

**A Fully-Populated  
Cross-Referenced  
Fantasy City**

# CARSE

*Urban Aid For Fantasy Roleplaying*



**STEPHEN ABRAMS  
APRIL ABRAMS  
MIDKEMIA PRESS**

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SUPPLEMENT  
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Companion To CITIES



# CARSE

*A Fully-Populated and Indexed City for Use  
With All Roleplaying Games*

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**Chaosium Inc.**  
1986



# Contents

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Introduction .....	4	Picture, Brion Manytongues .....	25	Section X .....	41
Picture, Old Race/Kingdom .....	5	Map O,P,Q .....	26	Temple of the Sky God .....	42
Map, Bay of Carse .....	6	The Bazaar .....	27	People of the Temple .....	43
Map, City Schematic .....	8	Map R .....	28	The Vault Below .....	43
<b>CARSE MAPPED SECTIONS</b>		Weather Note .....	28	Map, Temple of Sky God .....	44
Section A,AA,B .....	9	Section R .....	29	The People in the Vault .....	45
Map A,AA,B .....	10	Picture, G. Halfstead .....	29	Thieves Guild .....	45
Picture, Golden Lion Chums .....	11	Section S,SS .....	29	City Administration .....	46
Map C .....	12	Map S,SS .....	30	Castle Carse .....	47
Section C .....	13	Picture, Baron/Chamberlain .....	32	<b>ADDITIONAL MATERIAL</b>	
Map D,E,F .....	14	Section T,U .....	33	Random Meetings .....	48
Section D,E,F .....	15	Map T,U .....	34	Personages .....	50
Section G,H,J .....	17	Picture, Digger Troon .....	35	Picture, Adventurer/Guards .....	50
Map G,H,J .....	18	Map V,VV .....	36	Prices For Carse .....	51
Section K,L,M .....	19	Section V,VV .....	37	Lodging Quality Table .....	52
Map K,L,M .....	20	Map W,WW .....	38	Stables Quality, etc. ....	53
Map N,NN .....	22	Section W,WW .....	39	Carse Cross-Index .....	54
Section N,NN .....	23	Caravanserai .....	39	Picture, Street Vendors .....	56
Section O,P,Q .....	24	Picture, Caravanserai .....	39		
		Map X .....	40		

*COVER PAINTING* — *foppish Callistro the Magician, head of the Brotherhood of Dalshra, turns to sneer at newcomer adventurers. Tending bar: Ogar the Boar, at the Bear's Claw Inn.*

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— *Stephen and April Abrams*

# Introduction

Welcome to Carse!

This medieval-style city is fully populated and predominantly human, of design compatible with any fantasy roleplaying system. It is created for amusement and quick access, not to reveal historical details of any particular time or place. This book contains information of several types:

- Notes concerning the city's history and current political-social situation.
- Maps of city areas, delineating poor, merchant, and rich quarters, showing major and minor streets, and giving an identification code for each building. The matching entries near each map section contain information on each building within the section, including the names and occupations of prominent residents.
- A sketch map showing the relation of the city areas.
- Descriptions of city residents. Player-characters may interact with these individuals, who can be brought into play by events or circumstance. Such characters may become involved in adventure, invest in business, become enmeshed in local politics, etc. as a result of such meetings. Personages are local figures of some importance and influence, such as the Baron, the Sheriff, the High Priestess of the Sea Goddess, etc. Many additional random encounters are available in a companion book, *Cities*.
- A business cross-index by type at the end of this book, for easy reference.
- A large map of Carse in the center of this book to provide a bird's-eye view of the walled city and the surrounding land. This map shows all the buildings in this book, but does not name them or otherwise show the city's organization. Using this map the players can guide their adventurers with some semblance of reason.

## Usefulness

The city of Carse can be presented with minimum effort by gamemasters. One reading of this book is enough preparation to ensure many hours of varied and interesting encounters and adventures, even if no individualization is wished.

The area maps in this book indicate where are the poor, merchant, or wealthy areas of the city. Also indicated are major (cobblestone or flagstone) and minor (gravel or dirt) streets, useful in determining types of encounters. The matching entries for the pages near each area map describe the buildings shown, providing material for player-character interactions.

Most buildings are identified by function and described in some detail, including important occupants. A few are empty: the gamemaster can populate them as desired, or the empty buildings can provide opportunities for player-characters to set up shops or homes.

Carse is populated with a few halflings, elves, and dwarves, allowing for a completely human environment for games requiring such, but (should non-humans be desired) only a few minutes is needed for the gamemaster to find characters with appropriate descriptions and re-identify them.

The large players' map shows street names (as do the area maps), but no individual building identification, in order to promote greater realism. Using his area maps, the gamemaster can describe what the players see, hear, and smell rather than have the players identify the buildings around them from the city map without excitement or participation.

Player-characters must ask directions from passing non-player characters, ask strangers to read signs should language or education provide the need, get lost, get incorrect directions,

etc., all increasing the number of encounters and enlivening the adventure. Since the buildings are cross-referenced in the back of this booklet by business or function as well as by location, a player asking (for instance) for the nearest alchemist can be directed promptly and realistically.

Included near the back of this book are other aids:

- A price list of sample items for sale in the city, which also gives some idea of the relative worth of goods.
- A table for quickly determining what animals are available (for rent or purchase) at a stable at any given time.
- Plans of Castle Carse, the Sky God temple, and the city offices, and a sketch map of the area surrounding Carse.
- Tables to establish the quality of commercial food and lodgings.

Gamemasters may also notice a few other features of Carse which increase the variety of possible encounters and provide an ongoing, dynamic city.

Two special areas, the Bazaar and the Caravanserai, have been included. Both areas are outside the walls and can provide extended interactions between non-player and player characters. The Bazaar in particular is a product of our collective whimsy and can be easily discarded or modified should it not be appropriate to gamemaster needs.

In several instances, different businesses are owned by members of a single family. This may provide encounters if one family member refers player characters to another family member, deals with one member requiring the affirmation of another, etc.

## Terms And Conventions

Important or fierce Carse characters are rated both by level and in a percentile range, indicating general prowess or perhaps just particular weapons or skills with which they excel. If the level of a townsperson is not indicated, assume they are level 0 or 20-30%, ordinary duffers. Occasionally a townsperson may be given pluses for particular attacks, or ownership of a particular magic item may be noted. Gamemasters should not feel bound to these brief quantifications: always adjust them to the power or tone of your game.

In the descriptions, the function of the building always occurs first, and is always in all-capital letters except when the building is merely empty. A comma usually follows the capitalized function, followed by what written description is on the door or on the building. In the case of residences, the occupation of the resident follows. In some cases, the phrase "sign of ..." means that the image indicated literally hangs at the shop door, without other identification. The phrase "no sign" means that no identification, symbolic or alphabetical, is at the door. Let the characters knock and introduce themselves.

Occasionally the same or nearly the same symbol is used by two businesses. The confusion is deliberate.

Stables, and taverns and inns, are rated in the descriptions. For details about the ratings, see the tabular appendices Stables and Lodging, respectively, at the end of this book. They are reprinted from the companion *Cities* volume.

Frequently prices are referred to as +5%, -10%, etc. This refers to above or below average price, however the gamemaster construes the value of the item in question. Use the price list in the appendix as a guide to the authors' intentions, if not your own.

To use these materials, the gamemaster will need two percentile dice (D100), a 20-sided die (D20) numbered 1-20, an 8-sided die (D8), a 6-sided die (D6), and a 4-sided die (D4).

Often, more than one of type of die will be called for, such as 2D20 or 4D4 — the first number is always the quantity of the die type to be rolled. After rolling, apply the total of the

results to the situation.

Sometimes a die roll may be called for and added to (such as  $2D4+2$ ,  $1D6+4$ , etc.), or subtracted from ( $1D4-1$ ), or multiplied (such as  $1D10 \times 4$ ). Occasionally the notation may require an extra step, such as  $D6-1 \times 10$  (roll  $1D6$ , subtract 1 from the result, then multiply the remainder by 10).

A D3 die result is generated by rolling a D6 and halving the result: 1,2 =1; 3,4 =2; and 5,6 =3. A D10 can be generated similarly, by halving a D20: 19,20 =10; 17,18 =9; etc. Likewise, a D4 can be generated by halving a D8, and a D50 created by halving a D100 roll result.

There are no fantasy roleplaying conventions regarding units of currency. There is no way to standardize purchasing-power between campaigns or between game systems. Prices are given in gold pieces, or tenths thereof. A gold piece is functionally the same sort of denomination as are a penny, a pound, a mark, a lunar, a bezant, etc., as used in different game systems. Gamemasters must interpret as needed.

Unless otherwise instructed, round down all fractions to the next whole quantity. Half of a 25% chance, for instance, is 12% in this book.

Unless otherwise instructed, a  $1D100$  result equal to or greater than a listed percentage chance is a failed roll: successful rolls of that type must be less than the stated chance.

The history and social situation of Carse will hopefully provide ideas for the gamemaster to draw upon, to keep players interested, and to provide an established city which has customs, traditions, and ongoing problems. Some businesses, buildings, etc., intentionally have been left unspecified or empty in order to allow for individualization. Should a gamemaster not wish to add details, the city is ready to play in, without modification or addition.

Please note: there are no sections I, Y, or Z.

## History Of Carse

Ages ago the land was invaded by an army from a now near-mythical kingdom far to the east. The Old Race, as the original inhabitants were called, resisted the newcomers.

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

Many descendants of the Old Race are still suspicious of the Kingdom culture which dominates life in Carse. Some descendants of the newcomers distrust those who are clearly of the Old Race, but most people find comfortable the culture which has grown from the merging of the two peoples.

Carse is now a busy trading center on the coast of the Endless Sea. Every day ships from distant lands, flying strange banners, enter and leave the harbor, bringing new goods and leaving with wares from Carse. Such trade gives the city cosmopolitan ways appropriate to cities far larger and better located. Foreigners are common in Carse and little is made of their presence. While most people of the city either speak the language of the Old Race or the Kingdom Tongue, the Common Tongue is most often spoken in public because of the number of foreigners present.

## The Social Order

Much of Carse's current social reality is due to the ancient conflicts between the Old Race and the newcomers. Most of those who wield power and influence descend from the Kingdom conquerors, though there are some of the Old Race

with evident influence. Most of the sailors are fair-haired Old Race, but the city watch and castle guards are composed mostly of Kingdom descendants giving rise to petty harassment of more militant members of the Old Race. The women followers of the Sea Goddess, descendants of a matriarchal society, resent the passive role forced upon women by the dominant Kingdom culture. These conflicts have brought into being three contending secret organizations.

The first is the Iron Fist, organized predominantly from military men, active and retired, of Kingdom descent. They aim to enslave the Old Race and to destroy all Old Race institutions. Their mark is a mailed fist, and is used by members to identify one another. Because the Baroness is of the Old Race, they want to depose the Baron and set up a military government. They are directed by the mysterious Council of Five.

The second is the Sharwen, composed exclusively of women, mostly of the Old Race, who are fanatically devoted to the Sea Goddess and who work to establish a matriarchy and a return to old ways. They plan the social dominance of women. Many of the Old Race are fully integrated into the culture of the city and do not favor these goals.

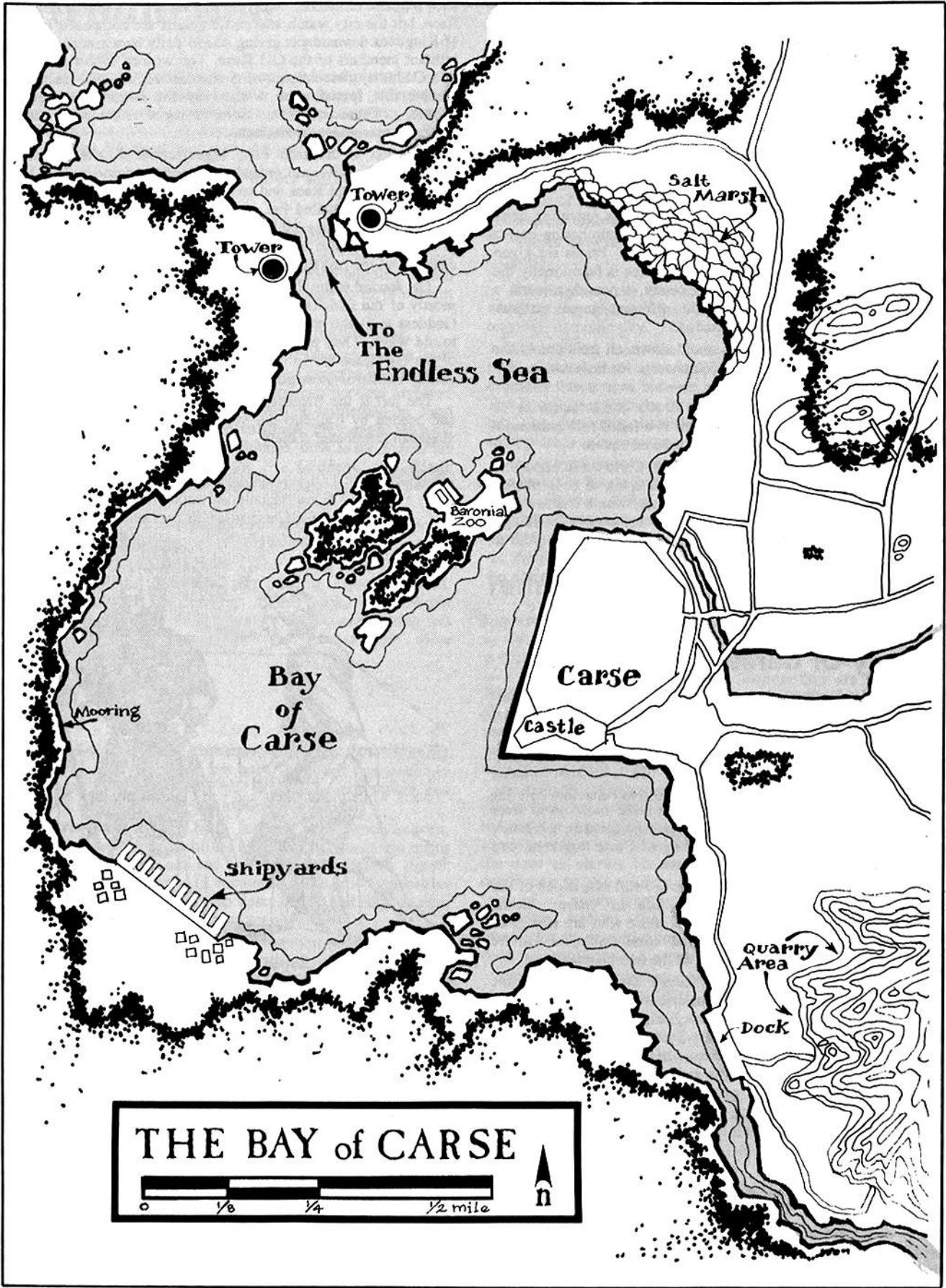
The last is the Brotherhood of Dalshra. It is newly-formed, and headed by Callistro the Magician. It intends to establish a magician-dominated society.



*A young fisherman of the Old Race passes a Kingdom city guard.*

## The Baron's Power in Carse

The current Baron of Carse, Bogardis IV, has reigned for 15 years. His wife, the Baroness Winona Almareth, is of the Old Race. They have two daughters, Willa and Beryl. The Baron is the ultimate political and military force in Carse, holding nearly absolute power both through social institutions and through the army and city watch. Though his title and holding derives from the far-away Kingdom, lip-service to it has long ceased, and no



**THE BAY of CARSE**

0 1/8 1/4 1/2 mile

n

longer are roads, harbors, or forests referred to as the king's. They are the Baron's (except the King's mill pond, a local joke).

Gran Dorwellan is Baron Borgardis' chamberlain, and is empowered to act on the Baron's behalf at need. He is shrewd, and the Baron often seeks his advice. It is said Dorwellan knows enough about the dealings of the lesser nobility to ensure their loyalty to the Baron.

All landowners, merchants, and craftsmen are lightly taxed once a year. The sums are sufficient, for the Baron also levies a slight import duty on all goods entering the city. These taxes underwrite the cost of the military, the Baron's estate, and all public works.

The city's army is small; Carse has no navy. The city guard is 200 soldiers and three quasi-military detachments of 15 watchmen each. The castle garrison (the castle guard) numbers 100 additional fighting men under the Baron's direct command. The Sheriff and his deputies directly supervise the watchmen. In capability and equipment, the guards and watchmen are quite similar. City guards are present at Carse's gates, docks, and city buildings; the watchmen patrol the streets and otherwise act at the will of the Sheriff. From another point of view, the watchmen get to have families and live at home; in the guard, only officers have the privilege.

## Justice In The City

Both the Baron and his chamberlain can dispense high, middle, and low justice, with high justice their prerogative. The Magistrate can dispense middle and low justice, but the Sheriff usually deals with cases requiring low justice. The Sheriff assigns the city watches and is responsible for maintaining good order in the city.

High justice is required for all capital crimes, or crimes committed by habitual offenders provoking the death penalty.

Middle justice includes all non-capital felonies, or as committed by habitual offenders where lengthy imprisonment is called for.

Low justice includes petty theft, offensive behavior, loitering, etc.

Individual temples and guilds usually handle internal matters concerning guild members.

## Religion

The Old Race worships the Sea Goddess, Kilian, as the Mother of Life. Her priestesses are the main power on the ancient tribal council of the Old Race. Though still active, worship of the Sea Goddess is mostly limited to seamen and some of the Old Race. The Sea Goddess is a neutral goddess who loves the clean winds of the open sea; her priestesses and priests wear robes of dusky lavender and the novices wear robes of sea green.

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

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

## The Market

Traditionally, market was held once or twice a week in the market square outside the walls of the city. Here farmers, fishermen, and craftsmen could display their wares in a central location, and townspeople could shop for goods not otherwise easily available. During this period, fewer shops were open in the city since there was usually not enough business to support a full week's trade. As Carse grew more important as a trading center, retail merchants emerged. It became feasible for farmers and fishers to set up stalls in the city or to wholesale to retailers able to do business every day. Similarly, craftsmen could sell enough to hire journeymen and support apprentices, and to finance shop-homes of several rooms each.

Although the original market is no longer the only outlet for most craftsmen's wares, the tradition continues, providing a location for small vendors to sell their wares and becoming as much of a weekly holiday as a necessity. Once a week, if the weather is good, the marketplace comes alive with colors, odors, and noise as craftsmen, farmers, fishermen, hawkers, shoppers, citizens, and strangers out for a good time gather. Throughout the square, amid booths, tables, and piles of wares they stroll, entertained by fortunetellers, jugglers, bands of actors, and small circuses, while pickpockets and petty thieves ply their trade. The city guard tries to protect the citizenry, but their efforts tend to be ineffective. Sometimes Sheriff N'tara's men disguise themselves, then sweep an area to catch such thieves.

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## About The Section Maps

Unlike Gaul, Carse has been divided into 13 parts. The schematic map on page 8 shows these sections as well as the letter codes for each. (The schematic refers to the sections as "areas.") The identical letter code means that buildings so coded are of the same relative wealth — in Carse, the categories are "poor," "merchant," and "wealthy." A small table on each section map always reveals the category of wealth which the letter code represents.

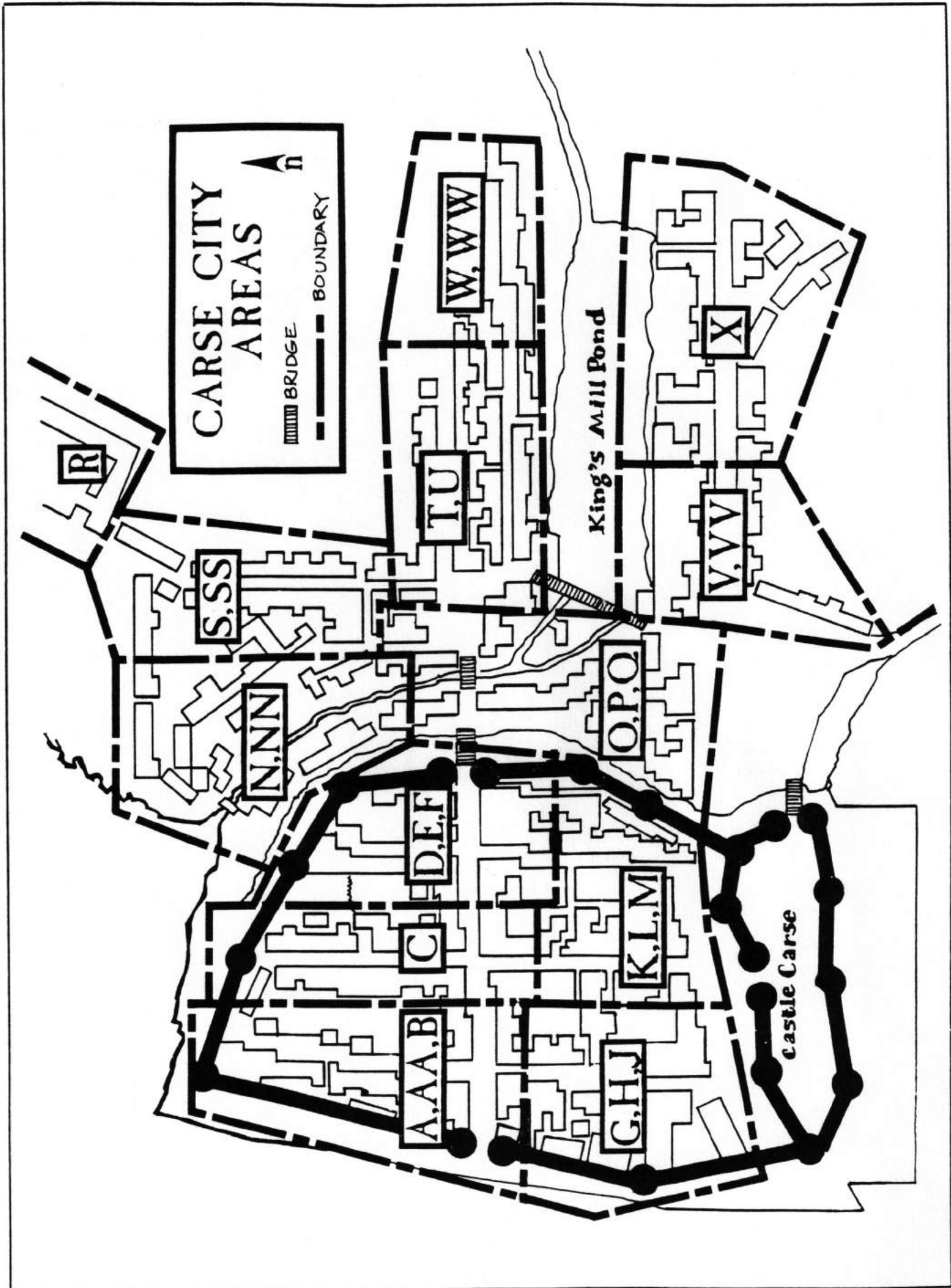
All section maps are printed on the left-hand page, so that users can fan the book to find the right ones. For orientation, a reduced version of the schematic map is printed with each section map (with one exception, where a text overflow left room only for page references).

The large map in the center of the book and the composite which the smaller section maps would make are essentially identical, except that additional doorways and pavement indications occur on the section maps — and, of course, the function of all buildings. When "paved" is noted, the surface is cobblestone over pounded earth. Most of Carse is unpaved, and the town often is muddy. Though pressured by many merchants, the Baron is devoting his new construction funds to a large break-water and anchorage debouching on the grandiose (and presently useless) sea gate at the west edge of the Old Town walls.

Drawn in perspective, the Carse map shows roof surfaces and building shapes precisely, but necessarily blocks vision of two sides of a building, and also makes some alleyways and courtyards difficult to see. Accordingly, "additional door" symbols in the shape of a small arrow have been added to the section maps as appropriate. And, as needed, passage notes indicate the presence of alleys, etc.

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# The City Of Carse

## By Mapped Section

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### Section A, AA, B

**A-1 BARRACKS**, City Guard. Fifty men-at-arms are housed here under the watchful eye of Sergeant Heronimus Grimes, a teetotaler who makes life miserable for his men by forbidding alcohol within barracks. Most of his command can be found (off-duty) at the Bronze Mermaid (A-4).

**A-2 Empty.**

**A-3 BOWYER/FLETCHER**, Sign of the Golden Bow. Ogar Slemm sells average wares at average prices, primarily to the guard.

**A-4 INN**, Bronze Mermaid (average lodging, average food). This inn is mostly patronized by fighting men and the military from the nearby barracks. It has a large common room with a sand pit used for contests and fights. The proprietor, Jon Hard Hand, is tall and heavy, with a dark complexion. His baldness adds to his fierce appearance. The inn is a favorite gathering place for the members of the Iron Fist. The few women welcome here are always prostitutes.

**A-5 STABLE**, no sign. James of Heriot, owner. Some simple healing done as well as boarding and renting horses for short periods of time. (Daily level: above normal.)

**A-6 SMITH**, Smythe's Smythy. John Smythe is a hard worker, producing average goods. He does brisk business with those seeking bargains, though there is a fair number of footsore horses in this section of town.

**A-7 RESIDENCE**, Mathematician. Aristotle Vederche consults for some of the better businesses in town, which is why he is hardly ever in. He dabbles in astrology, and will drop whatever he is doing to talk shop.

**A-8 BOATWRIGHT**, Neapolian Tode's Boatshop. Neapolian builds only small rowboats and sailing skiffs. He is saving up to undertake a larger project and has 1153 gold pieces locked away in his strongbox.

**A-9 RESIDENCE**, Ship Captain. Sherlock Dodger usually is in port, visiting Papa Loo's drug den (Q-6).

**A-10 BROTHEL**, Madame Laticia's. The sign out front reads *The Best Damn Whorehouse in the West*, obviously untrue to any but the deaf, dumb, and blind. Located in the worst section of town, Madame's has a surprisingly broad clientele. This is due to her unusual staff, which includes Zelzah the Cat Girl, Rema the Barbarian, Dominita the Mistress of Pain, Suzu the Innocent, Appola the Ape Girl, Peg-Leg Peggy, etc. Door guards and bouncers are supervised by Ishi, a huge alien who suddenly appeared one day, unable to speak any known tongue. Over 6 feet tall and weighing over 350 pounds, Ishi wears only

a loin cloth. His hair is lavishly decorated with lacquered combs and he wears facial makeup. Ishi attacks only hand-to-hand, at level 12 or 120-135%; four novice guards are also present, each fighting at level 1 or 20-30%, and all use broadswords, target shields, and leather armor.

**A-11 Empty.**

**A-12 BAKERY**, Sign of the Steaming Loaf. Marla, the dark-haired, dark-eyed owner, sells only bread and rolls, no pastries. Her products are excellent and inexpensive. Slender and somewhat stooped, she gives her breads freely to the poor and constantly brags of her generosity.

**A-13 BIRD TRAINER**, Sharon Featherhand. The Baron's falconer until caught hunting with the Baron's favorite bird, Sharon now makes a living training birds. Times are hard, as she is out of favor. She is tall and blond, has green eyes and is a member of the Sharwen. She refers customers to Talia Ravenslock (T-26) and, occasionally, to Pigot's Pets (Q-17).

**A-14 GAMBLING HALL**, Fate's Wheel. Owen Selkirk, a man of mysterious background, owns this tough hall. The games are slightly rigged. He pays protection to the Thieves' Guild.

**A-15 ROPE/NET MAKER**, Gordian's Knots. Produces nets for fishermen, which are very sturdy due to his patient hand-knotting. Gordy is also known for not being overly bright.

**A-16 RESIDENCE**, Geologist, Serge Rockmananov. A poor but hard-working geologist, Serge can be seen lugging huge sacks of stones back to his poor hovel, hoping to find the one big strike which will make him rich. He is a very old man.

**A-17 PRODUCE STAND**, Sibyl's Fruits and Vegetables. Sibyl is trying to support her ailing father, Serge, who is a local geologist (A-16). Hers is the best produce in the poor quarter.

**A-18 POTTER**, Damian Steyne. Specializes in mugs and beer flagons. Better than average products at average prices.

**A-19 RESIDENCE**, Steersman. Drexel the Kid is the youngest working steersman in Carse. Proud of it, he's well-versed in his trade.

**A-20 PERFUMER**, Henri's Colognes. Henri, known for experimenting with different mixtures of fragrances, has found the poor quarter the only segment of town where he is allowed to manufacture.

**A-21 FISHMONGER**, Mabel's Fresh Fish. Considering the proximity to Henri's (A-20), it is hard to tell if her sign proclaims the true condition of her wares.

**A-22 PAPER/INK MAKER**. Kaspar, half-brother to Henri (A-20), lost his previous fortune in a scented stationery deal with his brother, and is trying to recover his losses.



**A-23 PAINTER (Marine).** Merven the Painter specializes in painting hulls, docks, waterfront buildings, and other objects subject to wind and weather.

**AA-1 RESIDENCE,** Fisherman.

**AA-2 RESIDENCE,** Fisherman.

**AA-3 RESIDENCE,** Fisherman.

**AA-4 RESIDENCE,** Fisherman.

**B-1 SHIPBUILDERS' OFFICE,** Ardock Shipwrights and Company. The Ardock brothers, Herlan and Sellin, build on a commission basis, requiring 20% down. They have a waiting list of up to three years, for they are the best builders of ships in the city. A potential customer may be moved up on the waiting list for a sufficient bribe.

**B-2 DOCKS ADMINISTRATION.** Part of the administration of the city, every activity revolving around the busy port of Carse is supervised here, including seaborne customs collection. Overseeing the operation is the Port Officer, Edmund Vaduzo. He is helped in his enterprise by a loyal staff headed up by the Harbormaster, Blasco Sarcovia. Due to Blasco being the brother of Greely Sarcovia the smuggler (see the random meetings appendix), the import duty revenues from goods passing through the customs office have been falling steadily. All ships entering and leaving the city are subject to search and must have a licensed pilot aboard.

**B-3 ALCHEMIST,** Malabar's. Malabar is avoided by his neighbors, and his shop is in constant disrepair from the effects of his experiments.

**B-4 BAKERY,** Esther's Oven. A pleasant shop run by Esther and her two plain daughters, Grizelda and Olalia. Esther sells fair quality goods for +5% prices and always scans customers as potential husbands for her girls.

**B-5 CARTOGRAPHER,** Maps by Farquarr. Farquarr has done all the mapping commissioned by the city administration, which is a year overdue in paying him. He will work cheaply.

**B-6 ENGRAVER,** The Steel Stylus. Owned by Lance Troon. Disowned by his family for the company he keeps, Lance is nevertheless the best engraver in the city. He does all the engraving required by Haimish Armorers (L-2).

**B-7 CHANDLER,** Salt of the Sea Outfitters. Murdock and McCaulie are distant cousins to Gunnar Halfstead the Merchant Prince (R-5), who denies the relationship. An up-and-coming firm, they provide all that is needed for outfitting a ship at reasonable prices.

**B-8 CARPET MAKER,** Sun Long's Fine Tapestry. Sun Long and his family of four comprise one of the oldest continuing businesses in Carse. His work is above average.

**B-9 INN,** Sign of the Golden Lion (average lodging, good food). Near the waterfront, the Golden Lion supplies tasty meals at cheap prices to customers (and sometimes shanghai those seamen onto far-bound ships). The normal residents are the owner, Nelson Trumm; Bowler Bligh, his former first mate; Priscilla Trumm, Nelson's lovely daughter of whom Nelson is highly protective; and The Boys, members of Nelson's last crew. Too much attention to Priscilla is a good way to volunteer for a lengthy voyage, since Nelson and The Boys are always around.

*Nelson* (level 5 or 50-65%, uses a cutlass and dagger, keeps 10,000 gold pieces hidden under the floorboards of the bedroom); *Bowler* (level 4 or 40-55%, has a glass right eye which is actually a painted gem worth 15,000 gold pieces); *The Boys* (each is level 1 or 20%-30%, and usually fight with dagger



*Priscilla, Nelson (in front, to her left), Bowler (tallest man in rear), and The Boys — from left to right, Straight, One-Eye, Slitter, and Willy the Joker.*

or cutlass, and no armor); and *Priscilla* (level 1 or 20%-30%, has a hidden dagger to protect her virtue if things get out of hand).

**B-10 BOWYER/FLETCHER,** Sign of the Crossed Quarrels. Zeyt carries crossbows, some composite and short bows, but no long bows, feeling they are archaic. Short and dark, Zeyt dresses richly. His son and daughter, Walter and Rachael, work in the shop. He keeps a close watch on the girl, closeting her in the back room most of the time. Zeyt dislikes elves and charges them an extra 10%.

**B-11 STABLE** (has arrangements with B-9, B-13), Hawk's. Hawk, a short, thin, blond man is helped by his two young children, Dix and Diana. He has no wagons or barding, but +20 percentiles to stable rolls. He is a widower and his children are always on the lookout for a likely new mother. (Daily level: special.)

**B-12 CLOCKMAKER,** Rhamotep Clock Works. Rhamotep manufactures precise clock mechanisms which never need repair unless attacked magically.

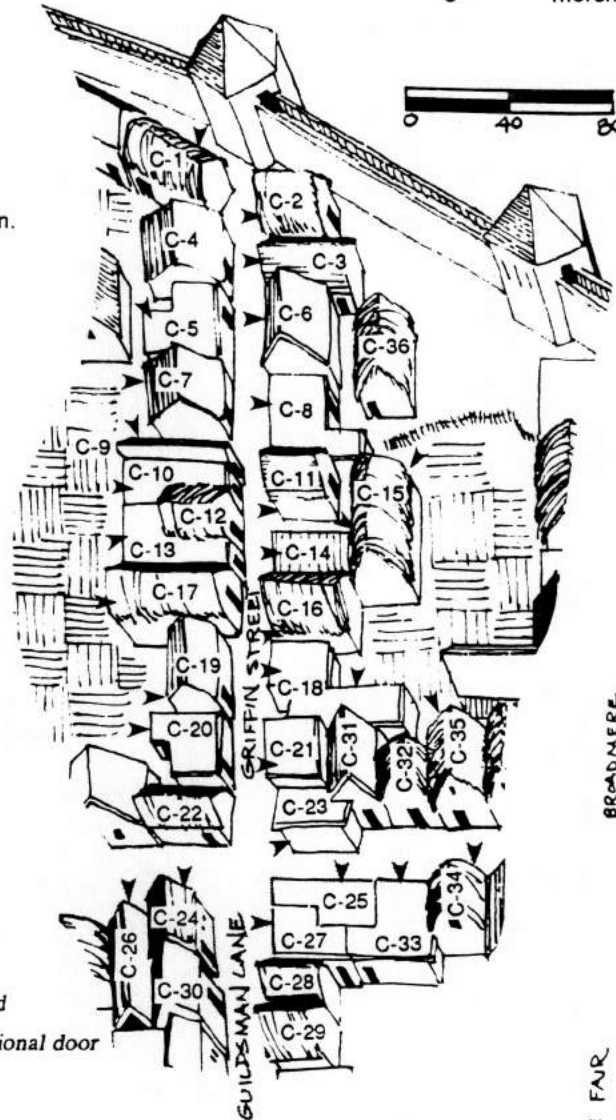
**B-13 INN,** Silver Cauldron (good food, good lodging). Owned by "The Bull," the Silver Cauldron's staff is composed entirely of women of more than average beauty. The staff numbers 10, so no table is neglected for more than a moment. The Bull, a tall, heavily-muscled man, is even-tempered but of poor eyesight (often mistaking one customer for another) and will not tolerate anyone annoying his servants. The Bull (level 7 or 70-85%, expert with blackjack, +3 to hit).

**B-14 ARMORER,** Truesdell's Ironworks. Tall and powerfully built, Truesdell is a vain man who is justly proud of his work. He will make good deals with anyone who makes a reasonable offer for his wares. However, any attempt to haggle is taken as personal insult and causes Truesdell to lose his

# Section C

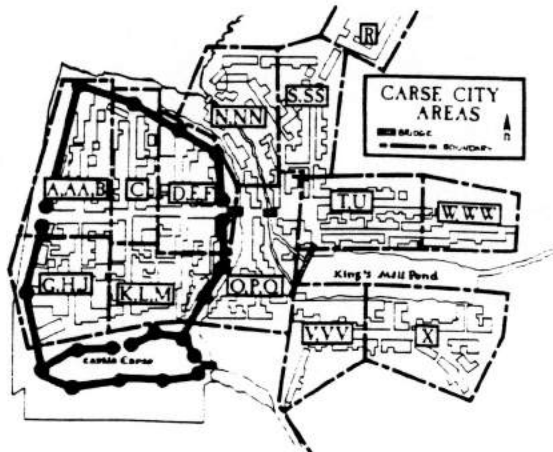
section C prosperity merchant

- C-1 OLD SAILORS' HOME, no sign.
- C-2 Empty.
- C-3 BIOLOGIST, Candor Lackless and Company.
- C-4 RESIDENCE, Navigator.
- C-5 RESIDENCE, Ship Captain.
- C-6 RESIDENCE, Sheriff N'tara.
- C-7 LINGUIST, Jedediah Polk.
- C-8 NAVIGATORS' AND PILOTS' HIRING HALL, no sign.
- C-9 RESIDENCE, Scholar.
- C-10 INN, sign of a Black Stag.
- C-11 RESIDENCE, Government Worker.
- C-12 CANDLEMAKER, The Old Tallow Shop.
- C-13 Empty.
- C-14 LAWYER, Gideon Mulch.
- C-15 RESIDENCE, Steersman.
- C-16 RESIDENCE, Government Worker.
- C-17 SPINNER, Carse Thread and Yarn Company.
- C-18 TEMPLE, Sky God.
- C-19 ARTIST/SCULPTOR, no sign.
- C-20 INTERPRETERS, Birgit and Ansel Paige.
- C-21 BARRELMAKER, Oly Gustavson.
- C-22 VETERINARIAN, no sign.
- C-23 SHIPBUILDERS, Castle Brothers.
- C-24 SAILMAKER, Rodney's Canvasworks.
- C-25 SCRIBE, no sign.
- C-26 FISHMONGER, sign of a Sailfin.
- C-27 PRODUCE, Steady and Sons.
- C-28 CARPENTER, no sign.
- C-29 ROPE/NET MAKER, Raoul's Ropes.
- C-30 JEWELER, Trygg's Jewelry and Arm-Rings.
- C-31 LEATHERWORKER, Lyle's Leatherwork.
- C-32 POTTER, Porter's Pots.
- C-33 PHYSICIAN, sign of a Healer.
- C-34 WEAPONS MAKER, Hagar's Weapons.
- C-35 SPINNER, Elegant Yarns and Threads.
- C-36 WAREHOUSE, no sign.



↑ NORTH

□ paved  
▶ additional door



PASSAGE: movement is possible between C-1 and C-4; and between C-8 and C-15.

DID YOU KNOW...that some of Carse's inns, taverns, and enterprises of pleasurable experience are open late at night, to better serve newcomers and early risers? — Bayside Tavern Guild.

temper (something he does frequently), resulting in grievous harm to the customer. Truesdell is level 12 or 120-135%+, sword +2, he is +1 to hits and to damage due to Strength 18.

## Section C

**C-1 OLD SAILORS' HOME**, no sign. Home of numerous old salts including Captain Windon 'Windy' Blowr (second cousin to the glass blower Pediah Blowr, VV-1). Windy is retired and spends most of his time at the Silver Cauldron (B-13), spinning tales of his days upon the high seas. He has a dozen maps to lost treasure at home (three are real), and is willing to give up his share of all potential treasure in exchange for captaincy of the expedition's ship. No one believes him, since he doesn't know which maps are real. He is also in possession of a key to a treasure chest which is doubtlessly real, but of which he's lost track.

### C-2 Empty.

**C-3 BIOLOGIST**, Candor Lackless and Company. The company is his apprentice Josh, a bright lad of fifteen who does most of the work while Candor drinks at the Golden Lion (B-9).

**C-4 RESIDENCE**, Navigator. March Jade is the bastard son of Gunnar Halfstead (R-5). Although Halfstead has not recognized Jade as his son, much of Jade's success as a navigator is due to his father's influence. In exchange for a large percentage of any profit, Jade can persuade Halfstead to finance expeditions. Jade is tall, thin, has thinning brown hair, and dark eyes. He is a very good navigator. March Jade, level 5 or 60%, has Amulet of Direction Finding — a needle on a string, which points unerringly to any geographic feature within 500km designated by the user.

**C-5 RESIDENCE**, Ship Captain, Harmon ap Carman. Daring and successful in his ventures, Harmon undertakes missions which deter most adventurers.

**C-6 RESIDENCE**, Sheriff N'tara (see the Personages appendix for a description). The home has a housekeeper, cook, and maid. 15,000 gold pieces are buried under N'tara's bedroom floor.

**C-7 LINGUIST**, Jedediah Polk. Serves as a language specialist providing contract translation and document copying for foreign traders come to Carse. He has no observable vices.

**C-8 NAVIGATORS' AND PILOTS' HIRING HALL**, no sign. Seldon Troon, Digger's (U-15) half-brother, runs this service for those seeking a pilot (required for all ships entering or leaving the harbor) or a navigator. Those hiring are expected to pay a fee depending of length of voyage and hazards anticipated: see R-3, C-4, and G-5 for navigators. Resident pilot: Hawkeye Troon, son of Seldon.

**C-9 RESIDENCE**, Scholar. Aristanel the Obscure is so named because he is preoccupied by questions of obscure importance. Otherwise, he is well-known and well-thought-of in the city. He grudgingly teaches the young of the rich and affluent and, in spite of his brusque manner, he is an excellent teacher. Sara, daughter of Brage the Miller (P-14), is currently apprenticed to him.

**C-10 INN**, Black Stag (poor lodgings, average food). Owned by Horatio Mulch, brother to Conden, of Mulch's Baths (T-5) and cousin to Gideon the Lawyer (C-14). A quiet neighborhood tavern, The Black Stag is rarely visited by strangers, though two rooms on the second floor are for visitors. Highlight of the week is the weekend dart contest. The inn closes at 10pm each night.

**C-11 RESIDENCE**, Civil Worker. Home of Aileen Rubycheek, worker in the city administration and an old spinster.

**C-12 CANDLEMAKER**, The Old Tallow Shop. Bede the Short specializes in scented and decorative candles for well-to-do clients.

### C-13 Empty.

**C-14 LAWYER**, Gideon Mulch. Cousin to Horatio of the Black Stag Inn (C-10) and Condon, of Mulch's Baths (T-5), Gideon operates one of the older law practices in Carse, successful because of his friendship with Magistrate Gahazi Zemwara (see the Personages appendix). Gideon and Gahazi can often be seen together at The Black Stag, with Gideon picking up the tab.

**C-15 RESIDENCE**, Steersman. Halcyon the True, while not terribly stylish, reputedly is among the most reliable of his trade in Carse.

**C-16 RESIDENCE**, Murtag the Lonely. Murtag, the city sewer inspector, is a conscientious type, spending long hours in the culverts and tunnels below the city. Most of his off hours he can be found at home alone or at Mulch's Baths (T-5).

**C-17 SPINNER**, Carse Thread and Yarn Company. Rhonda The Twiner, and her staff of six, provide a serviceable quality of cotton and wool thread and yarn at reasonable prices.

**C-18 TEMPLE**, Sky God. The temple is a large complex requiring a separate description near the end of this book.

**C-19 ARTIST/SCULPTOR**, no sign. Kale Darkhill is tall, dark, and handsome, and is an excellent painter. He is egotistical and expensive (+20% above average price for type of work), but his work is well thought of throughout the area. He has no idea his lover, Tessa Woodsvine the architect (T-8), is a member of the Sharwen.

**C-20 INTERPRETERS**, Birgit and Ansel Paige. Husband and wife, between the two of them they speak nearly every known language, including ancient 'lost' tongues and a few no one has ever heard of. Unlike linguists, they do not translate written documents, but act as face-to-face translators for foreign traders.

**C-21 BARRELMAKER**, Oly Gustavson. With his wife, Frigga, and his son, Lars, Oly is considered one of the most reliable businessmen in Carse. His products are fully guaranteed.

**C-22 VETERINARIAN**, no sign. A experienced vet, Milton of Carse is heavily relied upon by neighboring farmers. He often is paid in produce and livestock.

**C-23 SHIPBUILDERS' OFFICE**, Castle Brothers. An up-and-coming firm, the brothers Castle are known for working quickly, with occasional slight problems as a result. Many of their clients are among those tired of waiting for Ardock Shipwrights (B-1) to fill their orders.

**C-24 SAILMAKER**, Rodney's Canvasworks. Rodney buys his cloth from Griswald the Canavaser (E-6), and produces some of the better-quality sails in the city even though his prices are low (-5% average price).

**C-25 SCRIBE**, no sign. Harmon the Besmudged, a compulsive worker, can occasionally be seen lunching at The Black Stag (C-10), where his ink-stained fingers and the smudges on his face betray his trade. He works quickly and is moderately priced, often finishing work in less than a day.

**C-26 FISHMONGER**, The Sign of the Sailfin. The Widow Merton runs this establishment, a thriving business since her husband drowned three years ago. Only the finest, freshest fish find their way here.

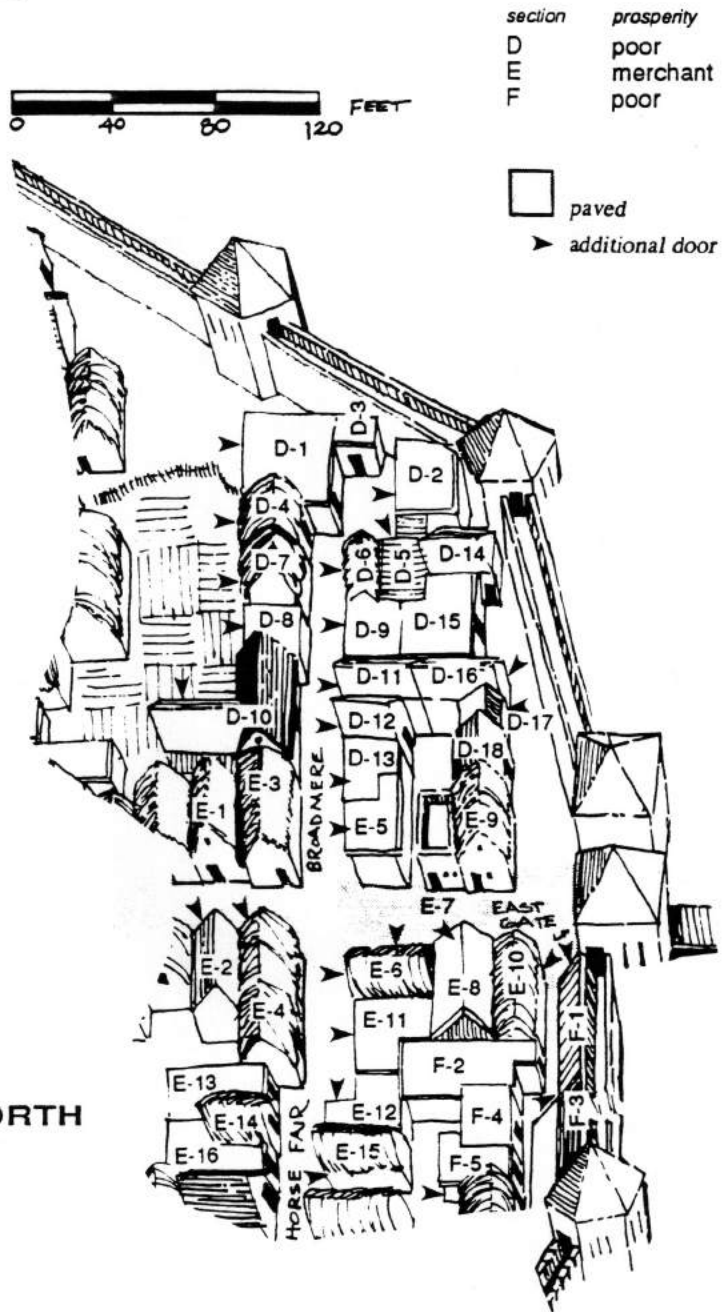
**C-27 PRODUCE**, Steady and Sons. John Steady and his sons Merwin, Algenon, and Tom run a slightly better than average operation, at normal prices, and are frequented by most local families. They deliver for those making arrangements in advance.

# Section D, E, F

- D-1 BARRACKS, City Guard.
- D-2 MONEYLENDER, Easy Lender's.
- D-3 FORTUNETELLER, sign of an Eye.
- D-4 GAMBLING HALL, The Knuckle Bones.
- D-5 Empty.
- D-6 ALCHEMIST, Health Providers.
- D-7 TAILOR, Linder's Tailor Shop.
- D-8 SCRIBE, sign of an Inkpot.
- D-9 PRODUCE, sign of a Green Stalk.
- D-10 TEMPLE, Sea Goddess.
- D-11 INN, Tedman's Inn of the Holy Word.
- D-12 ENGRAVER, Vokos the Engraver.
- D-13 CARPENTER, The Saw and Plane.
- D-14 JEWELER, Barmaster and Sons.
- D-15 Empty.
- D-16 BARBER, The Comb and Razor.
- D-17 Empty.
- D-18 PHYSICIAN, sign of Healer and Patient.

- E-1 MUSICAL INSTRUMENTS, Salinah's.
- E-2 MASON, Shatterhand's Stoneworks.
- E-3 TAILOR, sign of a Golden Thimble.
- E-4 INN, sign of a Bear's Claw.
- E-5 WEAPONS MAKER, sign of a Cutting Edge.
- E-6 WEAVER, Griswald's Canvas.
- E-7 BUTCHER, Steer's Head.
- E-8 OUTFITTER, Elstan Expedition Exchange.
- E-9 SECURITY SERVICE, Dewar the Wake.
- E-10 CHANDLER, Melgon and Company.
- E-11 BROTHEL, Willow Tree.
- E-12 WINE SHOP, Summatter's Wines.
- E-13 SMITHY, Obediah's Smithy.
- E-14 SPINNER, sign of a Silver Spindle.
- E-15 BUILDING PAINTER, sign of a Paint Pot.
- E-16 CABINETMAKER, Jaga's Woodwork.

- F-1 FISHMONGER, sign of a Happy Flounder.
- F-2 BROTHEL, The Graceful Lily.
- F-3 ALCHEMIST, Willoby and Sons.
- F-4 Empty.
- F-5 BUTCHER, sign of a Cleaver.



*PASSAGE: movement is possible between E-15 and K-12, stopping at M-4 or F-2; and between D-3 and the wall.*

**DID YOU KNOW...** that nearly 9000 square feet of dry and insured warehouse space is regularly available within and just without the walls of Carse? — City of Carse Freight Dealers.

**C-28 CARPENTER**, no sign. Little Simon is well known to locals for his excellent design and manufacture of intricate wooden items. Frequently he works with Rhamotep the Clockmaker (B-12).

**C-29 ROPE/NET MAKER**, Raoul's Ropes. Raoul can rarely take a commission as he is the primary provider of rope for both Ardock Shipwright (B-1) and Castle Brothers (C-23).

**C-30 JEWELER**, Trygg's Jewelry and Arm-Rings. Trygg, a jovial, red-bearded man with blue eyes, appears large and clumsy. He is however, an excellent goldsmith and a fair jeweler. He and his four apprentices (sons Eric and Olaf, and daughters Sidris and Gerda) specialize in arm-rings and cater almost exclusively to the fighter trade. Prices are moderate and he buys items (no questions asked) for 75% of value. Appraisals are 1% of the item's value if he buys the piece and 5% otherwise. The shop is large, with many pieces on display. Usually his wife Endel or one of the children is in the front while the others work in the back room. If one of the apprentices does the appraisal, Trygg hovers nearby to make sure it's done correctly.

**C-31 LEATHERWORKER**, Lyle's Leatherwork. An average leathershop, Lyle specializes in quick, slightly poorer-than-average work to order. He does most of his business with newcomers to the city, for locals avoid his slipshod products.

**C-32 POTTER**, Porter's Pots. Robert the Potter, late of the town of Porter, keeps this neat shop. It is filled with quality pottery at inexpensive prices (+15% quality, -5% price). Robert is rarely in, however, as he is frequently found at the Golden Lion (B-9) discoursing on his days as a warrior over a bottle of the inn's best wine, while the shop is cared for by his blond-haired wife Ann.

**C-33 PHYSICIAN**, Sign of a Healer. Philor Trews is a physician of reasonable skill. His clientele comes from the surrounding neighborhood.

**C-34 WEAPONS MAKER**, Hagar's Weapons. Specializes in pole arms and spears, all of exceptional quality (+10 quality, +5% price), and guarantees his spear shafts against splintering when set against charge. Few return to ask for replacement.

**C-35 SPINNER**, Elegant Yarns and Threads. Almorena and her four apprenticed girls work at providing high quality (and appropriately priced) yarns and threads, specializing in silk (the only maker of silk thread in Carse) as well as wool, linen, and cotton. Only the most exclusive shops buy from Almorena.

**C-36 Warehouse**, used by A-8, B-7, J-1, H-8.

## Section D, E, F

**D-1 BARRACKS**, City Guard. Fifty soldiers live here under the command of Sergeant Helmut Kron. Kron deals harshly with breaches of discipline. He imagines his men to be a crack unit and has named them 'The Baron's Pride.' Locals refer to them as 'Kron's Kiddies.'

**D-2 MONEYLENDER**, Easy Lender's. Easy, whose real name is Uriah Condanter, is quick to lend to almost anyone, but extracts high (10%+ per month) interest and collects any way he can. In charge of accounts receivable is Goris Bosk, level 6 or 60%-75%, expert in hand-to-hand, and shortsword. He is +2 to hit and damage for strength, and is -1 to opponents' attacks due to quick reflexes.

**D-3 FORTUNETELLER**, The Sign of the Eye. Gazanta the Seeress meets with clients by appointment only, and all arrangements must be made through Arlot, her assistant. Arlot is a quiet sort, and will not answer any questions except in the line of business. Gazanta has a reputation for discretion, and charges

highly. Her accuracy is said to be high: 70% chance to accurately foretell the future.

**D-4 GAMBLING HALL**, The Knuckle Bones. Graff the Grifter, possibly the best gambler in the city, owns this modest establishment. He does a very good business because all the games are straight. He prides himself on his skill and refuses to bilk his customers.

**D-5 Empty.**

**D-6 ALCHEMIST**, Health Providers. Run by Zormon the Grey, an alchemist of ill repute. Ignoring Zormon's unsavory reputation, those seeking low-cost treatment come here.

**D-7 TAILOR**, Linder's Tailor Shop. Linder Goss is a fine tailor of high reputation, though it is more for the sturdy construction of his garments rather than for any innovations or brilliance in style. He makes fine work clothes.

**D-8 SCRIBE**, Sign of the Inkpot. Portney Quell is an officious little man with a large stomach who holds himself in high regard due to his once having been called to scribe a message for the Baron when Althan, the Baron's usual scribe, was ill. In spite of his shoddy work, he manages to make a living and even satisfies customers from time to time.

**D-9 PRODUCE**, Sign of the Green Stalk. Sadu the Grocer is a foreigner who displays a sad lack of the local language when locals attempt to bargain for his wares, though he can make himself plainly understood when buying from the local farmers. He is short, with a scraggly black beard, and is given to grinning and bowing when he doesn't understand what is being said.

**D-10 TEMPLE**, Sea Goddess. This building is fashioned from great grey stones. The interior rooms are paneled with dark wood and decorated with many fine tapestries depicting sea and wilderness scenes in subdued colors, the muted color scheme being repeated in all parts of the temple. The two outer rooms accessible from the street, are furnished with simple wooden benches and an alcove with the Goddess's statue containing a plate for votive offerings.

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

The Sea Goddess shows no preference towards either sex. Her worshipers are mostly seamen and their families. The Sharwen claim her support, though the temple does not openly acknowledge them. Sharinwa, the High Priestess, supervises her clerical staff of 12 priests, priestesses, and 40 novices. Sharinwa (level 15 or 150-165%) is attractive and has a magnetic personality. She wears robes of silver with blue trim and is tall, blond, green-eyed, and slender. She carries a +3 silver dagger, and wears a Medallion of ESP which gives her a 40% chance to know the true intent of any person with whom she converses.

**D-11 INN**, Tedman's Inn of the Holy Word (poor lodging, poor food). Tedman began the inn as a resting place for pilgrims, but it has grown to house many people not of his order. Any traveler undertaking a pilgrimage the following day to a holy shrine in some distant location will receive the last night's bed and board free. Tedman is a priest of level 2 or 25-40%, Lawful/Good, no armor but behind his desk is a heavy mace which is +2 to damage and +3 to damage against undead.

**D-12 ENGRAVER**, Vokos the Engraver. Vokos does fine-quality work, if lacking the spectacular touch of Lance Troon (B-6). He still hopes to work his way into a better section of town someday, and even get some of Lance's business.

**D-13 CARPENTER**, The Saw and Plane. Scudamore the Carpenter provides solid work at fair prices. He specializes in furniture, though his skills could meet most demands.



**D-14 JEWELER**, Barmarster and Sons. Barmarster operates this low-cost operation, catering to those looking for bargains, and carrying only common jewelry. His three sons assist him in his business, and deal with any problems created by those who live in the poor quarter.

**D-15 Empty.**

**D-16 BARBER**, The Comb and Razor. Milo Savel, brother to Vyner the Fuller (NN-2) and Tilloch the Potter (O-6), does a steady, unspectacular business. He mostly serves the working men of the area.

**D-17 Empty.**

**D-18 PHYSICIAN**, Sign of a Healer and Patient. Run by Karji, a tall cadaverous man with blond hair and blue eyes, this place tends mostly the poor. Karji was banished at one time from another city for killing a noble. Although innocent, his reputation forced him to settle in the poor quarter. His major income derives from the Thieves' Guild and from the occasional fighter who hasn't heard about Karji or who doesn't care. He is a good physician, using the normal methods for setting bones, staunching wounds, sewing up holes, etc. He does have available a variety of magical potions and poultices but their use raises his fee by 1D10+1 times. He lives alone upstairs.

**E-1 MUSICAL INSTRUMENTS**, Salinah's. Featuring only stringed and woodwind instruments, Salinah also carries a few instruments common to the Old Race, which invites harassment from watchmen friendly to the Iron Fist. She is average height, has grey eyes, and flaxen hair. An expert musician, she sometimes performs at the Jason Arms (L-3), where she plays instruments of the Old Race.

**E-2 MASON**, Shatterhand's Stoneworks. Shatterhand, so named from his powerful blows when working, is a retired soldier who provides much of the repair stone for the city walls. He is also active in the Iron Fist. Shatterhand is level 4 or 40-55%, carries a short sword when not working, and has a long dagger. He fights Florentine style, using a dagger for parrying.

**E-3 TAILOR**, Sign of the Golden Thimble. Owned by Torim the Tailor, this shop specializes in silks and cottons, all dyed, many with embroidered patterns. Tall and thin, with scraggly black hair and a large nose, Torim is a snob. His work, while good, is not excellent, but he sells well to faddish nobles and well-to-do, who consider him a trend-setter.

**E-4 INN**, Sign of the Bear's Claw (average lodging, good food). Pure Old Race, Ogar is acknowledged as the best hunter in the city. He is often out of town, leaving the management of the inn to his sons, Hegar and Shabar. There is never a shortage of fresh game for the tables. Ogar is level 7 or 70-85%, uses a bow at +2, and a broadsword at +1. Hegar and Shabar are level 2 or 25-40%.

**E-5 WEAPONS MAKER**, The Sign of the Cutting Edge. Bercan the Dashing specializes in cutting blades and exotic weapons. He is himself a superior swordsman and will discount his blades 30% to anyone who can win a duel to first blood. There is a 90% chance that he will have any edged or exotic weapon in stock. There is a 1% chance that an unrecognized magic item will be for sale (no better than +2 to hit or to do damage). Bercan is level 6 or 60-75%, +2 to hit and damage due to dexterity, as well as -2 to opponents' hits.

**E-6 WEAVER**, Griswald's Canvas. Griswald makes a serviceable, durable canvas at a fair price, which is used for sails, bags, and wagon covering. He buys his raw yarn from Gertrude, his sister (E-14).

**E-7 BUTCHER**, The Steer's Head. Jeremy Shad provides most of the beef for the neighborhood. He will cut large amounts at discount if given advance notice.

**E-8 OUTFITTER**, Elstan Expedition Exchange. Here the outward-bound party can find anything for an expedition at reasonable prices (Elstan carries no magic, petroleum, or animals). Returning parties can find a trustworthy broker for their plunder at Elstan's. He pays good value (90% of worth) and can dispose of troublesome items for a reasonable fee (5-15% of worth). Every conceivable weapon is on display (1% chance of any weapon having unrecognized magic no better than +2 with no special bonuses).

**SPECIAL:** Two swords hang on the back wall, about which, if someone asks, Elstan will reply, "They have been purchased. I am waiting for their owner to claim them." One is a greatsword, the other a falchion or scimitar, your choice. Both have simple-looking amulets draped over the hilts which are in reality Neutralize Magic amulets and, if removed, allow the swords to become activated.

**The Falchion** (treat as scimitar): "Werebane," +4 to damage; does double damage against lycanthropes. Will not work for chaotic individuals. Glows at the approach (within 10 meters) of invisible or chaotic entities. Heals wielder at 1 point per hour held.

**The Greatsword:** "Wormkiller," +2 to damage. Does double damage against dragons. Wielder is immune to any form of dragon breath so long as he holds the sword.

Elstan Half-Elf is level 5 or 50-65%, +2 with missiles, +1 to hit and to damage, -1 to opponents' attacks; he carries a shortsword, no armor, and has a crossbow beneath the counter.

**E-9 SECURITY SERVICE**, Dewar the Wake. Dewar provides body-guards and hired men-at-arms for all undertakings. He has a basic charge of one-fifth of a gold piece per man per day. Deposit is one-quarter of the projected total in advance (Dewar's cut), and the balance goes to the hired men. For each day after guards are not paid (if, for instance, the journey goes on longer than anticipated, the caravan besieged, the ship becalmed, etc.) there is an accumulating 10% chance per day that Dewar's men desert at first opportunity. Better-quality guards may be available at an additional cost of 5 gold pieces per level increased or per 15 percentiles increased: 30% chance of level 2-3 or 25-45% ability; 10% chance of level 4-5 or 40-65% ability. Dewar does not guarantee the courage of his guards outside the city of Carse.

**E-10 CHANDLER**, Melgon and Company. A middle-priced ship outfitter, Melgon and his staff provide goods and services of average quality and price.

**E-11 BROTHEL**, The Willow Tree. Owned by Joro the Pimp. A well-established business with many years at the same location, The Willow Tree meets all the expectations without the frills associated with some of the newer establishments.

**E-12 WINE SHOP**, Summatter's Wines. A cheerful staff of two men and four women serve a wide variety of wines, breads, and cheeses. Summatter has the best wine in city. He is in good standing with the Thieves' Guild.

**E-13 SMITHY**, Obediah's Smithy. This is by general agreement the best smithy in town. Run by Obediah, the local arm-wrestling champ, the shop is popular with the rich despite its location. Obediah is +2 to hit and damage due to Strength 18. He carries no weapons, as he can't imagine anyone wishing to fight him. If busy, Obediah will refer customers to Humar the Blacksmith (N-23) for special work, or to Straygoth the Farrier (T-29), for work on tack or shoeing.

**E-14 SPINNER**, The Sign of the Silver Spindle. Gertrude spins fair to good linen yarn, most of which she sells to her brother, Griswald the Canvasser (E-6). While lacking fine finish, her wares are noted for strength.

**E-15 BUILDING PAINTER**, Sign of the Paint Pot. Olden Milcan paints mostly houses, but undertakes other buildings at reasonable rates.

**E-16 CABINETMAKER**, Jaga's Woodwork. Jaga, a short, stoic man, makes good quality, reasonably-priced cabinets, and occasionally furniture to order.

**F-1 FISHMONGER**, Sign of the Happy Flounder. Malcome Hara, one of the numerous Hara clan of fishermen, sells his brothers' daily catch. Fine-quality fish are found here at dawn.

**F-2 BROTHEL**, The Graceful Lily. Madame Gilith provides low-cost services and her girls reflect the fact. Her clientele consists primarily of farmers who have overindulged themselves at local taverns.

**F-3 ALCHEMIST**, Willoby and Sons. Willoby, a very old man, is desperately trying to teach all he knows to his youngest son before it's too late. This provides occasional bargains for those who are willing to put up with the boy's trial-and-error methods.

**F-4 Empty.**

**F-5 BUTCHER**, Sign of the Cleaver. Owned by Brunden the Butcher, this shop offers the lowest prices in town, though it is rumored customers don't always get what they pay for. Brunden's constant association with Digger Troon the Undertaker (U-15) provokes nasty innuendoes.

## Section G, H, J

**G-1 COBBLER**, Sign of the Boot. Jonock Grimm makes boots of less than average quality, but discounts average prices by 10%.

**G-2 RESIDENCE**, Fisherman.

**G-3 RESIDENCE**, Fisherman.

**G-4 RESIDENCE**, Fisherman.

**G-5 RESIDENCE**, Navigator. Alersen Blacktongue spends much of his time in the gaming halls of Carse, which accounts for his perpetual poverty, even though he is a good navigator. He is eager for any job at almost any price and is often being hunted by creditors.

**G-6 RESIDENCE**, Fisherman.

**G-7 RESIDENCE**, Fisherman.

**G-8 RESIDENCE**, Fisherman.

**G-9 RESIDENCE**, Fisherman.

**H-1 WEAVER**, Jodan's Loom. Jodan Gordas weaves inexpensive and serviceable cloth which he sells at 5% below normal price.

**H-2 FORTUNETELLER**, The Smoky Veil. Wanda Gris-Gris will tell fortunes using tea leaves, crystal ball, palm, or read the bumps on your head — your choice. Her accuracy depends upon her intoxication. Each hour past noon, she has another bottle of the local swill, and her chance for an accurate fortune increases by another 10%, to a maximum of 90%. Her base chance at noon is 10%.

**H-3 BIRD TRAINER**, Roland Tweedy. Roland does indifferent business because he finds it difficult to part with a bird once he's trained it, often buying it from its owner. The neighbors complain about the increasing din.

**H-4 VETERINARIAN**, Sign of the Lame Horse. Myrick the Hale, a large man of sunny disposition, loves to care for animals, and is the only vet in town who is willing to make calls to the outlying farms as well as visits in the middle of night to local pet owners.

**H-5 Empty.**

**H-6 ARTIST/SCULPTOR**, no sign. Jillian Sceptre is a struggling artist from a good family, trying to make a living with hard work and mediocre talent. She's blue-eyed and dark-haired.

**H-7 PHYSICIAN**, Sign of the Broken Jaw. Helgen Whipp, while a qualified practitioner of the physician's art, specializes in treating maladies of the jaw and teeth. He is often spouting theories of how to care for teeth, such as scrubbing, and using thread to remove substances from between them, which has brought him into disrepute with his colleagues.

**H-8 SHIPPER**, Boker and Wemble. B&W Freight, as they are referred to in the trade, are able to arrange shipping to any known point for the proper fee. They will contract for guards, handlers, mule-drivers, wagons, ships, or anything else which may be needed.

**H-9 MUSICAL INSTRUMENTS**, Harp's Music. Waldo Harp does not know how to play any instrument, but can talk like an expert to any who are foolish enough to listen. Any good-quality instrument can be commissioned for a price and will be built to specifications.

**H-10 BARBER**, The Razor's Edge. Mulah Liden cuts hair, shaves, does minor doctoring, and offers advice on every possible subject imaginable. His work is often influenced by the tone of the subject matter under discussion.

**H-11 Empty.**

**H-12 BUTCHER**, Fergus's Meats. Fergus is a competent butcher who provides most of his customers' needs at reasonable prices.

**H-13 PUBLIC BATHS**, Beth's Baths II. A fugitive from some far-distant city who refuses to speak of her past, Beth is well-known for getting very nervous around fires and has all the firepots and torches in her building checked regularly. She offers both bath and services at a moderate price and special attention upstairs from some of the loveliest ladies in Carse. Prices for special services vary but are uniformly high. Order is kept by bouncers, six of whom are on duty at all times. Beth is level 0 or 20% and wears a bracelet which gives her protection equivalent to that of chainmail. Her bouncers are level 2 or 25-40%, wear leather armor and short swords, and carry spears; her head bouncer Mardrac is level 4 or 40-55%, wears chainmail, and carries a mace.

**H-14 TAVERN**, Algenon's Sign of the Swinging Gate (good lodging, better food). Very expensive; it is a trendy place to eat. Algenon is a handsome, single man, quite popular with the ladies. He has a staff of three men and three women.

**H-15 PUB, Private**, The Bar (no lodging, average food). 'Justice' Sweeney, proprietor. While not a member of the legal profession, the 'Justice' is held in high regard by all the workers in the city offices, for he runs a fine establishment catering exclusively to those who work in the government, the nobles of the city, and their guests. It is said he has influence with many in high places and is also rumored he also has connections with the Thieves Guild.

**H-16 JAIL**. The Jail is a part of the city offices which, like the temple to the Sky God, are described separately near the end of this book.

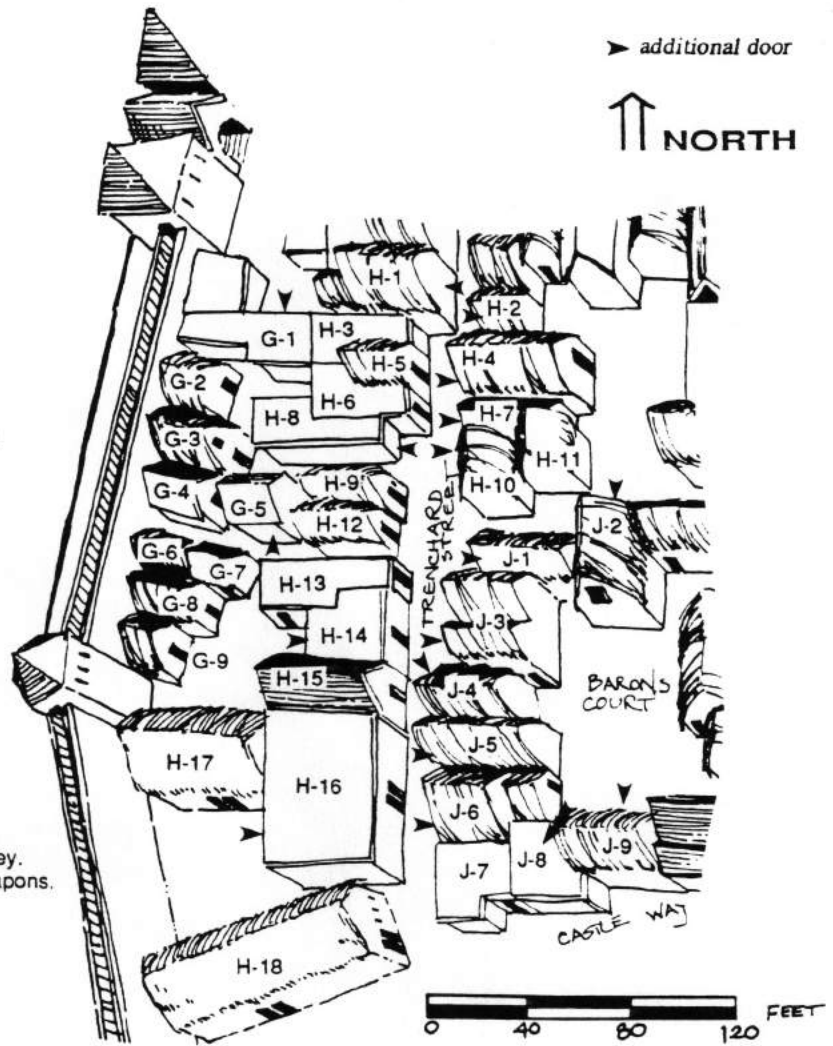
**H-17 CITY ADMINISTRATIVE OFFICES**. These offices are described separately near the end of this book.

**H-18 BARRACKS**, City Guard. Fifty men-at-arms are housed here under the command of Sergeant Holden Kailor, a good-natured veteran. Most guardsmen in the city try for assignment to this barracks.

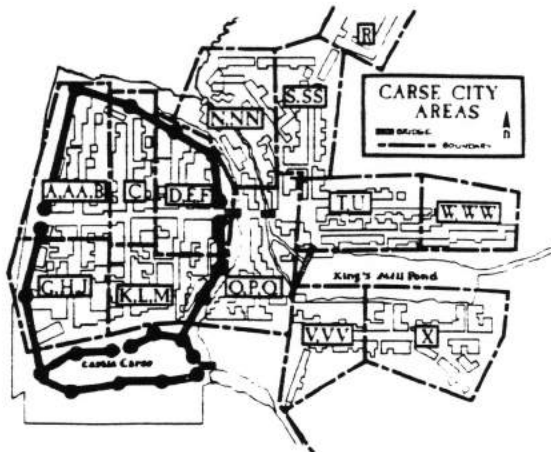
# Section G, H, J

section	prosperity
G	poor
H	merchant
J	wealthy

- G-1 COBBLER, sign of a Boot.
- G-2 RESIDENCE, Fisherman.
- G-3 RESIDENCE, Fisherman.
- G-4 RESIDENCE, Fisherman.
- G-5 RESIDENCE, Navigator.
- G-6 RESIDENCE, Fisherman.
- G-7 RESIDENCE, Fisherman.
- G-8 RESIDENCE, Fisherman.
- G-9 RESIDENCE, Fisherman.
  
- H-1 WEAVER, Jodan's Loom.
- H-2 FORTUNETELLER, The Smoky Veil.
- H-3 BIRD TRAINER, Roland Tweedy.
- H-4 VETERINARIAN, sign of a Lame Horse.
- H-5 Empty.
- H-6 ARTIST/SCULPTOR, no sign.
- H-7 PHYSICIAN, sign of a Broken Jaw.
- H-8 SHIPPERS, Boker and Wemble.
- H-9 MUSICAL INSTRUMENTS, Harp's Music.
- H-10 BARBER, Razor's Edge.
- H-11 Empty.
- H-12 BUTCHER, Fergus' Meats.
- H-13 PUBLIC BATHS, Beth's Baths II.
- H-14 TAVERN, Algenon's Sign of the Swinging Gate.
- H-15 PRIVATE PUB, The Bar.
- H-16 JAIL.
- H-17 CITY ADMINISTRATIVE OFFICES.
- H-18 BARRACKS.
  
- J-1 CHANDLER, sign of a Gilded Anchor.
- J-2 STABLE, no sign.
- J-3 OUTFITTERS, The Journey.
- J-4 ALCHEMIST, Perlan's Potions.
- J-5 JEWELER, The Emerald Sea.
- J-6 BROTHEL, sign of the Letter M.
- J-7 SHIPBUILDING OFFICES, sign of a Galley.
- J-8 WEAPONS MAKER, Giarn's Special Weapons.
- J-9 RESIDENCE, Ship Captain.



**PASSAGE:** movement is possible completely around H-9/12 and around G5, making them islands — the courtyard stops at H-17 or G-1 or the wall; between H-11 and J-2 and exiting between K-5 and L-2; and between H-16 and H-18. Entrance to the Baron's court is between L-2 and L-3 or L-3 and L-4.



**DID YOU KNOW...** that adventurers and other treasure-seekers find a complete selection of gear and provisions necessary to their trade in the City of Carse? — City of Carse Merchants Association.

**J-1 CHANDLER**, Sign of the Gilded Anchor. The finest outfitter of ships in city, Richard the Chandler is known more for his exclusive clientele than for business volume. His terms are expensive and idiosyncratic, which can mean fanciful silken sails and gilded brightwork.

**J-2 STABLE**, no sign. The proprietor, Joshua Deloris, does an almost exclusive business with the Jason Arms (L-3), owned by Jason his brother, who also owns the stable. It occasionally has room for new customers and has only first rate service, which the prices reflect. Joshua is also the brother of Jubal the Interpreter (K-8). (Daily Level: special.)

**J-3 OUTFITTERS**, The Journey. Owned by Mandor, a heavy-set, good-looking man with thinning hair, this shop provides everything needed for expeditions except magic and animals. The staff is three women and three men. Price is 10% over normal value or price, and Mandor will not bargain, but he may accept lengthy terms.

**J-4 ALCHEMIST**, Perlan's Potions. Perlan is a short, heavy man with bright red hair and green eyes. He has potions for anything you can name and there is a 75% chance than a particular one works. His inventory includes love potions, anti-love potions, healing potions, vigor potions, hair tonic, weight loss potions, etc. If asked for magic potions, his answer is, "All my potions are magic for what ails you." He does carry some magic (20% chance per day of having the magic potion requested). He asks top prices for magic.

**J-5 JEWELER**, The Emerald Sea. Operated by the master jeweler/goldsmith Brin, an older man with grey eyes and white hair, this shop specializes in jewelry symbolizing the sea. It is the best in town. He has few pieces on display as he mostly does custom work (which is in high demand). Appraisal work costs 5% of value and he seldom buys a piece unless its history is satisfactorily explained. He is difficult to get along with and is quite arrogant, but gets away with it because of the quality of his work.

**J-6 BROTHEL**, An ornate letter M is the only sign outside this opulent establishment, Margala's — the most luxurious and expensive brothel in the city. Any pleasure sought can be found here. Margala has several handsome young men for rich ladies seeking diversion. Order is maintained by a few well-trained attendants, as well as by close screening. She pays regularly to the Thieves Guild to insure that her clients are not bothered while in her establishment. She employs only the most beautiful women and men, and always seeks new additions, whom she pays well.

**J-7 SHIPBUILDERS**, The Sign of the Galley. Einar's Shipbuilders is operated by Borghild, widow of the late Einar. She is a slim, blonde-haired woman, and will arrange to build galleys, war galleys, and round ships for prices of 10,000 gold pieces and up. Though her dead husband was anti-Sharwen, she is a secret member of that organization and has never re-married. She has one daughter, Yrsa, age nine, who is being groomed for a high place in the Sharwen's matriarchy.

**J-8 WEAPONS MAKER**, Glarn's Special Weapons. Glarn is tall and slim, and lost his left arm in battle. There is a 95% chance that he has a particular non-magic weapon in stock, or that he can make something to order. Top prices and top quality. Glarn is an ex-fighter, level 12 or 120-135%.

**J-9 RESIDENCE**, Ship Captain. Alaric Amber, the richest ship's captain in the city is also the owner of *The Raven*, a fast merchantman which some say bears an uncanny resemblance to a privateer. His daring has gained him enough wealth that his interest is more in adventuring than in trading. He will often offer his services and ship for a percentage if an enterprise sounds promising enough. There is a 30% chance that he is at sea, as his houseman, Crossley, will inform any who call. Alaric

is a fighter, level 3 or 30-45%, +1 to hit due to dexterity. He uses a cutlass, but his cunning and daring yield much more success than his sword-wielding.

## Section K, L, M

**K-1 SIGNPAINTER**, Sign of the Letter P. Peter Dauber does good to excellent quality work for fair prices, and is usually busy. He can sometimes squeeze in a quick job in return for something extra.

**K-2 COBBLER**, Sign of the Bull's Hide. Sarnock and his wife, Elta, run an average trade in boots and leather goods, providing normal quality goods at reasonable prices. Prizing a reputation as a storyteller, he bores his customers with tales of his valor in the old Baron's (Baron Bogardis' father) last war.

**K-3 SHIPBUILDER**, Sign of the Full Sail. Hector Deloris, cousin to Jason Deloris (L-3), Hector is known for his radical designs and ideas. He has so far been able to build one innovative ship, Captain Alaric Amber's *The Raven*, (J-9), which has proven a worthy vessel. His ships have been of normal design and excellent workmanship.

**K-4 MAGICIANS' GUILD**, no sign. A simple building houses the local magicians' guild, a meeting place for all those in and around Carse who practice the magical arts. Occasionally someone in need of magical assistance may come here looking for a magician who might willingly hire out for a job, though this is rare. Membership requires the sponsorship of two existing members, and yearly dues of 10 gold pieces. Members are expected to guard guild secrets and lore with their lives. Most members are priests and sorcerers, though a few shamans, witches, etc., belong. Some notable members of the guild follow.

*Zelhile the Mighty*, Guildmaster. Tall, with a thick grey beard and dark eyes, Zelhile is ambitious, reaching his office more by political bargaining than magical talent. A level 5 or 50-65% mage, Zelhile carries a Wand of Spell Storing which holds three spells of any type, placed therein by the caster. A spell so-stored may be cast only once from the wand, though spells may be reloaded as needed.

*Thormord the Tall*, Guild Recorder. Doubling as scribe, Thormord, a tall, lean man, is possibly the most gifted talent in the guild, though his cautious nature prevents him from experimenting as do many other members. He is extremely lawful in his conduct. Thormord, level 7 or 70-85% priest, has a Ring of Mind-Reading, which permits the user to read the surface thoughts of anyone whose skin he is touching. Thormord also wears a Ring of Human Control, permitting the wearer to completely dominate any human whose skin he is touching. With either ring, when contact is lost, the effect is lost.

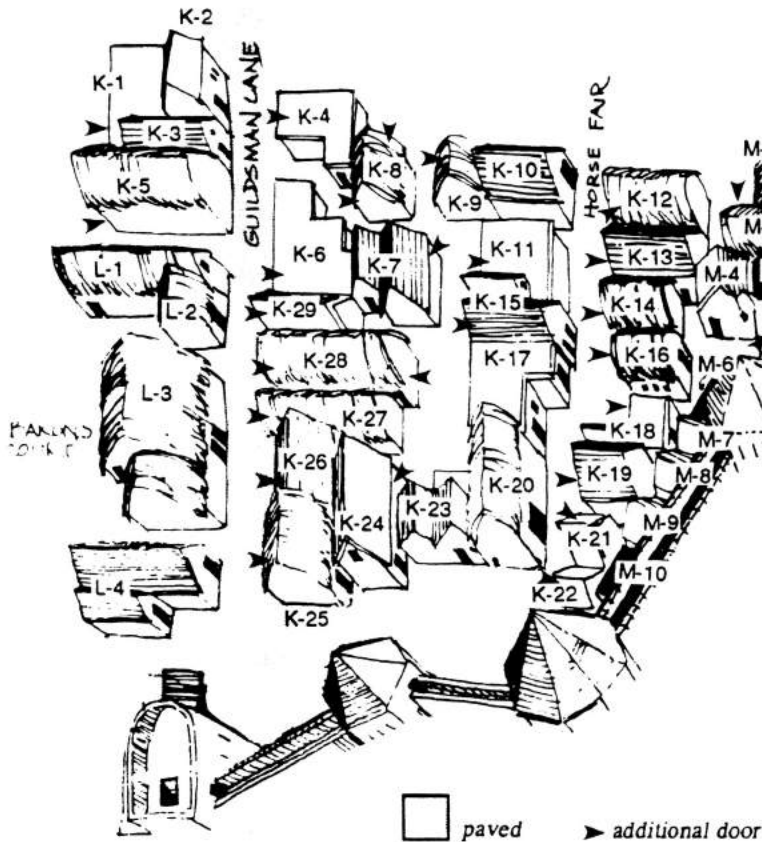
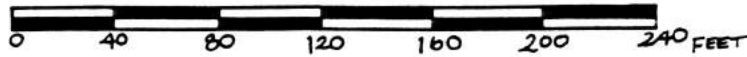
*Zangor of Kesh*, Guild Historian. From a far land. Zangor the sorcerer has nevertheless found a home in the guild. He is most anxious to unearth any lost lore, and collects ancient volumes of magic. Zangor, level 5 or 50-65%, carries a Wand of Monster Control, permitting the user to attempt a Control spell against any creature which has tasted human flesh. He also wears a Ring of Languages, which lets the wearer read any living human language.

*Hogeth Greyeye*. A one-eyed shaman, Greyeye is a quiet sort who sought guild membership to explore ancient shamanistic lore from other lands. He spends a great deal of his time with Zangor. Hogeth is of the Bobcat totem. He is level 5 or 50-65%, and without magical artifacts.

*Martan the Stout*. A short, fat mage, Martan is given to wild experiments which have put him on probation with the guild as he has regularly damaged their facilities. He can often be seen

# Section K, L, M

section	prosperity
K	merchant
L	wealthy
M	poor

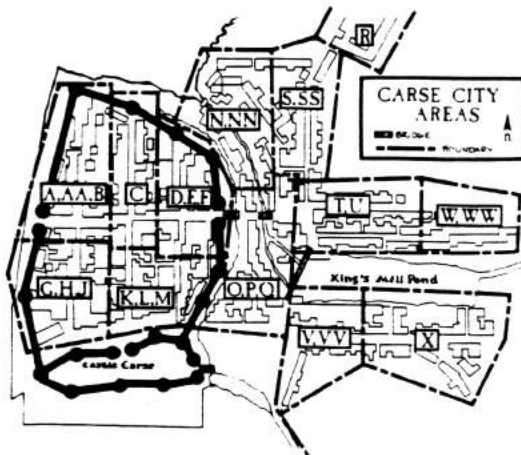


**PASSAGE:** movement is possible between K-7 and K-8; between K-9/10 and K-11; between K-12 and E-15, stopping at M-4 or F-2; between K-22 and M-10 and M-5 and M-6, making an island of M-6 through M-10; and between L-2 and L-3.

- K-1 SIGNPAINTER, sign of a Letter P.
- K-2 COBBLER, sign of a Bull's Hide.
- K-3 SHIPBUILDER, sign of a Full Sail.
- K-4 MAGICIAN'S GUILD, no sign.
- K-5 SEAMAN'S GUILD, no sign.
- K-6 SHIPPER, Wilanset and Mumms.
- K-7 RESIDENCE, Steersman.
- K-8 INTERPRETER, no sign.
- K-9 MONEYLENDER, Lambert and Gross.
- K-10 POTTER, Begjam Huld.
- K-11 STABLE, no sign.
- K-12 RESIDENCE, Government Worker.
- K-13 RESIDENCE, Government Worker.
- K-14 RESIDENCE, Government Worker.
- K-15 MILLER, sign of a Barleycorn.
- K-16 LAMPS AND CANDLES, Beltoni and Sons.
- K-17 PUBLIC BATH, The Dusty Road.
- K-18 RESIDENCE, Government Worker.
- K-19 RESIDENCE, Government Worker.
- K-20 STABLE, sign of a Tired Donkey.
- K-21 Empty.
- K-22 RESIDENCE, Government Worker.
- K-23 RESIDENCE, Government worker.
- K-24 WAREHOUSE
- K-25 SHIPPER, Quality Shippers.
- K-26 OUTFITTER, High Adventure Outfitters.
- K-27 CRAFTS GUILD, no sign.
- K-28 CARPENTER, sign of a Straightedge.
- K-29 WARRIORS' GUILD, no sign.

- L-1 BIOLOGIST, no sign.
  - L-2 ARMORER, Haimish's Fine Armor.
  - L-3 INN, Jason's Arms.
  - L-4 BAKERY, Raksha's Delights.
- 
- M-1 ENGINEER, Rigven Troon.
  - M-2 BARRACKS.
  - M-3 INN, The Sword and Cup.
  - M-4 MONEYLENDER, sign of an Open Purse.
  - M-5 BARRELMAKER, no sign.
  - M-6 RESIDENCE, Laborer.
  - M-7 BOARDINGHOUSE, Mother Ursa's.
  - M-8 RESIDENCE, Laborer.
  - M-9 RESIDENCE, Laborer.
  - M-10 RESIDENCE, Retired Crafts Guild Clerk.

**DID YOU KNOW...** that the largest fleet in the world (currently owned by the Emperor of China) could anchor within the Bay of Carse? — Carse Crafts Guild Advisory Council.



visiting his friend Malabar the Alchemist (B-3) Martan, a level 4 or 40-55% magician, owns an Amulet of Teleportation, permitting him to teleport at will to any spot within his line of sight.

**Wilona the Fair.** A beautiful woman (her charisma or appearance is 18) of unknown age, she practices arts mostly aimed at gaining wealth, such as potions of youth, rings to control lovers, etc. Many in the guild feel her work is not in keeping with the spirit of the guild, but she keeps her membership by being Thormord's lover. She is a shaman, belonging to the Cobra totem. Wilona, level 9 or 90-105%, has a magic robe which gives protection equivalent to plate armor. She also has a Ring of Protection from Magic, which renders her immune to any spell which directly subverts her mind or emotions, such as a fear spell, a control spell, a madness spell, and so on. She also wears a magical dagger which adds 3 to damage.

**Callistro.** Wispy, with blond hair and an absurd goatee, he affects blue and lavender robes. His voice is loud and screeching. He enjoys expounding the beauties of magic, but does so with a cruel and authoritarian tone. He has founded a new organization, the Brotherhood of Dalshra, named after an ancient mage persecuted when magicians were not accepted by society. The Brotherhood aims at supremacy of power in Carse, preferably without the Baron. Callistro, level 7 or 70-85%, has a Brooch of Invisibility when renders him invisible to normal (though not magical) sight.

**Hogor the Lame,** level 3 or 30-45% sorcerer, also belongs to the Brotherhood of Dalshra.

**Zantac,** level 5 or 50-65% magician, belongs to the Brotherhood as well.

**Aimee the Shaman,** level 6 or 60-75%, is a gorgeous woman with dark hair and eyes, well versed in magic healing.

**K-5 SEAMEN'S GUILD,** no sign. A hiring hall for sailors, it provides poor food and lodging for members. Captains come here to collect crews when not getting them from the Golden Lion (B-9). Supervising the hall is Salty Leofric, a former bosun's mate, level 4 or 40-55% who is +2 with the billy and sap.

**K-6 SHIPPER,** Wilanset and Mumms, Freight. Harmon Wilanset is sole owner since the death of his partner (Grigor Mumms) and guarantees safe delivery anywhere for the right price. They handle all details.

**K-7 RESIDENCE,** Steersman. Jurgen Tromb is an average journeyman steersman.

**K-8 INTERPRETER,** no sign. Jubal Deloris, brother to Jason (L-3) and Joshua (J-2), is a fine interpreter who works mostly at his brother's inn, the Jason Arms (L-3), working with important foreign guests.

**K-9 MONEYLENDER,** Lambert and Gross. First-rate operation with usually wealthy clients. Lambert and Gross only loan amounts of 1000 gold pieces or more. Their usual rate is 10% per month on the total outstanding balance. They will guarantee safekeeping of private funds for 5% per month of the balance held. Their guard is Big Jimmy and during the day there is between 10,000-30,000 gold pieces hidden in the cash box. A fighter, Big Jimmy is level 3 or 30-45%.

**K-10 POTTER,** Begjam Huld, Potter. Good to fine pottery available at -5% price.

**K-11 STABLE,** no sign. Mostly serves guests at the Bear's Claw inn (E-4), but has room for non-guest mounts. Redan Loggi, proprietor, and his daughter, Purity, operate the stable. (Daily Level: above average.)

**K-12 RESIDENCE,** Civil Worker.

**K-13 RESIDENCE,** Civil Worker, Heldon Summs. An accountant at City Administration building, Summs also spies for the Thieves Guild.

**K-14 RESIDENCE,** Civil Worker, Polly Watt.

**K-15 MILLER,** Sign of the Barleycorn. Owned by Destry Owne, this mill has the only mule-driven grinding stone in the city, allowing it to function within the city walls.

**K-16 LAMP AND CANDLES,** Beltoni and Sons. A prospering shop catering to a number of well-to-do families as well as the walk-in trade, Eugeno Beltoni and his sons, Ernest and Galileo, are currently looking for new investments. They have frequent business dealings with Siphon the Tanner (O-2).

**K-17 PUBLIC BATH,** The Dusty Road. Luxurious baths are complemented by the finest in refreshments, and companionship is available on request. Public, group and private bathing facilities are available and each patron is supplied with one or more attractive, helpful, quiet, and unobtrusive personal servants. This establishment is a favorite of caravanning merchants. The hostess is Halaquor de Sandoval, a middle-aged, very good looking businesswoman. She guarantees that anything heard within the walls will go no further and as a result a large amount of business is conducted here. Prices are quite high and depend on services requested.

**K-18 RESIDENCE,** Civil Worker.

**K-19 RESIDENCE,** Civil Worker. Milder Constellor is a civil engineer who has responsibility for city drawbridges and catapults. He belongs to the Iron Fist.

**K-20 STABLE,** Sign of the Tired Donkey. Garwin the Stabler, owner. A public stable of modest accommodations. (Daily Level: normal.)

**K-21 Empty.**

**K-22 RESIDENCE,** Civil Worker.

**K-23 RESIDENCE,** Civil Worker.

**K-24 Warehouse,** used by K-25.

**K-25 SHIPPER,** Quality Shippers. Nurmen Sarcovia (cousin to Greely Sarcovia) and Blasco the Harbormaster (B-2) own this profitable little enterprise which specializes in high-volume shipping of unusual goods. He guarantees high profits for the adventurous investor.

**K-26 OUTFITTER,** High Adventure Outfitters. Herman Drivil is owner of this average quality outfitting shop. He is quick to inform customers that his are the finest goods available in Carse, which is not the case. His inattention to his trade is such that he occasionally lets high quality and even magical (4% chance) be sold without proper markup.

**K-27 CRAFTS GUILD,** no sign. A guild established to settle problems among guild members as well as to act on behalf of all craftspeople in Carse in dealing with the Baron and other city functionaries. Prominent guild members include the following.

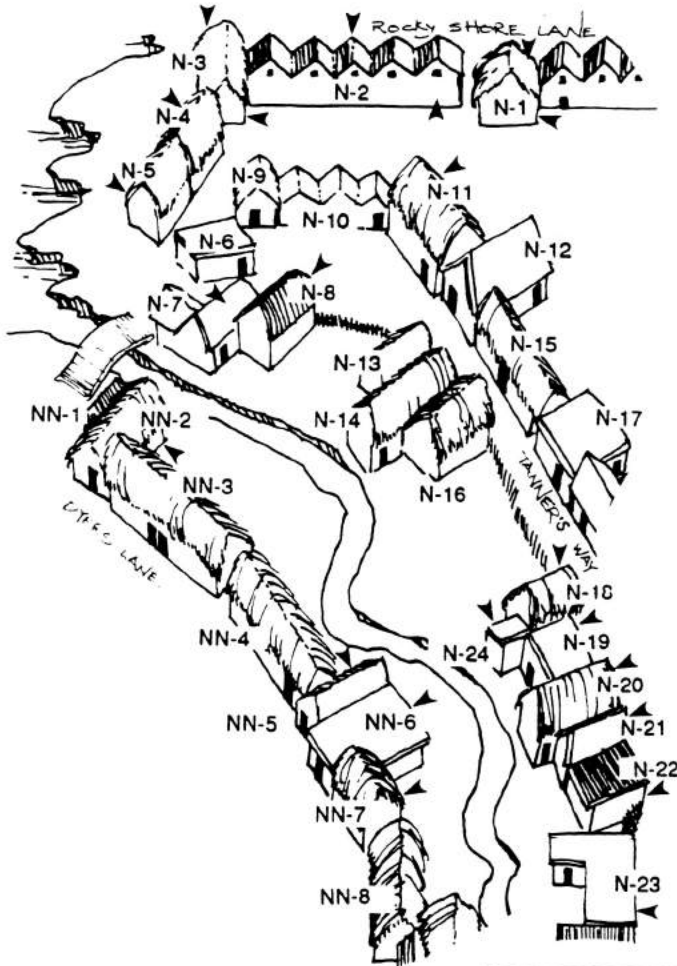
**Grask Tingleff,** Guildmaster. While the other members of the Guild Council are elected every year, the position of Guildmaster is permanent. Grask is a former trader of high repute and he is responsible for settling in the guild court all disputes which arise between guild members.

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

**Hijaca Gudsel,** Membership Chairman. Among other functions, he oversees dues collection and the screening of new members.

# Section N, NN

section	prosperity
N	poor
NN	merchant



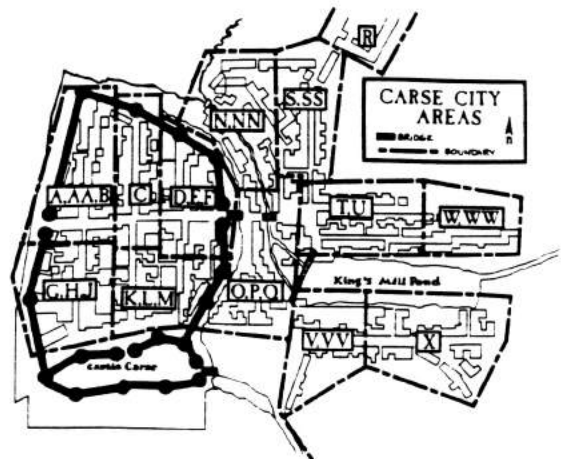
- N-1 WAREHOUSE.
- N-2 WAREHOUSE.
- N-3 RESIDENCE, Guardsman.
- N-4 WAREHOUSE
- N-5 WAREHOUSE.
- N-6 SHIPPER, sign of a Loaded Wagon.
- N-7 TANNER, Troon's Tannery.
- N-8 BUTCHER, The Gourmet's Table.
- N-9 Empty.
- N-10 WAREHOUSE.
- N-11 INN, The Sword and Crown.
- N-12 WAREHOUSE.
- N-13 DYER, sign of a Brimming Vat.
- N-14 BRICKMAKER, sign of a Trowel.
- N-15 WAREHOUSE.
- N-16 TANNER, sign of an Oxhide Shield.
- N-17 STONECUTTER, sign of a Plumb Bob.
- N-18 DISTILLER, sign of a Flask.
- N-19 PERFUMER, sign of a White Lily.
- N-20 TANNER, Hides Cured & Uncured.
- N-21 FISHMONGER, Trask and Sons.
- N-22 TANNER, Shugat's Tannery.
- N-23 BLACKSMITH, sign of a Forge and Anvil.
- N-24 Empty.
  
- NN-1 DYER, sign of a Blue Ox.
- NN-2 FULLER, sign of a Woolly Sheep.
- NN-3 WAREHOUSE.
- NN-4 BREWER, sign of a Bottle.
- NN-5 BRICKMAKER, no sign.
- NN-6 FULLER, Brendan Kosh the Fuller.
- NN-7 PAPER/INK MAKER, sign of a Quill.
- NN-8 DYER, sign of a Rainbow.

▶ additional door



*PASSAGE: movement is possible between N-22 and N-23; between NN-3 and NN-4; and between NN-7 and NN-8.*

**DID YOU KNOW...** that over 2000 firkins of wine and 10,000 barrels of ale and beer were shipped from Carse in the last fiscal year? — Carse Ambrosia Society.



**K-28 CARPENTER**, The Sign of the Straightedge. Argus the Sawyer is considered of the city's better carpenters, specializing in large projects, mostly buildings and barns. His prices are slightly high, but his work is backed by twenty years of experience.

**K-29 WARRIORS' GUILD**, no sign. Iron Man Marsten is the Guildmaster and Crusher Briggs is the sergeant-at-arms. Both are members of the Iron Fist. The building is a flop house and hiring hall for fighting men. For .1 gold piece, any warrior can find a bed each night. Poor but filling food is available at an additional .1 gold piece per night. Each fighter is expected to pay .5 gold piece for each job obtained through the guild. In time of emergency, the Guild becomes an auxiliary of the city's army. Iron Man Marsten has a bitter rivalry with Dewar the Wake's security service (E-9), and will not send men to his office.

*Iron Man Marsten* is level 20 or 200-215%, +2 for Strength and Constitution to hit and damage, +2 for chain armor, and +2 with all swords.

*Crusher Briggs* is level 12 or 120-135%, wears scale armor, is +2 to hit for Strength, wears an iron glove which does 1D6 additional damage, and carries a broadsword.

**L-1 BIOLOGIST**, no sign. Reginal Bovida, having made a killing in the stock breeding trade in his youth, Reginal now devotes himself to experimenting with biological oddities. Some of his more exotic finds end up in the collections of rich nobles and, occasionally, the Baron's zoo. He pays highly for strange and rare creatures brought to him. Occasionally some of his strange creatures find their way to The Gourmet's Table (N-8).

**L-2 ARMORER**, Haimish's Fine Armor. Bald, blue-eyed, with poor eyesight, Haimish is the best armorer in the city. His wares sell at 30% above normal, but are guaranteed if returned by original purchaser. His past is vague; some say he is a wizard. Frequently he has magic weapons but never advertises the fact.

**L-3 INN**, Jason's Arms (superb food and lodging). Jason Deloris, brother to Joshua the Stabler (J-2) and Jubal the Interpreter (K-8), is the owner of the finest hotel in the city. Service is excellent, with each room having a bell pull which summons a servant within moments. Meals are prepared by Chef Irgnatz, who has turned down an offer to cook for the Baron (the Baron required 50,000 gold pieces to forget his irritation). Rooms cost between 50-100 gold pieces per night, including 2 meals (drinks extra). Wine starts at 5 gold pieces a bottle, and quickly rises in price. Guests can have their clothing cleaned overnight at .5 to 1 gold piece per garment, and there is a 10-gold-piece surcharge for room service, though coffee is free in the morning. Stabling in Joshua's stable (J-2) is 10 gold pieces, and includes fodder, grooming, and necessary tack repair and cleaning. The watchmen and city guards receive substantial gifts each year to deal harshly with any rowdiness. It is common for citizens of Carse to save for years for a special dinner at Jason's.

**L-4 BAKERY**, Raksha's Delights. Best baked goods in town, specializing in pastries and sculptured sugar centerpieces for the wealthy. Raksha is a heavy jovial woman with gray hair and green eyes who is always wearing a white apron. Her ever-present rolling pin is used to point out the specialties or rap knuckles when appropriate. She is a Sharwen, and the younger sister of Borghild the Shipbuilder (J-7), although few know of the relationship. She occasionally tries to recruit likely-looking female characters (fair, with green, blue, or gray eyes).

**M-1 ENGINEER**, Rigven Troon. Black sheep of the Troon clan, and disowned by his family for an ill-fated construction project in which over a hundred persons died (and, more

importantly, the Troons lost a fortune), Rigven scrapes by, doing small designs for local poor-quarter merchants. A pitiful sight, on holidays he can be seen standing outside his family's home, waiting for a hot meal to be passed out to him by the servants.

**M-2 BARRACKS**, City Guard. The barracks near the east gate and in the poor quarter, where things are always happening. This company of fifty men is under the command of Lieutenant Angus the Bore, who is given to long, loud speeches before his men, who fight like demons to stay awake. The true brains of this company reside in Sergeant Armand the Prior, so-nicknamed for his lack of piety. The sergeant has developed to a high art an ability to circumvent Lt. Angus' more ridiculous instructions.

**M-3 INN**, The Sword and Cup (bad lodging, average food). Herdon Ganzon is the retired soldier running this respectable inn for the poor traveler. Order is insured by Herdon's still awesome skill at arms and by his two sons, Greg and Van, who take after their father. Herdon, level 9 or 90-105% fighter, is +3 to hit and +2 damage due to Strength and Dexterity, and -2 to opponent's hit, and -1 to opponent's damage. Greg and Van, level 3 or 30-45%, are both +2 to hit and damage.

**M-4 MONEYLENDER**, Sign of the Open Purse. Murance the Moneylender provides small loans (under 500 gold pieces) to local businessmen at the rate of 15% per month on the unpaid balance. His bodyguard is Osibo the Strong, level 4 or 40-55%, who uses a broadsword and shield and wears leather.

**M-5 BARRELMAKER**, no sign. Favel the Barrelwright makes less than average quality barrels, but does well as he is a friend of Lieutenant Angus (M-2) and manages to get most of the military orders in the city.

**M-6 RESIDENCE**, Laborer.

**M-7 BOARDINGHOUSE**, Mother Ursa's Boarding House. See the separate Thieves Guild entry at the back of this book for more information about this dangerous place.

**M-8 RESIDENCE**, Three Poor Journeymen.

**M-9 RESIDENCE**, Three Young Widows.

**M-10 RESIDENCE**, Welten Schmerr. A retired Crafts Guild clerk, Welten is in actuality the Upright Man (see Thieves Guild). Under an assumed name, Weldon Schmee, he maintains a permanent room at the Jason's Arms (L-3).

## Section N, NN

**N-1 Warehouse**, used by E-10.

**N-2 Warehouse**, used by N-6 and K-25.

**N-3 RESIDENCE**, Guardsman. Home of Lieutenant Angus (M-2).

**N-4 Warehouse**, used by K-26 and X-1.

**N-5 Warehouse**, used by W-13.

**N-6 SHIPPER**, Sign of the Loaded Wagon. Harkness Bildago, a solidly built ex-cleric operates this freight business. He primarily arranges for local shipping of goods from outlying farms, as well as delivery from the caravanserai (W-8) to businesses in the city.

**N-7 TANNER**, Troon's Tannery. Owned collectively by the Troon family, this business is operated by Lucas the Tanner, and provides fair goods, especially cowhide, at fair prices.

**N-8 BUTCHER**, The Gourmet's Table. This shop, owned by Marc the Cleaver, specializes in exotic cuts. Besides the usual



fare. there is always something for those with an adventurous pallet. Items commonly found are flank of bear, giant serpent ribs, breast of griffin, tongue of ant eater, monkey brains, and hams of all sorts. Some special items come from the laboratory of Regina Bovida, the Biologist (L-1).

#### **N-9 Empty.**

**N-10 Warehouse**, used by U-1.

**N-11 INN**, The Sword and Crown (average lodging, average food) Owned by Longrin Delacort, this tavern caters to both the working man and those seeking boisterous entertainment without risking life and limb. Order is maintained by six efficient bouncers and Longrin himself. Dancers, singers, jugglers, arm-wrestling, and dagger-throwing contests are regular features. Food and rooms are average in price and quality. Longrin is level 4 or 40-55%, has a magic broadsword adding +3 to damage, and wears chain mail under his tunic. The bouncers are level 3 or 30-45%, all equipped with shortsword, dagger, and shield.

#### **N-12 WAREHOUSE.**

**N-13 DYER**, The Sign of the Brimming Vat. Tobias Cole owns the largest dyeing establishment in the city. He is set up for large orders, such as sails, table tablecloths for taverns by the lot, gross lots of tunics from tailors, etc. He accepts small orders only if they can be combined with larger ones, which he does cheaply. Many poorer residents of town utilize this bargain though it often results in some oddly-colored clothing.

**N-14 BRICKMAKER**, Sign of the Trowel. Hasgood Merkle, brother to Osgood (N-15), manufactures and builds with high quality bricks, at -5% price to value.

**N-15 WAREHOUSE**, Leather. Osgood Merkle, brother to Hasgood (N-14), stores leather goods only. He has taken great pains to insure his warehouse is free of excess moisture and vermin which might damage leather. Highly priced, but utilized by some of the better tanners in the city.

**N-16 TANNER**, Sign of the Oxhide Shield. Fargood Merkle, son of Osgood (N-15) and nephew to Hasgood (N-14), provides high-quality heavy leather, used primarily for leather armor and shields. He laminates thick hides better than anyone in Carse.

**N-17 STONECUTTER**, Sign of the Plumb Bob. Jogan Trell is a journeyman stonemason recently embarked on running his own shop. His work is fair as are his prices.

**N-18 DISTILLER**, Sign of the Flask. Cwar Balamark, brother of Hurd the Miller (P-3) and Rogan the Tailor (T-18), is the only producer of brandy in the city and gets a high price even for the poorer-quality products. His best is reserved for the nobility and the Jason's Arms (L-3). Prices begin at 3 gold pieces per bottle. Other distillation by contract.

**N-19 PERFUMER**, Sign of the White Lily. Brandon the Courteous provides average wares at reasonable prices. His goods run to natural scents, such as sandalwood, jasmine, lilac, etc.

**N-20 TANNER**, Hides Cured & Uncured. The strong odor of decaying carcasses in and about this shop has led the neighboring businessmen to attempt to put Slimy Jim, the owner, out of business. While legal proceedings drag on, occasional mercenaries, hired by 'nameless' individuals, pay visits to Jim. Slimy Jim (level 4 or 40-55%) carries a billy club in belt and has a loaded crossbow behind the counter.

**N-21 FISHMONGER**, Trask and Sons. Edward Trask and his sons, Ethan and Little Timmy, sell a good catch, though Little Timmy, who seethes with biological curiosity, constantly cuts up wares to see how they're put together.

**N-22 TANNER**, Shugat's Tannery. An average tannery, Shugat provides workable hides for clothing, boots, fastenings, etc.

**N-23 SMITH**, Sign of the Forge and Anvil. Humar the Brawny works primarily for the other merchants in the area, fixing machinery and equipment which breaks down, as well as fabricating parts to order. He is usually too busy to shoe horses or repair tack and will often refer customers to Straygoth the Farrier (T-29). For weapons work, he refers to Obediah the Smith (E-13).

#### **N-24 Empty.**

**NN-1 DYER**, Sign of the Blue Ox. Portian Krelgan specializes in dyeing leather, and obtains spectacular results upon occasion, but his technique is hit or miss. Bargains can be found for those willing to risk their leather goods. (There is a 25% chance that Portian produces off-color goods, and a 5% chance that he ruins the goods.)

**NN-2 FULLER**, Sign of the Woolly Sheep. Vynar Salve, brother to Milor the Barber (D-16) and Tilloch the Potter (O-6), specializes in fulling wool — the cleaning, shrinking, and thickening of such cloth by means of heat, moisture, and pressure.

**NN-3 WAREHOUSE**, Fabric, no sign. Borin Threll owns this well-kept warehouse, caring for better to excellent goods. He insures against damage occurring while fabrics are in his care.

**NN-4 BREWER**, Sign of the Bottle. Alwyne Strong brews beer and ale worthy of his name. His goods are popular on the docks and in inns serving working men. Prices are average, but discounts are available for large purchases (10 kegs or more). His motto: *If it isn't Strong, it isn't ale.*

**NN-5 BRICKMAKER**, no sign. Sandon Strew make serviceable bricks at fair prices. He is always looking for journeymen, as he pays poorly.

**NN-6 FULLER**, Brendan Kosh the Fuller. Brendan specializes in cottons and linen, and produces a good product.

**NN-7 PAPER/INK MAKER**, Sign of the Quill. Sergin Josco makes especially good-quality paper, using a secret formula. He can produce unusual colors and textures. He and his lovely daughter Rylla will quickly provide paper from stock or by special order (1-4 weeks). Inks of every color are also available, though the unusual ones will be expensive.

**NN-8 DYER**, Sign of the Rainbow. Hull the Stout is unquestionably the best dyer of fabrics in the area. His colors are bright and even. His blacks are inky dark and even. To insure quality, he uses a limited selection of colors. For unusual colors he refers customers to his brother Hull the Slim (O-1).

## **Section O, P, Q**

**O-1 DYER**, Sign of the Red Tunic. Hull the Slim is an adventurous dyer who constantly experiments with colors, sometimes achieving surprising results. He will attempt any task, but cautions customers to the risk. For those seeking quality with little risk, he recommends his brother Hull the Stout (NN-8).

**O-2 TANNER**, no sign. Silphan, actually a magician, carries all manner of leather goods. He regularly provides Beltoni and Sons (K-16) with tallow. Aided by his extremely ugly wife, Anji, he provides +10% value for +5% price. Silphan (level 4 or 40-55%) has a magic dagger which does +2 damage and a Ring



*Brion Manytongues studies a fascinating scroll.*

of Invisibility which renders him invisible to normal (though not magical) sight.

**O-3 Empty.**

**O-4 BARRELMAKER**, Sign of the Iron Band. Shurtoc the Short, makes quality barrels at +5% to price. He uses only top-quality woods and high-grade iron.

**O-5 Empty.**

**O-6 POTTER**, Sign of the Crock. Tilloch Savel, brother to Milo the Barber (D-16) and Vyner the Fuller (NN-2). Tilloch's products are well made for the price. In spite of a brisk trade, he barely makes a living, instead taking off to fish with his brother Vyner as often as possible.

**O-7 BUTCHER**, The Sign of the Bull. Specializing in beef, Herbert Stroud provides good quality beef at reasonable prices.

**O-8 CABINETMAKER**, The Sign of the Rasp. Milo Shea makes quality cabinets at +5% prices, and will not cut prices for anyone. He uses only good quality wood and works slowly.

**P-1 VETERINARIAN**, N. Troon. Animal Doctor. One of the ubiquitous Troon clan (son of Digger, cousin to Hawkeye) Norman specializes in exotic animals. He occasionally can be seen "slumming" at Pigot's Pets (Q-17) and has been known to treat some of Mama Grock's employees (Q-3).

**P-2 LEATHERWORKER**, The Sign of the Awl. Redman Young and his wife Laura run this leather shop, specializing in beautifully tooled and lacquered leather goods. Book bindings to soft gloves, elaborate chair backs to simple, elegant boots, can all be had here. Both are of the Old Race and their daughter/apprentice Cassiopeia, is a member of the Sharwen.

**P-3 MILLER**, Sign of the Mill Wheel. Hurd Balamark, brother to Ownar the Distiller (N-18) and Rogan the Tailor (T-18), operates this water-driven mill. He grinds average flour at fair price and measure.

**P-4 LINGUIST**, no sign. Brion Manytongues, is an expert not only in most known human languages, but also in several non-human languages as well. He is often employed by the Baron in dealing with ancient manuscripts or unusual cases involving orcs, dwarves, goblins, or more exotic non-humans. A tall, thin man, with poor hearing but excellent eyesight, he is more interested in his manuscripts than in people, causing occasional problems when the Baron must rely on Manytongues' almost nonexistent tact. He translates manuscripts, maps, etc., for a fee (depending on how soon, how long the translation, difficulty of language, and so forth). If shown a language new to him, or a particularly-interesting manuscript, he may do the work for free.

**P-5 FURRIER**, Sign of the Ermine. Aratal the Gaunt, provides fine furs to all the nobility in Carse. His stock include beaver, bear, mink, fox, seal, and other, more exotic wares. His prices are high; he has no competition in town.

**P-6 RESIDENCE**, Geologist. Harnack Gultavi is a expert geologist who collects gems and rocks. He pays well for unusual items, and also assays minerals for a small fee.

**P-7 POTTER**, Sign of the Turning Wheel. Grandon Savar makes mostly jars and pots, of good quality and fair price. He does brisk business supplying hookas to Stoneman Took (Q-4).

**P-8 JEWELER**, The Golden Way. Stouthbart the Goldsmith. Stouthbart specializes in gold findings, and works with other metals only on commission, judging them unattractive. His wares are finely-crafted and bring top money. He insures against thievery by paying off the Thieves Guild and by having a Magic Mouth in the door to the rear room where his goods are kept, which shouts warnings should anyone enter unannounced.

**P-9 SCRIBE**, Sign of the Scroll. Ranar the Wit is mostly utilized by wealthy clients, and is considered something of a catch for dinners among the well-to-do in the city. He is an orator as well as a scribe and has an unending supply of stories. His work is good; his prices are slightly high.

**P-10 PERFUMER**, Sign of the Rose. Lyla Towne provides only the finest fragrances possible. Her wares cost +10%, but they are sought after by the wealthy and noble ladies of Carse. For those recommended by her better clients, she can add something extra to the scent — an aphrodisiac which costs an extra 100 gold pieces per vial of perfume.

**P-11 ENGINEER**, Thom MacAran, Engineer. Thom, a young, short, fat man with black hair and eyes lives in the merchant quarter with his beautiful wife Millisa. Young Thom, as he is known (his father was Thom before him) is a master bridge-builder and is responsible for the new bridge over the Mill Pond. He will contract to build anything for a price, but the price quoted will rise almost exponentially with the distance from Carse.

**P-12 CARTOGRAPHER**, Sign of the North Star. This small, quietly elegant shop is run by Arra, a tall, thin man who will make a map from your description (guaranteed as accurate as your description) at a moderate, negotiable price. He'll sell you a map for a moderate to high price or send one of his two apprentices (Faren or Sim) with you to make a map at extremely high cost. Part of any transaction is that he keeps a copy of the map.

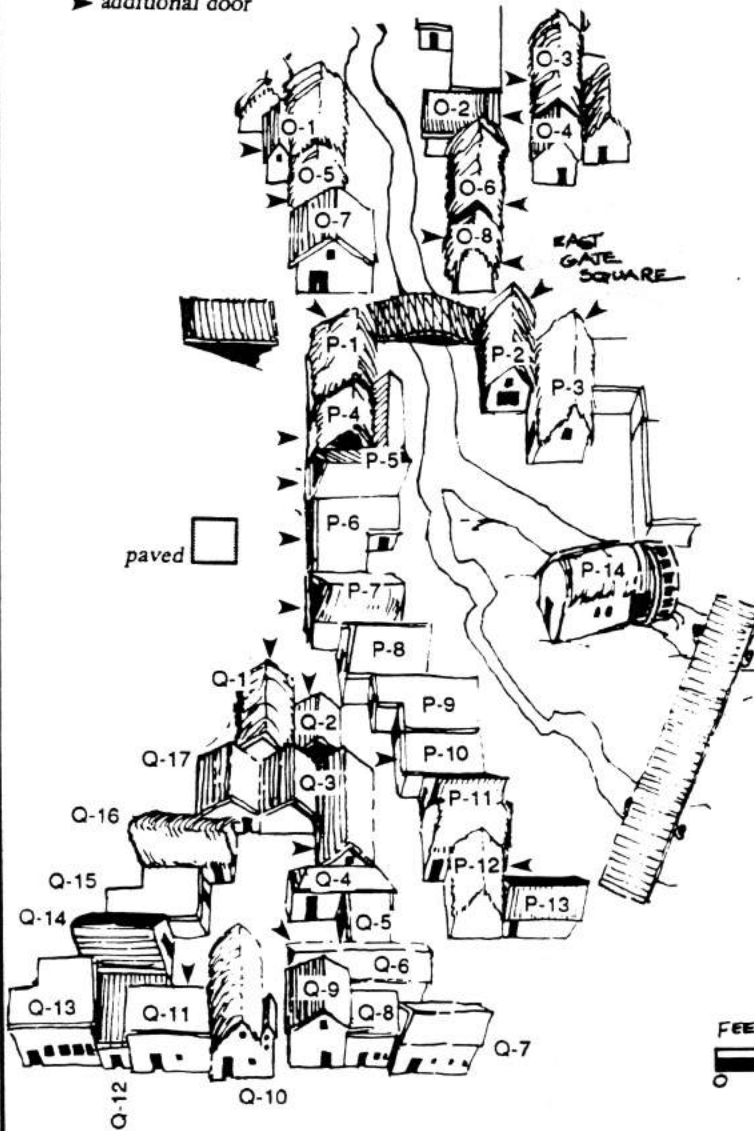
**P-13 SAILMAKER**, Tarstoff of Carse. Tarstoff is a maker of better-quality sails, mostly for pleasure crafts for the wealthy. He can create distinctively-dyed sails of any cloth, including silk.

**P-14 MILLER**, Brage's Mill. The richest miller in the city, Brage supplies the flour for the Baronial household. Brage is a short, heavy man, with a full, dark beard. He has a good head for business and knows how to treat his rich clients. He is active in the Iron Fist and often reminisces about his younger days as a

# Section O, P, Q

section	prosperity
O	merchant
P	wealthy
Q	poor

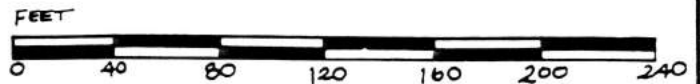
▶ additional door



- O-1 DYER, sign of a Red Tunic.
- O-2 TANNER, no sign.
- O-3 Empty.
- O-4 BARRELMAKER, sign of an Iron Band.
- O-5 Empty.
- O-6 POTTER, sign of a Crock.
- O-7 BUTCHER, sign of a Bull.
- O-8 CABINETMAKER, sign of a Rasp.

- P-1 VETERINARIAN, N. Troon, Animal Doctor.
- P-2 LEATHERWORKER, sign of an Awl.
- P-3 MILLER, sign of a Mill Wheel.
- P-4 LINGUIST, no sign.
- P-5 FURRIER, sign of an Ermine.
- P-6 RESIDENCE, Geologist.
- P-7 POTTER, sign of a Turning Wheel.
- P-8 JEWELER, The Golden Way.
- P-9 SCRIBE, sign of a Scroll.
- P-10 PERFUMER, sign of a Rose.
- P-11 ENGINEER, Thom MacAran, Engineer.
- P-12 CARTOGRAPHER, sign of the North Star.
- P-13 SAILMAKER, Tarstoff of Carse.
- P-14 MILLER, Brage's Mill.

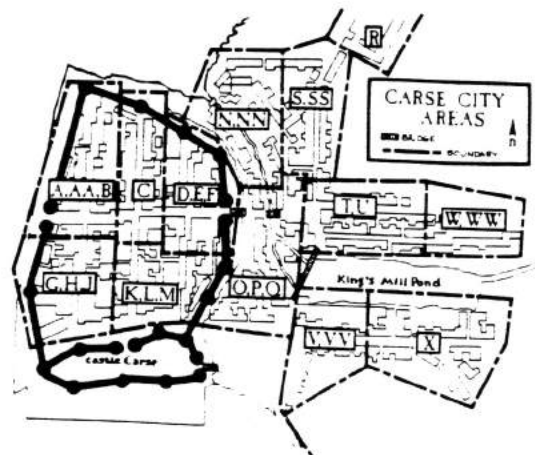
- Q-1 ALE HOUSE, sign of a Double-Bladed Axe.
- Q-2 COPPERSMITH, Melisant's Fine Copper.
- Q-3 BROTHEL, Mama Grock's Whorehouse.
- Q-4 TOBACCONIST, sign of a Smoking Pipe.
- Q-5 LAWYERS, Albright and Albright.
- Q-6 OPIUM DEN, Papa Loo's.
- Q-7 MONEYCHANGER, sign of Balanced Scales.
- Q-8 RESIDENCE, Moneylender.
- Q-9 UNDERWRITER, Quality Assurance Co.
- Q-10 MERCHANT, Herman's Odds and Ends.
- Q-11 ARTIST/SCULPTOR, Graham's Fine Miniatures.
- Q-12 PAWNBROKER, sign of a Brass Monkey.
- Q-13 TAVERN, Ye Bitten Dog.
- Q-14 ALCHEMIST, Rosarita's Palace of Philters, Potions, and Poulitces.
- Q-15 RESTAURANT, The Magic Pan.
- Q-16 MERCHANT, no sign (Magic Shop).
- Q-17 PET STORE, Pigot's Pets.



THE MARKET

↑ NORTH

DID YOU KNOW... that the recent improvements to the Eagle Gate make Castle Carse the strongest fortification within 300 miles? — City of Carse Friendly Masons.



mercenary. His wife, Helga, and his three sons, Herm, Nogan and Sherm run the mill, and his daughter Sara is apprenticed to Aristanel the Scholar (C-9). Brage (level 5 or 50-65%) carries a magic dagger which does +2 damage, and wears light chain under his tunic. Herm and Nogan are levels 5 and 6 (50-65% and 60-75%, respectively, and Sherm is level 8 or 80-95% and +1 to hit and damage because of his Strength. All carry daggers.

## The Bazaar

*This enclosed plaza can only be entered from the Market. Mounds of goods lay about. None of it has much significant worth but interesting buys can be found. The city guard never comes here (by arrangement); the proprietors themselves deal severely with troublemakers.*

**Q-1 INN**, The Sign of the Double Bladed Axe (bad lodging, average food). Hugi Olafson, an ex-fighter from the north, runs the establishment. His wares are fair, though he carries Strong (NN-4) beer and ale. Hugi is level 4 or 40-55%, and uses a battle axe and wears scale. There is a 55% chance that he fights as a berserker. Normally he is +2 to hit; as a berserker he is +4 to hit.

**Q-2 COPPERSMITH**, Mellisant's Fine Copper. This store carries high-quality copper products of all types. The proprietor is Mellisant, a former courtesan, now in the autumn years of her life. She carries only the finest copper products and employs only the finest workmen. Her wares are always in demand by the better homes of the city, which can create a stir when rich folk come to her location in the Bazaar. She also brims with gossip about her former clients, which includes many people of means. Mellisant carries a poisoned dagger, a leftover from her former occupation.

**Q-3 BROTHEL**, Mama Grock's Whorehouse. The staff of this exotic establishment is entirely non-human. Mama Grock is a tall, slender, graceful saurian (read that as lizard), with jeweled scales and a flexible tail with which she emphasizes a point or disciplines staff or customers. Among the residents are orcs, goblins, lizardfolk, a water-room of nixies and mermaids, a dryad or two with transplanted trees, and a few unadvertised specials. Mama Grock has a reputation for discretion.

**Q-4 TOBACCONIST**, Sign of the Smoking Pipe. Operated by Stoneman Took (known to his friends as Stoney), this hobby specializes in pipeweed, particularly Took's Wonder Weed, a reputedly powerful pipeweed. His competitors complain that Stoney is swindling his customers, since 'wonder weed' grows everywhere. Took carries a full line of accessories for those who partake, including hookas, water pipes, and a large variety of colored beads. In his off-hours, Stoneman can be found resting at Ye Bitten Dog (Q-13), recognizable by his small stature and the glazed expression on his face.

**Q-5 LAWYERS**, Albright and Albright, Attorneys-at-Law. Cedric and Dempster Albright (no relation to one another) established their office here because no other space was available when they arrived. Overcoming their initial disgust at both their neighbors and their clients, they have discovered the Bazaar to be a cornucopia of malefactors requiring legal representation. They are now the richest attorneys in the city.

**Q-6 OPIUM DEN**, Papa Loo's. An infamous drug den, the place sells mildly- to highly-addictive drugs of every description. Papa Loo runs the place. The city authorities have never bothered either the den or its owner. Papa Loo is a chaotic cleric, level 5 or 50-65%. Gorm, his bouncer, wears imposing-looking leather armor, but is only a level 3 or 30-45% fighter.

**Q-7 MONEYCHANGER**, Sign of the Balanced Scales. Grotan Weemes changes any foreign currency into Carse gold pieces for 1% of the transaction's worth (minimum 10 gold

pieces, he also assays the worth of coins and precious metals and stones for a fee of 5% of the value.

**Q-8 RESIDENCE**, Grotan Weemes (Q-7).

**Q-9 UNDERWRITER**, Quality Assurance Company. Owned by the Bletiscue brothers, Army and George, this company will underwrite most commercial ventures including shipping, businesses, and trading missions for rates varying with risk and location. Normal fees vary from 25-75% of the potential profits.

**Q-10 MERCHANT**, Herman's Odds and Ends. A strange shop, specializing in all manner of strange items, many of which defy explanation and description. There is no telling what can be found by those willing to spend the time unpling stuff in Herman's. As an item has any obvious worth, price is left to the outcome of a healthy haggle with Hector, Herman's assistant (Herman is never in the store, being busy looking for new items for the shop). Hector will be insulted should the haggle not last at least a rousing 10 minutes and refuses to sell any item in which he judges the buyer to be less than wholeheartedly interested. Some great buys can be found.

Among the items buried in the mess: a meter-long, solar-powered water purifier;\* a painted magic crystal ball which still works if someone cleans the paint off (the ball permits the user to cast any sensory spell at any range); a bottle containing three doses of universal antidote good against any poison or disease; a magnetic limpet mine;\* a case of fireworks (Roman candles and cherry bombs);\* a child's tea setting; 144 teflon zippers;\* and a wind-up mechanical parrot which sings "Blow The Man Down."\*

*\* These items are from other continua. None will be of obvious use to characters. Most require the character be bright to use them. The limpet mine requires luck to survive.*

**Q-11 ARTIST/SCULPTOR**, Graham's Fine Miniatures. This shop specializes in excellent-quality miniature sculptures of people, animals, trees, etc. Graham, a small man of undistinguished looks, is in reality a high-level mage, Harcon the Maleficent. He contracts to remove troublesome individuals without leaving clues behind. Many visitors remark on the splendid likenesses some of his statues bear to individuals who have recently vanished. Harcon is level 12 or 120-135%. Harcon owns a Wand of Reduction, which shrinks the target to whatever size chosen by the user. Living targets can resist or take a saving throw. Also, Harcon wears a magic ring which gives him protection equivalent to plate armor.

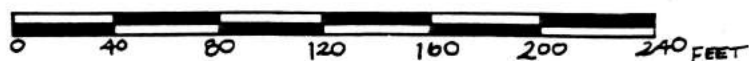
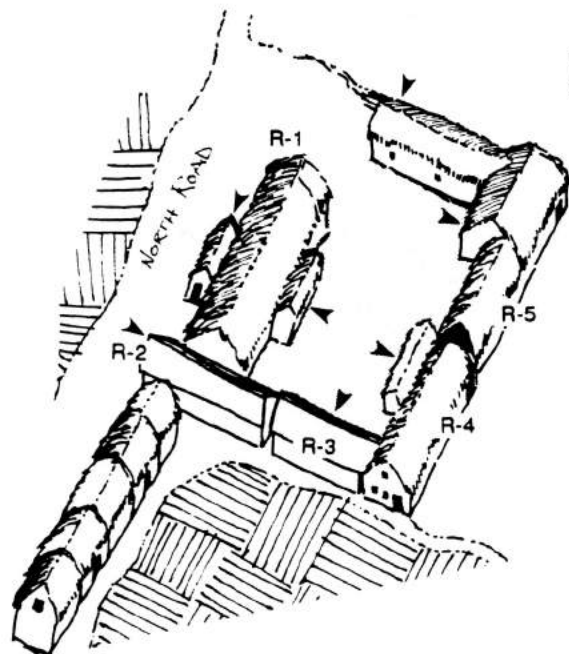
**Q-12 PAWNBROKER**, The Sign of the Brass Monkey. Run by Tilden the Wizened, this shop provides instant cash for those with items of value (he offers 1D6 x10% of offered items' real value). Redemption is at 100% interest per week. Tilden is filthy rich. On the side, he's a fence and works with the Thieves Guild. His private room is in the rear of the building. Hidden under the floor in it is a chest containing gems worth 15,000 gold pieces; a platinum crown (it used to be the Baron's ten years ago and Tilden can't get anyone to buy it); and a scroll of healing, which teaches the reader how to cast the weakest magic healing spell available in your game system. There is a curse on the chest (save or resist the spell, or the opener is infected with leprosy).

**Q-13 TAVERN**, Ye Bitten Dog (poor food, bad lodging). Currently the rowdiest and most disreputable tavern in the city, no one even claims ownership despite its constant and profitable business. Service is provided by Birtild the Barmaid, often mistaken for a beached whale. She speaks no known tongue but has no trouble making herself understood (she doubles as bouncer). Birtild's Strength is 18, and her Intelligence is 8.

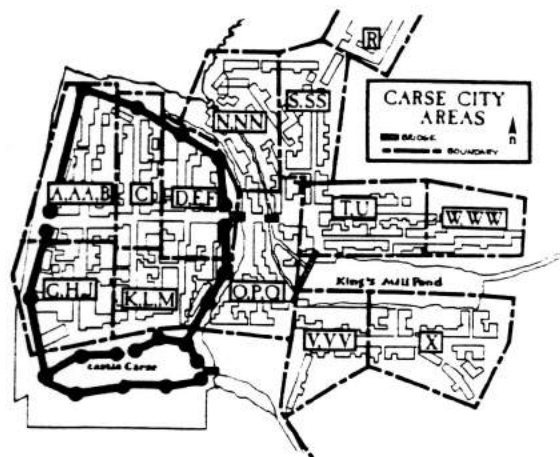
**Q-14 ALCHEMIST**, Rosarita's Palace of Philters, Potions, and Poulitices. A bad alchemist, all her products are cut-rate. Anything anyone would possibly want is available (if it's not

# Section R

section R  
prosperity wealthy



- R-1 INN, The Boar's Head.
- R-2 STABLE, no sign.
- R-3 ASTRONOMER/NAVIGATOR, no sign.
- R-4 BOTANIST/FLORIST, no sign.
- R-5 RESIDENCE, Merchant Prince.



DID YOU KNOW... that Wind Hoof, the Baron's thoroughbred race horse, has won 11 races without a loss? — Carse Independent Oddsmakers.

## Climate And Life

Carse's climate is moderate, rather like Boston. Though the winters are warmer and often without snow, the summers can be excessively humid and hot. Visitors usually return home remembering the coastal fogs which, mornings and evenings, coat the city like blankets, turning Carse's straightforward streets into bewildering mazes dangerous to the unwary.

A good roof and good drainage are important comforts here as are a fireplace indoors and a lantern outdoors.

Befitting a land ruled by the Sky God, rain falls throughout the year. Summer is often broken by brief spectacular thunderstorms with magnificent forked lightning timed to coincide with important Sky God ceremonies. The climate limits cereal production, and bread is sometimes scarce in Carse, and often the wine is of indifferent quality.

But the beer can be excellent. Fruits, vegetables, and meats often abound, and the skill of the Old Race fishermen is proverbial. No matter how skillful the Baron's rule, lack of abundant starch limits the population of the barony and hence an important source of political power. (Potatoes and rice exist only on other continents at this time.)

Timber is plentiful and cheap, as land continues to be cleared for farming, and the winters are adequate to encourage the growth of fine-grained hardwoods from which craftsmen turn important components for shipping, construction, and retail trade.

Comfortable Carse needs much magical and physical effort before the Barony becomes politically important. It is a place of ambitious men, though, one worth keeping an eye on.

she'll make it up in the back room), and some of them even work: base chance of 10% chance unless the item is simple to make.

**Q-15 RESTAURANT, The Magic Pan.** For only pennies the customer can have a meal fit for a king. But it's all illusion, and as soon as you leave the Bazaar you become hungry again. Run by Bronk the Mage, this shop caters to the poor, but occasionally obese and wealthy groups show up for an evening's fun.

**Q-16 MERCHANT, no sign.** This shop doesn't need one. Characters who ask around will always find it. Xothan, the proprietor of this establishment, sells magic. Any number of different items are available or can be readily procured, but all be extremely expensive. Under no condition will he ever sell more than 2 items to the same individual and he always remembers to whom he has sold. A Magic Mouth announces the arrival of customers should Kothan be in the back. There is a 30% chance that any item specifically asked for will be available, but Xothan will never tell a prospective customer what he has in stock. Xothan is level 20 or 200-215%. He carries a Wand of Death for use on abusive customers. Anyone on whom the wand is used must resist or make a saving roll — or he drops dead. Xothan also carries a Ring of Human Control, which permits the wearer to completely dominate any human whose skin he touches. Losing contact, the effect ends.

**Q-17 PET STORE, Pigot's Pets.** Owned by Pigot the Handsome (Charisma 4 or Appearance 4), this establishment specializes in strange and unusual pets. Almost anything can be bought or ordered through Pigot if the price is right (always high). He deals with Tallia Ravenlock (T-26), the best animal trainer in town, for referrals. Rumor has it that Mama Grock occasionally can be seen leaving with a new employee or two (on leashes).

## Section R

**R-1 INN, The Boar's Head** (good lodging, better-than-average food). Owned by Grafton Prell, this establishment caters to those who seek high-quality meals and comfortable surroundings. Costs are +25%, but the fare is worth it. Gunnar Halfstead (R-5) occasionally eats his mid-day meals here and is a close friend of Grafton.

**R-2 STABLE, no sign.** Helder Prell, son of Grafton (R-1) only stables mounts belonging to guests at his father's inn, and boards the horses of local wealthy citizens. Expensive, but the service is first rate. (Daily Level: special.)

**R-3 ASTRONOMER/NAVIGATOR, no sign.** Hanfir Whitethorn worked his way up from a seaman to be a very wealthy resident of Carse. He is an indifferent seaman/navigator and confuses the constellations continuously. Other seamen feel his wealth is more due to his friendship with Greely Sarcovia (see the random meetings appendix) than to his ability. A short, thin, and nervous man, his loud voice can often be heard calling for his simple wife, Edna.

**R-4 BOTANIST/FLORIST, no sign.** Nartac Lobari is the city's foremost expert on botany and flower cultivation. He consults with the gardeners of the Baron and the Merchant Prince (R-5). He is available occasionally, and may take the time to identify an unusual specimen, even offering to buy the more exotic ones.

**R-5 RESIDENCE, Merchant Prince.** Gunnar Halfstead is a large, loud man, given to riotous laughter. He has brown hair and blue eyes. Halfstead rose from being an adventurer-trader given to seemingly crazy risks to being the richest commoner in the city. His boisterous manner disguises his shrewd business

mind. Rumored connected with smugglers, Gunnar believes in unrestrained, unregulated trade, and is secretly a member of the Iron Fist.

Occasionally, in a fit of nostalgia of his own younger days, he underwrites an expedition at the suggestion of March Jade (C-4), his illegitimate son.

His taste runs to good-looking women, and he uses his wealth and position to advantage in finding various companions, which include wives and sweethearts of other important men. Vain, he cannot imagine that any woman could bed someone



*Gunnar Halfstead makes a crude joke, to the disgust of the Sharwen bar maid.*

else more desirable than himself. He frequently visits Margala's (J-6). He is unmarried. At least a dozen city children are said to be his.

## Section S, SS

**S-1 RESIDENCE, Laborer.**

**S-2 RESIDENCE, Laborer.**

**S-3 RESIDENCE, Carter.**

**S-4 RESIDENCE, Laborer.**

**S-5 RESIDENCE, Bricklayer.**

**S-6 RESIDENCE, Thief.**

**S-7 RESIDENCE, Carpenter.**

**S-8 RESIDENCE, Thief.**

**S-9 RESIDENCE, Laborer.**

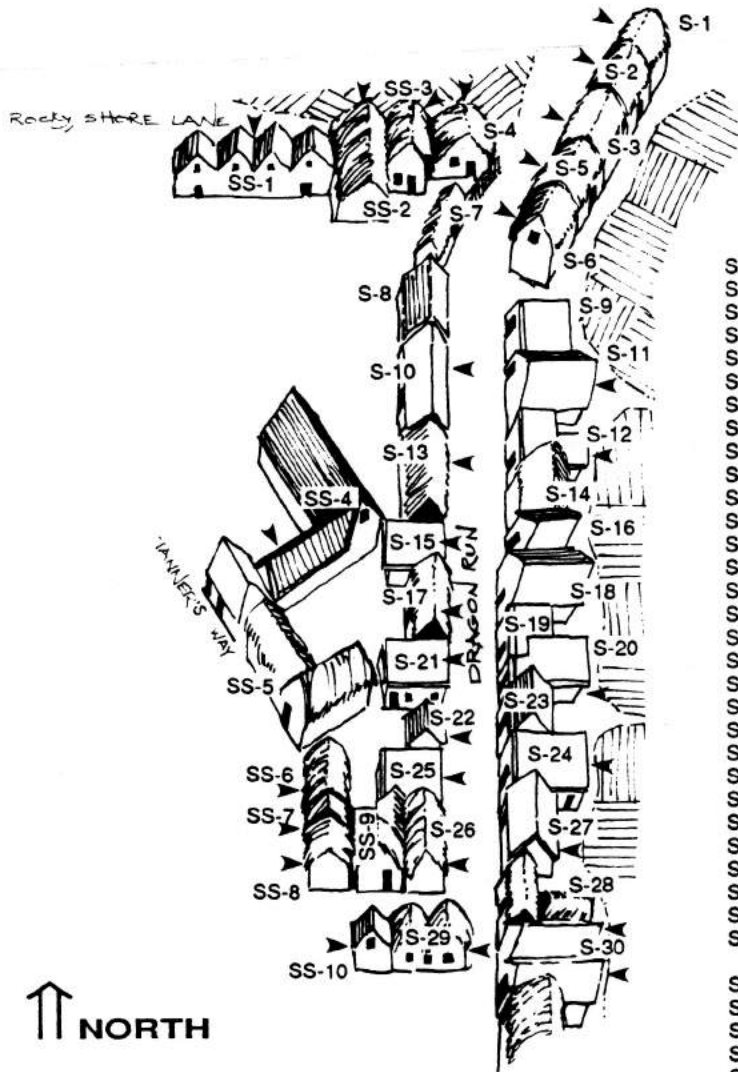
**S-10 Empty.**

**S-11 RESIDENCE, Scholar, no sign.** Serdash the Scholar lives here as much out of indifference as from poverty. He occupies himself with studying old volumes and scrolls and

# Section S, SS

section	prosperity
S	poor
SS	merchant

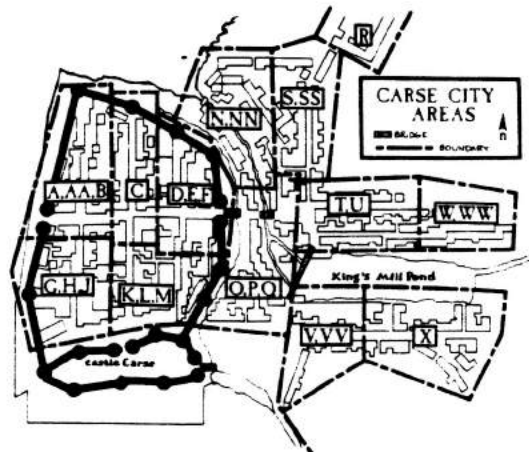
**PASSAGE:** movement is possible between SS-4 and S-15; between SS-5 and S-21; and between S-22 and S-25.



➤ additional door

- S-1 RESIDENCE, Laborer.
- S-2 RESIDENCE, Laborer.
- S-3 RESIDENCE, Carter.
- S-4 RESIDENCE, Laborer.
- S-5 RESIDENCE, Bricklayer.
- S-6 RESIDENCE, Thief.
- S-7 RESIDENCE, Carpenter.
- S-8 RESIDENCE, Thief.
- S-9 RESIDENCE, Laborer.
- S-10 Empty.
- S-11 RESIDENCE, Scholar.
- S-12 CANDLEMAKER, sign of a Candlestick.
- S-13 Empty.
- S-14 RESIDENCE, Laborer.
- S-15 ARMORER, sign of a Leather Shield.
- S-16 RESIDENCE, Laborer.
- S-17 INN, Shigga's Sign of the Spear.
- S-18 STABLE, no sign.
- S-19 RESIDENCE, Journeyman Brewer.
- S-20 SMITH, sign of a Mended Spoon.
- S-21 RESIDENCE, Needlemaker.
- S-22 Empty.
- S-23 SPICES & HERBS, sign of a Mortar.
- S-24 WHEELWRIGHT, sign of a Spokeshave.
- S-25 BROTHEL, Aunt May's.
- S-26 WOODCARVER, sign of a Wooden Duck.
- S-27 PHYSICIAN, sign of a Dove.
- S-28 POTTER, sign of a Potter's Wheel.
- S-29 PRODUCE, sign of a Corn Stalk.
- S-30 OUTFITTER, Harmon's.
  
- SS-1 WAREHOUSE.
- SS-2 RESIDENCE, Merchant.
- SS-3 RESIDENCE, Accountant.
- SS-4 DISTILLER/BREWER, Consolidated Liquors Co.
- SS-5 INN, The Leaping Hart.
- SS-6 Empty.
- SS-7 ALCHEMIST, Cures and Causes.
- SS-8 RESIDENCE, Merchant.
- SS-9 DISGUISES, no sign.
- SS-10 WAREHOUSE.

DID YOU KNOW... that, in Carse, petty thefts have decreased for the last two years? — Carse Watchmen's Benevolent Fund.



makes ends meet by doing research for the wealthy, and by occasionally reading or writing letters for the illiterate. He has many ancient books, some of which tell of lost treasure, though his interests are not in that area. He gives such information to adventurers who come his way in exchange for the promise that all recovered books and scrolls are given to him.

**S-12 CANDLEMAKER**, Sign of the Candlestick. Sernock Saroine makes fair to good quality candles. He will make candles to order, given advance notice.

**S-13 Empty.**

**S-14 RESIDENCE**, Laborer.

**S-15 ARMORER**, Sign of the Leather Shield. Kenlock Byrnie carries mostly leather armor, including jack, hard leather, scale, and cuirbouilli. His work is +5% quality and -5% price. Average in appearance, Kenlock lets his wife, Sharra, do most of the work in the back room while he boasts of his previous adventures to all who will listen. In turn, Sharra has been known to offer discounts to handsome younger men in exchange for a few hours of their time.

**S-16 RESIDENCE**, Laborer.

**S-17 INN**, Shigga's Sign of the Spear (average food, average lodging). This tavern features one large common room with a fireplace at either end. The room has been crowded with tables, benches and a few chairs, all of various sizes. A single small table is made conspicuous both by the small open space around it and the spear with the glittering head racked on the wall behind it. The owner (but not tavernkeeper) Shigga will usually be found here. Two doors in the back wall lead respectively to the kitchen and the two private rooms, one of which is permanently rented (to a temple: see Temple of the Sky God in the rear of this book).

The room rented to the temple contains a secret trapdoor leading to the vault under the Temple of the Sky God. The trap door's existence is unknown to Shigga, his employees, and his customers. The occasional comings and goings of Malac's minions go unnoticed in the rowdy behavior ordinary in the common room. Near the private rooms is a stairway leading up to the quarters for Shigga and his staff.

The food and wine, while plentiful and cheap, consists only a thick stew, soup, bread, and cheese. The beer is the best to be found and quite reasonable at the price (1 gold piece a mug).

Shigga is short and pudgy, with red hair and green eyes. He is a retired spear specialist, level 7 or 70-85%. He has a magic spear hanging on the wall, which does +5 damage. He has practiced little since his beautiful wife kicked him out several years ago. He habitually wears chainmail beneath his cloak.

**S-18 STABLE**, no sign. Owned by Shigga (S-17), this stable is run by Nurlac Obergoin. Nurlac provides only the finest care for the animals of Shigga's guests and the local citizens who board their mounts here. There is a 20% chance that the stable has room for non-guest mounts. (Daily Level: special.)

**S-19 RESIDENCE**, Journeyman Brewer.

**S-20 SMITH**, Sign of the Mended Spoon. Scrathgate the Smith. A low-cost mender of metal goods for the poor, Scrathgate also does minor work on armor and other items, but he does not guarantee such repairs.

**S-21 RESIDENCE**, Needlemaker.

**S-22 Empty.**

**S-23 SPICES & HERBS**, Sign of the Mortar. DraMarKan, actually a Druid, is the hideously-ugly owner of this shop. He provides all manner of spices and herbs, addictive as well as mundane. For a fee, and for special customers, he concocts any potion at reasonable rates.

**S-24 WHEELWRIGHT**, Sign of the Spokeshave. Carlon Grisk repairs and makes wheels for work carts, at low prices and average quality. Most of his clients are farmers from the surrounding area. Occasionally he repairs an old cart and sells it cheaply.

**S-25 BROTHEL**, Aunt May's. Serving those of poor taste and income, Aunt May provides only a companion, a stall, and a curtain. Her staff is plain to homely, but all are well-mannered and well-cared-for. Aunt May insists on quiet and maintains an orderly establishment, with the aid of three bouncers, the Brownsleeve brothers: Erlac, Nolac, and No-Nose are all level 4 or 40-55%. They fight with shortswords, shields, billy clubs, and whatever else is within reach.

**S-26 WOODCARVER**, Sign of the Wooden Duck. Margar Hubert carves mostly household items — wooden bowls, spoons, plates, hunter's lures, etc. Occasionally a decorative piece is found on his shelves. Prices are average.

**S-27 PHYSICIAN**, Sign of the Dove. Hellana the Pure is a mysterious woman who only says that she is doing penance. She tends the poor who come her way. She asks for nothing in exchange, only what the patient can give. She is able to cure nearly every malady brought to her. She is a former priestess of the Sea Goddess, who has fallen from favor and is seeking to atone for wrongdoing in her past. Formerly an active member of the Sharwen, she has disavowed them though she will not betray them. Hellana is level 8 or 80-95%. She has a heavy mace which adds +2 to normal damage and +3 against undead. She also has an Amulet of Curing, which can cure mild (non-life-threatening) diseases, double one's resistance to poison, or heal 2D6 points of damage. The amulet can perform each of these three tasks once per day at touch.

**S-28 POTTER**, Sign of the Potter's Wheel. Notorno Uragamus makes average pottery at fair prices.

**S-29 PRODUCE**, Sign of the Corn Stalk. Sarmovan Delibar carries poor to average produce, but prices are -10% average. There is a 20% chance of spoiled goods.

**S-30 OUTFITTER**, Harmon's. Harmon is tall, with black hair and eyes. He and his four able assistants (Pellis, Homar, Drammon, and Myrtle) can arrange for any non-magical goods needed for expeditions.

**SS-1 Warehouse**, used by U-21 and T-23.

**SS-2 RESIDENCE**, Merchant.

**SS-3 RESIDENCE**, Accountant.

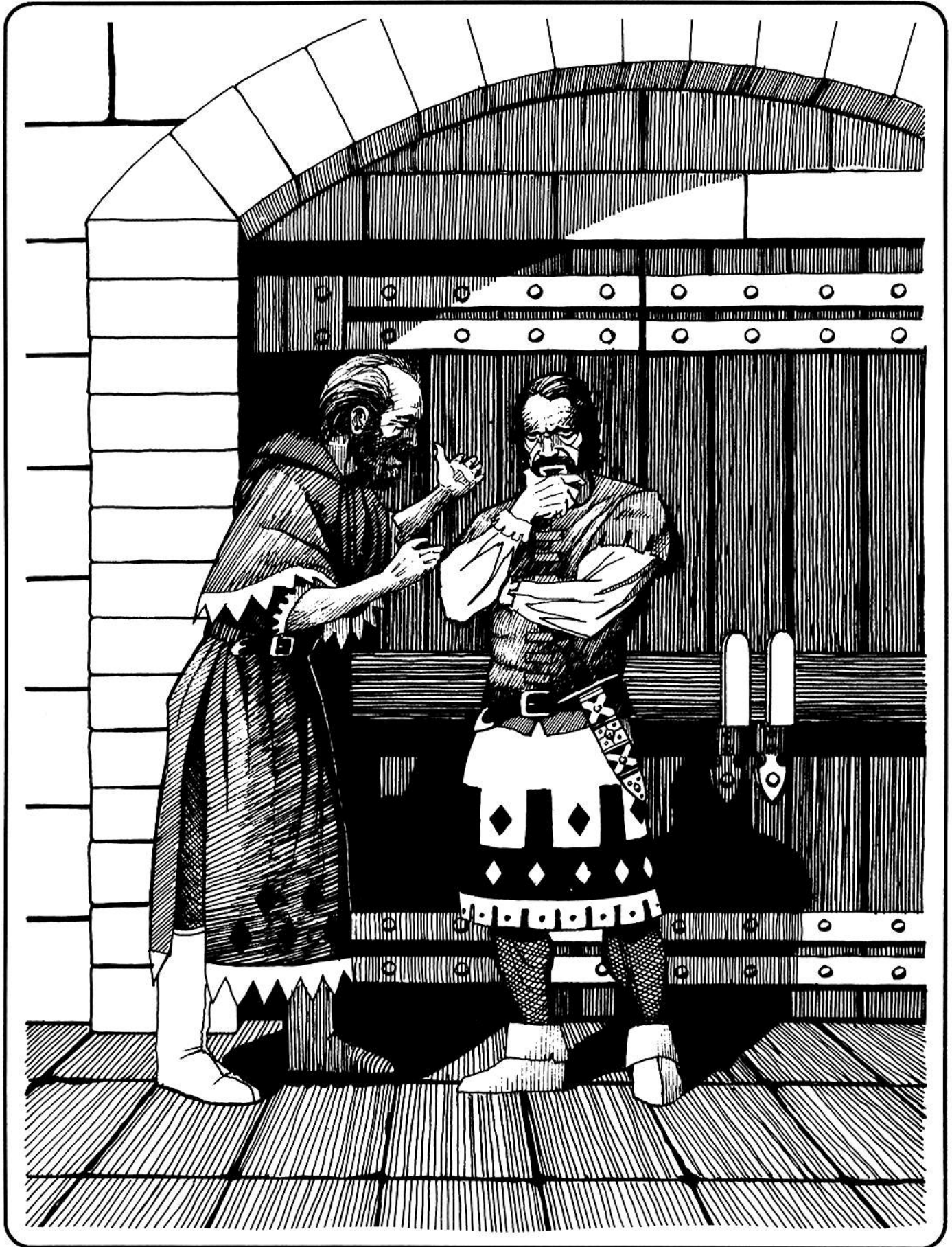
**SS-4 DISTILLER/BREWER**, Consolidated Liquors Company. Hefter Beem and his family are newcomers to Carse, but have managed to make inroads into the liquor trade. Hefter has offered large sums to anyone bringing him the secret of Shigga's (S-17) source for beer and ale. He suspects Shigga has a dwarfen connection.

**SS-5 INN**, Leaping Hart (better food, average lodging). Drury Rand provides customers with good rooms, food, and drink. A modest establishment, The Leaping Hart provides simple dinner-time entertainment.

**SS-6 Empty.**

**SS-7 ALCHEMIST**, Cures and Causes. This small shop, run by Alsobar the Alchemist deals in all varieties of poultices and potions (none are magical). Because of his cheap rates he is frequented by many of the common folk outside the walls. Besides, some of his medicines actually work. Some of his more exotic concoctions require untoward ingredients, and rumors tell of business dealings between Alsobar and Dilwit the Undertaker (WW-8), all to this date unsubstantiated. Prices vary between





from a tenth of a gold piece for a love potion to 100 gold pieces for a poultice of healing).

**SS-8 RESIDENCE**, Merchant.

**SS-9 DISGUISES**, no sign. Handarmakar, a thin, blond man with green eyes, conducts this one-man operation with little fanfare. He provides all manners of disguise for a fee, no questions asked. The chance that the disguise works increases with the amount the purchaser spends. For 1 gold piece, 10% success; for 10 gold pieces, 25%; for 50 gold pieces, 50%; for 200 gold pieces, 75%; for 500 gold pieces, 95% success.

**SS-10 Warehouse**, used by S-29.

## Section T, U

**T-1 CARPENTER**, Sign of the Hammer. Jonathan Voldak is the third generation of his family to do business at this location. He is an experienced master carpenter, as were his father and grandfather, and he puts great store by his good name and reputation. He guarantees his work as to workmanship and materials. His prices are +5%.

**T-2 WEAVER**, Sign of the Golden Loom. Cassandra the Fair. Makes only top quality goods, buying her thread and yarn exclusively from Almorena (C-35). Her cloth is in great demand and orders take from 2-12 weeks to process. Prices are +20%, and worth it.

**T-3 STABLE**, no sign. Mostle Gurn owns this stable, providing excellent service for his customers. He boards horses, and provides a slight discount for guests of The Royal Guest. Prices are +10%, +8% to those staying at the tavern. (Daily Level: special.)

**T-4 TAVERN**, The Royal Guest (good lodging, superb food). Owned by Artag, a short, plain-looking woman with long black hair and startlingly blue eyes (she's another Sharwen), The Royal Guest is everything its title implies. The rather small common room is tastefully decorated, with small tables not too closely crowded together. Several times a day there are various forms of entertainment for the patrons including dancers, jugglers, poets, etc. Several private rooms of various sizes are available in back and, although the pretty barmaids (they're all women) will joke and flirt with the customers, the rule is look but don't touch.

The excellent food includes the finest meats, poultry, fish, variety of breads and vegetables. The ale is good but not great (Artag and all the other tavernkeepers in town have been searching for Shigga's (S-17) source for several years now). The long wine list has some excellent vintages.

**T-5 PUBLIC BATHS**, Mulch's Baths. Condon Mulch, brother to Horatio, of the Black Stag (C-10) and cousin to Gideon the Lawyer (C-14), operates this respectable establishment, catering to those who seek a simple bath without the extras found at other such businesses. His wife, Helga, supervises the ladies' half of the establishment.

**T-6 BAKERY**, The Royal Cakeshop. Sigurd Moivy owns this bakery which, despite its grand name, provides only average goods for +15%.

**T-7 ARMORER**, Stedman's Steel. Stedman primarily sells chain and plate, with scale occasionally available. Neighboring merchants have been heard to remark that Stedman certainly does steal, meaning that his prices (+20%) are high for his ordinary work. Tall, pot-bellied, with receding hair, he gives discounts to particularly pretty women.

**T-8 ARCHITECT**, no sign. Tessa Woodsvine, a student of Old Race architecture, is short, blond, and green-eyed, and is an

adopted member of the Sharwen. Her lover, Kale Darkhill (C-19), has no idea of her loyalties.

**T-9 BOWYER/FLETCHER**, Brassard's Bows. Bows are +10% quality and +5% in price. Two extra bowstrings are included in price. Brassard, a thin man with graying hair, disdains crossbows because they require no skill. His stock includes long bows, short bows, horsebows (50% chance they are in stock), and occasionally a composite bow (25% chance to be in stock). Brassard considers Zeyt the Bowyer (B-10) an unskilled peasant with no appreciation of good bows. Brassard is level 4 or 40-55%, and is +4 with any bow.

**T-10 CARPETMAKER**, Jiomba's Tapestries. A bald man of average looks, Jiomba sells tapestries and carpets of fine quality and unusual colors. Jiomba does his own dyeing and closely guards his formulas.

**T-11 BUILDING PAINTER**, Sign of the Dripping Brush. Selgun Ghoastrotter, a frustrated artist, provides adequate housepainting, though he has a tendency to get creative in the colors he uses. He has been in the Crafts guild court twice for refusing to refund money to irate customers, on grounds of artistic license.

**T-12 HORSE TRAINER**, no sign. Burley Tock trains horses brutally, using the whip liberally. He will not train horses for pleasure riding, concentrating on warhorses and draft horses. The city guard is an important customer.

**T-13 Empty.**

**T-14 JEWELRY**, Kamal's Fine Stones. Kamal, a short, dark man who nervously plays with the gold ring in his left ear, carries a fine selection of stones, of quality fair to good. He can get any stone, given sufficient time. He reputedly has an understanding with the Thieves' Guild.

**T-15 ROPE/NET MAKER**, Sign of the Coiled Rope. Segni Hozara makes good quality heavy rope.

**T-16 Empty.**

**T-17 SCRIBE**, Textan Bris. Textan does a brisk trade in penning contracts for local businessmen, letters for the illiterate, and wills. His work is good, and his prices average.

**T-18 TAILOR**, Sign of the Dancing Needle. Rogan Balamark, brother to Ownar the Distiller (N-18) and Hurd the Miller (P-3), specializes in women's clothing. His work is better than average, and he is known for his original designs, which get him +10% on price.

**T-19 FISHMONGER**, Rollan the Fishwife. Rollan sells the best catch outside the city walls. Her husband, Giltur, owns his own boat, and their three sons crew it.

**T-20 PRODUCE**, Sign of the Cabbage. Jastur Mowry sells good quality produce at average prices.

**T-21 RESIDENCE**, Boat Owner.

**T-22 BOATWRIGHT**, Sign of the Rowboat. Boarhower Locker makes large fishing boats and smaller craft, of good quality and at fair prices. Because of a waiting list of customers, orders take 2-4 months to fill.

**T-23 OUTFITTER**, Sign of the Laden Mule. Finn O'Tool and his three sons run this prosperous business. His acute business sense has provided him with much trade and he has, on occasion, been known to outfit potentially-profitable expeditions he thought might succeed in return for a percentage of the take. Nearly anything is available and in stock, although weapons, armor and other special items are only of average quality. As a service, he will organize your expedition to meet at time and place of your specification, sub-contracting as necessary for guards and/or special items. The patron may leave everything in his capable hands.

# Section T, U

- T-1 CARPENTER, sign of a Hammer.
  - T-2 WEAVER, sign of a Golden Loom.
  - T-3 STABLE, no sign.
  - T-4 TAVERN, The Royal Guest.
  - T-5 PUBLIC BATHS, Mulch's Baths.
  - T-6 BAKERY, The Royal Cakeshop.
  - T-7 ARMORER, Stedman's Steel.
  - T-8 ARCHITECT, no sign.
  - T-9 BOWYER/FLETCHER, Brassard's Bows.
  - T-10 CARPETMAKER, Jiomba's Tapestries.
  - T-11 BUILDING PAINTER, sign of a Dripping Brush.
  - T-12 HORSE TRAINER, no sign.
  - T-13 Empty.
  - T-14 JEWELRY, Kamal's Fine Stones.
  - T-15 ROPE/NET MAKER, sign of a Coiled Rope.
  - T-16 Empty.
  - T-17 SCRIBE, Textan Bris.
  - T-18 TAILOR, sign of a Dancing Needle.
  - T-19 FISHMONGER, Rollan the Fishwife.
  - T-20 PRODUCE, sign of a Cabbage.
  - T-21 RESIDENCE, Boat Owner.
  - T-22 BOATWRIGHT, sign of a Rowboat.
  - T-23 OUTFITTER, sign of a Laden Mule.
  - T-24 RESIDENCE, Merchant.
  - T-25 RESIDENCE, Gentleman.
  - T-26 ANIMAL TRAINER, Ravenslock's.
  - T-27 RESIDENCE, empty.
  - T-28 RESIDENCE, empty.
  - T-29 SMITH, sign of a Prancing Horse.
  - T-30 Empty.
  - T-31 RESIDENCE, Moneylender's Widow.
  - T-32 BAKERY, Irgin's Cakes and Pies.
- 
- U-1 CHANDLER, Salvage and Wrecker's Clearing House.
  - U-2 Empty.
  - U-3 RESIDENCE, Digger Troon.
  - U-4 FORTUNETELLER, sign of a Star and Comet.

O'Tool and family live in the wealthy quarter, leaving Beufort the night watchman on duty after 6pm. Beufort is level 2 or 25-40%, wears leather armor, and carries broadsword and shield.

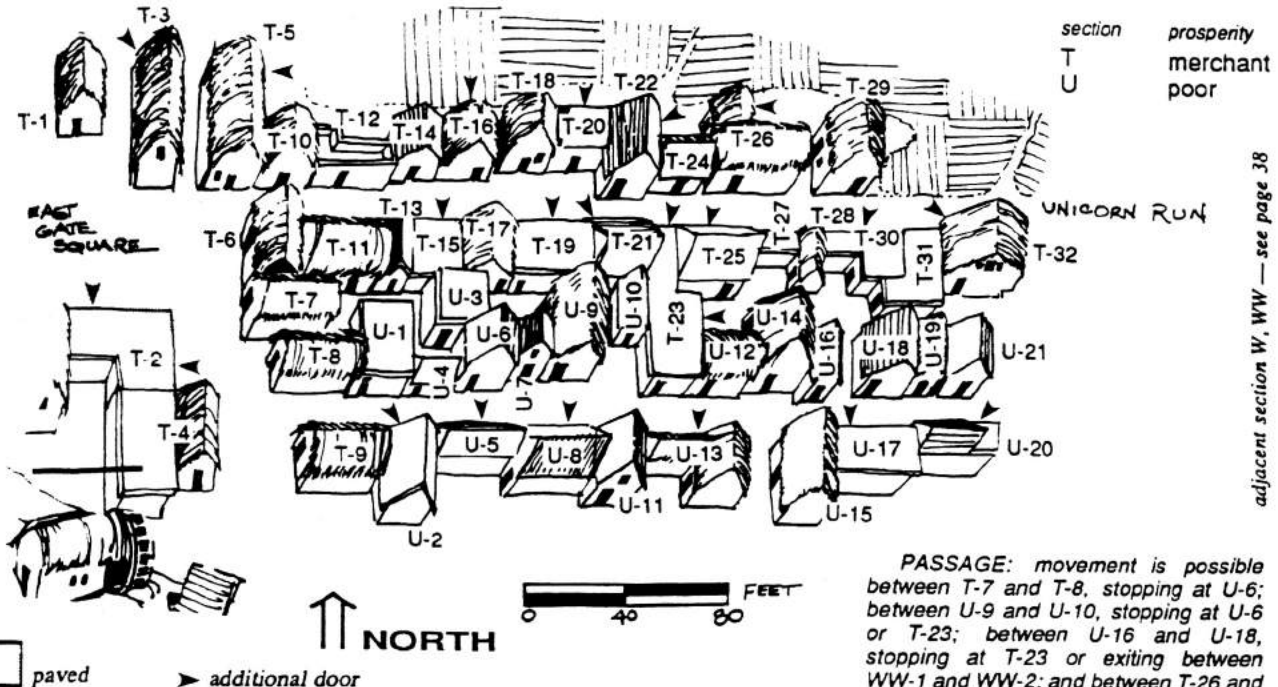
- T-24 RESIDENCE, Merchant.
- T-25 RESIDENCE, Country Gentleman's Town Home.
- T-26 ANIMAL TRAINER, Ravenslock's. Talia Ravenslock has a genuine gift with animals. She is an expert with canines, felines, and equines, having a 75% chance per week of successfully training a normal animal. She has a 50% chance per week with snakes, and a 30% chance per week with other reptiles.
- T-27 RESIDENCE, empty.
- T-28 RESIDENCE, empty.
- T-29 SMITH, Sign of the Prancing Horse. Straygoth the Farrier only shoes horses, mules, and donkeys, and works on tack. For any custom work, he refers the commission to Humar the Brawny (N-23) or, if it is weapons work, to Obediah the Smith (E-13).

- U-5 FISHMONGER, Regan the Blowhard.
- U-6 CARTOGRAPHER, sign of Dividers and Straightedge.
- U-7 ALCHEMIST, Dramak's Draughts.
- U-8 Empty.
- U-9 BARRELMAKER, Astobar's Barrelshop.
- U-10 LEATHERMAKER, Harcot Slime's Leatherworks.
- U-11 GLASSBLOWER, Melchior Snivy's Glass Emporium.
- U-12 ROPE/NET MAKER, sign of a Hemp Leaf.
- U-13 RESIDENCE, Street Cleaner.
- U-14 Empty.
- U-15 UNDERTAKER, Troon's Funeral Parlor.
- U-16 WEAVER, Lorren's Discount Cloth.
- U-17 WEAPONS MAKER, Aljaga's Blade Shop.
- U-18 BUTCHER, Hagabard's Meat Shop.
- U-19 RESIDENCE, Button Maker.
- U-20 TAILOR, Henrieta's Homespuns.
- U-21 WHEELWRIGHT, Gilfitch's Wagons.

adjacent section S, SS — see page 30

adjacent section O, P, Q — see page 26

adjacent section W, WW — see page 38



**PASSAGE:** movement is possible between T-7 and T-8, stopping at U-6; between U-9 and U-10, stopping at U-6 or T-23; between U-16 and U-18, stopping at T-23 or exiting between WW-1 and WW-2; and between T-26 and T-29.

**T-30 Empty.**

**T-31 RESIDENCE,** Moneylender's Widow.

**T-32 BAKERY,** Irgin's Cakes and Pies. Irgin specializes in cakes and pies of average quality at average prices. Simple loaves of bread, slightly less than average, are also featured.

**U-1 CHANDLER,** Salvage and Wrecker's Clearing House. Ezekial Smarmy runs this chandlery, specializing in used shipfittings and gear salvaged by the local wreckers. Most gear available is discounted from 30% to 60%.

**U-2 Empty.**

**U-3 RESIDENCE,** Digger Troon, Undertaker (U-15). Buried beneath the floor of his sitting are 100,000 gold pieces in gems and jewelry, guarded by an Exploding Rune which does 6D6 damage to anyone digging into it except Troon. The only nice home in this area, Troon is too cheap to move to a better part of town.

**U-4 FORTUNETELLER,** Sign of the Star and Comet. Murch Gilrey, Astrologer, casts both natal and hoary charts. Many sailors and captains (and some businessmen) come to Murch to have charts made prior to undertaking ventures. He does a brisk business.

**U-5 FISHMONGER,** Regan the Blowhard. Regan, a oily-haired man of indeterminate age, specializes in selling marginal-quality goods to the poor in this area. He buys his fish from the leftovers of the other fishmongers in town, and sells at a discount of 20%. He expounds at length on the quality of his wares.

**U-6 CARTOGRAPHER,** Sign of Dividers and Straight-edge. Grigson McMasters, a mediocre mapmaker, can provide low-cost maps from originals or from verbal descriptions, at -10% normal price. He consistently makes errors: there is an 85% chance that any of his maps are 10-30% wrong.

**U-7 ALCHEMIST,** Dramak's Draughts. Dramak, aided by his lovely wife Dallia, provide low priced (-10%), potions (non-magical) for most common ailments, a well as several commonly-sought household products. Dramak and Dallia are reasonable people, except that they are insanely jealous of one another. Attention by a member of the opposite sex yields a 35% chance of a brouhaha on the spot. Dramak is level 3 or 30-45%, and has broadsword and shield within easy reach. Dallia is level 2 or 25-40%, and is +2 with her dagger.

**U-8 Empty.**

**U-9 BARRELMAKER,** Astobar's Barrelshop. The work of Astobar, a short, wizened man of advancing years, has fallen off at a pace with his eyesight. Work is low in quality and price (-15%).

**U-10 LEATHERMAKER,** Harcourt Slime's Leatherworks. Harcourt "Harry" Slime and his nagging wife Stella run this poor-quality leathershop. Prices are -5%, but quality is -10%. He caters almost exclusively to the poor. Harry sees himself a a captain of industry and brags about his mastery of business. He is frequently absent from the city: Stella provides ample motivation for adventuring.

**U-11 GLASS BLOWER,** Melchior Snivy's Glass Emporium. Melchior was considered one of the finest glass blowers in Carse until he was surprised by an explosion from Malabar's shop (B-3) — which was near Melchior's former location, causing poor Melchior to inhale instead of exhale. He still provides good quality, but can only blow a few hours a day, and therefore is slow in getting work done.

**U-12 ROPE/NET MAKER,** Sign of the Hemp Leaf. Tedescal the Tanglefoot, a well-meaning but clumsy man, makes poor quality rope, designed for the non-nautical market — farmers, city businesses, etc. He is never invited to dances.

**U-13 RESIDENCE,** Street Cleaner.

**U-14 Empty.**

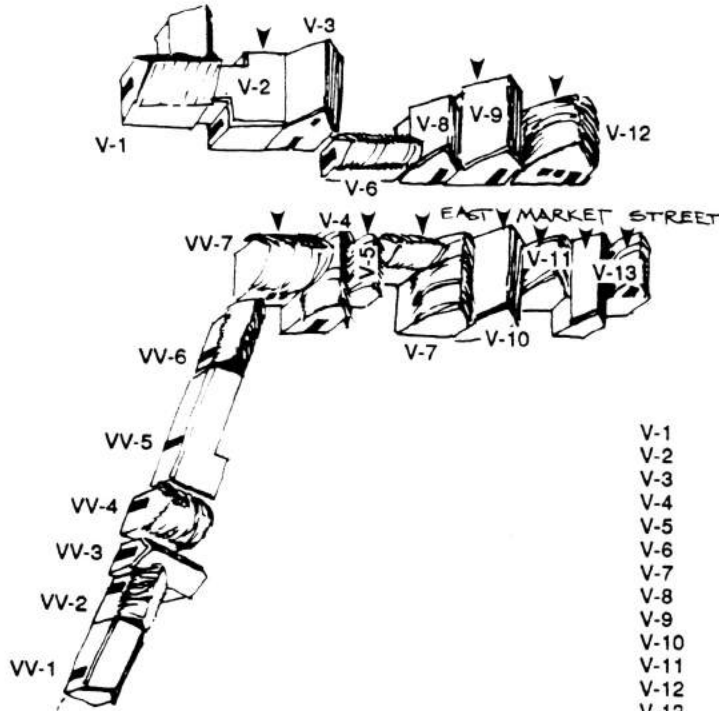
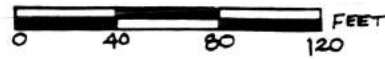
**U-15 UNDERTAKER,** Troon's Funeral Parlor, Digger Troon, Prop. Digger is patriarch of the ubiquitous Troon family



*Digger Troon takes the back road to Halfstead's mansion; notice the fog characteristically beginning to cover Carse from the south-southeast.*

# Section V, VV

section	prosperity
V	merchant
VV	merchant



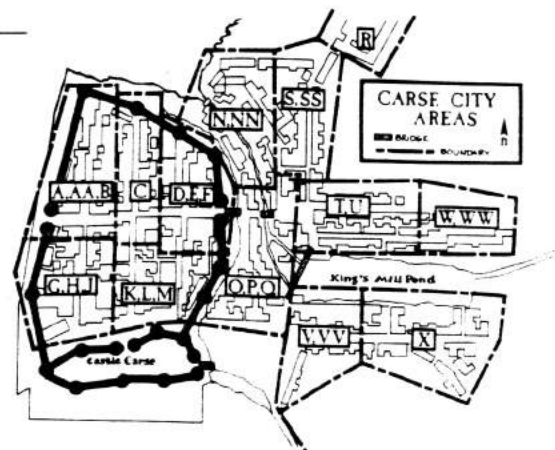
▶ additional door



*PASSAGE: movement is possible between VV-6 and VV-7.*

- |      |  |
|------|--|
| V-1  | WEAVER, Gran's Bulk Cloth.                     |
| V-2  | WHEELWRIGHT, Big Bill's.                       |
| V-3  | SALVAGE AND WRECKER'S GUILD, no sign.          |
| V-4  | INN, Mummy Daberath's Stew Palace.             |
| V-5  | PHYSICIAN, sign of a Merry Man.                |
| V-6  | SAILMAKER, sign of a Full Sail.                |
| V-7  | ARMORER, Rockhill's Armory.                    |
| V-8  | BUTCHER, Shogan Soljunk, Butcher.              |
| V-9  | HORSE TRADER, Balthazar's.                     |
| V-10 | BOATWRIGHT, sign of an Anchor.                 |
| V-11 | LEATHERWORKER, Fine Leathersgoods by Neverton. |
| V-12 | OUTFITTER, Surplus Suppliers.                  |
| V-13 | TAILOR, sign of the Scissors.                  |
| VV-1 | GLASSBLOWER, Fine Glass.                       |
| VV-2 | ILLUMINATOR, sign of a Purple Quill.           |
| VV-3 | COBBLER, Salvator Lowest, Bootmaker.           |
| VV-4 | MONEYLENDER, sign of a Golden Coin.            |
| VV-5 | Empty.   |
| VV-6 | PRODUCE, sign of an Orange.                    |
| VV-7 | SHARPENER, sign of a Whetstone.                |

DID YOU KNOW...that the City of Carse could provide adequate commercial lodging for nearly 300 visitors at any one time? — Carse Brotherhood of Room Lords.



— half-brother Seldon and nephew Hawkeye (C-8), sons Lance (B-6) and Rigven (M-1), and cousin Norman (P-1). He is majority owner of Troon's Tannery (N-7) as well as this funeral parlor. He is among the most influential businessmen in town, though not well-liked. His friendship with Brunden the Butcher (F-5) has gives rise to some ugly rumors, but nothing has ever been proved about Digger's clients or Brunden's meats. He has disowned both his sons — Lance for his riotous life-style and Rigven for a disastrous building failure, but most people say it is due to their unwillingness to follow in his footsteps. Troon is reputed to have a large amount of money hidden in his home (U-3), the only nice building in this part of town, but no one knows for sure.

**U-16 WEAVER**, Lorren's Discount Cloth. Geoffrey Lorren makes cheap-quality, low-priced cloth. Quality and price -20% normal.

**U-17 WEAPONS MAKER**, Aljaga's Blade Shop. Aljaga makes low price (-5%) serviceable weapons, specializing in blade weapons. All manner of broadswords, cutlasses, and daggers, etc., with greatswords made to order. No polearms.

**U-18 BUTCHER**, Hagabard's Meat Shop. Hagabard is aided by Sam, his strange, short apprentice (some question whether Sam is an extremely ugly man or a handsome troll). Meats are of low quality and tend to be tough and gamey.

**U-19 RESIDENCE**, Button Maker.

**U-20 TAILOR**, Henrieta's Homespuns. Henrieta make rough, serviceable clothing for the poor. Quality is low, as are prices (-30% in some cases).

**U-21 WHEELWRIGHT**, Gilfitch's Wagons. Gilfitch makes simple but sturdy wagons and carts. He always has one or two ready to go, and can make them to order.

## Section V, VV

**V-1 WEAVER**, Gran's Bulk Cloth. Toby Gran weaves coarser woolens and linen for commercial use. Average quality and price.

**V-2 WHEELWRIGHT**, Big Bill's. Bill, a jovial bear of a man, is known as the best wheelwright within a hundred miles. He works on all manner of carriages and carts, as well as make-to-orders.

**V-3 SALVAGE AND WRECKER'S GUILD.** This association of salvagers and wreckers insures that only abandoned wrecks are taken after storms, as well as settling questions of shares when two or more salvagers reach a wreck simultaneously. Each member owns his own boat or small ship, and plies his trade along the rocky coast beyond the Bay of Carse. Most goods are sold through independent merchants, while all usable ships' gear is handled by Salvage and Wrecker's Clearing House (U-1). Notable guild members include the following:

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

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

*Joco the Wily*, owner of the *Storm Lord*, a two-masted, shallow-draft coaster. Joco runs great risks, often losing a crewman or two in the process, but realizes great profits. He is always looking for new crewmembers, experience unnecessary.

*Ramala the Hook*, beautiful (Charisma or Appearance 17) despite the loss of her left hand in a salvage operation, works as well as any man in the guild, and prefers an all-woman crew.

She belongs to the Sharwen. She is mistress of the sailing boat *The Olden Glory*.

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

*Rolf Herstaggson*, Sergeant-at-arms. The reason Herstagg's word is law. Rolf is level 13 or 130-145%, +3 for Strength, favors a billy club, and has a +1-to-damage magic dagger hidden in his boot.

**V-4 INN**, Mummy Daberath's Stew Palace (average food). Located disquietingly close to Balthazar the Horse Trader (V-9), Mummy's providing the finest cheap lunches and dinners in Carse. Working class sorts from across town gather here. A small bowl of stew with bread is 0.1 gold piece; a large bowl and bread is 0.2 gold piece; ale or strong beer is 0.2 gold piece. Jocko, Mummy's nephew, keeps order. Jocko is level 3 or 30-45% and +1 to hit; he carries a broadsword, uses a shield, and wears chainmail under his tunic. Mummy is level 0 or 20%, and carries a shrill whistle.

**V-5 PHYSICIAN**, Sign of the Merry Man. Old Doc Slamar is a fixture in Carse. He has been "at his stand," as he says, longer than any other physician in the city. He provides good treatment at reasonable prices. Despite his friendly, fatherly manner, he is a powerful figure in the Iron Fist.

**V-6 SAILMAKER**, Sign of the Full Sail. Malcome Broford makes sails for most of the wreckers who need them, as well as for many of the fishermen in Carse. His work is average to good, at fair prices.

**V-7 ARMORER**, Rockhill's Armory. Rockhill the Pious is a small, thin man with red hair and fanatic green eyes. Trained as a monk in his youth, Rockhill was found wanting and has been trying to redeem himself since. He will give 5-10% discounts to clerics whom he judges pious, and raises prices by 10% to any taking a god's name in vain in his shop. His work is unremarkable.

**V-8 BUTCHER**, Shogan Soljunk, Butcher. Shogan caters to all types, selling good quality meats at -5%. While good, his meats tend to be aged less than other butchers in town.

**V-9 HORSE TRADER**, Balthazar's. A one-time brigand, Balthazar reputedly procures fine mounts on short notice (immediately, if you're not fussy about ownership). He is assisted by his half-witted son Fandrel (level 0 or 20%), who carries a dagger. Balthazar is level 1 or 20-30%, and wears a scimitar and dagger.

**V-10 BOATWRIGHT**, Sign of the Anchor. Melnic the Clever's clientele tends towards the unsavory, as he specializes in building unusual craft with many secret compartments, false bulkheads and bottoms, etc. But they are among the fastest small craft available. He builds special boats for many of the wreckers and is said to work now and again for Greeley Sarcovia.

**V-11 LEATHERWORKER**, Fine Leathersgoods by Neverton. Neverton Farstoon specializes in fancy, marginal-quality goods for tourists and others from out of town who wander in from the Market.

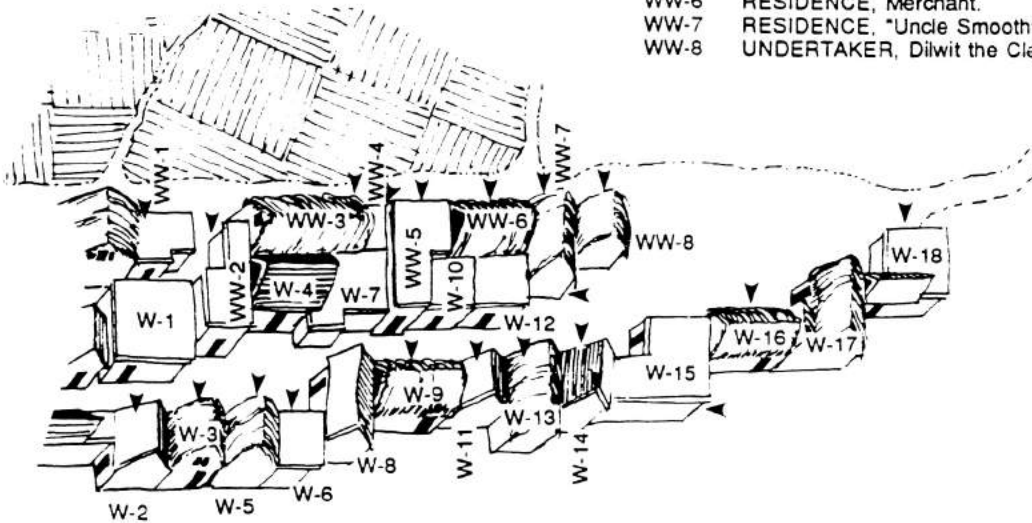
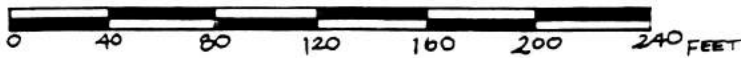
**V-12 OUTFITTER**, Surplus Suppliers. Cholly Partum deals exclusively in discount, second-hand goods for explorers and adventurers. Most anything needed can be found, though the quality can be questionable. Occasionally an unrecognized magic item (2% chance) turns up here. He will buy used items from adventurers for resale.

**V-13 TAILOR**, Sign of the Scissors. Glowen One Thumb makes fair to good quality clothing despite his obvious handicap. His prices are fair.

# Section W, WW

section	prosperity
W	poor
WW	merchant

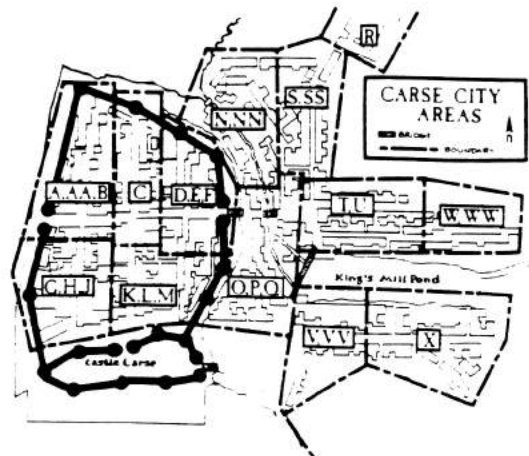
- W-1 STABLE, no sign.
- W-2 RESIDENCE, Retired Soldier.
- W-3 RESIDENCE, Laborer.
- W-4 CARPENTER, sign of a Nail.
- W-5 RESIDENCE, Religious Commune.
- W-6 RESIDENCE, Religious Leader.
- W-7 RESIDENCE, Laborer.
- W-8 INN, Yngvi's Station.
- W-9 CUSTOMS HOUSE.
- W-10 RESIDENCE, Jehansu Hazara Khan.
- W-11 HIRING HALL, no sign.
- W-12 RESIDENCE, Abdur Hazara Khan.
- W-13 CARAVAN OUTFITTERS, Khan Family.
- W-14 CONSTABLE.
- W-15 WAREHOUSE.
- W-16 CARAVAN OUTFITTERS, Worthy Outfitters.
- W-17 TRADE FAIR.
- W-18 TRADE FAIR.
  
- WW-1 RESIDENCE, City Tax Official.
- WW-2 INN, The Blue Djinn.
- WW-3 BROTHEL, The Golden Lady.
- WW-4 RESIDENCE, Retirees.
- WW-5 RESIDENCE, Businesswoman.
- WW-6 RESIDENCE, Merchant.
- WW-7 RESIDENCE, "Uncle Smoothy" Hazara Khan.
- WW-8 UNDERTAKER, Dilwit the Clean.



▶ additional door

*PASSAGE: movement is possible between WW-1 and WW-2, and exiting between U-16 and U-18, or stopping at T-23.*

DID YOU KNOW...that, in the last calendar year, the shipyards of Carse produced 27 vessels of 100 tons or more? — Carse Shipbuilders Information Service.



**VV-1 GLASS BLOWER, Fine Glass.** The proprietor, one Pediah Blowr, produces the best glass within 500 miles. Rumor states that he gained the secret by sacking a lost temple in his youth. His secret is guarded by his four large and loyal sons, Enouch, Selvey, Lucian, and Bo, all former members of the Baron's castle guard during the last war. All wear leather armor, and carry short sword and shield when standing guard with papa. Buried under the floorboard of the workroom is the secret formula, gems worth 30,000 gold pieces, and 10,000 gold pieces. All are guarded by an Angry Lump (a magical creature fashioned of clay) who will bite anyone attempting to steal Pediah's treasure while making such a racket that the whole house will rouse. The sons are level 3 or 30-45%. Each does +2 damage because of his Strength.

**VV-2 ILLUMINATOR, Sign of the Purple Quill.** Farns Dalimar is the only illuminator in the city not working full-time for a temple. Much in demand, his prices come high. He specializes in formal announcements, done in brightly-colored inks. His work is good, and his wealthy clients are happy to pay the price. Farns' fees begin at 10 gold pieces for a simple one-page letter, and rise steeply. He always completes work on time.

**VV-3 COBBLER, Salvator Lowest, Bootmaker.** Salvator specializes in dyed boots and provides good to fine quality work inexpensively (-5% to price).

**VV-4 MONEYLENDER, Sign of the Golden Coin.** Hoden Feldroc is the most reasonable moneylender in the city, charging only 7 1/2% interest on the unpaid balance monthly. As a result, he does a very brisk business in the merchant quarter but requires a very good recommendation or reputation, a co-signer, or collateral for his loans.

**VV-5 Empty.**

**VV-6 PRODUCE Sign of the Orange.** Orvil Spitalney specializes in fresh fruit, though he carries a limited selection of vegetables as well. His goods and prices are slightly higher than average.

**VV-7 SHARPENER, Sign of the Whetstone.** Murtan Schnoud is an expert sharpener, servicing fighters' weapons as well as household implements. If any sword becomes blunt within two weeks, he will re-sharpen for free (this offer void in times of war).

## Section W, WW

**W-1 STABLE, no sign.** Owned by Talsmore Constantal (WW-2), this stable is primarily for customers of the Blue Djinn, though others' mounts are cared for when space permits.

**W-2 RESIDENCE, Retired Soldier.**

**W-3 RESIDENCE, Laborer.**

**W-4 CARPENTER, Sign of the Nail.** Margratt Heldergraven is a competent carpenter doing general work to order. His furniture ranges from fair to good, but his cabinet work is slightly below average. He is often sought for repair work, due to his versatility.

**W-5 RESIDENCE, Religious Commune.**

**W-6 RESIDENCE, Religious Leader.**

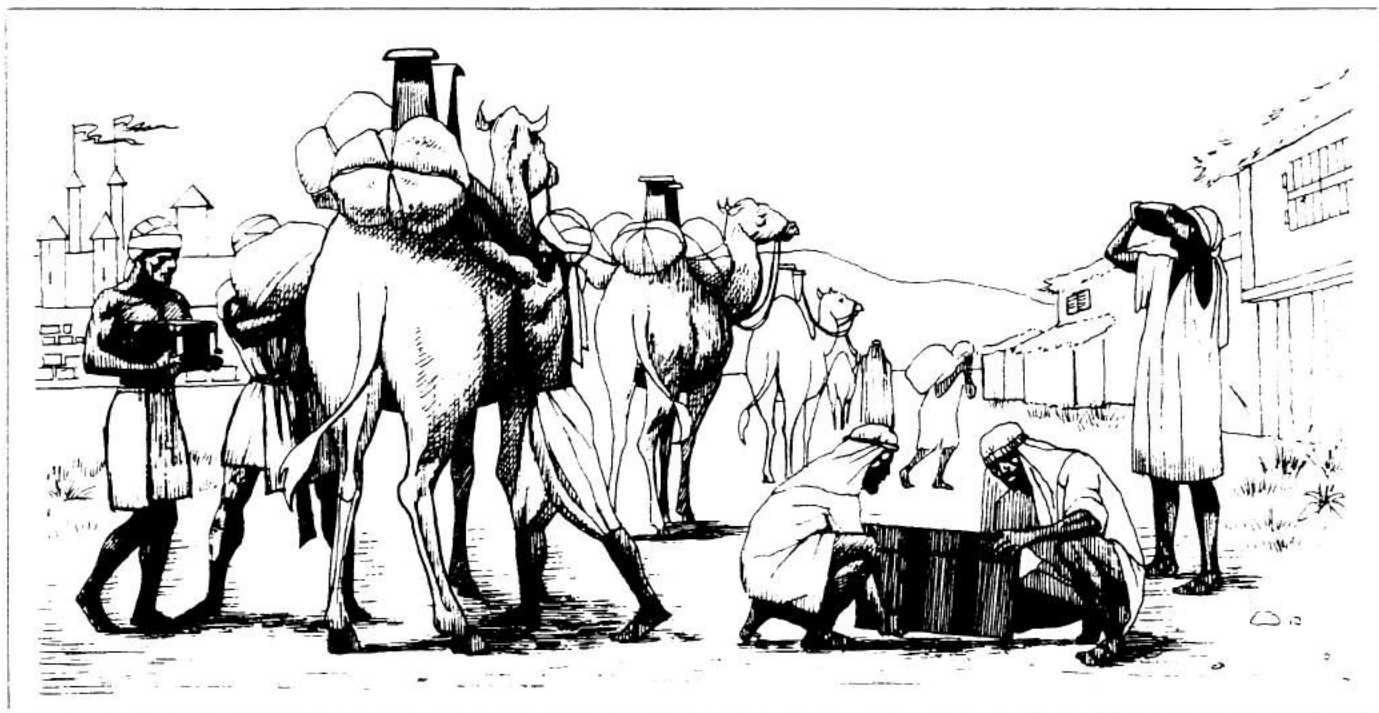
**W-7 RESIDENCE, Laborer.**

## Caravanserai

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

**W-8 INN, Yngvi's Station (poor food, poor lodging).** Cheap food, barracks-type lodging, and bears a city delousing mandate. All who leave must undergo treatment. Owned by Jehansuh Hazara Khan, son of Abdur, a quick-tempered man with a fascination for fire. He is always refused entrance at Beth's Baths II (H-13). Jehansuh is level 8 or 80-95%. He fights with two scimitars and wears chainmail.

**W-9 CUSTOMS HOUSE.** Supervised by Kamal Hazara Khan, nephew to Abdur, a stocky, tough ex-soldier, with a short black beard and temper to match. Caravans are charged a small fee to use the city-owned pasture south of the Caravanserai, and must pay import fees on dutiable goods. Rumor has it he is a friend of Greely Sarcovia. He is assisted by Getmur and Ganta, two indentured servants from the desert. Kamal is level 7 or

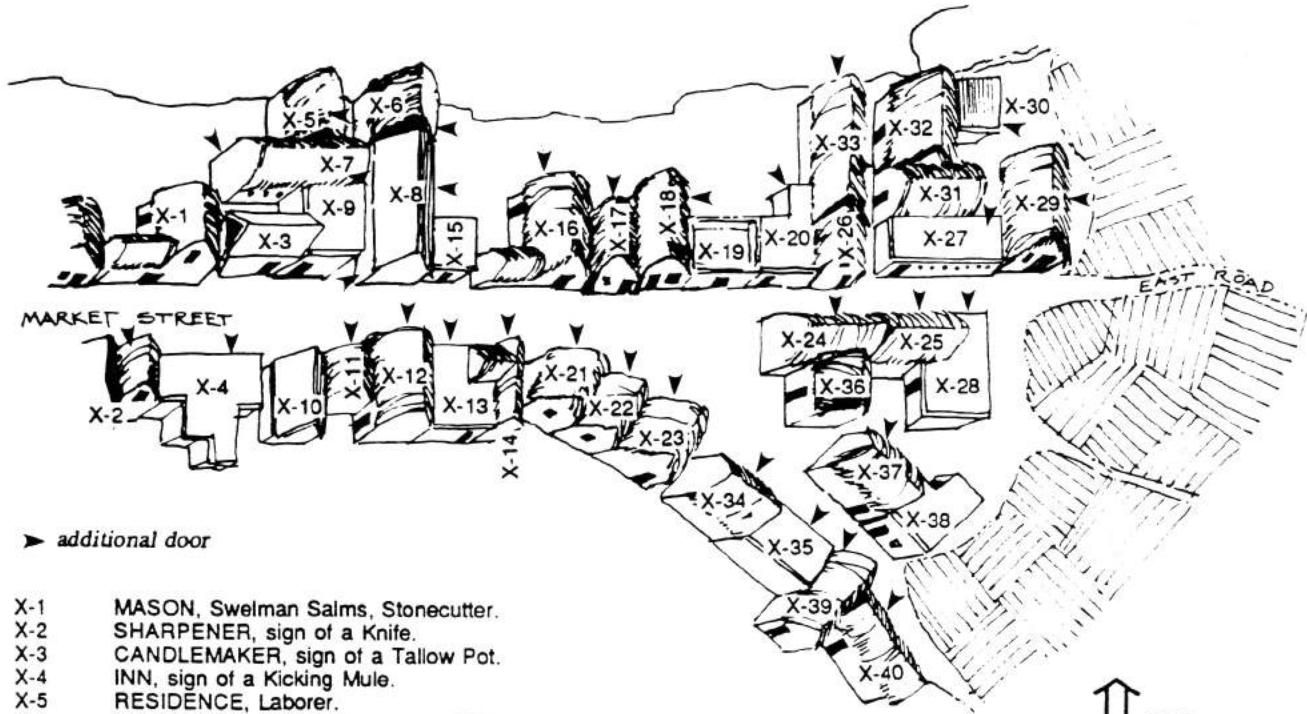


Loading of a new caravan begins at the caravanserai.



# Section X

section X  
prosperity poor

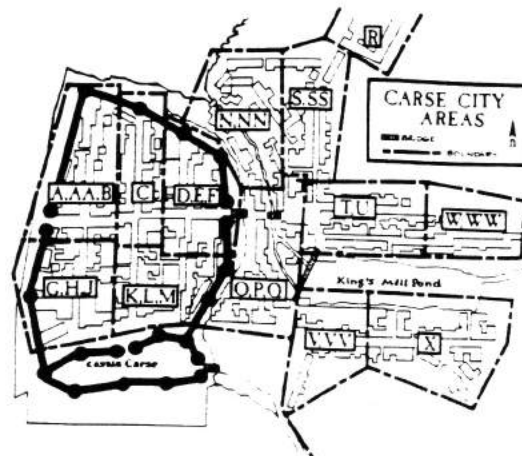


► additional door

- X-1 MASON, Swelman Salms, Stonecutter.
- X-2 SHARPENER, sign of a Knife.
- X-3 CANDLEMAKER, sign of a Tallow Pot.
- X-4 INN, sign of a Kicking Mule.
- X-5 RESIDENCE, Laborer.
- X-6 RESIDENCE, Laborer.
- X-7 WAREHOUSE.
- X-8 ORPHANAGE, no sign.
- X-9 BAKERY, Toftler's Bakery.
- X-10 RESIDENCE, Factotem to a local personage.
- X-11 RESIDENCE, Procurer.
- X-12 STABLE, Horse Care.
- X-13 ANIMAL TRAINER, no sign.
- X-14 RESIDENCE, Musician.
- X-15 SMITH, sign of a Horseshoe.
- X-16 RESIDENCE, Peddler.
- X-17 RESIDENCE, Storyteller.
- X-18 RESIDENCE, Gambler.
- X-19 RESIDENCE, Preacher.
- X-20 RESIDENCE, Thief.
- X-21 SIGNPAINTER, Merkle Slamone, Prop.
- X-22 RESIDENCE, Two Widows.
- X-23 RESIDENCE, Rat-Catcher and dogs.
- X-24 RESIDENCE, Laborer.
- X-25 RESIDENCE, Laborer.
- X-26 Empty.
- X-27 RESIDENCE, Four Beggars.
- X-28 Empty.
- X-29 RESIDENCE, Three Chimney-Sweeps.
- X-30 RESIDENCE, Cutpurse Ring.
- X-31 RESIDENCE, Farmer.
- X-32 RESIDENCE, Eight Beggars.
- X-33 BOATHOUSE.
- X-34 RESIDENCE, Six Humble Transients.
- X-35 RESIDENCE, Six Armed Adventurers.
- X-36 Empty.
- X-37 ABANDONED, Filled with Drunken and Dangerous Transients.
- X-38 Empty.
- X-39 RESIDENCE, Four Shy Foreigners.
- X-40 Empty.

DID YOU KNOW...that Carse sea-borne customs duties are among the lowest along this shore of the Endless Sea?  
— City of Carse Docks Administration (Edmund Vaduzo, Port Officer).

PASSAGE: movement is possible between X-4 and X-10; between X-8 and X-9 to the pond; between X-26 and X-27 to the pond; and between X-23 and X-35.



70-85%, fights with a falchion or mace and shield, and wears chainmail.

**W-10 RESIDENCE**, Jehansuh Hazara Khan (W-8).

**W-11 HIRING HALL**, no sign. This hall for horse, mule, and camel handlers, as well as wagon drivers and other caravan personal is overseen by Shandon Hazara Khan, eldest son of Abdur. This jolly, well-liked man is quick to promise great advantages to all who undertake employment on a family-run caravan. Few return to dispute the fact.

**W-12 RESIDENCE**, Abdur (the Beast) Hazara Khan (W-13).

**W-13 CARAVAN OUTFITTERS**, Hazara Khan Family Trading Association. Overseen by Abdur (the Beast) Hazara Khan, who (next to Gunnar Halfstead, R-5) is the wildest trader in Carse. Hazara Khan keeps four caravans going at all times. One is always at the Caravanserai, so his traders always have the best spots. Abdur the Merchant is level 2 or 25-40%; he wields a greatsword.

**W-14 CONSTABLE**. Sergeant Tunoc Hazara Khan commands a squad of six city watchmen who insure order in the sometimes rowdy caravanserai area. Tunoc is also called "Shield Breaker" and is a nephew to Abdur. Tunoc is level 10 or 100-115%, carries broadsword and shield, and wears chain mail. His men are all level 1 or 20-30% fighters, use sword and shield, and wear leather armor.

**W-15 WAREHOUSE**. Salvarmi Warehouse Company. Vimin Salvarmi is both honest and mean enough to compete with the Hazara Khan family and therefore able to defend a small part of the Caravanserai business. He and his five sons (Gregor, Hulli, Jacov, Kasumi, and Little Jeff) act primarily as transfer agents for caravaned goods to be sent directly to the docks for shipment. He has understandings with the Hazara Khans, the Sarcovias, and the Thieves Guild. They stay out of his way and he stays out of theirs. Vimin is a level 16 or 160-175% fighter, with +3 to hit and +2 to damage because of his Strength and general meanness. His sons are level 5 or 50-65% fighters.

**W-16 CARAVAN OUTFITTERS**, Worthy Outfitters. Sebastian Worthy, former cleric of the God of Law, mixes business dealings with discussions of religion. This fact, combined with mysterious accidents which are constantly occurring, conspire to keep his business marginal. Sebastian manages to outfit a caravan twice a year, which conveniently coincides with Abdur's vacations.

**W-17 TRADE FAIR**. This and W-18 are showplaces for incoming traders to display wares to the merchants of the city. Caravans are not allowed inside the city walls, and wagons constantly load behind these buildings to carry goods into Carse. Crafts Guild, city customs officer, and the Thieves Guild all keep close eyes on this operation, which is supervised by Felinah Hazara Khan, the wily wife of Shandon Hazara Khan.

**W-18** See W-17.

**WW-1 RESIDENCE**, City Tax Official.

**WW-2 INN**, Blue Djinn (good lodging, average food) Owner Talsmore Constantal runs this inn, catering to traders as well as locals. He brooks no disorder in this quiet establishment, and enforces the rule vigorously. His son, Mori acts as barman and bouncer. Mori is level 3 or 30-45%, is +2 to hit, and is -2 to opponent hits and -1 to opponent damage due to excellent Dexterity.

**WW-3 BROTHEL**, Golden Lady. Run by Silgania Creeche, a no-nonsense businesswoman, this operation gives fair to good value for the gold spent. Rough or rude treatment of the staff is

dealt with harshly, and it is not likely that a bad-acting customer can buy his or her way out of trouble here. Order is enforced by Ali Ibraim Shalendar, a foreigner who came to the city with the Hazara Khan family (W-8, W-14) from a distant land. Ali is a level 9 or 90-105% fighter, who uses a scimitar at +2 damage because of his excellent Strength and Dexterity.

**WW-4 RESIDENCE**, Retired staff from the Golden Lady (WW-3). Includes an emergency secret way leading through this building from the Golden Lady to WW-5.

**WW-5 RESIDENCE**, Silgania Creeche (WW-3). Includes a secret passage to the Golden Lady (WW-3).

**WW-6 RESIDENCE**, Merchant.

**WW-7 RESIDENCE**, "Uncle Smoothy" Hazara Khan. A brother to Abdur, Uncle is rarely in the city as he is constantly supervising family operations on the caravan route. Or he just may be uneasy because of his next-door neighbor's (WW-8) business. Uncle's lodgings are kept up by Gitana, a loyal family retainer.

**WW-8 UNDERTAKER**, Dilwit the Clean. A thin, tall, skeletal man, Dilwit is occasionally taken for one of his customers. He runs a tidy shop and can supply accessories necessary for a fine send-off. His services range from quick burials to wonderful parades complete with black hearse and matched black horses, with a fine wake following. He charges from 10 gold pieces for simple burial up to 2000 gold pieces for the works. Recently, rumors claim some relationship between Dilwit and Alsoabar the Alchemist (SS-7) but to date they are unsubstantiated.

## Section X

**X-1 MASON**, Swelman Salms, Stonecutter. Swelman specializes in large building blocks and owns his own barge for bringing stones from the quarry. His work is good and his waiting list is lengthy. He is always looking for experience masons to help him catch up.

**X-2 SHARPENER**, Sign of the Knife. Farfel Pall specializes in sharpening knives, scissors, and other household, garden, and work tools. He will not do weapons, by an oath to his gods.

**X-3 CANDLEMAKER**, Sign of the Tallow Pot. Drogon Jorcander makes fair to good quality candles, though he occasionally (15% chance) sells inferior quality goods at normal prices. If caught, he substitutes proper wares and apologizes.

**X-4 INN**, Sign of the Kicking Mule (average lodging, poor food). Fulden Salaway runs this modest establishment. Notably, the gaming room is honestly run, and caters to local businessmen, workmen, and soldiers rather than gamblers, as the stakes are intentionally kept low. Fulden has even been known to return some small portion of a customer's heavy losses, to insure good will.

**X-5 RESIDENCE**, Laborer.

**X-6 RESIDENCE**, Laborer.

**X-7 Warehouse**, used by X-1 and W-16.

**X-8 ORPHANAGE**, no sign. Supervised by Meldon Sly and his wife Erna, this home for orphans is underwritten by the Crafts guild. Children are kept here until such time as they may be apprenticed to a craft. It is rumored Sly supplements his income by informing the Thieves Guild of promising children who may be trainable as thieves.

**X-9 BAKERY**, Toftler's Bakery. Toftler buys the cheapest flour he can, resulting in heavy, gritty bread. His prices are average, but his wares are -15% in quality.

**X-10 RESIDENCE**, Factotem to a local personage.

**X-11 RESIDENCE**, Procurer.

**X-12 STABLE**, Horse Care. Montag Roon is the owner and operator. Montag provides cheap care for those with little capital. His price is for a roof over the animal's head, a drink of water, and some straw. Everything else costs extra. (Daily Level: Below Normal.)

**X-13 ANIMAL TRAINER**, no sign. Bledsoe Stockman is a small, nervous man who trains dogs and horses for the hunt. He moved to Carse from a larger city, and misses the pomp of royal hunts.

**X-14 RESIDENCE**, Musician.

**X-15 SMITH**, Sign of the Horseshoe. Tugar the Hadati, who comes from some distant mountain tribe and who can barely speak the local language, provides low-quality smith work at below-average prices. Occasionally some of his work will fall apart, but nobody has ever tried to complain to him. Tugar is level 6 or 60-75% as a fighter, +2 due to Strength, and carries a bastard sword (hand-and-a-half). He throws a dagger at +3.

**X-16 RESIDENCE**, Peddler.

**X-17 RESIDENCE**, Storyteller.

**X-18 RESIDENCE**, Gambler.

**X-19 RESIDENCE**, Preacher.

**X-20 RESIDENCE**, Thief.

**X-21 SIGNPAINTER**, Merkle Slamone, Prop. Merkle does quick, low-cost work, mostly for sales, temporary notices, market stalls, etc.

**X-22 RESIDENCE**, Two Widows.

**X-23 RESIDENCE**, Rat-Catcher and dogs.

**X-24 RESIDENCE**, Laborer.

**X-25 RESIDENCE**, Laborer.

**X-26 Empty.**

**X-27 RESIDENCE**, Four Beggars.

**X-28 Empty.**

**X-29 RESIDENCE**, Three Chimney-Sweeps.

**X-30 RESIDENCE**, Cutpurse Ring.

**X-31 RESIDENCE**, Farmer.

**X-32 RESIDENCE**, Six Beggars.

**X-33 BOATHOUSE**. Here the Baroness's small boat is kept moored for occasional pleasure cruises on the Mill Pond. The boatkeeper is an old wizened man named Wat the Base.

**X-34 RESIDENCE**, Six Humble Transients.

**X-35 RESIDENCE**, Six Armed Adventurers.

**X-36 Empty.**

**X-37 ABANDONED**. Filled with drunken and dangerous transients.

**X-38 Empty.**

**X-39 RESIDENCE**, Four Shy Foreigners.

**X-40 Empty.**

## Temple of the Sky God

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The traditional force of law in and about Carse is the Sky God, depicted in his temples as a white pegasus, and known to the initiated as Astalon, the Bringer of Law. This inner circle of worshipers consists of priests and those whose consistent large contributions have admitted them to the inner path.

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

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

### Description

The temple is constructed of gray stone carefully cut and mortared into place. The interior walls are of brick. Except for the barracks and the kitchen, the second floor rooms are finished in wood paneling.

**TEMPLE-1, ALTAR OF THE SKY GOD.** Services are held at noon on each sunny day. At noon, the sunlight falling on the pure white statue of the Pegasus through the open roof

section is dazzling in the gloom of the sanctuary. The altar is a raised block of stone with four torches standing at its corners. Gifts of coins, food, gems, jewelry, etc. are placed here. Most are taken away to be eaten, stored, used, etc. each night. Stationed throughout the room during services are three priests and a door guard. Two of the priests are stationed near the altar to answer religious questions, give blessings, receive offerings, etc. The other is stationed near the inner doorway to answer non-religious questions, arrange sanctuary, and pass elite worshipers to the interior. The guard is stationed here also.

**TEMPLE-2 to -9, PRIVATE ROOMS.** For the various priests, each contains a pallet, a stand for hanging robes, a small chest for personal belongings, and a chamber pot.

**TEMPLE-10, CLEANING AND BATHING.**

**TEMPLE-11, REFECTORY.** Contains a long table and benches. It is used for dining and lounging.

**TEMPLE-12, KITCHEN.**

**TEMPLE-13, MALAC'S STUDY.** The walls are lined with books and scrolls; there is a small desk and chair.

**TEMPLE-14, MALAC'S CHAMBER.** Somewhat nicer than those used by the lesser priests, it is no different in contents.

**TEMPLE-15 to 16, PRIVATE ROOMS.** These chambers are for the second priest (Sindar the Kind) and the third priest (Ethelred).

**TEMPLE-17,** This is the room of the guard captain (Sind of Boragia) and contains a sleeping pallet, clothes rack, armor cabinet, small desk, chair, and a chamber pot.

**TEMPLE-18, BARRACKS.** The room currently houses 6 guardsmen each with his own bunk, chest, and armor cabinet.

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

## People of the Temple

The following people are likely to be within the temple at any time. The guards and guard captain never leave.

**Malac**, the high priest of the Sky God, is a handsome gentleman of average height and weight with black hair and eyes. His pleasant voice has inspired many to the tenets of the Sky God. Popular with common folk, Malac has developed a magic/hypnotic method of disguise that not only allows him but forces him to act as a lawful cleric during the day. His disguise is in effect while in the Temple, on Temple business, and when in places he might be observed by those who know him. He comes out of disguise only when descending into his secret underground lair or to save his life. Malac is level 12 or 120-135% and does +2 damage with his mace. He owns a magic lozenge which, when swallowed, renders the eater immune to spells that cause physical damage; the lozenge's effects last for 2D6 hours. He also owns a large magic bag (colored purple) which renders everything within it weightless and inertialess.

**Second Priest**, Sindar the Kind, level 5 or 50-65%, uses leather armor and a mace.

**Third Priest**, Ethelred, level 3 or 30-45%, owns a magic lozenge which, when swallowed, renders the eater immune to spells that cause physical damage: the effect lasts 2D6 hours.

**Fourth Priest**, Gudren, level 3 or 30-45%, female, has a magic war hammer which adds +2 to damage.

**Fifth Priest**, Krim, level 2 or 25-40%.

**Sixth Priest**, Sharmel, level 1 or 20-30%.

**Seventh Priest**, Sturl, level 1 or 20-30%, has a magic horn which, when blown, adds 6 to the Strength of the user and to all of his friends. The effect lasts 5 minutes. Each time he winds the horn, the user loses 2D6 hit points.

**Eighth Priest**, Jinalla, level 1 or 20-30%, female.

**Ninth Priest**, Ramos, level 1 or 20-30%.

**Tenth Priest**, Martana, level 1 or 20-30%.

**Guard Captain**, Sind, level 5 or 50-65%, female, has a magic shortsword which adds +2 to damage and burns the hand of any chaotic individual who picks it up. She also has a ring which grants three wishes, and a magic book which (each time it is read clear through) increases the reader's Intelligence by 1 point for the following day. She is totally devoted to the Sky God and, if she thought that Malac wasn't totally devoted, she would destroy him instantly.

**Six Guards**, all of are above average height and strength. All are outfitted in leather armor with the symbol of the Sky God (a flying white Pegasus) emblazoned on the breast. Each has gauntlets and heavy helm, sky blue cloak and a shield with the Sky God's emblem. All are level 2 or 25-40%.

## The Vault Below

Malac discovered this area many years ago when he was still a faithful follower of the Sky God. He noticed a discrepancy about the wall in his study, which led him to a secret door. He later had a secret door installed in his quarters to guard against a slip of the tongue. The organization works through Shigga's Tavern (S-17) unknown to any of Shigga's staff. At present the organization is small but is continuing to search for prospective

additions. The secret doors in the tunnel trip alarms if the vault is entered from the tunnel.

In the following description, Malac's quarters are opulently furnished in satins, silks, and brocades. There is a 40% chance that the lady Tamara will be found here wearing 1-3 pieces of jewelry from the treasury.

Staff quarters are comfortably furnished, and personal possessions will be found scattered about.

**VAULT-1, Malac's Quarters, SITTING ROOM:** has several impressive couches and chairs.

**VAULT-2, Malac's Quarters, DINING ROOM:** contains a large teak table and 12 chairs.

**VAULT-3, Malac's Quarters, KITCHEN:** one or more staff members will always be here.

**VAULT-4, Malac's Quarters, BATH:** has a small Roman-style tub.

**VAULT-5, Malac's Quarters, BEDROOM:** comfortable.

**VAULT-6, Malac's Quarters, LIBRARY:** the walls are lined with books. There are two comfortable chairs and a table.

**VAULT-7, Malac's Quarters, STUDY:** more books and scrolls, a plain desk and chair. The secret door is Malac's bolt-hole.

**VAULT-8, Staff Quarters, BUTLER'S ROOM.**

**VAULT-9, Staff Quarters, FIRST CHEF.**

**VAULT-10, Staff Quarters, SECOND CHEF.**

**VAULT-11, Staff Quarters, MAID.**

**VAULT-12, Staff Quarters, HANDYMAN.**

**VAULT-13, Staff Quarters, GUARD ONE.**

**VAULT-14, APARTMENT,** for a V.I.P. visitor.

**VAULT-15, APARTMENT,** for a V.I.P. visitor.

**VAULT-16, APARTMENT,** for a V.I.P. visitor.

**VAULT-17, FOYER.** One guard is stationed here at all times.

**VAULT-18, APARTMENT.** Plainly furnished, the Assassin lives here.

**VAULT-19, GUARD QUARTERS.**

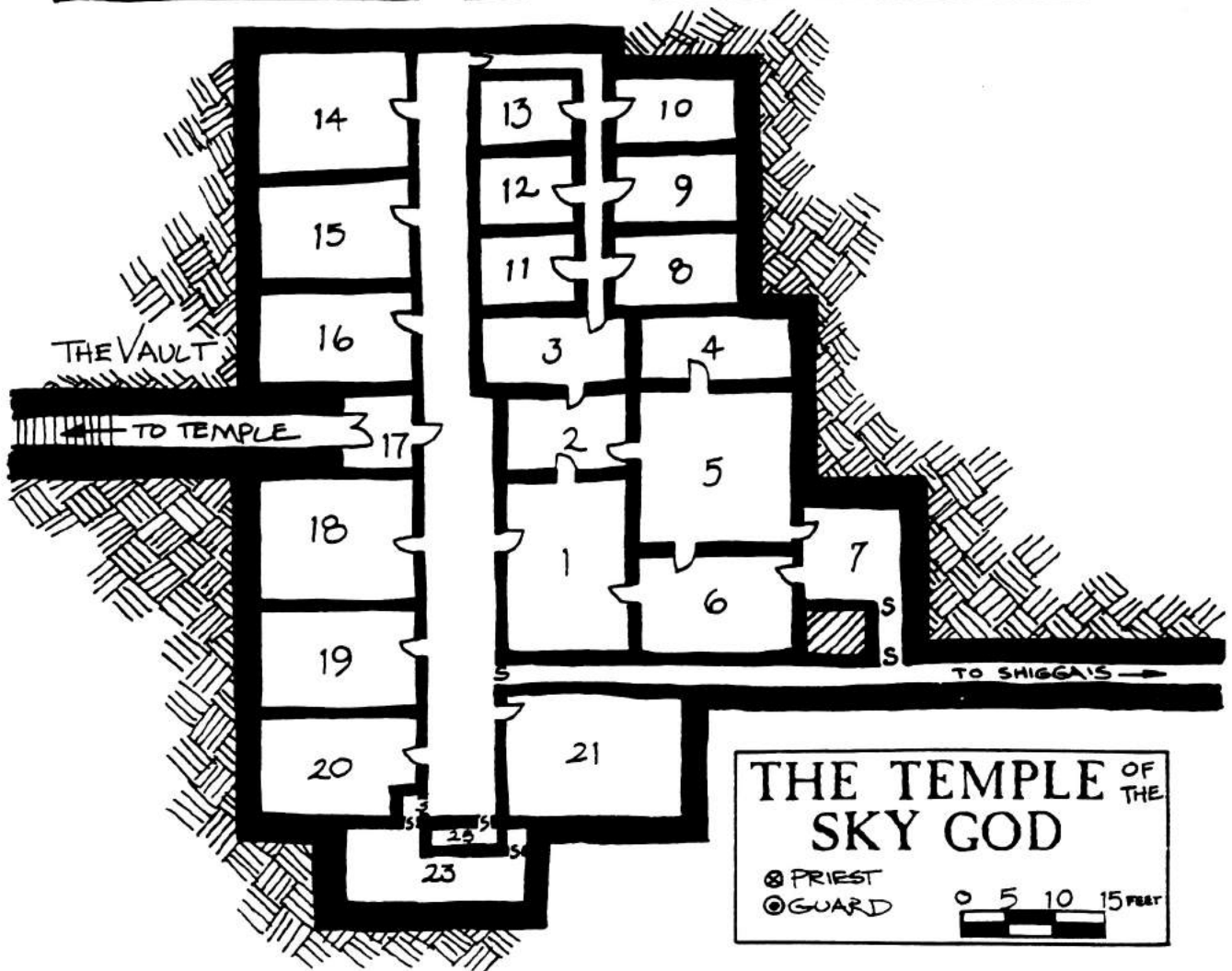
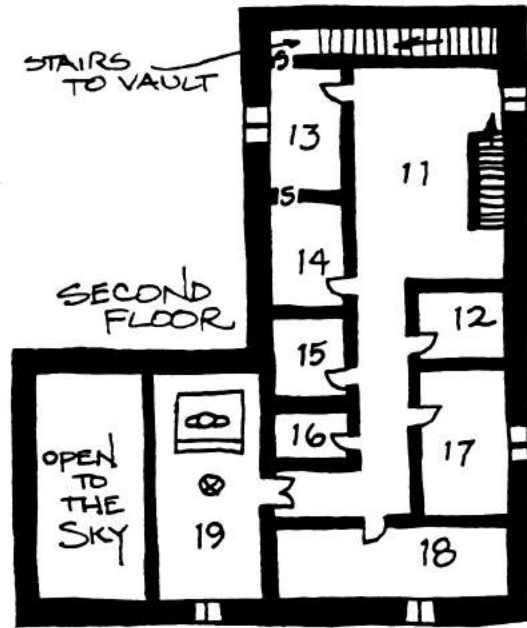
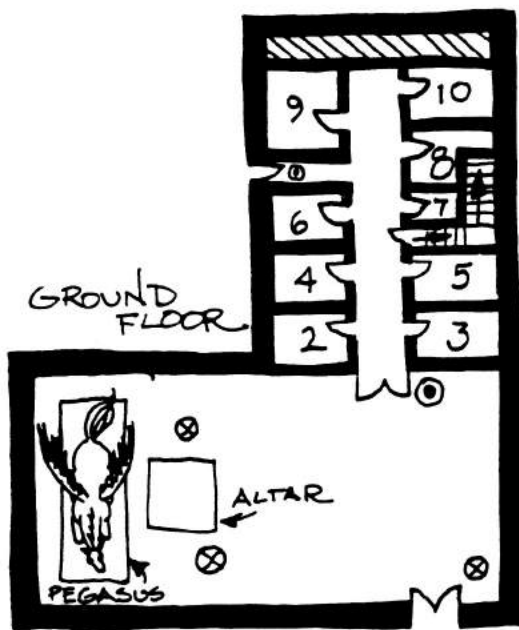
**VAULT-20, GUARD QUARTERS.**

**VAULT-21, TRAINING AREA:** the training area and gym includes a cell and various interrogation equipment.

**VAULT-22, BROOM CLOSET.**

**VAULT-23, TREASURY,** containing 150,000 gold, 27 gems worth 13,000 gold pieces, and 13 pieces of jewelry worth 55,000 gold pieces. The jewelry belongs to Tamara, Malac's lady, and may be in her possession at any time. Usually she will have 1-3 pieces in her possession.

**VAULT-24, MAGICAL TREASURY,** containing a Helm of Brilliance which glows brightly in the dark to light the user's path and which also renders the user immune to blinding from any source; a Cursed Broadsword which can never be put down once it has been picked up; a Sword of Light, a bastard sword which shines whitely in the dark, lighting the user's path: the glow changes to red if a chaotic being comes within 10 meters (the sword will not work for a chaotic individual); a Flaming Broadsword which is continually burning; a magic shield which



cannot be penetrated by any missile weapon; and a suit of excellent chainmail which fits any wearer and weighs only 10 pounds.

## VAULT-25, EMPTY ROOM.

### The People in the Vault

The staff and Lady Tamara will not fight. The majority of the staff sleeps during the day and is active at night when Malac is free from his other duties. Tamara has Appearance or Charisma 18, raven-black hair, and black eyes. Unknown to Malac and the others, she is a devoted Sharwen and when able is in contact with their leaders. Neither she or the other Sharwen have associated Malac with the High Priest of the Sky God as of yet.

The following characters will fight.

**Malac** is as indicated in the Temple of the Sky God except that he is a chaotic cleric, level 13 or 130-145%, and may carry items from his magical treasury (room 24).

**The Assassin** is level 8 or 80-95%. He has and can use any armor/weapon combination and possesses a magic broadsword which adds +3 to damage. He can disguise himself and blend into a crowd with 65% success. He has the abilities of a thief. If an assassination is set up ahead of time, he will always kill on the first blow/shot with an 18-20 roll or a roll of 01-15.

**Guard 1** is level 7 or 70-85%, wears partial plate, and uses a broadsword and shield. He has a magic book which, if read clear through, turns the reader into a vampire. He is afraid to read it.

**Guard 2** is level 9 or 90-105%, and wears partial plate, and uses a broadsword and shield. His broadsword is magical, adding +2 to attack, and a magic medium shield which adds 10 percentiles to the chance to parry.

**Guard 3** level 5 or 50-65%, wears partial plate, and uses a broadsword and shield.

## Thieves' Guild

While always appearing to be filled with ordinary tenants, Mother Ursa's (M-7) is really a front for the Thieves Guild of Carse, the place which those worthies know among themselves as Thieves' Rest. Deceptively small, the front of the building hides the guild headquarters. Once inside, the uninvited sees only a nondescript boarding house with nondescript boarders hanging around. But in the back there are many secret exits to the underground tunnel system and to nearby buildings. Some characters are normally found at Mother Ursa's.

**Mother Ursa** is a former beggar. She is able to project warmth and maternal behavior, which keeps people from hassling her when she turns them away regretfully, claiming that the house is full.

**Little Hector**, her grandson, plays for hours in the lobby. He is in reality Hector the Looksee, the best lookout in the local guild. He can always sound the alarm long before the first city guardsman's foot hits the door.

**Old Grundger**, a retired merchant who is actually Sly Grundger, a retired thief. He is not that old but uses make-up well, since he was once an actor. He is usually in charge of training the young recruits. Sly is level 5 or 50-65%.

**Malcom the Handyman** is actually Crusher Crell, strongarm man for the guild. He hangs around in case unwelcome visitors get out of hand. He is so strong that he can do 1-2 points of damage just with his hands, and bear-hugs for 1-6 points of damage. He is level 11 or 110-125%, +3 to hit and does +2 damage, has a falchion and shield hidden in the lobby, and wears chainmail under his tunic. He always wears an ivory-handled dagger at his belt which does +1 damage because of its excellent blade.

### Present But Unseen

**Slyman Sharp**, master of Thieves' Rest, is the man who virtually runs the guild. All disputes which do not go to guild court, go to Slyman. This thief is level 20 or 200-215%, -2 to opponent attacks because of his canniness, and +2 with his dagger because of his skill.

**Owley Ringer**, nightmaster of the thieves, supervises all night activities and is a member of the guild court. He is level 12 or 120-135%.

**Beauty Gurias** has a charisma or appearance of 18, and a bad temper and attitude due to his acquired name. He is assistant nightmaster and a member of guild court. He is level 9 or 90-105%, and +1 with hits due to his strength.

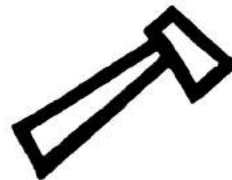
**Young Hereward**, is daymaster for the thieves. While looking like a nice young man of good family, he is actually one of the most daring thieves of Carse. He will take jobs that others refuse, and has rapidly risen in the guild. He is a member of the guild court. He is level 10 or 100-115%, and is +1 to hit because of his dexterity.

**Rosalyn the Red Dress** wears red as her trademark, is an expert with a dagger and is almost as daring as Hereward. It is rumored that she was once the Baron's lover. A level 6 or 60-75% thief, she is +2 to hit because of her dexterity.

**Basillion the Filch** is a level 4 or 40-55% thief but picks pockets like a level 10 or 100-115% operator. He is an agent for the Baron but, because of his low station, is not privy to important information. Slyman has suspected him for some time and often sends him after his employer's friends, much to the Baron's irritation.

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

**The Upright Man** is the actual leader of the guild. No one except Slyman knows his identity. He only appears when a full guild court is in session, and presides over it wearing a black hood. Some say he is a noble, leading a double life, others think him to be a simple merchant. He is actually Welton Schmeer (M-10).



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DID YOU KNOW... that, continent-wide, 77% of those who fail to come to terms eventually regret it? — Thieves Guild Local 812.

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# The City Building

## Ground Floor

**ADMIN-1, INTERROGATION ROOM:** here prisoners are questioned by Stoltis Carmordren, the Head of the Secret Police, or by Sheriff N'tara.

**ADMIN-2, HOLDING CELL:** prisoners awaiting interrogation or trial, as well as offensive drunks, are kept in this cell.

**ADMIN-3, GUARD ROOM:** here two city guardsmen are on duty at all times. Two more are on station in the adjoining hall.

**ADMIN-4, LICENSES:** here citizens can secure all required licenses, permits, and warrants. Two scribes work under Edgar Maral, the chief scribe.

**ADMIN-5, CITY RECORDS:** Galtor Haldali, chief city clerk, oversees three scribe/accountants who organize and enter most city records.

**ADMIN-6, WAITING ROOM:** a scribe writes down the names of all who enter to conduct business with the city, and rows of benches provide ample space for those waiting.

## Second Floor

**ADMIN-7, TAX OFFICE:** Grandville Rodel, the Baron's tax collector, oversees six scurrying, scribbling scribes.

**ADMIN-8, COURTROOM:** magistrate Gehazi Zemwara conducts his court here, trying all middle-justice cases.

**ADMIN-9, MAGISTRATE'S PRIVATE OFFICE:** Zemwara conducts personal interviews and attends to non-judicial duties here.

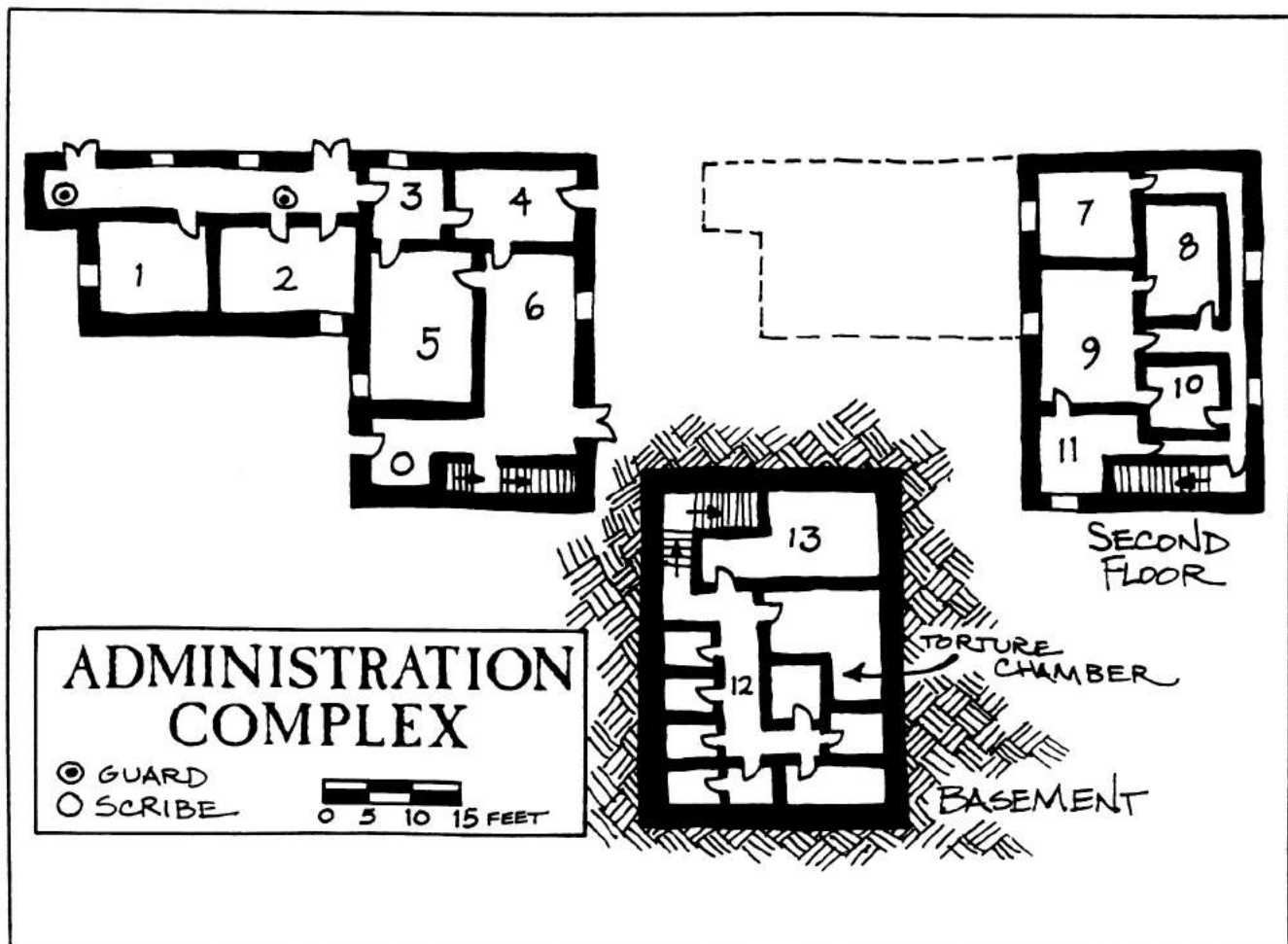
**ADMIN-10, SHERIFF'S OFFICE:** Sheriff N'tara sees to the business of his guardsmen and holds low-justice court here.

**ADMIN-11, STORAGE ROOM.**

## Underground

**ADMIN-12, DUNGEON:** here all convicted prisoners serve their term of sentence when not out in work gangs.

**ADMIN-13, OFFICES OF THE EMERALD SERPENT:** The Emerald Serpent is the code name for the Baron's secret police. Stoltis Carmordren, the head of the organization, and his lieutenant, Mordoc dun Vegan, run an ultra-secret group. Only the Thieves Guild knows it exists. Detainees brought here by Stoltis rarely are seen again. Stoltis is a level 12 or 120-135% assassin, +3 to hit, and -2 to opponent damage due to his own dexterity. Mordoc is only a level 4 or 40-55% assassin, but is an expert with the throwing dagger and with disguises. Both are without mercy.



# Castle Carse

**CASTLE-1, BARRACKS.** About 65 men of the unit known as "The Baron's Hand" are housed here under the command of Captain Hardaway. All have broadswords, shields, and light lances. Stables for the garrison are below the barracks.

**CASTLE-2, GREAT HALL.** Here the Baron holds court and entertains, with room for 200 dinner guests. Kitchens and storerooms are located on the ground floor below.

**CASTLE-3, BARON'S CHAMBERS.** The Baron and Baroness reside here with their servants. Gran Dorwellan, the Chamberlain, has his own suite in this building.

**CASTLE-4, SMITHY/ARMORY.** Wogantis the Smith oversees all manufacture and repair of weapons, tack, and kitchen items.

**CASTLE-5, BARRACKS.** The 35 men in the Baron's personal honor guard, "The White Wing," are housed, commanded by Captain Holdar Acanlef. Armed like the regular garrison (see 1 above), they bear a white-winged helm on their shields.

**CASTLE-6, CHAPEL.** Father Mitchel of the Sky God and Tamarlava, a priestess of the Sea Goddess, oversee the two shrines contained within the chapel building. Mitchel, a level 4 or 40-55% priest, has a Staff of Healing which cures all wounds by touch. It can only heal the same person once per day. Tamarlava, a level 4 or 40-55% priestess, has a magic silver dagger which adds +2 to damage or 15% to her chance to hit, her choice.

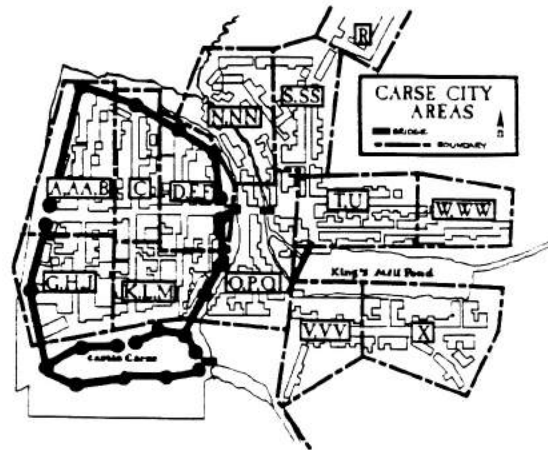
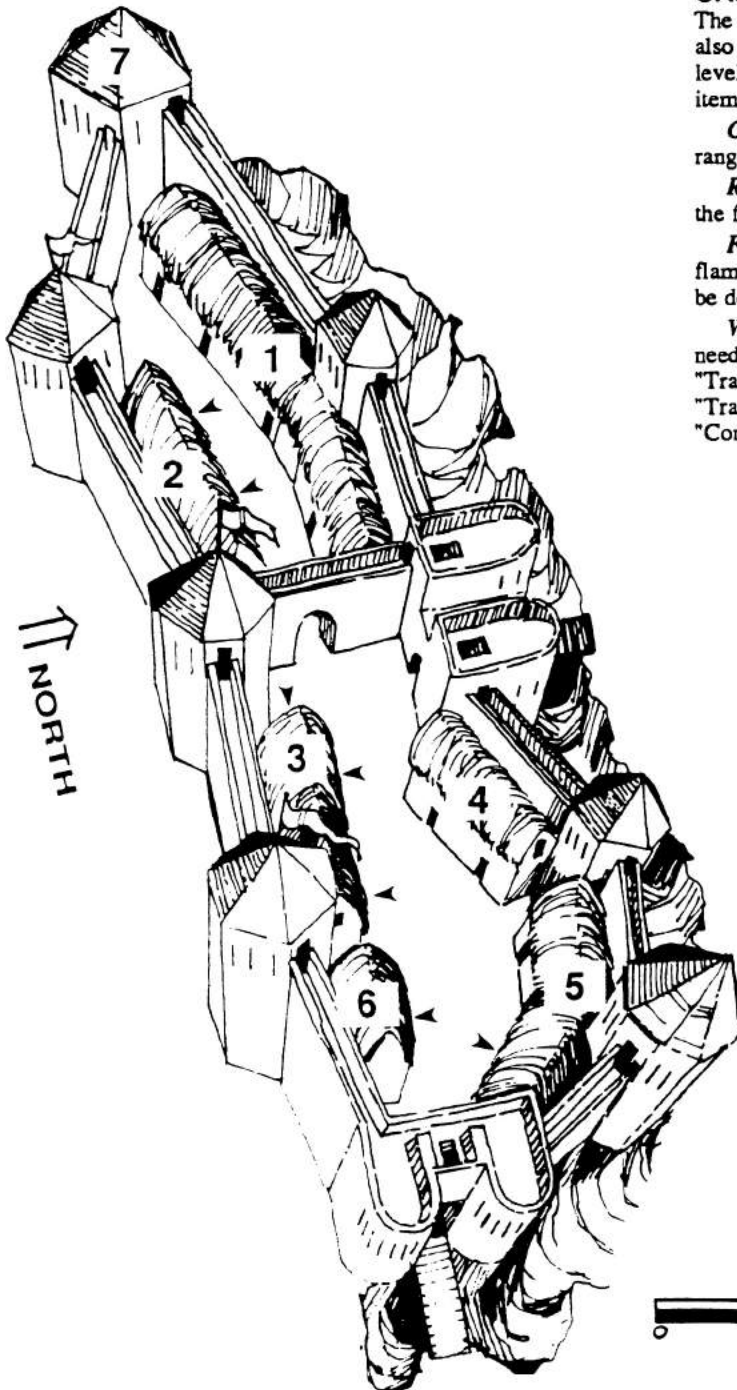
**CASTLE-7, THE EAGLE TOWER.** Abode of Sagrath The Wizard, the Baron's magician and personal advisor, this is also the most invulnerable section of the castle. Sagrath is a level 14 or 140-155% sorcerer. He has four powerful magic items, detailed below.

*Crystal Ball* permits the user to cast any sensory spell at any range.

*Ring of Spell Absorption*, starting each day fresh, absorbs the first 7 harmful spells cast at the wearer.

*Fire Wand* allows the holder to engulf a target object in flames. No resistance or saving throw applies, but the fire can be doused.

*Wizard's Staff* casts any of six special spells on command, as needed. The spells are "Transform Wood to Granite," "Transform Granite to Brass," "Transform Brass to Water," "Transform Water to Ice," "Transform Ice to Wood," and "Control Weather."



▶ additional door





# Random Meetings

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Player-characters should encounter some of the unusual or interesting characters living in and about Carse. The encounters are arranged by the relative wealth of the area (poor, merchant, or wealthy) of Carse most likely to such an encounter and, if randomness is desired, can be rolled with 1D10. Three results in each area are crossover, listing a second possible area possible or noting that any area is likely. Of course, the most exciting adventures may be prompted by people who are not at all where they are most likely to be.

Gamemasters may also want to consult a companion book, *Cities*, for a variety of random encounters with typical and atypical city folk.

## Poor Areas

**1 — BRINY GREYBEARD:** a husky older seaman, given to singing off-key. Usually seen with Arbie Marlinspike, a thin stooped man who used to be Capt. Greybeard's first mate. Arbie often asks for handouts, getting pushy if refused. He depends on Greybeard's fighting prowess to keep him out of trouble. Greybeard is a level 6 or 60-75% fighter; Arbie is a level 2 or 25-40% fighter.

**2 — MOTHER MELLOR:** a gray-haired, green-eyed old crone, she sells herbs and tells fortunes. She is a fanatic Sharwen. She has very poor vision.

**3 — HESEKIAH DROOM:** a smelly old man who is always trying to start his new religion, claiming he has been visited by a new god several times. He will attack Selmark O'pardoom on sight.

**4 — RHESUS CREAL:** a large, red-haired, black-eyed man in charge of the dockworkers, and a member of the Iron Fist. He is tough, and quick to defend his retarded son who is usually within earshot. His son is red-headed, short, and fat. Rhesus is Strength 16; his son has Intelligence 6.

**5 — GANDARGALL:** the high priest of the Chaotic God, Guis-Wa, whose temple in Carse is hidden. Gandargaal is a tall, dark man who nightly roams the streets wrapped in a black cloak, searching for converts and sacrifices. This chaotic priest is level 7 or 70-85%; he has a magic mace which adds +3 to damage and causes anyone wounded by it either to resist (or make a saving throw) or be charmed into believing that Gandargaal is an old friend.

**6 — HELEGEN MOREAU:** he will do anything for a price. Slim and quick-witted, he has black hair and blue eyes. Helegen is a level 5 or 50-65% fighter who owns a magic broadsword. The magic sword adds +2 to attacks made with it. His medium metal shield also has magic in it which adds 10% to his chances for successful parries.

**7 — GREELY SARCOVIA:** he is scarred, short, heavy, and bald. He heads the local smuggler's ring. Sarcovia often can be found at Ye Bitten Dog (Q-13). Greely's brother, Blasco, is Harbormaster (B-2), a connection partially responsible for Greely's success.

**8 — (or Merchant) SELMARK O'PARDOOM:** he drools slightly as he calls for a return to the 'old ways' before 'his God' strikes everyone down. He loves to fantasize about the punishments awaiting people with whom he finds fault. Selmark has dark glazed eyes, is bald, and (if pressed) will not be able to recall who his God is. Selmark will attack Heseekiah Droom on sight, shouting "Blasphemer!"

**9 — (or Merchant) MAXIE:** a good-looking youth with brown hair and large brown eyes. Maxie makes his money picking the purses of women he charms with his quick wit and seductive ways. As a thief, Maxie is level 5 or 50-65%. Unassociated with the local Thieves Guild, he constantly looks over his shoulder for members of the Guild.

**10 — (or Merchant) THACKERY OF IVORY CROSS:** an average minstrel who constantly wears a brown hooded cloak and moves about with a hunted look in his eyes. He is actually an outlaw thief, whose capture could fetch a high reward from the local Thieves Guild.

## Merchant Areas

**1 — SHAMAR OF LOGNANDA:** claims to be the rightful heir of Lognanda, a place no one knows of. He is constantly trying to recruit people to help him depose his evil brother from the throne there.

**2 — HONEST JOHN MCGONNEGAL:** the local fixer. A heavy blond man with a tic in his right eye, his connections range from the Thieves Guild to the Baron's household. For the right sum, McGonnegal can act as a go-between for any deal.

**3 — OBEDIAH:** the most talented blacksmith in the city and the local arm-wrestling champion. Proud of both distinctions, he is tall, heavy, and bald. He is not particularly bright. He can normally be found at his smithy (E-13)

**4 — GAWANDA TEALCHDETH:** buys the provisions for the baronial household and is very conscious of her position. Her nose is as sharp as her tongue and she is always able to drive a hard bargain. (See the nearby section about Castle Carse.)

**5 — DIGGER TROON:** a well-to-do undertaker with a sallow complexion. He is distinguished by a pronounced limp which disappears when he needs to get somewhere fast. He is always interested in hiring gravediggers and rumor has it that he sells some of his stock in trade to unsavory characters. He can normally be found at U-15.

**6 — MELABAR THE CRAZY:** the local mad alchemist. He is always trying new experiments and recruiting others to hold things, light things, etc., usually with disastrous results. He is short and nearsighted. His shop is at B-3.

**7 — CALLISTRO:** blond, with pale skin and an absurd goatee, Callistro is a magician of average power. He speaks of himself as a seeker of justice, but he likes money, good clothes, speaking first, and getting his way. He examines himself in every handy mirror. Founder of the secret Brotherhood of Dalshra, which aims to elevate mages to the rulership of Carse, Callistro wants to recruit new magicians to his cause.

**8 — (or Rich) MADAM MARGALA:** she owns the best brothel in town (J-6) and is an important intriguer in the Sharwen. She skillfully uses her employees to keep the Sharwen well-informed.

**9 — (or Rich) ALANAH TASRIEL:** the poison queen. She knows of and has access to any poison or any antidote. She is tall, slender, black-haired, black-eyed, and beautiful. She often carries a live serpent wrapped around her neck. Her Charisma or Appearance is 18. Her present residence is unknown.

**10 — (or Rich) LARGUE O'BRIGA:** a wealthy trader with a dark complexion and oily-black hair and beard; his eyes are a reddish brown. He specializes in obsequities designed to attract noble customers.

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## Wealthy Areas

**1 — NALMOOT SHROAD:** an excitable, short, fat man who perspires constantly. He is the Baron's Master of Revels and periodically roams the wealthy quarter in search of entertainers.

**2 — BERRICK BLACKTHORN:** he is Second Deputy Sheriff. He commands the midnight watch, and likes it because he can have independence of authority while Sheriff N'tara and First Deputy Feylen sleep. He gets very upset if his authority is questioned, and often tries low-justice cases himself, though this is illegal. Of Old Race stock, Blackthorn nonetheless is openly a member of Iron Fist, and spends what time he can recruiting and agitating in the richer parts of town.

**3 — THE GROONT SISTERS:** identical twins of advanced age, they frequently wander through the better parts of town, dressed identically and carrying (depending on the weather) paper or leather parasols — outlandish instruments to the eyes of Carse residents. The sisters are quick to spot people whom they consider ugly, ill-mannered, or rude, and loudly tell those persons so.

**4 — DEPUTY CHAMBERLAIN SARC ROWAK:** tall and fat, with black, beady eyes and a well-waxed mustache, Rowak prowls the town looking for incidents or people which can help him undermine the power of Gran Dorwellan, the Chamberlain. He hates the Old Race, and hates the influence with the Baron which the Baroness wields. He secretly belongs to the Iron Fist. Two aides, Romak and Aclon, are with him constantly. The pair are level 5 or 50-65% fighters; each uses broadsword, partial plate, and shield.

**5 — ROLAND THE SMUG:** one of Carse's most wealthy residents, Sir Roland is the oldest son of a country baronet who has amassed valuable lands. Roland dresses well, but his young face is bloated from drink and cruel from the greedy passions which curl across it. One day, Roland will accede to the lands and the baronetcy, and a great income. Meanwhile, he amuses himself in Carse, hiring a band of bullies to strut with him around the more peaceful parts of town and to interrogate, shove around, or beat up people without obvious money, influence, position, or connection.

**6 — SELJUK MAKIR:** a rich foreigner from "beyond the sea." He is involved with Gunnar Halfstead in prolonged and intricate negotiations, and takes frequent strolls to clear his head, muttering in his own tongue about the crazy round-eye with whom he must do business. Makir frequently hires reliable agents to carry out limited trading, exploring, or treasure-hunting expeditions.

**7 — SIR RIKARD OF COIGN:** this wealthy old gentleman frequently strolls the better parts of Carse, accompanied by his three children and several servants and guards. Though a decent and charitable man to others, Sir Rikard demands constant devotion and attention from his now-adult son and two daughters, and does not allow them to choose their own company. He threatens to adopt new heirs and disenfranchise his present children if they refuse his will. Naturally the three comely young people are unhappy and use every ruse to make secret acquaintances.

**8 — (or Anywhere) HERN THE EXPOUNDER:** a gentle, usually well-dressed old man whose pleasure it is to tow a small wheeled box until he reaches a likely spot, then to stand upon the box and expound upon whatever question a passerby may

offer. Sometimes he is brilliant, sometimes ridiculous, rarely boring. Hern's ambition knows no bounds: questioners must take care to ask questions capable of short answer or Hern can talk all day. And the flock of rowdies which often accompany him make sure that no questioner leaves before the answer is fully expounded.

**9 — (or Anywhere) PRINCE KOJAN:** the Prince is in exile from a distant land. He and his entourage scheme to return to power there, but spend most of the time squabbling and seeking out imagined spies. They frequently must hire local guards and retainers, because decent people cannot stand the constant bickerings and betrayals. Occasionally there is a genuine attempt upon the Prince's life.

**10 — (or Anywhere) MARGRAM THE RUMOR-MONGER,** the unquestioned master of his trade, can always be reached by leaving a message with any barman, beggar, or guardsman in the city. He usually surfaces the same day. Guaranteeing satisfaction, Margram drives competitors out of business, ruins careers, starts economic panics, besmirches the character of Carse's finest, all at reasonable prices. (The Baron and his family are out of bounds, though — Margram is no dummy.) Margram's services and prices follow. His slogan is "Remember, I didn't tell you!"

- 10 gold pieces for selling baseless information which has a 20% chance of being true.

- 10 gold pieces and up for starting gossip; price depends upon how slanderous (and how dangerous) the gossip is estimated to be.

- 20 gold pieces per day for starting and feeding any minor disquieting rumor (maximum of 5 days).

- 100 gold pieces for selling a good piece of gossip which has 55% chance of being true.

- 100 gold pieces per smirch for besmirching the character of a resident.

- 150 gold pieces for defaming a lady of good family.

- 200 gold pieces for slandering a notable townsman (250 gold pieces if cleric or magician);

- 500 gold pieces for spreading a rumor making an innocent person guilty or having performed an infamous deed.

- 1000 gold pieces for spreading rumors of war.

- 1000 gold pieces for selling inside info which is corroborated by evidence. The data that he sells has an 85% chance of being accurate.

- 1500 gold pieces for spreading rumors guaranteed to ruin business, drive markets down, lower prices, raise prices, etc. (500 gold pieces surcharge for each death resulting, 1000 gold pieces override in case of riot, 10,000 gold pieces indemnity in case of war).

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DID YOU KNOW... *that only through art is the past understandable and the future palatable?* — Carse Old-Towne Artists.

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# Personages

For more personages and other non-player characters, see the random meetings section above.

**Baron Bogardis Almareth IV:** of average height and stocky build, the Baron has brown hair and eyes. He enjoys hunting more than administration and frequently leaves administrative details to his Chamberlain, Gran Dorwellan. The Baron is muscular and tanned from hours in the wild. He is an experienced fighter. Despite his frequent absences he feels deep responsibility toward his subjects and dispenses high justice in a fair manner. Baron Bogardis is level 7 or 70-85%, is +3 with any broadsword, wears a magic ring which deflects the first magical attack against him each day, owns magical weightless chainmail which is +9 against physical attacks, and owns a magical shield which breaks the first non-magical weapon to strike it each day.

**Baroness Winona Almareth:** a daughter of one of the most powerful families of the Old Race. She is slender and fair with green eyes. She is secretly a member of the Sharwen and, unknown to anyone else, she has an identical twin sister Serena who is the head of the Sharwen. Both her parents died while she was still young and no one locally knew there were twins. She is several years younger than the Baron. Like him, she has deep concern for the welfare of the people.

**Chamberlain Gran Dorwellan:** a tall, thin man with dark hair and blue piercing eyes. Occasionally he trembles violently in public. Some say The Mark is upon him and that he will soon die. He is just if somewhat stern, and his counsel to the Baron is usually wise. His loyalty to the Baron is impeccable.

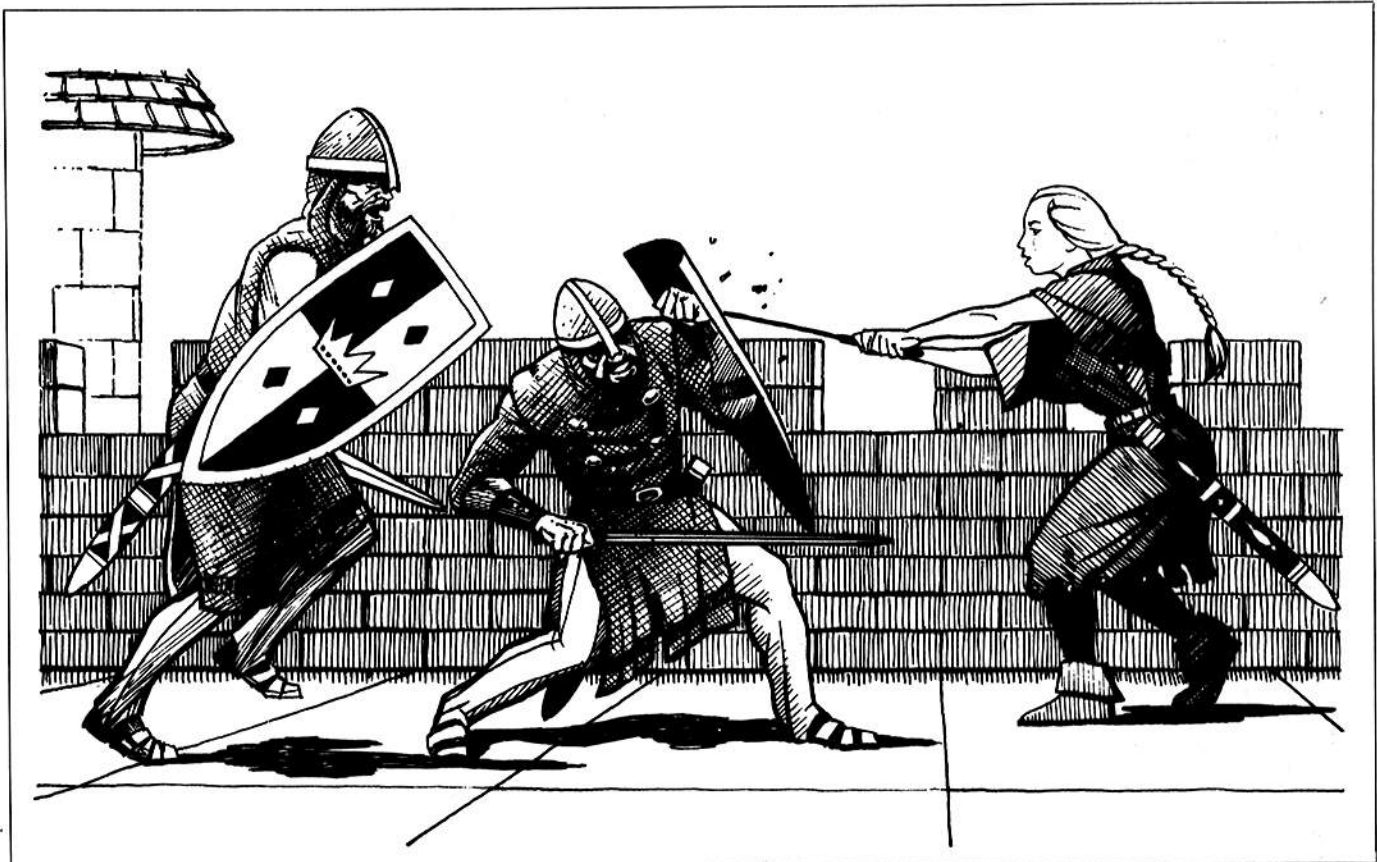
**Sheriff N'tara Lakven:** a tall, heavy, red-haired man with black eyes and a quick temper. He is ambidextrous and freely uses the leather-wrapped stick that he constantly carries to subdue prisoners. He is extremely loyal to the Baron, who depends on him to dispense Low Justice. He doesn't like the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

**Sheriff's Deputy Feylen Alkara:** he commands the watch in the evening, when frequently most of Carse's trouble occurs. Short, thin, and dark-skinned, he is skilled with the rapier and surprises opponents with his left-handed sword-play. If often swayed by a pretty face, he takes direction from no man except the Sheriff and the Baron.

**Captain of the Guard Bullroarer Redhand:** he is a drinking buddy of N'tara's and of long standing but, although they look like brothers, they are unrelated. Frequently they can be found at the rowdiest tavern open, having a wonderful time.

**Magistrate Gehazi Zemwara:** dispenses Middle Justice from his office in the administration building (H-17). He is tall and gaunt. What hair remains on his balding head is brown. He appreciates a good meal with wine and accepts bribes for unimportant matters. Gehazi takes pleasure in acquitting as many as possible of those arrested by Second Deputy Berrick.

*An adventurer slices off the fancywork on a castle guard's shield, staggering her first opponent.*



# Suggested Prices For Carse

These are average prices for items available in Carse. Shops may or may not have an item in stock, or may only make particular items upon order. Used items may be available; if so, the price averages 10-60% less, with the same chance of being defective.

Revise or ignore prices silly for your style of play, for your world, or for your game system.

All amounts are in gold pieces or in tenths of a gold piece. See the introduction for further commentary.

## ARMOR

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

## WEAPONS

Item	price in gold pieces
Broadsword	15
Shortsword	10
Greatsword	20
Dagger, hand	4
Dagger, throwing	8
Mace	6
Morning Star, Flail	8
Pole Arms	12
Spear, light	2
Spear, heavy	5
War Hammer or Battleaxe	7
Lance, light	5
Lance, heavy	15
Short Bow	25
Horse Bow	35
Long Bow	45
Crossbow, light	20
Crossbow, heavy	35
Quiver, hip (holds 20 arrows)	2
Quiver, back (holds 30 arrows)	5
Arrows or Quarrels (20)	5
Arrow or Quarrel silver-tipped, each	5
Sling, leather	3
Lead Balls (50)	5
Weighted Net (10'x10')	30
Bullwhip, 6'	15
Cat-O-Nine Tails	10
Quirt or Crop	8
Bolo	7
Club	5
Quarterstaff	2

## FOOD

Item	price in gold pieces
7 days rations for 1 (stores 2 weeks)	3
7 days rations for 1 (stores 2 months)	4
Per Bunch or Basket:	
Fruit	1
Garlic or Radishes	1
Onions or Carrots	1
Mushrooms, Truffles	2
Wine, 1 quart	1

## TRANSPORTATION

Item	price in gold pieces
Pony	25
Mule	25
Draft Horse	40
Draft Horse, large	75
Pack Horse	30
Pack Horse, large	55
Quarter Horse	60
Warhorse, medium	200
Warhorse, large	500
Saddle, plain	30
Saddle Bags	15
Mule Pack Frame	10
Cart, 2 wheels	75
Wagon, 1 horse	130
Wagon, 2 horse	175
Wagon, 4 horse	400
Wagon, 4 bunks	350

## TOOLS

Item	price in gold pieces
Shovel	1
Nails, 100 iron	1
Pickaxe	6
Handsaw	7
Hammer	2
Mallet	1
Plumb Bob & Line	1
Padlock	8
Astrolabe	35

## ROPE, CLIMBING GEAR

Item	price in gold pieces
Hemp Rope, .5 inch, per 50'	10
Rope Ladder, per 10'	10
Spider-Silk Rope, per foot	200
Iron Spikes, 20	10
Wooden Crampons	15
Stakes, 20 hardwood	1
Grapnel	12

## CONTAINERS

Item	price in gold pieces
Small Purse	0.5
Cloth Sack, large	1
Leather Bag, large	5
Small Chest	15
Leather Backpack	10
Water Skin, 2 quarts	3
Water Gourd, 1 quart	0.1
Waxed Cloth, 10'x10'	5

## BURNABLES

Item	price in gold pieces
Candles, 10 1-hour	1
Torches, 10 30-minute	1
Lantern, 4-hour fill	15
Lantern Oil, 2 fills	1

## CLOTHING

Item	price by quality of item		
	poor	average	good
Shirt, undyed linen	1	3	6
Trousers, undyed linen	1	3	8
Kilt, undyed wool	0.5	2	5
Great Kilt, undyed	2	10	25
Loin Cloth	0.1	0.5	1
Sandles, light	0.1	0.5	1.5
Sandles, heavy	0.1	0.8	4
Shoes	0.3	1	5
Boots, work	2	5	30
Boots, hobnail	3	10	50
Cloak, undyed	2	5	15
Cloak, hooded and undyed	3	7	20
Cloth Gloves	1	1.5	5
Leather Gloves	1	3	15
Robes, undyed linen	5	15	35
Poncho, wool	3	6	20
Dress, undyed linen	1	3	15
Wool Clothing, x2 linen price			
Cotton Clothing, x3 linen price			
Leather Clothing, x4 linen price			
Silk Clothing, x10 linen price			
Clothing Dyed Green, x3 base price			
Clothing Dyed Yellow, x5 base price			
Clothing Dyed Blue, x8 base price			
Clothing Dyed Red, x10 base price			
Clothing Dyed Purple, x150 base price			

## MISCELLANEOUS

Item	price in gold pieces
Copper Mirror, 2"x3"	3
Silver Mirror, 2"x3"	20
Glass Mirror, 8"x12"	1000
Compass	2500
Belladonna, bunch	10
Wolfbane, sprig	15
Cross, wooden	3
Cross, silver	25
Holy Water, 1 ounce	25
Wool Blanket	15
Paper, 20 sheets	5
Pen and Ink	3
Drawing Charcoal, 1 bag	1
Physician's Bag bandages, ointments, leeches, etc.	20
Poison Antidotes, 1 dose each:	
complete set	2500
common set	30

**DID YOU KNOW ...** that the number of rope-ends available through us has increased every year since the Baron's accession to power? — Carse Cordage Retailers.

# Lodging

Lodgings are nearly always inns, taverns, and private homes; a private room may be nothing more than a room with a table, a bench, and a door. For a random result, roll 1D6.

## QUALITY OF LODGING

<i>quality</i>	<i>description</i>
<b>1-Bad</b>	Common room; benches/table/floor for sleeping; no heat; no sanitary facilities; virulent vermin; filthy.
<b>2-Poor</b>	Common room; straw mats, benches/tables/floor for sleeping; fireplace (extra charge for fire); no sanitary facilities; lesser vermin.
<b>3-Average</b>	Common room and a dormitory room; fireplace in common room; rope cots and straw mattresses; no sanitary facilities; some vermin.
<b>4-Good</b>	Common room, dormitory room, and 1-2 private rooms; fireplaces; stuffed cloth mattresses; some sanitary facilities; incidental vermin.
<b>5-Better</b>	Common room; separate small dining/sleeping rooms; down or cloth mattresses and blankets available; normal sanitary facilities; attendant summonable; free of vermin and very clean.
<b>6-Superb</b>	Dining hall; separate individual parlors and nightchambers; down mattresses, satin sheets, down comforters; fireplaces and warming pans; elaborate sanitary facilities; appurtenances of fine workmanship; glass windows which open; several attendants on call.

## QUALITY OF FOOD

<i>quality</i>	<i>description</i>
<b>1-Bad</b>	thin gruel, wormy meat, watered beverages.
<b>2-Poor</b>	Tasteless stew, coarse bread, old cheese, green beer.
<b>3-Average</b>	Fruits in season, eggs, black bread, chicken, pork, good beer, indifferent wine.
<b>4-Good</b>	Limited portions of fruits, stews and soups, chicken, pork, beef, fish, good beer, and good wine; dishes cooked to order.
<b>5-Better</b>	All of that listed for "good," in unlimited portions, plus freshness, cleanliness, earthenware bowls and platters, and care in selection and preparation of meals.
<b>6-Superb</b>	All of that listed for "better," plus an unlimited pantry and cellar, individual preparation of unusual dishes, personal service, fine crystal and metal goblets, platters, etc., and excellent and imaginative chefs.

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DID YOU KNOW... *that the muddiest street ever measured in Carse was only 14.75 inches deep?* — Carse Brotherhood of Public Maintenance.

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# Stables

Stables vary in space available, quality of provender and care, cost, and the number of animals for rent. The tables for Quality and Daily Level should be used in turn to modify the Animal Availability and the Food & Care tables. These tables are designed to assist gamemasters in deciding the type, quantity, and quality of goods and services available on a particular day.

**QUALITY:** roll 1D4 or choose the stable's quality; use the number of percentiles accompanying the result to modify the Daily Level table.

relative quality	description	percentile modifier
1	Poor	-10 percentiles
2	Average	0 percentiles
3	Above Average	+10 percentiles
4	Superior	+25 percentiles

**DAILY LEVEL:** roll 1D100 and add or subtract from the result any percentile modifier from the Quality table. Read across to determine the column to roll on for Animals Present and Food & Care.

final result	daily level	description
01-10	0	nothing available
11-30	1	below normal
31-84	2	normal
85-99	3	above normal
100	4	special

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**DID YOU KNOW...** that 20.64 tons of gold was reported as passing in or out of the Carse city walls during the last fiscal year? — Carse City Exchequer.

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**ANIMAL AVAILABILITY:** locate the column number indicated by the Daily Level table above. For each animal type, make the die indicated to determine how many of that animal is present.

type of animal	1 - below normal	2 - normal	3 - above normal	4 - special
Mules	1D4-1	1D3	1D4	1D6
Ponies	1D4-2	1D4-1	1D6-2	1D3
Smaller Riding Horse	1D4-1	1D6-1	1D6	1D8
Draft Horse	1D4-1	1D4	1D4	1D6-1
Light War Horse	1D6-5	1D8-5	1D6-2	1D6-1
Heavy War Horse	1D8-7	1D6-4	1D6-3	1D6-2
Special*	1%	5%	15%	50%

\* percentage chance for a unicorn, pegasus, enchanted horse, etc., present.

**FOOD & CARE:** locate the column number indicated by the Daily Level table above. Cross-index the appropriate daily level column with the item in question.

type of service	1 - below normal	2 - normal	3 - above normal	4 - special
Quantity, Food & Water	limited	sufficient	plentiful	plentiful
Quality, Food & Water	poor	average	good	excellent
Animal Combed	no	yes	yes	yes
Hooves Cleaned	no	no	yes	yes
Minor Healing	no	no	no	yes
Tack Cleaning	no	no	yes	yes
Tack Repaired	no	no	no	yes
Daily Stabling Cost*	0.1	1	3	6

\* cost in gold pieces or fraction thereof.

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**DID YOU KNOW...** that most landowners around progressive Carse use spell- or iron-tipped plows? — Carse Grangemen.

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# Carse Cross-Index: A Selection

Mostly represented here are skills and businesses useful to adventurers, and instances of two of the underground organizations interested in replacing the Baron with themselves (the lists are by no means complete). Professions such as thief or government worker have not been noted, on grounds of insufficient utility.

In the following table, the entry in all-capitals is by building function or personal relationship. A cross-reference, or one or more appropriate building codes follow, each identified in turn by the name of an inhabitant, the building function, the sign which hangs outside, etc. In most cases, but not always, signs have both a name and an image. All of the codes correspond to the system used on the area maps in this book.

## ADMINISTRATION OF CARSE

- B-2 Docks Administration
- H-16 Jail
- H-17 City Administration
- W-9 Customs House

## ALCHEMIST

- B-3 Malabar's
- D-6 Health Providers
- F-3 Willoby and Sons
- J-4 Perlan's Potions
- Q-14 Rosarita's
- SS-7 Cures and Causes
- U-7 Dramak's Draughts

## ANIMAL TRAINER

- T-26 Ravenslocks
- X-13 no sign

## ARCHITECT

- T-8 no sign

## ARMORER

- B-14 Truesdell's Ironworks
- L-2 Halmish's Fine Armor
- S-15 sign of a Leather Shield
- T-7 Stedman's Steel
- V-7 Rockhill's Armory

## ARTIST/SCULPTOR

- C-19 no sign
- H-6 no sign
- Q-11 Graham's Fine Miniatures

## ASTRONOMER/NAVIGATOR

- C-4 residence
- C-8 Hiring Hall
- G-5 residence
- R-3 no sign

## BAKERY

- A-12 sign of a Steaming Loaf
- B-4 Esther's Oven
- L-4 Raksha's Delights
- T-6 The Royal Cakeshop
- T-32 Irgin's Cakes and Pies
- X-9 Toffler's Bakery

## BARBER

- D-16 Comb and Razor
- H-10 Razor's Edge

## BARRACKS

- A-1 City Guard
- D-1 City Guard
- H-18 City Guard
- M-2 City Guard

## BARRELMAKER

- C-21 Oly Gustavson
- M-5 no sign
- O-4 sign of an Iron Band
- U-9 Astobar's Barrelshop

## BATHS, PUBLIC

- H-13 Beth's Baths II
- K-17 Dusty Road
- T-5 Mulch's Baths

## BAZAAR

- Q-1 to Q-17

## BIOLOGIST

- C-3 Candor Lackless & Co.
- L-1

## BIRD TRAINER

- A-13 Sharon Featherhand
- H-3 Roland Tweedy

## BOATWRIGHT

- A-8 Napollan Tode's Boatshop
- T-22 sign of a Rowboat
- V-10 sign of an Anchor

## BOTANIST

- R-4 no sign

## BOWYER/FLETCHER

- A-3 sign of a Golden Bow
- B-10 sign of Crossed Quarrels
- T-9 Brassard's Bows

## BREWERY

- NN-4 sign of a Bottle
- SS-4 Consolidated Liquors Co.

## BRICKMAKER

- N-14 sign of a Trowel
- NN-5 no sign

## BROTHEL

- A-10 Madame Laticia's
- E-11 Willow Tree
- F-2 Graceful Lily
- J-6 sign of the Letter M (Margala's)
- Q-3 Mama Grock's Whorehouse
- S-25 Aunt May's
- WW-3 Golden Lady

## BROTHERHOOD OF DALSHRA

- K-4 Callstro
- K-4 Hogor the Lame
- K-4 Zantac

## BUTCHER

- E-7 Steer's Head
- F-5 sign of a Cleaver
- H-12 Fergus' Meats
- N-8 Gourmet's Table
- O-7 sign of a Bull
- U-18 Hagabard's Meat Shop
- V-8 Shagan Soljunk, Butcher

## CABINETMAKER

- E-16 Jaga's Woodwork
- O-8 sign of a Rasp

## CANDLEMAKER

- C-12 Old Tallow Shop
- K-16 Beltoni & Sons
- S-12 sign of a Candlestick
- X-3 sign of a Tallow Pot

## CARAVANSERAI

- W-8 to W-18

## CARPENTER

- C-28 no sign
- D-13 Saw and Plane
- K-2 sign of a Straightedge
- T-1 sign of a Hammer
- W-4 sign of a Nail

## CARPET/TAPESTRY MAKER

- B-8 Sun Long's Fine Tapestry
- T-10 Jionba's Tapestries

## CARTOGRAPHER

- B-5 Maps by Farquarr
- P-12 sign of the North Star
- U-6 sign of Dividers and Straightedge

## CHANDLER

- B-7 Salt of the Sea Outfitters
- E-10 Melgon and Company
- J-1 sign of a Gilded Anchor

- U-1 Salvage and Wrecker's Clearing House

## CHARITIES

- C-1 no sign (Old Sailors' Home)
- X-8 no sign (Orphanage)

## CLOCKMAKER

- B-12 Rhamotep Clock Works

## COBBLER

- G-1 sign of a Boot
- K-2 sign of a Bull's Hide
- VV-3 Salvator Lowest, Bootmaker

## COPPERSMITH

- Q-2 Mellisant's Fine Copper

## DISGUISES

- SS-9 no sign

## DISTILLER

- N-18 sign of a Flask
- SS-4 Consolidated

## DOCTOR — see Physician

## DYER

- N-13 sign of a Brimming Vat
- NN-1 sign of a Blue Ox
- NN-8 sign of a Rainbow
- O-1 sign of a Red Tunic

## ENGINEER

- M-1 Rigvin Troon
- P-11 Thom MacAran, Engineer

## ENGRAVER

- B-6 The Steel Stylus
- D-12 Vokos the Engraver

## EXPEDITIONS — see Outfitters

## FINANCING — see Underwriters

## FISHMONGER

- A-21 Mabel's Fresh Fish
- C-26 sign of a Sailfin
- F-1 sign of a Happy Flounder
- N-21 Trask and Sons
- T-19 Rollan the Fishwife
- U-5 Regan the Blowhard

## FORTUNETELLER

- D-3 sign of an Eye
- H-2 The Smokey Veil
- U-4 sign of a Star and Comet

## FULLER

- NN-2 sign of a Woolly Sheep
- NN-6 Breendan Kosh the Fuller

## FURRIER

- P-5 sign of an Ermine

## GAMBLING HALL

- A-14 Fate's Wheel
- D-4 The Knuckle Bones

## GEOLOGIST

- A-16 Geologist
- P-6 Geologist

## GLASSBLOWER

- U-11 Melchior Snivy's Glass Emporium
- VV-1 Fine Glass

## GUILD

- K-4 no sign (Magicians)
- K-5 no sign (Seamen)
- K-27 no sign (Crafts)
- K-29 no sign (Warriors)
- M-7 no sign (Thieves)

V-3 no sign (Salvage/Wreckers)  
**HIRING HALL** — see also Guilds  
 C-8 no sign (Navigators' and Pilots' Hiring Hall)  
 W-11 no sign (Drivers and Handlers)  
**HORSETRADER**  
 V-9 Balthazar's  
**HORSE TRAINER**  
 T-12 no sign  
**ILLUMINATOR**  
 VV-2 sign of a Purple Quill  
**INN/ PUB /TAVERN /BOARDINGHOUSE**  
 A-4 Bronze Mermaid  
 B-9 sign of a Golden Lion  
 B-13 sign of a Silver Cauldron  
 C-10 sign of a Black Stag  
 D-11 Tedman's Inn of the Holy Word  
 E-4 sign of a Bear's Claw  
 H-14 Algenon's Sign of the Swinging Gate  
 H-15 The Bar  
 L-3 Jason's Arms  
 M-3 The Sword and Cup  
 M-7 Mother Ursa's  
 N-11 The Sword and Crown  
 Q-1 sign of a Double-Bladed Axe  
 Q-13 Ye Bitten Dog  
 R-1 The Boar's Head  
 S-17 Shigga's Sign of the Spear  
 SS-5 The Leaping Hart  
 T-4 The Royal Guest  
 V-4 Mummy Dabearath's Stew Palace  
 W-8 Yngvi's Station  
 WW-2 The Blue Djinn  
 X-4 sign of a Kicking Mule  
**INTERPRETER**  
 C-20 Birgit and Ansel Paige  
 K-8 no sign  
**IRON FIST**  
 Sarc Rowak (see Personages)  
 Berric Blackthorn (see Random Meetings)  
 Rhesus Creel (see Random Meetings)  
 A-4 Bronze Mermaid (favored hang-out)  
 E-2 Shatterhand the Mason  
 K-19 Milder Constellor  
 K-29 Iron Man Marsten  
 K-29 Crusher Briggs  
 R-4 Gunnar Halfstead  
 R-14 Brage the Miller  
 V-5 Old Doc Slamar  
**JAIL** — see Administration  
**JEWELER**  
 C-30 Trygg's Jewelry & Armrings  
 D-14 Barmaster and Sons  
 J-5 The Emerald Sea  
 P-8 The Golden Way  
 T-14 Kamal's Fine Stones  
**LAMPS** — see Candlemaker  
**LAWYER**  
 C-14 Gideon Mulch  
 Q-5 Albright & Albright  
**LEATHERWORKER**  
 C-31 Lyle's Leatherwork  
 P-2 sign of an Awl  
 U-10 Harcort Slime's Leatherworks  
 V-11 Fine Leathergoods by Nevertan  
**LINGUIST**  
 C-7 Jedediah Polk  
 P-4 no sign  
**MASON**  
 E-2 Shatterhand's Stoneworks  
 X-1 Swelman Salms, Stonecutter  
**MATHEMATICIAN**  
 A-7 no sign  
**MERCHANT, GENERAL**  
 Q-10 Herman's Odds and Ends  
 Q-16 no sign (Magic Shop)

**MERCHANT PRINCE**  
 R-5 Residence  
**MILLER**  
 K-15 sign of a Barleycorn  
 P-3 sign of a Mill Wheel  
 P-14 Brage's Mill  
**MONEYCHANGER**  
 Q-7 sign of Balanced Scales  
**MONEYLENDER**  
 D-2 Easy Lender's  
 K-9 Lambert and Gross  
 M-4 sign of an Open Purse  
 Q-12 sign of a Brass Monkey  
 VV-4 sign of a Golden Coin  
**MUSICAL INSTRUMENTS**  
 E-1 Salinah's  
 H-9 Harp's Music  
**NAVIGATOR** — see Astronomer/Navigator  
**OUTFITTER**  
 E-8 Elstan Expedition Exchange  
 J-3 The Journey  
 K-26 High Adventure Outfitters  
 S-30 Harmon's  
 T-23 sign of a Laden Mule  
 V-12 Surplus Suppliers  
 W-13 Khan Family  
 W-16 Worthy Outfitters  
**PAINTER** — see also Artist/Sculptor and Signpainter  
 A-23 no sign  
 E-15 sign of a Paint Pot  
 T-11 sign of a Dripping Brush  
**PAPER/INK MAKER**  
 A-22 no sign  
 NN-7 sign of a Quill  
**PAWNSHOP** — see Moneylender  
**PERFUMER**  
 A-20 Henri's Colognes  
 N-19 sign of a White Lily  
 P-10 sign of a Rose  
**PET STORE**  
 Q-17 Pigot's Pets  
**PHYSICIAN**  
 C-33 sign of a Healer  
 D-18 sign of Healer and Patient  
 H-7 sign of a Broken Jaw  
 S-27 sign of a Dove  
 V-5 sign of a Merry Man  
**POTTER**  
 A-18 Damian Steyne  
 C-32 Porter's Pots  
 K-10 Begjam Huld, Potter  
 O-6 sign of a Crock  
 P-7 sign of a Turning Wheel  
 S-28 sign of a Potter's Wheel  
**PRODUCE**  
 A-17 Sybil's Fruits & Vegetables  
 C-27 Steady & Sons  
 D-9 sign of a Green Stalk  
 S-29 sign of a Corn Stalk  
 T-20 sign of a Cabbage  
 VV-6 sign of an Orange  
**PUB** — see Inn  
**ROPE/NET MAKER**  
 A-15 Gordian's Knots  
 C-29 Raoul's Ropes  
 T-15 sign of a Coiled Rope  
 U-12 sign of a Hemp Leaf  
**SAILMAKER**  
 C-24 Rodney's Canvasworks  
 P-13 Tarstoff of Carse  
 V-6 sign of a Full Sail  
**SALVAGE** — see Guild  
**SCHOLAR**  
 C-9 no sign  
 S-11 no sign

**SCRIBE**  
 C-25 no sign  
 D-8 sign of an Inkpot  
 P-9 sign of a Scroll  
 T-17 Textan Bris  
**SECURITY SERVICE**  
 E-9 Dewar the Wake  
**SHARPENER**  
 VV-7 sign of a Whetstone  
 X-2 sign of a Knife  
**SHARWEN**  
 Winona, Baroness of Carse (see Personages)  
 Serena, sister to Winona (see Personages)  
 Mother Mellot (see Random Meetings)  
 A-13 Sharon Featherhand  
 C-18 Tamara (see Temple to Sky God)  
 J-6 Madame Margala  
 J-7 Borghild, Yrsa  
 L-4 Raksha  
 P-2 Cassiopia  
 T-4 Artag  
 V-3 Ramala the Hook  
**SHIPBUILDER**  
 B-1 Ardock Shipwrights & Co.  
 C-23 Castle Brothers  
 J-7 sign of a Galley (Einar's Shipwrights)  
 K-3 sign of a Full Sail (Hector Deloris)  
**SHIP CAPTAIN**  
 A-9 Residence.  
 C-5 Residence.  
 J-9 Residence.  
**SHIPPER**  
 H-8 Boker and Wemble  
 K-6 Wilanset and Mumms, Freight  
 K-25 Quality Shippers  
 N-6 sign of a Loaded Wagon  
**SIGNPAINTER**  
 K-1 sign of a Letter P  
 X-21 Merkle Slamone, Prop.  
**SMITH**  
 A-6 Smythe's Smithy  
 E-13 Obediah's Smithy  
 N-23 sign of a Forge and Anvil  
 S-20 sign of a Mended Spoon  
 T-29 sign of a Prancing Horse  
 X-15 sign of a Horseshoe  
**SPICES & HERBS**  
 S-23 sign of a Mortar  
**SPINNER**  
 C-17 Carse Thread & Yarn Co.  
 C-35 Elegant Yarns & Threads  
 E-14 sign of a Silver Spindle  
**STABLE**  
 A-5 no sign  
 B-11 Hawk's  
 J-2 no sign  
 K-11 no sign  
 K-20 sign of a Tired Donkey  
 R-2 no sign  
 S-18 no sign  
 T-3 no sign  
 W-1 no sign  
 X-12 Horse Care  
**STEERSMAN**  
 A-19 Residence  
 C-15 Residence  
 K-7 Residence  
**STONECUTTER**  
 N-17 sign of a Plumb Bob  
**TAILOR**  
 D-7 Linder's Tailor Shop  
 E-3 sign of a Golden Thimble  
 T-18 sign of a Dancing Needle





Early morning and, as the fog lifts, street vendors converge on the first customer.





- U-20 Henrieta's Homespuns
- V-13 sign of the Scissors
- TANNER**
- N-7 Troon's Tannery
- N-16 sign of an Oxhide Shield
- N-20 Hides Cured and Uncured
- N-22 Shugat's Tannery
- O-2 no sign
- TAVERN** —see Inn.
- TEMPLE**
- C-18 Sky God
- D-10 Sea Goddess
- TOBACCONIST**
- Q-4 sign of a Smoking Pipe
- UNDERTAKER**
- U-15 Troon's Funeral Parlor
- WW-8 Dilwit the Clean
- UNDERWRITER**
- Q-9 Quality Assurance Co.
- VETERINARIAN**
- C-22 no sign
- H-4 sign of a Lame Horse
- P-1 N. Troon, Animal Doctor
- WAREHOUSES**
- B-7
- K-24
- N-1
- N-2
- N-4
- N-5
- N-10
- N-12
- N-15
- NN-3
- SS-1
- SS-10
- W-15
- X-7
- WEAPONS MAKER**
- C-34 Hagar's Weapons
- E-5 sign of a Cutting Edge
- J-8 Glarn's Special Weapons
- U-17 Aljaga's Blade Shop
- WEAVER**
- E-6 Griswald's Canvas
- H-1 Jodan's Loom
- T-2 sign of a Golden Loom
- U-16 Lorren's Discount Cloth
- V-1 Gran's Bulk Cloth
- WHEEL/CARTWRIGHT**
- S-24 sign of a Spokeshave
- U-21 Gilfitch's Wagons
- V-2 Big Bill's
- WINE SHOP**
- E-12 Summatter's Wines
- WOODCARVER**
- S-26 sign of a Wooden Duck

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DID YOU KNOW... that roads leading to Carse are well-marked for nearly three days' ride in all directions? — Bogardis, Baron of Carse.

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**THE CITY OF  
~CARSE~**

 FOREST
  CROPS
  WATER
  ROAD/PATH

0 40 80 120 160 200 240 FEET

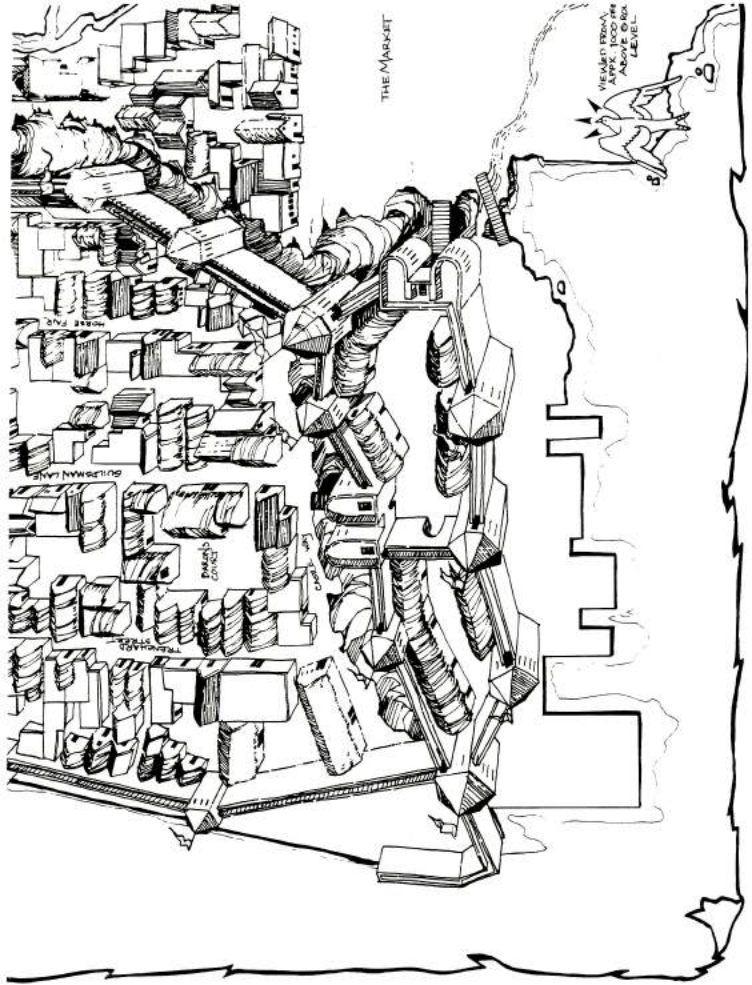


# THE CITY OF ~CARSE~



THE MARKET

VIEWED FROM  
AFTER 1000 FEET  
ABOVE GROUND  
LEVEL



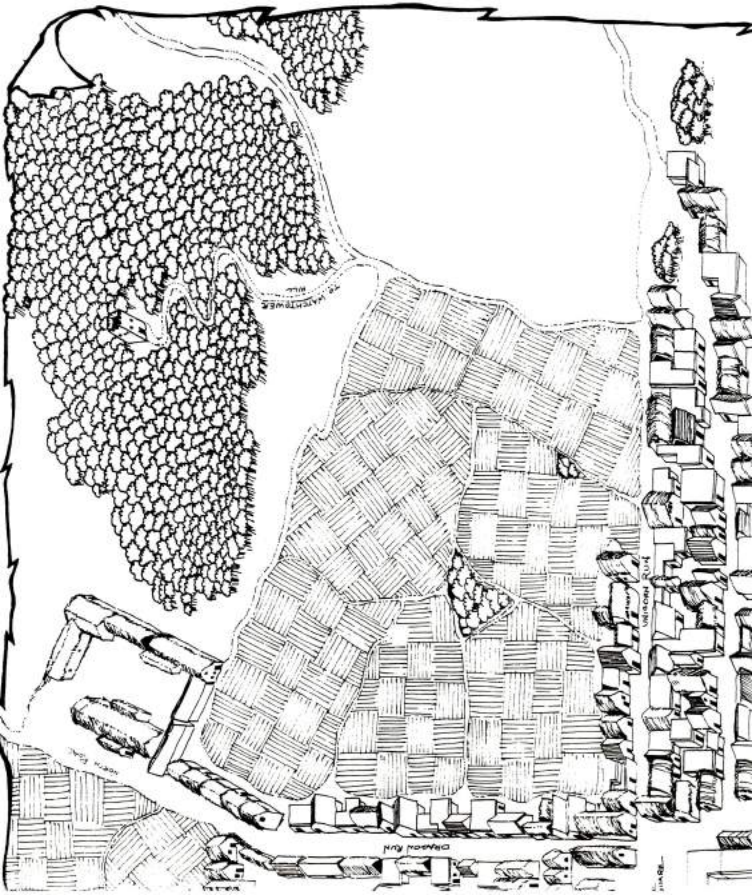
MOORE PARK

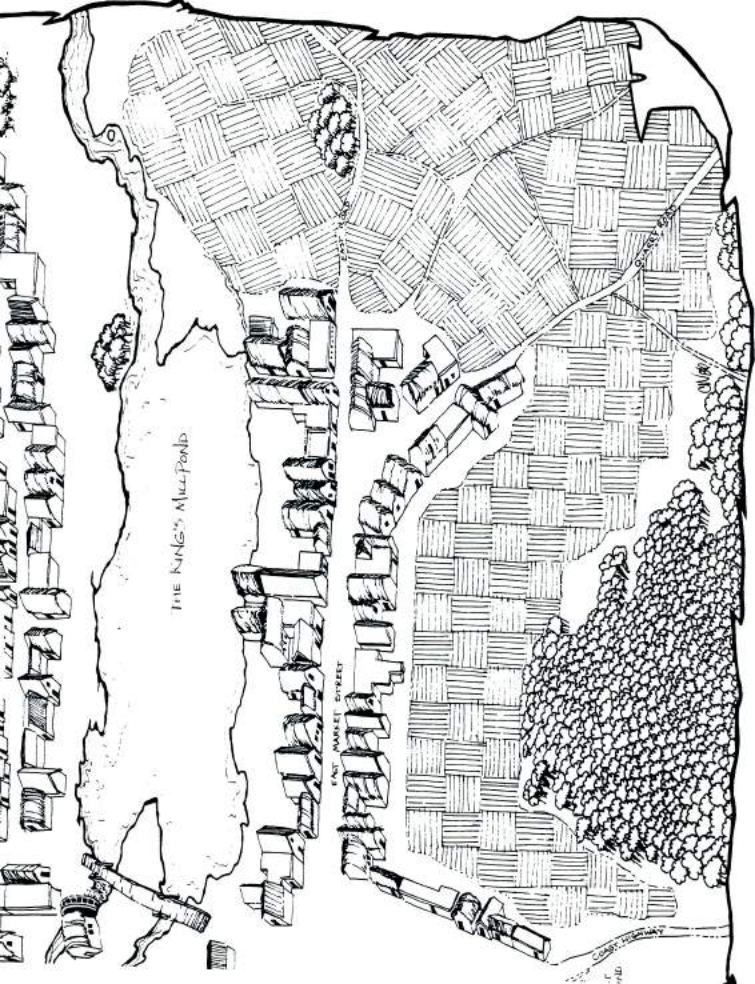
GOVERNMENT AVENUE

PARADE  
COURT

TREASURY  
STREET







THE KING'S MILL POND

EAST MARKET STREET

12000 CORP. HIGHWAY

# CARSE

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*Sharwen discuss new crimes of the Iron Fist*

