necklace worth 5,000 gp, 132 gp.

Tactics: A straightforward combatant, Krag is interested in killing his opponents quickly and gorily. He is a showman, but not overconfident. He seems large and muscular even for a minotaur, and is covered in scars and patches of bare skin

where the hair has been pulled, cut, or burned off. He wears special steel points on his horns that add a +1 bonus on his gore attack damage.

Aggah-Shan also owns an exclusive (and entirely legal) social club called the **White House** in Oldtown. Those looking for Aggah-Shan himself can leave a message for him here or there. When Naosh needs to contact him, he uses a *globe of accord* keyed to one his employer owns. If someone wishes to speak with Aggah-Shan, Naosh will attempt to act as a go-between. With the lich's permission, Naosh can set up a "meeting" using the *globe of accord*. In such a case, Aggah-Shan likely appears cowed, disguised, or masked by illusion. His accent betrays his Uraqi origins, if his name did not do so already.

Below the gambling den is a well-locked (Open Lock, DC 35) and guarded vault that holds the Cock Pit's earnings and funds to pay off winners (generally about 30,000 gp). The lower level also contains a small armory and "wine cellar" (it holds mostly kegs of ale).

Counting the guards, the dozen prostitutes, and those mentioned by name, the staff of the Cock Pit number fifty or more on most nights.

Encounter: As soon as the player characters enter the Cock Pit, 1d3 of them are approached by prostitutes (human or elf experts⁵) of the opposite gender who try to become friendly. If the PCs spurn them, either immediately or after they invite the guests into back rooms, each prostitute attempts to pick the pockets of his or her chosen adventurer (Sleight of Hand +10). If caught in the act, the prostitutes are grabbed by guards, who hurry over and haul them off. They are not turned over to the authorities, of course—they are beaten for getting caught (the punishment leaves no visible marks), then sent back into the gambling den.

Scenario: **Fesamere Balacazar** comes to the player characters, posing as a minor noble. She tells them that Aggah-Shan has stolen a book of importance to her family and she needs their help to recover it. She even offers to pay 5,000 gp and to help in its recovery (she's going along). The book in question is a ledger detailing contact names, illegal business dealings, shipments, and other vital information—but she tells them it's a magical book. The trail for the book likely starts here, at the Cock Pit, but may eventually lead to the White House and down below the city.

DONNEL'S

📍 Mill Way (#272, G8) 🗺️

see map, page 351 📄 800 gp

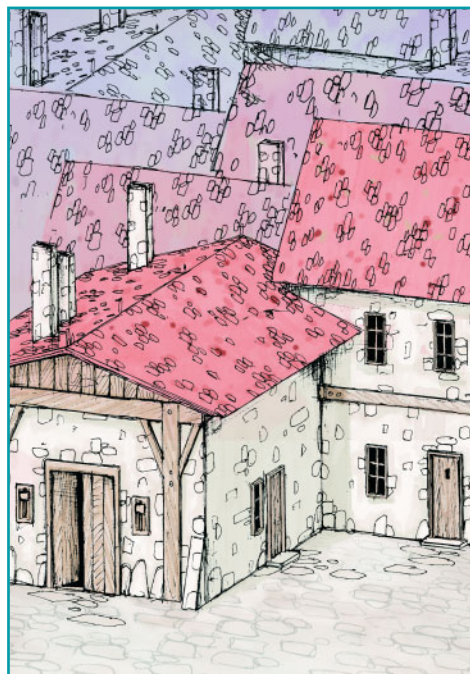
Falles Donnel started this leatherworker's shop more than forty years ago. The two-story building has a double-gabled rooftop. Uris Donnel (male human expert⁴), Falles' son, owns and operates

GAMBLING IN THE SOUTH MARKET

Besides the Cock Pit, the South Market has a number of other gambling venues, all of them substantially lower class and dangerous. At night, many shopkeepers run illegal games in their shops—some even keep special back rooms or subterranean chambers for such activities. Most of these minor games move from place to place to avoid the authorities, so any particular place might see use only once a week or so. Cheating is commonplace at these games, but the penalty for getting caught is usually extremely violent. These gamblers tend to be the common laborers who work in the district or in Midtown, or other individuals of the poorer class.

the shop and lives above it. Donnel's sells all types of leather goods: bags, belts, straps, boots, gloves, and more. Uris makes items of excellent quality and also buys secondhand items in good shape for half their value.

Uris Donnel, a man of average height and dark hair with a large scar on his left cheek, has posted a sign in **Delver's Square** advertising maps of areas below the city that he will sell to interested delvers. His deceased sister, Mathella, was an adventurer and drew them. The maps carry a price of 30 gp to 500 gp, depending on the importance his sister gave them. Uris assures buyers that he has only a single copy of each, and he's telling the truth.



White House, page 334

Globe of Accord

This four-inch glass sphere is often mistaken for a crystal ball. It allows the possessor to communicate verbally and visually with another possessor of a globe of accord. In other words, the item has no power on its own—only if another person has a globe, too. There are many such globes, however, and the possessor of one knows the identities of those who possess other globes (but not their locations or any other details regarding them).

Moderate divination; CL 9th; Craft Wondrous Item, scrying; Price 12,000 gp

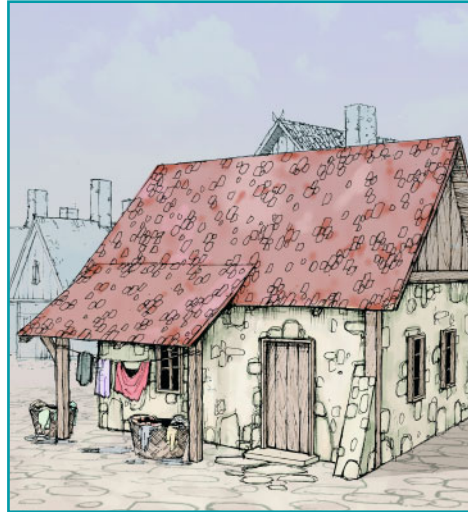
Delver's Square, PT4: page 198

Fesamere Balacazar, PT3: page 104

Although a large district with many buildings, the South Market has the fewest tall buildings in the city.

A typical South Market blacksmith's shop

A typical South Market seamstress' shop. Many dressmakers, tailors, and clothiers locate near the Fabric Market for convenience.



DM TIPS

Use Inlios Pabovini and the Exotic Market to introduce non-DMG magic items into the campaign. Take items from other sources or create them yourself, but never allow this gnome to sell any standard item.

Korben Trollone, page 361

Fairbriar, PT4: page 199
Danbury's, PT4: page 202

Dreaming Apothecary,
PT3: page 118



THE EXOTIC MARKET

📍 Bladeburn Street (#254, E7); see map, page 351
🏠 20,000 gp

Although technically a commodities market, the Exotic Market feels more like one of the North Market district's marketplaces. Here vendors sell one-of-a-kind items; imports from mysterious, far-off lands; miscellaneous magical trinkets brought in from elsewhere; and even odd, non-livestock animals. The market consists of a strange jumble of small wooden stalls, temporary tents, a few open-frame buildings, and even people selling out of the back of wagons.

The market's management is just as chaotic, and finding someone in charge can prove difficult. The land is owned by a woman named Esbel Pamorias (female human commoner4), and the various Imperial papers for the market are all registered in her name, but she is never here. Instead, a gnome named Inlios Pabovini (male sorcerer9)

seems to run things. Inlios also works as an importer of strange magic items from across Praemal. Years ago, he traveled the world himself, but now he lives in Ptolus with his wife and children; he maintains a home in Fairbriar in Midtown and spends time in Danbury's when off work.

Scenario: A human wizard named Sala Eddaris hires the player characters to watch Inlios. Sala has become convinced that the gnome creates some of the items he sells. She would like to make that publicly known, to bring the Dreaming Apothecary's wrath down upon him. She's looking for proof. Of course, if Inlios were impinging

upon Dreaming Apothecary territory, they wouldn't need Sala to tell them so, but Sala doesn't know that, and most likely neither do the PCs. While they watch him, if they're careful, they notice that Inlios does business with people who, upon further investigation, turn out to be smugglers sneaking items into the city from foreign lands and attempting to avoid normal import tariffs. (He does not make magic items.)

THE FABRIC MARKET

📍 Woodsman Street (#261, F8); see map, page 351
🏠 7,000 gp

This commodities market sells fabric of all kinds. Obviously, members of the Textile Workers' Guild spend a lot of time here: Seamstresses, tailors, drapers, dyers, and clothiers of all kinds come to buy fabric for their work, and weavers, spinners, and anyone who produces cloth comes to sell. While the place is not the Textile Workers' Guild Headquarters, it might as well be—virtually all textile workers visit this market at some point.

The Fabric Market consists of one open-frame building surrounded by a wide courtyard filled with pavilions. Beneath these roofs, different vendors sell their cloth in huge bales. It is usually quite bustling.

The market manager is Yurikin Falahoff (male human expert6). He has climbed high in the guild hierarchy and also is an ally of Korben Trollone, Killraven's associate in the South Market. Yurikin and Korben are friends and have been since they were boys.

Scenario: Yurikin encounters the player characters in a public place, but he makes it look like a chance meeting. He tells them about himself and that he's looking for someone to kill Korben Trollone (he has a Bluff score of +12). He explains that Korben killed his brother, and now he wants revenge—but no one knows that it was his brother, not even Korben. Whether the adventurers agree or not is immaterial. The important thing is that they believe Yurikin secretly hates Korben.

Meanwhile, Korben has something the PCs want (a particular magic item, some information, or even a kidnapped hostage). He sends them a note requesting an exchange for something he wants (probably money). He tells the characters that they can name the time and place, as long as it's public. He hopes they'll fall for the ruse and request the Fabric Market. Then hopefully they'll use their connection with Yurikin to set up Korben, but in fact Yurikin will use the information to set them up. The goal is that, in the end, Korben keeps whatever it is the PCs want and gets whatever he wants from them.

GAMBLING GAMES

The streets of Ptolus hold many illegal gambling dens—illegal because the Empire taxes gambling earnings at 50 percent. One also will find a few establishments offering legal gambling; they pay taxes on their winnings and force players to do the same. Games of chance and skill are common in taverns, although the stakes are kept small or are non-monetary to avoid taxation.

Card games popular throughout the city include Seven Thrones, Gempot, Sword and Helm, Riverside, and Kutch. One also sees the following dice, board, and other games played around town.

Bertrant

This exceedingly simple dice game involves the roll of three dice. The players always attempt to get higher than everyone else in the game. Bertrant is enjoyed mostly by those who expect to be drinking heavily while playing and hence do not really need to keep their wits about them.

Dragonscales

A two-person game played with tiles made to look like the scales of a dragon, Dragonscales is unique in that it has so many different versions: one for each type of common dragon. White Dragonscales, the easiest, is a children's game, while Gold Dragonscales is one of the most intricate and complex games in existence. (The order of complexity is as follows: white, black, brass, green, blue, copper, bronze, red, silver, and gold.) Most people play Green or the slightly harder Blue Dragonscales.

At its simplest, Dragonscales is a game of matching tiles. Each tile comes marked with a portion of an Elvish letter or number (in Elvish, the characters can be either).

At its most complicated, it is a three-dimensional game of forming complex combinations of tile groupings, including stacked tiles, and moving to counter your opponent's matches.

No one can attempt to play a version more complex than Green Dragonscales without a long introduction to the intricate rules. These require a least one rank in Profession (gambler), although for this game, Intelligence, not Wisdom, modifies the skill. Lesser versions, which one can learn fairly quickly, simply make use of opposed Intelligence checks.

The most complex games involve many opposed skill checks as well as straight DC checks (either 15, 20, 25, 30 or 35) to form special combinations. The winner is the player who earns more points (minimum of 50; points granted are equal to the DC of the combinations) and wins more opposed checks than his opponent. The game continues until such a winner is determined.



Flipping Frog

This game of manual dexterity involves flipping small wooden sticks or dowels into a mug. In a pinch, almost any small objects will do—in fact, nowadays more people play by flipping coins than flipping sticks. Variant coin-play rules grant more points for using larger coins (with the associated larger risk of loss). Players can resolve this game simply by making opposed ranged attack rolls.



Knife Throwing

Knife throwing is as simple as it sounds: hurling knives at a target. Usually the target is about fifteen feet away from the player; the center ring has AC 18, and the bullseye has AC 22.

Note that this method breaks the rules of attacking objects, but it makes the game interesting. Attribute the alterations to the condition of the well-worn target (you've got to find a place to make the knife stick) and the distractions of the room.

Knight and Squire

In this game, each player rolls two different-colored dice under a cup so they can't be seen, then bets on how close one die-roll is to the other, as well as on the total of both. Rolling double sixes is the best result possible. A variant called King's Court uses three or sometimes even four dice, but the premise remains the same.

Peg the Tom

Common in taverns that frown on traditional gambling games (but don't mind a bit of violent fun), Peg the Tom is played with a knife and a wooden table. A player holds one hand splayed on the table and puts the knife in his other hand. Then, as fast as possible, he stabs the table in between each of his fingers and thumb (so there are four stabs). This is called a run. Before he begins, however, he tells the other players how many runs he can make in succession in a given amount of time. "Five in ten," for example, means five runs in the time it takes to for someone to count to ten (each count is about a second). The player who estimates the most counts in the least amount of time then proceeds to try. If he makes it—without cutting or nicking his hand—all the other players must buy him a drink. If he fails, he must buy all the other players a drink.

Each player makes one check for each run: $d20 + \text{base attack bonus} + \text{Dexterity modifier}$. The DC = $10 + ([10 \times \text{the number of runs attempted}] / \text{the count})$. So five runs in a ten count is DC 15 ($10 + [10 \times 5]/10$). Five runs in a five count is DC 20. A result of 1 always fails and a 20 always succeeds.

The Wheel

Found only in the more sophisticated gambling dens (because of the equipment required), this game involves betting on the results of a spinning wheel set on a table or mounted upon a wall. Results are based on number and color, as in roulette.



Killraven in the South Market
Kevis Killraven (PT3: page 122) has made greater inroads worming her way into the criminal underworld in the South Market than anywhere else in the city. It is likely that she sensed weakness in the Balacazar's hold there (likely due to the independent Aggah-Shan's presence), and took advantage of it. The crime boss in charge of the district in the Balacazar hierarchy, Halgrim Fatherstone (see PT3: page 106), is likely on his way out—thanks to either Killraven's people or his own (in retaliation for failure).

INFO CHECKS

A Knowledge (local) or Gather Information check offers a few details about the criminal Korben Trollone:

Korben Trollone is a crime boss in the South Market (DC 20).

He is known as "Korben the Keeper" because he keeps many animals and beasts (DC 22).

Korben Trollone works for Kevis Killraven (DC 23).

Korben's office is located behind Edarth's Loans (DC 30).

Kevis Killraven, PT3: page 122

FARAWAY SCENTS

☒ off of Horseweed Street (#248, D8) 🍷🍷🍷🍷
 see map, page 351 🏠 11,500 gp

Tucked in a narrow side street that seems more like an alleyway, this tiny shop sells nothing but perfume. Bottles of all shapes, sizes, and colors jam the shelves in the main room. Most bottles are unlabeled, and only the shopkeeper, Niaer Daystep (male half-elf commoner4), and his assistant, Saeth Watersong (male elf commoner1), know what each one holds. Although the shop's name comes from the idea that the two import the perfumes from faraway lands, the truth is that most of what they sell is local. Prices range from 10 gp to 500 gp per bottle.

THE GOLDEN TOOTH

☒ Citation Street (#249, D9); see map, page 351
 🏠 4,000 gp

Hannis Goldtooth (female dwarf expert8) offers her services as a goldsmith in the South Market. She doesn't actually sell ready-made goods, so thieves who might break in will find themselves disappointed. Instead, she operates her workshop here and plies her trade through commissions. This usually amounts to a fair bit of gilding work, and some inlays and engraving. Occasionally, a wealthy customer requests an item such as a ring, amulet, or even a small statue. Such work comes along infrequently, however, since Ptolus is saturated with such objects brought up by delvers.

Hannis is the leader of the Goldsmiths' Guild based in the Guildsman District, but that isn't saying much—it's a fairly small, inconsequential group controlled by the Ironworkers' Guild. The goldsmiths currently feud with the Silversmiths' Guild over a slight Hannis made about their guildmaster's skill.

Encounter: The player characters, either coming to see Hannis or just passing by, notice two masked human men approaching the front window of the Golden Tooth with large hammers. If the PCs do not intervene, the men smash the window and the sign in front of the shop. The Silversmiths' Guild hired these thugs to perform this vandalism. They have no intention of hurting anyone and flee if confronted.

KORBEN TROLLONE'S OFFICE (EDARTH'S LOANS)

☒ ☒ Penny Street (#242, E7); see map, page 361
 🏠 6,500 gp

Korben Trollone operates a criminal organization that covers the entire South Market, with strong ties to **Kevis Killraven**; truth be told, he is entirely under her control—he just likes to tell people differently. Korben makes most of his gold collecting protection money from various busi-

nesses in the South Market. He also runs a number of the small-time gambling operations in the district, as well as a pair of brothels.

A moneylender's shop called Edarth's Loans serves as a front for Korben's office. Edarth Ovis (male human commoner4) appears to work out of a shabby two-room office with a hired guard (male dwarf fighter3) to safeguard his funds (approximately 800 gp on any given day). A locked secret door in the back wall (Open Lock, DC 22) gives access to Korben's storeroom; his personal office lies underground, in a level accessible via an unlocked trap door and a lift down.

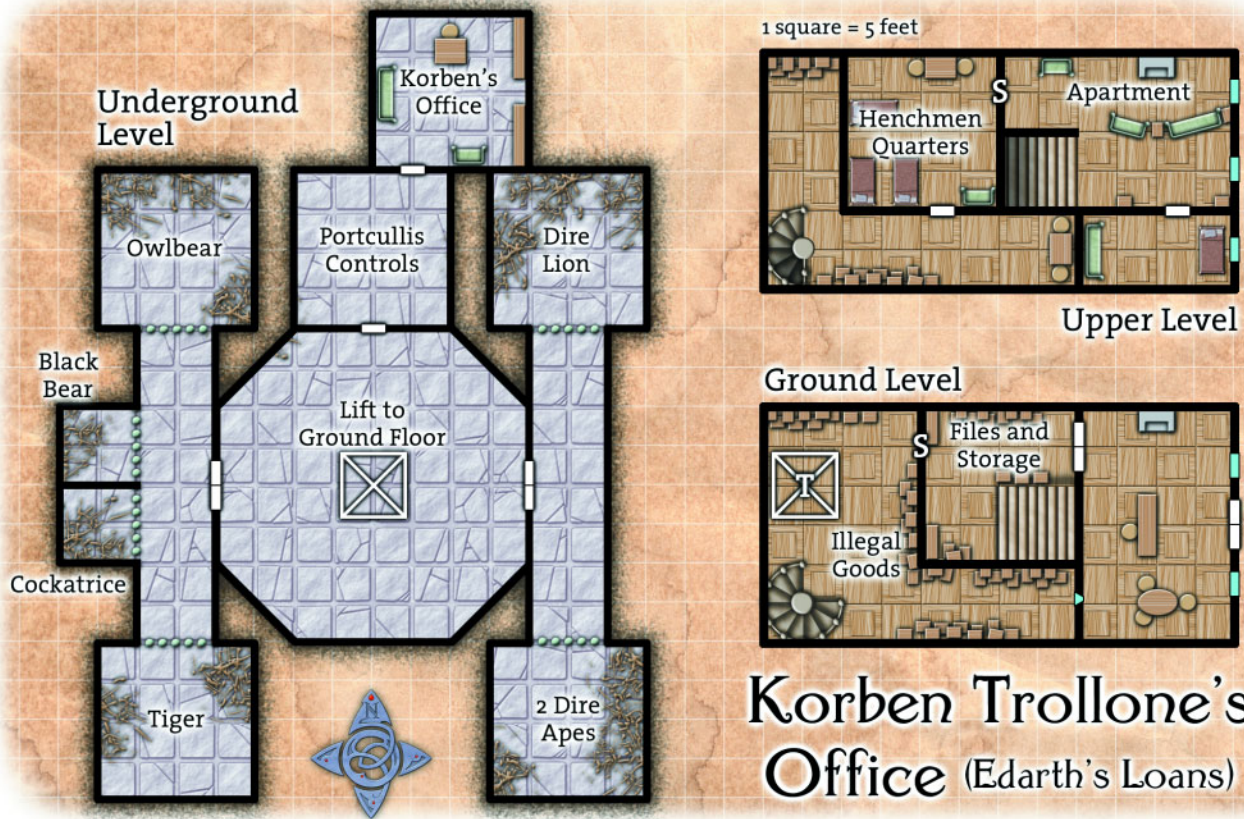
The second floor of Edarth's Loans holds an apartment (where Edarth lives) as well as some back rooms accessible from the hidden chamber on the ground floor. Beneath Edarth's Loans lie subterranean chambers also accessible only from the hidden back room. All these rooms are manned by Korben's employees (most are human rogues3 or rogues4), who act as guards and/or office assistants. In total, Korben has twenty-two such employees, but at any given time most are out in the district collecting protection fees or running Korben's other interests.

On the street Korben is known as "Korben the Keeper" because of his penchant for beasts. His black leopard companion accompanies him unless he is going somewhere public that requires him to be discreet. He also keeps the following creatures in pens underground: a dire lion, two dire apes, an owlbear, black bear, cockatrice, and tiger (see the map, next page). The room just outside of Korben's office has levers that operate all the portcullises that separate the creatures of his menagerie.

The entire area below ground is decorated with furs, pelts, horns, and stuffed heads of various beasts. Korben fancies himself both an animal lover and an accomplished hunter. Normally, the underground part of the offices remains empty except for Korben and his pets. (If present, Korben is there. He keeps regular business hours and does not come in at night.)

Korben's best friend and closest cohort is a troll named Durg. Durg works with Korben, acting as his chief enforcer and, when needed, his bodyguard. Durg is surprisingly smart for a troll (Intelligence 9) and a bit smaller than normal (although still size Large). Sometimes, when Killraven needs someone roughed up or killed, Korben volunteers Durg for the job, for which both he and the troll get a payment from the Crime League and looting rights on the victim.

Korben is married and lives with his wife and her mother on Draw Street in the South Market. His mistress, Nallia Feston (female human commoner1), lives on Pendulum Street off of Shade



Korben Trollone's Office (Edarth's Loans)

Street. He frequents the social club known as *Swordthrower's* in the Nobles' Quarter with her.

Korben Trollone

Male human (Lawful Evil)

Ranger 8 CR 8

HD 8d8 **hp** 40

Init +4 **Speed** 30 feet

AC 19, touch 14, flat-footed 15

BAB/Grapple +8/+11

Attack +13 melee (1d8+4, longsword) or +13 ranged (1d8+1, longbow)

Full Attack +13/+8 melee (1d8+4, longsword) or +13/+8 ranged (1d8+1, longbow)

SQ Evasion, swift tracker, wild empathy, woodland stride

Fort +6, **Ref** +10, **Will** +4

Str 16, **Dex** 18, **Con** 10, **Int** 13, **Wis** 13, **Cha** 10

Crucial Skills: Diplomacy +4, Hide +8, Move Silently +16, Spot +12.

Other Skills: Handle Animal +11, Knowledge (local) +6, Knowledge (nature) +13, Profession (gambler) +10, Survival +10, Use Rope +11.

Crucial Feats: Dodge, Manyshot, Rapid Shot.

Other Feats: Endurance, Skill Focus (Knowledge [nature]), Stealthy, Track, Weapon Focus (longsword).

Spells: 2; save DC 11 + spell level.

1st—*charm animals, speak with animals.*

Possessions: *Korben's beastblade* (see sidebar), masterwork longbow, +1 arrows (10), masterwork arrows (10), masterwork studded

leather armor, masterwork heavy wooden shield, *gloves of dexterity* +2, sapphire ring worth 250 gp, 22 gp.

Animal Companion (Midnight, a Leopard): 19 hp; see MM

Black Bear: 19 hp; see MM.

Cockatrice: 27 hp; see MM.

Dire Apes (2): 35 hp each; see MM.

Dire Lion: 60 hp; see MM.

Owlbear: 52 hp; see MM.

Tiger: 45 hp; see MM.

MAHDOTH'S ASYLUM

☞ Childseye Street (#262, F8); see map, page 362

🏠 12,000 gp

Dealing with the mysterious and sometimes reality-bending nature of arcane spellcasting can tax one's mental faculties. Usually, those who cannot pass muster fail in their apprenticeship and take up another vocation. Others, however, get quite far in their studies and personal power before the mental rigors drive them mad. These latter individuals need special care—both for their own sake and for the sakes of those around them.

For such unfortunates, there is Mahdorth's Asylum. Mahdorth's is a subterranean facility for containing and caring for insane arcane spellcasters. Although the facility can handle about forty inmates, there generally are only ever about fifteen in residence.

Swordthrower's, page 301

Find a miniatures-scale Adventure Map of Korben Trollone's Office from *SkeletonKey Games*.

Korben's Beastblade

This +1 longsword has a brass lion's head in the pommel. Once per day, the wielder can use a suggestion on an animal or magical beast (DC 14). The target need not understand the language of the wielder—in fact, the suggestion is purely mental, although the creature must be within twenty-five feet of the wielder.

Faint enchantment; CL 5th; Craft Wondrous Item, Craft Magical Arms and Armor, suggestion; Price 6,000 gp.

Darkbirth Madhouse, PT4: page 184

Chaos cults, PT2: page 71

The Vast Codex gives any Imperial representative the authority to terminate any arcane spellcaster proven to be insane. The fact that they occasionally turn over insane arcanists to Mahdoth's is a sign of the Empire's leniency and compassion.

Brotherhood of Redemption, PT3: page 207

Mahdoth's is not a sentence. It is not a prison for insane spellcasters; there are no punishments here. The inmates' confinement is not meant to be punitive, but for their own good and the good of others. Unlike the **Darkbirth Madhouse**, Mahdoth's receives no government funding. As a private facility, Mahdoth's can refuse anyone. Since its establishment long ago, the authorities usually turn over insane arcanist criminals or mad spellcasters detained before causing any serious harm—usually before they have any kind of trial.

Typically, however, the inmates in Mahdoth's are not criminals. They are simply unfortunates who could not handle the magical power they gained or were born with. The intensity of both their madness and their power determines how the asylum deals with them. Those not too far lost to mania nor too magically dangerous enjoy small but comfortable private cells and may socialize with the other inmates during the day. They are allowed only in areas with an active *power dampening field* (it covers all standard cells and common areas). This field forces all arcane spellcasters to overcome SR 30 on spells they cast within the field or into the field. Those who prove too disruptive (from either dementia or power) stay confined to their cells. A few special cells, secluded from the others in the southwestern portion of the asylum, contain full-on *antimagic fields*.

At least one inmate, Deregalis Finorin (male half-elf sorcerer19), is not only confined to an *antimagic* cell but remains sedated most of the time as well—Deregalis' madness leads him to cast *summon monster VI, VII, VIII, or IX*

inadvertently once per round, continually, with no control over the creatures summoned. The staff of Mahdoth's have discovered that he even manages this feat inside the *antimagic field* when conscious. Deregalis' existence is one of Mahdoth's best-kept secrets. The public believes the city executed him twenty years ago. He would make a terrifying weapon for the **chaos cults**, for example, if freed.

Mahdoth and His Staff

Mahdoth himself is an unusual creature called an ocular tyrant, who happens to be under the effects of a powerful compulsion placed upon him many decades ago by a cleric of Ahaar, Lord of the Air. The compulsion forces him to operate the asylum and keep the inmates in check, but relatively unharmed. Over the years, he has grown content with his lot. He has even adapted to the idea of drawing a salary from the asylum and using it to purchase food and other goods (through an intermediary—he doesn't go up into the city) rather than hunting, stealing, and destroying. When dealing with inmates, his most potent advantage is his most simple one: an *antimagic* ray from his main eye.

A rare creature, Mahdoth looks like a large, floating eye five feet across, with four tendrils dangling from beneath it. Two eyestalks with bulbous eyes at their tips rise from atop its body.

Mahdoth has strong connections with the **Brotherhood of Redemption**, who like to claim him as a success story, but the truth is, they had nothing to do with his "redemption." In fact,

Mahdoth's Asylum

1 square = 10 feet



INSANE ARCANISTS

Madmen often accomplish tasks in their lunacy that no sane person can replicate, and it is no different with wizards and sorcerers than with common folk. Wizards without spellbooks cast spells they did not prepare. Sorcerers unleash more spells than they should be able to. Both produce magical effects that are not spells at all. Somehow, their disassociation with reality allows them greater access to powers as yet not understood.

One of the most common maladies for arcanists is an addiction to magic. These poor souls become so enamored of the feel of magic running through their metaphysical form that they crave spellcasting, magic item use, and so on. They get a bit of what they need just from being around spellcasting or being the target of a spell. Without this dose of magic, they become either violent or catatonic. However, if they do get a touch of magic, some can absorb the spell's power and use it themselves—often in a violent, destructive, and spectacular display.

Mahdoth is not—using their terminology—actually “redeemed.” He formerly belonged to the [Pactlords of the Quaan](#) and still wears one of their *bone rings* on an eyestalk. He has managed to break the bonds of the Pact, however, which has earned him the enmity of all the other humanoid-hating Pactlords.

Mahdoth

Ocular Tyrant (Lawful Neutral)

Large aberration CR 14

HD 11d8+44 **hp** 93

Init +8 **Speed** 5 feet, fly 20 feet (good)

AC 28, touch 13, flat-footed 24

BAB/Grapple +8/+13

Attack +11 ranged touch (eye rays) and +3 melee (1d6+1 + stun, slam)

Full Attack +11 ranged touch (eye rays) and +3 melee (1d6+1 + stun, 4 slams)

Space/Reach 10 feet/5 feet

SA Eye rays (magical ray from both eyestalks 1/round, free action, 6d8 force damage each; as 4th-level spell, CL 11th), stunning touch (Fortitude save, DC 19, after a slam attack to avoid being stunned for 1 round by fluid secreted on tendrils beneath main eye; cumulative effects)

SQ All-around vision (can't be flanked), *antimagic* cone (continual 160-foot cone from main eye, CL 11th; suppresses all magical and supernatural powers and effects within it, including its own eye rays; 1/round on its turn; tyrant may activate it by opening main eye), *darkvision* 60 feet, flight (speed 20; permanent *feather fall* effect, personal range)

Fort +9, **Ref** +7, **Will** +11

Str 13, **Dex** 18, **Con** 18, **Int** 17, **Wis** 15, **Cha** 15

Crucial Skills: Hide +12, Listen +18, Search +21, Spot +22, Survival +2.

Other Skills: Knowledge (arcana) +17.

Crucial Feats: Flyby Attack.

Other Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will.

Mahdoth's Asylum receives large donations from the Inverted Pyramid, but that organization exerts no control over the place. The remaining

revenues come from private donations, often from the families or estates of the inmates. The ocular tyrant does not deal with these mundane matters, however. The asylum administrator, Urak Nar (human male monk9), contends with the business aspects of the institution.

Mahdoth's primary assistant is a gnome named Zairic Westridon (male gnome wizard8). Since most of the inmates are terrified of Mahdoth and Urak is more of a bureaucrat, Zairic interacts directly with the inmates and the four other staff members (human and elf experts5) on behalf of his boss. Zairic wears an amulet that grants him a +20 bonus to caster level checks to overcome the *power dampening field* (and a +2 bonus to all other SR checks). He keeps a spare hidden on his person to lend to someone else, if needed. Unlike the Darkbirth Madhouse, the staff of Mahdoth's includes no physickers. No one makes an attempt to cure the inmates here, only contain them and try to make them comfortable.

Scenario: Mahdoth's lower level connects directly to a series of natural caves that have never been fully explored. As it turns out, these caves provide direct passage from the [Serpent Caves](#) to the surface. A number of chaos cultists with their [rhodintor](#) allies attempt to bring [chaositech](#) into the city through Mahdoth's. In order to succeed, they *charm* Administrator Urak.

The player characters learn of the shipment, either by reading the time and place on a note held by a chaos cultist they defeat or by hearing of it from a [Malkuth](#) agent who asks them to help stop the cultists' plans. Mahdoth has no intention of letting adventurers come into the asylum to fight cultists, though; he insists that if any cultists do show up, he will deal with them.

So, in order to stop the cultists, the PCs must somehow break *into* the asylum to confront them, or wait for them outside and risk an underhanded maneuver from the cultists, such as using a *pass-wall* spell to go from Mahdoth's into the sewers—which is exactly what they will do. And woe to the city if, while in the asylum, the cultists stumble upon the mad summoner Deregalis Finorin. . . .



INFO CHECKS

A *Knowledge (local)* or *Gather Information* check reveals something about the asylum:

Mahdoth's Asylum is an asylum for arcanists in the South Market (DC 18).

Mahdoth is a strange, non-humanoid creature, perhaps one redeemed by the Brotherhood of Redemption (DC 20).

Mahdoth is not a part of the Brotherhood of Redemption (DC 23).

Mahdoth's Asylum uses powerful magic-dampening devices (DC 25).

Pactlords of the Quaan, PT3: page 130
Quaan bone rings, PT3: page 131

Serpent Caves, PT7: page 451
Rhodintor, PT6: page 628
Chaositech, PT6: page 566

The Malkuth, PT3: page 129

Two of the cultists scheming to smuggle chaositech through Mahdoth's are named Greimarth (female human rogue6) and Master Heath (male human sorcerer12).

Moonsilver Forest, PT2: page 42

Iridithil's Home, PT4: page 207
Order of the Bow, PT4: page 209
Nyphistree Silvertree, PT4: page 209



Pits of Insanity, PT7: page 416

Brotherhood of Redemption, PT3: page 107
Urlenius, page 387
Durant, PT3: page 122
Udalaag, PT6: page 577
Mahdoth, page 362
Brig Stoneheart, PT3: page 216

Fairbriar, PT4: page 199



MARAN'S ODD SIZES

Berry Lane (#276, G8) see map, page 351 350 gp

Maran Desiduo (female gnome expert3) is a clothier and expert seamstress who owns her own shop. She specializes in clothing and accessories for creatures of a nonhumanoid shape, such as a centaur; those with special needs, like lizardfolk (who need clothing that allows for a tail); and those not of Medium size. While plenty of clothiers in Midtown sell clothing for halflings and gnomes in their respective neighborhoods, only Maran regularly carries clothing for ogres, goblins, fae folk, and even those who can change their shape but want to continue wearing clothing.

Maran, an overweight gnome woman with reddish hair and full lips, has many interesting stories to tell. Like the time a ranger commissioned her to craft a leather harness for his wolf companion, or when an awakened bear came in looking for clothing, or the one where some adventurers brought in a small but surprisingly intelligent owlbear for a fitting. Maran has connections with the **Brotherhood of Redemption** and knows most of the prominent “monstrous” residents of Ptolus, like **Urlenius**, **Durant** the troglodyte, **Udalaag** of the Runewardens, and even **Mahdoth**, to name a few. And of course the Knight of the Pale **Brig Stoneheart** and the “tall girl” **Benris Hu-Charad Livbovic** are also customers.

Maran's husband Feligg (male gnome commoner2) and adult daughter Giva (female gnome commoner1) also work in the shop. The building has two stories; Maran uses the upper level as a workshop and fitting room. The family lives in the **Fairbriar** neighborhood of Midtown.

NAVAEN BOWCRAFT

Star Crossing Plaza (#243, E8) see map, page 351 1,850 gp

The Navaen family (“Trueflight” in Common) have been bowyers for generations—elven generations. The current head of the family, Naequant Navaen (female elf expert10) runs this shop, which sells bows and arrows of all kinds. The wares are all made in the forest north of Ptolus (“No bow or arrow of any worth could actually be made in a city.”) and shipped here, so special orders take an extra week, sometimes more.

The bows and arrows are carefully displayed within the large shop. The place smells of oiled wood, and a massive elven woven carpet of blue and green covers the floor.

Although Naequant is a master bowyer, she is no archer. That would be her brother, Laerose Trueflight (fighter9), an adventurer who hangs around the shop when he doesn't have a mission or quest. The two live above the store in a well-

appointed flat. Their uncle, Dadian (elf fighter5), handles most of the trips back and forth to the **Moonsilver Forest**, but when in Ptolus he also stays in the rooms above the shop.

All the family members are well known at **Iridithil's Home**; Laerose is a member of the **Order of the Bow**. Naequant and **Nyphistree Silvertree** are close friends.

Encounter: While shopping at Navaen Bowcraft, the player characters overhear two adventurers talking about an ancient cache of treasure beneath a residential section of Midtown. If the PCs either approach the adventurers and establish a rapport with them (Diplomacy checks being in order), or listen in surreptitiously (Listen and Hide checks required), they learn that the group has no plans to try to get at it because of its close proximity to a **Pit of Insanity**.

RAMORO'S BAKERY

Center Street (#258, F7) see map, page 351 150 gp

Ramoro Udelis (male human commoner6) and his wife Carlatia (female human commoner5) run a bakery in the South Market. A freestanding structure, Ramoro's even has a bit of a yard around it, as it once was an upscale house. Now the building is very old and ill kept. Despite its appearance, however, the proprietors offer excellent baked goods. In warm weather Ramoro sets out tables for patrons to sit at while they enjoy their pastries, frosted or jellied rolls, or honey, fruit, and nut breads. At these times, the bakery offers coffee and tea as well. Most of the year, however, it's just a takeaway bakery.

Ramoro and Carlatia always seem embroiled in some kind of argument.

Encounter: Ramoro's brother Pauthan is a pickpocket (human rogue3) who, on nice days, “works” among the bakery's customers. If someone catches him in the act, Ramoro intervenes, asking the customer for his family's forgiveness. While Carlatia leads Pauthan away by the ear, Ramoro offers the victim free bread and rolls for a month to compensate.

ROGUE MOON TRADING COMPANY OFFICES

Star Crossing Plaza (#246, E8) see map, page 351 20,000 gp.

The largest merchant company in Ptolus operates out of a three-story building in the middle of the South Market. Some people call it “the Star of the South Market,” implying that Star Crossing Plaza gets its name from the office (which it does not).

In any event, vast amounts of money—both coin and paper transactions—pass through this building. The lower level is used almost exclusively






as a hiring hall, where the company interviews and hires merchants, laborers, caravan drivers, and guards. The upper two levels contain offices for the bookkeepers and staff members who manage transaction records and shipment information.

The Rogue Moon Trading Company doesn't actually produce or sell anything directly. It buys large stocks of goods in one city, then sells them where they are needed. It buys and sells in the Ptolus commodities markets for the most part, although large businesses work with the trading company directly. Rogue Moon has buyers and agents looking for business in every commodities market in Ptolus.

Tamora Rigan (female human aristocrat11) runs the office here, answerable only to the board of directors in Tarsis. Tamora belongs to **House Abanar**, as her family has for a few generations. Her close friend, Tashari Lin (female human aristocrat9) is one of the main stockholders in the Rogue Moon Trading Company, and one can often find her in the offices. Tashari is the ex-wife of **Linech Cran**, a drug smuggler allied with the **Balacazar** family.

Scenario: A steady stream of merchant caravans owned and operated by Rogue Moon travel back and forth between Ptolus and Tarsis along the **Emperor's Road**. For those interested in getting out of town for a time, the trading company is always looking for drivers and guards for these caravans.




SALORA'S POTS

 Draw Street (#270, G7)   
see map, page 351  720 gp

Salora Hail (female human expert6) owns and operates a pottery shop where she sells her own creations. Her pottery has a distinctive style, usually with an ornate blue and white pattern, that has grown quite popular in the city.

Salora is middle-aged, although she looks younger, with long brown hair and a thin face. Most would call her a gossip or a busybody—but say what you will, Salora is a treasure-trove of information, particularly regarding the South Market. She knows virtually everyone in the district, where they live and work, and what they've been doing lately. She knows not only about the crime boss **Korben Trollone**, but about his extramarital affair as well. She knows the location of the **Cock Pit**, and what you have to say and whom you have to bribe to get into the exclusive back room. She knows everything. (If needed, assume she has a +16 Knowledge [local] score, with an additional +8 bonus on any checks related to the South Market.) However, Salora shares information only with actual customers. If you want to know something, you have to buy some of her very nice yet overpriced pottery.

SPICE MARKET

 Jasper Street (#273, G8); see map, page 351
  20,000 gp

The Spice Market is a popular commodities market frequented by individual customers as well as merchants, restaurateurs, and others. Merchant caravans from throughout the south travel to this marketplace to sell their wares.

The Spice Market is a long, single-story wooden building open on one end and filled with stalls for vendors to store and sell their goods. Because some spices are so precious, many vendors here employ guards (usually human warriors3 or warriors4).

The market sells salt, saffron, coriander, thyme, garlic, sage, tarragon, aniseed, basil, cumin, turmeric, cloves, sugar, cinnamon, marjoram, and other spices. One also can purchase teas and coffee beans here.

Spice merchants from the south sometimes use their identities and wares as a cover to smuggle illegal drugs into the city. City Watch members and Imperial customs inspectors look out for such activities, but there is too much traffic for them to adequately monitor it all. Laithe Silksong (female elf monk4/rogue6), an independent criminal, manages much of the drug traffic through the Spice Market, buying the contraband from incoming merchants and selling it into the city through her contacts in the major criminal organizations. She also sells certain drugs, such as **gravebloom** from the Necropolis and **shivvel** from the **Whitewind Islands**.

Encounter: A foe of the player characters leads them on a chase through the Spice Market. Merchants, vendors, and customers—as well as porters hauling crates and sacks and hired guards—might all get in the way, not to mention the barrels and sacks, some open on tables. Upset containers of spices create clouds (lasting only 1 round) that provide one-half concealment. Those running through these clouds must succeed at a Fortitude saving throw (DC 14) or be dazed for 1 round, able to do nothing but sneeze or cough.

THE WELCOME INN

  Emperor's Road (#268, F8)  ★★
see map, page 351  1,000 gp

One of a handful of taverns and inns situated around the South Gate, the Welcome Inn is the largest establishment where travelers just arrived from the south can find lodging, a drink, and a meal. The Welcome Inn is a long, two-story brick building that originally served as a small monastery many years ago. The owners are Markus and Valene Schuk (male and female human commoners3), a friendly older couple about to retire and leave the business to their daughters, Rona and Illene (female human commoners1).



INFO CHECKS

A Knowledge (local) or Gather Information check tells characters the following about Salora, one local potter:

Salora Hail of Salora's Pots is extremely knowledgeable about the South Market and the city in general (DC 18).

*House Abanar, PT3: page 88
Linech Cran, PT8: page 601
Balacazars, PT3: page 100*

Emperor's Road, PT4: page 163

INFO CHECKS

A Knowledge (local) or Gather Information check reveals some facts about the Spice Market:

The Spice Market is in the South Market District (DC 15).

People smuggle illegal drugs into the city through the Spice Market (DC 20).

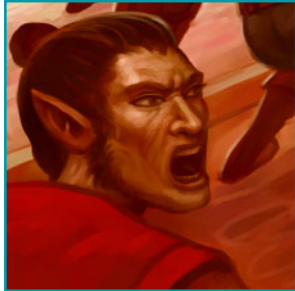
Laithe Silksong handles most of the drug traffic in the Spice Market (DC 28).

*Gravebloom, PT6: page 556
Shivvel, PT6: page 557
Whitewind Islands,
PT6: page 557*

*Korben Trollone, page 360
Cock Pit, page 355*

Korben Trollone, page 360
Cock Pit, page 355

Balacazars, PT3: page 100



Unfortunately, the Schuk family owes a great deal of money to Edarth Ovis (and thus **Korben Trollone**) for the time six years ago when they had to hire mercenaries to deal with the goblins that had tunneled up into their cellar from the Undercity. Korben plans to foreclose on the family and take control of the inn, so he can turn it into a front for a large gambling den that he believes can one day rival the **Cock Pit**.

Scenario: While gathering information about another topic, the player characters learn that the Schuks have been dealing with the **Balacazars**—specifically, with Halgrim Fatherstone (male dwarf fighter6/rogue4), the Balacazar organization’s crime boss of the South Market. Investigation proves that these simple folk are not criminals but desperately in need of allies against Korben. If the

PCs help the Schuks get out of debt to Korben the Keeper, the family won’t have to work with the Balacazars. However, Korben doesn’t want the debt paid off; he wants to own the inn.

OTHER LOCALES

Although not a complete listing, DMs should feel free to insert the locations from the table below as needed when the Ptolus Campaign enters the South Market.

MISCELLANEOUS SOUTH MARKET NPCs

One can meet many interesting figures wandering the streets of the South Market. Presented here is the most infamous one, as well as the most interesting.

Other Locales in the South Market

Name	Type	Location	Proprietor	Staff	Notes
Abrury’s Dairy	☒ ☺☺☺	Spear Street (#264, F8)	Gaulla Winsome (female human commoner3)	3	—
The Blue Thread	☒ ☺☺☺☺	Family Street (#260, F8)	Deda Norris (female human commoner2)	4	High-class clothier
Chon	☒ ☺☺☺☺	Owl Street (#252, F8)	Chon Guidin (male human commoner3)	2	Clothier/tailor
Crystal Baths	☒ ☺☺☺	Emperor’s Road (#267, F8)	Niles Saphar (male human commoner1)	6	Bathhouse for travelers
The Durambor	☒	South Street (#281, G8)	Dralton Stoneshine (male dwarf expert9)	10	Grailwarden gem buyers
Fragrant House	☒ ☺☺☺ ★ ★ ★	Emperor’s Road (#265, F8)	Daenlos Lostlove (male half-elf commoner5)	4	Restaurant for travelers
Good Rope	☒ ☺☺☺☺	Alabaster Street (#259, F8)	Thyra Stonehelm* (female dwarf expert7)	2	Makes and sells hemp rope
The Green Mews	☒ ☺☺☺	Emperor’s Road (#266, F8)	Jakom Mullar (male human commoner5)	4	Large stables for travelers
Highshelf Glassworks	☒ ☺☺☺☺	Van Mitten Street (#278, H8)	Dallin Understone (male dwarf expert7)	5	Glassmaker
Indari’s Leatherworks	☒ ☺☺☺	Jasper Street (#274, G8)	Indari (female centaur expert2)	3	—
Jabber’s Shoes	☒ ☺☺☺	Gold Street (#253, E8)	Scalla Hovar (female human commoner3)	1	Cobbler
Merchants’ Guildhall	☒	Berry Lane (#279, G8)	Jellica Whiteblade (female halfling expert5)	10	New guildhouse
The Mystery Pub	☒ ☺☺☺ ★ ★	South Street (#269, F8)	Dellis Favro (male human sorcerer5)	5	Tavern known for elaborate, bizarre, and magical games and entertainments.
Narras Ink	☒ ☺☺☺ ☺☺	Tinker Street (#247, D8)	Filo Narras (male human rogue6)	1	Makes and sells ink, and sells pens and paper as well; front for a Sorn cell
Reggie’s Meats	☒ ☺☺☺	Lavash Street (#257, F7)	Reggithar Noth (male human commoner3)	2	Smokehouse
St. Chausle’s Chapel	☒	Bladeburn Street (#263, F8)	Brother Narval Lumas (male human cleric5)	2	Temple of Lothian
Silver Cup	☒ ☺☺☺☺	Cord Street (#271, F7)	Baldasín Kaverom (male human expert6)	6	Silversmith
The Smokestack	☒ ☺☺☺☺	Rebel Street (#280, G8)	Narvalan Tull (male human commoner4)	1	Tobacconist
The South Chandler	☒ ☺☺☺	Coal Street (#284, H9)	Rendich Schun (male human expert2)	3	Candle shop
The Starry Night	☒ ☺☺☺☺	Star Crossing Plaza (#245, F8)	Yallathin Stone (male human expert9)	12	Very large, well-known restaurant
Tehlas Music	☒ ☺☺☺☺	Peace Street (#256, F7)	Abbal Tehlas (female human expert3/bard3)	0	Musical instrument shop
Tirres	☒	Force Row (#282, G8)	Tirres (male centaur expert7)	1	Weaponsmith with booth in Undercity Market
Warick’s	☒ ☺☺☺	Apricot Street (#275, G8)	Warick Nigalis (male halfling commoner2)	1	Poor cobbler; front for an illegal brothel
Winter Lyehouse	☒ ☺☺☺	Gold Street (#251, E8)	Harris Fulk (male human commoner1)	2	Soap shop
Wood Market	☒	Emperor’s Road (#255, F6)	Hyla Sparrow (female human expert7)	12	—
Zel’s Poultrice Shop	☒ ☺☺☺☺	Pollen Row (#250, E8)	Zel North (male human expert6)	1	Apothecary

* Proprietor is an information source of all things pertaining to dwarves in the city.

THE WANDERING SMITH

This mysterious figure known as the Wandering Smith is rumored to be just this side of immortal. His abilities far surpass those of a normal man, and he's certainly the greatest smith alive—perhaps the greatest ever to have lived. Most tales place his birth at almost a thousand years ago, well before the founding of the Empire. Reportedly, he fought against the forces of evil in the **Ghulwar**, but under a different name.

What very few know is that the Wandering Smith, once a normal man, has been infused with the power of an aspect (or avatar) of the **Iron God**, a deity as mysterious as the Smith himself. One day more than a thousand years ago, the Prustan man—whose name even he has forgotten—encountered the Iron God's physical manifestation, which had been grievously wounded in a battle with the avatar of the evil god **Maleskari**. The man offered to help the Iron God's aspect, and the avatar fused itself with him in order to save its own life. Thus the Wandering Smith was born.

As his name implies, the Wandering Smith only occasionally shows up in Ptolus. When he does, he spends time in the South Market, visiting smithies and workshops. His actions can seem capricious. Sometimes he bestows an item of great value and amazing craftsmanship to a person he's never met (the item is always perfect for him or her), and other times he merely sells items he has crafted to any willing customers. Such items can always be sold for at least 110 percent of their value, as many folks will pay a premium for an item he has crafted. Frequently, such items are deemed virtually indestructible.

The Wandering Smith

Male human (Lawful Neutral)

Fighter2/**expert**18 **CR** 20

HD 2d10+8 + 18d6+72 **hp** 185

Init +10 **Speed** 30 feet

AC 28, touch 20, flat-footed 22

BAB/Grapple +15/+20

Attack +26 melee (1d10+12, maul)

Full Attack +26/+21/+16 melee (1d10+12, maul)

SQ Spell-like abilities, DR 10/nonmetallic, fast healing 10, immune to poison and disease, innate crafting (can create any magic weapon, armor, ring, or other metal item as if he had the proper feats and spellcasting abilities), innate skill (+10 bonus to all smithing Craft checks), does not age

Fort +13, **Ref** +12, **Will** +12

Str 21, **Dex** 23, **Con** 18, **Int** 18, **Wis** 12, **Cha** 14

Crucial Skills: Climb +11, Escape Artist +12, Intimidate +20, Jump +11, Listen +10, Search +17, Spot +9.



Other Skills: Craft (armorsmithing) +34, Craft (blacksmithing) +37, Craft (goldsmithing) +26, Craft (silversmithing) +26, Craft (weaponsmithing) +33, Decipher Script +13, Handle Animal +8, Knowledge (history) +14, Perform (sing) +10, Profession (blacksmith) +12, Ride +10, Swim +10.

Crucial Feats: Blind-Fight, Cleave, Dodge.

Other Feats: Alertness, Improved Initiative, Power Attack, Skill Focus (Craft [blacksmithing]), Skill Focus (Craft [goldsmithing]), Skill Focus (Craft [weaponsmithing]), Weapon Focus (greathammer).

Spell-Like Abilities: Caster level 20th. The save DCs are Charisma based.

1/day—alter self, analyze dweomer, discern location, find the path, legend lore, greater teleport.

Possessions: +5 thundering maul (like a maul of the titans, deals triple damage against inanimate objects), +5 studded leather armor of heavy fortification, ring of protection +4, potions of cure serious wounds (2), bag of holding (type IV), masterwork forging tools, healer's kit, 50 gold bars worth 200 gp each.

Ghulwar, PT2: page 81

Iron God, PT2: page 69
Maleskari, PT2: page 69

Local Expressions

Ptolus has many unique colloquialisms. Here are a few of the expressions one might hear, whether in the South Market or any of the city's districts.

*"A deal with the Rau."
(a cheat or swindle)*

"Every month is Rain in Ptolus."

*"Don't try to break a brick."
(subtle reference to the criminal Masons' Guild)*

"Everything passes through Midtown."

"He's got the heart of a fish-wrangler." (someone is fit, hardy, strong, and quick)

*"A Redwand job."
(reference to the thief Sobac Redwand; euphemism for a well-secured place)*

*"Eat to live, don't live to eat."
(a litorian motto)*

*"Demons of darkness!"
(exclamation referring to Ghul-created demons).*

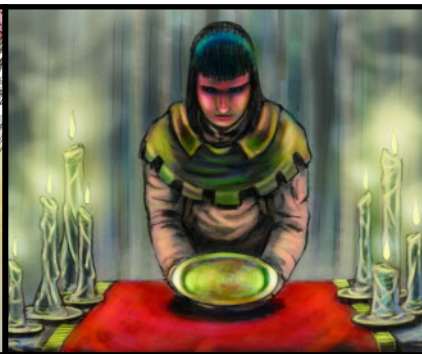
*"Don't lose stripe."
(don't lose your nerve)*

*"By the four sacraments!"
(reference to the four sacraments of Lothian; see PT2: page 68)*



TEMPLE DISTRICT

Teeming with churches, shrines, and the headquarters of various religious orders, the Temple District is a strange hodgepodge of good and evil. The dangerous and hidden Temple of the Rat God is found here, as is the Priory of Introspection and St. Valien's Cathedral. Those interested in some strange disappearances in town may want to check out the Temple of the Ebon Hand cult.



Locator Map

TEMPLE DISTRICT IN BRIEF

Area: 110 acres

Population: About 8,000

Primary Function: Religious

Primary Social Class: Middle

 Purveyor Street (H4)

 Purveyor Street (H4)

St. Valien's Cathedral, page 376

Priory of Introspection, page 374

Hall of Heroes, page 372

The Temple District is a relatively small section of Ptolus centered around worship and religious faith. It is bounded by the King's River to the south, North Gate Road to the west, Carver Lane to the east, and Golden Elm Way to the north. Some folks claim that it extends all the way to the Necropolis wall in the east—and certainly the area east of Carver Lane focuses on burial needs and other religious-related matters—but officially, that is a part of Midtown.

THE FLAVOR OF THE TEMPLE DISTRICT

In many ways, the Temple District is the most exotic of all the districts of Ptolus. The strange music and chants of rites to unknown gods waft through the incense-laden air. Couriers bearing holy writs brush past self-flagellating monks and street preachers hoping to bring salvation to the unconverted. Almost on a daily basis, one religion or another hosts a procession, parade, festival, or other public spectacle.

As its name suggests, the Temple District comprises mostly temples. On the famous Street of a Million Gods that runs through the district, virtually every building is a church of some kind. And other streets hold plenty of temples as well—in fact, some of the largest and most

prominent ones, such as **St. Valien's Cathedral** and the **Priory of Introspection**, are situated elsewhere in the district.

While ambling through the streets here, one can't help wondering what the definition of a temple actually is. Although most people would characterize it as a building dedicated to the worship of a god, some temples do not fit that description. These places, usually monasteries, focus instead on an ideal, belief, or concept. For example, the aforementioned Priory of Introspection is dedicated to the nature and value of the female psyche.

But of course, not every single building in the Temple District is a temple. Some are locations like the **Hall of Heroes**, where statues of famous adventurers are displayed together. Some are religious support facilities, like priestly dormitories or small markets for temple personnel. There are homes, both for priests or other temple workers and for regular citizens—especially the more religious-minded of them. There are also religious shops that sell holy symbols, holy water, sacred oil, incense, prayer beads, and so on. Tombstone carvers and makers of crystal vessels set up shop in the district as well. Finally, one will find the sorts of buildings any district requires: a Watchhouse, Firehouse, and the like.



RUNNING THE TEMPLE DISTRICT

The key to running the Temple District is this: When a player asks, “Is there a temple to a god of X?” you reply, “Yes.”

Now, obviously, you don’t want this to get too silly. Don’t put a god of raspberry tarts or goddess of haircuts here. But people worship dozens and dozens of gods in Ptolus—far more than are catalogued in this book. A god of vengeance? Absolutely. A deity devoted to flowers? Sure. A god of flying? Yes, although you might say that the god (or goddess) is actually the patron of all things in the air, or the god of winged beasts.

While running this district, feel free to throw in any strange religious details you would like.

Priests of Gaen can’t step into more than seven shadows between sunrise and sunset. Followers of Blurrah avoid men wearing blue shoes. Every third week of the month, the high priest of Mirresh must walk around the temple five times in the nude. These are the kinds of details that dictate activities, conflict, and—most importantly—memorable encounters in the Temple District.

Most likely, the players will immediately consider the Temple District just “the place to go get healed.” It’s your job to make it much more than that. The district holds adventures aplenty involving opposing religions (rivalries that can resemble gang wars in ferocity), evil cults, lost relics, the specifics of a strange ritual, and much more.

MAP KEY

- 133. Striknos’ (page 397)
- 134. The Conciliators (page 372)
- 135. Alaina Bellsong (page 397)
- 136. Temple of Celestan (page 397)
- 137. Temple of the Ebon Hand (page 379)
- 138. Temple of Teun (page 395)
- 139. Temple of Melann (page 397)
- 140. Phoeboul’s Temple (page 397)
- 141. Iron God’s Temple (page 397)
- 142. Temple Observatory of the Watcher of the Skies (page 389)
- 143. Taggert’s (page 378)
- 144. Temple of Inurath (page 397)
- 145. Temple of Gaen (page 385)
- 146. Temple of Ynchabolos (page 397)
- 147. Blessed Bridge (page 370)
- 148. Celestial Conclave (page 372)
- 149. Temple of Asche (page 378)
- 150. Temple of Fifty-Three Gods of Chance (page 397)
- 151. Order of the Fist (page 373)
- 152. Temple of Ahaar (page 378)
- 153. Temple of the Rat God (page 390)
- 154. Temple of Navashtrom (page 387)
- 155. Hall of Heroes (page 372)
- 156. St. Valien’s Cathedral (page 376)
- 157. Mustek’s Shop (page 397)
- 158. Temple of Kharos (page 397)
- 159. Stormwrought Campanile (page 377)
- 160. Priory of Introspection (page 374)
- 161. Temple of Mocharum (page 397)
- 162. Temple of Excellence (page 384)
- 163. Temple of the Frog (page 397)
- 164. Denthon’s (page 397)
- 165. Shrine of the Oracle (page 375)
- 166. House of the Sacred Heat (page 373)

SO YOU WALK INTO THE TEMPLE...

The player characters enter a temple on business, possibly to get healed, restored, or have some condition removed. What do they see? What’s going on inside? What do the priests busy themselves with all day long? Here are some ideas:

Cleaning: Acolytes and servants clean the temple interior and the holy relics.

Dancing: While someone beats a large drum, a number of dancers perform an elaborate rite.

Decorating: The temple staff works to change ecclesiastic decorations for an event or upcoming holy day.

Divination: One or more priests use spells and prayer to gain some important esoteric information.

Funeral: A corpse is prepared physically and spiritually for the afterlife, while the living pay their respects.

Instruction: A priest teaches a large group of the faithful some of the tenets of the religion’s dogma.

Planning: The temple staff attends a meeting to prepare for some upcoming event.

Prayer: All the priests are deep in prayerful meditation.

Religious Rite: A priest conducts a small or private ritual involving sacraments and personal attention.

Religious Service: Priests conduct ceremonies and give sermons to an assembled congregation.

Sacrifice: Priests sacrifice goods or even an animal to their deity.

Singing: A choir of singers or chanters performs hymns praising the religion’s patron.

Wedding: Two people are being joined in a large, public religious ceremony of vows and rituals.

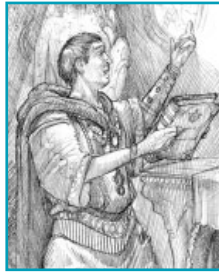
Nothing: The priests of the temple are out promoting the faith or helping the unfortunate, leaving only a few acolytes behind.

*"This so-called 'temple district' is an abomination before Lothian. The mere fact that it has row upon row of temples to non-Lothian gods shows that the citizens' faith has strayed to all manner of idolatry and demonic reverence. If I could, I'd burn the whole place."
—Brother Barclay Norrison*



Even the Blessed Bridge across the King's River here has small shrines built upon and into it.

BUYING TEMPLE GOODS



Some characters will come to the Temple District to purchase goods. Holy water is available at virtually any temple for a donation of 25 gp per vial. Quantities are virtually limitless.

Potions and scrolls of divine spells are available too, but the selection depends on the specific temple and the relationship of the character to that temple. More items are available to the faithful in need than to some random adventurer, for example. Selling potions—and to a lesser extent scrolls—is the main way temples earn money in Ptolus. Even though they call the payment a “donation,” it's actually a very businesslike enterprise.

Sometimes a cleric offers a potion or scroll to a follower of the faith who has done some great work, simply for the cost of creating it.

Healing potions and scrolls remain the most commonly available items by far.

PEOPLE OF THE TEMPLE DISTRICT

The Temple District may be the true “melting pot” of Ptolus. From the mightiest aristocrat to the lowliest ditch-digger, people come here to pay fealty to their gods. One can run into literally anyone here.

Most of the folks in the Temple District at any given time don't actually live here. The small residential neighborhoods tucked here and there in the district generally provide housing for temple workers and occasionally priests.

The people of the Temple District have formed a strange amalgam culture, despite the fact that most of them have differing outlooks, beliefs, and worldviews. Their divergent dogmas notwithstanding, they at least share in common a general sense of spirituality and faith. They all focus on the ideas of higher powers and belief systems. Most seem surprisingly respectful of each others' faiths.

That said, conflicts of ideology or religion do occur. When clerics of one particular god walk down the street, they might avoid the clerics of another specific faith, lest an argument or fight break out. Sometimes, they avoid them because their faith demands it—to walk down the same street as the followers of an enemy god would be tantamount to blasphemy.

STREET OF A MILLION GODS

Temple of Ynchabolos



Temple of Gaen

Temple of Excellence



Temple of the Rat God



Temple of Navashtrrom



Temple of Ahaar

Blessed Bridge

MAN ON THE STREET

Harrek Neer: His wide face, square jaw, and flat-topped haircut combine to make Harrek Neer’s head seem an almost perfect rectangle. Of average height for a human but with a thick build, he is an imposing fellow. Harrek works as a jack of all trades in the district. Priests and others (usually of non-lawful deities) come to him to have problems solved, anything from water pooling in the church basement or waifs sneaking coins out of the collection box to a rival religion appearing too successful—and thus in need of an idol defacement or the release of a few rats into an important ceremony. Harrek wears a long leather coat with many pockets, each holding a different tool or piece of equipment for his various tasks. He’s likely on his way to deal with some problem or another.

Lallae Skyblue: This female elf wears her black hair long, as is traditional for followers of **Ardaen**. Ardaen, once an elvish god of light, was slain by the evil **Gorgoth-Lol** in a terrible battle thousands of years ago. Lallae keeps up the shrine built to Ardaen’s memory. She calls herself a priestess, but unkind folk around her call her a cleaning woman, since all she does is polish the altar and keep the shrine lovely. Lallae seems perpetually sad, knowing that her life’s calling is to serve a god slain millennia before she was born. She dreams of the day when her god returns from

the dead, although truthfully there is no reason to believe that will ever happen. If encountered on the street, Lallae probably is on her way to or from the shrine.

Torus Blackstone: A follower of **Teun**, the Mother of All Machines, this Grailwarden dwarf keeps his black beard trimmed and his hair kept equally short. Torus dabbles in magic but earns his living as a mason—he wears his guild badge proudly. The extremely devout dwarf visits the temple of his goddess at least three times a week.

TEMPLE DISTRICT RUMORS

“Holy War.” The followers of **Danace**, Master of the Thousand Pains, diametrically oppose those who serve **Hannan**, the Lord of the Sun. The high priest of Danace recently hired **Vai assassins** to kill a high-ranking priest of Hannan. Outraged at the slaying, the clerics of Hannan are gathering the martially inclined among their faithful (along with some hired mercenaries) to raze the temple of Danace. Calling it an abomination, they ignore the City Watch’s threats to interfere in such an overtly violent retributive action.

“Protection Money.” The **Balacazars** make a small fortune every year collecting protection money from the smaller temples in the district, with the implied threat of desecration or destruction to temples that do not comply.



“There are temples to more gods here than one can catalog. Gods, it would seem, breed faster than rats in Ptolus...”
—Kevris Killraven

Teun, PT2: page 70

Danace, PT2: page 68

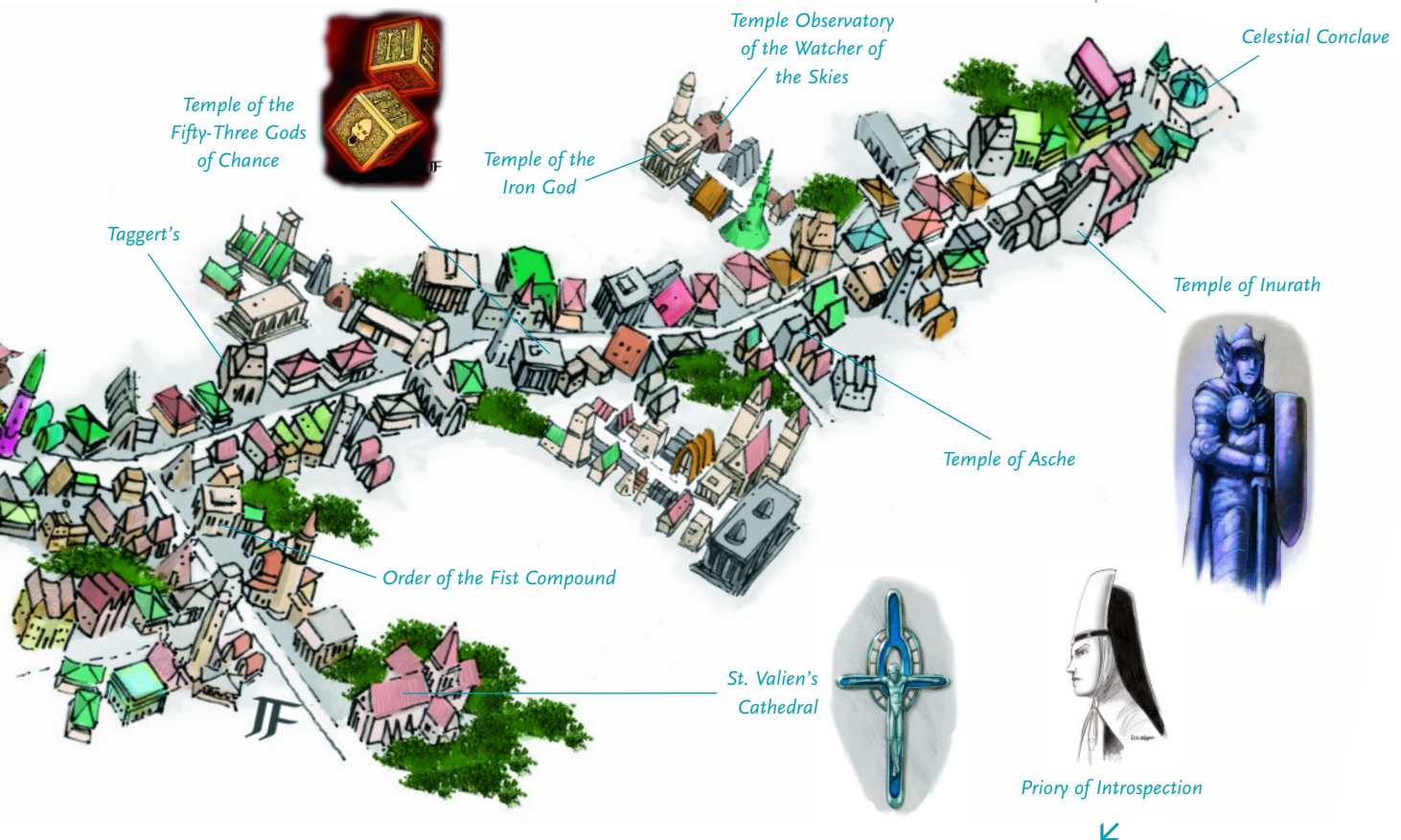
Hannan, PT2: page 69

Vai assassins, PT3: page 139

Ardaen, PT2: page 68

Gorgoth-Lol, PT2: page 69

Balacazars, PT3: page 100



Legends say that a person who learns the name of every god that exists will gain special enlightenment.

Conciliators, PT2: page 68

Coming to Get Healed

Most of the time, there is no cleric standing in the vestibule of a temple ready to hand out cure light wounds to anyone with 10 gp. Remember that divine spells are gifts from a deity, and the faithful will treat them as such. Although there are no game rules requiring such, most priests bring someone seeking spellcasting into their sanctuary to a holy spot (on a raised dais, by the altar, etc.). They might light special candles or play sacred music while casting their spells. They might even ask recipients to swear an oath to the god or confess their sins. The clerics take the entire process very seriously, even if the recipients do not.

Rumor has it that Commissar Igor Urnst will be added to the Hall of Heroes sometime soon.

Galchutt, PT2: page 60

Eslathagos Malkith, PT2: page 75

TEMPLE DISTRICT LOCATIONS

The Temple District has a number of varied and interesting locations for player characters to explore.

CELESTIAL CONCLAVE

📍 Street of a Million Gods (#148, H4); see map, page 371 🏰 4,400 gp

Columns surround this round, white monopylon. The outside looks fairly plain, but the structure's interior contains a great hall that displays every known holy (and unholy) symbol. A vast library of major sacred texts and books on religion fills the rest of the temple.

The priests of the Celestial Conclave revere not a single god but the act of worship itself. They favor no one deity over another, nor do they worship any of them. They are a religion of religion. Priests here study with reverence the rites, beliefs, and tenets of every faith they can discover. The concept of religious faith and the act of worship are holy to them.

This makes the priests of the Conclave the greatest experts on the world's religions and cults. Their collection of religious texts is second to none. Moreover, for a small donation to their temple—usually only a single gold coin—they allow anyone to peruse their library or consult with them on religious questions. While they refuse to comment on matters of understanding, they are happy to discuss matters of fact. For example, they will not venture to guess why Lothian allows accidents to happen to good people or why the followers of Kran, Goddess of Faults, devote themselves to such a distasteful and petty deity. They will, however, explain what the *Book of St. Yessid* says about Lothian's will, or what the rituals of the devotees of Kran are like.

Liessa Vergan (female human cleric5/expert5) is the high priestess of the Conclave. She appears muscular and fit, with a shaved head and a silver torc. She wears a long grey coat over a black shirt and white pants. Liessa is extremely intelligent, well spoken, and friendly.

The Celestial Conclave is a church unique to Ptolus. It has the blessing, if not the full understanding, of just about every temple in the city.

Encounter: When the player characters arrive at the Celestial Conclave, Liessa Vergan is already speaking with a Cherubim elf named Winteril. Winteril recounts some ancient Cherubim legends of a dead god, or many dead gods, beneath Ptolus and wants to know more. Liessa knows nothing of such gods, but she promises to find out what she can. Winteril doesn't realize it, but he's actually referring to the sleeping **Galchutt**, not a group of dead gods (the legend has become distorted over time).



CONCILIATOR CHAPTERHOUSE

📍 North Gate Road (#134, F4); see map, page 369 🏰 11,000 gp

This two-story structure located on the western end of the district looks like a library or minor government building, except for the Lothianite crucifix above the main doors. It is, in fact, the headquarters of the **Conciliators**, a church organization with its roots in the Edict of Deviltry.

Nonmembers, even clerics of Lothian, are not permitted within the chapterhouse except by invitation. The building consists mostly of offices and meeting rooms, with a few billets for members to use when needed. Below the building in two subterranean levels are holding cells and torture rooms once used to extract confessions and conversions from infidels.

HALL OF HEROES

📍 Shimmer Lane (#155, I5) see map, page 369 🏰 10,000 gp

This long rectangular building stands open on three sides, its impressive vaulted stone roof supported by marble columns. The hall houses a series of life-size marble statues of heroes important to Ptolus or the Empire at large. Each of the statues includes a bronze nameplate. Heroes honored here include the following:

- Abesh Runihan, a broad-shouldered male human fighter with a sword and shield who defeated the ghost-lich Kagrisos and saved the city from a plague.
- Brusk, slayer of the tarrasque, a massive male half-orc warrior with a greataxe.
- Delian Von Tessel, the first Emperor, a tall, thin human male with a scepter and longsword.
- Dionys, one of the "Great Seven," a male human fighter-druid with a scythe-sword.
- Eriskal, one of the "Great Seven," a female elf rogue with a rapier and a dagger.
- Kam, one of the "Great Seven," a stern male halfling monk with clenched fists.
- Maeritha Moonrise, a hard-featured female elven wizard with a thin wooden staff; she was one of the slayers of **Eslathagos Malkith**.

- Runshallot, one of the “Great Seven,” a bald, stout male human cleric of Gaen with a shield and mace.
- Saerth, one of the “Great Seven,” a short male elf wizard-rogue with a small dragon familiar.
- Tacheron Kint, a barrel-chested male human fighter with a longsword and a short sword. This famed explorer is best known for rescuing lost children from the [Shadow of Ptolus](#).
- Thoy Champous, a male human paladin of [Ahaar](#) with an intricately carved elven bow. He is renowned for imprisoning nightwalkers below Oldtown.
- Uthegos, one of the “Great Seven,” a male dwarf fighter with a dwarven waraxe.
- Yllistro, one of the “Great Seven,” a male half-elf sorcerer-ranger with a longbow.
- Zachary Hedron, a tall and noble-looking male human fighter who gave his life rescuing dozens of people from burning buildings in the Great Fire of 701 1A.

The building has room for the addition of more statues. Sponsored by the Delver’s Guild, the hall also receives grants from the Commissar, on the condition that Emperor Von Tessel be included (he is). Some dismiss the hall as merely a political landmark, but others come here to pay their respects or help teach history to their children.

HOUSE OF THE SACRED HEAT

☑ Center Street (#166, J5); see map, page 369
 🏠 8,000 gp

The [Healers of the Sacred Heat](#) maintain their eternal holy flame in a building that looks like a two-story keep. They believe in the divine healing power of fire, although their faith does not involve worship, per se, nor do they revere any god. They do not think of themselves as priests (or their headquarters as a temple), but as healers with a greater understanding of fire than others.

Serving the needs of Ptolusites who cannot afford to pay a temple hundreds of gold coins to heal a wound or deal with an illness, the Healers of the Sacred Heat use holy fire to deal with injury, disease, and afflictions of all kinds.

For a donation of only 5 gp, they use a painful but effective magical application of fire to alleviate boils, warts, moles, blemishes, or other skin marks; sprains, muscle or ligament aches, arthritis, rheumatism, and even broken bones; asthma, allergies, gout, sexually transmitted diseases; and virtually any other minor ailment. Recurring problems (such as arthritis) or very serious ones (like broken bones or diseased organs) require multiple or ongoing treatments. And conditions like curses, blindness, deafness, level loss, nega-

tive levels, ability score drain, and diseases that inflict ability score damage on a daily basis are beyond them. Basically, the healers here cope with trivial and mundane ailments, not those more common among adventurers. Their clientele are average middle-class citizens.

Scenario: The player characters use Gather Information to help locate a young man snatched by slavers. They learn of a woman—the girlfriend of a high-ranking slaver—who may know where the group took the fellow. Even though she keeps a low profile, the PCs learn that she comes to the Healers of the Sacred Heat once a month to deal with a recurring boil. After staking out the House of the Sacred Heat, they can follow her and find out where she goes or confront and question her right there.

ORDER OF THE FIST COMPOUND

☑ Street of a Million Gods (#151, H5); see map page 371 🏠 1,100 gp

The only entrance into this compound always stays locked. Entry is the first requirement for those wishing to join—candidates must climb or leap over the eighteen-foot stone wall surrounding the open courtyard where the members of the order practice combat training and other skills from sunrise to sunset.

The Order of the Fist is based around a very simple, straightforward philosophy: Decide what you want, and take it. While at the outset this idea seems selfish and greedy, a student of the order soon finds that it is much more than it appears. The Order of the Fist teaches its members to set personal goals beyond the mundane (wealth, power, sex), then allow nothing to stand in the way of those goals. For example, a member might decide to rid Ptolus of all demons because a half-demon on a rampage killed his mother. The order teaches its students to look below the surface to find out what they really want.

The compound is austere, bare of any décor or luxury. The members do keep a large supply of mundane equipment for their own use.

The leader of the order is Wynn Rabinall, a handsome, powerful man with smoldering eyes and dark features. Wynn is a man of great sadness, having lost his lover on a past adventure, but he buries his pain in his devotion to the order. He spends most of his time here, training with the other members.

The order’s other prominent student is the human monk Aliya Al-Mari of the [Runewardens](#). At any given time, membership is less than a dozen people. However, they are some of the most prominent and powerful monks in the city.



The Great Seven are the slayers of Ghul (see PT2: page 81).

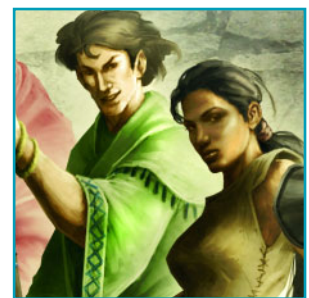
Shadow of Ptolus, page 327

Ahaar, PT2: page 68



Order of the Fist, PT1: page 26

Healers of the Sacred Heat, PT1: page 25

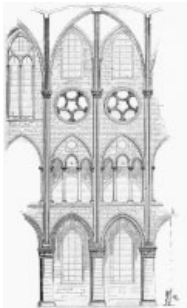


The Runewardens, PT6: page 577

All members of the Order of the Fist must tithe 10 percent of their earnings to the order.

Sisterhood of Silence,
PT3: page 134

Mother Superior, PT3: page 136



To the surprise of many, the Mother Superior stays in quarters no different than those of the youngest novice.



Wynn Rabinall
Male human (native outsider), (Lawful Neutral)
Monkzo CR 20
HD 20d8+20 **hp** 116
Init +10 **Speed** 100 feet
AC 35, touch 27, flat-footed 29
BAB/Grapple +15/+24
Attack +21 melee (2d10+5, unarmed strike) or +22 ranged (1d6+6, sling)
Full Attack +21/+21/+21/+16/+11 melee (2d10+5, unarmed strike) or +22/+17/+12 ranged (1d6+6, sling)
SA *Ki* strike (adamantine), quivering palm (Fortitude DC 24 resists)
SQ Improved evasion, SR 30, DR 10/magic, immune to disease and poison, slow fall 90 feet, wholeness of body (40 points), *dimension door* 1/day, *etherealness* for 20 rounds/day, tongue of the sun and moon.
Fort +15, **Ref** +18, **Will** +16
Str 21, **Dex** 22, **Con** 12, **Int** 13, **Wis** 19, **Cha** 16
Crucial Skills: Climb +25, Hide +25, Jump +22, Listen +4, Move Silently +25, Spot +13, Tumble +20.
Other Skills: Balance +13, Diplomacy +18, Heal +6, Knowledge (arcana) +10, Knowledge (history) +15, Swim +7.
Crucial Feats: Blind-Fight, Deflect Arrows, Dodge, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist.

Other Feats: Athletic, Great Fortitude, Improved Initiative, Weapon Focus (unarmed strike).

Possessions: +1 sling, masterwork bullets (20), amulet of natural armor +4, ring of protection +3, bracers of armor +4, belt of dexterity and strength +4, ring of telekinesis, boots of striding and springing, potions of cure serious wounds (3), 15 sp.

PRIORY OF INTROSPECTION

🏠🗺 Malav Street (#160, 14); see map, page 375
💰 30,000 gp

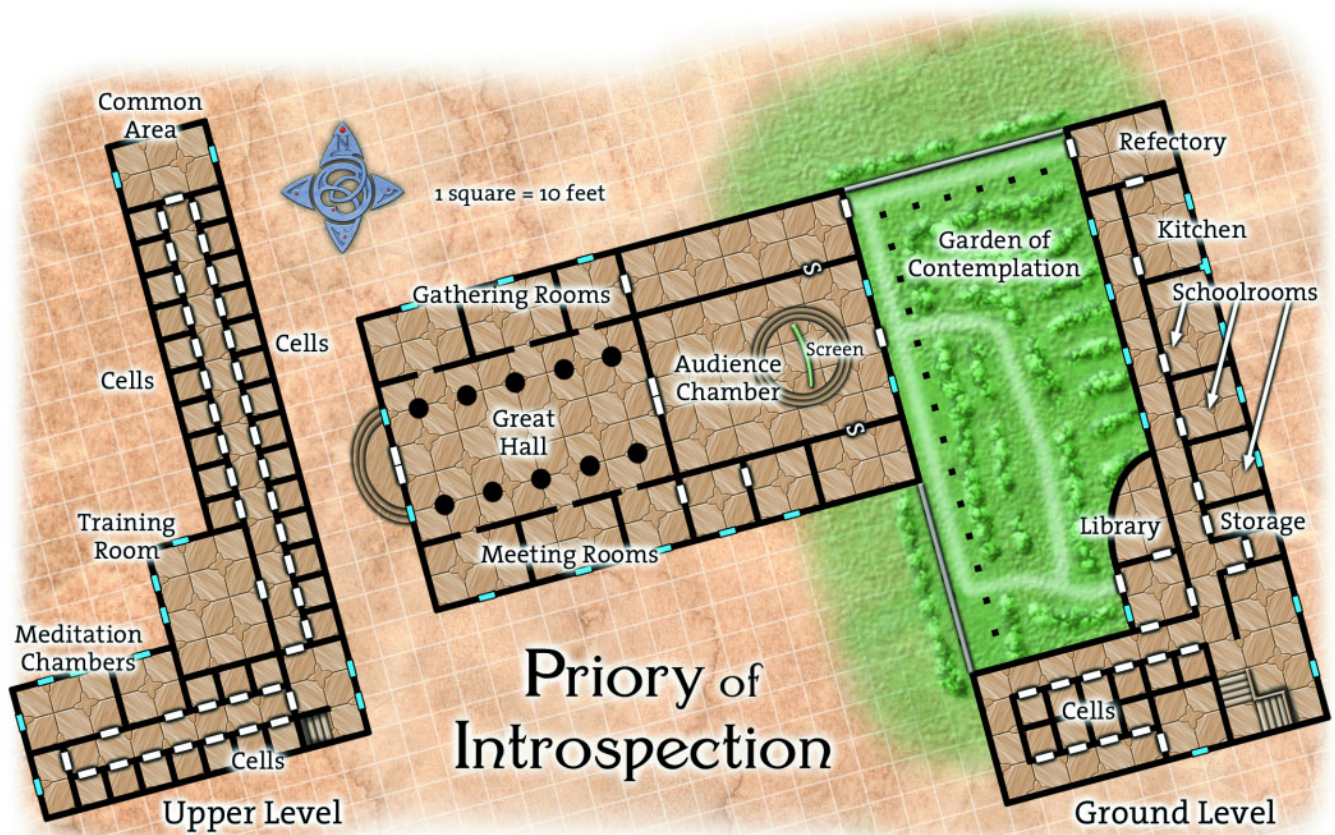
The Priory of Introspection, headquarters of the **Sisterhood of Silence**, is a walled compound of simple but elegant design. Inside, the Sisterhood maintains fabulous gardens within the courtyard and even atop the roof of the main sanctuary. As one might expect, this is a very quiet place where even non-members feel compelled to whisper.

Visitors enter the priory through the Great Hall, a monumental structure designed to instill awe and humility in all. Columns like redwood trees rise up on either side of the marble hall, which is virtually unadorned but always immaculately clean. Many side passages branch off from the Great Hall.

The hall ends in huge doors that give way to the audience chamber of the **Mother Superior**. This dim chamber is almost as vast as the Great Hall that precedes it and, if anything, appears more spartan. At the far end stands a round marble dais whose rear half is concealed by a wooden screen. From here, the Mother Superior sits out of the view of anyone in the chamber save her eunuch Speaker. He stands to one side of the screen so he can see both the Mother Superior and the visitors who've come to "speak" with her.

When the eunuch speaks, he never refers to himself, only "we." Occasionally he refers to "the Mother Superior," but always in the third person and never with a pronoun.





An audience with the Mother Superior as described above is available only by appointment. The Sisterhood often refuses requests without explanation. To make an appointment or other request of the Sisterhood, visitors can come to the Great Hall and speak with the eunuch on duty.

Aside from the Great Hall and the audience chamber, the rest of the two-story priory is forbidden to outsiders. Here the Sisters relax, train, study, eat, and sleep. As there are approximately one hundred fifty Sisters at any given time, and all of them live in the priory, the compound is rather large.

SHRINE OF THE ORACLE

Redoubt Street (#165, J5); see map, page 369

7,200 gp

A domed tower flanked by obelisks, the Shrine of the Oracle rises up before a reflecting pool in a grassy yard. This shrine is the home of the Brotherhood of the Oracle, a spiritual group interested in foretelling the future. The Oracle is a woman from a line of oracles, always the seventh daughter of a seventh daughter in the same family lineage.

Today, that woman is Nayvras (female human expert10). She is plain, with shoulder-length

brown hair and small eyes. She also seems very quiet, hardly saying anything except when she prophesies. Her constant companions are her two golden retriever dogs. The Brotherhood dotes on her and caters to her every whim, but she neither takes advantage of the attention nor resents it—she hardly seems to notice it, in fact.

It is said that Nayvras' heart is directly tied to the land around her, so that when something happens of import—good or bad—she feels it in her chest, even if she doesn't know the details. At other times, she has prophetic sending dreams of the type described by elven legends when **Dreta Phantas** still lay on the surface.

Scenario: Nayvras is deathly afraid of the **Urthon Aedar**. She doesn't know who or what they are, but her dreams have told her that they mean her harm. The Brotherhood of the Oracle employs the player characters to investigate these strange armored enigmas and find out what they mean to do.

The Urthon Aedar do, in fact, mean to kill Nayvras, because they know that her connection with the land will result in her eventual corruption and possession by the **Galchutt** as they awaken.



Dreta Phantas, PT7: page 457

Urthon Aedar, PT3: page 138

Galchutt, PT2: page 60

Adlam Theobold and Combat

Despite the fact that he is the most powerful cleric in the city, the idea of presenting combat stats for Archbishop Adlam Theobold is a bit ridiculous. He has a Strength score of 2 and a Constitution score of 3, wears no armor or protective items, wields no weapons, and never prepares spells of a combative nature. Battle has nothing to do with him, in his view; it is not why Lothian put him in the world.

Order of the Dawn, PT2: page 67

The city's nine Lothianite churches are St. Valien's Cathedral (Temple District), St. Gustav's Chapel at Delver's Square (Midtown), Daykeeper's Chapel (Midtown), St. Daris' Church (Guildsman District), Church of the Lawgiver (North Market), Church of Lothian the Redeemer (Oldtown), St. Chaule's Chapel (South Market), Chapel of St. Thessina (Rivergate), and the temple in the Holy Palace (Nobles' Quarter).



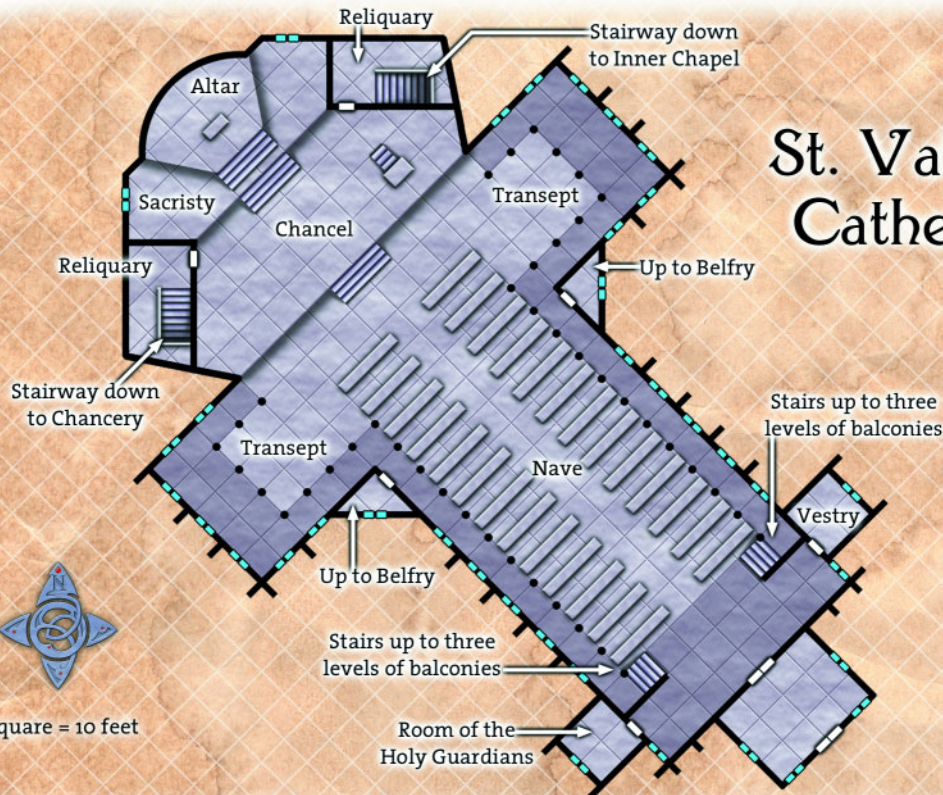
ST. VALIEN'S CATHEDRAL

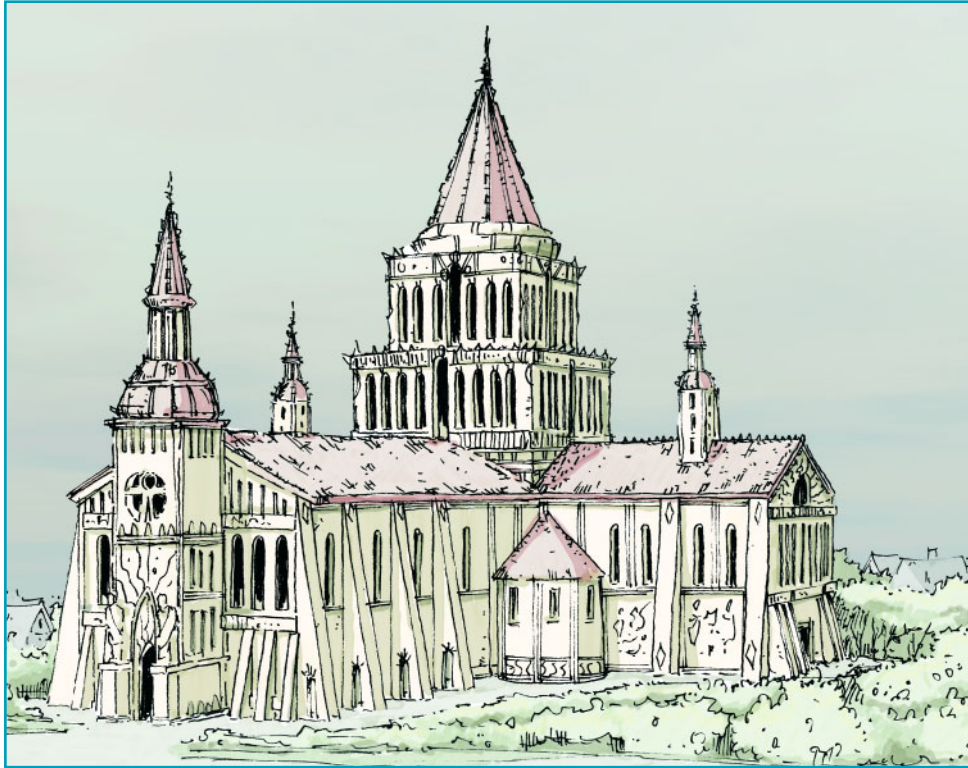
☞ Sunrise Street (#156, I4); see map, below
 🏠 200,000 gp

Although just one of nine churches in Ptolus dedicated to Lothian, St. Valien's is the largest and most well-known. It is designed in the traditional Lothianite fashion, which is to say an elaborate, baroque structure with intricate iconography and ornamentation that almost threatens to collapse the building with the weight of its significance. Gilded angelic figures adorn every lintel, alcove, and archway, while bas-reliefs of winged lions guard every hallway and door. Graven images of saints and figures of Lothianite significance cover almost every surface, including the ornately carved pews in the sanctuary.

The cathedral boasts a staff of twenty priests (most of the acolyte rank) and a like number of servants and support staff. Eight knights of the Order of the Dawn, the Church's order of holy warriors, stand duty in the cathedral or the surrounding grounds at all times. The sanctuary can hold a congregation of twelve hundred of the faithful at one time, including the three balconies.

St. Valien's maintains a strict policy of no weapons or armor allowed within the cathedral, except as worn or wielded by Knights of the Dawn. The cathedral's staff looks down upon adventurers and does what it can to keep them





INFO CHECKS

A *Knowledge (local)* or *Gather Information* check can reveal a bit about the cathedral:

St. Valien's is the largest church of Lothian in the city (DC 15).

Adventurers and similar folk are not welcome at St. Valien's. Weapons are not permitted inside, except by Church knights (DC 18).

Although old, St. Valien's archbishop Adlam Theobold is the most powerful cleric in Ptolus (DC 20).

out of St. Valien's—even going so far as to fund **St. Gustav's** in Delver's Square, so adventurers will attend services or seek aid there.

Church attendants usually turn away the wounded or those in need of clerical aid from the doors of St. Valien's, explaining that the cathedral is not the place for such things, but a holy locale devoted solely to worshipping Lothian. The only exception is the holy rite of *true resurrection*, conducted on Theoday each week by Adlam Theobold (male human cleric²⁰), the archbishop of the cathedral. He celebrates the rite by appointment only and, even as expensive as the spell is, the waiting list is usually at least three weeks long at any given time.

Adlam Theobold is an incredibly old man who requires two assistants (usually members of the **Order of Dayra**) to get around or even stand. If not for the presence of the Holy Emperor and the Prince of the Church in Ptolus, he would be the highest-ranking Church official in the city.



STORMWROUGHT CAMPANILE

📍 Malav Street (#159, I4); see map, page 369
 🏰 1,250 gp

The Stormwrought Campanile stands almost one hundred feet high, overlooking most of the Temple District. This freestanding belltower tolls for a number of different religions, each of which pay the small staff of the campanile to call their faithful to prayer, to mark holy days and holy hours, and to announce other religious events.

The campanile holds a multitude of bells and can produce incredible variations of music and sounds. Marved Sallin (male human expert⁵/sorcerer⁹), the tower's self-titled campanologist, has devoted his life to the study of bellringing. He employs a staff of three to four assistants (human commoners¹).

The Stormwrought Campanile gets its name from the days of the completion of its construction. Terrible storms came in off the Bay of Ptolus for days, which led some to call the belltower cursed. The builders, however, said the tower wasn't cursed—it was immune to curses, because even the fiercest storms couldn't delay its completion. Today, some folk come to the Stormwrought Campanile looking for shelter when they fear bad omens, ill luck, storms, or evil magic. Marved makes sure they are always welcome.

However, Marved is not just the kindly bell-ringer. He also heads a small **Sorn** cell, which meets here in the campanile. Hidden throughout

St. Gustav's Chapel, PT4: page 219



Church of Lothian, PT2: page 64

Order of Dayra, PT2: page 67
Holy Emperor, page 293
Prince of the Church, page 294

The Sorn, PT3: page 137



Asche, PT2: page 68

Ollom, PT2: page 70

Taggert's serves a variety of ales and beers and a small selection of spirits, but no wine.

*Castle Shard, page 285
City Council, PT4: page 148*



All clerics of Ahaar (PT2: page 68, symbol above) have a medallion magically implanted just under the skin between their shoulder blades, marking them permanently as followers of their god.

Balacazars, PT3: page 100

the tower are secret caches of their equipment, loot, and magic items (most require a Search check, DC 25, to find). There are six other members of the cell; all are sorcerers of 6th to 10th level except for one, Roema Ashenwood (female elf rogue6/sorcerer6).

TAGGERT'S

🏠📍 Street of a Million Gods (#143, H5) ☺☺
★★★ see map, page 371 🏠 2,700 gp

The tavern that is a temple, or the temple that is a tavern—either way, Taggert's serves drinks to patrons and pays homage to **Ollom**, God of the Keg. For some, this a favorite spot in the Temple District: a place to relax and forget about the competing faiths all around, or the stress of attempting to serve one's god and one's congregation at the same time. For others, however, the place is a sacrilege, where even something as simple as drinking a mug of ale becomes a ritual dedicated to a god they do not revere.

Taggert, the follower of Ollom who built the temple/tavern over one hundred fifty years ago, left the establishment to his daughter who, in turn, left it to her son, the current owner. His name is Pevan Shamus (male human cleric3/expert3), a tall, good-looking man in his early forties. Like his grandfather and mother, Pevan is a devout follower of Ollom. He accompanies every round of drinks with a short prayer of thanks to the provider of alcohol, which Ollom's followers credit for the dawn of civilization and the difference between intelligent people and beasts.

TEMPLE OF AHAAR

🏠📍 Street of a Million Gods (#152, H5); see map, page 370 🏠 6,300 gp

The temple to the God of the Air, Ahaar, is the kind of place people walk past on the Street of a Million Gods every day without thinking twice. Something brews within the temple, however, which could have a significant impact on the whole district soon.

A cleric of Ahaar, Bermund Thorn (male human cleric7), has grown tired of paying protection money to the **Balacazar** crime family to keep his temple (and himself) from harm. He wants to organize the priests and attendants of the various small temples in the district to stand as a united front against the crime lord when his men come around looking for gold to extort. He seeks whatever assistance he can get, from wherever he can get it; Bermund sees adventurers as a good bet—they often are both powerful and unaffiliated.

Bermund has a number of priests interested, but no one will commit to his cause without some sign of strength. Thus, even more audaciously, he plans a major strike against a Balacazar-owned

brothel/gambling den here in the Temple District. He'd like to get the help of believers in his cause, but hired mercenaries will suffice.

A short man with curly black hair, Bermund typically wears a blue vest over his white shirt.

TEMPLE OF ASCHE

🏠📍 Street of a Million Gods (#149, H4); see map, page 371 🏠 52,500 gp

An impressive building befitting the God of Cities, the Temple of **Asche** is marked by two imposing telamon statue-columns at its entrance. The worship of Asche is one of the most popular non-Lothian religions in the city, favored by delvers and adventurers because of the lack of a strict dogma.

Mand Scheben, one of the high-ranking members of the clergy of Asche, is the temple's most public face. A friend and confidant of the lords of **Castle Shard**, Mand is a likely candidate for the next seat in the **City Council**. He is in his late thirties with brown hair, a clean-shaven face, and a winning, crooked smile. He has a real way with people, which makes him hard not to like. His charm is only further bolstered by his sincerity.

Mand Scheben

Male human (Lawful Neutral)

Cleric11 (**Asche**) **CR** 11

HD 11d8 **hp** 55

Init +1 **Speed** 30 feet

AC 14, touch 12, flat-footed 13

BAB/Grapple +8/+9

Attack +10 melee (1d6+2, rapier)

Full Attack +10/+5 melee (1d6+2, rapier)

Fort +7, **Ref** +4, **Will** +10

Str 13, **Dex** 12, **Con** 10, **Int** 11, **Wis** 16, **Cha** 20

Crucial Skills: Bluff +5, Concentration +6, Listen +3, Sense Motive +7, Spot +3.

Other Skills: Diplomacy +16, Heal +7, Knowledge (local) +6, Knowledge (religion) +10, Profession (architect) +8.

Crucial Feats: Combat Casting.

Other Feats: Negotiator, Scribe Scroll, Silent Spell, Skill Focus (Diplomacy).

Domains: Knowledge, Protection.

Spells: 6/6+1/5+1/5+1/3+1/2+1/1+1; save DC 13 + spell level.

6th—*find the path, heal.*

5th—*break enchantment, flame strike, spell resistance.*

4th—*discern lies, restoration, spell immunity, tongues.*

3rd—*clairaudience/clairvoyance, dispel magic, helping hand, invisibility purge, protection from energy, searing light.*

2nd—*aid, bear's endurance, bull's strength, detect thoughts, hold person, spiritual weapon.*

1st—*bless, divine favor (2), endure elements, sanctuary (2), shield of faith.*



○—*assess creature*, *detect magic*, *detect poison*, *mending*, *read magic*, *virtue*.

Possessions: +1 rapier, bracers of armor +2, ring of protection +1, cloak of charisma +2, circlet of blasting (minor), wand of eagle's splendor (18 charges), scroll of antimagic field; scroll of restoration, remove disease, and remove curse; potion of fly, spectacles, friendship band engraved with "Castle Shard," 361 gp.

TEMPLE OF THE EBON HAND

III Terrock Road (#137, G4); see map, page 381
I 28,000 gp

On the verge of being banned in the city, the **Cult of the Ebon Hand** is said to harbor degenerates and encourage wrongdoings of the highest order. If city authorities knew of the plots being hatched in its darkened halls, they would certainly ban the cult, jail its clergy, and most likely raze its building. While it pretends to be a neutral and inoffensive faith, the Cult of the Ebon Hand is, in fact, a chaos cult set to plague the city and ultimately serve the **Galchutt**.

Cultists of the Ebon Hand revere mutation and deformity. If a member is not deformed naturally (many are), he or she seeks mutation or mutilation. The cultists refer to mutation as "the touch of the Ebon Hand." Cultists of the Ebon Hand have no distinctive garb but usually bear some black hand symbol: a tattoo, a charm, a small embroidery on their clothes, and so on. And of course, many of them are physically deformed in some way, ranging from a prominent birthmark to a withered leg to ritual scarring. Priests of the Ebon Hand wear black and red—in particular, black gloves—and must undergo an initiation

ritual involving a magical maze of chaotic energy. Those who survive gain a special "gift of deformity" (see Area 9, page 382).

The Cult of the Ebon Hand is kidnapping young people (mainly humans) and using a powerful magical ritual to transform them into what they call "children of the hand" (see Area 5, page 381). The children of the hand resemble trolls in power and appearance, although they have a distinctive green and black mottled skin with entirely black clawed hands. Their bodies are also covered with pus-filled sores, and they wear a permanent grimace of agony upon their visage.

Of all the **Cults of Chaos**, this is one of the most insidious because it is the most resilient. The cultists are quick to flee if discovered and appear ready to abandon their chapel at a moment's notice and move to a new location. Enemies of the Cult of the Ebon Hand liken its members to cockroaches. However, in Ptolus, the authorities have yet to discover their true evil.

Typical Ebon Hand Priest

Male or female human (Chaotic Evil)

Cleric2 (the Galchutt) CR 3

HD 2d8+2 hp 15

Init +0 Speed 20 feet

AC 17, touch 10, flat-footed 17

BAB/Grapple +1/+4

Attack/Full Attack +5 melee (1d8+3, morning-star) or +1 ranged (1d8, light crossbow)

SQ Gift of deformity (varies; see list in Area 9 and adjust stats as needed; -4 penalty to Bluff, Diplomacy, Gather Information, and Handle Animal checks)

Fort +4, **Ref** +0, **Will** +6

Str 16, **Dex** 10, **Con** 12, **Int** 9, **Wis** 16, **Cha** 11

Asche, God of Cities, is usually depicted as a handsome and sophisticated man wearing fine clothes and carrying a walking stick. The two figures shown here holding up the roof of his temple are known as "Asche's Porters," his loyal and semidivine servants.

Assess creature, PT6: page 639
Friendship bands, PT1: page 28

Cult of the Ebon Hand, PT2: page 72
Galchutt, PT2: page 80

Cults of Chaos, PT2: page 71



This statue graces the cult's main sanctuary; see page 380.

INFO CHECKS

A Knowledge (local) or Gather Information check might offer a few details about the Cult of the Ebon Hand.

The Ebon Hand is a cult in the Temple District (DC 15).

The Ebon Hand is most likely an evil religion; some suspect its members commit crimes including kidnapping and murder (DC 20).

The Ebon Hand is a chaos cult almost certainly responsible for terrible acts of violence (DC 25).

The leader of the Ebon Hand cult is named Malleck (DC 26).

Attacking the Ebon Hand cult is likely to just chase the cultists away, only to have them resurface somewhere else as another chaos cult (DC 30).



Crucial Skills: Concentration +3, Listen +5, Spot +5.
Other Skills: Heal +7, Knowledge (religion) +3.
Crucial Feats: Combat Casting.
Other Feats: Alertness.
Domains: Chaos, Trickery.
Spells: 4/3+1; save DC 13 + spell level.
 1st—*bane, cure light wounds, disguise self, shield of faith.*
 ○—*guidance, mending, resistance, virtue.*
Possessions: Masterwork morningstar, chainmail, heavy wooden shield, light crossbow, bolts (12), *potion of invisibility*; scroll of *divine favor, bless and hold person*; ebony unholy symbol worth 25 gp, 35 gp.

Typical Ebon Hand Guard

Male or female human (Chaotic Evil)
Warrior CR 1/2
HD 1d8+2 **hp** 10
Init +1 **Speed** 30 feet
AC 16, touch 11, flat-footed 15
BAB/Grapple +1/+3
Attack/Full Attack +4 melee (1d8+3, longspear) or +3 ranged (1d8, longbow)
Fort +4, **Ref** +1, **Will** -2
Str 15, **Dex** 12, **Con** 15, **Int** 12, **Wis** 7, **Cha** 11
Crucial Skills: Intimidate +4, Listen +2, Spot +2.
Other Skills: Craft (armorsmithing) +3, Use Rope +3.
Crucial Feats: Point Blank Shot.
Other Feats: Alertness.
Possessions: Masterwork longspear, chainmail armor, longbow, masterwork arrows (12), *potion of cure light wounds*, 50 feet of rope, 10 gp.

Ebon Hand Temple Layout

Most of the Ebon Hand temple's area lies underground beneath a simple enough sanctuary. The areas described below correspond to those marked on the map on page 381. Unless otherwise mentioned, all doors are wooden and have a hardness of 5, 20 hp, and a break DC of 18. Rooms are dimly lit by candles, torches in sconces, or both.

1. Main Sanctuary

The wood-paneled walls of the main sanctuary are painted black with narrow red and black stained glass windows. Red carpet covers the floor. Dominating the chamber is a huge sculpture of a black stone hand with fingers pointed up. Each digit sports a black candle set into fingertip niches. The cultists keep these candles lit at all times. In the rear portion of the room stands a black wood cabinet filled with musical instruments and bronze braziers used during ceremonies. The doors into the back rooms are wood painted red, bound in bronze.

During ceremonies, there are usually five or six priests here with around a dozen cultists (most are human commoners1).

2. Back Rooms (EL 4)

The clergy use the two rooms behind the sanctuary for both storage and as offices. They are poorly and haphazardly decorated and mostly in a shambles. The eastern room has a hidden wooden trap door (Search, DC 20) that leads to the temple's large subterranean complex.

Typically, one can find three guards and a single priest in the back rooms.

3. Guardians (EL 5)

This underground chamber appears unremarkable. The north wall bears a red tapestry with an image of a black hand. The floor is covered with a round black rug. Both are magical and animate, attacking any noncultists who enter the room.

Animated Objects, Large (2): 52 hp each; blind and constrict attacks; see MM.

4. Commons (EL 1)

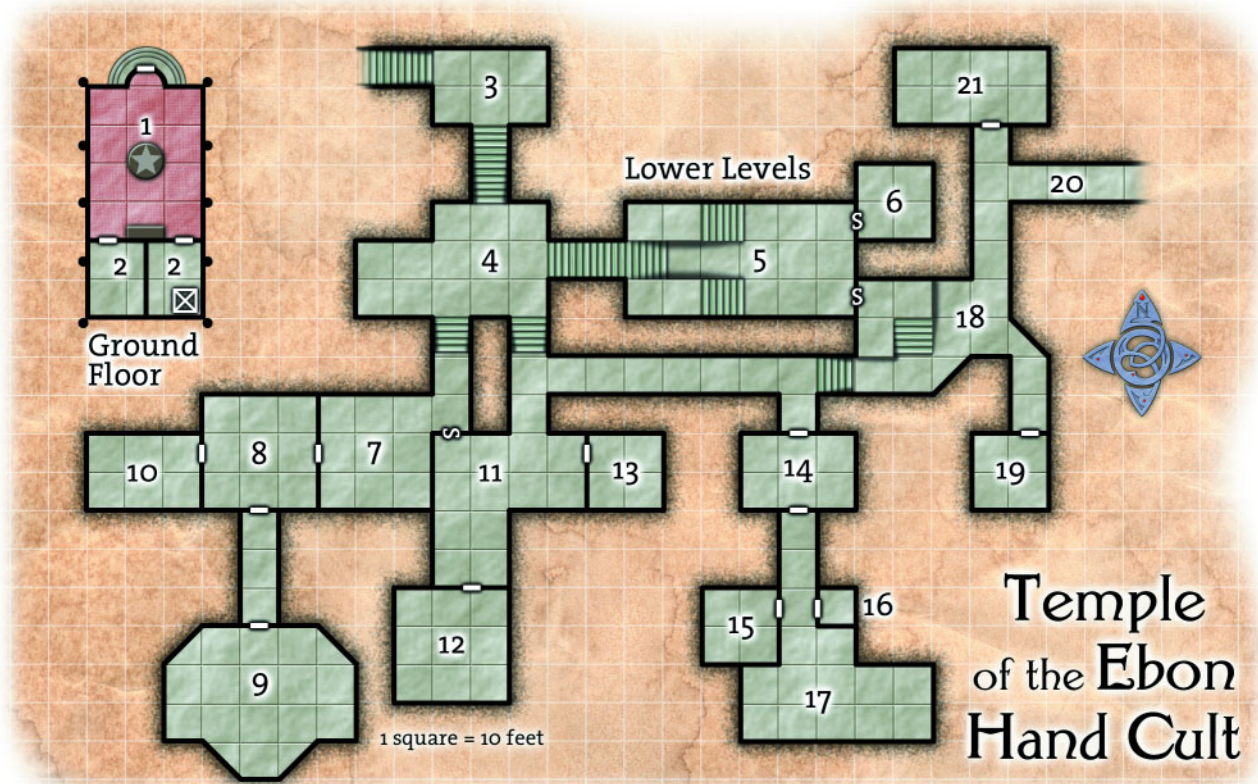
This large open room down a short staircase from the guardians contains three tables and a few benches and chairs. On each table is a stone idol of a black hand (each worth 35 gp). Two guards relax in the commons at any given time.

EVIL RELIGIONS AND THE AUTHORITIES

Occasionally, the Commissar or the City Council bans a particular religion based on its extreme antisocial dogma. For example, worship of the god Destor, a god of destiny and chance, was banned in the city approximately sixty years ago for its focus on ensuring that calamity happened to others so it did not happen to you. This happened specifically after a number of fires in the city were traced directly back to the followers of Destor.

However, such banning remains rare. Some gods of obviously evil outlook, like Maleskari, or distasteful practices, like Danace, are permitted without restriction. Such evil cults enjoy no special right to perform religious acts that would break the law, but the practice of their faith otherwise is not forbidden—much to the dismay of many citizens, as well as some of the good or lawful religions in the city.

Many believe that the Commissar is far more tolerant of such faiths than the Church hierarchy would like, which has led to tensions and political strife in the past.



Temple of the Ebon Hand Cult

5. Ritual Chamber (EL 7)

This dread chamber down a staircase from the commons is the heart of the temple. The staircase in the western portion of the room is flanked by large ledges, each reached from the chamber floor by a short flight of stairs. The walls and floor are black-and-red swirled marble. Candles burn in sconces on all the walls.

Usually, visitors will find Malleck—the Ebon Hand high priest—and a pair of typical priests monitoring the transformation of a chained-up young victim into a troll-like child of the hand (see page 379). Malleck is a dark man with mottled grey skin streaked with serpentine green. The powerfully built priest wears an ebony headdress and seems arrogant and overbearing. Nevertheless, if the lesser priests are slain, or if he suffers the loss of at least half his hit points, he flees into Area 18 through a secret door in the southeastern corner of the room; the door slides open magically to his touch as a free action and closes immediately behind him.

The kidnap victim held here is halfway through the transformation, screaming in unyielding agony. His skin blisters with pulsing green and black sores and is covered in blood and pus.

Malleck Javimal, Ebon Hand High Priest

Male human (Chaotic Evil)
Cleric (the Galchutt) CR 6
 HD 5d8+20 hp 48
 Init +0 Speed 20 feet

AC 17, touch 10, flat-footed 17
BAB/Grapple +3/+5
Attack/Full Attack +6 melee (1d8+3, morningstar) or +4 ranged (1d8, light crossbow)
SQ Gift of deformity (discolored flesh; -4 penalty to Bluff, Diplomacy, Handle Animal, and Gather Information checks)
Fort +8, **Ref** +1, **Will** +7
Str 15, **Dex** 11, **Con** 19, **Int** 10, **Wis** 16, **Cha** 12
Crucial Skills: Concentration +10, Listen +5, Spot +5.
Other Skills: Gather Information +4, Heal +5, Knowledge (religion) +4, Spellcraft +6.
Crucial Feats: Combat Casting.
Other Feats: Alertness, Brew Potion.
Domains: Chaos, Trickery.
Spells: 5/4+1/3+1/2+1; save DC 13 + spell level.
 3rd—*cure serious wounds, magic vestment, nondetection.*
 2nd—*bear's endurance, darkness, death knell, shatter.*
 1st—*bane, bless, cure light wounds, disguise self, shield of faith.*
 0—*detect magic, guidance, mending, resistance, virtue.*
Possessions: +1 morningstar, masterwork breastplate, masterwork heavy steel shield, masterwork light crossbow, bolts (12); *potions of levitate, bull's strength, and divine favor*; scroll of *invisibility purge* and *flame strike*, ebony unholy symbol (worth 25 gp), ebony headdress (200 gp), keys to room 19 (and the chest therein), 55 gp.

If prepared for an encounter, Malleck already will have cast magic vestment, (+1 to Armor Class for AC 18), bear's endurance (+10 hit points, for a total of 58 hp), and shield of faith (+2 to Armor Class for a total of AC 20).



Should a fight erupt in the lower levels of the temple, drop the cult's guard captain Frein Avathon (see Area 13) into the middle of things. She gives orders to her men and confronts the intruders directly.



The Cult of the Ebon Hand (PT2: page 72) is the most visible of all the Cults of Chaos in the city. Since the vast majority of people don't understand the cult's goals or practices, they don't object to its presence in the Temple District. If exposed as kidnappers and murderers, the authorities will drive the cult out of its temple, forcing it to relocate in secret.

The secret door in the Armory (Area 7) is a pivoting weapons rack. Once they find it, the searchers will see that it is used frequently.

Tactics: If he knows foes are coming, Malleck stands against the east wall, while the lesser priests stand on the ledges above the stairs in the west.

The Secret Doors: The eastern wall has two secret doors made of stone (Search, DC 22). Both are magical, sealed as if *arcane locked*, but they slide open instantly for any of the Ebon Hand priests and close immediately behind them. The doors have a hardness of 8, 75 hp, and a break DC of 26.

6. Secret Room

Malleck uses the secret room at the northeast corner of the ritual chamber as his personal retreat and storeroom, although any priest can enter it. It contains a single padded chair, a table, and three brass candelabra (each worth 20 gp). On the table, Malleck keeps a *candle of invocation* and a pair of vials containing *potions of owl's wisdom*; he gives them to new applicants he likes before they enter the chaos maze in Area 9. A small silver box (worth 85 gp) on the table holds the keys to the doors into Area 9 and an extra ebony unholy symbol (worth 25 gp).

Hidden attached to the underside of the table (Search, DC 20) is a scroll of *cure serious wounds*.

7. Armory

Weapons and armor cover the walls of this chamber down some stairs and south of the commons. Twenty longswords, five longbows, ten heavy wooden shields, six morningstars, and four suits of chainmail hang on hooks and pegs or in wooden racks. A barrel holding one hundred arrows and another with one hundred crossbow bolts stand along the north wall.

The Secret Door: The secret door on the armory's eastern side (Search, DC 22) leads into Area 11. It does not have a lock.

8. Sacrificial Chamber

In the center of this chamber adjacent to the armory lies a large stone slab. This altar is stained with the blood of many living sacrifices and bears the painted image of a large black hand atop it. Black chains, also stained with dried blood, hang from the ceiling above the slab, where sacrifices are attached during the unholy rites conducted here.

9. Chaos Chamber (EL 6)

The chaos chamber lies down a short hall from the sacrificial chamber. The doors at either end of the hall between the two rooms are locked (Open Lock, DC 25) and trapped with a *glyph of warding*.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, Reflex save,

DC 14, half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

The Maze: The floor of the strangely shaped room is grey stone carved with an intricate maze-like pattern—it seems to shift and move as one looks at it. This magical pattern is used in the cult's rites of indoctrination.

Any creature entering this room is affected by a special *maze* spell that traps the creature within an extradimensional labyrinth of swirling, chaotic colors and lights. Unlike a standard *maze* spell, the creature must make a Wisdom check, not an Intelligence check, to get out. For each minute spent within the maze, the creature suffers 1d3 points of temporary Constitution damage. The *maze* spell lasts no longer than ten minutes, but often by that time, the only thing to emerge is a corpse.

Those who survive the ordeal and in their hearts truly wish to serve chaos instantly become clerics of the Ebon Hand (this is their next level gained). Further, each one immediately receives a gift of deformity, determined randomly. Those who survive but are not true in their hearts merely escape the maze and can never enter it again, gaining no gifts.

Gifts of Deformity: A surviving creature with a true heart comes out of the maze scarred and somewhat deformed (roll 1d10 and see below):

d10	Deformity
1	Bulging Muscles But No Hair: +6 inherent bonus to Strength.
2	Wrinkled or Discolored Flesh: +6 inherent bonus to Constitution.
3	Oozing Pustules: <i>Contagion</i> 3/day (caster level = character level, save DC is Constitution based).
4	Additional Eye: See <i>invisibility</i> and <i>arcane sight</i> at will, +4 competence bonus on Spot and Search checks.
5	Elongated Tongue: Makes additional slam attack (1d6 points of damage) at highest attack bonus with improved grab.
6	Withered Arm: Touch attack inflicts 2d6 points of cold damage.
7	Melted/Scarred Face: <i>Searing light</i> blasted from eyes 3/day (caster level = character level, save DC is Constitution based).
8	Scarred Flesh: 10 bonus hit points and +2 natural AC bonus.
9	Hoofed Feet: +10 bonus to speed, +4 competence bonus to Jump checks.
10	Snoutlike Mouth: Acid spittle like <i>Mel's acid arrow</i> 4/day (caster level = character level, save DC is Constitution based).

Determine the nature of the deformity randomly using the table on the previous page. In addition, the creature henceforth suffers a -4 penalty on Bluff, Diplomacy, Handle Animal, and Gather Information checks unless it successfully hides its appearance with a disguise or spell. Recipients of the gift of deformity add a $+1$ bonus to CR or ECL.

10. Gricks (EL 5)

The cultists keep two gricks in the room west of the sacrificial chamber, and they are not very well fed. The room is littered with bone fragments and bloodstains, but little else.

Gricks (2): 9 hp each; see MM.

11. Barracks (EL 3)

The barracks down some stairs south of the commons area holds twenty bunks and a few tables, chairs, and storage chests full of personal items and miscellaneous gear (combs, shaving kits, and so on).

At any given time, one can find six guards here (as on page 380). Unless they have had some warning, however, half are unarmored and all are relaxing.

The Secret Door: The secret door in the room's northwest corner (Search, DC 22) leads into Area 7. It does not have a lock.

12. Priests' Chamber (EL 5)

The priests' chamber beyond the barracks holds eight bunks and a few tables, chairs, and storage chests full of personal items and miscellaneous gear (combs, shaving kits, and so on).

There are two priests here at any given time. They come running to the sounds of combat (such as in the barracks) after 3 rounds.

13. Commander's Chamber (EL 5)

The commander's chamber adjoining the barracks contains a bed, a table, a pair of chairs, a chest of drawers, a wardrobe, and a sparring mat. A shelf holds a brass lamp (worth 20 gp).

On the table one can find a crystal decanter (worth 50 gp) and a map of the entire complex, including the secret doors.

Frein Avathon, Malleck's chief ally, commands the Ebon Hand temple guard. She is likely here in her chamber, although if the temple is under attack, she will be in the middle of things, giving orders to her men and confronting the intruders directly.

Tall and lithe, Frein wears red and black full plate armor and a red cape with a black hand embroidered on it. She is shrewd and cunning—too much so to fall into the trap of foolhardy overconfidence.

Frein Avathon, Ebon Hand Guard Commander

Female human (Chaotic Evil)

Fighters CR 5

HD 5d10+5 **hp** 31

Init +5 **Speed** 20 feet

AC 19, touch 11, flat-footed 18

BAB/Grapple +5/+7

Attack/Full Attack +9 melee (1d12+6, 19–20/x3, greataxe) or +6 ranged (1d8, longbow)

Fort +7, **Ref** +2, **Will** +3

Str 14, **Dex** 13, **Con** 12, **Int** 15, **Wis** 15, **Cha** 10

Crucial Skills: Climb +4, Intimidate +7, Sense Motive +4, Spot +4.

Other Skills: Knowledge (architecture and engineering) +4, Profession (hunter) +4, Ride +9.

Crucial Feats: Combat Reflexes, Dodge.

Other Feats: Great Fortitude, Improved Initiative, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 keen greataxe, full plate armor, longbow, arrows (12), 93 gp.

14. Guard Room (EL 2)

Four guards are stationed in this chamber at all times. The room has a table with chairs, upon which the guards keep a beer keg and mugs, as well as some dice for gaming. The walls have knife-throwing targets and some graffiti.

One of the guards has the keys to Areas 15 and 16 to the south.

15. Prison

The chamber down the hall from the guard room has an iron door (hardness 10, 30 hp, break DC 28) with a heavy lock (Open Lock, DC 25). Within the otherwise starkly empty room lie three abused abductees (human commoners1). The poor victims are incapable of any action other than leaving (with assistance).

16. Cell (EL 5)

This room across the hall from the prison has an iron door (hardness 10, 30 hp, break DC 28) with a heavy lock (Open Lock, DC 25). Inside is a transformed child of the hand (treat as a troll) insane with rage. It attacks anyone it encounters whom it can get its claws upon. It stands almost 9 feet tall, and its skin is a mottled black and green, covering with oozing sores.

Child of the Hand (Troll): 63 hp; see MM.

17. Dungeon (EL 1/2)

This large room at the end of the hall beyond the prison has ten pairs of manacles hanging from spots on the walls. It also holds wooden stocks, a rack, an iron maiden, and a large iron cage, as well as a small coal oven for heating tongs and irons.

A single guard usually works in the dungeon. Two young abductees (human commoners1) stand chained to the walls.



Frein Avathon is not a loyal cultist. She is here because she likes Malleck—besides, the priest pays her well from the cult's coffers. She is bloodthirsty and cruel, but the rites of the Ebon Hand are nothing more than that to her. She's not easily fooled and won't hesitate to leave a fight she cannot win. If the temple appears to be on the verge of falling, Frein flees, using the secret entrance that Malleck showed her (Area 20). Assuming she gets away, the characters might encounter her again in the service of some other evil religion or another equally malevolent master.



The transformed child of the hand could be restored to normalcy with a combination of a greater restoration and heal spell, or with a wish or miracle.



18. Sunken Area

Beyond the secret door in the southeast corner of the ritual chamber (Area 5) lies a sunken area. The northwest section of this room is ten feet lower than the rest of it. This sunken area has a few padded chairs, a table with a silver candelabrum (worth 15 gp), and a silver platter with six silver goblets (worth 80 gp as a set). Wooden bookshelves offer a variety of texts on religion, history, magic, and other esoteric subjects. The secret door from Area 5 opens into this area from behind a bookcase.

Stairs in the southwestern corner of the area lead up. The higher area in the eastern half of the room contains a few more bookcases and a long, low table covered with books.

19. High Priest's Chamber

The door to Malleck's (see Area 5) personal chamber is locked (Open Lock, DC 25). It contains a large bed, two wardrobes, a bathing tub, a wooden table and four chairs, and a large chest. The wardrobes hold clothing and personal belongings of little value.

The Chest: The chest is locked (Open Lock, DC 25) and trapped with a poisoned dart trap that fires when someone opens the chest without the key (which Malleck carries).

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; attack +8 ranged (1d4 plus poison, dart); poison (bloodroot, Fortitude save, DC 12, resists, o/1d4 Constitution plus 1d3 Wisdom); Search DC 20; Disable Device DC 18.

The chest contains three bags, each of which holds 600 gp. In the false bottom of the chest (Search, DC 24, to find) lies a map drawn on dirty, torn parchment. This map shows paths through the underground caverns that join this temple with other, more secretive subterranean chaos cultist refuges and temples.

20. Secret Exit

This passage at the east end of the temple complex leads off into the undercity. Those who know where they are going (or with Malleck's map from the chest in Area 19) can use this passage to find the secret underground bases and temples of other chaos cults.

21. Guard Room (EL 2)

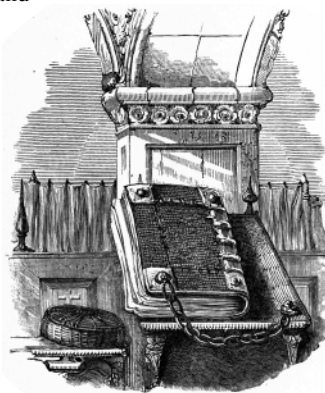
Four guards are stationed in this chamber at all times. The room has chairs and a table, upon which the guards keep a beer keg and mugs, as well as some dice for gaming. The walls have knife-throwing targets and some graffiti.

Scenario

The player characters find an advertisement for someone looking for "a powerful, well-rounded group of heroes." It turns out that the Temple District's Captain of the Watch posted the ad. He seeks volunteers to infiltrate the Ebon Hand cult to see whether rumors of wrongdoing and kidnapping possess any measure of the truth. To get into the areas below the sanctuary, however, at least one character will have to feign interest in joining the priesthood. They don't know it ahead of time, but that will mean dealing with Malleck directly and undergoing the *maze* of the chaos chamber (Area 9).

TEMPLE OF EXCELLENCE

- Street of a Million Gods (#162, H5); see map, page 370
- 9,400 gp



The Temple of Excellence is a squarish structure made of imported marble. Those who worship here revere the concept of excellence: the idea that intelligent creatures can excel at whatever they put their minds to. It is a religion of mortals, not gods.

The significant thing about the Temple of Excellence is that the priests here possess the magical means to turn one devotion or trained skill into another. This requires a complex, daylong ritual, but ultimately characters who visit this temple can choose to reconfigure their skills or exchange feats.

The temple clergy requires a donation of 1,000 gp for the ritual. Once it is completed, a character can exchange up to 10 ranks in one skill for 10 ranks in one other skill. Both skills must be class skills or both must be cross-class skills for the character. Exchanging ranks in more than two skills requires another ritual. Alternatively, following the ritual, a character can choose to discard one feat and gain a feat for which he meets all the normal requirements.

Encounter: When the PCs arrive at the Temple of Excellence, two human women are arguing with one of the priests. They take umbrage at the fact that the temple requires such a steep donation and want to pay less. The exchange goes on and on, and the priest, who is trying to be politic, is obviously at his wit's end.

The high priest of the Temple of Excellence is a halfling named Gallel Brownstone (male cleric10 [Excellence]). Although he doesn't worship a traditional deity, he can still cast spells as a standard cleric: His spells come from his own sizable faith in himself and others. The faith's followers are few in number but devout. The Temple of Excellence is also the only place one is likely to find a litorian in the entire district—litורים do not share traditional views on worship but they can understand the ideal of striving for excellence.



TEMPLE OF GAEN

off the Street of a Million Gods (#145, H5); see map, page 386 54,000 gp

Gaen, Goddess of Light, is the second most popular deity in the city (after Lothian). Finding the Temple of Gaen is a simple task, for its silver and crystal dome glows like the sun. Within, a monumental idol of the goddess stands with hands raised toward the noon sky. The faithful must walk beneath the statue to enter the sanctuary, where the sunlight is focused by the crystalline dome into a single beam that bathes a golden sphere at the heart of the temple. Services are held in the main sanctuary and in twin chapels on either side of the great statue.

The High Priests

The high priests of Gaen are Melior Kalen and Barit Calomar. These two, along with their ally Steron Vsool, are some of the city’s greatest forces for goodness and order. When brought to bear, their holy might cannot be denied, and the forces of darkness—such as the residents of the **Dark Reliquary**—fear them more than just about anything else. However, Melior and Barit are too modest to believe they could take on such darkness. They see themselves as nurturers and facilitators more than achievers. It’s not that they are cowards: far from it. They simply underestimate themselves. When the forces of Gaen take steps to help others fight against evil, their actions usually amount to rescue missions.

Many people believe that Melior and Barit are twins, but the truth is they’re not even related. In

a strange magical transformation resulting from a battle against the priests of **Father Claw** many years ago, the two were fused into a single entity. The effect was eventually dispelled, but as a result each looks like an identical amalgam of their two former appearances. Perhaps surprisingly, they are fairly attractive in their new form. They are thin but muscular, with short, sandy brown hair and blue-grey eyes. They typically wear golden robes over their armor, with conspicuously large holy symbols around their necks.

An astral deva *greater planar ally* always accompanies Melior and Barit.

Melior Kalen and Barit Calomar

Male humans (Lawful Good)
Cleric8 (Gaen) CR 18
HD 18d8+72 **hp** 152
Init +1 **Speed** 20 feet
AC 30, touch 11, flat-footed 29
BAB/Grapple +13/+16
Attack +21 melee (1d8+7, heavy mace)
Full Attack +21/+16/+11 melee (1d8+7, heavy mace)
Fort +15, **Ref** +9, **Will** +17
Str 16, **Dex** 12, **Con** 18, **Int** 12, **Wis** 22, **Cha** 14
Crucial Skills: Listen +5, Spot +5.
Other Skills: Craft (stoneworking) +12, Craft (woodworking) +11, Diplomacy +23, Heal +26, Knowledge (religion) +22.
Crucial Feats: Extra Turning.
Other Feats: Brew Potion, Craft Wondrous Item, Craft Magic Weapons and Armor, Extend Spell, Lightning Reflexes, Scribe Scroll, Weapon Focus (heavy mace).
Domains: Light, Good.



Father Claw, PT2: page 69

Gaen, PT2: page 69

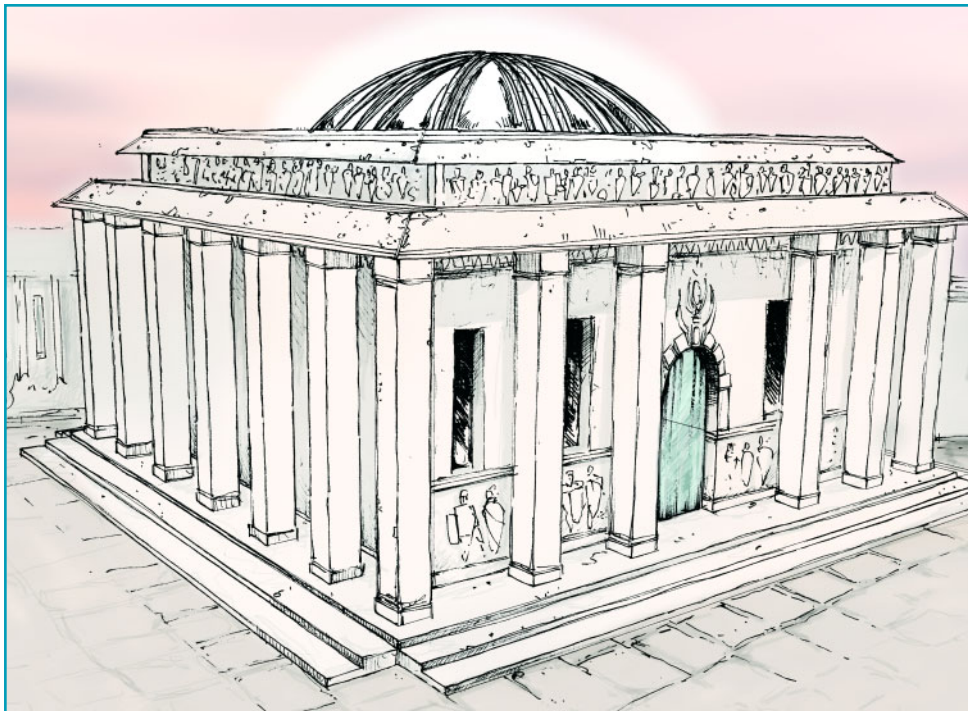


Dark Reliquary, PT4: page 238

Light domain, PT6: page 637



In the rare instance when Melior Kalen and Barit Calomar find themselves in combat, they usually waste no time but use spells like firestorm, holy word, and sunbeam to end the conflict quickly. These clerics are likely to be generous in casting their helpful spells on allies but, barring that, expect them both to have bear’s endurance (+36 hit points, for a total of 188 hp), bull’s strength (+2 to attack and damage in melee), shield of faith (+5 to Armor Class, for a total of AC 35), and true seeing already cast upon themselves.





Holy Symbol of Gaen

This magical holy symbol functions only for a devout worshipper of Gaen. Each of these fairly rare items grants the wearer a +2 enhancement bonus to Wisdom and allows him to cast light at will and searing light three times each day.

Strong evocation; CL 13th; Craft Wondrous Item, light, owl's wisdom, searing light; Price 51,800 gp

Wellspring of soul's light and sunfire tomb, PT6: page 645
Blazing light, PT6: page 640
Heartglow, PT6: page 642
Assess creature, PT6: page 639
Thoughtstone, PT4: page 166

Jevicca Nor, PT3: page 117
Sheva Callister, PT4: page 222
Iron Mage, page 340
Ghostly Minstrel, PT4: page 204

Spells: 6/7+1/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1; save DC 16 + spell level.

9th—*mass heal*, *miracle*, **wellspring of soul's light**.

8th—*antimagic field*, *firestorm*, *holy aura*, **sunfire tomb**.

7th—*greater scrying*, *holy word*, *repulsion*, *sunbeam*.

6th—*blade barrier*, *greater dispel magic*, *heal*, **blazing light**, *undeath to death*, *word of recall*.

5th—*break enchantment*, *dispel evil*, *flame strike*, *mark of justice*, *true seeing*, *wall of stone*.

4th—*air walk*, *discern lies*, *holy smite*, *neutralize poison*, *restoration*, *summon monster IV*, *tongues*.

3rd—*daylight*, *dispel magic*, *invisibility purge*, *locate object*, *magic circle against evil*, *protection from energy*, *searing light*.

2nd—*aid*, *align weapon*, *bear's endurance*, *bull's strength*, **heartglow**, *hold person*, *silence*, *spiritual weapon*.

1st—*bless*, *comprehend languages*, *detect evil*, *divine favor*, *endure elements*, *protection from evil*, *shield of faith* (2).

○—**assess creature**, *detect magic*, *guidance*, *mending*, *read magic*, *virtue*.

Possessions: +4 holy heavy mace of disruption, +4 full plate armor, +5 heavy steel shield, pearl of power (3rd-level spell), strand of prayer beads, **holy symbol of Gaen**; potions of cure serious wounds, divine favor, and bear's endurance; scrolls of consecrate and raise dead, **thoughtstone**, gold ring worth 150 gp, 535 gp.

The Paladin

When it comes to fighting evil, Steron is far more proactive than his friends. He is well known throughout town as a hero and a champion of good. He is a square-jawed, handsome man, but the most remarkable thing about him is that within his chest his heart shines like a brilliant jewel so strongly that people can see it right through his massive chest and armor.

Steron is not the close-minded, obsessed paladin that some might assume him to be. In fact, he is quite tolerant of others and has many friends all around the city. He counts **Jevicca Nor** and **Sheva Callister** among his friends, for example, and some say that even the **Iron Mage** treats Steron with friendly respect. Steron believes that he can accomplish more in influencing people through friendly example than by preaching or lecturing; that philosophy requires him to be out among the people. It hardly seems a normal night at the **Ghostly Minstrel** in Delver's Square without Steron making an appearance and enjoying a mug of ale or a glass of wine.

Steron Vsool

Male human (Lawful Good)

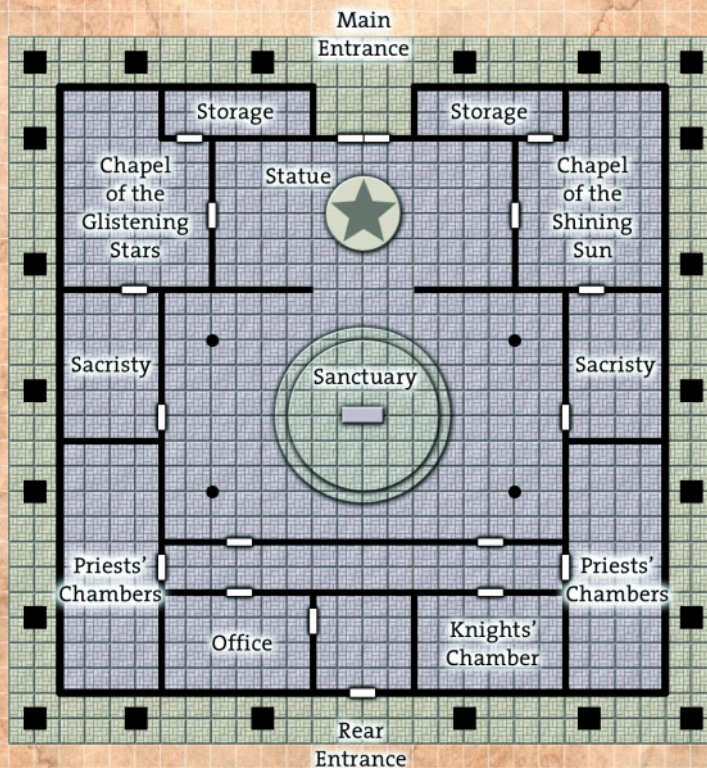
Paladin20 (Gaen) CR 20

HD 20d10+20 hp 140

Init +6 Speed 20 feet

AC 31, touch 11, flat-footed 30

Temple of Gaen



1 square = 5 feet



BAB/Grapple +20/+24
Attack +30 melee (1d8+9, longsword)
Full Attack +30/+25/+20/+15 melee (1d8+9, longsword)
SQ Permanent **heartglow**, aura of good, SR 25, immune to disease and fear, lay on hands (100), remove disease 5/week, turn undead
Fort +18, **Ref** +13, **Will** +15
Str 19, **Dex** 14, **Con** 12, **Int** 12, **Wis** 18, **Cha** 21
Crucial Skills: Listen +10, Ride +24, Spot +10.
Other Skills: Appraise +5, Knowledge (dungeoneering) +6, Knowledge (local) +3, Knowledge (nobility and royalty) +23, Knowledge (religion) +24.
Crucial Feats: Dodge, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge.
Other Feats: Alertness, Improved Initiative, Weapon Focus (longsword).
Spells: 4/4/4/4; save DC 14 + spell level.
 4th—*cure serious wounds, dispel evil, neutralize poison, restoration.*
 3rd—*cure moderate wounds (3), prayer.*
 2nd—*bull's strength, remove paralysis, shield other, zone of truth.*
 1st—*bles, bless weapon, divine favor, protection from evil.*
Possessions: *Holy avenger*, +5 full plate armor, +5 heavy steel shield; *potions of cure serious wounds*, see *invisibility*, *barkskin* +3, and *lesser restoration*; **thoughtstone**; 415 gp.
Warhorse: 100 hp; see “The Paladin’s Mount” in Chapter 3: Classes of the *Player’s Handbook*.

TEMPLE OF NAVASHTROM

☞ Lachros Street (#154, H5); see map, page 388
 ☛ 23,800 gp

Navashtrom is a god of harmony—harmony through strength. His temple in Ptolus is a stout structure with many small windows. The wood-paneled temple interior is simple but well kept and always extremely clean. Aran Boturr (male human cleric11) is the high priest, although he is neither the most powerful nor the best known representative of Navashtrom in Ptolus. Tellian Riverborn, one of the **Company of the Black Lantern** and a cleric of Navashtrom, is the most powerful local cleric of the faith. He prefers to remain outside the church hierarchy, however, having no proper training, experience, or talent in managing a large temple or its congregation.

The Star of Navashtrom

Urlenius is the “Star of Navashtrom.” The deity has chosen him to bless above others for some reason. This blessing comes with a responsibility, though, and the ogre-mage often receives visions. One recent vision guided him to a new threat to the city: an ancient race of demons called **rhodintor** has awakened.

Urlenius belongs to the **Brotherhood of Redemption**, which converted him from his former evil ways. He has nothing but good things to say about them and thinks of himself as their ambassador—living proof that they do good things.



True Resurrection in Ptolus

Four clerics in Ptolus can cast 9th-level spells and thus can offer true resurrection to the fallen: *Barit Calomar, Melior Kalen (both of the Temple of Gaen), Maeda Von Rustal (of the Temple of Teun), and the Lothianite Adlam Theobold (of St. Valien’s Cathedral).* Archbishop Theobold casts the spell only on worshippers of Lothian, and only on Theodays. There is generally a waiting list. The priests of Gaen cast the spell only on good-aligned characters and those who clearly have an important unfinished task in the service of the city, the land, or the forces of good. High Priestess Maeda casts the spell on anyone with the money, but she charges 30,000 gp—and she never casts it more than once per day.

Company of the Black Lantern, PT6: page 583

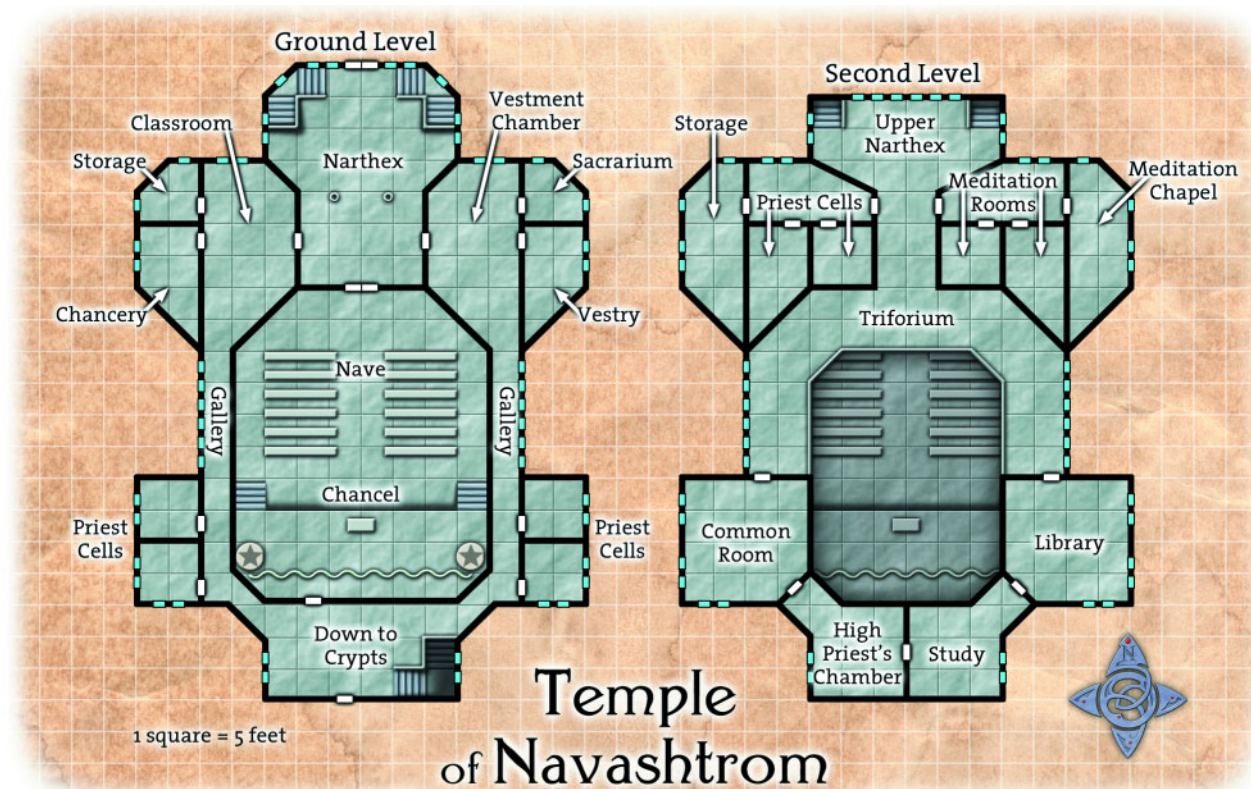
Brotherhood of Redemption, PT3: page 107
Rhodintor, PT6: page 628

Heartglow, PT6: page 642

Thoughtstone, PT4: page 166



The symbol of Navashtrom (PT2: page 70) is a circle, representing harmony. The circle is made from an arrow, representing the strength that provides that harmony.



In distant Ren Tehoth lies a place called the Borning Stone, significant to the religion of Navashtrom and his sister, Tardeshou, goddess of truth. The head of both churches is a female half-elf cleric named Reinym Ghar, the Great Warder.

Ghostly Minstrel, PT4: page 204



Urlenius is polite but blunt, because human society is confusing. He can get boisterous and seems a bit egotistical and showy. He loves to be the center of attention and tells wonderfully exuberant and grandiose stories that entertain **Ghostly Minstrel** patrons for evenings at a time.

The Star of Navashtrom is good-naturedly self-aggrandizing. Everyone in town seems to know him, and they all realize that half the things he says about his exploits are exaggerations at best, but he tells a story so entertainingly that they still like to listen. And besides, he is quite generous, both with his ale-money and with his praise. To be a friend of Urlenius is to be made to feel like a prince. “Ah, my friend! So good to see the finest swordsman in all the western lands again. Come, everyone, let me tell you of the time I and this excellent swordsman took on the great mind-worm of Hellsdark Hall with nothing but a pruning shears and an iron skillet. . . .”

Urlenius, Star of Navashtrom

Male ogre-mage (Large giant), (Neutral Good)
Cleric 3 (Navashtrom)/Fighter 1 CR 12
 HD 5d8+15 +1d10+3 + 3d8+9 hp 74
 Init +4 Speed 40 feet, fly 40 feet (good)
 AC 20, touch 10, flat-footed 20
BAB/Grapple +6/+15
Attack +11 melee (2d8+8, halberd) or
 +7 ranged (2d6+5, longbow)
Full Attack +11/+6 melee (2d8+8, halberd)
 or +7/+2 ranged (2d6+5, longbow)

Space/Reach 10 feet/10 feet

SA Spell-like abilities

SQ Regeneration 5, SR 19, darkvision 60 feet, low-light vision

Fort +12, **Ref** +14 **Will** +6

Str 21, **Dex** 10, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

Crucial Skills: Concentration +10, Listen +9, Spot +9.

Other Skills: Knowledge (local) +6, Perform (oratory) +8, Spellcraft +4.

Crucial Feats: Cleave, Combat Expertise, Power Attack.

Other Feats: Improved Initiative, Lightning Reflexes.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma based.

1/day—*charm person, cone of cold, gaseous form, polymorph self, and sleep.*

At will—*darkness and invisibility.*

Domains: Good, Strength.

Spells: 4/3+1/2+1; save DC 12 + spell level.

2nd—*bear's endurance, bull's strength, silence.*

1st—*divine favor (2), protection from evil, shield of faith.*

0—*detect magic (2), guidance, mending.*

Possessions: +1 large halberd, +1 chain shirt, masterwork large composite longbow (Strength +5), masterwork arrows (20); four *ioun stones*: dusty rose prism (+1 deflection bonus to AC), vibrant purple prism (stores six spell levels: *cure moderate wounds* x3), pink and green sphere (+2 Charisma bonus), iridescent prism (*true seeing* at will); a pair of gold bracers worth 50 gp each, a gold ring worth 100 gp, 39 gp, 44 sp.

TEMPLE OBSERVATORY OF THE WATCHER OF THE SKIES

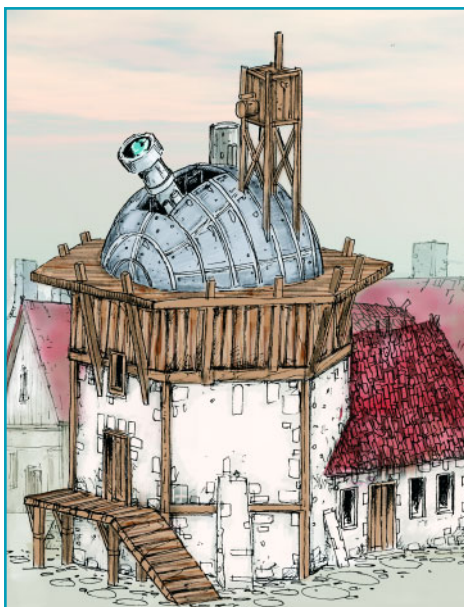
▣ Street of a Million Gods (#142, H4); see map, page 390 ▣ 52,400 gp

The most distinctive portion of this temple is the cylindrical observatory with its giant telescope, used to observe significant events and omens in the skies, particularly the night sky. Extremely proud of the marvel that is their telescope, the priests even give demonstrations and tours to people interested in it—proselytizing as they do. Besides the observatory itself, its facilities include a meditation room, library, and housing for its six clerics. The high priest’s spacious chambers are connected to his office by an unlocked secret door (Search, DC 20). And secrecy is very important to him.

The telescope is almost two hundred years old, but it has been cared for with loving and lavish attention. It is both technological and magical. With it, one can peer into the night sky and see objects and events invisible to the naked eye (planets, other planets’ moons, comets, planetoids and—occasionally—strange, nigh-unknowable creatures that fly through these outer regions with affairs of their own). Observers can also use it to interpret how these heavenly bodies relate to events, and even future events, in the world.

Of late, the telescope has occasionally been trained—during sunlit hours, on clear days—upon **Goth Gulgamel** and even **Jabel Shammar**. The telescope is warded with many spells and magical alarms alerting the clerics of the temple if anyone unauthorized disturbs or endangers it in any way.

Encounter: An impoverished young woman with three small children in tow prays for guidance in the temple, hoping that she can be shown



a better future that will raise her above her miserable present. As the player characters enter, she asks one of the priests of the temple for a few copper coins to buy food for her children, and the priest makes a big show in front of the PCs of giving her a silver coin.

The High Priest

The current high priest of the **Watcher of the Skies** is Helmut Itlestein, also known for being the head of the **republican** movement. Some Ptolusites consider Helmut the most dangerous man in the city. Long ago, he began seeing signs and portents in the sky that led him to believe Ptolus was in danger. Helmut loves Ptolus and believes it should be an independent city-state with an elected government.

After lengthy studies of the stars, he ascertained that children would be born with certain runes upon them, like the **runebearers** of old. These children are harbingers of the doom that is coming, and he will do whatever it takes to stop them. Even if it means slaying these children. Even if it means obtaining powerful artifacts of evil. Even if it means slaying the Commissar, the Holy Emperor, and whoever else stands in his way, and taking control of Ptolus by force. “I would ally myself with Raguel himself if I thought it would save the city,” he has been quoted as saying.

Helmut is neutral in alignment, but the **staves of Ghul** are slowly turning him to evil. Accompanying him at all times is a shield guardian with a **cure critical wounds** spell stored within it, to be cast if Helmut drops unconscious (or if he commands it to cast it).

Helmut Itlestein

Male human (Neutral)
Cleric11 (Watcher of the Skies)/fighter6 CR 18*
HD 11d8+44 + 6d10+24 **hp** 165
Init +6 **Speed** 20 feet
AC 28, touch 16, flat-footed 27
BAB/Grapple +14/+18
Attack +24 melee (2d8+9, magical battlestaff)
Full Attack +21/+16/+11 melee (2d8+9, magical battlestaff) and +21 melee (2d8+7, magical battlestaff)
Fort +16, **Ref** +7, **Will** +15
Str 19, **Dex** 15, **Con** 18, **Int** 12, **Wis** 18, **Cha** 12
Crucial Skills: Concentration +15, Hide +4, Jump +11, Listen +6, Spot +9.
Other Skills: Handle Animal +9, Knowledge (arcana) +14, Knowledge (history) +5, Knowledge (religion) +15, Ride +7, Spellcraft +7.
Crucial Feats: Improved Sunder.
Other Feats: Alertness, Craft Wondrous Item, Empower Spell, Heighten Spell, Improved Initiative, Iron Will, Power Attack, Scribe Scroll, Two-Weapon Fighting, Weapon Focus (staff).
Domains: Air, Knowledge.
 * CR 1 higher than normal due to staves.



*Watcher of the Skies, PT2: page 70
 Republican movement, PT4: page 150*

Helmut’s older sister, Narya Itlestein (female human expert4) works as the administrator of the Stockyards in the Guildsman District (PT4: page 191). She attends services at her brother’s temple.

Runebearers, PT2: page 60

Helmut’s second-in-command is Unosh Teversan (male half-elf cleric6), but he does not share the high priest’s political views.

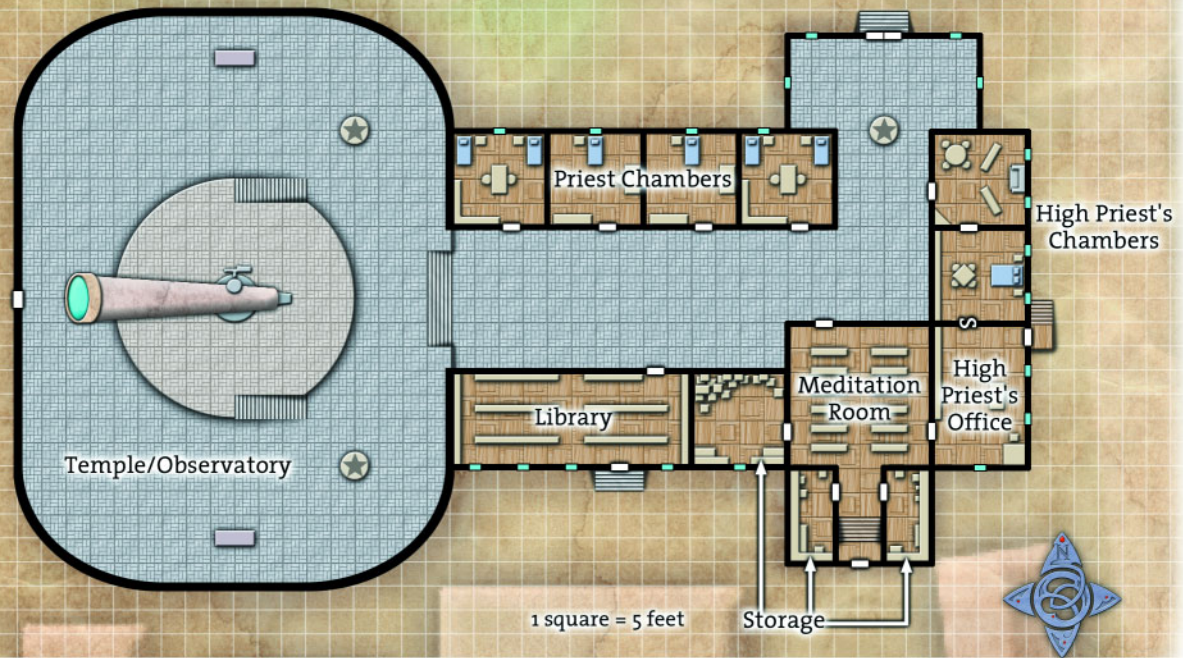
Staves of Ghul, page 390

*Goth Gulgamel, PT9: page 486
 Jabel Shammar, PT9: page 501*

Seeking to kill all runebearer children born in the city, Helmut Itlestein has recently paid a group of thugs to slay the young star of the play “The Boy Who Could Sing” at the Cloud Theater in Midtown. He failed to mention that the runebearer boy, Dullin, is the grandson of crime lord Menon Balacazar.

The names of all the runebearer children in Ptolus at the present time are Corrent Apathi, Darata Chornim, Dullin Balacazar, and Tarthia Kor.

Watcher of the Skies Observatory



The Staves of Ghul

While he was alive, Ghul wielded two short battlestaves imbued with great power. First, their raw power allows the wielder to use wish once per week. Further, they offer the wielder a +5 deflection bonus to Armor Class while in hand. If used in battle, each is a +5 one-handed weapon that strikes for 2d8 points of damage. Lastly, they allow the wielder to use the following powers at will: fear (Will save, DC 17), wall of force, and disintegrate (Fortitude save, DC 20).

Both staves must be in hand for any of the powers to function. The staves are chaotic evil with Intelligence 10, Wisdom 9, and Charisma 13. They are empathic and have an Ego of 19.

Strong transmutation, CL 19th

Assess creature, PTG: page 639
Ratmen, PTG: page 625
Galchutt, PT2: page 60

Spells: 6/6+1/5+1/5+1/4+1/2+1/1+1; save DC 14 + spell level.

6th—*chain lightning*, heightened *flame strike*.

5th—*break enchantment*, empowered *searing light*, *true seeing*.

4th—*air walk*, *discern lies*, *neutralize poison*, *restoration*, *summon monster IV*.

3rd—*dispel magic*, *gaseous form*, *invisibility purge*, *protection from energy*, *searing light*, *wind wall*.

2nd—*aid*, *augury*, *bull's strength*, *detect thoughts*, *silence*, *spiritual weapon*.

1st—*bles*, *divine favor*, *doom*, *entropic shield*, *obscuring mist*, *sanctuary*, *summon monster I*.

○—*assess creature*, *detect magic* (2), *guidance*, *mending*, *read magic*.

Possessions: +4 full plate armor, *staves of Ghul*, *belt of giant strength* +4, *shield guardian amulet*, 100 pp, 255 gp.

Campaign Use

Helmut Itlestein is set up as a campaign “villain.” He presents an interesting challenge to the player characters, because he is not evil, nor even selfish. He has only the city’s best interests at heart and honestly loves Ptolus and its people more than anything. He is even right, after a fashion—the children being born with runes are related to a coming time of great change and possibly doom (see Chapter 6 in *The Night of Dissolution* adventure).

TEMPLE OF THE RAT GOD

▣ Street of a Million Gods (#153, H5); see map, page 394 ■ 1,100 gp

Tucked away amid a number of other very small temples literally built one atop another, the Temple of the Rat God appears to be nothing more than a nondescript door leading to the half-basement level of one of the adjoining temples.

Those few who have even heard of the Rat God know him to be a cruel, petty, and bloody deity venerated by those who revere vindictiveness, selfishness, and spite. He also is a god of pestilence, filth, and disease. It comes as no surprise to anyone that many of the followers of the Rat God are, in fact, *ratmen*. To protect themselves, these ratmen either pose as humans (heavily cloaked in voluminous garments) or never leave the temple by way of the streets.

But the secrets of this temple go deeper than just the presence of the ratmen. In truth, there is no Rat God at all. This hidden temple is a front for the veneration of Abthoth, one of the *Galchutt*. Its adherents and clerics are chaos cultists conducting vile, bloody rites.

The areas below correspond to the temple map on page 394.

The Sanctuary

The main sanctuary holds a large statue of an upright rat holding out its front legs like hands,

greedily, wearing a vicious and bloodthirsty sneer. Scrawled on the walls are crude, graffiti-like markings that say such things as “beauty in plague,” “love is greed,” and “the solace of filth.”

The statue in the sanctuary secretly slides to one side (Search, DC 18) to reveal a staircase going down to underground chambers.

The Cellars (EL 3)

The staircase beneath the statue of the Rat God takes one down to the cellars. A secret room behind a secret door (Search, DC 20) is the lair of four ratman guards. They can watch out into the hallway via a peephole.

Ratmen, Ratlings (4): hp 5, 6, 6, 7; see “Monsters” in PT6.

Down a hallway to the south lies the nest of a number of trained dire rats. Refuse and rotting garbage fills the large room. The dire rats will go hungrily to the aid of the ratlings to the north or to Silion and Urnest (see below).

Dire Rats (5): hp 5 each; see MM.

To the southwest of the dire rats’ nest is a shrine to Abthoth that features a vast mural of the slimy, tentacled Galchutt on the southeast wall and an altar in the center that looks more like a large iron basin filled with garbage and slime. Characters who enter this chamber must make a Fortitude save (DC 16) or be infected

with cackle fever (see “Disease” in Chapter 8: Glossary of the DMG).

To the southeast is a secret door (Search check, DC 18, to find) that leads eventually to passages within the [Blessed Bridge](#).

Silion and Urnest (EL 4)

The heads of the Temple of the Rat God are Silion Ankismar and her husband, Urnest. Silion is a wanton, lascivious woman who wears an ornate breastplate and little else. Her husband, a wererat, enjoys the company of the dire rats that scurry about the temple and the ratmen who hide here more than that of humans, including his wife.

Their room north of the shrine is a chaotic jumble of garbage and filth. Within a locked iron box (Open Lock, DC 20) hidden under their bed (Search, DC 16) are various papers. One mentions the [Ebon Hand cult](#), specifically the transformed “children of the hand” held there. (Finding this may lead the player characters to want to investigate that temple as well.)

Silion Ankismar, Priestess of the Rat

Female human (Chaotic Evil)

Cleric3 (Abthoth) CR 3

HD 3d8–3 **hp** 12

Init +2 **Speed** 20 feet

AC 19, touch 12, flat-footed 17

BAB/Grapple +2/+2

Attack/Full Attack +4 melee (1d8+1, heavy mace) or +4 ranged (1d8, light crossbow)



Blessed Bridge, page 370

The chaotic evil Rat God (Abthoth, Source of All Uncleanliness) is associated with the domains of Chaos, Evil, and Destruction.

Ebon Hand cult, page 379

While the papers under Silion and Urnest’s bed might lead the PCs to the Temple of the Ebon Hand cult, they are not enough to interest the City Watch. The guards know how easily such things can be faked.



THE GODSDAY FESTIVAL AND TOURNAMENT

There's no more important day on the Ptolus calendar than the Fifth of Rain: Godsday, a celebration of all gods and everything they have provided to mortals, including the bounties of food, family, prosperity, the gift of life, and even such things as safety, rest in the afterlife, and creation itself. Even irreligious individuals enjoy the festivities and see the value of counting one's blessings (no matter where they come from). In fact, Godsday has less to do with religious faith and observance and more with giving thanks.

Thus, despite its name, Godsday is not a true religious observance for most people. Few religions declare it an actual holy day—the Church of Lothian once actually denounced the celebration as an observance of devils. Today, forces in the Church are pushing to make it an actual holy day, but the Church hierarchy still harbors too many conservatives for such a thing to happen.

Travelers come from the small communities outside the city to partake in the festivities, while many people have the day free from work; others, such as tavern owners, restaurateurs, and so forth, are busier than ever. The festival is so large that most Ptolus inns fill up quickly. Locals take in boarders to help accommodate all the visitors to the city, plus earn a few silver coins. Some vendors increase their prices, particularly in areas frequented by out-of-towners, but most seem content to keep their prices fair and simply enjoy the influx of additional customers ready to spend cash. Restaurants, taverns, and pubs overflow on Godsday and the night before; visitors normally arrive a day early, since the festivities begin at dawn.

The Godsday Tournament

The day is filled with parties, family reunions, and feasts, but the most important event is the Godsday Tournament. While other communities throughout the Empire observe Godsday, the tournament is unique to the city of Ptolus. Originally developed by the noble houses (in homage to an even older tradition that pitted them against one another in a series of athletic events), the Godsday Tournament is now open to all. The noble houses usually sponsor various participants, and many of them consider multiple trophies such a point of pride and prestige that they spend liberal amounts of gold to ensure their wins. The tournament is held in an area known as the Tournament Field north of the city wall.

Events

Many tournament events take place throughout the day, in many different categories. The events include the following:

Athletic Events	Combat Events
Hundred-yard race	Beast fights
Half-mile race	Jousting
One-mile race	Single combat
Archery	Team combat
Balance beam	Spell challenges
Hammer toss	Artistic Events
High jump	Cooking competition
Javelin throw	Dance competition
Long jump	Eating competition
Rope climb	Song competition
Weightlifting	Spell artistry
	Tale-telling competition

Athletic Events

Most events in the tournament are sport-related: races, feats of strength, and so on. These test the abilities of the contestants, but each involves skill as much as strength, speed, and agility.

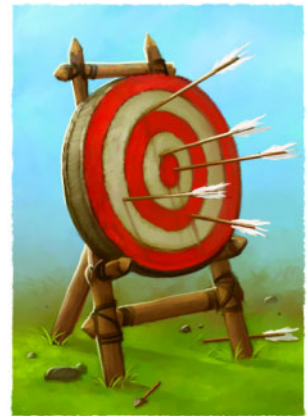
Races: For the hundred-yard race, all involved players make a Dexterity check. For the half- and full-mile races, average a Dexterity and Constitution check for each. Then apply the following modifiers:

- For all such races, participants with other than Speed 30 feet must subtract 5 from the check for each 10 feet of speed they have below 30 or add 5 for each 10 feet of speed over 30.
- The Run feat adds +4 to this check.
- The Endurance feat adds +2 to the half-mile and +4 to the full-mile races.
- Ranks in Profession (athlete) also add to the check—this is a new variation on the Profession skill, only really applicable here and in similar cases.

Archery: The archery competition involves making ranged attack rolls with a bow of the contestant's choosing, although magical bows and arrows are not allowed (masterwork bows are). The Armor Classes of the targets start at 15 and get harder and harder until all contestants but one are eliminated.

Other Events: The javelin throw, weightlifting, and hammer toss events are all Strength checks, although Professional (athlete) figures into these as above for races. The balance beam event is a Balance check, the jumping events are Jump checks, and the rope climb is a Climb check. Profession (athlete) does not play into these latter events.

Prizes: Prizes for all athletic events are 10 gp for first place, 2 gp for second place, and 5 sp for third. The one exception is the archery contest, which also includes a masterwork bow, a quiver of twelve masterwork arrows, and a single +1 arrow for the winner (donated by a sponsoring local bowyer and/or fletcher).



Combat Events

Some of the most popular events at the tournament are the combat events, usually called ringfights. These contests come in four different types: single combat, team combat, beast fights, and spell challenges. (Jousts, another form of combat event, are considered separate from the ringfights.) As the name suggests, each combat takes place in a ring delineated by ropes strung from three-foot-high stakes on the grassy field. For single combats, the ring has a diameter of twenty feet. For all the other types of ringfight, the diameter measures sixty feet.

Rules: None of the fights are to the death. A judge determines the fight's end and victor, although usually this is evident—most fights go until someone is unconscious or concedes. Nothing that could put spectators at risk is allowed, so fights are expected to be primarily melee affairs; officials frown upon spells with area

effects. Harming a spectator can lead to arrest by the City Watch, as can using undue force in a fight (continuing to attack an unconscious opponent, for example).

There are no restrictions on tactics, although generally the judges look very unfavorably on those who use poison and on those who use spells in ringfights other than spell challenges. Magical and other assistance from outside sources is not allowed, but *detect magic* or other investigative measures are used if any activities arouse suspicions.

Team combats involve pairs of combatants working together and fighting in the ring at the same time. Spell challenges are combats staged between two spellcasters, and only magic is allowed—no weapons. Beast fights pit one humanoid combatant against a monster that has been magically charmed to keep it from running amok or killing its opponent.

All ringfights come in three categories: novice, experienced, and expert. Combatants rate themselves and enter whichever category they wish, but those obviously fighting well below their appropriate category are likely to lose face and get heckled for being cowards.

Prizes: Prizes for the ringfights (other than beast fights) are awarded for winning each round, with a champion's purse awarded to the winner of the final match. The number of entrants determines the number of rounds, but usually there are five or six rounds total. Beast fights are always for the champion's purse, as there are no elimination rounds.

	Entry Fee	Prize Each Round	Champion's Purse	Typical Levels	Typical Beast
Novice	5 sp	5 sp	5 gp	1–2	Wolf or boar
Experienced	5 gp	5 gp	50 gp	2–5	Dire ape or owlbear
Expert	50 gp	50 gp	500 gp	5–8	Dire bear or grey render

Clerics and vendors hawking healing potions frequent the fights to help those wounded in the contests, either for a donation or a profit (some would argue that there is little difference).

Artistic Events

The artistic events in the Godsdays Tournament are popular, particularly among those disinclined toward the more physical contests.

Magic: Spellcasters of all kinds come out for the popular spectator event of spell artistry, in which each contestant creates some flashy display of spellcasting.

When the event started twenty-two years ago, most casters used *prestidigitation*, but it didn't take long for more adept mages to use illusion spells to create amazing images and moving shows. Others with a flair for the dramatic use spells like *fireball* and *lightning bolt* to create shocking displays of sight and sound. (In all cases, a Spellcraft check determines how visually pleasing the effect is; the more powerful the spell, the more it is likely to impress the judges.)

The Dreaming Apothecary (see "Inverted Pyramid" in PT3: *Organizations*) sponsors a special 1,000 gp prize for the winner, although the money must be put toward an item to be made.



Performances: The song, dance, and tale-telling competitions are popular entertainments, usually held in the evening before a large crowd. These are all Perform checks. Prizes for the music-related events are sponsored by the Conservatory (see the "Nobles' Quarter" chapter) and amount to 500 gp for the winner and 100 gp for two runners-up, applied to tuition at the school. Prizes for the tale-telling competition are 10 gp for the winner and 3 gp for the two runners-up.

Food Events: The cooking competition actually breaks down into a number of different events, including beverages, hors d'ouerves, soups, main courses, and desserts. The winner of each event gets a gold-plated trophy worth 5 gp. This contest involves Profession (cook) checks.

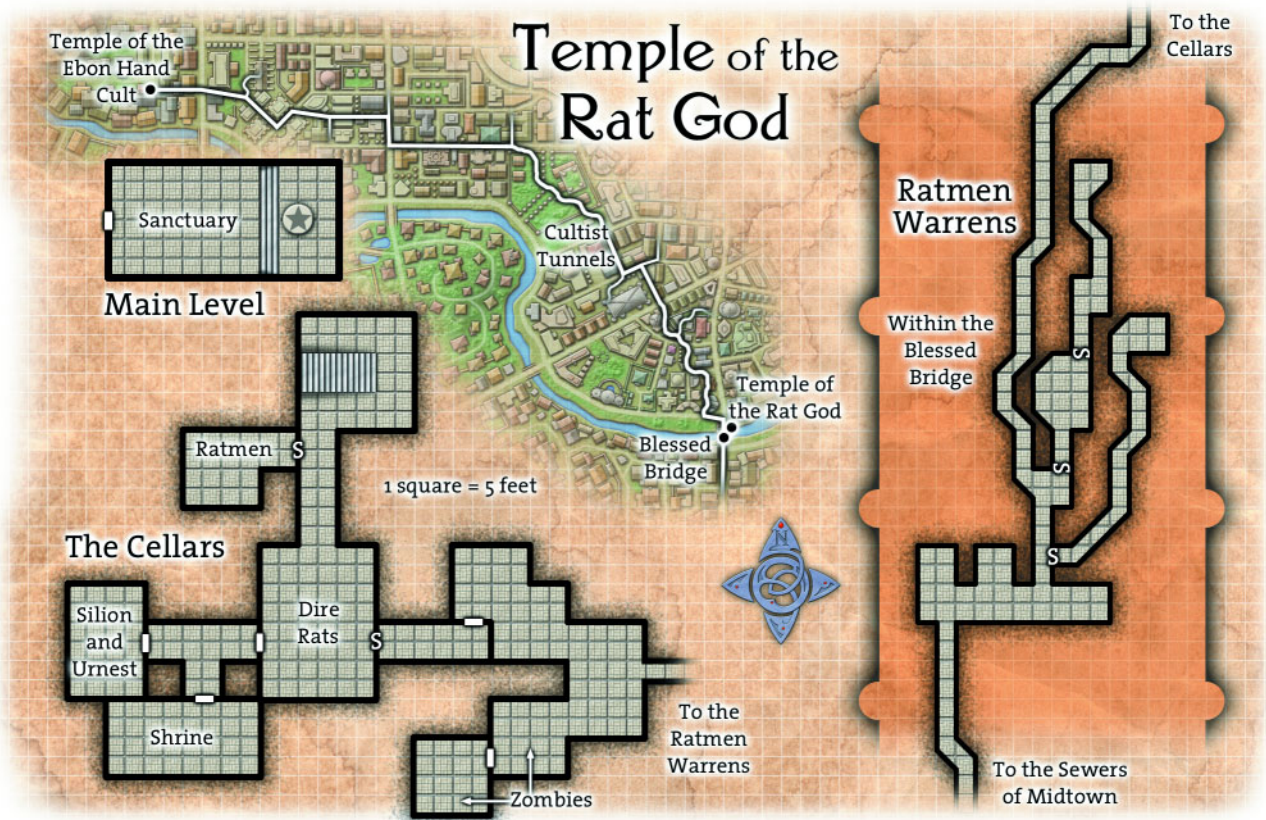
The eating competition is hardly "artistic," but it does draw a crowd. Contestants are forced to eat large amounts of various kinds of food very quickly. The one who eats the most in five minutes is the winner, for a prize of 10 gp. This competition requires an opposed Constitution check from all the participants.

Gambling

Wagering on the tournament events is extremely common, both formally at the various betting stalls (where odds are given) and informally among spectators and even participants.

Other Tournament Attractions

Even those not taking part in the competition can entertain themselves with games of skill and chance (such as ring tosses or dart throwing), food from all manner of vendors (pies, custards, cakes, honeyed rolls, cooked meats, dried meats, fruit, candy, and more), and entertainers of all kinds (jugglers, comedians, singers, actors, dancers, and so forth). Games and food range in price from a copper or two to perhaps a silver piece, while the entertainers simply hope for donations.



INFO CHECKS

A *Knowledge (local)* or *Gather Information* check reveals something about the Rat God temple:

The Temple of the Rat God is a foul chapel somewhere in the Temple District (DC 18).

The Temple of the Rat God is located near the north end of the Blessed Bridge (DC 20).

The Temple of the Rat God is filled with evil people and ratmen, doing gods-know-what (DC 25).

Fort +2, **Ref** +3, **Will** +6
Str 11, **Dex** 15, **Con** 9, **Int** 12, **Wis** 17, **Cha** 11
Languages: Common, Rattish.
Crucial Skills: Concentration +2, Listen +3, Spot +3.
Other Skills: Heal +8, Knowledge (dungeoneering) +2, Knowledge (history) +3, Knowledge (local) +7, Knowledge (religion) +6.
Crucial Feats: Combat Casting.
Other Feats: Scribe Scroll, Weapon Focus (heavy mace).
Domains: Chaos, Evil.
Spells: 4/3+1/2+1; save DC 13 + spell level.
 2nd—*hold person, sanctuary, shatter*.
 1st—*bless, cure light wounds, divine favor, protection from good*.
 0—*detect magic, guidance, mending, read magic*.
Possessions: +1 heavy mace, breastplate, heavy steel shield, light crossbow, bolts (10), dagger, scroll of *inflict light wounds*, gold earrings worth 25 gp, 10 gp.

Urnest Ankismar, 1st-Level Wererat Warrior: 12 hp; see MM.

Under (Into) the Bridge (EL 4 and 5)

The temple's underlevels connect to a narrow passage that extends into and through the Blessed Bridge, which spans the King's River. Within the bridge, near its underside, are tiny, secret rooms. The chaos cultists who work with the Rat God's clergy hide here when they need to lay low.

The entrance to the passages is guarded by eight zombies covered in filth and disease.

Zombies, Human Commoners (8): hp 16 each; see MM (but each hit requires victim to make a Fortitude save, DC 12, or contract filth fever; see "Disease" in Chapter 8: Glossary of the DMG).

The warrens under the bridge have many secret doors (Search, DC 20, to find the sliding stone blocks hidden behind trash). There are at least six ratlings and a ratlord down there at all times.

Ratmen, Ratlings (6): hp 4, 5, 5, 6, 6, 8; see "Monsters" in PT6.

Ratman, Ratlord: hp 22; see "Monsters" in PT6.

Scenario

In their digging beneath the city, the ratmen discovered an ancient chaostech device and brought it to the Temple of the Rat God. The device is some kind of humanoid construct that no longer functions. The temple clergy put the word out on the street that they are looking for someone with machinery skills. The player characters, learning of this, can use the opportunity as an opening (even if they have to fake it) to infiltrate the temple and take it down from within.

TEMPLE OF TEUN

📍 Chalice Road (#138, G4); see map, page 396
 🏠 78,500 gp

Two large gears adorn the front of the Temple of the Mother of All Machines. Inside, the place smells of oil and metal, and the noise of churning gears and pumping pistons drowns out most other sounds. These smells and noises are holy to **Teun**, and the temple interior is basically one large machine that exists only for her greater glory—the complicated set of gears, pulleys, belts, and steam engines ultimately do nothing but work.

The temple is attended by a number of dwarves (male dwarf experts), distinctive from the rest of their kind in their appearance and dress. They weave small steel gears into their greying black beards and their long hair. They cover their dark clothing with a leather apron full of pockets holding small tools, and they wear goggles over their eyes.

The **Shuul** use the Temple of Teun as their base of operations until the **Tower of Science** in Oldtown is completed. This means a dozen or so Shuul agents work within the temple at any given time, and **Savane** is often here as well. The Shuul's presence here is not common knowledge.

The high priestess of Teun—not just in Ptolus, but in the entire world—is an ancient, decrepit woman named Maeda Von Rustal. She can no longer get around easily on her own, but she has a steam-powered wheelchair (really more of a cart) with room for equipment or even another person. If she must engage in combat, she uses her spells exclusively.

As one of the most powerful clerics in the city, and the most powerful cleric in the worldwide religious hierarchy of the temple of Teun, Maeda Von Rustal is an extremely influential woman. As such, she is afforded many idiosyncrasies. For instance, Maeda never has anything positive to say about anyone or anything—even, in many cases, the goddess Teun herself. She refers to her deity the way others might refer to a friend they have had all their lives, and of whom they know everything, both good and bad.

The high priestess seemingly could find a grey cloud in any silver lining. Like someone's ill-natured grand-aunt, the old woman continually complains about her health and her need for her powered wheeled cart. She seems particularly belligerent to the dwarves who attend her. However, despite her goading, they virtually never speak at all.



Teun, PT2: page 70

Despite decades of declining membership, the faithful of Teun hope to see increased attention to their goddess, thanks to the support of the Shuul and their secret benefactor, Emperor Segaci (see PT2: page 79).

*The Shuul, PT3: page 131
 Tower of Science, page 334
 Savane, PT3: page 133*

A valuable apparatus of the crab stolen from the temple some time ago sits now in a secret vault within the Longfingers Guildhouse (PT7, page 434).

INFO CHECKS

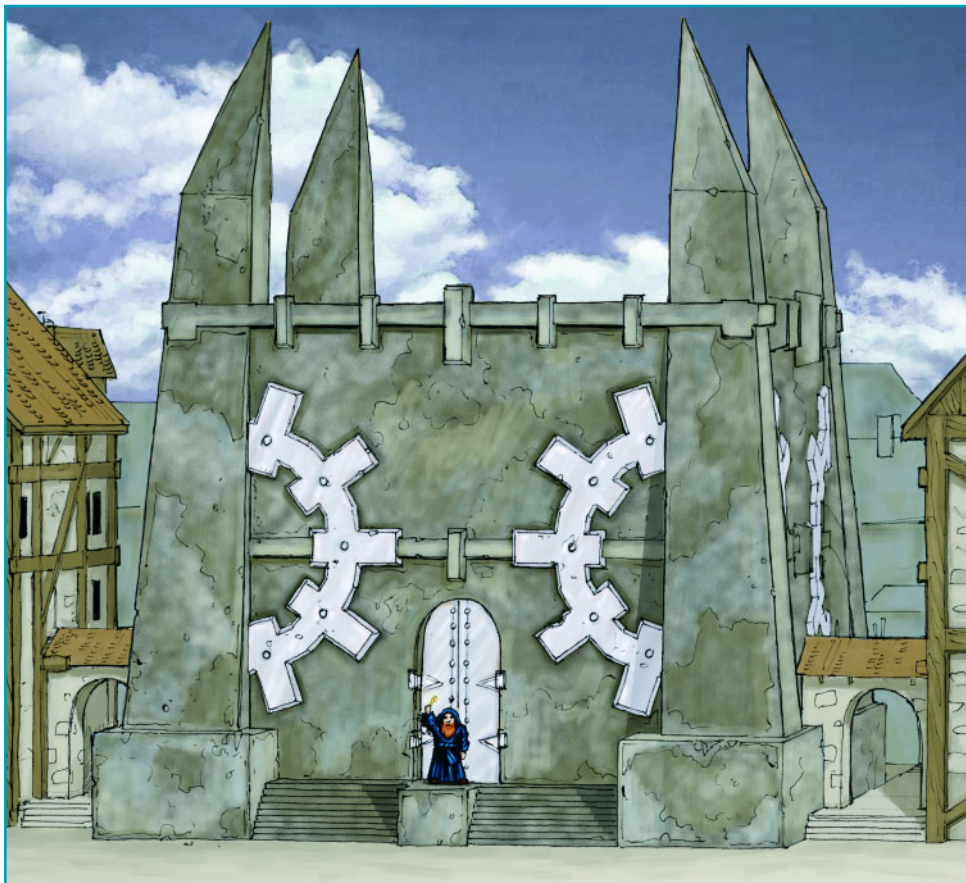
A Knowledge (local) or Gather Information check reveals a few details about Teun and her temple:

Teun is the Mother of All Machines (DC 15).

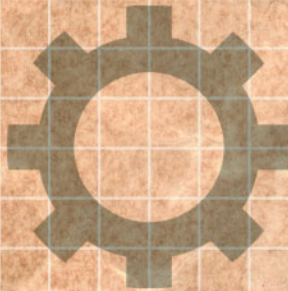
Maeda Von Rustal, the high priestess of Teun, is one of the most powerful clerics in the city (DC 20).

Savane of the Shuul can often be found at the temple of Teun (DC 22).

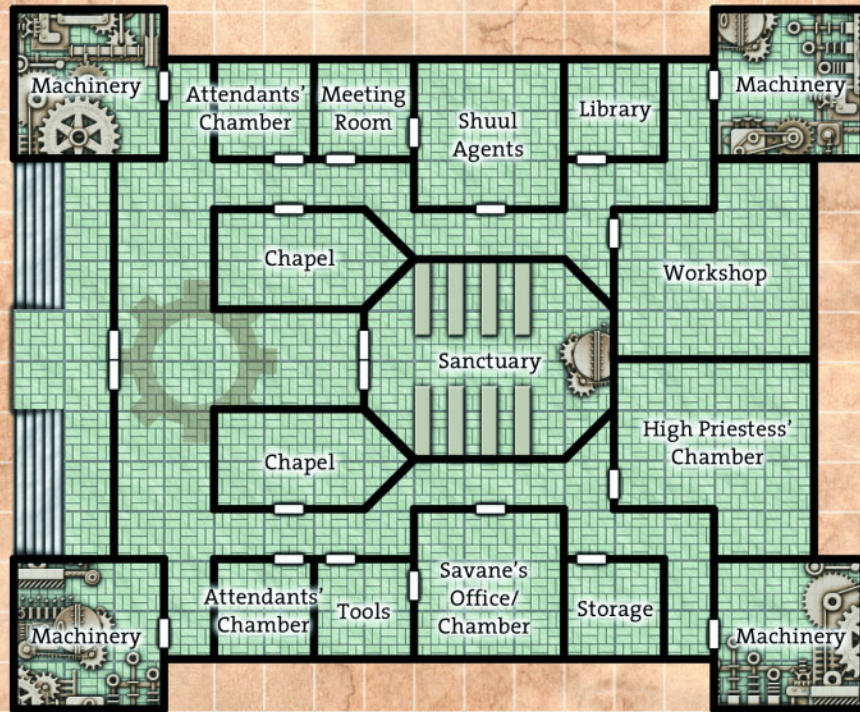
The Shuul use the Temple of Teun as a base of operations (DC 25).



Temple of Teun



1 square = 10 feet



Only women may be clerics of Teun, Mother of All Machines. Men, usually dwarven men, serve as attendants at services and watch over the Machine in the temple.



Repair device, PT6: page 644
Assess creature, PT6: page 639
Thoughtstone, PT4: page 166
Magnetic compass, PT6: page 564

Technology domain, PT6: page 637
Cannons of heaven, PT6: page 640
Create device, PT6: page 641
Shuul agents, PT3: page 133

High Priestess Maeda Von Rustal

Female human (Lawful Neutral)

Cleric 19 (Teun) CR 19

HD 19d8 hp 88

Init -1 Speed 10 feet

AC 9, touch 9, flat-footed 9

BAB/Grapple +14/+11

Attack/Full Attack Spells only

Fort +11, **Ref** +5, **Will** +16

Str 5, **Dex** 9, **Con** 10, **Int** 14, **Wis** 20, **Cha** 15

Crucial Skills: N/A

Other Skills: Craft (alchemy) +13, Craft (machines)* +21, Heal +20, Knowledge (arcana) +18, Knowledge (history) +5, Knowledge (machines)* +25, Knowledge (religion) +22, Spellcraft +9.

Crucial Feats: Improved Counterspell, Improved Turning, Spell Penetration.

Other Feats: Brew Potion, Craft Wondrous Item, Heighten Spell, Maximize Spell, Skill Focus (Knowledge [machines]).

Domains: Law, **Technology**.

Spells: 6/7+1/6+1/6+1/6+1/6+1/4+1/4+1/3+1/3+1; save DC 15 + spell level.

9th—**cannons of heaven**, miracle, summon monster IX, true resurrection.

8th—**antimagic field**, firestorm, maximized flame strike, shield of law.

7th—**create device**, dictum, greater scrying, heightened hold monster, repulsion.

6th—**animate objects**, greater dispel magic, heal, spell resistance, word of recall.

5th—**break enchantment**, dispel chaos, flame strike, heightened hold person, mass cure light wounds, summon monster V, true seeing.

4th—**death ward**, discern lies, greater magic weapon, neutralize poison, order's wrath, restoration, sending.

3rd—**dispel magic** (2), invisibility purge, magic circle against chaos, protection from energy, **repair device**, searing light.

2nd—**aid**, align weapon, calm emotions, eagle's splendor, hold person, silence, spiritual weapon.

1st—**bles**, command, detect chaos, divine favor, doom, protection from chaos, sanctuary, shield of faith.

0—**assess creature**, detect magic, light, guidance, mending, read magic.

Possessions: Periapt of wisdom +4, greater strand of prayer beads, **thoughtstone**, pearl of power (6th-level spell), darkvision pill, steam cart* (medium)*, healer's kit, pocket-watch, spectacles, **magnetic compass**, bejeweled holy symbol worth 1,200 gp.

* See "Technology" in PT6.

Encounter: As the player characters approach the doors of the temple, they open. Coming out of the temple, three **Shuul agents**—shaved heads, black leather coats, goggles, and all—sneer at the group, almost as one. They seem in a hurry to get somewhere and have little time to dawdle, no matter what the player characters decide to do.

OTHER LOCALES

Although not a complete listing by any means, the locations in the table at the bottom of the page can enhance a group's discovery of the Temple District in a Ptolus Campaign.

MISCELLANEOUS TEMPLE DISTRICT NPCS

The Temple District teems with interesting individuals. These are only a sample.

SHIBATA

Shibata is a minotaur priest of Nivaler, God of Secrets. Although there is a temple of [Nivaler](#) on the Street of a Million Gods, Shibata rarely goes there, and when he does it is just a quick pilgrimage. The clerics of the temple (mostly humans) have always made him feel uncomfortable and unwelcome.

Life in the city is not easy for Shibata. Prejudice and distrust have become part of his daily life. A few other minotaurs live in Ptolus, but Shibata does not socialize with them. He doesn't socialize with anyone. Instead, he haunts libraries and wanders the streets of the Temple District alone, searching for strange and obscure secrets of little meaning to anyone but him. While he has ranks in few knowledge skills, his pursuit of secrets grants Shibata a small chance of knowing just about anything. If a character befriends him—always a difficult task—the priest could become a source for all kinds of information.



Shibata
Male minotaur (Neutral)
Large monstrous humanoid
Cleric8 (Nivaler) **CR 12**
HD 6d8+12 + 8d8+16 **hp** 91
Init -1 **Speed** 20 feet
AC 23, touch 8, flat-footed 23
BAB/Grapple +12/+22
Attack +19 melee (1d8+10, quarterstaff) or +17 melee (1d8+6, gore)
Full Attack +19/+14/+9 melee (1d8+10, quarterstaff) and +15 melee (1d8+6, gore)



One of the purviews of the god Nivaler are the so-called Five Lost Lore: five secrets of vast mystical power. They are so secret, in fact, that of the five, only the name of one is known. That is the Lore of the First Fire. This primordial flame, if it can be mastered, is not destructive but a flame of creation that reflects the power Praemus used to forge the world.

Nivaler, PT2: page 70

In her secret room in the Dark Reliquary (PT4: page 247), Lilith keeps records that describe the location of chambers devoted to the Cults of Chaos beneath the Temple of the Fifty-Three Gods of Chance. For details on this secret temple, see Chapter 6 in The Night of Dissolution adventure.

Other Locales in the Temple District

Name	Type	Location	Proprietor	Staff	Notes
Alaina Bellsong		Golden Elm Way (#135, G4)	Alaina Bellsong (female halfling expert3)	0	Dreamspeaker
Denthon's		Golden Elm Way (#164, I4)	Roland Denthon (male human commoner3)	3	Coffin maker
Mustek's Shop		Malav Street (#157, I4)	Kavral Mustek (male human commoner4)	1	Sells religious tracts and paraphernalia
Striknos'		Lost Street (#133, F4)	Striknos (female half-orc commoner4)	11	Illegal brothel, gambling den, and drug parlor
Temple of Celestan		Chalice Road (#136, G4)	Ranael Silverstroke (male elf cleric13)	12	—
Temple of the Fifty-Three Gods of Chance		Street of a Million Gods (#150, H4)	Jewel Nabbascor (female human cleric9)	13	Chaos temple below; see Chapter 6 in The Night of Dissolution.
Temple of the Frog		Lachros Street (#163, I5)	None	0	Abandoned ruin
Temple of Inurath		Sunrise Street (#144, H5)	Anais Abendroth (female human cleric11)	7	—
Temple of the Iron God		Runic Street (#141, H4)	Werden Barras (male human cleric8)	5	—
Temple of Kharos		Glory Street (#158, I4)	Barclay Keel (male human cleric7/wizard4)	4	—
Temple of Melann		Chalice Road (#139, H4)	Matthias Fenta (male human cleric8)	5	—
Temple of Mocharum		Malav Street (#161, I5)	Urthain Lawstone (male dwarf cleric9)	10	—
Temple of Phoeboul		Runic Street (#140, H4)	Avalia Riversong (female elf cleric7)	6	—
Temple of Ynchabolos		Street of a Million Gods (#146, H5)	Rentan Yager (male human cleric8)	3	—

Assess creature, PT6: page 639



Technically, Talenta is a trumpet archon. However, in Ptolus, “angel” is synonymous with “celestial.”

Pale Tower, page 329
Malkuth, PT3: page 129

SA Powerful charge (+17 attack, 4d6+9 damage)
SQ Darkvision 60 feet, natural cunning, scent
Fort +10, **Ref** +8, **Will** +15
Str 22, **Dex** 9, **Con** 15, **Int** 10, **Wis** 18, **Cha** 9
Crucial Skills: Concentration +7, Listen +14, Search +10, Spot +14.
Other Skills: Heal +10, Knowledge (religion) +6, Spellcraft +4.
Crucial Feats: Combat Casting, Power Attack.
Other Feats: Lightning Reflexes, Multiattack, Weapon Focus (staff).
Domains: Fire, Knowledge.
Spells: 6/5+1/4+1/4+1/3+1; save DC 14 + spell level.
 4th—*divine power, sending, summon monster IV, wall of fire.*
 3rd—*clairaudience/clairvoyance, dispel magic (2), protection from energy, searing light.*
 2nd—*bear's endurance, bull's strength, detect thoughts, hold person, silence.*
 1st—*bless, burning hands, divine favor, doom, sanctuary, shield of faith.*
 0—*assess creature, detect magic, guidance, mending, read magic, resistance.*
Possessions: +2 full plate armor, +1/+1 large quarterstaff, pearl of power (1st-level spell), scroll of air walk, scroll of neutralize poison, flasks of holy water (3), healer's kit, gold holy symbol worth 500 gp, a pair of gold bracers worth 500 gp each, 543 gp.

TALENTA

Talenta is a rogue angel who was forced to leave the **Pale Tower** because the **Malkuth** disagreed with her ideas. Talenta seeks to eliminate evil in the world and has devised the means to carry out her plan. She came to the world with her magical creation only about a decade ago, and now she is ready to use it.

While in the Celestial Realms, Talenta created viral goodness: a magical “plague” that spreads via contact and forces anyone exposed to it to make a Will save (DC 18). Those who fail find their alignment changed to good, if it is not good

already. Other angels feel abhorred by the idea of using an outside force to compel creatures to be good against their will, but Talenta sees it as the only way.

Some of the Malkuth search for Talenta to stop her from carrying out her plan, but they are too late. She has released the viral goodness in the Temple District and now waits, hiding in the shadows, to see what happens next.

Talenta, Trumpet Archon: 126 hp; see MM.

TIEL LAWLEY

Tiel Lawley is a well-known sight around the Temple District. He is known for his winning smile and boyish good looks, but also for the incredible number of weapons he carries on his person at any one time. Tiel professes to be a priest of battle—not a priest of the god of battle, or even of a god of war, but a priest of Battle itself. He also describes himself as a devotee of martial training, as though it were a religious path, not merely a field of study. Still, Tiel is not bloodthirsty. He does not revel in death; He revels in the fight. He is more than willing to offer quarter to those he defeats, assuring them that there is no shame or dire consequence for accepting it. He might even offer his opponents tips once the fight is over.

The young cleric/fighter sometimes volunteers to accompany adventurers on missions (as long as they do not break any major laws) involving combat. Tiel requests no payment or share of the subsequent loot—he firmly denies being a mercenary and says that he fights for the glory and honor of the battle itself. To take or earn money for doing so would be to sully its perfect nature.

While this may seem like a godsend to some in need of a strong, skilled warrior at their side, those who accept his offer should be warned: Tiel never avoids or backs down from a fight. If he finds someone with greater martial skill than





he, he may defer to that person, even at the expense of his own companions.

Tiel Lawley

Male human (Lawful Neutral)

Cleric 7 (Battle)/Fighter 5 CR12

HD 7d8+14 + 5d10+10 **hp** 96

Init +7 **Speed** 20 feet

AC 19, touch 12, flat-footed 17

BAB/Grapple +10/+13

Attack +15 melee (1d8+5, battle axe) or +15 melee (1d6+5, flail) or +14 ranged (1d4+3, dagger)

Full Attack +15/+10 melee (1d8+5, battle axe), or +15/+10 (1d8+5, flail), or +11/+6 melee (1d8+4, battle axe) and +10 (1d6+2, flail), or +14/+9 ranged (1d4+3, dagger)

SA Rebuke undead 5/day

Fort +11 **Ref** +6 **Will** +9

Str 17, **Dex** 17, **Con** 15, **Int** 13, **Wis** 16, **Cha** 12

Crucial Skills: Concentration +9, Disable Device +7, Heal +10, Intimidate +3, Listen +4, Search +6.

Other Skills: Diplomacy +9, Knowledge (local) +5, Spellcraft +11.

Crucial Feats: Cleave, Combat Expertise, Improved Trip, Power Attack, Quick Draw.

Other Feats: Improved Initiative, Two-Weapon Fighting, Weapon Focus (battle axe), Weapon Focus (flail).

Domains: Strength, War.

Spells: 6/5+1/4+1/3+1/1+1; save DC 13 + spell level.

4th—*divine power, inflict critical wounds.*

3rd—*daylight, glyph of warding, magic vestment, prayer.*

2nd—*aid, bull's strength (2), cat's grace, shatter.*

1st—*cure light wounds, hide from undead, magic stone, magic weapon, protection from evil,*



protection from law.

○—*cure minor wounds, guidance, light, mending, purify food and drink, virtue.*

Possessions: +2 chainmail, +1 battle axe, +1 flail, masterwork greatsword, masterwork short sword, masterwork longsword, masterwork daggers (10), bracers of health +2, periapt of wound closure, oil of magic vestment +3, potion of haste, **friendship band** inscribed with "Order of Iron Might," 18 pp, 18 gp.

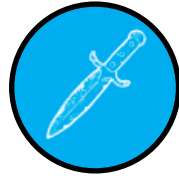
Importing Gods From Other Settings

As discussed at the beginning of the chapter, it's easy to create new gods and place them in Ptolus. It's even easier to bring them over from other settings, whether it's one that you have created or one that has been published elsewhere. Deities from the Core Rules, for example, would all fit in nicely with no work.

Don't worry about two gods being too similar. As Ptolus represents the amalgam of so many cultures, one can easily imagine two or even three fire gods, multiple war gods, and so on, all having their own space on the Street of a Million Gods. These deities with similar portfolios might be natural allies or they might be jealous rivals, often depending more on their alignment than on anything else.

Friendship band, PT1: page 28





WARRENS

The smallest district in Ptolus is also the worst. The Warrens holds the city's slums, a place as lawless and dangerous as one might fear. Although you'll find no addresses or street names here, you might stumble upon the home of Jirraith, a crime lord with no appearance, and the headquarters of the Eight Shadows.



Locator Map

THE WARRENS IN BRIEF

Area: 13 acres

Population: About 2,000

Primary Function: Residential

Primary Social Class: Low

None

None

Undercity, PT7: page 415

When newcomers to the city hear people talk about “the Warrens,” they likely think that they refer to the **Undercity**, or even about a specific portion of the Undercity. Those well-schooled in history might even think it a reference to the Banewarrens (PT7, page 419). These assumptions are incorrect, although more than one person has commented that the Warrens district “might as well be under the city” due to the tunnel-like feel of the place.

THE FLAVOR OF THE WARRENS

The Warrens is the darkest, poorest, and in some ways the most dangerous portion of Ptolus. It is also the smallest of the wards, no larger than some neighborhoods elsewhere in the city. The district is bordered by Salt Street to the west, the Cliffs of Lost Wishes to the east, and Seamist Street to the north; it peters out a block or two north of Curtain Street to the south. Despite its small size, however, this slum differs enough from the rest of the city to merit its own distinction.

The Warrens is a maze of ramshackle wood and stone buildings with crudely constructed additions made of poor quality wood. Many tenements were once buildings with other purposes—originally this wasn't a heavily residential district. Some doorways are nothing more than a

piece of fabric or a wooden barricade. Windows are infrequent, and those that exist never have glass left in them. Many are boarded up. A few have iron or wooden bars over them.

The streets of the Warrens are as narrow as streets get in Ptolus, some only five or six feet across—a very narrow alleyway in the rest of the city—and most no more than ten to fifteen feet across. What's more, throughout much of the slums, people have constructed rough building additions that stretch across a roadway from one building to another. Thus, many streets of single-story buildings now have second stories stretching over the street. This turns the streets into tunnels that are dangerously dark even during the day and help give the Warrens its name and nature. These top levels frequently collapse onto the street below due to low-quality materials (boards stolen from fencing, rusted nails pulled out of other buildings, and so on) and unskilled, haphazard construction methods.

The Warrens stink of human waste, filth, and open cook-fires. The sewers beneath the district, never built to accommodate so dense a population, long since became plugged and frequently overflow.

Many residents of the Warrens keep dogs for protection against assailants and the slum's

surprisingly aggressive rats and dire rats. Many of those who live here walk around armed in some fashion. Most seem shabbily dressed and ill-mannered, but not all are evil by any means.

The crowded, dirty living conditions and the lack of money to pay for any kind of medical care makes the Warrens a breeding ground for disease. Conventional illnesses and death-dealing plagues run rampant here, far worse than elsewhere in the city. Those afflicted, too weak to earn money any other way, sit or stand along the side of the streets and beg. Of course, there is probably no worse place to expect handouts or charity than in the Warrens. Those who can do so beg in other portions of the city, but many of the diseased cannot make it that far.

Like disease, fire threatens the Warrens to a greater degree than the other districts of Ptolus. Makeshift housing built from discarded timbers flare like tindertwigs, given the opportunity. And without the **City Watch** or **Fire Brigade**—the Warrens has no Watchhouse or Firehouse—**fighting fires** becomes much harder, if not impossible. More than once, a potent blaze has taken out a large section of the slum. It never takes long for new, cheap buildings to replace those that burned away, however.

The Warrens host some extremely cheap and low-class brothels as well as a few drinking-houses without names or signs (almost no places of business in the Warrens actually have signs).

RUNNING THE WARRENS

Describe the Warrens as the worst, darkest slum the player characters have ever seen. Every building shows a crumbling façade, leans heavily to one side, or resembles nothing more than a firetrap, overcrowded with squatting families living a life of poverty. Every vacant lot teems with homeless indigents and aimless beggars. Wooden fences get stripped for firewood or building material. Flagstones pried up from the streets go to build walls.

Most likely, PCs who come to the Warrens will do so reluctantly, as outsiders. Even if they have established reputations for themselves in the city, the Warrens has its own outlook—the adventurers will just seem like rubes to most of these folk. Thus, the PCs still might get jumped by a band of muggers or assaulted by a cutpurse.

Player characters in the Warrens are probably there looking for someone or something. They'll see the place as a dangerous territory to make their way through and get back out again with haste—and that's not a bad thing.

It's fairly common knowledge that the City Watch does not patrol the Warrens or even answer calls from here. The **Commissar's Men** will go in, but only in large numbers, and only



to deal with a situation that threatens districts beyond the Warrens, such as a large fire or a particularly bad riot. Otherwise, the Warrens remains basically an island of lawlessness in the city.

This is not to say that the Warrens runs amok in anarchy. Rather, the gangs of the district impose their own kind of rule, which amounts to capricious despotism and administration by terror and intimidation. In other words, interacting with NPCs in the Warrens has a very different feel than elsewhere in Ptolus. The player characters need to get by on their own strength, skill, or smooth words—there is no threat of law or order here. Before they go in, characters should know that foolishness or foolhardiness can get them killed, with no consequences for the murderers. PCs unwilling to interact with and most likely negotiate with criminals will have a very difficult time here.

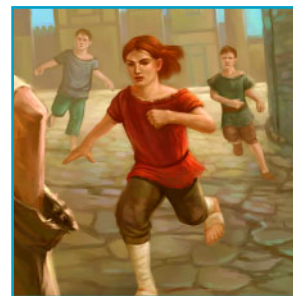
GETTING AROUND IN THE WARRENS

More than any other district in Ptolus, the Warrens offers the biggest challenge to visitors. And it's not crime or danger. The Warrens is quite literally a maze without street names or addresses. Children too young to join a gang but old enough to fend for themselves on the streets serve as **touts** (guides) for visitors, usually for between three and five coppers, depending on how far the customers want to go. A tout isn't likely to warn his clients if the area they want to visit is particularly dangerous. In such a case, he just won't go the entire distance, but stops where he thinks it's relatively safe and gives directions for the rest of the way.

MAP KEY

- 313. Lackie's (page 407)
- 314. The Eight Shadows (page 405)
- 315. Addata Renalt's Home (page 411)
- 316. Jirraith's Lair (page 406)
- 317. Chapel of the Final Resolution (page 404)
- 318. Besson Cral's Home (page 411)
- 319. Madame Kaethea's House (page 408)
- 320. Desthi Nawta's Home (page 411)
- 321. Nul's (page 411)
- 322. Stoneday Shop (page 411)
- 323. Pale Dog Safe House (page 410)
- 324. Vistor Krun's Home (page 411)

City Watch, PT4: page 150
Fire Brigade, PT4: page 154
Fighting fires, PT6: page 586

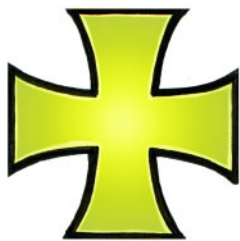


Commissar's Men, PT4: page 149



*Menon Balacazar, PT3: page 101
Kevris Killraven, PT3: page 121*

Two groups in Ptolus work tirelessly to help the impoverished in the Warrens. The first is the Order of Dayra (PT2: page 67). Members of the order run soup kitchens around the edges of the slum and shelter the homeless and orphaned who need their help. The other group is the Knights of the Golden Cross (PT3: page 124), who receive special funding for this project from the Churches of Gaen, Navashtrom, and other good-aligned deities. The representatives of the knights attempt to help the youth of the Warrens stay out of—or get out of—the criminal gangs that virtually run the district. These benefactors help their young charges get out of the Warrens and find employment.



Life for the touts is rough, because the gangs and individual muggers and cutpurses know that these kids usually carry some cash. Sometimes a predatory thug will follow a guide and his charges so that he can rob the tout after the visitors are gone. Well-organized thugs will then report the location of the newcomers to a gang for a cut of what they get when they find and assault the visitors.

PEOPLE OF THE WARRENS

During the day, the streets are crowded with people of all races and both genders. A high percentage of the Warrens' inhabitants are unemployed. Many others are beggars. Still more are thieves, muggers, or other criminal types. Those Warrens residents with honest jobs usually work elsewhere—such as on the Docks or as manual laborers in the Guildsman District—and such work is rarely steady.

A few people manage to run businesses in the Warrens selling food or other necessities. Almost without exception, these businesses survive thanks only to the protection of a powerful criminal gang.

The people here are often cold, sick, bitter, and wary of strangers. Most harbor a real contempt for the city leaders and their representatives. They view crime lords in a far more sympathetic light than people who live elsewhere in the city would.

As previously mentioned, the Warrens became home not only to the destitute and the homeless, but also the unwanted: orcs, lizardfolk, goblins, ogres, dark elves, and other creatures who had somehow found their way into Ptolus but were unwilling to live under the city (see “The Undercity” chapter in PT7) made their homes here. Conversely, even the poorest dwarves or elves are unlikely to dwell in the Warrens.

It's too easy simply to make the people of the Warrens into wide-eyed waifs, helpless beggars, or crude thugs. Just like anyone in Ptolus, these people have their own complicated histories, intrigues, and politics. They also are not all slum-dwellers originally. Some might be in the Warrens to hide, either from the law or from some powerful organization. The crone who looks like an impoverished washerwoman and the man who appears to be a brain-addled drunk might be powerful adventurers in disguise or down on their luck.

Menon Balacazar holds the Warrens in the palm of his hand. His criminal rival, **Kevris Killraven**, holds little sway here, but then she and her organization have made virtually no attempt to gain any kind of foothold. It speaks to the differences between the two criminal organizations that the Balacazars use and exploit the Warrens while Killraven ignores the place and sets her sights immediately higher.

MAN ON THE STREET

Mina: This young human girl may be mistaken for a boy at first, given her rough appearance, wiry build, and short hair. Mina pretends to fear strangers and perhaps even acts a bit slow, but if she's given even a few coppers, she shows her true colors: she's extremely lucid, frank, and even a bit condescending. She knows her way around the Warrens incredibly well, understands the territories of the various gangs, and can find all the important locations. She steals when she has to in order to eat. She's likely on her way back to the old storehouse that a few families call home (as squatters), to see whether her father is sober. If he's not, she'll remain on the streets.

Tagg: A surprisingly fresh-faced half-elf youth, Tagg dresses shabbily in lots of layers—

HISTORY OF THE WARRENS

Slums are almost never created intentionally, and this is true of the Warrens as well. This, the most dilapidated and ill-kept portion of Ptolus, was once just the northern part of the Guildsman District, overlooking the Docks. As the Necropolis grew in size and in dire presence, the neighborhoods nearest it became less desirable places to live or work. In the north part of the Guildsman District, many homes were abandoned, and the city's most impoverished and undesirable residents moved in as squatters.

The population of the Warrens grew quickly. The Commissar's Men attempted to clear out the squatters a few times in those early days of the neighborhood (around 620 to 630 IA), but that only enabled landlords to move in and legally take possession of large sections of the district, charging rent to the same impoverished people who were previously squatting. In the years since then, the landlords have all been subsumed by organized crime. In recent decades, powerful crime lords like the Balacazar family (which still controls much of the Warrens) have realized the value of allowing the extremely impoverished to live for free in unsafe or unwanted buildings. Thus, many of the Warrens' residents are once again effectively squatters.



he can't afford armor, so he wears as many shirts and cloaks as he can to protect himself. Tagg carries a long dagger that he made himself from a strip of sharpened metal with a cloth-wrapped haft, and is quick to pull it out if he thinks he's being threatened. Tagg belongs to a small gang called the Narrow Street Boys, and he's likely off to meet up with his fellow gang members to commit some minor crime.

Ursah Renner: This human woman in her fifties is extremely ugly—she's clearly had a hard life, as shown by her missing teeth, her scars, hunched back, and limp. She may have some orc blood in her lineage. Ursah is likely carrying home a sack of flour she purchased to make the bread she sells out of her tiny flat. She pays rent to one of the local connected landlords, which also serves as protection money to keep the gangs away. She's honest, and she hates all the crime in the area, but she does what she has to do to survive. Her husband disappeared mysteriously years ago, and her children either died or have left.

WARRENS RUMORS

Without broadsheets or criers in the Warrens (almost none find their way here), rumor is the only way of disseminating information.

“The Vai Need Money.” The **Vai** recently invested a great deal of cash in a failed assassination attempt on a noble. Now they need money desperately and will sell some of their low-profile contracts, either to freelancers or to the potential victims themselves—thus allowing people to buy their way out of a death mark. If this is true, it will greatly hurt the organization's reputation.

“The Urban Dragon.” A black dragon has taken up residence in the Warrens and is attempting to form her own band of thugs, guards, and spies. Because she pays well, the dragon is attracting some local gang members, including even some **Pale Dogs**.

“The Temple of Destor.” **Destor**, an illegal god, once had a temple on the cliff's edge in what is now the Warrens. While the temple was razed, some powerful relics supposedly remain below the site in a hidden underground level of the temple that still exists.

WARRENS LOCATIONS

The locales that appear starting on the next page are just a few of the interesting or important places found in the Warrens. Because the tangled streets here have no names, these locations do not include specific addresses.

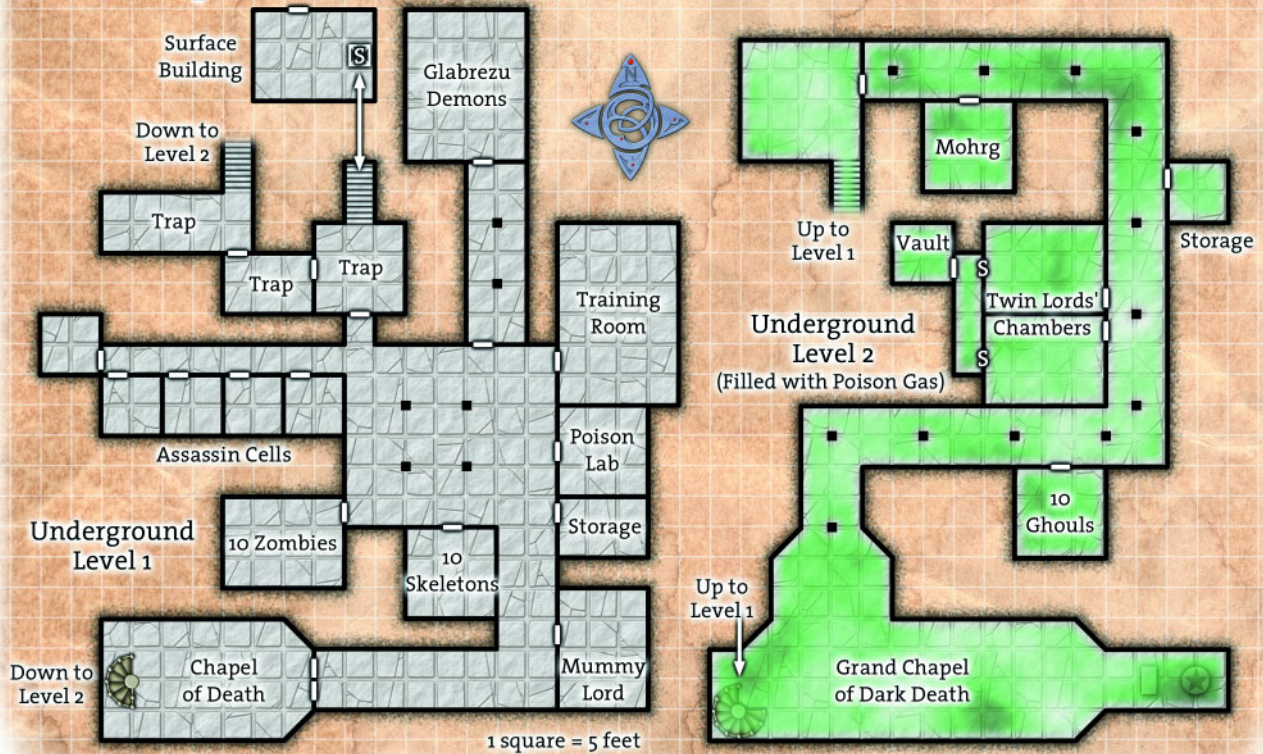
The Vai, PT3: page 139

Pale Dogs, PT3: page 131

Destor, PT2: page 69

The symbol of Destor, God of Ill Luck, is a lightning bolt. It represents the lightning that you would rather see strike your neighbor's house than your own.

Chapel of the Final Resolution



CHAPEL OF THE FINAL RESOLUTION

(#317, L7) see map, above 50,000 gp

The headquarters of the **Vai assassins** consists of a free-standing wooden structure in the Warrens that no one seems to know anything about. Its vast underground temple complex is surrounded by a deadly, trap-filled maze containing secret doors and various tricks to confound, fool, or slay intruders. No unwanted intruder has ever found the Chapel of the Final Resolution and attempted to break in. Perhaps this is because the place is well hidden deep below the Warrens, or perhaps it's because of its many safeguards and traps. But more likely, it is thanks to the fearsome reputation of the Vai themselves.

Operating in tiny, isolated cells or as individual assassins, most members of the Vai rarely come to the Chapel of the Final Resolution. This also helps keep its location secret.

The interior of the chapel remains immune to any kind of divinatorial effect. No one can scry, detect, or magically find any location, creatures, and objects within it, even with *discern location*. So mighty is this effect, established through powerful manipulation of negative and necromantic energy, that anyone attempting a divinatorial effect to find the chapel, or anything or anyone within it, must make a successful

Fortitude saving throw (DC 18) or go into cardiac arrest and fall to -8 hp immediately.

Thanks to this powerful protection, an assassin who slays a victim of importance usually comes to the chapel to lay low for at least two weeks. Aside from the **twin Lords Keper**, there are normally a few Vai assassins in the chapel. In addition, however, the chapel has a number of other guardians, as indicated below.

Vai Assassins (1d4): 27 hp each; PT3, page 140.

Iron Golem: 129 hp; see MM.

Glabrezu Demons (2): 174 hp each; see MM.

Mohrg: 91 hp; see MM.

Mummy Lord: 97 hp; see MM (was once a 10th-level cleric of death).

Zombies, Human Commoners (10): 16 hp each; see MM.

Skeletons, Human Warriors (24): 6 hp each; see MM.

Ghouls (10): 13 hp each; see MM.

The lowest level of the chapel is filled with a toxic gas (Constitution damage 2d6/2d6, save DC 24). The Lords Keper have rendered themselves immune to it over time, and it does not concern the fiends and undead noted above, so they are the only ones to tread its unlit halls and worship in the Grand Chapel of Dark Death.

Messages travel to and from the chapel via secret courier: a half-fiend halfling ratcatcher

Vai assassins, PT3: page 139





Twin Lords Keper, PT3: page 140



Vai symbol

named Rintha (female wizard7) who brings coded missives with *illusory script* usually in the form of an invisible rat or insect. Rintha spends most of her time going between the Chapel of the Final Resolution and **Kerrik's** in Midtown, the contact point where prospective clients can get in touch with the Vai.

THE EIGHT SHADOWS

 (#314, L7); see map, page 401  7,500 gp

Although they would like people to think otherwise, the Eight Shadows are not shadows in the undead sense. And, despite their name, they have no affiliation with **House Sadar** or the **Knights of Shadow**. Instead, they are all wizards in the employ of **Menon Balacazar** who operate out of the Warrens. They also own and operate a **shivel** den and brothel that caters to some of the more depraved and violent desires of its despicable clientele. Drug addicts themselves, the Eight Shadows are consumed by vile drives and wicked needs. Their establishment, also called the Eight Shadows, traffics in the occasional slave or evil magic item as well.

Located within a nondescript dilapidated building in the Warrens, the Eight Shadows' den of iniquity is a winding, mazelike place filled with secret rooms and passages. The air here is thick with the cloying smoke of various drugs and the screams of those in pain or pleasure (or both).

The Eight Shadows serve as spies, enforcers, and assassins for their employer, in addition to dealing the vices he sells. They virtually never work directly with the Pale Dogs—in fact, Balacazar often uses these groups to check and balance each other in the district. It is not uncommon for the two bands to oppose one another.

If any of the Eight Shadows die, they are replaced with new recruits so that there are always eight wizards.

The Eight Shadows (8)

Male and female human (Neutral Evil)

Wizard6 **CR** 6

HD 6d4+18 **hp** 33

Init +2 **Speed** 30 feet

AC 12, touch 12, flat-footed 10

BAB/Grapple +3/+3

Attack/Full Attack +4 melee (1d4, dagger) or +6 ranged (1d4, dagger)

Fort +6, **Ref** +5, **Will** +9

Str 10, **Dex** 15, **Con** 17, **Int** 17, **Wis** 12, **Cha** 11

Crucial Skills: Concentration +10, Listen +3, Move Silently +7, Spot +3.

Other Skills: Craft (alchemy) +10, Diplomacy +3, Gather Information +2, Knowledge (arcana) +7, Knowledge (local) +10, Spellcraft +9.

Crucial Feats: Dodge.

Other Feats: Alertness, Heighten Spell, Iron Will, Scribe Scroll, Skill Focus (Move Silently).

Spells: 4/4/4/3; save DC 13 + spell level.

3rd—*haste*, *lightning bolt* (2).

2nd—*arcane lock*, *detect thoughts*, *knock*, *Mel's acid arrow*.

1st—*charm person*, *disguise self*, *mage armor*, *shield*.

0—*arcane mark*, *daze*, *detect magic*, *mage hand*.

Possessions: *Wand of magic missile* (CL 7th, 25 charges), *cloak of resistance* +1, scroll of *invisibility* and *blur*, *potion of cure moderate wounds*, masterwork dagger, silver cloak clasp worth 250 gp, 800 gp worth of drugs or other illicit goods, 450 gp.

Encounter: Following a pickpocket who has snatched the coin pouch from one of their belts, the player characters enter the Eight Shadows' lair. They immediately encounter a number of the place's guards (male human or orc warriors3). If they can avoid a violent encounter with these brutes (a bribe would be in order),



Kerrik's, PT4: page 221

House Sadar, PT3: page 94

Knights of Shadow,

PT3: page 127

Menon Balacazar, PT3: page 101

Shivel, PT6: page 557

The Eight Shadows take their name from the Lothianite belief that sins come in eight categories: a sin against a stranger, a sin against a friend, a sin against a family member, a sin against the land or nature, a sin against one's race, a sin against the Holy Emperor, a sin against Lothian, and a sin against oneself. These eight sins are also called the Eight Shadows.

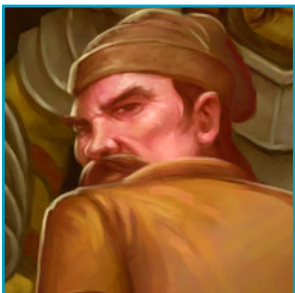
The Eight Shadows make liberal use of charm person spells to get what they need and to get themselves out of dangerous situations. The fact that this magic is illegal does not bother them in the slightest.



Scrud, the leader of the Gutterkings, is slightly below average in height with unkempt black hair and bushy eyebrows. The unfortunately named youth has lived a very hard life already and is used to being treated poorly. He bullies and intimidates anyone who lets him.

*Doraedian Mythlord, PT4: page 208
Charad Titans, PT2: page 27*

Pale Dogs, PT3: page 131



they can search the place for their thief. While they search, they see Filas Nevish, a master in the Bankers' Guild, engaging in bawdy acts and drug use. Fearing potential blackmail, Nevish might send someone to follow the PCs and do them in.

Scenario: Menon Balacazar dispatches the Eight Shadows to the Docks to take a valuable cargo from an elven ship named *Elesmere*. The cargo, to be delivered to **Doraedian Mythlord**, consists of **Charad Titan** relics found on a small island in the Whitewind Sea.

The PCs either come upon the Shadows' attack on the ship by accident, are working for Doraedian to safeguard the cargo, or are hired to recover relics once they have been stolen. The last of the three options will involve some investigation to identify the Eight Shadows and find their lair.

JIRRAITH'S LAIR

(#216, L7) see map, page 401 3,000 gp Gangs control the Warrens. The more prominent among them have the backing of various members of the criminal hierarchy. The largest of them all is a gang called the **Pale Dogs**, led by a mysterious man known only as Jirraith.

Jirraith's "headquarters" is the top floor of an average-looking tenement. He has no bodyguards at home, although he keeps a trained gibbering moulder there (he's conditioned himself to be immune to the gibbering). Even his closest lieutenants don't know Jirraith's true nature, although most suspect that he is, at the very least, a master of disguise. In truth, Jirraith is a doppelganger.

Jirraith comes and goes from his lair in different guises all the time, giving anyone paying attention the impression that a number of different people frequent the place. As a doppelganger, he can read the thoughts of those around

him and uses this power to establish his identity and thus his authority when needed. Basically, he tells one of those under him something about themselves that no one else should know. The Pale Dogs call this "the Jirraith whisper."

Not far away lives a dark-haired, muscular aram named Tarkus (male centaur fighter4), who is also a member of the Pale Dogs. Tarkus serves as a frequent messenger for Jirraith, who comes to him with orders and instructions to pass along to the other gang members. Tarkus has a good deal more integrity and honor than his fellow gang members and can even be compassionate at times. Still, he's not stupid and may even be willing to take a bribe.

A small gang of young toughs that call themselves the **Gutterkings** patrol the streets around Jirraith's lair. The Gutterkings are led by a youth named **Scrud** (male human rogue2), who is all bravado and not much wisdom. Scrud is loyal to Jirraith, however, and makes sure he gets a warning if strangers start poking around the area.

Jirraith keeps Scrud and the Gutterkings well paid and independent of the Pale Dogs, just in case anyone within his own organization should try to usurp or betray him.

Gibbering Moulder: 42 hp; see MM.

Jirraith

Male doppelganger (shapechanger), (Lawful Evil)

Rogue8 **CR 11**
HD 4d8+12+8d6+24 **hp 74**
Init +2 **Speed** 30 feet

AC 18, touch 14, flat-footed 18

BAB/Grapple +10/+11

Attack +11 melee (1d6+1, slam) or +14 ranged (1d6+1, shortbow)

Full Attack +11/+6 melee (1d6+1, slam) or +14/+9 ranged (1d6+1, shortbow)

SA +4d6 sneak attack

SQ *Detect thoughts* (CL 18th; Will save DC 14 negates), change shape, evasion, improved uncanny dodge, trap sense +2, darkvision 60 feet, immune to sleep and charm effects.

Fort +11, **Ref** +12, **Will** +10

Str 13, **Dex** 15, **Con** 16, **Int** 15, **Wis** 19, **Cha** 14

Crucial Skills: Bluff +12, Escape Artist +13, Hide +16, Listen +16, Search +10, Sense Motive +7, Spot +10.

Other Skills: Diplomacy +12, Disguise +21 (+31 when using change shape), Forgery +10, Gather Information +7, Knowledge (local) +13, Open Lock +12, Profession (administrator) +10.

Crucial Feats: Dodge.



Other Feats: Alertness, Great Fortitude, Skill Focus (Hide), Weapon Focus (shortbow).

Possessions: +1 shortbow, arrows (20), ring of invisibility (with ruby), ring of protection +2, Large scorpion venom (4 doses), 90 pp, 340 gp.

Tactics: In a dangerous situation, Jirraith attempts to flee by becoming invisible, taking on a new form, returning to visibility, and blending in to a crowd somewhere. If he must fight, he assumes his real form and uses his fists. He carries a bow (often with poisoned arrows) to use in assassination attempts. He also carries a lot of cash with him to use in bribes. A very defensive thinker, Jirraith never puts himself at risk, either of discovery or of physical danger.

Scenario: A [broadsheet](#) (the *Undergrounder*) publishes an article declaring that one of the player characters is actually the mysterious criminal known as Jirraith who leads the Pale Dogs. The PCs can attempt to get revenge, but the damage to their reputation is done. The only way to prove that one of them is not Jirraith is to publicly expose the identity of the man themselves. Of course, doing so also will be valuable to other people ([Kevris Killraven](#), the [Shuul](#), the [Commissar](#), to name a few), so the adventurers could earn some allies out of this if they handle things correctly.

LACKIE'S

 (L6); see map, page 401;  350 gp

Lackie is a male Harrow elf whose real name is Lakimos. Lackie's is one of the small handful of unmarked pubs in the Warrens. Those who don't know it's there simply aren't welcome. The clientele are somber, looking to get drunk quietly and without disturbance or annoyance. Lackie, as he's called, sees to it that they get what they're after. The drink is strong, but not as strong as his bodyguards/bouncers, who keep the peace (male and female human warriors⁶). The patrons of the place don't care that Lackie is a Harrow elf. Any newcomer who makes an issue of it usually doesn't leave Lackie's alive.

Secretly, Lackie also goes by another name: the Beggar King. More than one hundred beggars in Ptolus meet once a week in the large abandoned warehouse behind Lackie's, where the elf glean information from them about the city in general and orders them to look out for particular things or to frequent certain places. They all give him a 10 percent cut of their take. In exchange, he provides them with occasional protection and organization to help them earn the biggest takes.

However, what Lakimos really is after is information about members of the forces of chaos in or below the city. His army of beggars keeps an eye out for the tell-tale signs of the involvement of these [Galchutt](#) minions in events (as only their king could explain), even if they do not know what they truly are looking for.

Lakimos is a friend and ally of Karetzan in the [Zar'at](#) in the North Market.



Broadsheets, PT4: page 166

Kevris Killraven, PT3: page 121

The Shuul, PT3: page 131

The Commissar, PT3: page 149

Although few outside the Warrens have heard of Lakimos (or Lackie), most people have heard of the Beggar King. He is a feared, mysterious figure, and because no one knows anything about him, people spread all sorts of elaborate rumors about his nature and intentions. Some believe him to be a diseased beggar himself; others think him a ghost; still others imagine he is some strange, otherworldly being who only rarely takes human guise.

Tell-tale signs of the presence of creatures of chaos, according to the Beggar King's instructions, include strange odors, ordinary people not behaving quite normally, secretive cults, odd diseases, mutations, and weird devices that shouldn't work (but they do).

Elder Brood, PT6: page 634

Galchutt, PT2: page 60

Zar'at, page 310

INFO CHECKS

A Knowledge (local) or Gather Information check can offer a few details about dark elves in the city:

There are dark elves below Ptolus (DC 10).

There are dark elves hiding in Ptolus (DC 12).

Dark elves, by their very race, are illegal in Ptolus and are killed or incarcerated on sight (DC 15).

Dark elves occasionally find shelter in the Warrens (DC 20).

A half-elf named Madame Kaethea knows a lot about dark elves in the city (DC 22).

Madame Kaethea is actually a dark elf named Urshanna (DC 25).

Nluguran, PT7: page 456



*Shilukar, PT8: page 617
Dark elf caverns, PT7: page 454*

*Gorgoth-Lol, PT2: page 60
Vested of the Galchutt, PT2: page 60*

Zaug, PT6: page 633

For more on dark elves as an NPC race, see PT2: page 57

Lakimos (a.k.a. "Lackie")
Male Harrow elf (Neutral Evil)
Wizards/fighter3/rogue3 **CR 12**
HD 5d4+10 + 3d10+6 + 3d6+6 **hp** 61
Init +7 **Speed** 30 feet
AC 17, touch 13, flat-footed 14
BAB/Grapple +7/+9
Attack +11 melee (2d6+6, greatsword)
Full Attack +11/+6 melee (2d6+6, greatsword)
SA Spell-like abilities, sneak attack +2d6
SQ Evasion, uncanny dodge, low-light vision, trap sense +1
Fort +7, **Ref** +8, **Will** +4
Str 14, **Dex** 17, **Con** 14, **Int** 13, **Wis** 7, **Cha** 13
Languages: Common, Draconic, Elvish.
Crucial Skills: Bluff +8, Climb +6, Hide +9, Intimidate +6, Move Silently +14, Search +7, Sense Motive +5, Use Magic Device +3.
Other Skills: Craft (alchemy) +3, Diplomacy +5, Gather Information +6, Knowledge (arcana) +4, Knowledge (local) +9, Spellcraft +4.
Crucial Feats: Combat Expertise.
Other Feats: Craft Wondrous Item, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Weapon Focus (greatsword), Weapon Specialization (greatsword).
Spell-Like Abilities: Caster level 11th.
1/day—*cat's grace, detect magic, ghost sound, mage hand, prestidigitation.*
Spells: 4/4/2/1; save DC 11 + spell level.
3rd—*lightning bolt.*
2nd—*invisibility, mirror image.*
1st—*charm person, feather fall, shield, shocking grasp.*
0—*detect magic, flare, ghost sound, ray of frost.*
Possessions: +1 silver greatsword, bracers of armor +4, boots of silence (identical to boots of elvenkind, but not of elf design), scroll of dispel magic, wand of burning hands (CL 5th, 19 charges), potions of cure moderate wounds and levitate, 239 gp, 434 sp.

Scenario: The player characters suspect they are being followed. Spot checks reveal that, indeed, someone is watching them. If they confront the watcher, they find only a meek beggar, who apologizes. If they follow him, however, he inadvertently leads them to Lackie's. It seems that their current activities are about to run the PCs unknowingly afoul of some creatures of chaos; the Beggar King's subjects have noticed some of the tell-tale signs in an area the player characters have frequented. Someone the PCs have interacted with in recent weeks secretly works for the **zaug**. Lakimos offers the group 5,000 gp worth of gems for the individual's head.

MADAME KAETHEA'S HOUSE

🏠 (#319, L7); see map, page 409 **🏠** 6,000 gp
To a native, the name "Madame Kaethea's House" rings false. "Kaethea" is pretty clearly an Elvish name, but the title "Madame" is certainly

human. A few might assume that the woman, if she exists, is a half-elf. In fact, she is not. "Madame Kaethea" is actually a dark elf priestess named Urshanna and, to those in the know, her house is the Dark Elf Refuge.

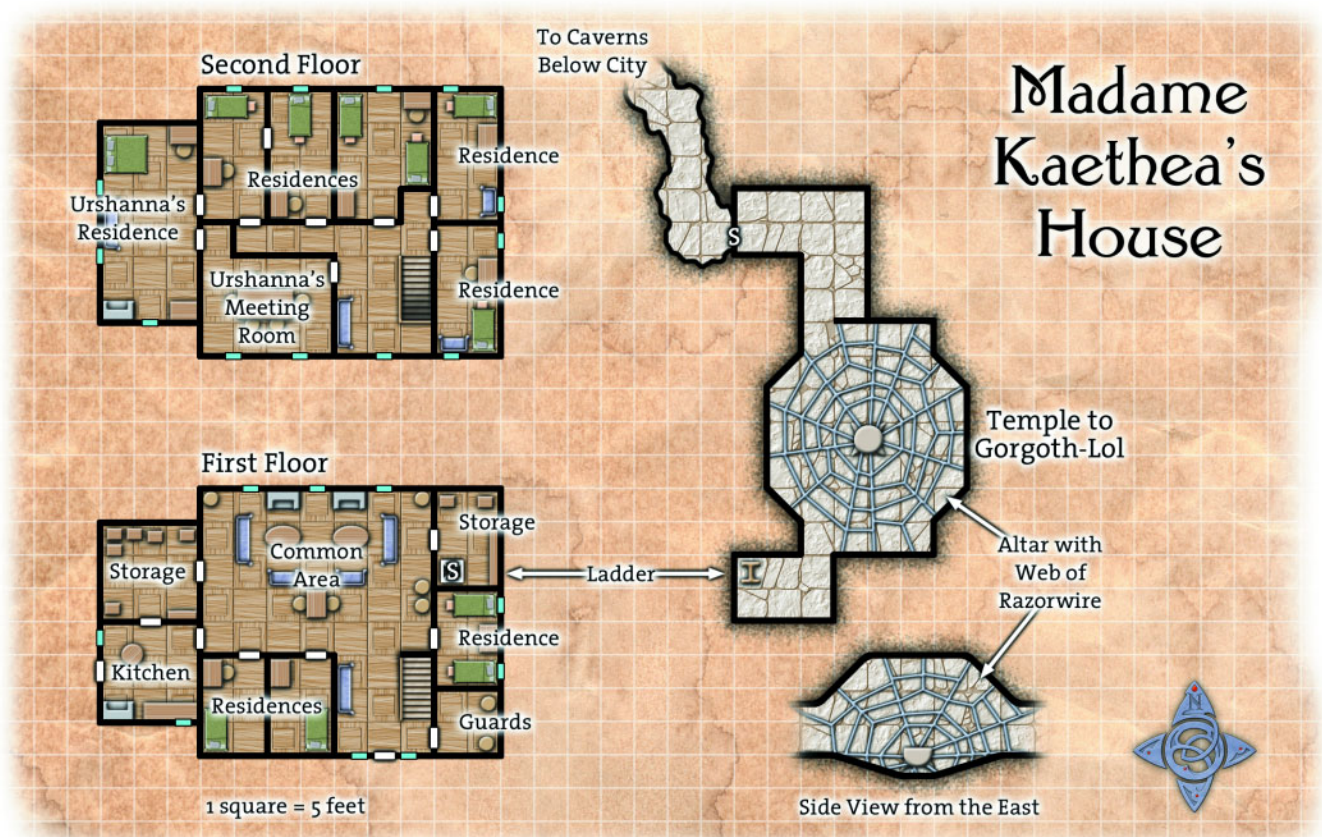
Although one might guess orcs or ogres, the only race whose very presence in Ptolus breaks the law is dark elves. Thus, any dark elf in the surface city has to lay low and keep to the shadows. In Ptolus, no shadows are deeper than the ones in the Warrens.

Madame Kaethea's House serves as a hiding place as well as a common meeting point for dark elves in the city. At any given time, 2d4 dark elves are here, besides Urshanna. Most are disguised (magically or mundanely) as Shoal elves. Elves of other races find little welcome here, although the dark elves hiding hesitate to use violence against other elves, not willing to risk unwanted attention from the authorities.

Urshanna not only harbors dark elves, but she keeps tabs on all of her kind in and around the city, including beneath it. It is difficult to imagine any dark elf activities in Ptolus of which she remains unaware. Urshanna was a member of the dark elf noble house Yurganth who lived in **Nluguran**. She is well acquainted with the dark elf **Shilukar**, as well as the various **dark elves in the caverns** below the city. Most of her information comes from the dark elves who frequent her house, some of whom she pays to keep her informed, even to their point of betraying their own allies—they are, after all, dark elves. Because of this knowledge, she also gains a great many details of events in the city in general, particularly those dealing with the underworld (both the criminal underworld and the literal subterranean areas beneath Ptolus).

Urshanna serves **Gorgoth-Lol**, the Dark Mistress of Spiders and a **Vested of the Galchutt**. A temple to the goddess lies beneath a secret trap door (Search, DC 25) on the first floor of the house.

Urshanna
Female dark elf (Neutral Evil)
Cleric (Gorgoth-Lol) **CR 10**
HD 9d8+9 **hp** 65
Init +2 **Speed** 30 feet
AC 19, touch 13, flat-footed 17
BAB/Grapple +6/+7
Attack +9 melee (1d4+2, dagger) or +10 ranged (1d4+2, dagger)
Full Attack +9/+4 melee (1d4+2, dagger) or +10 ranged (1d4+2, dagger)
SQ SR 20, dark elf traits, darkvision 120 feet, light blindness, spell-like abilities
Fort +7, **Ref** +5, **Will** +10
Str 12, **Dex** 15, **Con** 13, **Int** 17, **Wis** 19, **Cha** 14
Languages: Common, Dark Elvish, Elvish, Undercommon.



Crucial Skills: Concentration +12, Sense Motive +10.

Other Skills: Diplomacy +10, Gather Information +11, Knowledge (local) +6, Knowledge (religion) +6.

Crucial Feats: N/A

Other Feats: Heighten Spell, Scribe Scroll, Skill Focus (Gather Information), Weapon Focus (dagger).

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma based.

1/day—*dancing lights, darkness, faerie fire.*

Domains: Destruction, Evil.

Spells: 6/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level.

5th—*mass inflict light wounds, scrying.*

4th—*divine power, poison, summon monster IV, unholy blight.*

3rd—*contagion, cure serious wounds, dispel magic, heightened hold person, wind wall.*

2nd—*bear's endurance, bull's strength, cure moderate wounds, darkness, shatter, silence.*

1st—*bless, bane, command, divine favor, endure elements, protection from good.*

○—*cure minor wounds (2), detect magic, guidance, read magic, resistance.*

Possessions: +1 dagger (spring-loaded sheath), +2 mithral chain shirt, ring of protection +1, scroll of *dispel good*, scroll of *cure critical wounds* (x3), wyvern poison (3 doses), silver spider brooch worth 350 gp, 12 gp.

Tactics: Urshanna likes to appear unarmed and unarmored, wearing her mithral chain shirt under a loose-fitting blouse and keeping her poisoned magic dagger hidden in a spring-loaded sheath in her sleeve. However, she avoids combat if at all possible. If she comes to harm, the culprits would certainly earn the enmity of all dark elves in the city. Though they do not normally have much in the way of loyalty or respect for each other, they all know the valuable role Urshanna provides and that, without her, they would all be far worse off.

Scenario: A dark elf named Tissakal murders someone close to the player characters. To find her, they need to talk to the dark elves in this refuge, including Urshanna. She knows Tissakal's whereabouts, but to get this information, the PCs will have to do something for Urshanna in return. The dark elf cleric is smart enough not to demand something from them that they will not give. So she sends them on an errand to “recover” an amulet sacred to Gorgoth-Lol from the thieves who stole it out of a temple deep beneath the city.

The thieves—**Sorn sorcerers** in the employ of **Kevis Killraven**—live in Midtown. Urshanna assumes the player characters will have no problem stealing from evil sorcerers who work for a crime lord (if this is clearly not the case, she will try for something else).

Madame Kaethea's House

Temple to Gorgoth-Lol

Altar with Web of Razorwire

Side View from the East

1 square = 5 feet



Urshanna lives in Ptolus because she was exiled from her home city of Nluguran in the Dark Elf Caverns. Living in the city is dangerous for her, but at least she enjoys the respect of all the other dark elves that she harbors—respect she could not get among her own kind deep underground.



*The Sorn, PT3: page 137
Kevis Killraven, PT3: page 122*

For typical Pale Dog stats and other information about the gang, see “Pale Dogs” in PT3: Organizations (page 131).

Kevris Killraven, PT3: page 122
House Khatru, PT3: page 92
Kaira Swanwing and the Knights of the Golden Cross, PT3: page 124

Guildhouse of Iron, PT4: page 186

Asche, PT2: page 68
Swords of Ptolus, PT4: page 187

Darkbirth Madhouse, PT4: page 184



PALE DOG SAFE HOUSE

🏠 (#323, L7); see map, page 401 📦 5 gp

Spyncer Coil has never been much of anything. A longtime member of the Ironworkers’ Guild but a mediocre blacksmith at best, he fumbled his way through life, rewarding his occasional successes with drink and drowning the sorrows of his more frequent failures with the same.

Then, about three years ago, Spyncer had a vision. He believes the vision came from **Asche**, the god of cities. Asche told Spyncer to create three swords that would be tied to the city of Ptolus itself. These weapons, called the **Swords of Ptolus**, could be fashioned only through a singular ritual, which Asche taught to Spyncer in the vision.

The divine vision proved too much for Spyncer, though, and he found himself within the **Darkbirth Madhouse** for almost a year. After his release, he wandered the streets until providence brought him into contact with Kalbert Nom, a well-respected weaponsmith known for his unique and high-quality magic blades. When Spyncer told Kalbert about his vision, Kalbert realized the ritual he described was real and that the two of them, working together, could pull it off—with a little help. The help they got came from some magically skilled (and somewhat

sinister) skulls, who gathered the magical substances needed.

They toiled for two years to create three swords: *Deceit*, *Insight*, and *Power*. But Spyncer’s mind remained unstable. Once the job was completed, he murdered Kalbert Nom and fled with the swords. He turned for help to an old acquaintance named Lirion Voss, who hid him away in his home in the Warrens. However, in the time since the two last knew each other, Lirion had joined the Pale Dogs. Spyncer thought he could trust Lirion, but he was wrong. Lirion told his fellow gang members that he had a crazy man with some great treasure in his apartment. The gang now must decide what to do with the information. Killing Spyncer and taking whatever he has seems like the smart thing to most of them, but a few in their number wisely know that Spyncer could mean more than that.

They’re right. Divinatory warnings and prophecies have alerted many interested parties to the existence of the three *Swords of Ptolus*. Groups ranging from criminals such as **Kevris Killraven** to nobles like the members of **House Khatru**—even heroes like **Kaira Swanwing** and the **Knights of the Golden Cross** would like to get hold of the swords. Many of them have begun looking for the heretofore unknown Spyncer Coil.

Today, Spyncer seems coherent only occasionally. Other times he babbles strange, disjointed thoughts regarding Asche, Ptolus, magical swords, and stranger things. He carries one of the swords, *Insight*, with him. He has hidden *Power* and *Deceit*, although unbeknownst to him, the evil skulls that helped him forge the weapons have found and stolen *Power*. *Deceit*, by its very nature, will never be found. Only Spyncer and Veda Medaris of the **Ironworkers’ Guild** know where it is. Veda knows Spyncer’s entire sordid tale but harbors a deep resentment for the murder of Kalbert Nom.

Lirion Voss doesn’t have much of a house (just a couple bedrooms and a living area, heated only by the cookfire), and normally one wouldn’t consider the Warrens a “safe” place. But the neighborhood’s dangerous reputation is the very thing keeping Spyncer’s enemies from finding him—no one has supposed the ruffians and street gangs of the Warrens would hide the source of such a treasure. However, the house has only mundane protection: Three Pale Dogs remain on the premises at all times to watch over the crazed sword maker (see typical Pale Dog statistics in PT3: *Organizations*). The place is not magically proof against intruders or scrying, so one might guess it’s only a matter of time before those seeking the swords catch up with Spyncer Coil.

Spyncer Coil

Male human (Neutral)

Expert6 CR 5

HD 6d6-6 **hp** 23

Init +2 **Speed** 30 feet

AC 12, touch 12, flat-footed 10

BAB/Grapple +4/+4

Attack/Full Attack +4 melee (1d3, unarmed strike)

Fort +1, **Ref** +4, **Will** +5

Str 11, **Dex** 14, **Con** 9, **Int** 17, **Wis** 7, **Cha** 8

Languages: Common, Old Prustan, Palastani.

Crucial Skills: Bluff +8, Search +7, Spot +2.

Other Skills: Craft (armorsmithing) +8, Craft (blacksmithing) +10, Craft (leatherworking) +8, Craft (sculpting) +13, Craft (weaponsmithing) +14, Forgery +12, Knowledge (history) +5, Knowledge (local) +6, Knowledge (religion) +12.

Crucial Feats: N/A

Other Feats: Iron Will, Skill Focus (Craft [armorsmithing]), Skill Focus (Craft [blacksmithing]), Skill Focus (Craft [weaponsmithing]).

Possessions: *Insight* (see “Swords of Ptolus,” PT4: page 187), ruby ring worth 1,200 gp, and 134 gp.



Scenario: One of the many groups looking for Spyncer hires the player characters but won't tell them why they want him found. The PCs can follow the trail from the Ironworkers' Guild to the magical forge owned by Kalbert (and they find Kalbert's body) to this “safe house,” where the Pale Dogs are about to turn Spyncer over to the **Balacazars**. Something this important could get the characters in over their heads—the **Eight Shadows**, for example, might be involved to ensure that Spyncer and the swords end up in Menon Balacazar's hands. **Mand Scheben** and the Temple of Asche could

become allies to help the PCs keep this possible prophet of the God of Cities out of evil hands.

OTHER LOCALES

Although not a complete listing, DMs can insert the locations from the table below as needed into a Ptolus Campaign when using the Warrens. Addresses are not offered, as streets in the Warrens have no names.



FROM MY CAMPAIGN TO YOURS

The player characters in my Ptolus Campaign found Spyncer Coil before some of the darker forces looking for him could do so. Not knowing what else to do with the crazy fellow, they took him to their friend Mand Scheben of the Temple of Asche, who helped convince the lords of Castle Shard (page 285) to provide him with sanctuary. One of the player characters even wound up with the sword *Insight*.



Swords of Ptolus, PT4: page 187
Balacazars, PT3: page 100
Eight Shadows, page 405
Mand Scheben, page 378

Other Locales in the Warrens

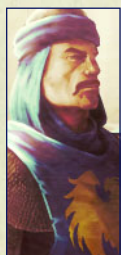
Name	Type	Location	Proprietor	Staff	Note
Addata Renalt's Home		#315, L7	Addata Renalt (female human rogue5)	1	Forgery service
Besson Cral's Home		#318, L7	Besson Cral (male half-orc fighters5)	5	Drug den controlled by Pale Dogs
Desthi Nawta's Home		#320, L7	Desthi Nawta (female human expert4)	9	Illegal brothel
Nul's		#321, L7	The Bartender (male human warrior6)	0	The owner of this place never gives out his name.
Stoneday Shop		#322, L7	Nalis Errund (female human commoner3)	2	General store protected by the Balacazars
Vistor Krun's Home		#324, L7	Vistor Krun (male halfling rogue4)	3	Drug den



PTOLUS AT A GLANCE: General Information



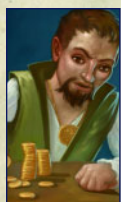
Population: Approximately 75,000 people live in Ptolus. Most are human, with elves, dwarves, and halflings making up the majority of the remaining populace (in that order). See page 145.

Government: The Commissar, Igor Urnst, is an appointed Imperial governor whose military position makes him the highest authority in the city. He chairs the City Council, made up of various nobles, guildmasters, and persons of importance. See pages 147–154. Ptolus is a part of the Tarsisan Empire, which has existed for over seven hundred years.

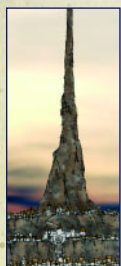


Law Enforcement and Safety: The City Watch keeps the peace in Ptolus, with Watchhouses placed throughout the city (marked with a  on the city maps) as well as warning bells on poles to sound an alarm and call guards to the location. The Fire Brigade stationed in Firehouses (marked with a  on the city maps) watches for fires and helps keep them from spreading once they start.

Independent of the government but still an officially sanctioned law enforcement body, the Sisterhood of Silence patrols the city, apprehending criminals and dealing out justice. Their help in keeping order in Ptolus is without measure, but not without recognition. See pages 134–137.



Economy: Ptolus is a trade city located on the Emperor's Road as it runs south toward Tarsis and on the edge of a bay in the Whitewind Sea, which navigators use to conduct trade all along the northern edges of the Empire. Farmers and herders from both north and south of the city bring in wheat, cattle, sheep, goats, and more. With the gradual decline of the reliance on technology and innovation, the city is not as industrial as it once was, though it still produces goods of leather, wood, and iron in great quantities.



Geography: Ptolus is defined by a series of sharp inclines: cliffs marking the edges of many districts, and the King's River Gorge cutting through the middle of the city. The Spire marks the western edge of Ptolus; the city slopes down toward the sea from there. The Nobles' Quarter—the highest part of town—rests on a shelf on the base of the Spire. The Jeweled Cliffs separate it from Oldtown, which itself remains a bit apart from the rest of the city atop Dalen's Cliffs.

The King's River cuts through the center of town within a deep gorge that runs to the Cliffs of Lost Wishes, overlooking the sea. The Docks district lies at the bottom of those cliffs, right at the edge of the water.



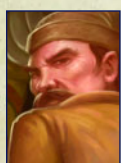
Religion: The primary religion of Ptolus, as of the rest of the Empire, is Lothianism. In fact, the Prince of the Church, heir apparent to the Holy Imperial Throne, lives in Ptolus. That said, folks also practice hundreds of other, smaller religions in Ptolus, and the Temple District is infamous for its many varied temples.



Organizations: One can find many important organizations in Ptolus, including the world-renowned Inverted Pyramid, a guild of sorts for arcanists with a long and interesting history. Knightly orders such as the Keepers of the Veil, the Knights of the Pale, and the Knights of the Chord are influential in Ptolus, as are the city's many guilds, and quasi-religious orders like the Brotherhood of Redemption and the oracular Fate Weavers. Less savory organizations, such as the demonic Fallen and the death-loving Forsaken, also wield considerable power.



Noble Houses: There are ten noble families in Ptolus, their lineage extending back to ancient Palastan, long before the Empire. Although no longer the official rulers of the area, the noble houses even today are accorded the respect due to families of such influence—not to mention wealth.



Criminals: Unfortunately, Ptolus teems with criminals. Two are of special note, however. The first is Menon Balacazar, of the old and entrenched Balacazar family, which has long run a powerful and influential criminal empire based in Ptolus. Second is the family's chief rival, a newcomer and outsider named Kevris Killraven. She has swooped in and usurped a great deal of “business” in the city in a very short time, carving out her own empire.

PTOLUS AT A GLANCE: Districts of the City

While the city is divided into districts, each with its own focus, it would be a mistake to assume that one experiences a sudden shift upon crossing over from the North Market into the Temple District—it's not as though the shops all disappear in favor of temples. The city's internal borders are far more fluid, and the districts of Ptolus blend together far more organically than that.



The Docks: This waterside district concerns itself primarily with ship traffic, servicing seagoing craft, warehousing imports and exports, and catering to the needs of sailors. It is separated from the rest of the city, as it lies on a man-made strip of land at the base of the Cliffs of Lost Wishes. See PT4: *Districts of the City, Vol. 1*.



The Guildsman District: An industrial section of the city, the Guildsman District holds tanneries, breweries, a slaughterhouse, the Foundry, and a number of similar locations, as well as the headquarters of most major guilds. See PT4: *Districts of the City, Vol. 1*.



Midtown: The heart of the city, Midtown holds many residential neighborhoods and a number of important business sections such as Tavern Row and Delver's Square. It is also by far the largest district in Ptolus. See PT4: *Districts of the City, Vol. 1*.



The Necropolis: It's easy to forget that this cemetery is an actual district in town—until you've seen it and realized how vast it is, and (strangely) how many people really live there. "Live" is a relative term here, though, as many residents are actually undead. More or less safe during the day, this walled-off section of town is an extremely dangerous place to visit at night. See PT4: *Districts of the City, Vol. 1*.



The Nobles' Quarter: The Nobles' Quarter is home to the city's wealthiest residents, as well as the aristocracy. The single approach to this district involves passing through Dalenguard in Oldtown. See PT5: *Districts of the City, Vol. 2*.



North Market: Known to locals simply as "the Market," this district is filled with open squares teeming with merchants selling goods from tents, stalls, and wagons. Farmers bring their produce to sell in the North Market, and individual artisans hawk their own wares. It is also a residential district. See PT5: *Districts of the City, Vol. 2*.



Oldtown: The seat of government and authority in Ptolus is also, as its name suggests, the oldest part of town. Oldtown's most significant feature is the fortress of Dalenguard where the Commissar lives, but it is also home to the Administration Building, the Imperial University, City Courts, and similar facilities. See PT5: *Districts of the City, Vol. 2*.



Rivergate: The residential Rivergate District is isolated by the King's River Gorge on one side and an extremely steep incline on the other. It serves as home to the closest thing Ptolus has to a middle class. See PT5: *Districts of the City, Vol. 2*.



South Market: Newer than the North Market, the South Market is distinguished by having more permanent shops, particularly those with their own attached workshops. As in the North Market, a great many people make their homes here. See PT5: *Districts of the City, Vol. 2*.



The Temple District: The majority of the city's temples, churches, and religious structures are found in the Temple District. The famed Street of a Million Gods runs through the district, lined on both sides with a seemingly endless array of faiths. Of note, one can find St. Valien's Cathedral here, as well as the Priory of Introspection, home of the Sisterhood of Silence. See PT5: *Districts of the City, Vol. 2*.



The Warrens: Thankfully, this slum is the city's smallest district. This hivelike maze is the central hub of criminal activity in Ptolus and home to its poorest residents. Gangs of youth run wild, hoping to graduate up to more entrenched crime organizations. See PT5: *Districts of the City, Vol. 2*.

Rosegate House

Ground Floor



1 square = 5 feet

Nobles' Quarter



Second Floor

ROSEGATE HOUSE

Rosegate House is a hundred-year-old structure of stone and mortar in the Nobles' Quarter, situated in a neighborhood of similar homes. Large and lavish by the standards of anyone short of a noble, it has six large bedchambers, servants' quarters, a large dining room, and a massive great room.

Campaign Use: Rosegate House is the perfect abode for medium- or high-level characters. They can purchase the house and the land it is on for approximately 100,000 gp, or it might be granted to them as a reward for a job well done by a noble, the Commissar, or even the Holy Emperor.



Rosegate House lies on the quiet corner of Toolosh and Blazon Streets in the Nobles' Quarter.

THE YARD

The yard around Rosegate House is, not surprisingly, sprinkled with rose bushes, as well as a well-kept lawn and some small trees.

THE GROUND FLOOR

The ground floor of Rosegate House is perfect for entertaining many guests, holding important meetings, or simply relaxing between adventures. See the map on the reverse.

Foyer: The grand entrance into Rosegate House is impressive, with an intricate mosaic in tile on the floor depicting rose vines entwined around a stylized rearing dragon.

Great Room: The great room is large enough to hold a party for dozens of people as well as an evening of quiet relaxation for the owners of the house. It has many chairs, divans, small end tables, a gaming table, and even a harpsichord. There are also cabinets for storing games, musical instruments, and other pastimes. A large fireplace with an impressive mantel dominates the western wall. It's just waiting for the owners to hang an impressive trophy, sword, or coat of arms above it.

Dining Room: The banquet hall is dominated by a huge wooden table of exquisite craftsmanship, large enough to seat fourteen people for a meal or a meeting.

Kitchen: This well-appointed kitchen has running water, a large food preparation area, and a fireplace oven as well as a coal stove.

Pantry: The larder is large enough to store a great deal of food for the entire household, as well as herbs and similar goods.

Workroom: The workroom is where the servants perform the necessary tasks of the day, such as mending, repairs, laundry, etc. The owners of the house might use it to perform various craftwork, such as alchemy, magic item creation, fletching, and so forth.

Servants' Quarters: This simple room can accommodate two or three servants—more, if the employer is willing to crowd them a bit.

SECOND STORY

Two stairways lead up to the second story of Rosegate House. The main staircase is in the great room, while the “back” stairs (actually closer to the front of the house) are next to the servants' quarters. See the map on the reverse.

A wide hall runs down the center of the second floor, broad enough to serve as a gallery or similar trophy room if desired.

Bedrooms: Each bedroom door is locked (Open Lock, DC 25) and has its own individual key. Every bedroom has a large bed, although there is actually room for two beds, if desired. Other furnishings include a large wardrobe, a wooden chest (Open Lock, DC 22), a small table, a writing desk, two padded chairs, a bathtub, a folding wooden screen, a brass rack for towels, and some shelves built onto the walls for books or bric-a-brac.

All the windows open and come equipped with a sturdy latch (Open Lock, DC 22, to open from the outside).

Each bedroom has its own small coal brazier to help keep the room warm.

Storage: This small storeroom has a lock on the door (Open Lock, DC 25).

Privy: Rather large by privy standards, these facilities are as nice as they get in Ptolus—which is to say, not very nice.



PTOLUS

VOLUME 2 DISTRICTS OF THE CITY

A Sourcebook By
MONTE COOK

Introducing the City of Ptolus, district by district! This book offers chapters on the final seven of the city's eleven districts. In these pages you'll find details of the aristocratic Nobles' Quarter, the commercial districts of the North and South Markets, the venerable Oldtown (home to much of the city's government and bureaucracy), the residential Rivergate District, the Temple District (where visitors will find the Street of a Million Gods), and the ever-seedy Warrens.

You may also want Volume 1 of *Districts of the City* for the "City by the Spire" overview chapter, which provides information that applies to every district or to the city as a whole (economy, government, etc.).

This is one in a series of nine *Ptolus* PDF releases from Malhavoc Press. When used together, they comprise the entirety of the *Ptolus* print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

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