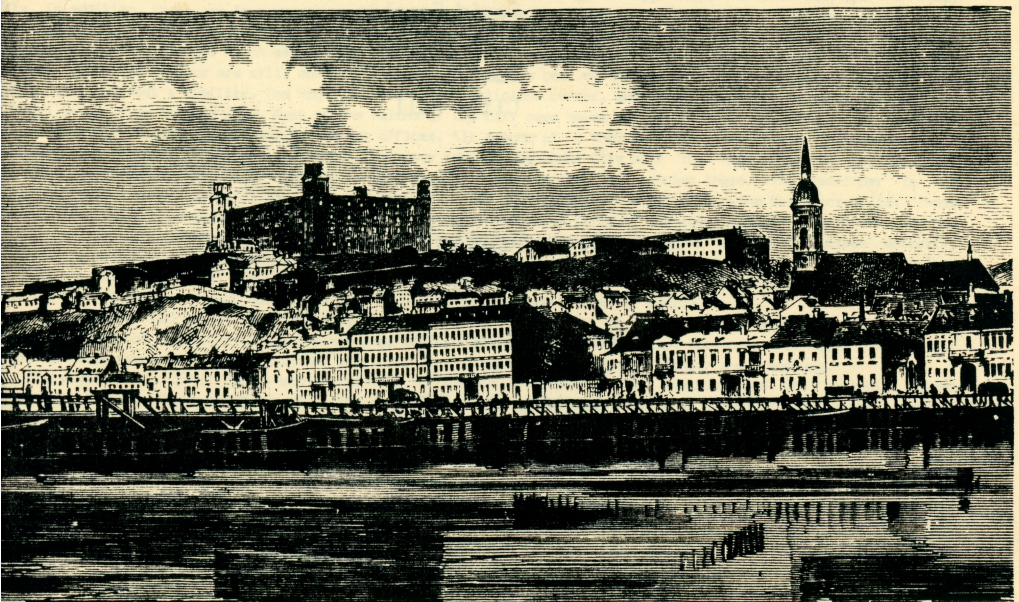


# PTOLEMEIAS



# STREET SHADOWS



# YSGARTH 5

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## THE SERIES

The Ysgarth Adventure Series is a set of serial adventures designed to be played either individually or in sequence, with complete statistics for use with D&D or Ysgarth. Each adventure is \$2 including postage, or subscriptions are \$7 for 4. These adventures are designed to encourage role-playing, character development and detailed background.

## INTRODUCTION

This is the first in a new sequence of adventures, set in the urban environment of Ptolemeias, the largest city on the continent of Ysgarth. They are intended to be enjoyable multi-option scenarios suited to repeated play or use as background sources. The next title in this series will be **Dark Waters**. The previous sequence of 4 adventures had a more rural setting in the Kingdom of Morganuc. Characters need not have been through previous adventures to play in these, and it is especially suggested that new characters be used for this first one.

The general situation of this scenario requires that the characters not be too familiar with the background which they are entering, and even if it is adapted for higher level characters they should be of a non-urban background and certainly not from Ptolemeias or the area around it. They should never have even visited Ptolemeias briefly. The city should be a new and challenging experience for them. In addition, it would be good if they had come to the city more or less at loose ends, searching for a new life and new opportunities.

Note that the format and presentation of this adventure may seem a bit undefined. This is because the adventure is intended for a broad range of exposure to the city, with multiple opportunities for activity. In addition, we have not mapped every street and alley in the city. Ptolemeias is too large and complex to present any kind of complete and detailed map in this limited space. Where it is appropriate, events while travelling from one place to another are described, and the character of major regions which are relevant is described, but descriptions usually stick to specifics of the situation, and may have to be expanded or fitted to context, though this means that the material is general enough to be freely adapted to more than one situation.

## PTOLEMEIAS BACKGROUND

Ptolemeias is the largest city in Ysgarth, with a population of almost 400000 persons. It was established on the ruins of an earlier city which had been destroyed in the Age of Cataclysm. It originated as a trading base for a group of merchants from the city of Carzal who had braved the long voyage from the Empire of Ilchania. The leader of this original mission was Micorus Ptolemy, and when the city was firmly established, it took on his name. Ptolemeias became a gathering point for trade and people, where tribesmen and farmers from the north brought their goods and craft products to sell to merchants from far lands, with a tidy mutual profit. As supporting population grew and technology expanded, Ptolemeias naturally became a powerful center for crafts and manufacturing as well. The city has grown to spread over several hills on both sides of the Cynfael River, and is strongly walled, as are several older cities inside it. It is now almost 800 years since the founding of the city, and it is stronger and more powerful than ever.

To the north, Ptolemeias is bordered by the Kymric Kingdoms, and to the south by several states controlled by the Saexe Empire, but its economic and military strength are sufficient to protect it from attack. The population of the city is varied, representing all races and professions, with ethnic groups gathered together in colorful and characteristic neighborhoods. Each area of the city has its distinctive personality.

The city is divided into four major quarters. These are the Old City, the High City, the Upper City and the Lower City. In addition, there are four major suburbs outside of the walls. There are 11 major gates, and many towers and fortresses. The Old City is the original hill-fort settlement, built on ruins which date back thousands of years. It commands a tall hill on the north bank of the Cynfael. It is surrounded by the Upper City, in a level valley above the Cynfael. These two regions are still dominated as they have always been by the old merchant families and shops of the city, forming almost a nobility. The High City was once a religious center, and is on a hill on the south bank of the Cynfael across from the Old City. Most of the faiths of the city have moved out of the High City, and it is now mostly filled with businesses, guilds, and government offices. All around it is the Lower City, the single largest part of Ptolemeias, which can, itself be subdivided. The upper part of the Lower City near the High City is dominated by guilds and businesses. The western portion is dominated by Gods Street and the temples there. The remainder is the Dockside section on the banks of the river and the true Lower City between Gods Street and the New Necropolis. These last two regions are generally considered the worst and most dangerous parts of the city, and are residences of the urban poor and lower working class of laborers. These are the centers for all manner of crime and dubious activity, and will be discussed further later. The four suburbs are the Vaen Mark and Saexe Mark south of the Cynfael and Norgate and Seagate north of the river. These are the homes of ethnic minorities, mostly laborers and minor tradesmen, although no neighborhood in or out of the city is homogeneous in class, race or wealth.

There are over 100 guilds in Ptolemeias, covering every area of craft or magic. There are over 150 temples, representing all of the major gods and pantheons, most of them on Gods Street, which stretches for over two miles. There is always something going on in the city, and it is a place of opportunity, danger and adventure.

The major institutional forces within the city are the Guild Merchant, the Thearchy and the recently formed Archimages College. The Guild Merchant is the governing council of the city made up of the hereditary merchant nobles of the city, ruled by the Guild Lord, the aging Satral Kutillis, hereditary lord of the city. The second role of the city after business is religion, and the Thearchy is the great council of faiths in Ptolemeias, consisting of a General Council and a seven member Grand Council ruled over by an elected Thearch from among the members of the Grand Council, currently the High Priest of Gwyn, although the election is yearly, and he was chosen as a compromise candidate by a coalition of Aesir and Kymraeg temples voting against the High Priest of Sutekh, who was the candidate of the Egyptian Ernead and allied faiths. The other great force is the semi-secret and recently formed Archimage College, a consortium of powerful mages who have banded together mainly to regulate magic in the city, sort of like an over-guild of magic. This is ruled by a council of adept-class mages, led by the almost legendary necromancer Thazaydon.

There are many lesser forces in the city and many powerful individuals. Two organizations which should be mentioned are the two major peace-keeping forces, the City Guard and the Thearch's Guard. The first is led by Delren Iron Fist, recently appointed to the post, and the second, smaller force by Isbery Cat-Claw, an old and canny veteran of urban politics. The City Guard is large and well trained, with some 10000 standing members of one sort or another, but is responsible for both peace keeping and defense. An auxiliary of it is the City Watch, made up of retired members and citizen volunteers. The Thearch's Guard is far smaller and more elite, and is responsible for protecting temples and worshippers in the holy places. The two groups are involved in an ongoing dispute over jurisdiction.

Organized crime is an element in the city, especially in the lower city, mainly in the form of gangs of one sort or another, youths who grew up together and moved on as a group from vandalism and robbery to extortion and more sophisticated crimes. There are several of these gangs operating in the city, each with its own territory and interests, and there are, of course, occasional conflicts. There is no great crime kingpin, though some have tried and achieved partial hegemony in the past.

Ptolemeias is a place of all sorts of interaction and opportunity, on all levels of human commerce. In this adventure we will move on to see what it is like to enter unprepared into the treacherous human river of the worst parts of the Lower City.

#### SETTING OF THE ADVENTURE: THE LOWER CITY

A fair amount has already been said about the Lower City, but some specific points should be mentioned before going to the adventure itself.

While the Lower City is dangerous and treacherous, it may not seem so at first to the newcomer. Certainly there is a bustle of activity, but violence does not rule the streets by day, and many notable persons and worthies of the city make their homes or work places in the Lower City. The average scene on the street will be one of motion and commerce, with laborers and tradesmen at work, and all manner of persons travelling from place to place. By night the street is still crowded, with persons of all stations in life pursuing amusement and entertainment at the many taverns, music-halls and other diversions. By night more questionable characters will be abroad, but you can't really tell a thief just by looking at him, and most covert activity is kept in the side streets and darkened rooms, although there is always the danger of robbery if one is incautious. It is not that crime in the Lower City is mild. It is just that it is not obvious. There are, after all, plenty of Guardsmen and Watchmen abroad at all times.

Some of the most notable spots in the Lower City are the Saexcoate market at the foot of the Street of the Gods, where all sorts of odd items are available. Executioner's Square in the heart of the Lower City offers a fine outdoor market except in the coldest months. Indoor markets are mostly reserved for the wealthier areas.

There are many factions, groups, and individuals, all looking for manpower, usually to defraud or take advantage of, but even so, there are good opportunities for both honest and dishonest employment to those canny and cautious enough to seek them out, avoiding the various scams and set-ups. Remember, the Lower City is only really dangerous to those who are unaware, and the party for this adventure should be among the least aware to arrive there, and so quite easily victimized.

#### THE ARRIVAL IN THE CITY

The new arrivals will enter the city through the Saexe Gate, at the very base of the Street of the Gods, marking the southwest corner of the Lower City. From the time of their arrival there are certain obvious situations and conditions which will arise, such as looking for a place to stay, getting a meal, and just wandering about. There are also certain obvious places to go, such as inns, taverns, guilds and temples, where aid or employment might be sought. Finally, there are always chance encounters on the street and elsewhere. These elements are presented in the following sections, separated between those which take place in specific locations and those which have no fixed setting. How they will be used and encountered will depend on the actions of the players and the desires of the GM. Note that these are not merely encounters, and many are ongoing sequences of events or involved situations which may result in employment or involvement for the players.

#### PLACES TO GO, THINGS TO DO

Described in this section are a selection of important and useful places to go or visit, for those newly arrived in Ptolemeias. These include places of potential employment, places to stay, and points of interest and renown.

#### Inns and Hostels

There are a wide selection of inns and hostels in the lower city. These cater to all levels of clientele and some of the major ones are listed here. A few of these are rather well renowned, particularly The Obsidian Wombat and the Steel Serpent, two of the largest. It is particularly important to note the difference between Inns, Hostels, Taverns and Grog Shops (the latter two covered farther on). Inns are full service establishments, with food, drink and lodging. Hostels provide only a bed, and sometimes a rough meal. Taverns provide drink, some food, and often entertainment. Grog Shops provide only drink, and customers are expected to take it elsewhere for consumption. It should be noted here that the water in Ptolemeias is generally unfit to drink without boiling, so almost everyone drinks fairly strogg beer or wine instead. One result of a minimum consumption of 5 pints of 15-20% alcohol liquor is that almost everyone is moderately buzzed most of the time, and everyone has a well-developed tolerance. Some notable Lower City Inns and Hostels are listed below.

Name	Location	Trade	Rooms	Beds	Meal	Beer(Pint)	Wine(Bottle)
Black Arrow	Hunters Close	Tanner,Saddler	8M	3M	2M	35P	80P
Broken Angel	Spider St.	Bladesmith,Armorer	12M	4M	3M	45P	1M
Steel Serpent	Eye St.	Jeweler,Elemages	15M	6M	5M	60P	1.2M
Iron Coracle	Mincing La.	Victualler,Butcher	10M	3M	4M	40P	90P
Obsidian Wombat	Muircat St.	Warrior,High Mage	11M	4M	5M	40P	80P
Wild & Marik	Auroch St.	Tailor,Brewer	10M	3M	2M	25P	1M
Crimson Glass	St of Demons	Smith,Low Mage	11M	3M	2M	45P	75P
Awful Infant	Heather St.	Clothmaker,Priest	9M	3M	2M	40P	85P
Old Cow	Silver St.	Cooper,Carmen	8M	2M	2M	40P	80P
Hallich's	Grub St.	Salter,Vintner	9M	3M	2M	50P	60P
Battlements	St of Serpents	Hiltry,Warrior	12M	5M	4M	50P	1M
Fallen Towers	Child La.	Tarrier,Paver	7M	2M	2M	35P	75P
Redman's	Tarrey Green	Smith,Guard	11M	4M	3M	45P	80P
Hostel of Nudd	Heather St.	Warrior	15M	2M	5M	50P	1M
Hostel of Coel	Satyr La.	Warrior,Merchant	20M	2M	4M	60P	1.5M
Nerthus' House	St. of Towers	Various	22M	2M	5M	---	1.2M
Hostel of Freyr	Stablers Green	Warrior,Merchant	18M	2M	3M	45P	---
Old Free House	Crown St.	Various	15M	1M	---	---	---
House of Eset	bridge Rd.	Various	25M	3M	5M	60P	90P



House of Bes	Old High St.	various	---	2M	1M	---	---
Hostel of Hodr	Frogmire Close	various	---	1M	--	---	---
House of Sif	Old Mews	Various	20M	2M	--	---	1M
New Free House	Lord's Circus	Warrior/Merchant	---	2M	2M	50P	1M
House of Cybele	Garden St.	Various	18M	2M	3M	---	90P

Inns and Hostels serve more than the obvious functions. In addition to being eating and sleeping places, they are ideal as meeting places, and sources of news and information. Should the characters wish to meet people, and learn about the town, an Inn or Hostel is the ideal place to go. Both have knowledgeable employees who will give out information for a price, and other customers may also be good contacts. Note that Hostels are run mostly by charitable organizations or by churches, while Inns are purely mercantile in nature. Each Inn has its own character and regular customers, with their own interests and reputations, and some Inns have rather unsavory clientele, including those who will start fights or cause trouble. When characters go to an inn to get information or lodgings, it is only reasonable that one or more of them should get picked on by a rough lout with a chip on his shoulder or some personal grudge against a general racial or social group, or that they should get involved in a general brawl.

Inns and Hostels are also sources for adventure, as detailed in the following section. The bartender or some other local type will know who is hiring people for various jobs, both covert and open, and how to get in touch with them. In addition, there are lots of recruiters and hiring agents who hang out with an eye on the door for people to hire or pass on to someone they are working for. Finally, there are plenty of con men looking for marks, or criminals in other lines looking for patsies to take the fall in some theft or other scam. Some specific examples of these are given in the next section.

Remember that there are also a number of restaurants and food-shops of various sorts, including cafe's, cafeterias, and charitable institutions. Some of the most popular places to eat are pastry and meat stands in market places or on street corners, convenient locations with reasonable prices. Also of note are the various grog shops and taverns, which deal primarily in drink of various sorts, and rarely provide any lodging facilities. Chief among these are The Trowel and Truncheon near the Guard Barracks, The Seven Virgins on Old High St. and The Lion in the Corner (Reve Undon) on Mincing La. They do mostly walk in business.

#### Markets, Bazaars and Other Places of Business

There are a variety of places of business and trade in the Lower City, including craft shops, small factories, warehouses and a variety of market places, both indoor and outdoor. Wealthier tradesmen and merchants work in shops or factories, with a variety of employees. In addition, a full range of tradesmen and salesmen work the many bazaars and markets in the Lower City. These markets have different areas of specialization and custom, and some are quite large. They are where most of the population of the Lower City shops, for both essential and luxury items.

The two largest outdoor markets in the Lower City are the Bazaar of Vandalmo and the market in Executioner's Square. The Bazaar of Vandalmo specializes in luxury, imported and manufactured items. The market in Executioner's Square deals mostly in more mundane items, such as household goods, staple foods, minor manufactured items, and the like. Both of these bazaars are quite large, with 2 or 300 stalls of all sorts. Just about anything is available for sale in one or the other, if you have the price or know who to buy from. Naturally, there are also both good deals and rip-offs available, particularly the later for inexperienced looking characters. There are plenty of sharp salesmen, and bargaining is fierce. Many unsavory characters are found in the markets, and it is a prime place for robbery and for con-games, particularly pick-pocketing, purse cutting, and fraud. There are also a variety of beggars and street entertainers.

There are many other bazaars and markets, including the large indoor produce markets of the southern parts of the city, and the major meat markets of the eastern part of the city. There are also large auction houses near the river docks for all manner of commodities and import items, and there are also guild markets, often held on a regular schedule in guild halls. Not all of these markets operate every day, unlike the two large outdoor markets. In addition, there is no real restriction of the placement of sales booths, except as far as they impede traffic, so there are little markets in many squares, and isolated booths selling food or other items scattered along the streets, as well as individual vendors here or there selling goods from packs or small tables. Also noteworthy are the selection of special bazaars held by temples to honor various religious festivals, and with the two hundred some deities in the city, there are a lot of holy days.

Ptolemeias is a city of mercantile endeavor on all levels, so where there is a buck to be made, someone will be buying or selling whatever he can. Naturally, not all of this business will be above board or totally safe, and while there will be opportunities for employment, there will also be many chances to be abused.

#### Churches and Temples

Ptolemeias has some 170 religions represented in the city, both inside and outside the walls of the city, about 150 of them on the Street of the Gods, with the older ones elsewhere in the city, and the newest ones outside of the city. Their is a complex religious hierarchy, dominated by the Council of Thearchs. The Street of the Gods is guarded by the thearch's Guard, a select multi-faith force, and those visiting temples should encounter or at least see them. Priests at most temples should be fairly indifferent to visitors from out of town, but they will probably at least give them advice on where to stay or go to find work. However, if a character makes a sizable contribution to the church (say 1000+ Marks), priests will take more interest, and perhaps give them references and sound advice on dealing with the city, as well as saying a few prayers for them. Some of the less popular, poorer temples will be friendlier, and many of the poorest temples allow people to sleep in the temple if they have no money. This just isn't done by the better off temples. For general reference, the ten wealthiest, ten most popular and ten most renowned temples are given below.

Faith/ Deity	Faith/Temple/ Wealth Popularity Status			Interest Area
Baldur	1	1	2	Light/Sun/Speech/Beauty
Gwyn	18	2	3	Hunt/Storm/Mountains/Death/War
Thor	7	3	5	Storm/Thunder/War
Nudd	6	4	11	Sky/War/Herding
Horus	4	5	7	Vengeance/War/Arts
Dylan	11	6	9	Sea/Waves
Odin	3	7	10	Father/Sky/Wisdom/Magic
Arawn	13	8	23	Mist/Rivers/Illusion/Winter/Poet
Coel	19	9	31	Sky/War/Wisdom/Age
Manannan	5	10	14	Sea/Trade/War/Afterworld
Gilrod	2	11	1	Fire/Magic/Time
Aranrhyd	23	13	6	Mother/Fertility/Harvest
Sutekh	9	17	4	Dark/Evil/Faith/Loyalty
Ra	8	12	15	Sun/Chief
Freyr	10	19	35	Rain/Sun/Crops/Trade/Afterworld
Ahriman	12	23	8	Dark/Power/Earth/Evil

As you can see, listing the top ten in all three categories gives a total list of 16 faiths which qualify in at least one area. Remember that these are far from all of the religions in the city, and that status is to some degree subject to change, both economically, and through a complex process of formal challenges which establish status, which eventually leads to popularity and wealth. Note that the final column lists the general areas of interest of the deity, his followers and church. Several people on the list are disproportionately high in one area, while being low in others, such as the unusually popular Coel and Arawn, the unusually wealthy Freyr, and the unusually well regarded Ahriman.

### Guilds, Schools & Hiring Halls

One of the first quests of the characters will probably be meaningful employment or vocation. There are three main routes to this, Guilds, Schools and Hiring Halls. These each perform different functions in the growth and life of the aspiring worker or entrepreneur.

Guilds dominate business and trade in Ptolemeias, and if you want a high paying job with a future in any worthwhile field, you'll probably have to be a member of a guild. The catch to that is that it takes 7 to 15 years to become a full member and enjoy the privileges of guild membership. One of the perils of the guild system is that they regulate the practice of many crafts, so if characters want to earn money with their skills, they may be restricted if they are not guild members. This is particularly painful in the case of mage guilds, which restrict the use of spells which they consider to be their domain, and charge huge fees to teach or allow the use of spells on their lists. There are a variety of mage guilds dealing with the many different forms of magic (Pyromancers, Aeromancers, Hydromancers, Geomancers, Divines, Conjurers, Beastmasters, Herbalists, Enchanters, Necromancers, Sorcerers, etc.).

Some of the largest craft guilds in the city are the Dyers, Tailors, Weavers, Victuallers, Tanners, Cartwrights, Joiners, Shipwrights, and Coopers. They follow a full selection of trade restrictions and regulations. The guilds as a body are quite wealthy, and limit membership by sizable fees, and control many aspects of life in the city. The city is ruled by the Guild Lord, who is the hereditary head of the Guild Merchant, a conciliar guild representing all of the top tradesmen and merchants of various crafts in the city. Guilds have their own police (wardens) and courts, and will enforce their rules as law on both their own members and others who violate them, and as long as they don't mess with capital punishment and stay within their craft and those who infringe in it, they will be supported fully by the government and city guard.

There are a variety of schools of several sorts in the city. The most obvious kind are guild schools. While most trades train through the method of direct apprenticeship of trainee to master craftsman, there are some which run organized, formal schools. These are generally entered under the same circumstances as apprenticeships, with students paying a large fee at the start, and performing work as part of their tuition. Some of the largest guilds have a school for basic training and an apprentice system for advanced work. Schools are found most often in those crafts where standardization of training and technique are important. Some of these schools, in the case of non-restrictive crafts, are open to outsiders, usually at increased fees, though they usually assume that the student is studying primarily for his own personal benefit, or to aid himself in another craft, and not for commercial practice, and they may have contracts and the like to insure this. Other guilds are extremely restrictive and consider their skills total mysteries to be kept from outsiders. In some cases guilds allow their members to take on large numbers of apprentices or even non-guild students for pay, running their own schools in their shops. There are as many forms of craft training as there are crafts. There are also certain sorts of schools open to almost anyone at fairly reasonable rates. There are schools of etiquette, schools of the arts and sciences, schools of arms and letters, and even a university. There is also an Archmage's College, equivalent in function to a magical arts graduate school. The most accessible schools are martial schools, like those operated by Balan Uriag and Kolo Alesendar, places where the children of the rich learn basic skills of arms and social grace. Also of note is the Scrivners and Accountants School. There is also a Bardic College, studying bardic magic and literary arts, the School of Llywarch Hen. The University of Ptolemeias is an old institution, founded some 200 years ago for the study of law, sciences, philosophy, and theology. It is particularly well known as a faculty for Law and Science, but is one of the largest universities in the world, with some 5000 students and faculty. All of these schools practice restricted admission and have restrictions on who may enter, with their own mysterious means of determining qualifications.

Hiring Halls serve for the non-guilded of various sorts. Some of them call themselves guilds, such as the Soldiers Guild or the Laborers Guild, but they act mainly in an informal way, for a very small fee, to make available information on employment possibilities, provide support for those members who are destitute, and provide a meeting place and contact point. There are several such halls for different types of laborers, going under different names and in different parts of the city. The largest are the Dockworkers Meeting House and Day Laborers Hall. Similar specialization exists in hiring certain skilled types, particularly warriors and mercenaries, and these are prime points for a variety of mercenary captains to pick up new men. Many nautical professions also work in this way. Of course, with the recent increase in factories and larger shops, it is always possible to get work directly by going to



one which has put out notice for workers. Also, there are always those who will break rules and laws by hiring unguilted foreigners so they can pay a lower wage.

In the matter of labor, it should be noted that slavery is legal in Ptolemeias, but there are all sorts of guild-sponsored laws which regulate it into a narrow channel. Slaves are always permitted to buy their freedom, they may bring suit against their masters, their children are considered free, they may be freed by their master, they may not be hired out by their master to work for others, they may not work in skilled trades for money, though they may do so for their master, they may not bear arms, and may not compete with freemen in trade. They can be bought and sold freely, and they may not be punished or slain unreasonably. As a result, slavery is fairly well restricted, and most slaves work either as shop labor or household servants. Note that conditions for slaves in Ptolemeias are infinitely more human than in the country.

Note that citizenship of Ptolemeias is established by owning property in the city or by membership in a Guild. The rights of non-citizens are fairly fluid, especially if they are in no fixed profession and of dubious status, and they are likely to find themselves at a severed disadvantage in any legal battle with any citizen, no matter how right they are. One practice, allowed by the government, for example is that of hiring laborers or other workers in the order citizens, freemen foreigners, slaves. Non-citizens can be ejected from the city on any substantiated complaint from a citizen, and are generally looked down on by many classes. As a result, many of them live outside the city walls in the various 'marks'.

## ENCOUNTERS & EVENTS

These encounters are all possible when travelling in the Lower City. They are described fairly briefly, with appropriate references, but you may need to add detail and elaborate, especially on those ones which have the potential to develop into long-scale chains of events. These descriptions are a starting off point from which you should be able to build a variety of adventures, with combinations of events or elaborations on them. How you use them and in what order is up to you.

### 1:Food & Lodgings

This area has been covered somewhat in previous sections. In finding a place to eat or a place to stay, it is possible to just wander around and luck into something, or to ask someone for a suggestion. Most people asked will have an ulterior motive behind their answer, probably suggesting a place which they frequent, or where they have a connection. One likely outcome, given the type of people found in the Lower City, is that they will be sent to a place with which the person they ask has an arrangement, with the result that they will be treated very nicely, offered reasonable rates, drugged, mugged, robbed and dumped out on the street, or perhaps passed on to one of the less attractive employers listed below.

### 2:Hiring Halls

There are a variety of hiring halls as already described. A number of events are possible at them. Generally, they operate as large gathering points where regular meetings are held. Job offers will be posted, and announcements made at meetings, and hiring representatives will stop off regularly to find manpower. Many of the more legitimate opportunities listed below could start at a hiring hall, as well as some of the questionable jobs. The most likely halls are the Soldier's Guild and the Day Laborer's Hall, which are always looking for people, usually for the least attractive forms of employ within their domain. Remember that everyone is out to help themselves and take advantage of others.

### 3:Visiting the Guild

For those who have saleable skills a visit to the appropriate Guild might be in order. It is not always easy for foreigners to get accepted into a guild, but acceptance generally guarantees some form of employment. There are a number of people around who call themselves 'expeditors', who specialize in getting people into guilds. They are usually shyster lawyers doing civil work on the side. Many of them are inconceivably crooked, and demand an up-front fee, which goes with them as they go to get you a great position promised in the guild of your choice. Don't expect to see them again. Admittance to a guild is more dependant on connections than on skill, and there is usually a sizeable fee involved, as well as a requirement of some time served in a menial status working as an apprentice or journeyman for another craftsman until one is proven to be competent. Guild fees run from 5 to 50 thousand marks, depending on the Guild. This is assuming they like the applicant. Unguilted craftsmen will generally be visited by Guild Wardens who will put them out of business one way or another, with the law mostly looking the other way.

### 4:Going to School

Some professions work in schools rather than the forms given above. Many of the same principles and problems apply. The professions in question include some which have guilds. There are schools for martial arts, bardic schools, schools of magic, scribal schools, and the like. Most of these are run both for profit and for the desire to carry on a tradition, but there are schools which are rip-offs, and new characters are most likely to run into these. Sham schools will tend to promise a lot and charge a lot, but give little and close early. There are lots of con-men around running the false school game, particularly down-on-their-luck bards who take on students and then drop out of sight.

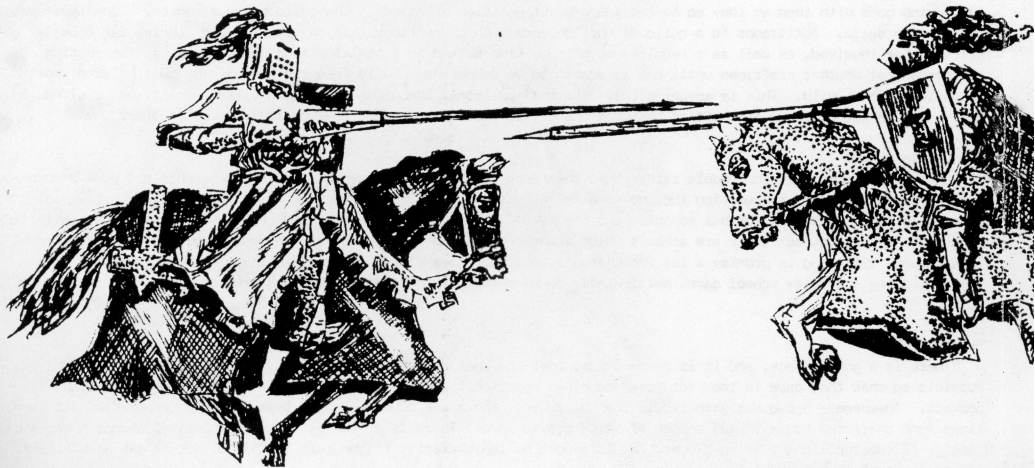
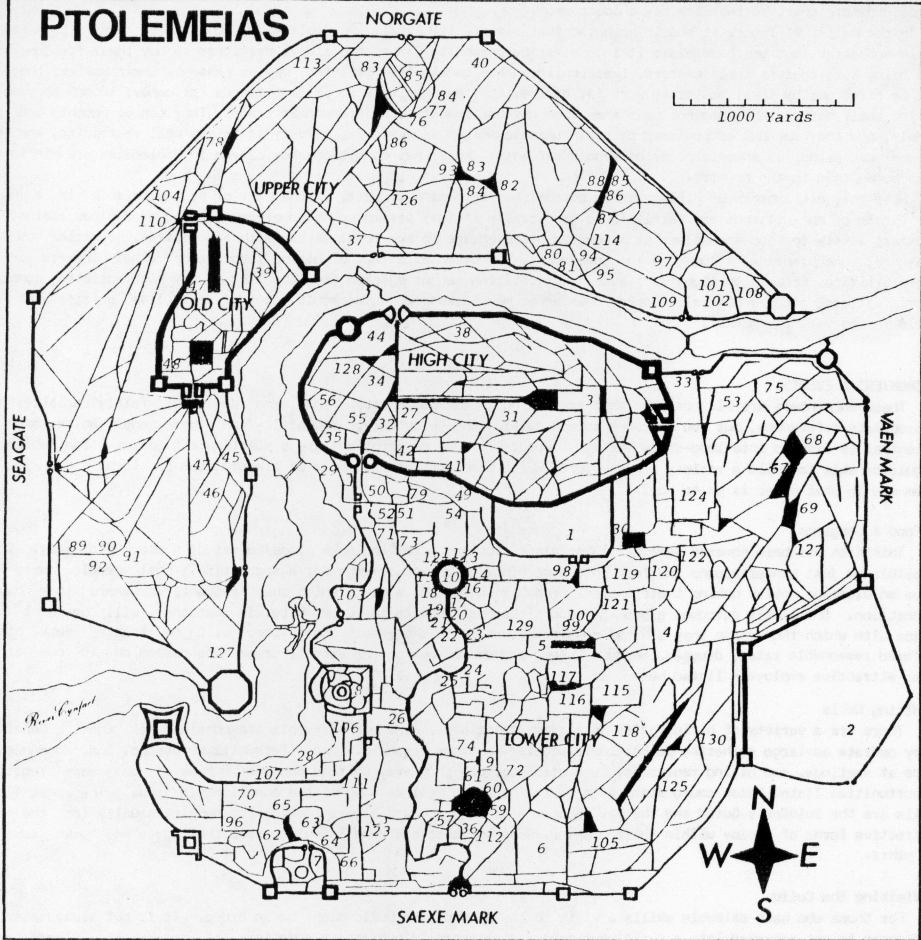
### 5:Pick Pockets

There is a good chance, and it is recommended, that the characters have any moneys they hold removed as quickly as possible so that they have to look for work and other opportunities. One of the easiest ways to do this is with pick pockets. Anywhere a crowd has gathered in the Lower City, there are bound to be at least a few pick pockets. At such times each character has a 50Cx2% chance of being preyed upon. There is a 100-(2xINT(of character))% chance that the thief will succeed without being caught. He is caught by the character if the roll is failed, but he may have friends around to provide some support.

### 6:Private Guard Work

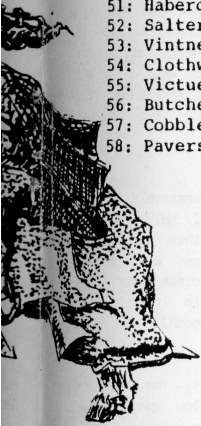
This is a fairly likely job opportunity, which might be initiated at a tavern or a hiring hall. In this scenario the characters are approached and asked to do a simple guard job for three nights and three days, round the clock,

# PTOLEMEIAS





- 1: Old Necropolis(Disused)
- 2: New Necropolis(Open)
- 3: Palace of the Guild Lord
- 4: Colliseum
- 5: Public Lists
- 6: Castle of Lord Kaerisar
- 7: City Guard Headquarters
- 8: Castle of Lord Alharazan
- 9: Castle of Lord Rachan
- 10: Theodome/Thearch's Court
- 11: Temple of Gilrod
- 12: Temple of Baldr
- 13: Temple of Gwyn
- 14: Temple of Sutekh
- 15: Temple of Thor
- 16: Temple of Aranrhyd
- 17: Temple of Hor
- 18: Temple of Dylan
- 19: Temple of Odin
- 20: Temple of Nudd
- 21: Temple of Manannan
- 22: Temple of Ra
- 23: Temple of Arawn
- 24: Temple of Coel
- 25: Temple of Freyr
- 26: Temple of Brigit
- 27: Guild Court
- 28: Bankside Shipyards
- 29: Northbridge Shipyards
- 30: Execution Square
- 31: Mercers Guild
- 32: Tailors Guild
- 33: Brewers Guild
- 34: Grocers Guild
- 35: Goldsmiths Guild
- 36: Leathersmiths Guild
- 37: Founderers Guild
- 38: Ironmongers Guild
- 39: Weavers Guild
- 40: Pewterers Guild
- 41: Coopers Guild
- 42: Blacksmiths Guild
- 43: Shearmens Guild
- 44: Bakers Guild
- 45: Mariners Guild
- 46: Carmens Guild
- 47: Porters Guild
- 48: Pepperers Guild
- 49: Drapers Guild
- 50: Fishmongers Guild
- 51: Haberdashers Guild
- 52: Salters Guild
- 53: Vintners Guild
- 54: Clothworkers Guild
- 55: Victuellers Guild
- 56: Butchers Guild
- 57: Cobblers Guild
- 58: Pavers Guild
- 59: Carriers Guild
- 60: Tanners Guild
- 61: Pelters Guild
- 62: Armors Guild
- 63: Bladesmiths Guild
- 64: Braziers Guild
- 65: Spurriers Guild
- 66: Bowyers Guild
- 67: Fruitiars Guild
- 68: Gardners Guild
- 69: Fullers Guild
- 70: Cutlers Guild
- 71: Hatters Guild
- 72: Saddlers Guild
- 73: Cordwainers Guild
- 74: Girdlers Guild
- 75: Hostellers Guild
- 76: Notaries Guild
- 77: Stationers Guild
- 78: Glass Cutters Guild
- 79: Felters Guild
- 80: Painters Guild
- 81: Carpenters Guild
- 82: Barbers Guild
- 83: Wiresellers Guild
- 84: Accountants Guild
- 85: Scrivners Guild
- 86: Book Binders Guild
- 87: Physicians Guild
- 88: Chirurgeons Guild
- 89: Divines Guild
- 90: Dowsers Guild
- 91: Soothsayers Guild
- 92: Astrologers Guild
- 93: Alchemists Guild
- 94: Artificers Guild
- 95: Enchanters Guild
- 96: Apothecaries Guild
- 97: Herbalists Guild
- 98: Joiners Guild
- 99: Cartwrights Guild
- 100: Hiltiers Guild
- 101: Bricklayers Guild
- 102: Brickmakers Guild
- 103: Embroiderers Guild
- 104: Glass Blowers Guild
- 105: Jewelers Guild
- 106: Shipwrights Guild
- 107: Tarriers Guild
- 108: Miners Guild
- 109: Stone Cutters Guild
- 110: Potters Guild
- 111: Pitch Chandlers Guild
- 112: Farriers Guild
- 113: Wax Chandlers Guild
- 114: Conjurers Guild
- 115: Hydromancers Guild
- 116: Geomancers Guild
- 117: Aeromancers Guild
- 118: Pyromancers Guild
- 119: Necromancers Guild
- 120: Sorcerers Guild
- 121: Wizards Guild
- 122: Mystics Guild
- 123: Soldiers Guild
- 124: Archimages College
- 125: Bardic School of Llywarch Hen
- 126: Martial Training School of Herulf Ingling
- 127: Martial School of Balan Uriag
- 128: Martial School of Kolo Alisendar
- 129: School of the Mystic Arts
- 130: Scrivners and Accountants School



R50

where at least two persons will be on watch at all times. For this they will be paid 100M each (a good wage), and the work will be in the city. After they have accepted they will be told that the job is guarding the tomb of a merchant who has just died and is buried in a newly built underground crypt in the New Necropolis. They are assured that danger will be minimal. The crypt is under a small false-mausoleum entrance, which is the only entrance. The crypt is a single large room and has a sealed gate. They are to stand watch outside and prevent theft. The three day period is because they are waiting for a hired mage to be available to set magical wards. The only regular guard on the New Necropolis are two three man patrols of City Guards on penalty duty, one on the gate, and one touring regularly through the grounds (far too large for so few men). The merchant is wealthy and has some 5000M worth of treasure buried with him, though there is no way to tell this without entering the tomb or having contacts. There should be several robbery attempts, which can be set up easily with appropriate characters from the appendix.

#### 7:Gang Contact

As mentioned earlier much of the crime in the Lower City is under the control of family dominated gangs. It is likely that the characters will encounter at representatives of the youthful contingent of at least one of these. The most likely families are the Mantakis, Varmainan, Kapetix, Nikonis, and Sefoira houses, dealing in money-lending, banking and such on an open level, and protection and every manner of organized crime on lower levels. Note that if characters want to put their money somewhere safe, they will probably be referred to the house of one of these banking families. The youth of these families are hot headed and act as street gangs, often openly at war with each other. Several examples can be found in the Appendix. Some of them may take exception to the very existence of foreigners and try to provoke a fight. Another common technique is to approach foreigners and offer 'protection' while they are in the city. If they accept and pay up (usually 20-50M), they will be left alone, but if they don't it won't be long before they meet a group of unfriendly gang members and learn a painful and expensive lesson. In addition, while allied gangs will honor each other's protection, a single person might be approached for protection money by as many as three or four different opposing groups as he encounters them or moves through their territory.

#### 8:Arena Recruitment

A good fall-back source of employment always available is to try one's skill at arms in the public arena, recruiters for which are always about looking for likely candidates. Arena matches are set up in several ways, either with persons of similar skills and combat styles, or freestyle. Most fights in the regular schedule are not to the death. New fighters will start off in a Neophyte League, where their skills are gauged before a limited audience. Eventually if they have outstanding records they will be selected to participate in open competition at prime times against other skilled opponents. Neo fights are held fairly continually, actually at the public lists, not the arena. They are necessary to develop a reputation and recognition which qualifies a fighter for arena combat, but tend to be particularly bloody, mostly by accident and inexperience. They pay 5M for a victory and nothing for a loss. An active fighter can do up to five combats per day, but the threat of permanent injury or death can be a deterrent. Neo fights are generally freestyle and loosely refereed. Higher level fights are usually done on a challenge or 'king of the hill' basis, where known champions defend particular titles or honors, or special one-on-one duels are set up. Generally entry into the arena is achieved after winning no less than 30 and usually at least 50 or more fights. Only a super-human warrior could win that many fights in less than a few months. Rich merchants and nobles attend the Neo fights an look for likely warriors who they might patronize and support for the prestige and betting opportunities. Purses for winners in real arena challenges between known champions run from 200-10000M, depending on the participants. Warriors usually do best if they have a patron to support them, provide training, and give protection. This is a grueling profession, but can be rewarding. Note that there are those who try to fix fights and make a scam of the process. There are also similar set-ups for horse and chariot racing and for some forms of athletics. The selection of characters in the Appendix can furnish good stats for arena opponents.

#### 9:King's Coin

Should the party stop into a tavern, they may run into a recruiter, such as Attix Valens (see appendix). Recruiters will often seek out people who are down and out, in order to fill a hiring quota for some foreign army. What they will do is get the prospect drunk, paying for his liquor, and then give him a sum of coinage from the mint of his employer, usually with witnesses present, and an obtuse explanation of a job offer. The drunk fellow will usually pocket the coin, and this constitutes acceptance of some sort of contractual arrangement, usually explained at some point to the sodden prospect when he was in no shape to understand. The next day the recruiter will come with half a dozen armed men to take the new recruit off to be mustered and marched out to serve for wages in the army of a neighboring nation. Likely nations to give quotas to recruiters are Seisylluch, Frejsa and Marchuc. The recruiter will bring legal action and violence as well to support his case, and will usually win.

#### 10:Mercenary Trials

Serious, professional mercenary bands are less desperate for men, but recruit them in a more respectable fashion. They will post notices and let their needs be known, and then (usually on the public lists) they will hold trials of arms to see how good the prospective recruits are, putting them up against each other first, and then against some mercenary veterans, generally not in mortal combat, but more in a test of skill. Recruiters sometimes will do this type of work on behalf of an undermanned mercenary force which is still in the field and needs immediate relief. Some notable mercenary groups include The Red Legion (Captain Merjenko), Sons of the Wind (General Eftarahin Ishandri), The Golden Aurochs (Captain Illis Assant), The Invincibles (Captain Nisslevn), The Revengers (Captain Thydoch).

#### 11:The Soothsayer/Koulo Contact

There is a fair chance that characters may become involved with the Koulo underworld in the city. The Koulo are a distinct race which lives within a variety of societies, filling several roles, most of them on a low social level, most illegal. They are parallel in some ways to terrestrial gypsies. There is a fair chance of encountering them in one of several ways. First, many of them are pick-pockets and muggers, so they may rob members of the party at an appropriate point. Second, as they are a highly mobile group, with far-flung contacts, and as a result, they operate a major fencing and information selling and gathering network. The focal point for all of this is Grasya Balgario, the matriarch of the Koulo in the Lower City. She operates a soothsaying and fortunetelling business behind a restaurant off Executioner's Square, which serves as a clearinghouse and meeting place for Koulo in the city. Her fortunes and predictions are unusually accurate, both because of her network of informants and her abilities with



magic. One of the main sources of her information gathering is a group of beggars, both Koulo and non-Koulo who are under her protection. She is a useful contact and likely to crop up as a recommended source of aid or information. Two of her agents, Macos Balgaric and Zans Prathas are given in the Appendix.

#### 12:Road Crew

One of the main needs for manpower in the city is working on the roads, both in the city and in the surrounding countryside by contract with local nobles. There are several ways to get into this unenviable line of work. First, you can be hired, at a rate of 1 Mark per day, plus lodgings and meals. Second you can be shanghaied, usually by someone who picks out people who look down and out, buys them a few beers, spikes one, and when they wake up they are already at work, at the already mentioned wage, but beyond the reach of city law. Finally, should they be taken for some minor crime like loitering or vagrancy, unless someone can post bond for them they can be sentenced to 10-60 days on a road crew in lieu of a fine. If sentenced to work, they will still be paid at the wage above.

#### 13:Guard Recruitment

One of the finest opportunities for employment in the martial arts is with the City Guard, which sometimes looks for new recruits. They are very selective about who they take, and in general they will make it known a few weeks in advance, and then accept applications, do a series of interviews and background checks, and then put the potential recruits through extensive combat trials. They generally put new recruits through a year of nothing but training, and then put them out in trainee status, and they are oriented toward group cooperation and unit fighting, so they usually won't take very experienced warriors as recruits, though if they check out and have special skills, they may take them for undercover work or officer training. Being in the City Guard brings high-status and competition is fierce.

#### 14:Inn Wars

Business is always fiercely competitive in the Lower City, and two recent establishments, The Lion in the Corner (a Tavern belonging to Reve Undon) and the nearby Iron Coracle (an Inn & Tavern owned by Skodelus), are in fierce competition for trade in the area just east of the Street of the Gods. This competition is carried out by both owners, who are lowering prices, increasing advertising, and featuring special events, for example, dancers, street wrestlers, jugglers, etc. There are jobs available at both for novel acts, though they may get fired rather quickly. There are also jobs available posting notices around the neighborhood or walking about crying the praises of the appropriate establishment (or even saying ill of the competition). Entertainment is paid at 5M per night for new acts plus tips. Hawking work is paid at 7M per day flat.

#### 15:Special Guard Work

One opportunity for work for a small group, is in guarding the shop of a tradesman named Bethan Ulvias, who fears theft, vandalism and other interference with his work. He is one of the few printers in Ptolemeias, and is in the midst of preparing a book for an author who calls himself 'Voice of the People', and who has paid for the printing of his book himself. Unfortunately, the contents are rather inflammatory and politically sensitive, aimed mostly against the established money-aristocracy of the city and organized religion, so Ulvias, in order to see that his job gets done and his business is safe, wants two guards on duty at all times. He also wants as few people as possible to know what he's printing, as he does not want to be associated with it in any dangerous way. He will pay 12M per night and 8M per day to guards willing to take the work. The job should last for about 30 days, as there remain 60 pages to do at 2 per day. There will probably be threats and interference, both from local gangs and church groups, and the Guard has orders to keep out of any trouble, so a few incursions by vandals, attempts at arson, angry crowds, etc, should be expected. Warning and aid may come unexpectedly from some of Kameris' beggars, as he is the author.

#### 16:Street Violence

There is a fairly good chance that members of the party will witness or be the victims of a good, solid traditional mugging. Muggers usually work in groups of 4 or 6 in the city, and operate by halving half their group approaching the victims from the front demanding money, while the other half sneaks up from behind for support. They usually will not go after groups of more than 3 people. Muggers may be of various backgrounds, from moonlighting beggars, to Koulo professionals, to members of family gangs.

#### 17:Rabble Rousers

Executioner's Square is a gathering point not only for merchants, but for certain types of malcontents. They'll be found lecturing and preaching in the east end. One of the most notable and popular is Kameris, who is described in the appendix. He is a popular anti-establishment figure, with some status as a former instructor at a variety of schools. He has a following of several dozen beggars who gather information for him, and is involved in a variety of crimes. He is also the author of the book mentioned in #16. He is articulate and charismatic, and enjoys some protection in high places. His beggars beg for him to support his work. At some point in the adventure it might be good for him to achieve one of his anarchistic goals, a full-scale street riot, during which time a mob under his discreet direction will go after certain calculated targets, particularly certain factories, temples, and the City Granaries, with a full range of peripheral looting and pillaging. Shikur (see appendix) is one of his main covert agents who he employs to eliminate annoying opponents.

#### 18:Gang Riot

Another notable and likely form of street violence is an encounter between two (or more) family gangs. Getting caught up in such an encounter could be bad, if enjoyable, and running it should be fairly straightforward with the stats in the appendix. Generally 12-25 members should be in each group, variously armed, meeting in the street in a free-for-all, with 10-20 minutes before the Guard comes.

#### 19:False Accusations

This is always a good opportunity. Should the characters witness a crime and be seen themselves, or should they cross someone, they could very easily get accused of the crime by someone involved or someone who has it in for them or just by mistake. In any case, the Guard is good and hunting people down, and rather efficient at taking them to trial swiftly, with less regard than it might have for the mere word of foreigners of menial status.

## 20:Vagrancy

By this time at least a few characters should be rather impoverished, and if you can't send them up for anything else, you can probably send them away for vagrancy. If someone looks down and out and a Guardsman sees them, he may stop them and ask to see 5M in cash. If they cannot produce that amount they can be taken in for vagrancy, and if they can prove no permanent residency in the city and no substantial references, they can be punished appropriately.

## 21:Going Before the Magistrate

It is quite likely that in the course of all this characters may go before one of the city magistrates, who try to be fair, but have no hesitancy to send vagrants to a road crew or workhouse, and arrange the incarceration of thieves and swindlers. Remember that many punishments can be replaced by fines of appropriate size if all parties agree. If charges are brought against substantial citizens or someone with connections they can probably get out and make counter charges stick rather effectively.

## 22:Street Wrestling

This pastime has been mentioned before, and Vrachnoth is given in the appendix as a sample wrestler. Generally, a champion will take all comers, and managers for the fighters will take bets against their man, with estimated odds. Arranged matches also take place. Fights are usually in side alleys or inn courtyards.

## 23:The Duellist

Also in the appendix are stats for Taylin Mantakis, who is not only the leader of the active branch of his family/gang, but also a noted duellist who takes joy in picking fights with anyone he doesn't like and the slaughtering them in a 'fair' duel. He likes to go after foreigners as they don't know his reputation. Thus, the party make good targets.

## 24:A Bit of Larceny

Don't forget that the party characters might be able to get onto the wrong end of the law on their own. Thieves and muggers often need labor, and if they are pressed for it with a job coming up they might take on newcomers, depending on the situation, and this might let the characters get a menial role in giving out some of the punishment described above.

## 25:A Mendicant Career

Those who are down and out can often get work of a sort in a beggar's brotherhood. Two have already been mentioned, those run by the Koulo and by Kameris, but the biggest gang in the city is run by a Conjuror named Kais Nebo, who uses illusion to make his workers seem more pitiable. Kais takes a 50-50 split, and provides protection, as well as food and lodging in an abandoned warehouse. He also collects information in all areas and sells it. He will also bank and invest money for his charges. They live surprisingly well. Note that different beggar groups claim different prime spots to beg, and there is often conflict, sometimes violent. Beggars will also sometimes take up an overheard tip to carry out a robbery or burglary.

These encounters and events can be run in any sequence, but some logical progressions should suggest themselves. In general, you should fit in encounters as needed, and let the flow be guided by what the characters are looking for or hope to do. Some good general sequences which can be elaborated on are: 5,14,23,20,21; 15,14,17,9; 5,7,22,18,25. Plenty of others are possible. Naturally, some of the encounters listed really need more to be sought out than run into.

## APPENDIX: CHARACTERS

These characters are mentioned in the text and can be used in specific cases and as general examples of types of characters while running this adventure. Feel free to make changes and adjustments and use them as seems most appropriate for the situations which you suggest.

### FARNUK, GUARD COMMANDER

AR:55	D&D AC:-8	SAV:7	Attacks:Bastard Sword(LR2)2D8(50%Sharpness)
DC:15	HP:84	LEV:10	Longbow(LR2)1D10
MR:23	FP:120	DEI:Mananran	
RC:16	SP:441	ALI:11/18	
DR:61/62/66	MI:115	HEI:6'4"	
AV:6/5/7	WR:475	WEI:233	

Farnuk is from a Kymraeg peasant background in the island provinces of Morganwg, and came to Ptolemeias to follow a more urban lifestyle. He is widely travelled and experienced, and has achieved some renown for honesty and bravery, especially among people in the Ptolemeias area. He is commander of the City Guard for the Lower City, one of the chief lieutenants of Captain-General Delren. He is a moderately skilled horseman and archer, but mostly oriented towards hand-to-hand combat. His sword is magical, though not powerful, and has the unusual sharpness effect listed above. He is a master of the unusual combat skill of the Shield Bash, and bears a nice spiked shield, which can be quite a surprise for opponents. He is a wise and skilled leader, and has some magical ability, mostly defensive in nature, or simply functional, with a concentration on Hydromancy as a result of his island background. His unusually high Will Rating is solely defensive in nature. He also has 2 levels of Mana Shield, giving him partial protection from magic.

### ATTIX VALENZ, RECRUITING AGENT

AR:40	D&D AC:-1	SAV:8	Attacks:Greatsword(R2)10D20(+5/+5)
DC:20	HP:80	LEV:8	Lance(LR1)2D12
MR:20	FP:120	DEI:Sathanas	Horsebow(1D8)(+3/+3)
RC:13	SP:118	ALI:20/3	
DR:22/23/28	MI:109	HEI:6'4"	
AV:7/8/7	WR:44	WEI:245	

Attix is from the distant land of Arania, but has lived in Ptolemeias for a number of years after a long and varied military career. He started as a caravan guard south from Arania to Ptolemeias, stayed in the area, and moved into work as a mercenary on the Saexe border. While he was still young he was recruited into a Saexe legion, where he



served for some years, attaining the rank of Centurion before leaving to move into the private army business, fighting for a variety of nobles and factions, developing his own small force, which he brought into service on a number of sides, particularly in land-disputes and insurgencies south of Ptolemeias. He retired from this active life at the early age of 32, and moved on to working as an agent for a number of large mercenary troops working different regions. He has a staff of 5 assistants/guards (use standard stats), and goes around Ptolemeias using various means to hire mercenaries on commission. Sometimes when he has a big order to fill at a deadline he will resort to a variety of unscrupulous means, equivalent to shanghaiing. He is a very responsible and relatively trustworthy businessman, though his methods can sometime be brutal and violent. He has good contacts and is well respected within his profession and related classes. He has 2 levels of Mana Shield.

#### SHIKUR THE POISONER

AR:48	D&D AC:-4	SAV:7	Attacks:Short Swords(L4/R3)1D10(+4/+3)(25% sharpness)
DC:12	HP:70	LEV:15	Cesti(L8/R6)1D12(+5/+5)(35% sharpness)
MR:27	FP:150	DEI:Horus	Darts(L6)1D3(+2/+2)(Poison)
RC:14	MP:145	ALI:15/7	
DR:46/54/64	MI:167	HEI:5'5"	
AU:4/6/7	WR:33	WEI:122	

Shikur is a master assassin, with very high levels in all of the assassin movement skills. He is of eastern racial origins, and quite skilled as an alchemist as well as an assassin, so he is fully equipped with strange powders and philtres. His darts can do death, blinding, contortions, or paralyze with a -10 on the save. He can move totally silently, see the hidden, locate anything through magical means, take the form of a bat or panther, see the invisible, climb any surface, and deflect 1 ray or beam per round. He can also blend in with his background, becoming almost invisible so long as he does not move. He almost always gets surprise on his victims. He now undertakes a variety of profitable thefts and assassinations for himself or others. Of course, in the course of these missions he may employ assistants, and usually untraceable and inexperienced ones. He is a fairly nice seeming, charismatic fellow, and rather persuasive. He can, of course, also be vengeful and quite dangerous.

#### KAMERIS

AR:45	D&D AC:-5	SAV:6	Attacks:Broadsword(R3)1D20(+5/+5)
DC:10	HP:80	LEV:18	Javelin(R3)1D10(+3/+3)
MR:60	FP:125	DEI:Thanatos	
RC:15	MP:128	ALI:11/6	
DR:51/60/69	MI:125	HEI:5'7"	
AU:4/6/8	WR:30	WEI:162	

Kameris is a worshiper of Thanatos, native to Ptolemeias. His specialty and full-time occupation is causing trouble, particularly by oratory in public places, causing unrest in the poorest parts of the population, sowing disorder, and rousing the rabble, so that he can take advantage of the chaos to his own benefit. He has a small group (6-20) of fanatical beggar followers who are sturdy but unemployed, who follow him around and maintain security. He supervises their begging and provides appropriate organization and protection. They have nothing to lose, and so can be quite dangerous. To support their activities they mug travellers unprotected in the streets at night, and from time to time, particularly in the summer, Kameris can really get swinging and start a riot in the Lower City with burning, looting and general mayhem. He is charismatic, well spoken, and a natural leader. He speaks well on the plight of the downtrodden classes, and has a unique ability to get people to do what he wants, no matter how stupid. He can actually control and direct a mob to some degree. He is usually well protected, and generally keeps himself out of danger and obvious criminal activity, leaving that to his 'beggar' underlings. He is sometimes called 'Lord of the Beggars', and his followers operate a small-scale crime ring on behalf of themselves and their 'movement'. He has a uniquely good sense of what is going on everywhere in the city and how to take advantage of it. He has a ring which gives him 75% protection from magic, and allows him to deflect up to 10 missiles per day. He also has a Wand of Crowd Control (50 charges, each charge allows the direction of the general movement of 5 people when in a crowd of 15 or more, allowing the general direction of the crowd, or the creation of passages through it. Each charge lasts for 5 minutes).

#### MACOS BALKARIO

AR:24	D&D AC:6	SAV:13	Attacks:Dagger(L4/R3)1D6
DC:12	HP:40	LEV:6	Sap(L3)1D6
MR:10	FP:90	DEI:Verqal	
RC:7	MP:100	ALI:7/7	
DR:12/13/15	MI:70	HEI:5'10"	
AU:2/1/1	WR:21	WEI:185	

Macos is a Koulo of dubious occupation and skills. He makes his living as a mugger, with considerable skill at striking from behind and subduing targets so that he can remove their valuables at his leisure. He is part of a clan of Koulo who live in the lower city, and often acts as an agent or guard for his mother (Grasnya). He has some reputation for in the lower levels of society. He is fairly young, but has good connections.

#### GRASNYA BALKARIO

AR:20	D&D AC:5	SAV:8	Attacks:Dagger(L5/R4)1D6
DC:5	HP:35	LEV:9	
MR:15	FP:100	DEI:Freshkigal	
RC:6	MP:200	ALI:5/8	
DR:21/22/24	MI:250	HEI:5'4"	
AU:1/1/1	WR:125	WEI:100	

Grasnya is sort of the matriarch of a large group of Koulo in the Lower City. Many of them are thieves and swindlers of one sort or another. She herself works from the back room of a small restaurant off of Executioner's Square, where she tells fortunes using cards, bones, runes and other means. She is quite good at this, and has a broad clientele. She actually has powers as a Diviner, and also has some Necromancer and Sorcerer spells. She has a natural talent for oracular prediction and a knack for psychology. She is only about 35 years old, but makes herself look older. Her shop is used as a Koulo meeting place, and she fences stolen goods of all sorts as well. She is well

respected and has a large and supportive family, like Iacos who is described above. She also supervises the operations of a fairly large group of beggars in the Lower City.

#### ZANS PRATHAS

AR:32	D&D AC:5	SAV:12	Attacks:Short Sword(L3/R2)1D10
DC:15	HP:60	LEV:8	Crossbow(LR1)2D12
FR:15	FP:100	DEI:Llew	
RC:9	MP:0	ALI:10/13	
DR:10/10/10	MI:0	HEI:6'5"	
AV:2/2/2	WR:18	WEI:220	

Zans is a Koulo/Kymri half-breed, a sometime companion of Iacos. He is a skilled thief, with good connections who works in the Lower City under the general protection of the Koulo clan. He is primarily a Burglar and Con Man, working all areas of theft and fraud, with a number of accomplices and connections. He is unusually active, and does fairly well for himself. He has some reputation as a successful thief, and usually gets the job done. Also note that he is unusually attractive to women, and generally charming, with the effect that most people like him on sight, and tend to trust him.

#### GANG LEADERS/GUILD WARDENS

AR:40	D&D AC:2	SAV:10	Attacks:Short Sword(R3)1D10
DC:10	HP:65	LEV:8	or Epee(R3)1D10
FR:20	FP:90	DEI:Various	and Dagger(L4)1D6
RC:10	MP:100	ALI:6/10	Crossbow(LR1)2D8
DR:28/29/32	MI:85	HEI:5'11"	
AV:3/2/4	WR:20	WEI:180	

These stats are for typical active leaders of street gangs. Note that they are not for family heads, just for the heads of the active, younger group which takes to the street doing the dirty work of the family, essentially, the senior enforcer, the one in charge of seeing that the policies of the elders are carried out. These stats will work for any family group. They also apply to the Wardens who are the strong arm of the Guilds.

#### GANG MEMBERS/THUGS/STURDY BEGGARS/OTHERS

AR:25	D&D AC:5	SAV:12	Attacks:Falchion(R2)1D8
DC:10	HP:45	LEV:6	or Cudgel(R2)1D6
FR:18	FP:80	DEI:Various	Sling(R2)1D4
RC:9	MP:70	ALI:7/9	
DR:15/15/18	MI:60	HEI:5'9"	
AV:2/2/2	WR:15	WEI:155	

These are standard stats for lesser gang/family members, thugs, beggars, and other minor characters filling a variety of roles in the lower city, from the average mugger to journeymen in various guilds. Adjustments or changes may be necessary depending on the situation.

#### CITY GUARDS

AR:35	D&D AC:0	SAV:11	Attacks:Short Sword(R4)1D10
DC:12	HP:65	LEV:7	Longbow(LR2)1D10
FR:20	FP:120	DEI:Various	
RC:10	MP:70	ALI:14/12	
DR:39/40/42	MI:50	HEI:5'11"	
AV:2/3/4	WR:20	WEI:185	

Guards are recruited from a variety of backgrounds and then trained extremely well and conditioned to unusual loyalty to the Guard and to the city. They are proud, ruthless, and efficient, and greatly feared and respected. When working in the lower city they always travel in groups of three or more. They are not uncorruptable, but they are surprisingly conscious of right and wrong. Patrols working on cases or doing general surveillance travel in groups of 5. They have an excellent network of contacts and undercover agents as well, and respond to calls remarkably fast.

#### VRACHNOTH, WRESTLER

AR:61	D&D AC:0	SAV:9	Attacks:Punch(L4/R4)1D6(+1/+5)
DC:20	HP:81	LEV:9	Broadswords(L2/R2)1D12(+3/+3)
FR:20	FP:145	DEI:Ullr	Grapple(AR30)
RC:7	MP:242	ALI:23/16	Throw(AR25)
DR:42/44/48	MI:84	HEI:6'9"	Javelin(R3)4D8(lightning, returning)
AV:7/8/11	WR:21	WEI:290	

Vrachnoth comes from a noble background in the Gael lands to the north of Ptolemeias. He is an adventurer when given the opportunity, but his main profession while in Ptolemeias is athletic. He moved to Ptolemeias in order to play on the City Hurley Team, which has been building up in recent years to present a better challenge to some of the Gael and Kymraeg national team. Before moving south he played for Hy and Gaeldoch. In the off-season he works as a professional wrestler, or plays a bit of soccer. He is skilled in combat and in a number of sports. He will often wrestle or box in 'king of the hill' type competitions sponsored by various taverns to increase their trade, with a portion of the night's profits going to the winner. These matches are usually held in the street in front of the tavern, unless it has lots of space indoors. He is fairly successful and has a popular following. He is surprisingly intelligent given his appearance, and sometimes reckless, taking unnecessary risks. He is handsome, but has a tendency to be hard to get along with, tending to boast and be a bit arrogant. He also has the unusual habit of smoking cigars (fairly expensive and hard to obtain.)

REVE UNDON

AR:36 D&D AC:2 SAV:10 Attacks:Cesti(R2/L1)1012  
 DC:11 HP:50 LEV:8 Shield Bash(LR1)306  
 MR:20 FP:90 DEI:Rama Thrown Shield(LR1)1010  
 RC:9 MP:0 ALI:18/20  
 DR:22/23/27 MI:0 HEI:6'7"  
 AV:3/2/4 WR:20 WEI:249

Reve is a semi-retired Kymri warrior who owns an active and growing tavern called the Lion in the Corner, which is in rather fierce competition with The Iron Coracle. As a result he is seeking out various forms of entertainment and extra publicity to steal away Skodelus' business. During his warring career Reve was known for his almost insane daring and tendency to take incredible risks in battle, as well as his unorthodox, pioneering fighting techniques, especially in the area of shield use. He is something of a celebrity among adventurers of the Lower City, and has a fairly good reputation. He is the underdog in his fight with the Iron Coracle.

KAIS NEBO

AR:28 D&D AC:2 SAV:9(0) Attacks:Scimitar(LR1)20B(40% Sharpness)(+3/+3)  
 DC:10 HP:53 LEV:10 Heavy X-Bow(LR1)306  
 MR:16 FP:100 DEI:Eleusis  
 RC:7 MP:330 ALI:10/8  
 DR:34/36/42 MI:210 HEI:6'6"  
 AV:1/1/1 WR:34 WEI:217

Kais is a relic seller by trade, and a Conjuror as far as skills go. He is Uscan racially, but widely travelled, having been on exploring missions far to the north. He has a full selection of valid and questionable holy relics and items, including some rather strange ones, and those which are not holy he can make seem so by use of his magic. His technique is to use illusion to have items manifest magical powers and then let them wear off after sale. He also has some innate powers, in addition to a full range of Illusion spells. He can summon storms of ice and is immune to almost all forms of magic, especially any form of detection and analysis, an effect he can extend to items he casts spells on. He is unusually charming, and can convince almost anyone of anything in the right circumstances. In combat, if he is prepared, he can automatically double his defensive effectiveness through the use of deceptive illusion. He uses his pitch on anyone who looks like a good mark in the lower city, and has several employees who run franchise stands selling relics in the major bazaars. He also runs a fair sized ring of beggars who he disguises with his magical arts to be particularly appealing. He has a total of some 50 beggars under him, who also work as an information gathering network.

SKODELUS

AR:37 D&D AC:-1 SAV:10 Attacks:Staff(LR8)106(+5/+5)(20% Crushing)  
 DC:10 HP:105 LEV:12 Sling(LR3)105(+2/+2)  
 MR:11 FP:140 DEI:Mannanan  
 RC:8 MP:40 ALI:10/12  
 DR:31/32/34 MI:30 HEI:5'10"  
 AV:2/2/2 WR:10 WEI:162

Skodelus is a Gael who has lived in Ptolemeias for quite a while. He was a world-renowned warrior in his youth, perhaps one of the best known Vikings of the age, but now that he is pushing 50 he has settled down, and owns The Iron Coracle, an inn and tavern in the Lower City. It is a small but amusing establishment which attracts a varied clientele, including a number of his old shipmates. In addition to his basic abilities listed above, Skodelus is immune to detection spells, and has the ability to stop time around him occasionally. He has numerous connections in high and low places, including a few minor gods and demons. He is also a skilled Helmsman and Gymnast. He is a cheery and personable fellow, and runs a fine establishment. There is some rivalry between him and Reve, as they own the two newest establishments in their part of the Lower City.

TAYLIN MANTAKIS

AR:62 D&D AC:-2 SAV:10 Attacks:Epee(L5)1010(+2/+3)(25% Piercing)  
 DC:15 HP:69 LEV:6 Dagger(R7)106(+1/+4)  
 MR:20 FP:110 DEI:Gilrod  
 RC:14 MP:115 ALI:3/9  
 DR:48/49/51 MI:90 HEI:6'3"  
 AV:2/3/4 WR:25 WEI:202

Taylin is the gang leader of the powerful Mantakis family in the Lower City. He is responsible for supervising all of their street operations, and has a reputation for ruthless efficiency. His greatest reputation is as a duellist. He is a master of the blade, and seems to enjoy killing people in duels, often in public in spite of laws against duelling. Some of his friends have made their fortunes wagering on him. He tends to be overbearing, rowdy, and supremely self-confident. He is also a rare master of the skill of provoking others into situations where they have to challenge him to duel. He is said to have killed some 150 men in his mere 23 years, and is greatly feared. He never goes anywhere without at least 3 companions. He does have enemies, and the youths of many other families would love the reputation they would gain by killing him.