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The following information has been provided by Jay:

LIVING CITY Campaign Procampur City Expansion Packet (Player's Edition)

Procampur is the richest of the independent cities of the Vast, challenged only by Ravens Bluff and Tantras. It was a booming city before the founding of the Standing Stone and the creation of Dale-Reckoning. The city-state is bordered on the north coast of the Sea of Fallen Stars and the eastern shore of the Dragon Reach.

From its early days until now, it has been a city noted for its skilled goldsmiths, ornate and fine quality hardware (smithy work), and gem cutters. It is ruled by a hereditary overlord with the title of Thultyrl. The present Thultyrl is a young man, Rendeth of the Royal Blood, who is aided by the Hamayarch, the mage advisor to the Thultyrl. The current mage is Alamondh.

The latest census of the city (in 1370 DR) sets Procampur's population at 55,000 (97% human, 1% half-elven, 1% dwarven, and 1% other races).

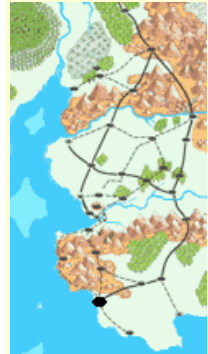
Beyond the Thultyrl's Castle, the city was divided into areas reserved not so much for differing classes, but for differing activities. The eight districts are delineated with walls of 15 feet high. Royal orders are strict with regard to which activities may be performed in which district.

The city is roughly circular. Two stub walls curve southwest to meet the shore, forming a crescent outside the circle. This crescent is the port, where visitors and citizens come and go freely, acting more or less as they please. The Great Way is a broad avenue that runs from the Port District up to the Thultyrl's castle. Opening off this walled avenue are gates into the eight inner city districts, each with its own guards. Each district also has gates into adjacent districts. Each district is marked by slate roofs of a different color.

History of Procampur

Procampur wasn't always the thriving city that is present today. Long before the Standing Stone was erected in the Dalelands, the city was a dwarven mining community. Then it was called Proeskampalar. It grew famous very quickly for its works and achievements with gems and precious metals.

The dwarves of Proeskampalar had about 80 years of peace before the first humans came to the area to settle. A deal was struck so that the humans would be responsible for the farming and the feeding of the community and in return the dwarves would allow them to settle as



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Procampur

well as work along side the dwarves. Knowing full well of dwarven stubbornness, the humans didn't really have any choice but to agree.

There was a problem in allowing the humans to settle with them that the dwarves did not realize. Once one was let in, they were forever coming. Over the next 80 years, Proeskampalar grew significantly and the human-to-dwarven ratio was just about even.

There was another thing that the dwarves did not count on: thieves and pirates. Crime soared and shipments across the Dragon Reach were hijacked. Crime was at its peak by 7 DR. In that year, the people of Proeskampalar hired mercenaries to contain the thefts and pirates. However, the mercenaries demanded more money when they realized the scope of the dwarven/human operation. They began raising their fees and threatened to allow the pirates and thieves a free hand in the city if they were not paid.

In 20 DR, a campaign began to get the mercenaries, pirates, and thieves in check. With the efforts of the human families: of Hannith, Grimm, and Thultyrl and the dwarven clans of Rockfist, Hillsafar, and Deepaxe; Proeskampalar was finally liberated from their problems in 22 DR. A significant effort came from Nesian Thultyrl and his family as they used their arcane power to bring the mercenaries under control. Because of his tactical skill and might, Nesian Thultyrl became the first leader of the city. All the clans and families that participated in the city's liberation became Noble Houses.

Nesian's first act as leader was to build a fortress so that the city could protect themselves better from attackers. Before then the city was on an open hillside which left it vulnerable and invited trouble from both land and sea. A little over 20 years later, the fortress-palace was completed, but Nesian's ambitions did not stop there. Plans were drawn up for the construction of an entire walled city. Nesian knew he would not see his city completed, but he charged each of his successors in the task for finishing his dream.

In 523 DR, the city was finally completed. The division into walled districts was planned to cut down on the possibility of thieving. The population of the city had grown by leaps and bounds. The city was renamed as Procampur and the week long celebration began.

Attitudes of the Procampans

The citizens of Procampur are hard working and honorable. They live by a code of duty, honesty, and responsibility, tempered by kindness. Like their City, the Procampan way of life is very ordered, and some have said they are overly lawful. "A Place for Everything, and Everything in its Place," is a common Procampan saying.

Most Procampans spend at least two, more often four years, in service to the City. Young men are strongly encouraged to join the Diamond Legion, the city guard, to learn duty and responsibility. Until they do, the young men of Procampur are not considered men, but boys, afraid to take responsibility for themselves or the community, and not fit to raise a family. Young women often volunteer in programs that help maintain the Diamond Legion and the District of the Poor. Many women join the Diamond Legion itself and serve with distinction.

The average Procampan is fairly well educated, with nearly 45% of the population able to read. A large number are taught during the day at one of the many tutor's homes on *Tutor's Turn* in the Service District. Others are taught by volunteers in the taverns and dining gardens in the afternoon. Older children are apprenticed, join the Diamond Legion as squires, or attend the city's two great schools: the Sividia Academy of the Magical Arts and the Greyson Institute, a bardic college of great repute.

All of this prevalent duty and responsibility may make Procampur seem like a dull place. To

[Ravens Bluff](#)
[River Vesper](#)
[Sarbreear](#)
[Sendrin](#)
[Sevnecho](#)
[Swords Pool](#)
[Tantras](#)
[Tavilar](#)
[Thindilar](#)
[Three Trees Pass](#)
[Turlagol](#)
[Viperstongue Ford](#)
[Ylraphon](#)

the contrary, Procampans enjoy a good time. Since the streets are safe and well lit at night, many journey out after the hard day's work to the Service District's many restaurants, taverns, and theaters, or to small nearby tavern. The streets of Procampur are alive with activity in the late evenings. The crowds rarely get rowdy however, since the Diamond Legion is always present. Most often they send would-be trouble makers off in different directions or home, instead of arresting them. Also, the Procampans are a polite crowd, since many have spent their childhood keeping the city clean, and the rest are too "civilized" to make a spectacle of themselves.

The exceptions to all of this can be found in the Port District. There, those that would rather live quickly and die young gather. Even here, the order of the city penetrates. During the day, the district functions like the others. At night, the District is a rowdy place, where the streets are filled with cocky and dangerous people, most of them armed and looking to show off. The Diamond Legion is present here too, but frequently arrives after one party has bested the other, and often arrests both.

Criminal activities of all sorts are strongly discouraged. The Diamond Legion is ever present and often stops Procampans that they do not recognize or they find suspicious. Most hauling and other services require permits, and Procampans are careful to keep these available. Procampans are generally tolerant of these questions and periodic checks, as they are deemed necessary for a safe and civilized society.

Procampans are proud of Procampur. The city has stood unconquered for over sixteen hundred years. It is a shining example of a well ran, prosperous and civilized city. This pride occasionally leads to arrogance by the citizens. Some look down on other cities, thinking of them as "uncivilized barbarians" or "chaotic messes with no history." Most citizens truly believe that Procampur is not only the "Shining Jewel of the Vast," but the "Shining Jewel of Toril".

Crime and Punishment

Crime and punishment are taken very seriously in Procampur. The Guard of the Star Sapphire, a private city guard, was recently reactivated on the advice of the Hamayarch to police the Nobles District. The Diamond Legion and the Proctors have kept law and order in Procampur for over 1600 years, which is something that not only the Diamond Legion and the average Procampman is proud of.

Many activities that might be frowned upon or illegal in other cities are legal and regulated in Procampur. Gambling in the taverns is a common sight. In the Service and Port Districts, both men and women can find escorts to pass the time with in certain establishments. Some places offer exotic drinks and smoking herbs. Begging is legal in the Poor District, but strictly forbidden in other parts of the city. Other nefarious activities, such as smuggling, forgery and theft are treated harshly. Still, some individuals persist in making a living in the shadows.

Ever since its founding, Procampur has had to struggle against brigands and thieves of all types. Because of this, the average Procampman has no tolerance for thieves. Any person caught with his or her hands in someone else's pocket or taking goods that do not belong to them are handed over to the Diamond Legion, sometimes in worse shape than when they were caught. The punishments in Procampur are very severe, not just for theft but for all crimes, and include severing of the thief's hand, crushing a forger's fingers, and magical branding of careless spell casters.

As can be expected with a city with a fervent hatred of thieves, Procampur has never had a

Thieves Guild. All attempts to start a Thieves Guild have been discovered through undercover operations. The reaction to the organization of a Thieves Guild has always been to execute it's leadership, or, quite literally, "Cutting off the head of the snake."

Criminal punishments in Procampur are carried out in public. The criminal is paraded through the streets. This rowdy parade is lead by Dreaded Harbinger. The Harbinger carries a thin metal alarum, that creates a loud and shrill crash, like lightning, when struck with a metal mallet. He also announces the miscreant's name, tells of his crimes and announces the time and form of punishment. Behind the Harbinger are eight guards from the Diamond Legion. The second pair holds the chains that bind the prisoner and prevent him from escaping. This is one of the most hated duties of the Diamond Legion, because as the parade heads to *The Way's End*, Procamp citizens throw garbage at the criminal, occasionally some misses and hits the unfortunate escorts.

When *The Way's End* is reached, the prisoner is led to a raised platform, where the Marshall of Discipline is waiting in a long, heavy, black cloak. When the criminal arrives, the cloak is removed. He wears black slacks and shirt, and a simple black hood. If the punishment is execution, the Marshall will wear a silver amulet of Kelemvor around his neck. The Harbinger once again announces the criminal's name, crime and the sentence to the crowd. Then the punishment is performed. During violent punishments, the alarum is struck once, at the moment of punishment. The atmosphere is very grave in the courtyard, often silent. All vendors are prohibited in the area, and no music is played. The event is treated as a warning to all.

The Districts and Special Buildings

The city of Procampur is divided into eight separate districts. The roofs of the Guard Posts, Militia and Army Barracks are all whitewashed in every district, every other building must have a roof of the district's color. The sole exception to this law is the Port District. While traveling between districts is not forbidden, it is closely monitored by the members of the Diamond Legion who guard the gates between the adjacent districts. Entry into the Nobles and the Castle district require additional peace bonds to be placed on all weapons. All peace bonds are placed on by the guards at the gates, not by the weapon bearers.

The Port District has no set coloration for their rooftops. To leave the port, one must pass through the gates. Each gate has a double portcullis and guards, who patiently explain the city's rules to all who ask. Procampur has a high import/export trade and its eleven piers are always busy throughout the year. There is even good business with shipbuilding as the two dry docks are in constant use. (Construction has already begun on one of the new ships to be part of the new Ravens Bluff navy.) Something is always going on in the Port District. Here is but a fraction of available hot spots for visitors to entertain themselves:

- **Ahlmer's General Store** - A cheap general store also famous for its freshly baked biscuits. "You haven't been to Procampur until you've tried an Ahlmer's biscuit!" Run by Ahlmer, a reformed thief, who still keeps an ear to the ground (so to speak).
- **Amern's Stables** - Amern, an experienced old horse trainer who used to work for House Jirin, but left for "his own reasons."
- **Montgar's Horse Outlet** - Arim Montgar, the eldest son of Quen Montgar, owner of Montgar's Horses. This young man is a shrewd negotiator and an expert salesman.
- **Port District Tower** - The most dominating feature of the Port District; a tall tower which serves as a station for the Diamond Legion and a place to find information on Procampur.
- **Rendril's Forge** - A master smith whose bracelets and belt-daggers are famous around the Inner Sea. She also makes excellent long swords and helms. Opara Rendril's

swords are the most sought after item in the city.

- **Silent Sword Inn** - A moderately priced inn.
- **The Crafty Lady** - A poorly-run and rundown inn and tavern by the docks that's dirt cheap and is worth every copper. Arim Montgar, the eldest son of Quen Montgar, owner of Montgar's Horses. This young man is a shrewd negotiator and an expert salesman. He is a charming and persuasive youth, who is very friendly to anyone who enters into his store.
- **The Happy Hippocampus Inn & Tavern** - A noisy but peaceful bar where mariners go to exchange tall tales. **The Market Plaza** - An open market with vendors that sell common goods as well as merchants trading goods from around the world.
- **The Mercenary's Loft** - A rowdy and exciting place filled with adventurers of all sorts, known for games of skill and strength. Pay for your stay or arm-wrestle Ryken, the owner, for a room.
- **The Weary Prince** - An expensive, luxuriant inn run by Grwr Cullogh.
- **The Gilded Cage** - Located in the port district, the Gilded cage is one of the most visited spots of the district. This is a place where company and entertainment can be found.
- **The Way's End** - Located on the fifth pier, this is the location that all criminal punishments are performed.

The Great Way, is the broad roadway that runs eastward from the Port District to the Castle District. It is long and rectangular in area, and has cultivated trees, shrubs, and flower beds. It may be used for all activities that do not impede travel or interfere with others. In practice, it is simply the main walking route in the city.

The Sea District, located on the north side of the Great Way and next to the Port District, is the place where sailors, sea-captains, and fleet-owners live, and cargoes, ships' stores, and outfitters have their storage buildings and businesses. These buildings are all roofed in blue. (Shipbuilders and fishermen are of necessity located in the port.) Other businesses of note are:

- **Offices of Aughtiman's Boats** - Offices of a company which outfits and rents smaller vessels.
- **The Fallen Star Company Offices** - A company which provides relatively safe transport around the Inner Sea by ship.
- **The Iron Shield Warehouse** - The most secure and well-guarded warehouse in Procampur, which houses many precious and dangerous cargoes.
- **The Sailor's Refuge** - A gathering hall focusing on entertainment and social gathering rather than drinks and food (though there is much of that as well).

The Services District, which is between the Sea and Nobles Districts and north of the Great Way, is the place where all servants, builders, and handymen live and have businesses. Most restaurants and taverns are also located here. The buildings here are yellow-roofed.

- **Offices of the Society of Entertainers & Providers** - The organization's headquarters.
- **The Granite Chalice** - a tavern that competes for customers with the Miner's Pick
- **The Jade Palace** - A restaurant serving oriental cuisine.
- **The Miner's Pick** - A low-class restaurant usually frequented by miners.
- **The Proeskampalar Gardens** - A dinner-theater frequented by the upper class.
- **Verlaine's** - A tavern where the food is bad and the company is worse, but it's cheap, wild, and fun.

The Nobles District, which is adjacent to both the Services and Castle Districts while being north of the Great Way, is a clean, spacious area of trees, gardens, ornamental pools, and

grand houses all roofed in silver. This district is patrolled by the Guard of the Star Sapphire, not the Diamond Legion. The Guard of the Star Sapphire (or The Star Guard as it is now known) was created centuries ago, but disbanded by Thultyrl Nayar. Lord Alaric Grimm petitioned for the Star Guard to be reinstated, and it was.

- **The Greyson Institute** - The bardic college of Procampur, known for its quality and traditional style of instruction.
- **The Silvidia Academy of Magical Arts** - The magical academy of Procampur which is currently searching for a new headmaster.
- **Thallastam Theater for the Performing Arts** - The most respected theater in the city, with many professional bards performing here as well as students and faculty from the Greyson Institute.

The Castle District, the former fortress-city has two grand, gold-roofed buildings: the Palace of the Thultyrl and the High Court (abode of the royal servants and officials and location of audience rooms, state guest apartments, courtrooms, and treasury). This district also contains white-roofed stables, barracks, and prisons. Many thought it was unwise of the Thultyrl to house both the palace and the prison in the same district. But with his best men and magicks both preventing escapes and protecting state officials, he quickly proved that his decision was a wise (if not practical) one. Folk who do not live or work in the Castle District are not encouraged to enter and wander about.

The Temple District, adjacent to the Castle District and south of the Great Way, is dominated by four black-roofed temple complexes as well as scattered homes of the clergy and shrines of lesser gods. Temporary shrines can be erected during major religious holidays, but only with a city permit and the approval of the permanent temples and shrines.

- **The House of the Hand** is dedicated to Torm and is presided over by High Priest Pallar "The Obedient".
- **The Tower of the Eye** is where Helm is venerated. This temple is presided over by High Guardian Endra "Watchever" Mathlyn.
- **The Hall of Joyous Success** was dedicated to Waukeen, but has been reconsecrated to Lliira. Its high priest is Baniya Dolester. She also tends to Undil Latheen, the previous High Priest of Waukeen, who was driven mad by the "death" of his goddess.
- **The Lady's Happy Hall** is the temple of Tymora, and is overseen by High Priest Orn Thavil.
- **The Moonlight Pavilion** is the temple to Selune which is overseen by High Priestess Delenia Lunasole.
- **The Shrine of Deneir**, presided over by Underpriest Epirotes.
- **The Shrine of Gond**, presided over by Wonderer Querquetalanus "Querq" Krimpach, the second son of House Krimpach.
- **The Shrine of Istishia**, presided over by Essential Servant Pergamea.
- **The Shrine of Mystra**, presided over by Lady of Mystery, Lilyra, who is a close personal friend of the Hamayarch.
- **The Dome of Reason:** This is the gilded shrine of Oghma, whose High Loremaster Librarian, Estember Orntalar, seems to be winning a vicious power struggle to become the leader of the Orthodoxy.
- **The House of Plenty**, in the farmlands outside the city, is a temple of Chauntea, supervised by High Priestess Evantha Alazen
- **The Shrine of Glasya**, presided over by the an extra-planar being known as Ceraphane..

The Merchant District, located between the Temple and Adventurers' Districts and south of the Great Way, has sea-green roofs. It contains all the homes and shops of domestic

businessmen that are not concerned with the sea or adventuring. Some businesses in this district are:

- **Chessenta Vineyards**
- **Daglert's Stones** - An expensive jewelry shop.
- **Dwanrin the Clothier's Shop** - The shop of an expert and fashionable clothier.
- **Gems of Proeskampalar**
- **King's Ransom** - A shop dealing in ornate necklaces, broaches, etc.
- **Ruby Square Marketplace** - An open square filled daily with booths and vendors. Most commonplace item or foodstuff can be purchased here; on occasion, more expensive or rare things may be found. The prices are better here than the Market Plaza in the Port District, most natives shop here.
- **The Merchants' Guildhouse**
- **The Printer's Forge**

The Adventurers' District, on the south side of the Great Way and between the Merchant District and the District of the Poor, is home to all who have no work but seem to have money nonetheless, or who make their livings engaged in prospecting, exploring, scavenging, mining, and other dangerous pursuits. Weapons training and weapon-making is restricted to this red-roofed district. The Adventurers' District features these businesses:

- **Berserker's Festhall** - A large, rowdy and raucous tavern known for brawls, fierce competitions and strong drink.
- **Grendel's Magnificent Armory** - An armory where armor of exceptional quality and outstanding durability is made.
- **Kwella's One-Stop Herb Shop** - A place for Procampans to pick up fresh and dried flowers and herbs for use in cooking, medicine, and to freshen up the smell of their houses.
- **The Brothers Dolmur Smithy** - A smithy run by two dwarven brothers; both weapons and armor of standard quality can be purchased at standard costs.
- **The Jeweled Cup** - The Jeweled Cup is a pretentious place that only serves the best liquors and has a wide variety of smokes available.
- **The Treasure Hunter's Shoppe** - A shop where adventurers can have most of their non-magical adventuring needs met. The only way to find what you need is to ask the owner, or spend hours looking in the shop.
- **The Hall of Venturers** - The Hall of Venturers is the offices of the Fraternity of Venturers, Procampur's own adventurers' guild. See description below in "Organizations."

The District of the Poor, located next to the Port District and south of the Great Way, is the district whose buildings are all roofed in gray slate. This is where tenements, rooming houses, and some row houses are found. People beg, pool their belongings, and otherwise scratch out a living. No one owns a house here; all are owned and maintained by the Thultyrl. Homeowners belong in another district. Destitute visitors that stay for a season or more often live here in the most squalid buildings. There is no actual wealth (or lack of wealth) requirement.

This is also the home for those who have been stripped of both title and property. They have been relocated to this district in which they had (until recently) thought of the people with great disdain. There are very few businesses in the Poor District as the people within has little money.

- **Bartering Bazaar** - A gray-roofed building that is leased from the city, is run by Bantam. He is a shrewd businessman that spends his time fixing up discarded items

and making them available in the Poor District for a fraction of their original cost.

- **The Slate Hall** - A feast hall where food is passed out to the poor. Meals in the morning and evening, groceries during the afternoon. Run by the Society of Entertainers and Providers.

Noble Families of Procampur

From the famous to the infamous, the Noble Families have always had a large impact on the lives of Procampans. Their business interests have provided many citizens with employment and brought the city great prosperity. The head of the noble families form a city council that gives advice to the Thultyrl. The original title for the head of a noble family was 'Lord (or Lady) Counselor' to reflect this position, but the title has been shortened to 'Lord (or Lady) Consul'. In addition to serving on the Nobles Council, the Lord/Lady Consul is required to sit two months out of a year on the Council of Justice, adjudicating criminal and civil cases. They also serve on various other councils that discuss ways to improve the city and its trade in addition to any involvement they may have in their family's business. The spouse of a Lord/Lady Consul is called High Lord/High Lady to denote their higher standing in the house. All other members of the house are addressed as Lord/Lady.

Below is a description of the Nobles Houses, and an abbreviated listing of the members of the House and significant associates.

House Allison: House Allison is one of the fastest rising houses in Procamp history. Lord Zinzann Allison gained nobility at the same time as his close friend and ally Ellyn Reilly. During their time in the nobility, House Allison has always been supportive of the lower classes, arguing in the Noble's Council to prevent additional taxes on Procampur's hard working citizens.

- **Lord Consul Zinzann Allison** (*hm, age 35*)
- **High Lady Deyniel Steen-Allison** (*hf, age 30*)
- **Tainanu Allison** (*hm, age 8*)
- **Fianlande Allison** (*hf, age 5*)
- **Laestra Allison.** (*hf, age 2*)
- **Staern Bladebreak** (*hm, age 33*)

House Arawl: One of the oldest, wealthiest and most influential of the noble houses of Procampur, House Arawl now faces a crisis that threatens it's very existence.. The Lords of Arawl were the great landlords of the region, collecting rents from tenant farmers. However, today House Arawl is approaching financial bankruptcy The tenant farmers have, for the most part, abandoned their farms and become refugees.

- **Lord Consul Magnus Arawl** (*hm, age 40*)
- **Evgar Arawl** (*hm, age 21*)
- **Caucus Arawl** (*hm, age 20*)
- **Decius Arawl** (*hm, age 19*)
- **Cardinal Arawl** (*hf, age 16*)
- **Capt. Vasili Trichev** (*hm, age 60*)
- **Chamberlain Denton Petrovich** (*hm, age 39*)

House Bailey: The House of Bailey gained their nobility about 145 years ago and was ennobled when the legendary mage Thallastam was the Hamayarch. Recently, when certain events leading up to their ennoblement became public knowledge through the songs of a bard, Alissa Wyndsong, the Bailey house suffered a major setback in noble position. Due to his own actions and the songs of Alissa, Lord Thalys Bailey has now lost his reputation and

much of the respect he gained as nobility.

- **Lord Consul Thalus Bailey** (*hm, age 49*)
- **High Lady Trissa Bailey** (*hf, age 40*)
- **Drail Bailey** (*hm, age 22*)
- **Tristian Bailey** (*hm, age 20*)
- **Stella Bailey** (*hf, age 18*)
- **Alexia Bailey** (*hm, age 14*)

House Burkley: Burkley was founded early in Procampur history as a family of merchants. Centuries later, Burkley family discovered some ore deposits and switched from merchandising to the mining operations that we have today. Currently, House Burkley is in a transition period and is the weakest of the three mining houses. Mining operations remain slow, because most of the family members are disinterested in this field. However, these operations keep a steady flow of income into the family. The family maintains good relationship with the other mining houses, especially with House Eisner.

- **Lady Consul Yie Burkley** (*hf, age 76*)
- **Liou Burkley** (*hm, age 52*)
- **Somluck "Jad" Koonthong** (*hf, age 45*)
- **Doi Burkley** (*hm, age 39*)
- **Deek Burkley** (*hm, age 37*)
- **Namoo Burkley** (*hm, age 35*)
- **Gig Koonthong** (*hm, age 22*)

House Eisner: House Eisner is an older house, existing as a noble house for about 1000 years. Its earlier conservative business practices has hampered its growth, preventing it from being a major power. House Eisner does make a profit, though, as House Lurian buys of what Eisner mines while House Eisner sees House Burkley as a competitor, it seems like a friendly competitor as opposed to House Piniago who is seen as a bitter rival.

- **Lord Consul Kijeva Eisner** (*hm, age 61*)
- **High Lady Seindra Burkley-Eisner** (*hf, age 55*)
- **Pietron Eisner** (*hm, age 31*)
- **Kaerina Eisner** (*hf, age 21*)
- **Borin Eisner** (*hm, age 19*)

House Erikas: The noble House Erkiyas has risen to power very quickly with the help of their small fleet of ships that privateer for Procampur. There have been some incidents over the years where some friendly ships from Procampur have been attacked this was due to a non-recognizable flags being flown. The House is looked upon by most ship captains with favor, and those that don't say little because not many would like to fall to the House's wrath.

- **Lady Consul Marlanda Erikas** (*hf, age 52*)
- **Jaklan Erikas** (*hf, age 28*)
- **Derick Erikas** (*hm, age 24*)
- **Dedra Erikas** (*hf, age 20*)
- **Mitch Erikas** (*hm, age 17*)
- **Andonicus Erikas** (*hem, age 23*)
- **Major Marco Notarius** (*hm, age 52*)

House Gaines: House Gaines gained nobility a little over 300 years ago when Arie Gaines sacrificed his merchant fleet to save Procampur from an invasion. In the generations since that time, House Gaines has rebuilt and recently spent nearly all of their fortune. They live

fast and loose lives, throwing revels and parties nightly. Lord Gaines himself recently died of alcohol poisoning, leaving his eldest son to run the House. The new Lord Consul Gaines is even more frivolous than his father. His younger brother, however, has realized that his family is headed for poverty; and he has determined to do something to stop it.

- **Lord Consul Petroff Gaines** (*hm, age 30*)
- **Cire Gaines** (*hm, age 25*)
- **Mikal Gaines** (*hm, age 15*)

House Grimm: House Grimm is one of the remaining three founding houses of Procampur. For as long as history can record, there has always been a Grimm in the officer corps of the Diamond Legion, until recently. This has been House Grimm's main claim to fame. They stand firmly with those houses with a strong military background.

- **Lord Consul Augustus Grimm** (*hm, age 56*)
- **Alaric Grimm** (*hm, age 33*)
- **Constantine Grimm** (*Deceased, LP3 "Grimm Determinations"*)
- **Sophia Grimm** (*hf, age 24*)
- **Gillian Grimm** (*hf, age 23*)
- **Harvinder Rasquell Grimm** - *Played by Dan Cooper*

House Hannith: One of the oldest houses in Procampur, House Hannith has been the backbone of the magical support for the city for nearly its entire existence. The founding members of House Hannith came from the Opus Enclave at the beginning of the downfall of Netheril. They generally stand aloof from the other noble houses, and think that only they truly consider what is best for Procampur instead of what is good for their family.

- **Lord Consul Salvidor Hannith** (*hm, age 65*)
- **High Lady Quianna Hannith** (*hf, age 68*)
- **Iseabeau Hannith** (*hf, age 40*)
- **Mannuel Hannith** (*hm, age 35*)
- **Juniper Hannith** (*hm, age 28*)
- **Consuela Hannith** (*hf, age 25*)
- **Dulcinea Hannith** (*hf, age 22*)
- **Keldor Hannith** (*hm, age 64*)
- **Kwella Hannith** (*hf, age 35*)

House Jirin: A house whose history is not long, but is distinguished in the journals of Procampam history. Ennobled almost four centuries ago after the house was instrumental in defeating an attack by Mulmaster forces. For their assistance, Aydem Jirin was given noble status. While formerly quiet, the Current Lord Jirin is actively searching for ways to increase his power.

- **Lord Consul Ashmael Jirin III** (*hm, age 63*)
- **High Lady Sialomy Jirin** (*hf, age 59*)
- **Bairnebus Jirin** (*hm, age 33*)
- **Nysia Jirin** (*hf, age 28*)
- **Thamibal Jirin** - *Played by Robert Ehmman.*

House Kailin: House Kailin is one of Procampur's ancient houses. The house was founded shortly after the city itself was founded, rising in fame due to its elven styled jewelry. During that time and since, House Kailin has been both influential and acquiescenting. They are sometimes viewed as weak, since they rarely argue in the Procampam politics, nearly always backing the house with the strongest opinion, or House Grimm and the Thultyrl, if there is an

argument.

- **Lady Consul Laurindalyn Farrandriel Kailin** (*ef, age 176*)
- **Aldarron Kailin** (*hem, age 86*)
- **Marjoram Kailin** (*hf, age 59*)
- **Meddas Kailin** (*hm, age 40*)
- **Marissa Kailin** (*hf, age 16*)
- **Danatta Kailin** (*hef, age 14*)
- **Janden Kailin** (*hm, age 11*)
- **Cedrian and Samantha Kailin** (*hm & hf, twins, age 9*)
- **Sivila Kailin Arbeiten** (*hf, age 36*)
- **Brenden Kailin** (*hm, age 25*)
- **Olivia Grimm** (*hf, age 49*)
- **Rathandar Kailin** (*hm, age 35*)
- **Hernen** (*hem, age 81*)

House Krimpach House Krimpach has always been recognized for its abilities to find gems and to make them even more beautiful. It also has some of the finest locksmiths in Procampur. It considers itself the only demi-human member of the Noble's Council (thinking that House Kailin has become human) and is searching for ways to improve demi-human representation in the decision making procedures of the city.

- **Lord Consul Stonefurl Krimpach** (*gm, age 200*)
- **Diamondtear Krimpach** (*gm, age 110*)
- **Brianna Dewdrop Krimpach** (*gf, age 113*)
- **Querquetalanus "Querq" Krimpach** (*gm, age 120*)
- **Rockcutter Krimpach** (*gm, age 76*)
- **Saltheart Krimpach** (*gm, age 343*)
- **Broder Krimpach** (*gm, age 256*)
- **Runeblad Krimpach** (*gm, age 178*)
- **Kelmon Brandywine** (*gm, age 156*)
- **Trudy Brandywine** (*gf, age 45*)
- **Tiffany Brandywine** (*gf, age 48*)

House Lurian: Another ancient house, House Lurian is well respected and renowned as the finest of Goldsmiths, capable of designing and creating any item with the desired weight and shape with exquisite detail. They are unmatched in its designs for utensils and other gold and silver products, though its attempts at jewelry have not come close to matching the quality of House Kailin. House Kailin was one of their closest allies, working together to create the finest of things, until recently when House Kailin lost a contest to see who was the best Goldsmith in Procampur.

- **Lord Consul Povalu Lurian** (*hm, age 55*)
- **High Lady Jasmine Lurian** (*hf, age 52*)
- **Stautin Lurian** (*hm, age 30*)
- **Derrick Lurian** (*hm, age 27*)
- **Elizabeth Lurian** (*hf, age 24*)
- **Sarah Lurian** (*hf, age 18*)
- **Trevor Lurian** (*hm, age 11*)
- **Richard & Dawn Lurian** (*age 18 months*)

House Mour: House Mour is the biggest importer of foreign goods into Procampur and also the largest trading house in the city. It is most concerned with maintaining good relations with as many other cities and countries as possible, so trade may flourish. House Mour

operates huge, heavily armed overland caravans which transport goods to much of the continent. Flying the Mour flag of a golden wagon wheel on a tan field, a caravan may be out for as long as four years before returning laden with treasures. Incredible profits from these ventures have made House Mour one of the wealthiest families in Procampur.

- **Lord Consul Henry Mour** (*hm, age 60*)
- **High Lady Valencia Mour** (*hf, age 44*)
- **Geoffry Mour** (*hm, age 35*)
- **(Sir) Vard Mour** (*hm, age 34*)
- **Elaine Mour** (*hf, age 15*)
- **Marciano Mour** (*hm, age 17*)

House Piniago: This great House is, by far, the most aggressive and powerful mining house in Procampur. Despite their power and wealth, House Piniago's business reputation is not the best. They have been accused of treating their miner's cruelty, and unsafe mining practices, which is ironic, since House Piniago won their nobility by leading the Great Slave Revolt against House Terias over 800 years ago. They have responded to these accusations with denial and aggressive arrogance, causing a great deal of tension with Houses Prodvorst, Eisner, Burkley, and to a lesser extent, Sahdein. Only House Kailin is on good terms with them, as House Piniago has the best quality mines in the city.

- **Lord Consul Donatus Piniago** (*hm, age 55*)
- **High Lady Melinde Piniago** (*hf, age 48*)
- **Aldo Piniago** (*hm, age 28*)
- **Miguel Piniago** (*hm, age 25*)
- **Erika Piniago** (*hf, age 21*)
- **Teodore Piniago** (*hm, age 18*)
- **Esmerelda Piniago** (*hf, age 23*)
- **Phoebe Piniago** (*hf, age 26*)
- **Damon Norvil** (*hm, age 24*)

House Prodvorst: House Prodvorst was founded over seven hundred years ago, in recognition of its diplomatic successes on behalf of Procampur and its willingness to take on the task of minting the coins of the city. A recent rash of ambassadorial failures has brought the house into disfavor and has seen its fall in the ranks of power. The members of this house are anxious to reverse the course of both events.

- **Lord Consul Algernon Prodvorst** (*hm, age 62*)
- **Ferenec Littomeritzky** (*gm, age 175*)
- **High Lady Aleksandra Dutov Prodvorst** (*hf, age 50*)
- **Viatcheslav Prodvorst** (*hm, age 35*)
- **RoseMary Prodvorst Staious** (*hf, age 23*)
- **Jostin Steen** (*hm, Age 27*)

House Reilly: One of the newest noble houses in the fair city of Procampur, House Reilly has stabilized its position rather quickly. With the help of her family to provide security, the farms of the Lady Reilly have become, nearly raid free, high producing, and highly coveted by rival houses. It is widely known that House Reilly plans to follow in footsteps of previous great houses, attempting to increase their fortune through ownership of land. The Lady currently opposes Lord Jirin's land reforms in hopes to gain support from Lord Arawl in the future.

- **Lady Consul Ellyn Reilly** (*hf, age 39*)
- **Liam Reilly** (*hm, age 28*)

- **Sion Reilly** (*hm, age 26*)
- **Eilish Reilly** (*hof, age 21*)
- **Connor Reilly** (*hm, age 14*)

House Sahdein: House Sahdein is one of the younger houses in Procampur. It had its beginnings about two hundred years ago, when a Zakharan merchant vessel arrived at the Procampur docks. Soon the family was moved to Procampur from the Land of Fate and they gained the respect and wealth to be considered one of the city's Nobles. The house has no real allies among the other houses, but no true enemies either. The family has been instrumental in making the worship of the elemental gods, primarily the House's "patron" deity, Istishia, accepted in Procampur.

- **Lord Consul Yezeed Sahdein** (*hm, age 63*)
- **High Lady Maneira Sahdein** (*hf, age 55*)
- **Garolik** (*hog, age 34*)
- **Isaac Sahdein** (*hm, age 37*)
- **Azeem Sahdein** (*hm, age 29*)
- **Kitsu** (*hm, age 32*)
- **Akeem Mashara** (*hm, age 35*)
- **Sheira Sahdein** (*hf, age 20*)
- **Ibrahim Sahdein** (*hm, age 22*)
- **Fayiz Sahdein** (*hm, age 19*)

House Seabury: House Seabury is the second largest importer of Procampur, controlling trade with the territories of the west through the Commodores of Seabury, overseas based agents of the house established in key cities and controlling trade within that region and with Procampur. They are chosen from successful merchant captains of the house, and only about half of them are family members. House Seabury has close ties to the nearby Sembian city of Yhaunn, which lead to both internal and external conflict during the recent war with Sembia. When the privateers of House Erikas interdicting trade refused to recognize the Seabury Flag, the charges of piracy arose against House Erikas, especially following a grisly incident involving a cargo and passengers under contract from House Mour.

- **Lord Consul Tymos Seabury** (*hm, age 42*)
- **High Lady Deybri Seabury** (*hf, age 28*)
- **Stephen "The Saint" Magnolia** (*em, age 154*)
- **Bethany "Sugar" Cantor** (*hf, age 34*)
- **Daniel Bailey** (*hm, age 57*)
- **Liam Richards** (*hm, age 63*)
- **Antony Freidrich**, (*hm, age 48*)
- **Ottmar Quentin** (*hm, age 34*)
- **Basia Depeche** (*hf, age 35*)
- **Chris Burana** (*hf, age 42*)
- **Suzzane O'Collins** (*hf, age 26*)
- **Niles D'Artelien** (*hm, age 27*)
- **Jandalea "Windtossed" Seabury** - *Played by Claire Hoffman.*

House Steen: House Steen gained its nobility in 1249DR when Ombedor Steen was instrumental in solving a problem that had been plaguing the shipping lanes of Procampur for many months and had brought all shipping into the city to almost a complete standstill. When Ombedor turned 95, Wynstone and Penelope confronted him and demanded that he turn over the control of House Hannith to them. Ombedor, sick of Wynstone's constant interference in his deals, continual antagonizing of House Hannith, and just tired of the responsibility of rulership, gave the title Lord Consul up to his son. Many still consider Ombedor the head of

the house and come to him for advice, which drives Penelope crazy.

- **Ombedor Steen** (*hm, age 137*)
- **Lord Consul Wynstone Steen** (*hm, age 85*)
- **High Lady Penelope Steen** (*hf, age 77*)
- **Maygariette Steen** (*hf, age 28*)
- **Patricia Steen** (*hf, age 25*)
- **Georges Steen** (*hm, age 24*)
- **Burtrane Steen** (*hm, age 17*)
- **Jewel Steen** - *Played by Nancy Shriener.*

House Thultyrl: Nesian Thultyrl was the visionary that organized the miners and mercenaries to rid the area of thieves and pirates out the steal the wealth pouring from the rich mines. Together with Hannith and Grimm and three now extinct dwarven houses, he founded the city of Procampur, and then founded the dynasty of strong rulers, called Thultyrl, in reverence to Nesian's great leadership and virtue, that have lasted to this generation. House Thultyrl currently faces the possibility of extinction with Rendeth being its sole member. Even the people wish to see their ruler marry and have a child. The thought of someone other than a Thultyrl ruling Procampur is unthinkable!

- **Rendeth Thultyrl** (*hm, age 31*)

People and Organizations

People

Rendeth Thultyrl (*hm, age 31*) Though only 12 at the time, rulership was passed on to him when his father died in 1340 DR. Alamondh was the Hamayarch (mage advisor) at the time and was appointed Rendeth's guardian and tutor until Rendeth became of age to rule on his own. Though a good man, Rendeth relied heavily on Alamondh's advice concerning matters of the city. One might say that he never made a decision without the Hamayarch and he was very dependent of the mage-advisor, but no one would say this to Rendeth's face. The Thultyrl is a handsome and fit man with dark hair and a gregarious personality, and the most eligible bachelor in the city.

Hamayarch Alamondh (*hm, age 82*): The Thultyrl's trusted advisor and confidant. Alamondh is a mage who works hard to improve the defenses and the living conditions of Procampur. The Hamayarch is a tall and lean man, with angular features and piercing eyes, but he is friendly and quick-witted.

Alissa Wyndsong (*hf, age 28*): The most well known bard in Procampur. Alissa used to adventure with Lord Allison and Lady Reilly. She now runs several businesses in Procampur, the most notorious being the Guided Cage in the Port District. She performs at her whim and also is the Society Editor for the *Procampur Shinning Jewel*. She also is the public spokesperson for the Society of Entertainers and Providers, where she is an active member. Alissa is one of the most beautiful women in Procampur with long, curly red hair, alluring green eyes, and toned, tanned legs that are well displayed in the stylish gowns that she wears.

High Lord Alexander Breng (*hm, age 45*): General and Chief of Staff of the Diamond Legion. He is considered strict but fair by the soldiers of the Legion. High Lord Breng is a master of the breakthrough strategy of combat and of communication and supply. Once a man becomes a member of the legion, his birth becomes unimportant; only his performance of his duty is noteworthy. High Lord Breng is an impressive man, in height and mass. Despite his years and graying hair, he is fit and moves with a dangerous grace.

General Llandra Skyriders (*ef, age 157*): The elven commander of the Procampan Eagle Riders. Llandra spends most of her time with the squadron's Eagles. She does not socialize, only attending Diamond Legion functions and then she stays only as briefly as is socially permitted. Llandra is an intense and slender creature, with large blue eyes exactly the color of the sky.

Grand Admiral Mantay (*hem, age 39*): The half sea-elf commander of the Procampan Navy. Mantay carries himself with the bearing of an officer at all times, never fraternizing with non-officers under his command. Off duty, he has been known to have a peculiar sense of humor and even has been rumored to be a regular at the Jeweled Cup. The Admiral is considered to be very strange-looking by most standards; his skin has a pale, bluish cast and his features appear too shallow.

Constable Skylar Hillard (*hm, age 30*): The leader of the Proctors. Constable Hillard is a straight forward man whose dedication to his job is unmatched, but whose past is shrouded in mystery. He is a dark and frightening man, with hawk-like features and merciless eyes.

Opara Rendril (*hf, age 23*): One of the best known smiths in Procampur and in Toril. Her specialties include bracelets and belt-daggers. Her works are in such demand that she can pick and choose the projects she wants to work on, so a project proposal had better be unique enough to catch her interest before she will accept it. She is decisive and graceful, with a sturdy build and short, black, curly hair.

Lilika Ausbein (*hf, age 32*): Head of the Greyson Institute, the bard college of Procampur. She has become somewhat of a recluse in recent years. Her ability to play fugues and sonatas and her improvisational ability has never been matched, and some say she is blessed by Oghma. Lilika is another Procampan beauty, like a rare gem. Her dark beauty and lithe limbs have mesmerized more than one man as she pours the rich music out of her soul.

Kiandra Gallastan (*hf, age 25*): The only surviving member of the former Noble House Gallastan, she is an outspoken critic of the Noble Houses of the city, especially of the newer houses. She desires revenge on the Noble Houses and is rumored to be plotting for their downfall. She is often seen on the arm of Lord Consul Petroff Gaines, wearing lavish gowns and rich jewelry. She has raven hair, black eyes, and favors bold red lip rouge and nail enamel.

Organizations

Diamond Legion: The military and town guard for Procampur. The envy of Faerun, they are nearly undefeated. They are a highly trained, enthusiastic and professional organization that includes a navy, air support, in the form of the famous Eagle Riders, and artillery and magical support.

Guard of the Star Sapphire: The police force in the Nobles district, led by Alaric Grimm, and administered by Rathandar Kailin. The Star Guard was only recently recommissioned on the advice of Alamondh and are charged with safeguarding the Nobles, the Noble's District, and their holdings, most notably some warehouses in the Port District. They are known for their harassment of non-nobles in their district.

The Proctors: The Proctors are a combination of detective and justice in Procampur. They work closely with the Diamond Legion in the city, investigating major crimes and mediating solutions to simple conflicts. The Proctors decide which crimes require formal punishment and present these cases to the Council of Justice, a tribunal of Lord Consuls who conduct a fair trial. Informal judgments of the Proctors are often preferred and usually involve

reimbursements of damage in money or labor. Proctors are generally fair, grim, and unbribable and are respected, sometimes feared, for the power they wield.

Fraternity of Venturers: The adventurer's guild for Procampur, it provides training and other services for those who adventure inside and outside the city. Notice boards in the Hall of Venturers provide ready means to find work. The Fraternity is a place for employers to find worthy adventurers and for adventurers to find opportunity. The Fraternity is a place that has information, legends and tales that could lead a courageous person to riches or a foolhardy person to his doom. Many people and businesses also contact the Fraternity to employees for more mundane jobs such as caravan escorts or other forms of guard duties. Some members can even be hired for activities that are not talked about it public, but this is not advertised.

Society of Entertainers and Providers: This organization of merchants and performers who promote Procampur throughout Toril. Many of Procampur's richest merchants are members. Legendary deals struck at parties and performances sponsored by the society created fame and fortune for many. The Society are well known for their charitable works, including running a major orphanage and food hall in the District of the Poor.

Procampur Character Creation

Character generation for Procampur characters is identical to the guidelines for all Living City Character generation (with some exceptions).

Select weapon and non-weapon proficiencies. Procampur characters start with *Local History (Procampur)*, which they must purchase.

Select a kit, if one is desired. Natives to Procampur have more of a restriction on the types of kits they can select. The following kits are available in Procampur:

Fighter: Cavalier, Myrmidon, Noble Warrior, Swashbuckler

Ranger: Mountain Man, Pathfinder, Sea Ranger, Seeker

Paladin: Chevalier, Divinate, Expatriate, Medician, Militarist, Squire, Votary

Wizard: Academician, Militant Wizard, Patrician, Peasant

Priest: Nobleman Priest, Scholar Priest, Peasant Priest

Druid: Hivemaster, Natural Philosopher, Wanderer

Thief: Adventurer, Cutpurse, Investigator, Swashbuckler, Swindler, Troubleshooter

Bard: Gallant, Loremaster

At this point of time, these are all the kits that are available for native Procamp PCs. This list will probably be expanded in the future.

Fame in Procampur

Fame Points work the same in Procampur as it does in Ravens Bluff, but just because a PC is very famous in Ravens Bluff does not necessarily mean the same PC is even heard of in Procampur or vice versa. With this being the case, for every five points of Fame that the PC has acquired in a specific fame category, one point of fame is placed in a similar Procamp fame category. All fractions are dropped. (ex. A current LC PC has 13 fame points in the City Watch category. This is converted to 2 fame points in the Diamond Legion category.) Fame points in categories that don't have a Procamp counterpart are not transferable. The reverse works the same for fame earned in Procampur, for every five points of fame earned in Procampur, only one is counted in Raven's Bluff.

Here is the list of fame categories for both cities:

Ravens Bluff	Procampur
Lord (and Deputy) Mayor (None)	
(None)	Thultyrl & Hamayarch
City Government	City Government
City Watch	Diamond Legion
City Watch	Proctors
Temples	Temples
Upper Class	Noble Class
Merchant Class	Merchant Class
Lower Class	Poor Class
(None)	Port District
General	General

Characters native to Procampur begin with one fame point in each category, except for the Thultyrl & Hamayarch and Port District categories. In an enclosed city such as Procampur, it isn't uncommon to see the same faces from time after time.

Identification in Procampur

Procampur is a very lawful city that is strictly segregated and carefully patrolled. These patrols, and the guards at both the interior and exterior gates, frequently ask about the business of the people. To make things easier, the natives of the city proper are given a magically placed, green, dime-sized permanent mark of the seal of Procampur on the inside of their right forearm, which are visible only within the walls of Procampur. These marks are placed by government mages within one month of the birth of a child, or upon the lawful naturalization of a foreigner. Only the Thultyrl's mages know the spell to place or remove these marks, and the only other way to alter them in any way is to use a *wish* spell. Trusted foreigners (usually traders), who have been vouched for by a noble house, receive an identical red mark. This honor gives certain foreigners almost the same level of respect and trust from law enforcement and government officials as normal citizens have. However, other visitors, who have no mark, are often distrusted by natives and officials, which translates into a -2 automatic reaction adjustment for all foreign PCs in Procampur (except in the Port District which caters to visitors or when accompanied by a citizen). The only time these marks are ever changed is in the event of a citizen being exiled from the city. On these rare occasions, the Hamayarch himself turns the mark black, and makes it visible outside of the city walls. Within the city, the black mark glows with baleful light, identifying exiles without a shadow of a doubt to everyone in sight range.

Lifestyles in Procampur

PCs in Procampur have to pay for their room and board, and they have the option of choosing as lavish or as minimal a lifestyle as they want. However, the more costly one's lifestyle, the nicer clothes /perfume /accessories one can afford. Thus, unless the situation warrants caution or hostility to wealth, a costly lifestyle will afford a positive reaction adjustment on the initial reaction roll, as outlined below.

To make the upkeep of lodging and general expenditures easy, each player must pay for their character's lifestyle at the beginning of each module they play. This payment only affects the module in question, and the characters will be required to pay the same rate to maintain their chosen lifestyle at the beginning of the next module. For example: if a character chose to squander all of her resources one module to buy a Middle Upper class lifestyle, and then ran

out of funds, the next module she might have to buy a much less costly one.

Aside from the costs and modifiers, all specifics of a lifestyle are up to the players' discretion, within reason. Whether the character rents a house or an apartment, what sorts of things he or she purchases or wears, all are up to the player's imagination. Some possible interpretations and guidelines follow the table below. The only restrictions are in location. Non-native PCs can live only in the Port District, and native PCs are considered adventurers, and thus can live in the Adventurers district, or the Port district if they so choose.

Lifestyle costs are as follows:

Class Level	Procampur Cost	Visitor Cost	Reaction Modifier
Upper Upper	10,000 gp	15,000 gp	+3 / +1 to Fame
Middle Upper	5,000 gp	7,500 gp	+3
Lower Upper	1,000 gp	2,500 gp	+2
Upper Middle	500 gp	750 gp	+1
Middle Middle	50 gp	75 gp	0
Lower Middle	25 gp	50 gp	0
Upper Lower	10 gp	25 gp	-1
Middle Lower	5 gp	10 gp	-2
Lower Lower	1 gp	5 gp	-4

Lifestyle covers lodging in the appropriate districts, food expenses, and clothing. Specific and special expenditures such as gifts or a special feasts are added expenses to be handled by the DM. Lifestyle cannot be assumed to include such things as a craftsman's shop, a business, a mage's library, or an alchemy lab, at least not for the purposes of making a profit, pursuing research, making armor, etc. Such specific purchases must be handled through the Procampur administration (RPGAHQ and UCC).

Those players that have PC-owned businesses in Raven's Bluff are considered to have "bachelor pad status." They are considered to begin with a base of Lower-Middle status and can build from there. The cost to rise to a higher Lifestyle Level is the difference between the level desired and the base level. (At present, PCs are not allowed to own businesses in Procampur.)

Examples

Upper Upper Class: This is the most lavish lifestyle available, lived only by certain nobles. This is a the lap of luxury.

Middle Upper Class: This lifestyle is enjoyed by many nobles and very wealthy merchants.

Lower Upper Class: This is the lifestyle of many very successful merchants and some of the less wealthy noble families. Members of this class can easily change their wardrobe each season and never wear the same thing to a party (or on an adventure) more than once.

Upper Middle Class: This is the lifestyle of many merchants and some of the most successful craftsmen. These people are able to keep up with fashion, but are likely seen wearing the same outfits from time to time.

Middle Middle Class: This is the lifestyle of many craftspeople and some less successful merchants. These folks have nice but relatively unremarkable clothes, enough to always have a clean and socially acceptable outfit to wear. They can still afford to eat out, or host small parties every so often.

Lower Middle Class: This is the lifestyle of the average craftsman or a successful laborer. They wear clothes which are serviceable, maybe a few seasons behind the fashion, but clean and in good shape. They have enough money to be able to treat themselves every so often. This is the base social class for those PCs who own their own business in Raven's Bluff.

Upper Lower Class: This is the lifestyle of most common laborers. Often, their clothes have patches or ratty spots from wear, but they are serviceable and they have several of each article of clothing. These people live in relative comfort, but with no frills.

Middle Lower Class: This is the lifestyle of the lowest skilled of workers. They are not able to bathe very often due to their circumstances, and are lucky to have two or three sets of clothes which are serviceable. These folks sometimes have to pinch coppers to make ends meet, and they cannot afford any kind of luxury.

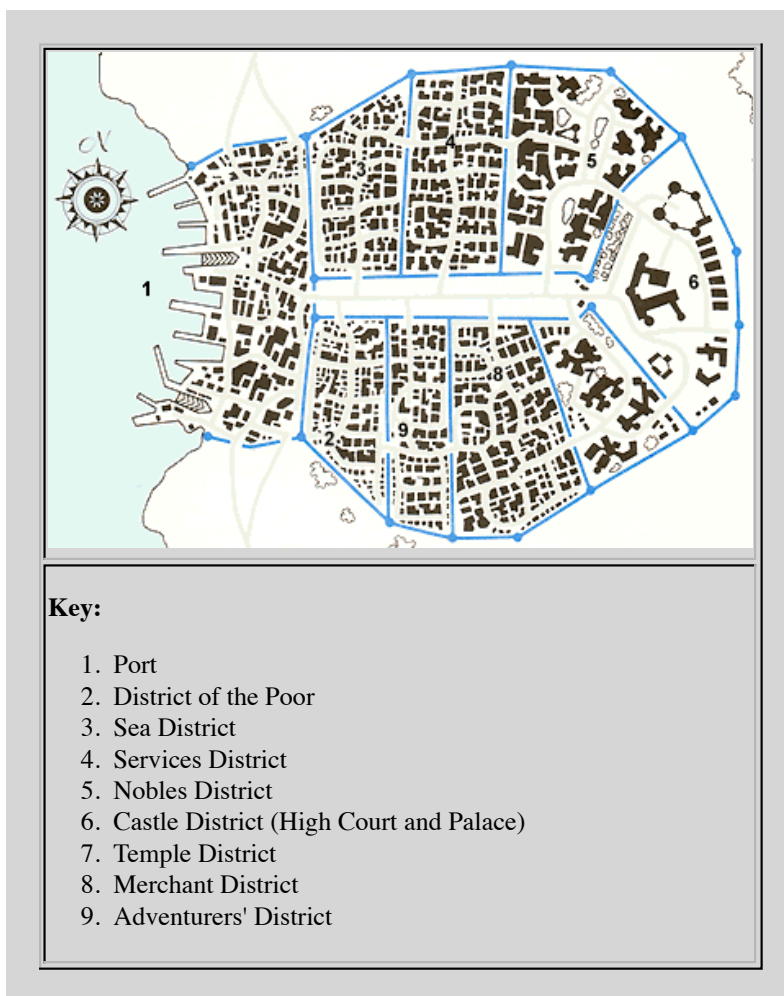
Lower Lower Class: This is the lifestyle of the homeless beggars. They own the clothes they wear, which are dirty and ratty, and are often reduced to begging for food. This is basically a subsistence lifestyle, and much of their time is taken up trying to find food and shelter to stay alive.

Submission Guidelines:

Players wishing to submit outlines for businesses, personalities, locations, and/or tournaments should do so through the Universe Construction Company (UCC). All material for Procampur must approved through the UCC and TSR, Inc. prior to it becoming official. While Procampur is an expansion of the Living City Campaign, it is not player controlled as compared to the city of Ravens Bluff. Submissions can be sent by E-mail to Jay Fisher, the President of the UCC, at Mail to jlorien@concentric.net or by the US Postal Service to:

Procampur Project
c/o Jay Fisher
2690 Drew Street Apt. #1108
Clearwater, FL 33759

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