

DUNGEONS
DRAGONS®

Kingdoms of Kalamar



LOONA PORT OF INTRIGUE

BY ED GREENWOOD
AND PHIL THOMPSON

LOONA

PORT OF INTRIGUE



Scale: 1 INCH = 100 FEET

0 50 100 150

LOONA

PORT OF INTRIGUE

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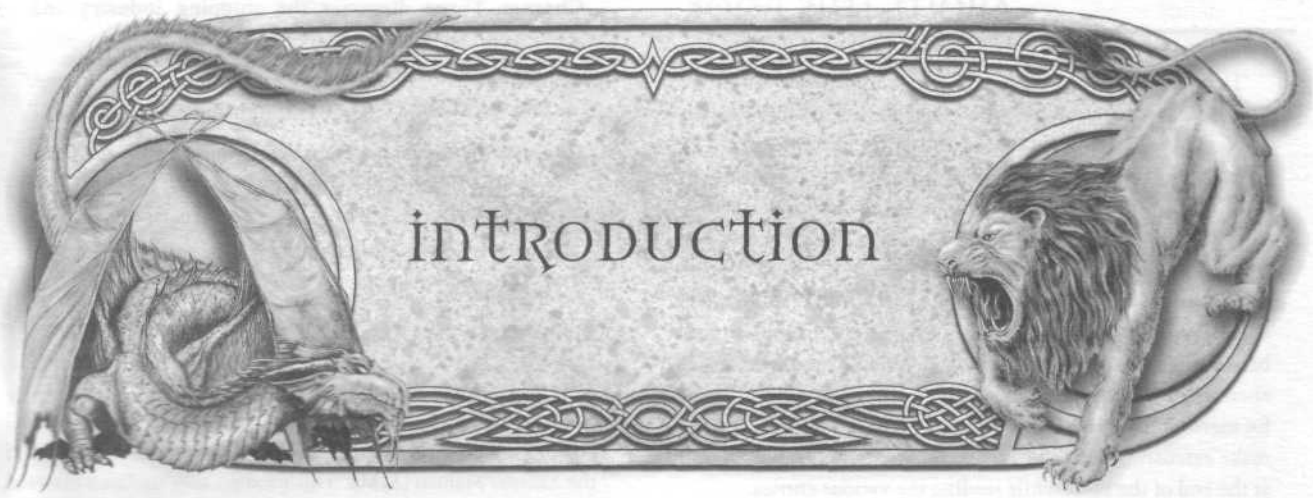
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TABLE OF CONTENTS

Introduction	3	Harbor Fines And Bans	30
About This Book	4	Costs Of Doing Business	31
What You Need To Play	4	Pilot Fees	31
Visitor's Views	5	Dock Fees	31
Mists And Mystery	5	Moving Cargo	31
Chapter 1: Life In Loona	5	Security	31
Some Truths—And Perils	6	Storage	32
Daily Necessities	6	Lossguard	33
The Law In Loona	7	Supplies And Repairs	34
The Code Of Loona	7	Coopers	34
Religion In Loona	7	Masts	34
Local Rumors, Aka "The Rumble"	8	Ropes	34
Chapter 2: Places And Peoples	10	Sails	34
Loonan Architecture	10	Shipwrights And Vessel Repairs	34
The Streets	11	Chapter 4: Powers And Enigmas	35
The Passing Parade	11	The Master Of Loona	35
Code Flags	12	Castle Bodyguards	36
The Bowery	12	Fist Patrols	37
The Common District	14	Known Power Groups Of Loona	38
Other Notable Personalities:	17	Current Watchsword Groups	42
The Dock District	18	Personal Protection And Law Enforcers For Hire	47
Low Town	22	Lossguard Firms	48
Prominent Landmarks:	23	Watching The Watchers	49
The Merchant's District	24	Shadow Walkers	49
Squeeze Dealings	24	Enigmas	49
Manythreads Costumes And Gowns	26	Chapter 5: Beyond Loona	51
Nearly New	26	Appendix A: Npcs	63
Saravel's Castle	26	Appendix B: Wandering Encounters In Loona	79
Wandering Wheels	26	Appendix C: New Toxins And Alchemical Substances ..	81
Other Notable Personalities	27	Appendix D: New Creatures	81
The Master's District	27	Appendix E: Loonan Names	82
Chapter 3: The Shipping Industry	29	Glossary	83
Harbor Defenses	29	Index	87
Officers Of Port	29		
Rules Of The Harbor	30		



introduction

WHY THE KINGDOMS OF KALAMAR CAMPAIGN SETTING?

The *KINGDOMS OF KALAMAR* setting describes the world of Tellene, a vibrant world alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. This robust world consists of many detailed lands and cultures, both human and humanoid, that are rife with adventure possibilities. On Tellene, fantastic creatures roam the wilderness, evil clerics worship evil deities hell-bent on destruction and the dead rise again to spread terror throughout the world. Complex political alliances mix with marauding bands of humanoids and medieval technology and culture come face to face with magic and the fantastic. Tellene combines the best of a realistic medieval world with all the elements of fantasy you have come to enjoy. While nearly any campaign setting suffices for a single adventure, your characters will find the *KINGDOMS OF KALAMAR* setting to be an engaging game world to explore long after the novelty of the "tourist bazaars" has worn thin.

The underlying strength of the *KINGDOMS OF KALAMAR* setting comes from its geo-historical basis. The maps feel right because they are right, at least from a standpoint of verisimilitude. The continents, lakes, rivers, forests and other geographical features all follow examples from the real world. This attention to detail clearly shows a setting built from the ground up, from the direction of the prevailing winds to the plate tectonics. No glaciers lie in the middle of warm lakes nor huge jungles in temperate latitudes. The *KINGDOMS OF KALAMAR* setting becomes the invisible backdrop for the real action: you.

The player character becomes the real hero of any D&D game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You shape the campaign world through your actions, not the other way around. Tellene, like few other campaign settings before it, offers you the opportunity to be a world-shaper. Life in Tellene grows from ordinary men and women with extraordinary courage and resolve. This setting gives you the information you need to allow your players to become one of those people. But fear not, for all the detail and background history that this setting provides add depth to your adventures without confining them. The *KINGDOMS OF KALAMAR* setting allows you to be the author of your own destiny by providing the scenery but not the story.

Of course, player characters cannot be everywhere at once. The world continues moving even when they spend weeks

exploring long forgotten ruins or dark forests somewhere. Evil cults spread their influence throughout a small town. A village succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when heroes are not around to do anything about it. What happens then? Well, sometimes the princess escapes, but more often the Vicelord has his way with her. For the NPCs of Tellene are not inept, else they would not be worthy (or successful) villains. A world full of morons is no place to live. The good, the bad and even the so-so must transpire in the campaign in order to make the party's heroic deeds exceptional. After all, if every person on the block is a superhero, nobody stands out.

The *KINGDOMS OF KALAMAR* setting is designed to enhance your D&D experience by providing a realistic backdrop for your character. Every type of person you could imagine lives somewhere on Tellene. In fact, that's one of the reasons the *KINGDOMS OF KALAMAR* setting is such an enjoyable world to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that he or she will have an important place in the world of Tellene.

The *KINGDOMS OF KALAMAR* setting also provides a realistic, dynamic world for your character. Every sort of adventure can be found on the continent of Tellene. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the *KINGDOMS OF KALAMAR* setting provides the where and the how, all the while maintaining a commitment to realism that lets you experience your character's adventures in the most satisfying ways.

In the *KINGDOMS OF KALAMAR* setting, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. But greatness is different for every individual. While you may dream of conquering the continent and bringing peace and prosperity to its people, others may wish for the ultimate in scholarly or magical achievement. What sets the *KINGDOMS OF KALAMAR* setting apart is its ability to give you the opportunity to do all this and more without sacrificing continuity or common sense. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

ABOUT THIS BOOK

"Heed, and be wiser—and walk accordingly" is a long-time proverb of Loona that the visitor would do well to follow. *Loona, Port of Intrigue*, while ideal for use with the DUNGEONS & DRAGONS setting: the KINGDOMS OF KALAMAR, is of broad use to DMs running any medieval or pirate-based campaign. Loona, the port town of the City of Geanavue, rests along the western coast of Reanaaria Bay in eastern Tellene, the world of the KINGDOMS OF KALAMAR. Since Loona has its own web of politics and alliances, this work contains many cross-references between entries (for example, it mentions certain allies or enemies such as swords-for-hire or street gangs within entries for merchant guilds). Therefore, we recommend that the reader make extensive use of the very complete index/glossary found at the end of the book while reading the various entries.

This book is organized as follows.

Chapter One sets forth a general overview of Loona and much background information that will help when reading the later chapters. It helps to have a copy of the map handy when reading certain of the location entries in Chapter One (and later chapters, for that matter).

Chapter Two provides greater detail about the town from architecture and lighting to the various districts and specific landmarks.

Chapter Three discusses the shipping industry and especially the harbor and port.

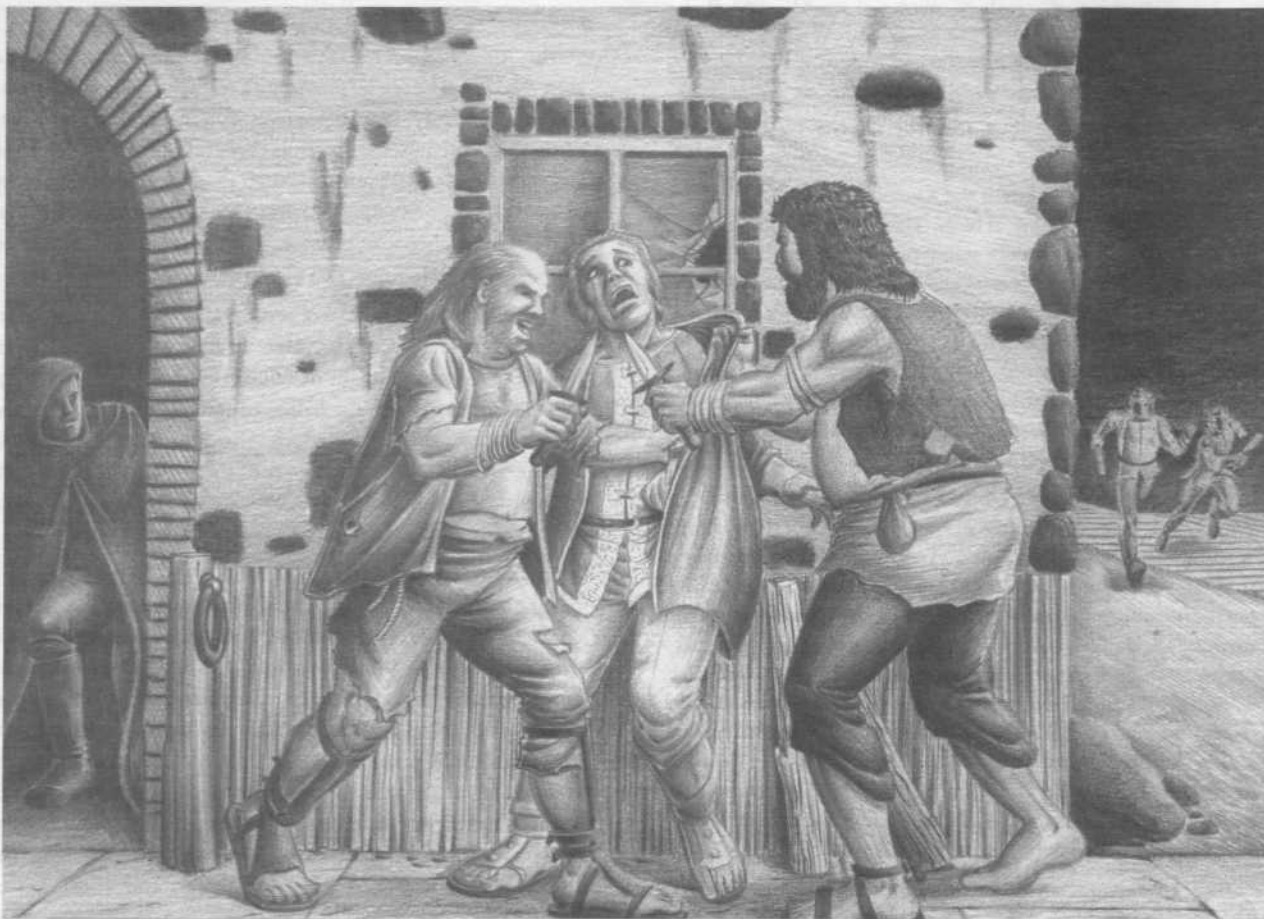
Chapter Four covers in-depth the various power factions, from the Master of Loona to gangs and assassins.

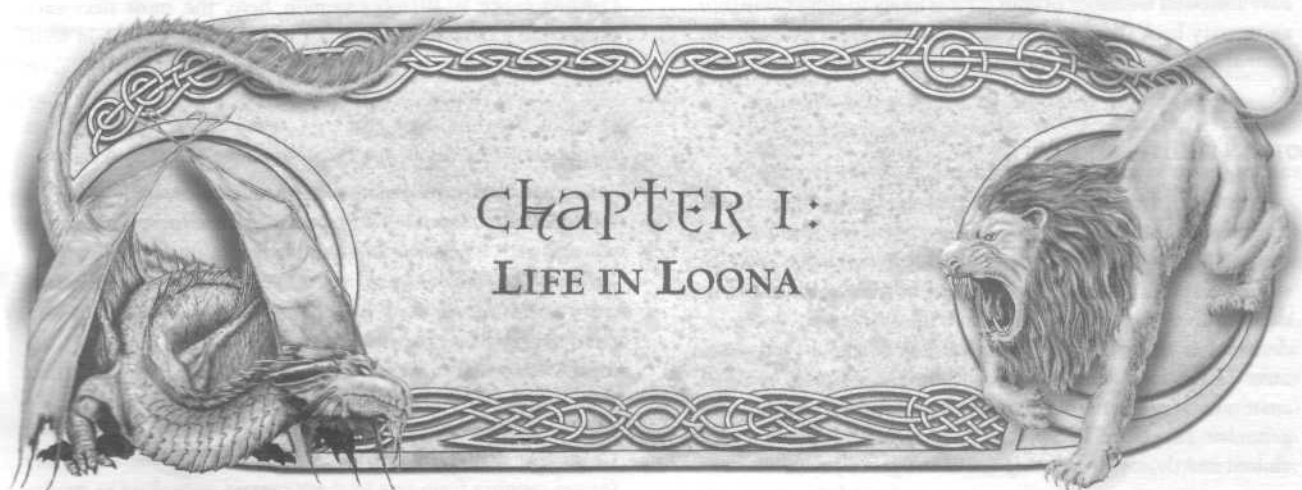
Chapter Five gives a general overview of the lands and hamlets around Loona and Geanavue.

The Appendices cover NPC stats and details, encounters (and encounter tables), new items, new creatures and a list of Reanaarese names for use in-game.

WHAT YOU NEED TO PLAY

This campaign resource assumes that you have access to the three core rulebooks of the DUNGEONS & DRAGONS game: the *Player's Handbook* (PHB), the *Dungeon Master's Guide* (DMG) and the *Monster Manual* (MM). This product uses updated material from the v.3.5 revision of the D&D rules. As this book is compatible with the KINGDOMS OF KALAMAR fantasy campaign setting, it is also useful (but not required) to have the KINGDOMS OF KALAMAR campaign setting sourcebook and the KINGDOMS OF KALAMAR Player's Guide.





VISITOR'S VIEWS

A middle-aged Geanavese crafter recently described Loona as "a ramshackle, lawless chaos where sailors brawl, rats scuttle, and no respectable person would want to enter - or dare to, without a large and capable bodyguard." Others have called the town "a den of thieves" and "a large refuse pit where wizards blast warehouses to flames and swordsmen leap from arriving ships to hack a clear space for docking. Then beasts and sinister sorcerers from afar pour out, soon to slither like gliding snakes into our fair city. These words aptly describe the general Geanavese view of Loona. The collective opinion is colorful, extreme - and not all that far from the truth.

Loona offers both warehouses in which cheap and unusual wares can be had, and a safe meeting ground where spies, gossips and thieves can deliver valuable information and stolen items to others, who pass such things on to persons willing to pay. Many Geanavese consider "their" port to be a place of fish and lawlessness—that and the destination of a smooth, superbly built, road linking Loona and Geanavue.

Although technically the port and territory of the wealthy city of Geanavue, the rule of law in Loona oft extends only as far as the point of a sword. Fortunately, when things get too far out of hand, the Fists (Geanavue's army) may be called in to restore order and the authority of Lord Haar of Geana.

While horror stories of the town may keep honest folk from the streets of Loona, it draws those interested in illicit activities, or those who seek excitement and danger, like moths to flame. Fortunately for the port merchants, there is never a shortage of thrill-seeking Geanavese (particularly youths) on Loonan streets. Most Geanavese, however, have either never visited the port town (though it often serves them as the colorful cradle of frequent "can you believe the latest?" street gossip), or travel there only in large, armed bands from Geanavue to a fortified countryside inn. They then dare venture into the port itself only for midday shopping or for an evening of revelry. Such entertainment consists of the usual drinking, brawling (with the fortunate being the spectator instead of the combatant), courting, hiring escorts or watching others enjoying such pursuits, and spectacles (watching dancing creatures, naked men and women wrestling each other or various beasts, and seeing "weird sights from afar"). Many street performers, whose

songs and jests are daringly disrespectful of Geanavese life, nobility and authority, also call the city home.

Mists and Mystery

By day, Loona is often shrouded in patchy mists, with a brisk onshore breeze bringing in wave after wave of obscuring vapor rather than clearing the air for the sunlight to beat down. Loonans are used to the gloom and everything being dripping wet—though that does not stop a variety of rots and fungi from afflicting the skin (particularly of the feet) of many longtime residents.

As one nears the Dock District, the reek of rotting fish hangs in the air. Along with the mists and continual dampness that hangs in the air, comes the pungent odor of mildew, while the foul smell of dung often wafts up from Low Town. The acclimated locals seem impervious to the odors.

Though little more than 2,000 souls claim permanent residence here, this number nearly doubles during the busy season. The population count tends to fluctuate due to numerous murders and many con men hastily leaving town for greener pastures. Although Geanavue and the Master of Loona attempt to make the town more inhabitable, a wicked, lawless reputation clings to this small, crowded port.

The folk of Loona are known as Loonans. Some older writings refer to them as "Lounar," but calling a person from Loona a "Loon" is regarded as a serious insult. They tend to be a rough, hardy, blunt but cheerful lot. Many have shady pasts and very questionable present careers.

Surprisingly, some long-term residents have seen thirty summers or more in Loona. Such peoples are the keepers of Loona's nefarious history, and there is never a shortage of colorful tales floating about the port. When winter storm's howl in off Reanaaria Bay, the yarns are told and retold wherever ale is sold and wherever there are eager ears to listen. The tales grow whenever an inspired tongue passes them on, and if all the legends were collected they could easily fill volume upon volume of books with real and imagined deeds. Not all the tales are wistful tales of adventures past, however. A stranger arriving in town today could learn much by listening for the facts hidden in the roaring pirate yarns currently being passed around Loona. Lurking in the tales are descriptions of legendary cutthroats, sounds (and smells) encountered on

adventure and warnings of who is most likely to slip a blade into an unwary back (that, unfortunately, is just about everyone in Loona) and more importantly, *when* they are most likely to do so.

Some Truths—and Perils

Although Loona is a dangerous, lawless place to live, it is not the open, ongoing brawl many Geanavese believe it to be. It is true that there is usually no one forcibly keeping the peace in town, except inside their own building or trade-yard (and then used mainly just to guard against fire, wholesale property destruction, "gang-swarm" thefts and loss of trade). However, most of the locals take care not to molest visiting "herds of customers," particularly Geanavese, for fear of ending the generous supply of easily duped spenders, or provoking a violent and thorough scouring-out of the port by the Fists.

Loonans soon learn where in the port to go when, and when to hide or to hear and see nothing. Even the most bloodthirsty pirates—when they are sober—see the value of keeping sheep-like fellow citizens around to hide among, if nothing else, and of citizens who can be frightened into hiding captives, goods or persons on the run are a valuable resource.

On the other hand, gangs can strike swiftly and mercilessly—especially when an outlander is found wandering alone. Gang murders are all too common, with brazen assailants waylaying their victims at midday in busy streets. Some assassins prefer to stage brawls to stab their victims, while others prefer the more tried and true method of dumping a bucket of human waste, harbor water, or fire-ash on the head of a passerby from a catwalk or balcony. Once their target is temporarily hindered, a waiting gang of thugs rushes from a cellar or alley to snatch the choking, temporarily blinded victim, slit his throat, and strip him of all valuables, leaving a naked corpse behind. Women of beauty thus taken are often gagged, hooded, bound and kept alive for sale. They may be sleep-drugged for easy storage and display to slavers, and only awakened after being sold and carried far away from Loona.

Folk dwelling in the port town protect themselves with house-traps and membership in "leagues" (common defensive pacts between small numbers of neighbors and adjacent shopkeepers). Those who can afford it, however, hire bodyguards - a business ever hungry for more adventurers and warriors looking for work. Of course, the great equalizer in close-quarters street encounters is the "sting." A "sting" is the local slang term for a hand crossbow firing sleep drug-tipped bolts. Many Loonans bear stings, knives or needle-like hairpins poisoned with a substance (rarely found outside Loona) known as "ooraa" (See Appendix C: New Toxins and Alchemical Substances).

Daily Necessities

Many unfortunate souls own only what they can carry. This is commonly a battered belt-cup or troon, a knife (along with as many other blades as they can hide), and the filthy garments upon their backs. Fashion changes occur mostly as a result of theft or corpse stripping. The most valuable garb a citizen can have is a good pair of sea-boots (coated with pitch to prevent slipping, rot and to caulk the inevitable leaks), followed by a weather-cloak and a rain-hat. Bathing often consists of stripping on a balcony in a rainstorm. Indeed, few Loonans are what a Geanavese eye or nose would deem halfway clean.

As violence is all too common here, the most necessary possession a citizen can have is a weapon they can wield well. Many of the wiser, long-lived denizens of the port have taken care to stash backup weapons in hiding-places that only they know of, here and there all over Loona. Unless the stashes are extremely well hidden, however, others inevitably find them.

Gangs of well-armed carters come to Loona every few days to sell foodstuffs. Some sell sausages (the size of forearms) for two rosaara (2 sp). Others peddle hand-loaves of smallbread that sell for about four smalls (4 cp) each. Vendors with connections to dairy farms peddle disk-shaped "hand wheel" cheeses (priced from ten smalls for pepper-thar or "yellow-chaw" to one rosaara for the sharp yellow cheese called taartiin). The carters sell from their wagons in the yards of the inns they frequent, and never dare to venture out into the streets. Brewers from the upland Geanavese demesnes sell "small kegs" of beer the same way (prices ranging from one to three rosaara, according to quality and age). Late winter brews command the most coin, with a "small keg" being about the size of a large mans head.

Many Loonans subsist on eels, "drag-shells"(literally, the odd shellfish that have been caught in nets and brought up along with more valued catches) and "dockfish" (fish too mutilated or rotten to survive being carted to Geanavue in salable condition). These "delicacies" are fried or boiled over braziers on the docks, by fishermen who are far too old or disabled to go to sea. The fishermen purchase them from both incoming fishing-boats or children who work the beaches and tidal rock-pools as "shore-scourers." A serving of such fare typically sells for three to six smalls when raw, and six to twelve smalls when cooked (the haggle-price varying with amount, quality and demand).

Many citizens lack homes of their own, but can "buy shelter" in sleeping rooms that offer some measure of cover from the elements and street perils. Only the more expensive establishments provide blankets, mattresses or any protection from fellow sleepers, however. Typically, a "watchful guardian" (night watchman) keeps the peace in such establishments. A "snoring space" costs two to five smalls for each night per person. Often, temporarily empty warehouses are converted into sleeping rooms when clients wanting to store more "typical" goods are scarce. In such places, weapons must be surrendered at the door, and fires of any sort (including lanterns) are forbidden.

Townfolk who are not renting to others or running their own businesses earn their coins as day laborers ("do this task until sundown, or until the work is done.") The typical wage for a day's work is a handful of coins (five smalls to a rosaara or two) that are paid on a "one good coin up front, the rest when done" basis. Most such work pays around one rosaara per hiring, with the "front pay" being two smalls. There is no appeal to authorities for those who are not paid in full when the work is done, but word quickly gets around Loona of hirers who cheat workers, and thereafter none but new arrivals will answer their work requests.

Many Loonans spend their lives working as stevedores, loading and unloading cargo, with being sometimes enlivened by spending periods of time as watchful guardians, working as bodyguards, or helping in construction work. Cynical boredom and hand-to-mouth poverty are endemic, and a perceived chance at riches or being involved with something exciting, powerful, or secret are strong lures. This is why so many people in the city work with, or are members of, secretive local societies or other power groups.

THE LAW IN LOONA

Although any official of Castle Geana firmly believes and states that all their laws, plus some additional local ordinances, apply fully in Loona, in practice this is far from the truth. This is due to differences in both attitude and cultural climate. Although Geanavue has the manpower to roust out criminal elements in the port city and clamp Loona down under the iron grip of law, it could well prove disastrous for the region. The cost of sustaining the campaign, the public relations fallout from angry Geanavue citizens who have relatives there, and potentially huge losses for those who depend on the shipping industry keeps all but an occasional peacekeeping force from ever touching the port town's soil. Because of this, Loona is left to govern itself, and most of its citizens would not have it any other way.

Often law enforcement takes the form of law of the sword, with officers of justice being largely absent or simply ineffective. While citizens of Geanavue sleep well because they expect laws to be kept by all (at least overtly) for common benefit, denizens of Loona expect no such thing. This led to the popular Geanavese rumor that claims venturing within sight of Loona is to risk one's life, and that every single person in the port is a member of one or more shadowy criminal gangs. These views are bolstered by the self-evident truth that crime and deceit are rife in Loona, and the bodies of murdered folk are sprawled in the streets every morning. Those that find the chaotic lifestyle of the port town comforting, proclaim that at least things are more honest here, for Geanavese merely hides their crimes behind a pleasant façade of order. A lawbreaker surviving capture in Loona, who convinces his captors that he is a member of the Talasaara of Geanavue or possibly the envoy of another country, may succeed in being transported to Castle Geana to face justice there. For everyone else, the Master of Loona serves as judge and jury, with a bodyguard who often also fills the role of executioner.

The Code of Loona

In addition to the laws of Geanavue, lawkeepers are encouraged to follow the judgments of their fellows and of previous and the current Master of Loona, in rough consistency. This resulted in the creation of the growing "Code of Loona" and is a set of local prohibitions and rules. The breaking of these rules earns punishment by fining, confiscation of goods, forcible confinement, flogging or dunking (usually being tossed in the harbor). Both punishments and the details of the Code are usually determined on the spot by authorities who tend to warn and fine ignorant outlanders, but quickly punish longtime residents far more harshly. Unsurprisingly, this contributed to a growing lack of respect for laws and law-keepers. Always a town able to adapt to misfortune, however, some citizens have made the best of a poor situation. When possible, enterprising souls often target "new blood" to be "mules" and fall guys for illegal schemes, to take advantage of the authorities' mercy in doling out punishment.

Typical Code prohibitions and rules include, but are not limited to:

Fighting (such as "no dueling on a particular street after dusk")

Loitering (limiting the number of people who can gather in troublesome areas),

Public safety (regulations on when and where fires may be lit, for example),

Security (such as, prevention of entry onto a dock where ships are being loaded or unloaded unless the proper badge or permit is presented).

In general, the Code is designed to give lawkeepers grounds for controlling an unruly, armed populace of resentful strangers. While it is not perfect, and if one looks in the right place one can always find danger, both Geanavese and outlanders view the port town as a good place to trade. Geanavue established the Loona of today as its "trading window" with the wider world, and chose to turn a blind eye to practices that would never be allowed within Geanavue, in order to facilitate trade. "Trade is King in Loona," as the saying goes. This stance has strengthened over the years, because most "outbound" Geanavese goods are of sufficient quality that selling them is rarely a problem for Loona-based shippers.

One oft-noted example of the "Trade is King" approach is the presence of known pirates on the streets of Loona. Such persons can dwell, visit and trade in the port quite openly without fear of attack or arrest, unless they try to openly practice piracy, or commit acts of violence, theft, arson, or vandalism. Were they dare to show their faces in Geanavue, the same individuals would be arrested on the spot.

RELIGION IN LOONA

In order of popularity, the Challengers of Fate, the Journeymen, the Merry Muses and the Veiled Priesthood operate small temples or cults in Loona. While other religions likely exist in the form of small household shrines or as tiny cultic temples in vacant buildings, they are not yet prominent among Loonans as a whole.

As Loonans rarely tithe, the clerics of these temples generate far more income from selling services. Unlike temples in many other lands, however, the temples of Loona are barely any more secure or burglar-proof than other, more commonplace buildings. As such, the clerics have developed many creative ways to hide their treasures, primarily with the use of cleverly hidden cellars and secret compartments.

MIAZAAR, THE MASTER OF STEALTH

While there are no true temples to Miazaar (more commonly known as Risk or Old Lucky), tiny private chapels can be found in various back rooms and dark warehouse corners all throughout Loona. There are, however, three Challengers serving the faithful in Loona, welcoming those who tempt fate and in turn make offerings to Risk. Through secret signals, on seemingly random nights, a vacant building in the Common District opens its doors to those who would throw their coin to the winds for the thrill of it. Just before dawn, after their guests have left, the Challengers pack away their tools of the trade and the temple to Miazaar resumes its guise as an abandoned building.

Deeme, Geela (both CN female humans Clr2) and Kuur (CN male human Clr2) were sent by Aauraak (CE, male human Clr7, the leader of both the Geanavue and Loonan Challenger branches) to reap Old Lucky's harvest from the citizens of Loona. After settling in the city to get a feel for the situation, they found a usable location in a secure warehouse. Thus far

they have been able to cover their expenses and send a decent sum to their leader. If all goes well, they will open a Church of Chance in Geanavue.

Thus far, officials have not been able to determine when or where the untaxed gambling takes place. This is due in part to bribes and the secretive way the nights of gambling are announced. Three days before the event, Deeme goes about her shopping as usual. The only exception to the routine is that she wears a silver hair comb while she shops. Past patrons pick up on the signal and pass the word on to those they trust.

HUUNAAV THE TRAVELER

The Journeymen recently opened a temple to Huunaav in an ugly, drafty converted warehouse, under the watchful eye of Worlder Raatilaar Felavaar (NG male human Clr5/Exp3), and four human Questers.

The Temple of the Stars is "Fauvinisaar" in Reanaarese, which outlanders speaking Merchant's Tongue mangled into "Fallingstar Tower." Now, most simply call it "Fallingstar." This faith is embraced by Loonan sailors seeking the Voyager's protection to see them safely into port. In recent years, with continued growth in travel of all kinds, congregations have been growing. As yet, the faith has no aspirations to anything more than simple service to the devout and undertakes no dabbling in Loonan or Geanavese politics. However, some of Raatilaar's sermons suggest that he is beginning to take an interest in acquiring Geanavese patrons and a greater role for the Temple.

KEIFAU THE RACONTEUR

Seeking new experiences, a wandering Zoan cleric by the name of Reelaara "Starhair" (CG female human Ch-7) arrived in Loom to follow her muse. Finding the town had potential and more than a few "free spirits," she decided to buy a home in the northwestern part of the Common District. She hopes to rebuild it as a Theater of the Arts, and though it is not completely finished, enough work on the home has been completed to allow her to put on free performances.

At such events, Starhair appears scantily clad in a dim chamber, using a spell to light her hair with tiny glimmering lights as she croons torrid love songs. Many sailors and young men are hopelessly infatuated with her, and several Merry Muses who dwell with her are making fistfuls of coins by selling very good hand-sized paintings of her (in provocative poses, painted on roundels of wood) for two glint each or more.

Reelaara is not a prostitute but truly believes that life is incomplete without exposure to an ever-changing variety of performances and arts. Her shows begin with jugglers, dramatic storytellers, songs and small plays (either slapstick farces or satires of Geanavue). Her Merry Muses often take these performers throughout the uplands and into Geanavue itself (usually performing in taverns), while Starhair works with new performers to polish their art and "step in" as "fresh openers" for her shows.

Some of the more biting satires are attracting both anger and notoriety in Geanavue as the nobles and guilds laugh at each other, though this has not yet led to any danger for Reelaara herself.

Starhair also has an assistant, Raavelo "Manybells" (male human Exp2/Clr5), an agile actor and acrobat. Starhair,

Manybells and the four lesser Muses have recently instituted widespread sales of "carry-charms," small painted wooden or bone plaques bearing the likeness of a beautiful (or striking, or amusing) performer on one side, and a pithy or amusing saying or rhyme on the other. While these sell poorly to Loonans, the Geanavese often buy them on the street from stalls or from poor wandering vendors.

ZAEL THE UNSEEN ONE

Always hidden, and never in one location for more than a month, the Veiled Priesthood is fanatical in their worship of Zael the Unseen One. Silently furthering their agenda, Zael's worshippers keep hidden caches of their raiment and equipment in the walls of certain warehouses owned by clerics of the faith, in case the current House of Knives is uncovered.

Aarvelko "High Dark Knife" Streene (NE, male human Asn3/Clr6/Rog1) is the high cleric of the Veiled Priesthood here in Loona. He is a human of modest appearance, who spends his day posing as an outlander fishmonger. It is not uncommon for him to be seen unloading ships in order to deliver his goods quicker to the local merchants. Aarvelko has worked the Dock District for the last dozen years. This allows him quite a bit of freedom to be "forgotten" and gather information. Once free of his mundane tasks, he takes on his true guise as cleric of Zael the Unseen One and in his role as the "High Dark Knife" he directs his small cabal to fulfill his nefarious plans. Currently, he has three people to help him further his work. The highest in rank, Draabro Voom, "the Soul Tracker," is his right hand man. Voom keeps the guise of a Loonan carter to allow him free run of the Common, Dock and Merchant's District. As he goes about his tasks it is easy for him to run errands for Streene, which occasionally involves gathering a suitable sacrifice. This is an easy task, for with so many transients passing through the town, few are ever missed. No one outside of his faith knows his true name.

The Veiled Priesthood also sponsors an assassins' guild known as the Knives of the Avenger (see page 50 for more information.)

LOCAL RUMORS, AKA "THE RUMBLE"

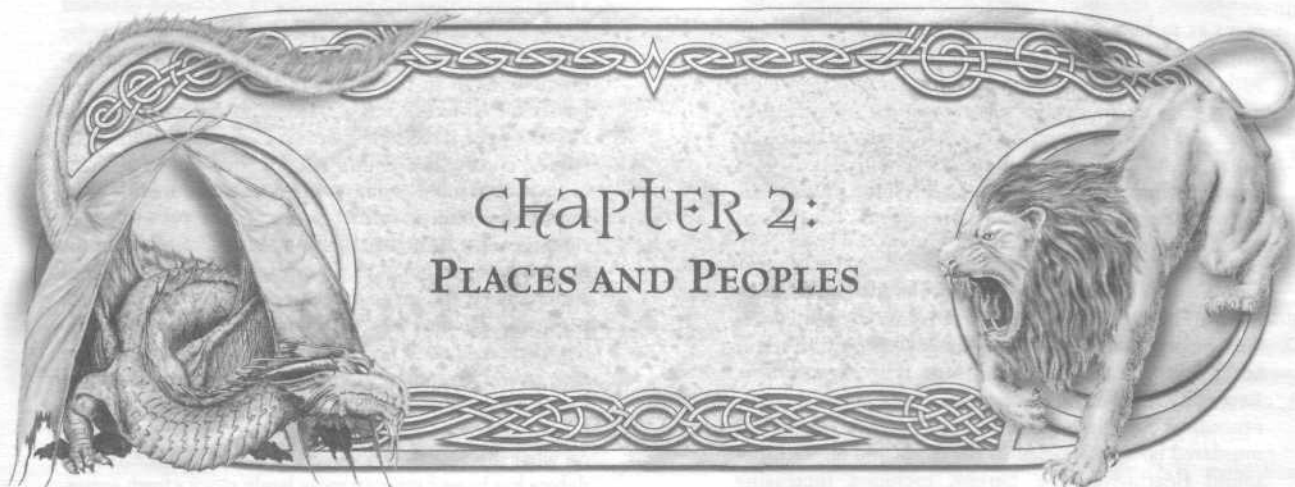
Around Loona, news and rumors of current events of a nefarious, colorful, or amusing nature are collectively known as "the Rumble." The recent rumble concerning power groups in Loona consists of embroidery upon these bones:

- Makers and vendors of grapnels and all other sorts of hooks and metal couplings are vanishing around Loona, as are their wares. The Sharks blame the Watchful Eye for their disappearance. However, the Eye and the Shining Tankard both accuse the Sharks "and their masters, the pirates of the Bay" of being responsible for these incidents. They see this as possibly "a sinister precursor to a war" but it is more likely "someone else is arranging a goods-shortage so they can make a killing." Similar profitable goods-shortages have occurred in the past.
- The notorious Belok "Black Blade" Ralaariin, a hefty "retired" pirate, was found dead at the docks a few mornings ago. His death surprises no one, as many Loonans expected his many foes to slay him long ago. However, it is the manner of the slaying that has become a matter of much discussion; his body was found impaled on the bowsprit of a large merchant cog out of Zoa. When

questioned, the ship's master expressed utter bewilderment as to how Ralaariin got there. Even more astonishing was the report that they found Black Blade's corpse with a broad grin of delight adorning his face. Since his death, tales of his demise have spread all over the port town. It should be noted, however, that tales of the pirate being found clad in an undergarment of linked gold coins, or clutching tresses of long feminine human hair and bound with ropes of rubies are merely fabrications added upon the retelling of the tale.

- Scuttlebutt concerning schisms and fierce internal struggles within the cabals and gangs of Loona are frequent, as are whispers that the pirates of the Bay have infiltrated or taken outright control of this or that organization. Recently, however, something different arose over the preceding month. The morning "carrion count" of murdered bodies sprawled in alleyways and on docks, or found floating in the harbor, included increasing numbers of men whose flesh was incised with a symbol of a circle bisected by a diagonal (viewer's upper right down to lower left) slash. What this symbol means is a matter of hot debate, with most folk leaning to the view that it heralds a new organization in the Loonan scene. Other popular speculations include a pirate war, ritualistic religious killings, or a wronged merchant or trading family methodically "taking down" the relatives of the person that did them harm, before directly attacking the cause of their misfortune.
- In recent weeks, two taverns were destroyed, at the height of particularly vicious tavern-wide brawls. Surviving witnesses claim that huge "mud-men" crawled up from cellars that were little more than oft-flooded crawlspaces where barrels of drink were stored. Some say a golem master must be dwelling in secret in the port, while others claim some witch discovered or devised a spell that enables her to generate such creatures quickly. Reports that the golems slew many in a brief frenzy and then collapsed back into gobbets of mud caused this view to gain popularity. Some citizens speculate that life-energies from the victims might somehow be transferred magically to the creatures' creator or commander, and speak of a plan to smuggle similar creatures into the sewers of Geanavue to harvest a multitude of life forces in an arcane holocaust. However, such wild tales are often spun over Loonan tankards.
- A young, agile man with a great speaking voice and sophisticated manners has been seen in town, always wearing a mask. He dramatically declaims cryptic phrases at tavern doorways or alley corners, and then darts away. Most of the locals dismiss him as crazed, or as a Talasaaran black-flame playing at running his own mythical secret society, until a drunken sailor chased him one night and died in a hail of thrown daggers—far too many for any one man to throw at once. The bristling-with-blades sailor crawled into the doorway of a nearby tavern where most of its occupants claim the blades in his body turned to tiny snakes. These snakes quickly slithered away down crevices in the floorboards or were turned to smoke if they were touched by anything. The mysterious man has only been seen once more, but this time he was wearing a different mask - a horrid one that erupted with dozens of slender, snapping-jawed snakes. His identity and intentions remain unknown to this day.
- The Bloody Scroll, Lords of the Wave, and the Coinsack are all embroiled in an increasingly acrimonious dispute over ownership of a parcel of cargo that was found in an attic of

a warehouse. All of the barrels, crates, and chests of mixed goods in the attic bore four distinct trade-signs: one for each of the cabals in dispute and a fourth, hitherto-unknown sign in the center of them all. Emblazoned boldly for all to see was a crescent moon (points to the viewer's right, if the sign is viewed from the "bottom" of its flames) surrounded with a ring of fire. Some Loonans claim this symbol is none other than the mark of the Promiser, a bounty hunter active in the port some 20 summers ago. Whether he has returned, or whether his mark is being imitated by a copycat upstart, is a matter of argument. If the cargo indeed bears the true Promiser's mark, did he steal it? Is this payment for a yet-to-be-revealed service? If he has returned, why did he choose now to end his long retirement? Was this part of a long-lost scheme where he had hid the cargo for the three cabals? Very few folk living in Loona today can even agree on what the Promiser looked like two decades ago. The debate has heated up even more lately, since a fresh moon-and-flames sign has appeared on the door of another empty warehouse. This one proved to have no hidden cargo anywhere, after some intrepid citizens, who fully expected to find traps awaiting them, gingerly explored it. Relations between the Scrollers, the Lords and the C Sackers continue to deteriorate, and there is talk of slayers being hired.



LOONAN ARCHITECTURE

In earlier times, Loonan streets and buildings often changed with bewildering rapidity, due to the ready supply of sailors arriving in the city with time to kill while waiting for their ship to leave port. If not overly drunk, landowners would hire them for a few days as members of construction gangs. Most such builders were either pirates or wealthy Geanavese of many occupations, who shared the traits of greed and ruthlessness. Many of their building projects were attempts to control their market, as they literally walled competitors off from the world by building warehouses right against their front doors. As the trade wars escalated, the streets and alleys were filled in or cut into segments almost overnight. Even buildings in progress were not immune, as competing business owners bribed construction workers to sabotage their work. As tensions flared, the inevitable result was widespread arson, fighting in the streets, battling on the rooftops, and the hiring of ever-larger gangs to protect their interests or to launch attacks against building-workers. Wells were poisoned, traps found their way into new structures, and murders, maimings and "construction accidents" occurred daily. Desperate to stay out of the fray, the dwellers in walled-off buildings either tunneled or took to the rooftops to escape, in order to try to carry on their lives.

Eventually the outcry over the mayhem, fires and slaughter became loud enough that word reached Castle Geana, which dispatched investigators to bring back detailed reports. Wanting to resolve the problem quickly, the current Lord swiftly decreed that no building could occur in Geanavue, the Geanavese demesnes or Loona, without a Castle permit. Those caught breaking this decree suffered sentences consisting of periods of hard labor in either upland quarries or on road-repair chain gangs. There was also forfeiture of all goods and the destruction, either at their own expense, or by the Fists, if they lacked the funds to do so, of all that was unlawfully built.

Because of this ban, most construction work in town now consists of covert (flood-risky) cellar tunneling and enlargements of existing structures. Since a building permit costs three glints each, most citizens do not bother to rebuild anything unless a building actually burns down or collapses. Instead, most citizens have taken to making minimal "running repairs." In most cases, when a building falls apart, the site is rented to visiting carters as a rough camp-spot and wagon park, until

thefts or nightly attacks cause the supply of interested renters to dwindle.

Almost everything in town is built of timber, and where wood faces the ceaseless damp of rain, wind-driven salt spray (known as "wavespume" to the locals) and fog, rot is inevitable. Molds and mildews grow everywhere—sometimes in slowly, creeping masses that (some folk whisper) feed on the sleeping, the drunken, or the unwary. Those old enough to remember the inferno that consumed Low Town years ago bless the ever-present damp, because they know that Loona is merely another great bonfire waiting to happen.

The sagging, rotten wood, shallow footings and the lack of a dry foundation cause many structures to lean precariously. Extensive timber-prop braces, both on the inside of the building and out, attempt to fight this condition, but also contribute to the general ramshackle appearance of Loona. Of course, the ravages of storms, frequent brawls and reckless wagon steerage have not improved matters.

Interior supports in Loonan buildings are generally mismatched and are merely scrounged timbers lashed and bolted diagonally to form triangular "straining arches." Overhead lines to hold washing or other hanging belongings commonly form an overhead web-work among such supports, and make mazes of many Loonan rooms that can garrote unwary visitors hurrying in the dark.

Exterior building braces are as substantial and as firmly anchored as possible to prevent vandalism or removal. These makeshift buttresses are often made from tree-trunks slathered in cement and studded with old rusty scraps of metal to discourage anyone from climbing up on or handling the brace. Many of them, by common agreement, cross alleyways to touch the base of an adjacent building that, in turn, has its own brace crossing the alley in the opposite direction. These braces are staggered, to permit passage along the alley, but only by those who carefully skirt them. On occasion, archways pierce some of the old, very large buttresses, allowing passersby to traverse alleyways that would otherwise be walled off.

More than three-story buildings are rare, as are they having cellars or ground-floor windows. Most folk live above shops, but dwelling-lofts in warehouses tend to be occupied only by owners or by hired guards, as goods owners seldom trust any other sort of Loonan to have such unfettered access to valuables.

The town's older buildings sometimes have stone-lined cellars, but these are almost invariably flooded with inky, polluted cesspool water or seawater. Far too often, they serve as makeshift graves that hide weighted corpses. More often, however, buildings lack cellars, beyond a few pitch-sealed barrels sunk into the ground and reached by lifting floorboards here and there, and the worm- and rat-tunneled din under most buildings serves as a burial ground for those whose luck ran out at the wrong time.

Many local legends tell of "lost cellars" full of contraband, hidden valuables, and even the corpses of earlier captives. The victims range from the inevitable "princesses from afar," Talasaarans, and pirate "kings," all of whom perished in various ways, such as when their prisons suddenly flooded or were filled in by high storm tides, collapsing buildings, or the borings of giant slithering monsters. As with most folklore tales, a few of these are probably true but have been built upon less spectacular events. Building collapses and floods are the chief reasons why cellars are rare in Loona. Those that do exist are typically small.

Because mortar and mud-slathe cement tends not to last long in the severe Loonan climate, they are used only as temporary sealant on walls and around foundations. Most roofs are made of wood, sealed with tar and encrusted with guano. Still, a few older roofs of slate or tile can also be seen. Unfortunately, these roofs tend to come adrift in high winds, and hurl individual tiles or slivers of slate down into the streets below like deadly missiles. The wind and the rain seem to know every gap in the walls and hiss in without mercy. This is why many interior walls are hung with mildewed, mismatched draperies made from scraps of sheets, cloaks and tarpaulins that are too worn, moth-eaten, or rotten to be worth mending. Most of the exterior walls are sealed with mudchinking that inevitably starts growing enthusiastic moss and molds soon after.

Security concerns keep street-level windows absent from nearly every Loonan building because thieving is a common problem in this strategically located year-round settlement. Because of this, the upper floors of the port town's buildings have expanded outwards whenever possible. Balconies, catwalks and support-poles for such features and for cantilevered dormer-rooms that jut out from lower floors of the same structure are common—and form a fragmentary highway across the port for agile thieves, playful youths and desperate souls alike. Many citizens "grease" their poles by emptying their chamberpots down the poles each morning to prevent unwanted climbing.

Local folk tend to favor simple portable furniture that cannot easily be tipped over. Sea chests are frequently used as tables. Hammocks or beds built of straw-bags laid atop "spiderweb" mattresses (networks of crisscrossed ropes) slung from wall to wall are used and three-legged stools and tables are preferred. Benches are often anchored to walls to provide stability. Floorboards are usually loose enough to permit swift access to hiding-places underneath, between the joists. Stowing contraband under a floor and then covering it with tables of carousing, reeling-drunk sailors is a quite effective way of hiding stolen goods. Room-lanterns, from the simplest standing candles to shuttered oil-wick models, are usually fashioned with hanging-hooks, stout carrying handles, and broad base-trays to prevent spillage and to allow items placed near them to be warmed.

When a newcomer travels through town, he or she will find the term "street" (or "maar" in Reanaese) covers a variety of conditions. From the crooked roads in Low Town to the guarded paths in the Master's District, negotiating one's way through the city can be an adventure in itself. While cobbles lay underfoot here and there around the quays and on the larger older routes, most of Loona's streets are made of hard-packed mud studded with cartloads of stone rubble and gravel sent down from Geanavue whenever a street sinks or becomes too much of a quagmire. Recurring thefts have ended the former practice of pre-shipping quarry-rubble to be ready for eventual construction and now gravel is just applied where and as needed. Despite frequent street repair patching, however, most streets are still uneven mud-wallows.

Even on the best days, dung and trash of all sorts are strewn everywhere, and seagulls, rats and wandering dogs snatch up anything edible among the refuse. Fortunately, wild mongrels are few and tend not to last long, due to being lower on the predatory food chain. Quite often, swarming rodents and the largest of seabirds, also known to prey on infants and helpless adult humans, dispose of the unwanted animals. The filth abandoned by scavengers gives the streets a distinctive reek, and infections are likely when open wounds meet mud or standing water anywhere in Loona. This is a particularly dangerous problem in Low Town, where the residents actually fear rain.

No Loonan street keeps its street signs for long and giving incorrect directions to "outlanders" is a local sport, and sometimes is a profitable pursuit for nefarious souls who would lead the unwary into ambush. Most alleys' official names have long been forgotten, and are now identified by a phrase such as "the run where old Laart got 'is throat cut" until a newer, more colorful incident gives them a new designation. Larger, more permanent streets have Merchant's Tongue names, but wise traders who desire carters to actually reach them provide at least crude maps to their doors.

The Passing Parade

Though its buildings no longer rise and fall like the waves in Reanaaria Bay, the port town is still a place of ongoing, whirlwind-like change. Loonans and their businesses often move from building to building, change their names; and even vanish, usually just a step ahead of the authorities or angry creditors, victims they have duped, or rivals, onto ships or into the uplands for prudent periods, sometimes for an entire season. A tavern might be on one street on a given day and on another street some days later. Therefore, correct, detailed directions to any street or building change often. This adds to general Geanavese mistrust of the port, the mystique for those looking for adventure, and the attraction of the town as a potential haven for people looking for a safe place to hide.

Because of the ever-present change, local gossip is vitally important and Loonans delight in being "in the know." Of course, valuable information, such as the whereabouts of hidden treasure, contraband and missing persons, usually can only be obtained after a sacrifice of coin or a threat of injury. More trivial matters like who was seen with whom, "did you know that Old Marakkin skipped town on the Dawn's Fury just one step ahead of the Anchor Boys?" and matters of the moment are more avidly and openly discussed.

The locals seem to miss very little of what is happening in their port and will often court danger to watch particular events. If someone is chased down an alleyway in the deepest hours of darkness, neither of them uttering a sound beyond gasping for breath, the residents of buildings along the alley may guess the identity of one or both of the runners fairly accurately. Later talk of the chase may be quite open, utterly absent, or anything in-between, according to the perceived danger of discussion.

Sea breezes and "drifts" (banks) of mist often distort sounds around Loona, changing their volume and apparent distance. Typically, they become both muted and garbled, which is generally a blessing, as the town never seems to have a shortage of noise. This noise comes from the overhead cries of countless swooping gulls, pelicans and huge long-winged fish-hawks, while below them, drunken souls, full of cheap ale, hurl curses while reeling to avoid oncoming wagons. Heedless of anything but greed and time, warehouses often ship and receive goods whenever coin can be made. The crash of loading and unloading can be heard at almost any hour, and the noise never completely stops, although it abates to a minimum in the middle of the night.

Many citizens sleep during the darkest hours because it is not safe to be out of bed, but at an early age they develop the habit of napping whenever the opportunity presents itself, regardless of how damp, cold or noisy conditions may be. Often off-shift cooks can be found snoring in hammocks above the steaming pots and kitchen stoves, awaiting an awakening poke with a ladle or stirring-stick from below, which brings them down from the hammocks so the next shift can climb up and take their places. However, unusual noises, like a sudden and unexpected clink of metal heard, can bring most Loonans awake very swiftly and fully. Those who do not develop such habits usually perish.

Lighting

By night, Loona's darkness may conceal many knife-wielding cutthroats lurking close by, just waiting to do their mischief. To combat this threat, "ironcage" lanterns were installed above doors in the Merchant's and Master's District. Sturdy and capable of surviving vandalism, the lanterns seldom employ breakable glass, and are never situated where the candles or torches lighting them can be easily stolen. This helps somewhat, but also highlights those departing the buildings as targets. However, most of the port town has no reliable street lighting and the ironcage lanterns are preferred over the night's darkness.

The wharves and the largest streets of the city have been furnished with 9- to 10-foot-tall iron basket-braziers. Bonfires can be lit in these for ship night loading or unloading and revelry, but such uses are rare, so most of the braziers serve as nests or perches for foul seabirds that call the port home. It is unlawful to tie washing-lines or affix notices to these brazier-poles. As washing lines are often cut or stolen, Loonans have never acquired the habit of using them except across the ceilings of their own indoor rooms—but everyone cheerfully breaks the "no notices" rule. Since Loonan notes tend to take the form of cryptic words or code-signals, they are seldom written as clear public announcements. To most citizens a banner is not something grand that flaps from a lance or building announcing its intention to all who see it, but is rather a code-flag. Often one sees an innocent-looking knotted piece of cloth of a particular hue, hanging from a pole. These scraps of

cloth have meaning only to a select few who can tell by its presence, position on a pole or type of knot exactly what the particular message is, because of previously agreed-upon import, given by a few whispered words in a corner of a tavern or cellar.

The braziers were built of stout material to prevent easy vandalism and theft. Because this also makes them sturdy enough to permit climbing, they are seldom situated where they can provide ready access to windows, balconies or walls that are easily scaled. Sadly, they have also proven stout enough to be used for private hangings and to bind foes for torment or to keep them "iced" for the arrival of someone else who wants to question them. Often the victims of hangings are left as a grim warning to others that next might want to cross these murderers. Of course, such uses of braziers are illegal, but breaking these "minor" local laws is an inducement to some citizens to defy authority and so they commit the crime, anyway.

Code Flags

While there is no written rule for determining-the meaning of a particular code flag, the residents of Low Town, the Dock District and the Bowery know what they mean. Some of the better known ones are as follows:

Challenge - Two pieces of cloth tied together. Typically, the piece of cloth that is tied in knots around the other is the challenger's insignia.

Broken Treaty - A shredded piece of cloth dipped in blood. The cloth's color serves notice to both the other member of the treaty and to all who can identify the cloth's color.

Meeting Notice - a colored rope stiffened with wine. The rope's color matches the group who wishes to meet.

Notice of Mayhem - A plain rope with one or more knots serves as notice to the locals that a hit, dock riot or large street fight is about to happen. The knot number denotes the number of days away the event is. Wise locals realize that they should "forget to see" anything that might happen.

Cattle Call - In desperate times, an organization may be in need of freelance help for unlawful ventures. When this happens some groups post notice by using a plain rope with a single knot dipped in their chosen color.

Traitor - A plain note with three knots dipped in the chosen color of a particular faction means a traitor has been uncovered.

Hide - A long charred rope with one knot at the bottom is a signal that Fist activity is about to increase and those operating outside the law should lay low until the coast is clear.

Summit - Ropes of different types tied together is a sign that several factions are planning on meeting to discuss mutual problems.

THE BOWERY

Background: While the stuffy taverns of the Merchant's District and the seedy pubs of the Common District are fine for landlubbers, nothing quite slakes the thirst of a true soul of the sea like a trip to Loona's Bowery. These wild, wanton and often

dangerous taverns have done much to add to the city's wild reputation and appeal to thrill seekers in Geanavue. The Bowery is located on what was formerly the west side of the Dock District, and is often the last stop a sailor makes before venturing out to deal with the locals. All souls in search of tavern adventures are welcome to spend their coin here, but only those who have felt the wind at their back while as they left dry land far behind them are preferred.

In years past, when the Bowery was still considered to be part of the Dock District, Loona was even more of a lawless jumble of buildings than it is today. Back then, the chaos arising from making money hand-over-fist was not taken as a serious threat and the seeds of iniquity were sown haphazardly. Given an apparently free run to do as they pleased, robbers, murderers and other craven souls began to practice their trade more brazenly. Soon the lawless pursuits, once viewed as amusing by those with the funds to hire competent bodyguards, became far more menacing as when a young Talasaaran thrillseeker was abducted in broad daylight. Although a ransom note arrived and payment was made, the only thing recovered from the missing lad was his left ear. Popular opinion says that he either was fed to the fishes or was sold into slavery. When it became apparent that he would not be returned, the bereaved father urged Geanavue into action to deal with this malignant growth on Loona.

Fist patrols soon arrived on the scene to regulate street traffic near the piers, questioning anyone who looked the slightest bit suspicious. Unprepared to deal with a strong police force, the criminal element realized that they had to find a place to hide. Like craven beings shrinking from light, the businessmen who dealt in less than honest pursuits moved further away from the water's edge. However, they soon discovered that one could only move into the city so far before infringing on the legitimate businesses and organized crime in the Merchant's District and still be susceptible to Fist intervention. Eventually, like filth in a still pond, the small-time businesses of ill repute settled in an area where they could operate in relative safety. Gradually, the more legitimate shipping businesses moved closer to the water. As the gap between the docks and the Merchant's District became more noticeable, the Bowery was born.

The Bowery Today: Entrepreneurs of the criminal arts walk a fine line between profitability and prosecution. To aid in ensuring their safety, most of the criminal operations in the Bowery have some sort of legitimate business front to make them appear to be on the up and up. To hedge their bets, those with enough coin seek out key people to be bribed or extorted into seeing things their way. As a last resort, old-fashioned intimidation is used with the local population to ensure they see, hear and, more importantly, speak of nothing they might inadvertently witness. For the most part, this keeps the criminal element with sufficient income and out of the watchful gaze of the law. There being no honor among thieves, it is also the case that sometimes several "businessmen" will band together to make sure that a mutual competitor falls under the suspicion of the local authorities. Of course, incriminating evidence will "find" its way to the proper place. Having an occasional arrest tends to satisfy both the authorities and the local population, and helps keep meddlesome adventurers off their back.

Prominent Landmarks in the Bowery

THE DIVING DOLPHIN

Calling this inn a flophouse or dive would give it too much respect. Even those living in Low Town shun the Dolphin because of its reputation. Catering to souls with nowhere else to turn, one finds both rogues and down-on-their-luck foreigners making up most of the inn's clientele. The Dolphin is dangerous even for the Bowery and it is not uncommon for patrons to find themselves robbed of what little they have, waking up on a strange ship having been pressed into service, or taken as captive to be sold elsewhere.

Haarmon (LE male human Com7) co-owns and runs the Dolphin with Teerur and with the help of six strong warriors. Most locals believe he is a heartless rogue that would sell his own mother for profit.

Teerur (CE, half elven Exp5) is spindly, plotting and nasally. This other co-owner of the Diving Dolphin cares little about his clientele and often makes a pretty glint off their sale to unscrupulous captains heading for foreign ports. Unable to do the dirty work himself, he uses henchmen who pose as down-on-their-luck clients but who harvest poor souls for profit.

THE SAILOR'S SALVATION

This establishment doubles as both a pawnshop and a lending house. As with almost all the businesses in the Bowery, the Sailor's Salvation prefers sailors as clients. Typically, they loan 50% of the item's worth to sailors and 40% to anyone else. Items that are not picked up after 45 days are sold. Interest on such loans runs from one-half to one percent per day.

Guthuur (CN, male human War2/Com2/Exp3), an aged man of the sea, owns this place. Guthuur is far too old to sail, and opened the lending house in the Bowery district to be close to the action. It is common to see several sailors here, spinning yarns of nautical lore. This pleases the old man to no end as, while the story unfolds, he dreams himself amidst the spray of the sea once again.

SARAVEL'S CASTLE

This upscale, for the Bowery at least, establishment provides a pseudo-noble lifestyle for an evening. Bar wenches often dress as lusty noblewomen, while owner Saravel (CE, male human Rog7) occasionally appears as a king. Saravel owns an identically named, and better maintained, tavern in the Merchant's District.

THE STORMCROWN

The most successful Loonan tavern master is Goolas "the Fat" (CN male human Exp2/Rog2). His houses always feature jokes and pratfall entertainment, and are known as "The Stormcrown," named after his ship that was seized and wrecked by pirates a decade ago. Any Goolas tavern welcomes sailors, pirates and all and retains a distinctive easygoing and welcoming appearance. In winter, he takes care to keep things cozy, with warming stones by fireside to take to the coldest corners.

THE COMMON DISTRICT

Background: Originally, the Common District encompassed all the area in town housing its destitute and working poor. Nestled between the seedier side of the Merchant's District and the older, semi-abandoned warehouses on the lower east side, life was not perfect, but at least it was livable. Being of similar economic status, most inhabitants of the Common District tended to look out for each other to protect themselves from the inevitable predatory elements in their midst. Eventually, greed took hold of a few of its denizens, and in spite of the most of these folk's best efforts, ruffians began to band together. In some cases, citizens were made "offers they could not refuse" from powerful criminal elements. The result sent the district into a downward spiral, as it reeled under the oppression of human parasites from within. At first, there were those that tried to fight back, but they encountered untimely "accidents" or were severely beaten for their trouble. On rare occasions, the righteous won the day and the wrongdoers were arrested. Sadly, those taken away were easily replaced by other, often more ruthless, souls. Finally, as the back of the working soul appeared near breaking, a tragic event polarized the district, as its citizens decided enough was enough.

One hot, muggy night in the middle of the month of Mustering, an aged widow slowly trudged home from her evening's labors while most of the dwellers in the overcrowded district slept. Normally, her son walked her home for safety's sake, but he was late, and all she wished was to be in her own bed. Travelling through the night, it appeared that Naatall had smiled upon her and that all would be well. Unfortunately, her luck ran out just as she neared her home, when two callous thugs stepped out from the shadows to relieve her of her coin. Outraged, bitter about her hard life, and tired of the hand Queen Destiny had dealt her, the frail woman tried to fend off her attackers. Without a second thought, they viciously struck her down. Reeling from their blows, she fell back and struck her head on a cobblestone. With a moan, her body crumpled to the ground. Lying between the villains as they stripped her of what meager coin she had, her life's blood soaked the ground and she moved no more. Showing no remorse, the craven cowards ran off, having finished another night's work. The district had claimed another of its own.

While the widow's body grew cold, her son raced across the district, cursing himself for not paying attention to the lateness of the hour. Surely, his mother had stayed at her employer's house until he arrived. The merchant she worked for knew he was coming and surely must care enough to keep her safe until he arrived. All would be well and he would apologize to his mother for being such a thoughtless fool. Then he turned the last corner and saw the lights had been put out in the merchant's house. No one stood there to scold him for his laziness. Furiously, he pounded on the door. Soon, a sleepy eyed servant told him his mother had left some time ago, and how could he be so heartless as to make her walk the Common District alone at this hour? She had waited until her patience wore thin and no manner of convincing could keep her. Sadly, he knew how determined his mother was when she was irritated. Hearing more than enough, the tortured man ran back to his home with a prayer on his breath to Mosia the Holy Mother for his mother's safety. Then, with his lungs bursting as he neared home, his heart froze. Nearly at her doorstep, he saw a crumpled form lying on the ground. With a shriek, he bounded over to

her. The grown man cradled the corpse of his battered mother in his arms and wept like a child. Filled with grief and remorse, a long wail left his lips, as if his soul was being ripped from him.

The man's cry of agony went out into the still night and touched something in the jaded souls of the Common District. Slowly, a light appeared in one window and then another. Those that were the bravest peered out to see what had happened. Still wailing and sobbing, this world-weary soul held his mother who had aged long before her time. Word passed among the onlookers, and soon a small crowd of people had gathered around the district's latest victims. When he finally realized he was not alone, the man-child looked up with bloodshot, tearful eyes and weakly uttered one word- "Why?" The horror of what had happened rippled through the crowd like a stone tossed into a placid lake. Long-controlled emotions rose to the surface in a nameless person that had endured enough. Feeling rage build up inside him, this widow's neighbor stepped forward to chastise himself and hit neighbors for allowing this to happen. For far TOO long the people had had to live in fear of the night. For TOO long this type of behavior had been allowed to go on. ALWAYS they, the citizens, had done nothing while souls filled with evil and greed had their way. With Neevuu the Insurgent One as his witness, it would end now!

It was no secret who their oppressors were. The time had come for the day of reckoning. Slowly, anger replaced cowardice and inaction, as the crowd dispersed to wake their neighbors. The citizens of the Common District marched out into the streets until their numbers swelled like a swiftly gathering thunderhead. Like vengeful lightning, they struck repeatedly. Grifters, thieves and enforcers were ferreted out of their hiding holes- dragged into the street and tossed before the vengeful force of the wronged and forgotten. For a moment, the angry mob paused as the parasitic leeches in its midst lie exposed and cowering in fear under the torchlight. Moving as one, they changed the Common District forever in what is now known as the "Night of Terror."

THE NIGHT OF TERROR

Overcrowded and nearly suffocated by the criminal element in their midst, the dwellers in the Common District arose to throw off the yoke of oppression, in YND 503. Finally finding the strength to act on their anger, the downtrodden rose as one. Like a living offering to Zael the Unseen One, the crooked streets swelled with those whose plight had been forgotten by an uncaring city. By the time the Fists were alerted, Low Town was in riot. The vengeance against those that had bound them to Foobi the Overlord through debt and indifference threatened to spill over into the Merchant's District. The violence swelled as even those sent to quell it paused in awe. Following the mob mentality, desperate souls were driven to anarchy. Then, a citizen distraught by his poverty threw a torch. Flickering, the flame lapped at a nearby building. Soon it grew to take on a life of its own as the now-spent rioters drew back from the horrific vengeance they had wrought. As the blaze grew in fury, all but the most stalwart and foolhardy champions of the town fled in terror. While they tried valiantly to quench the fire, it appeared to be far too late to save most of the Common District. Loona might be saved but at a terrible cost. However, Queen Destiny had not released Loona from her grasp. As the valiant rallied their companions to stare death in the face, more were inspired by their courage. The fire seemed to be losing ground when, unexpectedly, it ignited a warehouse wherein lay a hidden cache

of vile alchemical fluids. Quickly the inferno recovered its rage as barrels holding the foul mixtures burst. What would not burn bubbled as it flowed along the ground to poison the earth of Low Town. Terrified, the citizens of the Common District fled from its presence.

In the midst of madness, there were still those that would not let the fire take the rest of Loona. Risking their lives, brave souls came from Daar's Jaws while sea-hardened sailors brought water up from the bay. Like lunatics, they valiantly sought to slake the fire's thirst, but found themselves retreating in the face of the elemental fury as the fire devoured more buildings. Redoubling their efforts, while the flame sought to totally consume the Common District, they slowly began to hold their ground as the tide started to turn. The time they had bought allowed help to come from Geanavue and the city was saved.

When dawn finally broke over Loona it revealed to all that the fury that had ruled the night was now reduced to smoldering embers. Weary and spent, the citizens of the Common District had awoken from a nightmare of oppression to a dawn of disaster. Faced with a horde of displaced homeless, the Master of Loona ordered tents to be set up for the displaced before any rebuilding would begin. Believing that finally the city would help their plight, the newly homeless tried to adapt as they awaited the rebuild.

Nearly a week after the reconstruction started, the rains came. For two days the skies over Loona wept over the carnage

wrought below them. Under the broken, brooding sky, people stayed in the tents and tried to wait out the storm. In the southern part of the Common District the rain mixed with the vile fluids that had seeped into the soil and secretly left pools of death in its wake.

Unknowing of any potential danger, the dwellers of the tent town went about their day when the rain finally stopped. The children were the first to be affected as they played in the rainwater pools. Then their mothers, and finally whole families became ill. It soon became apparent to the city that part of the Common District had become afflicted with a horrible malady, and a worrisome murmuring began. Hundreds soon perished. Some wished to petition clerics from Geanavue to cure the sickness, while others simply wanted to purge the problem from their midst. Fearing another riot, city officials stepped in to bring order and summoned additional Fists to enforce the peace. It was decided literally on the spot who could live in the safer part of the Common District to be relatively free of the danger and suffering of their former brethren, and who had to live in new temporary dwellings to the west of the city. This exodus from the fire's damage led to increased bandit activity for years to come.

Once Low Town was cleared, it was decreed that no one would be allowed to live there until a solution to the sickness could be found. While there was grumbling and a few minor skirmishes, the peace held and the town began to heal. Now



Loona: Port of Intrigue - Chapter 2: Places and Peoples

that the arduous task of relocating the displaced was completed, it was time to rebuild what was left of the Common District.

Almarakan, then Master of Loona, personally took up the challenge to direct the initial rebuilding efforts. To his credit, he tried to champion the cause of those displaced by seeing to it that their basic needs were taken care of while an attempt was made to rebuild the district. Sadly, as is all too common in Loona both then and now, graft, corruption and greed spoiled a noble plan. Running out of funds, the district was only partially restored as taxes rose to cover the expense. Public opinion blamed the bungling of the Common District's rebuilding on the Master who initiated it. Sensing they would receive no more aid, the downtrodden swarmed the Master's Quarter and the Fists were called in to quell the uprising. This impeded the flow of business and, as such, could not be allowed to continue. Being true to their god of coin, the merchant cabals "fixed" the problem. While watching in horror from his fortified house as the streets filled with angry protestors, Almarakan leaned out too far from his balcony to get a better look and "fell" to his death.

A successor was soon found in the charismatic Rasibuur Halaagh, whom his peers dubbed "Merchant Prince." After receiving the support of prominent members of Talasaaran families that had business interests based in Loona, he was appointed the city's new Master. It was later rumored, but never proven, that Halaagh had something to do with Almarakan's death.

As time passed, the Common District again became overcrowded as people and "things" began to trickle back into Low Town. The wretches who dwelt here often sought to rebuild burnt hovels to recapture some mote of their former life. Others wandered the streets by day and slept where they could at night. Braver souls broke into abandoned warehouses to stake their claims. These became multi-family dwellings that, out of the public eye, often turned into dens of vipers.

The Common District Today: Even with the effort to rebuild the district, quite a few damaged buildings remain. Because of this, it is difficult to discern the exact border between the Common District ends and Low Town. To their credit, the people who chose to stay here have tried to carve a life out of the ruins. As a result, most of the buildings here still bear scars from the fire, but are functional. While there are occasional abandoned buildings that often are called home by the nefarious, the quality of life here is improving somewhat. The maladies of the mortal soul still plague the district, however, and inflict their wrath on the working poor, who rarely, if ever, receive true justice. Thievery, murder and mayhem are no strangers here. Citizens in the Common District are the targets of strong resentment from the citizens of Low Town, who feel both the city and, more importantly, their former comrades, abandoned them in their hour of need.

Prominent Landmarks:

BERETA BREWERY

Home of the famous (often "infamous" after one sobers from the night's revelry) Beretan ale. Once located in Geanavue, the family moved to Loona almost 200 years ago to take better advantage of the port, and made quite a fair amount of coin from the sale of the original brewery site. Long known as a tough job with fair employers, the brewery almost never has a problem

finding help at the Hiring Fair. The fruits of their labors are enjoyed in Geanavue and abroad. This brewery is on the border between the Common and Dock Districts.

FALLINGSTAR TEMPLE

Fallingstar is an ugly, drafty converted warehouse where visitors may conduct rituals of sacrifice whenever they desire. It has a "steady clergy" of four human Questers, led by Worlder Raatilaar Felavaar (NG male human Clr5/Exp3). Three Journeymen are retired sailors who miraculously survived sinkings and shipwrecks, but one among them is a former caravan-master. The Journeymen can (and will) tell many colorful tales of their adventures, believing this helps them gain converts, especially among the young (For more information, see Religion in Loona, page 7.)

HARAKUIR WOODSMYTHS

House Harakuir learned early in their business career that style and mystery often enhance the value of a product. Facing fierce competition from rival lumberyards, the family moved their operation from Geanavue to Loona. Once established, they began advertising the arrival of "special" oils that, when applied in the right mixture, would enhance the longevity of their product. Under a blanket of secrecy, a warehouse was converted to their needs and in the dead of night, the first barrel of the mysterious oil arrived. From dusk til dawn they labored, claiming the materials bonded better when the sun was down. Naturally, none except city inspectors and the family's work force were allowed inside their building. The result of their labors was a quality product that was slightly darker than wood prepared elsewhere. Fueled by curiosity and the lure of the unknown, several of the Talasaaran noble houses requested furniture for themselves. Literally overnight, the Harakuir family became famous, taking the title "woodsmYths" instead of carpenters. Though their rivals have tried to steal and copy their secret, none have yet succeeded. How could they, when the only thing added to the wood is showmanship?

IMLAAD'S MISSION

Originally, the mission building was an abandoned warehouse converted by Almarakan to house survivors of the Night of Terror that were too old or weak to survive in the tent village. During the rebuild, Imlaad, who was a cleric of Geonea the Peacemaker, stopped in Loona on his way to Geanavue. Seeing the plight of its inhabitants, he decided to see where best the Peacemaker could use him. When the mission's tenants were left to themselves as funds for the rebuilding effort ran out, his course became clear. Within days, he obtained permission to take responsibility for the wretches trying to live within. Using the good fortune shown to him on his journey to Loona, and with much hard work, he finished renovating the building and began to care for those unable to care for themselves. An energetic man, he championed the cause of the downtrodden until the day of his death.

The building he called "Serenity's Gate" was renamed "Imiaad's Mission" in his honor. Today it provides safe lodging for the unfortunate. Still, in the evening when the mission is full and its doors are locked for the night, there are far more unfortunate souls outside than inside its walls.

THE MAD SAIL

Though this fairly permanent inn has been known to move a few doors down when fires or floor and stair collapses force relocation, it often moves back to its former premises after repairs, and can always be found in the same general area. The Mad Sail caters to sailors, offering them chamber women and strong drink to share with such lasses. Outlanders of all sorts are welcome, but anyone from Geanavue is regarded with suspicion as a possible "spy for the Castle yonder." Cheap but rowdy and dirty, The Mad Sail offers the best opportunity to get some sleep at midday. Rooms have been known to come with a decor of sprawled dead bodies at no extra charge.

The Mad Sail is owned by a "silent ring" of investors, represented by a seldom-seen Geanavese merchant who goes, in Loona only, it seems, by the name of "Haaperitan." "Old Red" Haaraasae (CN female human Ftr6), a burly, battered and short woman wider than any three sailors put together and stronger than some oxen (Str 18) runs the place. She uses down-on-their-luck sailors as her bouncers and staff, mothers them and treats them fairly, and as a result earns their intense loyalty. Usually slightly tipsy, they can call on about three dozen agile chamber women as bottle- and chair-hurling reinforcements when necessary.

THE OLD CHEESE

Goalo (CG male halfling Exp4/Sor4) is a small, slender, swift man with a ready wit and a certain sly, handsome allure. A master of seasonings that do not poison but are addictive, he adds them to his wines and ales to make patrons desire nothing else. Thus, no matter how ruinous prices get in his latest version of "The Old Cheese" or how ratinbilled the signature strong cheeses become, the tavern will still be crowded with regular patrons. The Old Cheese tavern is located in the southern Common District.

Goalo has made much coin over the years in this way and has invested it in many shipping concerns. Most members of Geanavue's Guild of Carters, Craters and Coopers send income to him on an annual basis, and he sees to it that their shipments move to and from the holds of ships at Loona's docks with a minimum of pilferage, loss and bribes. He will not hesitate to hire adventurers to do this, or to send them to swiftly slay or drive off other adventurers who come nosing around Loona looking for trouble.

Many Talasaara know Goalo by various names, as a purveyor of fine cheeses or "drinks guaranteed to create certain effects," such as gaiety, lust, contentment or torpor, for their revels. He knows far more about the back passages of their mansions than they would be comfortable if known about.

REELAARA'S RESPITE

Reelaara "Starhair" (CG female human Clr7), a cleric of Keifau the Raconteur, is currently rebuilding her new home as a Theater of the Arts. (See page 8 for more information.)

Reelaara's Respite can be found in the northwestern Common District.

STATUE OF THE UNKNOWN GOD

Looters abandoned this relic from the Night of Terror, a half-finished stone statue of an unknown man, when the fire raged out of control. Today it sits where it was left, seeming to look out over Low Town with its arms outstretched. Loona's children, who leave wild flowers at the base, often visit the statue. On occasion, sages and scholar have stopped by to speculate on whom (or what) the statue was to be dedicated. None have been able to tell for sure, and the object remains a mystery.

TURAEVE'S LEISURE

One of the few truly secure homes in the Common District, this house was in times past a place for trysts and a safe place to "slum." As the family dwindled, there was less desire to personally use the property, and it was converted into a place for trusted family servants to retire, as a reward for their stalwart service. Currently the sole resident is an aged male half-elf by the name of Fildruur.

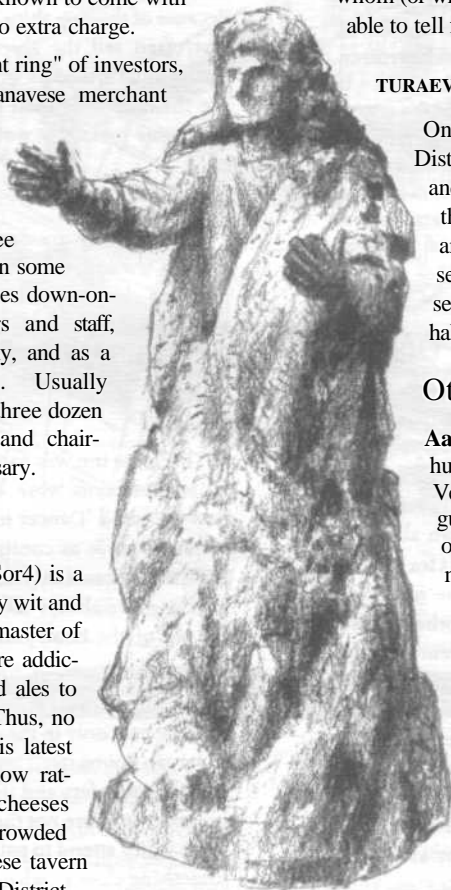
Other Notable Personalities:

Aarvelko "High Dark Knife" Streene (NE, male human Asn3/Clr6/Rog1), the high cleric of the Veiled Priesthood, can sometimes be seen in the guise of a simple dock worker, unloading ships in order to deliver his goods quicker to the local merchants. (For more information, see page 63.)

Deeme, Geela (CN female humans Clr2) and **Kuur** (CN male human Clr2) were sent by **Auraak** (CE, male human Clr7, the leader of both the Geanavue and Loonan Challenger branches) to reap Old Lucky's harvest from the citizens of Loona. (For more information, see page 66.)

Draabo Voorn (NE male human Asn2/Clr4/Rog1; Geanavue page 100) assists the High Dark Knife in his mission of skullduggery. In his guise as a Loonan carter of outland origin, who often travels to Geanavue and the surrounding countryside, it is easy for him to dispose of "difficult to explain" evidence.

Torunemora "Lady Death-by-Night": Torunemora (CE female human Rog9/Shadowdancer 6), a tall, gaunt (one merchant described her as "almost cadaverous in her bony slenderness") and secretive woman. Torunemora dwells alone (no one is quite sure where) in Loona. She often sleeps or hides for hours on rooftops, is habitually very silent in her movements, and for years has made much coin as a slayer, kidnapper and thief. Torunemora specializes in striking by stealth to gain whatever her clients desire. She exchanges her loot for pay when meeting clients at one of Loona's taverns. She has standing agreements with all of the taverns she uses: they will mobilize undercover swordsmen to aid Torunemora against any client who decides to slay her at such a meeting. She pays well, employs disguises to dwell unidentified in Loona when she's not 'on business,' and has become something of a legend amongst Talasaara for her skill in removing jewelry from sleeping ladies without awakening them, avoiding guard dogs, and so on.



So good is she that the Watch has not yet put her on their "must call down" list. To avoid becoming too dangerous to leave alive, Torunemora often refuses Talasaaran offers when the targets are other nobles.

To Approach Torunemora About Taking on a Contract:

There is a saying in Loona that "One does not go looking for Lady-Death-by-Night. She will find you when the time is right." Due to the nature of her work, Torunemora finds the need to take extra precautions. She makes arrangements with taverns in the Common District and the Bowery to be her eyes and ears when it comes to finding prospective clients. Once a suitable client is found, the tavern owner tosses a scroll case on the roof of his establishment when the coast is clear. Inside, written in a cryptic code are the specifics of the job. If Torunemora desires the contract, she arrives at the tavern on the desired hour to meet the client. The tavern owner finds the burnt parchment remnants upon his doorstep if she refuses the contract. The arrangement is beneficial to both parties, as on more than one occasion tavern owners have found themselves permanently free of problem customers.

THE DOCK DISTRICT

Background: Since Loona's birth, the Dock District has been its backbone of commerce and the key to its importance to Geanavue. Unfortunately, this gateway of enterprise is also the source of many of the port town's problems. Despite efforts to police the dock traffic, nefarious souls have been able to slip into port. Thus, along with ships laden with goods for Geanavue and beyond, came the pirates, the swindlers, the malcontents and others who overstayed their welcome elsewhere. As the criminal population swelled, it became apparent that open lawlessness would be dealt with and crushed by Fist patrols out of Geanavue. This led to more subtle methods of quickly separating coin from their victims. Soon, houses of ill repute, shady taverns and secret gambling houses opened in the Dock District to cater to the port town's transient sailor population. Reveling in wildness and debauchery, the wild streets grew in infamy and became famous in their own right and became known as "The Bowery."

The Dock District Today: Efforts by the current Master of Loona and financial interests in Geanavue have led to the commercialization of the Dock District, due in part to the necessity of needing to have reliable shipwrights and storage facilities. This has led to a prosperous port and has helped keep the prying eye of Geanavue out of Loona's business, to some extent.

Prominent Landmarks:

BAYSIDE BUILDERS

Maarit Taalis (LN male human Exp5) is a member of a rising Geanavese merchant family whose secrets include the recipe for "waterquench" (lamarol - see the *KINGDOMS OF KALAMAR Player's Guide*), a gummy, clear sealant that keeps out water quite effectively. Those who like Maarit's work swear by the substance, while his detractors point out that he would not need to liberally apply it, if his water-laden vessels were crafted better, and that his crafts would sink in moments without being covered in "waterquench." Taalis simply dismisses his rivals as jealous simpletons who could not tell a seaworthy vessel from a sunken

ship. He is a man of medium build with green eyes, short blonde hair and is a frequent womanizer. He is ruthless to those who owe him debts or break agreements. He protects himself, and enacts vengeance on foes, by means of a private gang of well-armed toughs.

Bayside-built vessel are every bit as expensive as Thunder-crafted ships, but are usually ready much faster due partly to the fact that Maarit's crews cut corners, use slightly inferior materials and rely on "waterquench" to keep them afloat. However, as a well-packaged product often takes in fools, he is careful to ensure that his ships look both sleek and impressive. Because of this, his ships are popular among vain social climbers that often sell the ships as soon as their fortunes improve. Pirates and smugglers who sometimes run through shoal waters use them because their loose planking allows them to ride up over some rocks that would hole other ships.

BLACK DRAGON PIER

Captains who are down on their luck may find themselves dealing with the "reputable" businesses that operate from this pier. As always, one tends to get what one pays for, but in a pinch, goods found here are often enough for an endeavor on a low budget.

BLUE BOOTS

This large inn was named for the thigh-high, distinctive lace-up leather boots worn by its famous founder (Gagareesa, the now-deceased "Dancer to the Talasara"). Nowadays, it does not so much move as continually expand into adjacent or nearby buildings. Sometimes older "wings" of the place (as component buildings are always called, even if not physically connected to the rest of the Boots') are allowed to fall into disrepair.

Though the most timid Geanavese visitors to Loona still prefer to stay outside town in a fortified road-inn, and venture into the port only in the daylight hours, Geanavese bold enough to stay in Loona itself favor Blue Boots. The reasons are relative cleanliness, safety and its amenities. The Boots also offers duty hostesses who are not there to share the beds of patrons. Rather, these ladies attend to patrons' needs and make sure they receive something close to what they request, such as wash-water, more blankets, a cloak against the chill, and so on.

Beer (bad) and cordial (a fiery, strong and ever-changing combination of the ends of various strong drinks mixed together) and 'hothands' (covered metal bowls of stew) can be ordered to the rooms of patrons, allowing them to avoid dangerous trips out in search of provender. The stew is always thick gravy into which fried slices of bread, meat, potato, eel and fish have been stirred. It varies in taste and cannot be eaten neatly, but is always spicy hot, and filling.

One of the last pair of blue boots that were often Gagareesa's only garments when she was working, is now preserved in the front lobby. They sit in a dimly lit but fire-warmed front room where patrons check in. The present owner of the Boots can seemingly always be found there, though he is sometimes asleep on the floor behind the counter. Sutureer Feasiari, a handsome, slender, black-bearded human (NE male Rog4), wears flashy clothing. He has a quick smile and an even swifter mind. He anticipates what lies ahead better than almost anyone else in either Geanavue or Loona, and arranges his affairs and deploys his staff, which includes the members of at least two former adventuring bands, accordingly.



"Laughing Boots," as many know him, runs an inn that gives its guests the most attentive service in Loona. Lodging runs three glints per night, plus one glint per jack (of either beer or cordial) and two silver per serving of hothand! Those prices are high for Loona, but they buy the best a visitor can reliably find in town.

Blue Boots is currently located at a juncture of the Dock District, Master's District and the Bowery. Like the Mad Sail, it moves when fires or floor and stair collapses force relocation, and often moves back to their former premises after repairs.

CAHAAN'S

One of the best-known Loonan coopers is "Smiling" Cahaan, located on Sails Street. While expensive, it is well known that his barrels are top-notch and his kegs always have stout rope carrying handles.

COMMON PIER

Located next to Pauper's Pier, the Common Pier is typically frequented by smalltime local fishermen, and vessels available for charter. Visitors are advised to take precautions when dealing with the captains for hire on this pier, as some are rumored to be slavers and potential clients are sometimes never seen again.

THE CROW'S EYE VIEW

Moelauro Mauteer (CN male human Ftr3) is a battered-looking ex-pirate who sells new, salvaged or stolen masts and rigging spars as both a cover for his more illicit enterprises or to relieve boredom. Because of this, Mauteer is more than willing to let "Straighteye" Balaunco work his fingers to the bone to get the lion's share of the mast business. He is famous for keeping a fully-rigged mast (with cheap rigging and even a "wind castle" lookout (a "crow's nest") ready for quick sale to the desperate, at not less than 200 gp (though he begins by asking for twice that amount. On all transactions, Mauteer is always open to bargaining and even bartering, if the customers are short on cash, but since he has comfortable investments in Geanavue and properties in the demesnes, there never is a desperate need for him to make a sale. Rumor has it that he even rents "hideaway stays" for certain clients who are in dire need of disappearing for a while. Although he does not advertise the fact, it is obvious he makes a good portion of his living from other means.

Supposedly, Mauteer's workshop is connected by an underground passage to a building on another street to facilitate escapes and avoid authorities or armed foes seeking vengeance. Others say the passages lead to a safe exit point somewhere in the countryside.

Loona: Port of Intrigue - Chapter 2: Places and Peoples

DAWNSTAR SHIPWRIGHTS

By far the most expensive and respected builder of ships in Loona is Aarvelko "Old Thunder" Taaluur (LN male human Ftr2/Exp7). Aarvelko built this business from the ground up, and employs a large crew of skilled fast-working crafters. "Old Thunder's" cargo ships are well known for being durable, stout and long lasting, with thoughtful accessories, as Aarvelko values practicality over looks. He is a fair, honest man who expects others to deal with him in the same way. Quite fearless in the face of threats, he has been known to calmly face down armed pirates that burst in on him at night.

"Old Thunder" was nicknamed not for his temper or use of harsh speech, but for his great, mellifluous voice and immensely large size. A mountain of a man, he stands almost 7 feet tall, with shoulders measuring some 3 feet across. Large hands and feet balance out his frame. Aarvelko is slightly stooped from age, has a full head of short gray hair, clouded green eyes and ruddy skin. Though he has seen some 60 winters, Taaluur can still pluck up a spar or rudder single-handed and carry it across his shop with apparent ease, although he tends to perform such feats only before an audience of folk he wants to impress. His ships are highly prized as seaworthy ships capable of withstanding long years of hard service.

ELIIAK'S

Even the folk in Geanavue have heard about Eliiak's, a rooming house that moves around a sprawling succession of ramshackle former warehouses. One can rent rooms for a night or a month "under the hand of kindly old Eliiak." Truth be told, Eliiak, a one-eyed, whip-wielding giant of a man who goes about, surrounded by a ring of grim bodyguards, and sports a bristling belt of many daggers under his not inconsiderable paunch is neither kindly nor old. Eliiak Buiranen hails from somewhere distant, is gruff of voice and has a scalp largely bald due to puckered scars that crisscross his head (NE male human War9).

Many ladies of low repute, sailors in port for just a few days, Geanavese youths out for a thrill, or their elders arranging shady meetings, can be found in Eliiak's. Often they spend at least a part of their stay cowering behind the barred doors of their rooms, listening to the shouts, screams, breaking bottles and running feet after dark.

Eliiak's is always spartan, dirty, dark, foul smelling, and inexpensive. It offers hungry vermin, rusty steel chests to keep vermin out of one's possessions, rope-mattress beds, stout bars for windows and doors and walls too riddled with holes to house secret passages that might offer hidden entries into rooms. Even so, all words can be overheard, and many deeds seen, through chinks and holes in the walls, floors and ceilings. Eliiak's is a candid example of getting what one pays for. Eliiak's is currently located in the Dock District.

THE EVEN KEEL

Astaag "Old Astaag" Gaveelo (LN male human Exp4) is the man to see to repair multiple leaks, a single hole, or a few rotten, shattered planks or timbers to be set right. "Old Astaag" is a dirty, shaggy-bearded, tireless little man with nautical tattoos on his arms and yellowing teeth. He lurches around his shop at all hours, and never seems to sleep.

To save money, Old Astaag only hires starving street urchins of any gender or race to be his workers. To ensure they keep

working, and to keep quality constant, he keeps close watch over them. Whether he realizes or not, Old Astaag shows more concern for his workers than they have seen for most of their lives. As a result, they treat him as a father figure and are utterly loyal. They will leap to defend him without hesitation, if they feel he is being threatened in their presence. Folk who have attempted to rob or harm Old Astaag have found themselves being pelted with deadly rains of weaponry and refuse by his workers as they scamper along the rooftops.

GEETEMAH "OLD WEEDBEARD" FOORAMAU'S SHACK

Old Weedbeard (LN male human Exp2/Ftr6) is one of the few old retired sailors to actually sport a peg leg, Geetemah is one of the most important citizens of Loona. Trailed everywhere by a menagerie of monsters, such as gigantic serpents and large spiders and other strange beasts he feeds and tends like his children. Old Weedbeard makes a living speedily assembling crews or locating replacement sailors for needy sea captains. He also lends funds to injured, sick or down-on-their-luck sailors, sometimes housing them in exceedingly spartan bunkrooms in some of the many warehouses he owns and where renting space therein is his major source of funds. The sailors love him like a father and everyone else finds him very useful, despite his legendary cursing, lechery and capacity for drink. Geetemah's home is well known to the residents of the Dock District and those with their wits about them leave it undisturbed.

GUTHUR'S PIER

Named for a long-deceased, highly-respected port officer who worked there and who had a solid reputation of being a friend to those who lived on and off the sea. It is a tribute to his character that he also held a reputation for being incredibly trustworthy. In fact, more than one soul owes their freedom to his timely arrival to break up a slaver abduction. He is missed by most of those that knew him.

THE HOUSE OF HOOKS, BLOCKS, PULLEYS AND CORDS ("HOOK HOUSE")

This establishment is known for carrying the largest selection of all the rope products in town. If one is lucky and has the time to look for it, a decent bargain can be found (for each half-hour of game time spent searching for a particular item, reduce the price by 1% to a maximum discount 15%). This is due to the haphazard stocking methods used by Hook House. They tend to just pile new stock on top of old and sometimes on top of a different item completely. For this reason, prices vary wildly and the business resembles more a warehouse crammed with mountains of trash more than any sort of shop. Rats run everywhere and customers searching through stock for more than an hour risk being bitten (5% per hour; those bitten must make a Fortitude save DC 12 or catch Filth Fever). Local rumor states that bodies can be found rotting in dark corners under heaps of tangled, strewn- about stock. Patient customers can often rummage for days when searching for that "one special bargain" or give up and call one of the young shop-lasses who scamper around over the wares and the roof-trusses overhead for help to locate something rapidly. Experienced customers tend to call out their wishes rather than summon the help directly to them because, although they are pleasant enough, the girls have faces only a mother can love and reek of "vermar" (a liquid they wear to keep the rats off them). See Appendix C: New Toxins and Alchemical Substances.

Hook House is owned by Raarigaar "Redbeard" (NE male human Exp7), a foul-tempered old man, who tends to just shuffle around his establishment, spewing curses when he catches the help loafing. He prefers to manage the business without having to bother with the troublesome annoyance of dealing with customers. To free him from this task, he has adopted the façade of a shuffling old man who appears to be a stumblebum. On occasion, frustrated locals corner him to ask for specific help. Typically, this only happens once, and never after they weather one of Raarigaar's tongue-lashings. The only people he even comes close to being friendly with are several of his cronies, who also shuffle about Hook House. Both Redbeard and his cronies bear the unmistakable scent of vermar.

JOURNEYMANS' PIERS

If one is aspiring to work in the shipping industry, this is the place to be. Outside of the Hiring Fair in the Merchant's District, this is the best place to find employment. Captains having lost crew to maritime accidents, desertion or imprisonment know their best chance to find replacements is on these two piers.

MALVEER'S ROPEWORKS

Diirmolo Malveer (NE male human Exp4) won this business years ago in a game of chance, while dining at the Mad Sail. Since then he has been fortunate (he claims it was good foresight) in his business dealings. His luck, unfortunately, went to his head and he has offended a few customers along the way. Malveer is a thin human with steel gray eyes, sandy brown hair and a mischievous smile. He is a handsome, condescending scourge-of-the-ladies that fancies himself sophisticated and "in the know" with the latest news from all over Tellene. While very much full of himself, Malveer is nobody's fool and keeps out of the poorer sections of town where his personality might get his throat cut.

Malveer's sells a good selection of decent quality rope. His wares are overpriced and as such, he is usually very well stocked. A customer requiring a dozen cheap coils of identical rope should look elsewhere first.

MORGAAR'S RUDDERS AND KEELS

This is truly the last resort for those desperate to set sail. Varaero "the Keelmaster" Morgaar (CN male human Exp6) is a roaring, bristle-bearded, self-claimed retired pirate, who runs this establishment with ruthless abandon and often uses questionable methods to obtain the goods he sells. Ships built by Morgaar's crew are of shoddy craftsmanship and are often stolen or traded to him by pirates with contraband cargo that desire to "melt away" towards Geanavue or into the demesnes rather than trying to sail back out again. Such pirate vessels often contain hidden surprises for their new owners, ranging from lurking monsters, or diseases, to hidden lockers full of contraband that may not have been found as yet by new owners, but the authorities are already on the lookout for. Varaero is well known and somewhat avoided by ship captains who can afford to buy elsewhere.

ODO'S COILS

Only those new to Loona, or the extremely foolish, purchase rope from Odo's. The mountainous and incredibly fat Lodoveer "Odo" Muurstir (NE male human Exp3/Rog1) is a glib-tongued

liar who sweats constantly, with deep blue eyes and sparse shoulder-length blonde hair. His ropes are often old and salvaged, but dyed to hide bad splices, mold and other flaws. The only reason why the locals have not beaten him senseless or run him out of town is that he is far more useful as a source of contacts and is a surprisingly good conversationalist. For a mere rosaara he will impart the name and tavern location of "someone who knows" where a person, good or service can be purchased. He also can be persuaded on occasion to provide information that is valuable under certain circumstances.

RED DOG PIER

Long the domain of shipwrights and the home of "The Even Keel," the repair business owned by Austaag "Old Austaag" Gaveelo. Captains in need of ship repairs often dock here to unload goods and explore the Bowery while their crew lets off steam. This small pier is perhaps the one of the more secure places in the Dock District, as the shipwrights protect their client's ship until work is complete and payment is made.

THE RISING WIND

Those needing to buy their sails on the cheap and who are not able to afford Duspeel's or Huurvaxea's wares turn to Taosaar "the Sea Rat" (CN male human Rog4). While calling him anything other than an opportunist is being kind, he sees many clients who do not mind salvaged, mended sails that may not be exactly right for their vessel. On occasion, he fills orders quickly when the other sail houses are booked, but charges hefty prices to alter his current stock. Rumor has it that some of his "alterations" are actually "liberated" from other ships and warehouses.

The Sea Rat is a wizened, scuttling old man who commands a small army of unskilled but enthusiastically violent and strong young lads that swarm to obey his call. Taosaar is bald, with light brown eyes and a sparse smile, mostly toothless, due to his constant intake of sweets. Very few leave Taosaar waiting, because he neither forgives nor forgets and is known to exact terrible revenges for trifling debts and slights forty years or more after the original insult.

SAAMAARK'S COILS

When one needs ropes (known to sailors as "lines") in Loona, they usually think of Saamaark's Coils. The business is owned by "Scars" Saamaark (LN male human Exp6), a one-eyed, always-armed, fearsome mountain of a man with a prodigious memory for faces and details and a reputation for being honest. "Scars" has been known to find a dropped dagger, keep it aside for its rightful owner, and recognize that man a dozen years later. This is one of the few places in the port town where locals feel they can get a fair deal without a great deal of haggling. While the shop sells a limited selection of the finest rope, it comes in the longest "runs" (lengths) to be found anywhere in Loona.

SOLID TIMBERS

This mast company has a solid reputation for dealing in quality work, and is run by Saarelsoor "Straighteye" Belanco (LN male human Exp8). Saarelsoor is a tall, gaunt man whose nickname comes both from his skill at steaming warped spars straight and for his unbending, upright honesty. Around Loona, a common saying is that Straighteye "never says or deals in anything false." Potential customers looking for a mast supplier are warned that Saarelsoor will not haggle over his prices because



"his price is his price" and there is no budging him. The few who have tried to threaten him have discovered his "arrangement" with a gang of skilled crossbowmen, who dwell in the rickety, many-balconied and catwalk-crisscrossed hovels all around his shop.

Straighteye works quickly, and tries to maintain a good selection of replacement masts at all times. Over the years, he has developed a solid reputation, and many shipping lines use his masts.

SUREWIND SAILS

The premier sailmaking and repair shop is owned and operated by Haraaravelo Duspeel (N male human Rog1/Exp6), who spends considerable effort to become the town's premiere seller of sails. He is a lean tanned man known as the "Wizard of the Flashing Eyes." He likes to declaim grand, mysterious things and works of magic. He is no wizard, but a masterful sailmaker, who prefers to work swiftly and does not turn out shoddy work under any circumstances. His dedication to his work is only surpassed by the vigor in which he attacks tasks put before him.

Haraaravelo is popular with his customers as they can tell that he genuinely likes dealing with them. When interacting with clients, especially beautiful female ones, he likes them to think he is an important loremaster who is widely consulted, and feared, by rulers and powerful wizards all over Tellene. To enrich this ruse, he pays grim-looking pirates a few smalls to sidle in when customers are in the shop to deliver arcane, cryptic and doom-sounding messages to him that are in truth utter nonsense.

Such tactics keep casual thieves and gullible souls under the impression that Duspeel stands at the center of a web of

shadowy cabals and a number of agents that are best left alone. This façade is something Duspeel happily encourages. On the rare occasion he thinks someone might be crazy enough to try to steal sails from him, they are happily warned to "beware the poisoned sail" hidden somewhere in his warehouse. If he feels they are still a threat, he tells the tale of the Haunted Sail which he says is also in his warehouse, but he is afraid he cannot quite remember exactly *which* sail it is but that it emits wraiths to tear the faces off unsuspecting sailors.

TALASAARAN PIER

Docking space at this small pier is highly expensive as the streets leading from it allow travelers the quickest way out of Loona, with close access to warehouse space. Talasaarans importing goods for their personal use demand their shippers use this pier. The frequency of the pier's use for their needs led to its present nickname.

THE THREE SEAMASTERS

Located in the Dock District, this long-established business produces a large selection of containers in many sizes and finishes.

THUNDERHEAD SAILS

Customers wanting a sturdy product but not caring for Duspeel's flash and mirror façade often try this establishment, owned by "Gloom Horn" Huurvaxea (LN male human Exp6). Huurvaxea is a few coins cheaper than his competitors, but does not act like an important mystic. Instead of gilding the lily, he spends much of his time heartily and coarsely cursing everyone not born in Loona. From Geanavese to "dirty outlanders" to places he cannot recall the names of, none are safe from his ranting. He even complains to customers whom he knows to be Geanavese or outlanders and loudly accuses such miscreants of all kinds of manners of wild conspiracies to drive up prices, control the gossip and therefore the minds of everyone alive, to be secretly trying to rule the world. The obese Gloom Horn wears a permanent scowl, has deep brown eyes and wavy brown hair.

When port officials, tax collectors, or anyone who tries to threaten or bully him comes to call, these tirades reach peaks of tool hurling and dancing atop furniture. For the most part, however, "Gloom Horn" does his howling whilst hard at work on sails. The bustling workshop is crowded with swift but enthusiastic cutters who sew sails with none of the skill exhibited in Duspeel's workshop, but at thrice the speed.

LOW TOWN

Background: This section of Loona originally took its name from being the lowest lying part of the port town above sea level. In years past, Low Town housed most of the city's average to poor citizens. While not opulent, the district was inhabitable. As time marched on, the city began to grow and felt the first pangs of overcrowding. Low wages and food shortages led to rioting in both Low Town and in the Common District above it. This led to tragedy as tensions came to a boil, and someone or something set a barn in the Common District ablaze. Years of poor city management, and the debris left by an overcrowded population, aided the fire and gave it a life of its own. It spread quickly through the Common District, ravaging nearly every-

thing in its wake. For a time, it looked as if the city would get the blaze under control, but then fate played the last trump card in her hand.

Unbeknownst to the common citizens of Loona, minions of the Corrupter had been conducting experiments in a warehouse on the southern edge of the Common District. As the fires neared their lair, the craven souls fled rather than face discovery, leaving several barrels of an unknown alchemical fluid in their wake. Left unattended, the warehouse burned to the ground as the inferno raged. Inside, the abandoned fluid bubbled, followed the lay of the land and flowed into toward Low Town to be greedily absorbed into the soil. The fluid's foul stain marks the sand along the shore of Low Town to this day. Plants are loath to grow here.

The worst effect, however, is only apparent when it rains. While the arrival of rain is often looked upon as a blessing from Naataal the Raiser, the residents of Low Town dread its coming. As the life-giving rain falls, the drops pool in the potholes of the city's streets. Where this would be looked at as an annoyance in the rest of the city, the residents of "Low Town" fear it. As they hide inside their ramshackle dwellings they know full well that, where the rain touches remnants of the spilt fluid, it brings disease to those that are foolish enough to bring an open wound in contact with the vile poisons. Since there is no pattern to the emergence of the poison pools, one would either need extensive skill in Alchemy or the use of special divination to determine which pools are deadly and which are merely vile with the city's filth.

Low Town Today: The burning of the original Common District gave the "Low Town" name a whole new meaning. Not wanting to risk catching a disease, those that could afford it moved to other parts of town and, in some cases, out of Loona entirely. This left only the poor, those that did not want to be found, predators and the depraved to live there. Because of this, the crime rate in this district is much higher than in other parts of the town, and all but the most desperate captains dare not dock on its remaining piers. Most of Loona's horror stories of murderous, depraved acts originally rose from events in Low Town. Sadly, the type of individual that thrives here has spread into other parts of the city and infected it with mayhem and murder. It is common for craven thieves to escape attempts to capture them by fleeing into Low Town during a rainstorm. No sane person would follow them there unless they had to.

Poisoned Soil Effects: Any PC that is wounded and makes contact with wet, poisoned Low Town soil must make a Fortitude save (DC 12) or contract the Filth Fever disease (see Diseases in the *Dungeon Master's Guide*). They may recover naturally if aid is possible. Where and when this soil is encountered is up to the Dungeon Master to determine.

Prominent Landmarks:

BOLMUUR'S POOL

Perhaps the oddest thing about Low Town was discovered by the waif, Bolmuur. One day, as children tend to do, he strayed from his mother's watchful eye and set out to explore the parts of Low Town, he had never yet encountered. Filled with adventure, and wary of the unknown, he set out into the day. Passing by the squalor and plight common to his youth, he made his way towards the bay. Mindful of the horror stories his mother told him to protect him and quell his curiosity, he cautiously

approached Hammer Pier. As Nuurmeer (a cleric of the Pure One frequenting the pier) was away for the afternoon and it was Loona's slow season, the bay was surprisingly quiet. Walking upon the pier, he thought he heard a popping sound. Looking around, he saw no one and became alarmed. Gathering his courage, the lad held his ground and noted that the noise came from below. Looking down he saw what appeared to be a tidal pool. However, as the sun shone in its direction, he saw something darker in the center as if the pool was quite deep.

Being extremely cautious, he lay on the pier and stuck his walking stick deep into the pool. To his surprise, it met no resistance, and as he withdrew it, he was no longer alone, for a small, odd frog-like thing was clinging to the end. It looked up at the boy and let loose its croak, that sounded like the sound one makes by popping their mouth with their finger. Terrified, Bolmuur let out a screech, flung the poor creature along with his walking stick into the bay and ran for his life. It was not until after he received a terrible scolding from his mother, and a very long confinement in his home, that he dared go to the pool again. He also showed the oddity to his trusted friends who named the landmark "Boimuur's Pool." This landmark is only known to the children of Low Town. The creature known as the "bolnewt" is detailed in Appendix D: New Creatures.

THE CROW'S NEST

Moelauro Mauteer is the ex-pirate owner of The Crow's Nest, a pawnshop that occasionally has nautical and adventuring gear available. Moelauro has a reputation for being shifty, shady and a trafficker of stolen merchandise.

HAMMER PIER

Named for Captain Ozruur "The Hammer," this mangy pier is all that is left of Low Town's better days. Rickety and slick with slime in spots, the cadaverous construction seems to defy age and still thrusts itself proudly up from the bay. Rarely does it greet ships, since all but the most foolhardy or desperate captains would dare to chance the sickness that clings to this district. Only one daring soul frequents Hammer pier. This caller is Nuurmeer, the oft-scoffed cleric of the Pure One.

NURMEER'S FERRY

Years ago, after answering the Pure One's call, a wayward son came home and inherited a very waterlogged ferry from his father. Through time and hard work, Nuurmeer (NG Clr 3) salvaged the vessel to the point to where it was moderately safe. Once it was finished, it was time to set his plans into motion. Long had he pitied the dwellers of Low Town and vowed to use his divinely given gifts to aid them. It is now a common sight to see his ferry docked at Hammer Pier as he administers to the sick. Once cured of their ailment, the former victims watch over Nuurmeer's Ferry as he sleeps. His threadbare appearance and well-known generosity are the only defense keeping the predatory elements of Loona from adding him to their list of victims.

PAUPER'S PIERS

This set of piers straddles the border between Low Town and the Dock District and are difficult to transport large quantities of goods from, due to the port town's chaotic growth over the years. Typically, space there is taken as a last resort by captains with sea-weary crews on the brink of mutiny or vessels with

low-yield cargo. This domain is left to Loona's impoverished, who mob the pier when it appears that a ship intends to dock there.

THE RATHOLE

Faalirun (NE male human Rog9), a small, slim, whining man runs this nasty establishment, which is well-suited to his disposition. Faalirun 'knows everyone and how to get anything' in Loona, though most folk wish he did not. He always calls his taverns "The Rathole" or "Rat's Roost," and they are as dark and dirty as drinking-houses ever get. The Rathole currently lies on the edge of Low Town, right below the Common District. The provided entertainment is fighting, literally. Faalirun's ever-present bodyguards and undercover agents actually start brawls if things get too peaceful. They may keep anything they can snatch or steal from victims struck senseless in such disputes. They often dispose of such naked unfortunates by dropping them into the harbor to drown and for the fishes to nibble.

The bar also serves as a contact point for Faalirun's information network. He has a precarious position in Loona as he is rumored to know everyone and can get anything. Stepping too far out-of-bounds with the information he knows could cost the man his life. To hedge his bet, he hires quality help to protect him.

THE MERCHANT'S DISTRICT

Background: The southern Merchant's District is the second oldest part of Loona. When the piers were first being constructed, all of the finishing work on their lumber was completed in an area that would later become known as "The Shield" and is the site of the daily Hiring Fair. Workers housed in tents on the eastern edge would soon migrate into what is now known as the Common District. To the north, land was cleared for what would eventually become the Master's District and a small garrison that would become the Daar's northern "Jaw" was constructed. Steadily, more permanent structures arose as craftsmen, innkeepers and tavern owners tried their skill and hoped that Risk would look favorably on their venture.

As time passed, the quarter grew and for a time all was well. Naturally, it did not take long for the criminally minded to see a good thing waiting to be plundered. Slowly, those with a criminal vision seeped into the background and waited for their nefarious plans to unfold. As first it was the occasional street fight that "accidentally" overturned a vendor's cart. Later, proprietors who lacked the vision to see the wisdom of taking on silent partners for their own protection saw their establishments robbed, relatives coming up missing or maimed, and in some cases, an unfortunate fire would gut the business. It did not take long for the message to get through. Quickly, tactics were drawn to fight the menace and seemed to stem the tide of terror. Some business owners banded together for protection, others moved on occasion, and weaker souls caved in to the demands of nefarious souls.

However, much like a ravenous cancer, the criminal element in Loona began to consume the Merchant's Quarter and to control it, while milking the last coin from its dying grasp. Steadily, more shops fell to the criminal element, as several factions in the underworld developed into rival organizations. This led to a terrible struggle for power that fueled the tales of Loona's lawlessness. Although the Fists were called in to control

the situation they proved to be less effective than hoped, due to the haste in how the quarter was constructed. Many streets and alleys were too narrow for the soldiers to fight as they were trained, and they were obviously out of their element there. It seemed that no matter how quickly they responded, their quarry was always one step ahead of them. The future looked dire indeed.

Then greed, in the form of an unlikely savior, stepped forward. It dawned upon the minds of the criminal lords that travelers were avoiding the Merchant's District due to tales of the area's instability. Out of mutual survival, instead of compassion, the major criminal elements in the city agreed to live with what was theirs and to use open conflict only as a last resort. A fragile peace was established and open hostilities ceased. Everyone in the underworld knew they might face reprisal from other criminal elements, if any overt activity was deemed unnecessary by their peers, and most lived in fear of being eliminated for rash actions. This led to conflicts of stealth and cunning to achieve desired goals, but allowed for life to go on in the quarter for those oblivious to the machinations.

The Merchant's District Today: Life is reasonably good for most of the residents of the Merchant's District. Due to the criminal lords tailoring their business pursuits to take a more covert stance, it is possible, to have legitimate businesses and fronts for illegal operations exist side-by-side. Traveling the streets is relatively safe during the daylight hours if one is careful about protection. Meanwhile, local merchants have recently begun stocking items imported from afar. On the surface, the recent prosperity in the district seems to be the best hope the town has of losing their checkered reputation and becoming a respectable port.

Squeeze Dealings

A "squeeze" is a scheme enacted by several merchants in collusion, to "take down" (ruin) a rival. Concealing their association with each other, the merchants seek to maneuver the victim into a "short-coins" (low cash flow) situation by delaying shipments or payments to the victim, while other merchants in the scheme offer more coin for rush shipments, and cancellation of deals for slower shipments. Ideally, the victim borrows funds to try to satisfy all of the merchants and the hook is set. Various subtle squeezes continue over a long period of wearing down until either the victim can no longer withstand the squeezers' desire for him to suffer or he is left unable to pay. Typically, after the target takes out several loans, each one to pay off a previous loan, and inevitably risking more and more goods or property as collateral, the various squeezers swoop in to seize their assets.

Geanavese laws, castle scrutiny and the large amount of wealth and potential lenders make squeezes difficult to accomplish in modern Geanavue (though such practices were all too prevalent in the past) on less than a guild-wide level. In Loona, the only way out of a squeeze for victims is either through violence or enlisting the involvement of one or more of the local power groups to "break" the tightening cycle—often by openly threatening the squeezers.

Prominent Landmarks:

BAIRULZON'S MESSENGER SERVICE

This business is owned and operated by Falshandar Bairulzon. He makes use of local youths as a source of cheap labor to transport messages and small packages all over Loom.

GRIMGAZE'S CAGES AND COFFERS

This shop is owned by Baaroor "Grimgaze" Astaag and is located on Trundlecourt Street. Baaroor is a no-nonsense, honest, earnest man who can make or repair kegs at great speed, but refuses to make large casks or any sort of crate or coffer. Baaroor is an honest businessman, which is a rare thing in Loona. His reputation causes his business to prosper, and locals and ship captains know they can get a fair deal when purchasing containers from his establishment.

THE HIRING FAIR

The largest open dry land space in Loona is an intersection of eight streets in the southern part of the Merchant's District, known as "the Shield." It has been hard-trodden by countless souls looking for work or, alternatively, looking to employ someone. The fair is usually crowded with people navigating the human maze of opportunity while drovers curse as they try to force their wagons through the mob. The Shield is perhaps the only landmark of Loona known to everyone in Geanavue, even if they have never been near the port. This notoriety is

because it is the site of Loona's ongoing, unofficial, dawn-to-dusk daily Hiring Fair.

Shortly before sunrise, folk gather in the Shield. Some sell food to the throng, while others run errands and deliver messages for a small fee for those who dare not leave. It also attracts craftsmen seeking to mend things for anyone passing by (such as the gathering coin-seekers, who might need a boot repaired or a sword sharpened), and some are hoping to be hired as crew aboard a ship leaving Loona. Most of the attendees are not that particular and are here for any available loading and unloading work, or failing that, "swordwork."

Professional swords for hire are employed for a variety of tasks. They may find work instigating trouble or standing guard for someone in hopes of preventing trouble. Whatever the desired tasks are, they draw adventurers, would-be or disgraced former guards, and even self-declared thieves and blackguards, hoping to be hired by anyone with enough coin. However, a few of the swordsmen have grander plans and attend the fair to do the hiring.

The Fair is the only place in Loona where an average Geanavese commoner or non-guild merchant can expect to find a variety of guards to choose from. Even the oft-alooft Talasaarans prowl the fair to secure the services of adventurers and thieves (to steal from rivals or to run secretive errands). The wisest nobles, of course, expect news of what they have hired someone to do to spread, and deliberately set out to establish reputations or start rumors for the price of a few coins. Guilds and powerful independent merchants are the chief patrons of



Loona's thieves, hiring them to bedevil or plunder business rivals.

The Master of Loona, the Castle and many Geanavese guilds and private individuals have their spies here, also. They watch the crowd to look for people trying to escape justice, make a quick illegal coin in Loona, catch ship out of the reach of the Stones of Peace, or organize trouble. Street urchins frequent the fair in hopes of earning a few coins as guides or errand-runners. The cumulative effect of all this is to make the Hiring Fair the place of greatest public scrutiny in Loona, avoided by wise folk desiring to pass unseen, and exploited by those who want to show off or swiftly spread rumors.

By night, the Fists set up massive tripod-lanterns here, and use crossbows loaded with "blunt-blow" bolts to keep the Shield clear. This is to prevent the frequent gang brawls that used to take place here, and to give wagon traffic some opportunity to move goods in and out of Loona in a relatively unhampered manner. Always adapting to the hand they are dealt, the sneak thieves and highway robbers have learned this as time passed on, and move just outside Loona to harass wagons on the move.

During all of daylight hours and until the Fists begin the nightly clearing, which is usually a slow affair of shoving back resentful, reluctant and often drunken crowds, the Shield is apt to hold more than 60 people at any time and often 90 or more. Every three in four persons in such a crowd will be for hire, and slightly better than half of the potential hireling lot at most times will be competent muscle for heavy lifting or combat.

Denizens of Loona quickly recognize the usual beggars, drunkards, habitual liars and con artists in such gatherings and avoid them. Newcomers to the port, however, may not be so fortunate. The lucky ones are warned to beware "staged" fights and diversions that give canny thieves a chance to lighten their pockets or to entice potential victims into a fight to "legitimately" beat them up and rob them.

Would-be bodyguards (see Chapter Four: Powers and Enigmas) and hucksters calling out the wares and whereabouts of all manner of other services and shopkeepers can always be found in the Hiring Fair. The well-armed, wary visitor to Loona who arrives with a large armed group for protection often finds the Fair is a place where one can find just about anyone or anything.

The roofs, balconies, stairs, catwalks and windows of buildings overlooking the Shield are high-coin rental commodities in Loona, because they afford reasonably safe vantage points to survey the comings and goings of potential hires. Visitors should always look up - if only to prevent being smashed to the ground by some street urchin. They often clamber up to some unsafe perch, lose their grip or have the building crumble or give way underneath, and then tumble helplessly down into the throng.

Vendors of bad beer, served in rough clay cups, hand-wheels of cheese, sausages, and whole smoked fish or cooked crabs circulate constantly, most wares selling for one to three smalls. Others sell "trinkets" (usually stolen goods, predominately worthless baubles and well-used daggers). All manners of "magic" talismans and herbal cordials are surreptitiously offered for sale by almost everyone.

As a result, the Hiring Fair is filled with a constant din of chatter, calls, and hard bargaining. Quite enough sound to cover, say, the cocking of a crossbow or the surprised grunt of a man receiving its bolt in his guts or a dagger in the throat. As

the Loonan saying goes, "Heed, and be wiser—and walk accordingly."

Manythreads Costumes and Gowns

This business is owned and operated by Aasamerela "Manythreads" (N female human Exp8), a wizened old seamstress who uses her many daughters as both spies and assistants. Though they have established an excellent reputation for making fine cloaks and gowns of exquisite design, they are also quite capable of duplicating garments. Such goods command high prices from thieves and other disreputable sorts. Manythreads Costumes is located in the northern Merchant's District, on the edge of the Master's District.

Aasamerela is also known as "Old Aasa." She is a pleasant person to deal with, has green eyes and gray hair, appears to be far older than her 50 years, and has a stern, commanding voice when she needs it to be so.

Nearly New

Mall Loroveer, a secretive soul with oily hair, runs this cooper's business, though he is more of a secondary market salesman rather than a craftsman in his own right. The majority of his wares are reconditioned containers of excellent condition but often of unknown origin. More than one citizen has "lost" containers bearing a strikingly close resemblance to ones that show up in Mall's shop weeks later. While there have been several complaints to the authorities, they have never caught him with "stolen" merchandise in his shop. The shop owner claims this is a testament to his honesty and ethics, but it is more likely that he placed a bribe in the right place. If one could befriend him, one might find that he has several underworld contacts. Nearly New sits on the northern side of Geanavue Road in the central Merchant's District.

Saravel's Castle

Saravel (CN male human Rogz) is a handsome, foppish man who aspires to the nobility. Forever dressing in whatever the latest Talasaaran blackflame fashion may be, he tells everyone that he was cheated out of his "rightful place" amidst the highest and haughtiest nobles in Geanavue. His taverns are always staffed by attractive women clad in salacious parodies of the gowns worn by noble ladies, and decorated in mock or haphazard "luxury," with lots of mirrored glitter, buntings and lighting. His bars are always called "Saravel's Castle" or "the High House of Saravel," and are as close as Loona ever gets to fine decor and a parody of nobility's manners.

Saravel owns an identically named and much shabbier tavern in the Bowery.

Wandering Wheels

Occasionally, an intrepid customer finds herself in need of a way to transport her purchases home. It is moments like these that Gildirar Muspeelar counted on when he opened "Wandering Wheels." Gildirar has a reputation for honesty and is also known to hire honest guards, at least, as honest as he can find, instead of various local thugs. Wandering Wheels sits on the northern side of Geanavue Road, in the central Merchant's District.

Other Notable Personalities

Satauroaver Vuria (NE male human Ftr8/Blackguard 6) is a former senior Fist officer "gone bad." Satauroaver is an arrogant, charismatic man. Handsome and strong, he is deadly with a sword, and is a tyrant. He keeps a few not-so-secret slaves to beat and order about, and he hides in Loona as the kingpin of several bands of slayers and "dock rats" for hire. Most Loonans know that he is "pure, cold evil" and "never forgets or neglects to seize whatever he can," and that "he loves to command skeletons and the shambling dead (zombies)."

Actually, Satauroaver busily raises funds, builds weapons and has a personal guardian force of undead for a future bid at carving out his own kingdom in the uplands. When he finds a rich mine that can easily be defended, and arranges a network of buyers in Zoa, it will be time for Lord Vuria to take the riches and the power he believes he deserves. Of course, he needs to buy the loyalty of a few blackflames first to prevent Geanavue's whelming Fists from driving him out. Assassinating the Lord of Geana ought to cause confusion enough, if they ever do take arms in earnest against his rising realm.

THE MASTER'S DISTRICT

Background: Originally, the Master's District consisted of a single building that served to house the administrators of the budding port town. Under the careful management of the last two Masters of Loona, this section of the city grew to encompass several restored properties, and is considered the safest area of Loona. It is a place for those of the proper social or monetary stature to escape the elements of danger that run rampant in other parts of town. Naturally, only those with the proper influence and financial backing are allowed the chance to own property in the Master's District. Rich and powerful Geanavese with a wild streak in their nature view their peers who are allowed to settle in the district with envy. Although the Master of Loona receives all the proceeds from land sales in the Master's District, he scrutinizes each request to make reasonably sure it will not pose a problem for the current residents.

Years ago, Rasibuur Halaagh, the current Master of Loona, in a shrewd move to drive up property value and solidify the area as a district, approved restoration and new housing efforts in the district, only under certain circumstances. Building projects were only approved if the new owner took residence upon timely completion. They paid an annual "upkeep" tax and could afford to live the lifestyle compatible with the Master. Failure to pay the tax or misuse of the building means that the property reverts to the Master's control.

The Master's District Today: Currently, the Master's District consists of 11 resorted properties and the Master's house. The last few additions over the years have been Talasaaran. This garnered the district the nickname of the "Glint District" back in Geanavue, by those whose applications were refused. While this made some of its tenants bristle at the disrespect, the Master shrugs it off as the cost of doing business.

Social gatherings can be found any given week at one or more houses in the district. They are rarely open to the public, though individuals of lower stations may be hired to work the event, providing they know to keep to themselves while working and to not bother the guests.

Prominent Landmarks

BIRMOOR HOUSE

If the Master could take one building in the district and burn it completely to the ground, it would be this one, and only if the Patidicians were bound inside with no chance of escape. Lukal and Mairiana Patidician are meddlers that never cease giving the Master of Loona suggestions on how to improve the area. On several occasions, his own guards have saved the troublesome duo from bodily harm, as the Master wants to throttle them himself with no witnesses around.

Lukal Patidician (CG, male human Ari1) believes it is quite fortunate for the Master of Loona that the Patidicians are available to give proper advice. Although it is never shown, he is sure the Master is quite grateful to have him around.

Like her husband, Mairiana Patidician (CN, female human Ari2) believes the Master needs the valuable advice both she and her husband give. Mairiana would not be at all surprised if they were awarded with some sort of special title for all the help they have given.

EMINOR HOUSE

The Vornaar family spends each spring here. For the rest of the year, the house's only occupants are the servant staff, who are expected to keep things in impeccable order in case the Vornaars return unexpectedly.

GALDALION HOUSE

This is home to the Danstiv shipping barons. Unlike most of the residents in the Master's District, the Danstivs prefer the quiet life. Out of respect for the current Master of Loona, both he and his wife appear at a few social events each year. Long ago, Camoor Danstiv (LN, male human Ari2/Exp2) grew tired of life in Geanavue and sought a far quieter life. Believing the Master's district could give him the freedom he sought, he jumped at the chance to live away from the trappings of life in the city.

Rachelin Danstiv (NG, female human Ari3) felt her husband's discomfort when dealing with the seemingly endless procession of appearances, appointments and events in Geanavue. When the opportunity arose to live in a nicer part of the dirty little port town she agreed, in hopes her husband's spirits would rise. He now seems happier and in turn, she is also.

IIATHINGTON HOUSE

This is home to the Hargisaars, part owners in a large shipping company. They prefer to live the life of the idle rich and do not meddle with the business as long as profits keep their coffers full.

Aliciira Hargisaar (CN, female human Exp4) is extravagant and ruthless. She is well suited to her lifestyle and has mastered the fickle art of gambling.

Esmuuras Hargisaar (NE, male human Exp2) is a petty, evil little man who married well. He uses his wife's abundant charisma to hide his actions and motives. One day when the time is right he will make his move, but until then he bides his time in the shadows.

LAKALAU HOUSE

This is to be the summer home of the Lakalaur merchant family. It is in the process of being restored to a livable condition, though there is much work to be completed before they can entertain here.

THE MASTER'S HOUSE

This building is home to the Master of Loona, his staff and elite guards. When he feels the need, the Master hosts parties here for residents of the district and their influential friends. The Master of Loona is an enigmatic personality charged with the enormous task of making sure his town runs reasonably smoothly. He molded the Master's District into a place for status seeking, coin-heavy souls to lust after.

PARSHIDON HOUSE

The Wuovor family currently holds this residence. Word has it that they can no longer afford the privilege and the house may soon be available.

TOALLOSS HOUSE

This is the home of Kiiruor Toaloss and his wife. Everyone makes mistakes, and Kiruur Toaloss (NG, male human Exp6) feels moving to Loona was his biggest one yet. Currently, he is

in Geanavue to find a suitable home. He hopes that in a matter of months he can put Loona, and the failed courtship that brought him there, far behind him. However, if the lady of the house has her way, it will be some time, if ever, before she steps foot on Loonan soil again.

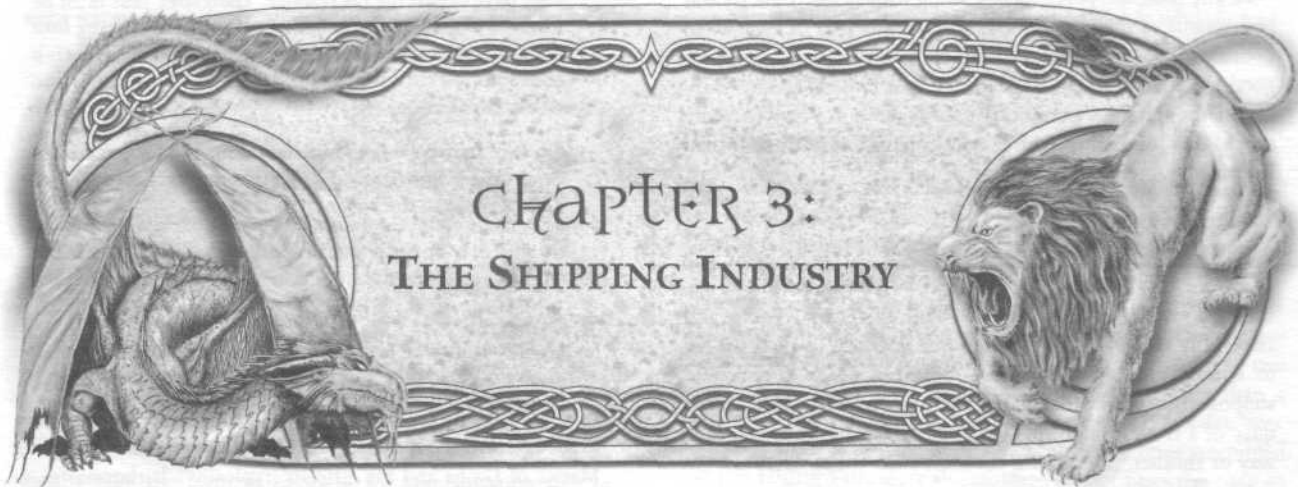
WALSHANTON HOUSE

The Deveer family keeps this residence to entertain their Loonan clients. Locals who once served as servants speak of epic nights of drunken revelry and debaucheries.

WILDLANCE HOUSE

This building is the home of the Hostiraan family. Outside of the Master's house, this dwelling is the site of the most frequent parties in the district. "All the world is a stage" so believes Amiirince Hostiran (CG, female human Ari5) as she does her best to keep her corner of the world as perfect a setting as possible. Her home is frequently open for parties and gatherings at the spur of the moment. She does not attempt to outdo the Master of Loona, however, as that would be rude. Her husband, Drifnaaric Hostiran (CN, male human Exp3/Ari2), cares only for his livelihood and his wife. Currently, business is going well, so he endures the seemingly endless gatherings his wife hosts.





For such a small, often fog-shrouded port with rudimentary harbor facilities, Loona is kept surprisingly busy. The reason, of course, is the prosperity and prodigious trade-goods output of Geanavue. If Loona did not live virtually in the shadow of Geanavue, the proximity of the pirate city of Aasaer would otherwise soon reduce Loona to an almost deserted pirate landing-place.

HARBOR DEFENSES

Due to a justifiably strong Geanavese fear of pirate infiltration, well-paid lookouts constantly watch Reanaaria Bay through the mists. These stalwart sentinels are always hired in Geanavue and never in Loona, because in Loona, they may be pirate infiltrators or even more readily bribed. They are positioned under the watchful eye of Fist guards atop the roofs of the two squat stone towers, commonly known as "Daar's Jaws," that flank Loona's harbor mouth.

The port lookouts are equipped with war horns that are blown to raise an alarm. Differences in the length and pitch of the horn blasts communicate a variety of messages ranging from sightings of an approaching sea monster, to an impending pirate raid or other causes for alarm. Any war horn call immediately causes Fist and port officials to respond. Any Geanavese courtiers and military in port at the time are under orders to assemble to defend the port under the orders of the Master of Loona. If the Master of Loona is unavailable, they report to the senior-ranking Fist.

To the untrained eye, the port town's harbor lacks the fortified towers and abundant catapults and ballistae that defend some ports, but it does boast three defenses. Catapults sit atop the roofs of both of the Daar's Jaws. The deadly missile weapons are loaded with rocks, pitch-coated broken masts or other wood refuse that can readily be set afire. They are aimed at the harbor mouth, so that ships passing through are rarely missed.

Two "ramming hulks" (old vessels of massive construction but sagging seaworthiness) anchored at the end of Guthuur's pier are used as short-term prisons during peacetime. However, in case of an impending pirate raid, these ships can be set afire and adrift to menace attacking ships, or moved out to block their advance.

Great mule-driven winches located in the Daar's Jaws can be worked to raise a huge spiked harbor chain from the bottom of the bay. When up, it is a formidable barrier barring entrance to the harbor mouth. Very swift sailing ships might be able to break or ride up over the chain, but risk it clawing at their hulls to catch or hole them, as it has caught pirate vessels in the past. Being of great weight, the chain sinks very quickly when the winch is released and raising it again is a long, hard process. Should the mules tire, longer bars can be thrust into the winch-sockets allowing teams of men to turn them. Unfortunately, due to the confined quarters of the winch-rooms, it is impossible to use both mules and humans at the same time.

Fortunately for the town, most of the threats Loona faces do not require these defensive measures. Instead, local shipmasters sail their vessels into skirmishes, taking the fight to the raiding pirates. Warriors from all over Loona hastily answer any "high hire" rate offers of 12 gp per head (or more) to augment a ship's crew. In such times, no stone is left unturned in the search for able-bodied defenders, as every tavern, street-moot, and the Hiring Fair are tapped for aid. Such efforts are usually bankrolled, armed from the arsenal of crossbows kept in armories below Daar's Jaws), with Fist reinforcement teams sent out to board the ships, by the Master of Loona.

Officers of Port

When on duty, port officials wear scarlet tabards bearing a gold-stitched badge of Loona, which is of the eagle of the House of Geana holding an anchor horizontal, with its flukes to the viewer's right and its ring-and-stock to the left, in its talons instead of a shield. These stalwart folk are very well paid, and receive bonus monies whenever they report attempts to bribe them. These policies, plus a habit of hiring men who have lost kin to pirate depredations, have thus far made Loona's port officials almost completely incorruptible.

The port officers are usually battle-hardened, human males with experience at sea and are required to know how to swim. For their own protection they are armed with both revealed and concealed weapons that they can use with deadly accuracy if the need arises. A common saying around the Dock District is, "There are no naive officials living in Loona—only dead naive ones." Knowing it only takes one wild soul to end their days, the port officials take both their security and their job quite seriously.

Loona: Port of Intrigue - Chapter 3: The Shipping Industry

At any time, the port officials, along with as many guests and bodyguards as they see fit, may inspect any part of a vessel in Loona's harbor, its cargo and its crew. They may confiscate goods, levy fines, arrest people, and tow or forcibly anchor ships at will, though these powers are used as rarely as possible. Only the Master of Loona or the harbormaster can issue formal banning.

RULES OF THE HARBOR

In the town's early days, shippers built their own wharves and cheerfully sabotaged or "boxed in" the docks of rivals. This led to widespread brawling, ships ramming docks, arson, and supposedly even the hiring of a wizard to magically destroy the quay of a rival, though this latter event was never proven one way or another. These wild conflicts soon led to decrees from the Lord of Geana (the beginnings of the present-day Code of Loona) forbidding anyone from privately owning any wharf, or restricting its use by others. Warehouses that encompassed docks were torn down and no one was allowed to own a building too close to the shore. City planners from Geanavue met in Loona to discuss which of the piers were useful and which ones should be torn down. The ones that were saved were repaired, expanded and with the exception of Low Town's two piers, still serve the town today. Once the dock reorganization was underway, the rules of the harbor were established and implemented. Intended to be simple but effective, the rules of the harbor have served the city well and have only required slight modification over the years. They are as follows:

- No ship may be adrift in the harbor.
- All ships must be anchored, moored at a dock or under way (under tow or by means of sweep-oars).
- A ship may only raise their sails when proceeding directly out into the bay, or "kept full" by incoming ships until

they have passed the breakwater. Thereafter, sails must be lowered to prevent fast-scutting ships from crashing into docks or other vessels. The only exception to this rule is a ship running up sail for repair purposes. This rule is due to fire concerns.

- No ship may be moored in such a manner as to prevent other ships from moving (i.e., having anchor ropes or chains crossing the bow of a rival ship).
- No ship may be made fast to another ship unless there is a mutual agreement by shipmasters or by command of port officials.
- No vessel may be anchored in such a manner or located near a dock so that it prevents other ships from reaching or departing that dock.

All vessels in Loona's harbor are subject to the authority of the Master of Loona and his officials (typically a harbormaster, an assistant harbormaster and a dozen bailiffs). Ships arriving in Loona's harbor need not dock immediately, but the captain or a designated officer (usually the first mate or equivalent) must directly report the following information to port officials:

- The ship's name, its owner(s), and its captain.
- The ship's home port, last port of call and the next intended port of call.
- Any cargo (including passengers by name and stated purpose of trip, and origin) to be offloaded at Loona, intended to be taken on at Loona, and reporting of any dangerous cargo aboard.
- The expected length of stay, any damage to the ship or other known factors that might affect the length of stay, and any special handling requests or needs of the crew.

Most ship's officers also use this visit to communicate when and where a captain desires to dock his ship as quickly as possible and to pay the dock fee. Once permission is granted, the ship's representative receives a signed and time-marked paper permit authorizing the ship to dock. The slip also serves as a receipt for payment of the dock fee. The time-mark gives the ship precedence to dock over later-arriving ships. Generally, the port officials are seen as stern, competent, necessary evils that inevitably lighten captains of their coins, in the form of the "dock fee." Those who dislike authority in any form or who desire to freely partake in illicit activities see them as prying, meddling foes.

Harbor Fines and Bans

Over the years, certain ships and certain shipmasters (captains) have been banned from Loona. The length of the ban depends on the severity of the grievance. Some are banned forever or until they successfully petition Castle Geana to have their ban lifted - something that almost never happens, while others are banned for a set number of seasons. A single season's



ban is the most common type of punishment. Typical infractions warranting a single season ban are:

- Deliberately ramming another vessel.
- Reckless ship handling within the harbor that causes an accident.
- Starting a brawl not confined to one's own vessel.
- Deliberately causing the death of any Loonan or visiting sailor.
- Attempted arson or spoilage of cargo.
- Theft or vandalism of any vessel, mast or sail.

Banning is usually an extra punishment imposed on defiant or repeatedly troublesome persons, in addition to the fines levied against miscreants involved in such occurrences. Fines usually take the form of payment for compensation due to damage caused. All valuations are done by the officers of the port, who openly increase the amounts for disliked or repeat offenders) to plus 10 to 25 gp per offense.

COSTS OF DOING BUSINESS

Pilot Fees

Few arriving vessels actually need a pilot to navigate safely into harbor. Nowadays, because many port officials were slaughtered or sold into slavery by pirates in the past, captains of private vessels, usually Loonan fishermen, have undertaken the towing duties. To ensure payment, pilot fees must be paid to the officers of the port, who pass every coin of each fee, usually 3 to 5 gp per vessel, negotiated between pilot and shipmaster, on to the pilot.

Dock Fees

Officially known as the "berthing levy," this Castle Geana-based tax is levied whenever a ship ties up to a wharf in Loona. For ships that remain moored dockside for some days, the tax is levied on every seventh dawn after mooring. It may also take the form of a fine when ships break the rules of the harbor and are anchored so closely to a dock, or situated such, that other ships cannot reach a nearby part of the wharf to tie up. Payment must be made immediately in full, or the ship is not allowed to load, unload or remain at the dock. The dock fee may be paid in goods rather than coin, but the harbormaster (or the assistant harbormaster) is the sole judge of the worth of any goods so offered.

Port officials collect dock fees while under heavy guard. Fist patrols arrive often from Geanavue to carry the collected fees to Castle Geana coffers, so that watchful thieves never see more than two days' accumulation of wealth in Loona. The dock fee is as follows:

- There is no charge for boats based in Loona whose only purpose is fishing, towing, or offering local ferry service.
- Small trading vessels from other ports and larger trading vessels calling Loona their home port (the Master of Loona must charter all "Loona home" ships, so his judgment on such claims is final) are charged 3 gp.

- Large vessels from other home ports (the determination of "large" versus "small" is made by port officials, who always seem to deem any ship they suspect of having pirate affiliations to be "large") are charged 5 gp.

Moving Cargo

A wise shipmaster, if he desires to avoid rampant theft and the substitution of contraband or overly "hot" wares for much of his cargo, assigns his crew to conduct or at least oversee all loading or unloading activities. Since few ships have enough crew to load or unload swiftly, it is common for them to hire Loonan "trustees" to tote barrels, crates and sacks. The trustees are usually anything but trustworthy, and tend to be paid two coppers up front and the balance, usually no more than a rosaara, when the work is done, usually at least half a day later. Though large "grunt and shift gangs" are sometimes assembled at the Hiring Fair, most shipmasters do not have the time to spare hunting for them and simply hire whoever is lounging dockside on the spot.

The need for unloading help makes domination of loading work by Loonan gangs and "landed" pirates not only possible, but very easy. Many captains can tell tales of weary crews being overwhelmed, and ships looted at will, by dock workers. Port officers now keep this to a minimum by personally observing, with Fist bodyguards, the last ? of the cargo being unloaded. Such practices have not ended large-scale theft and violence, however, but simply make the task more difficult.

Enterprising gangs and Loonan power groups now resort to staging fights (sometimes stampeding mules or setting fires to increase confusion) and using crossbowmen to attack the workers and haulers when cargo is farther from the ship. This, in turn, makes warehouse space near the wharf highly prized. Often, a shipmaster waits at anchor in the harbor for space to open nearer to the warehouses, if the piers are too crowded and he would have to moor too far down the pier. When time becomes an issue, it is common for ship captains to hire security gangs in order to protect both the cargo and their stevedores from attacks.

Security

There are, of course, common suspicions that some of the same dockside gangs of murderous thieves and troublemakers are hiring themselves out under aliases and wearing badge-adorned sashes, as security gangs. By staging mock attacks on their own guarded cargoes their value increased and the need for security rose. Whether or not such practices are widespread, security gangs (locally styled "watchswords") have become a fixture of Loonan life.

Usually hired at their signboard, lantern-marked dockside offices, or through banner-bearing representatives at the Hiring Fair, security gangs protect dock loading and unloading, guard warehouses, wagons and their beasts, livestock, and provide bodyguard services for clients. Men of low moral stature can be hired covertly, to arrange unfortunate "accidents." Common requests include beating, vandalism of goods, overturning a wagon laden with one's foes and their goods in the streets is a favorite, "scares," kidnappings (sometimes only for a limited time, to keep a rival away from important business negotiations or meetings with authorities) and even murder.

Certain watchsword firms have a reputation for being reasonably incorruptible. Their members can be counted on to not

accept bribes. They do not accidentally "forget" to notice something nor do they patrol elsewhere at a set time or signal. One can count on them not to feign unconsciousness or injury and they never openly attack people they are supposed to be guarding. They can be trusted not to aid in theft or spoilage of items they are hired to keep safe and will not, as a whole, secretly accept higher pay from a rival to "turncoat" after a deal is struck to guard a particular client. Sadly, these firms are rare, rather than the norm, and are highly regarded.

HIRING WATCHSWORDS

As can be seen from the watchword firm listings, many Loonans do not use surnames, and aliases are commonly used in their business. Many firms do not even want to know any personal employee information, although wise watchword owners often do a little spying to find out what type of person they are hiring. Typically, the more reputable prefer to use personally loyal folk to ensure that their hire-roster is not infiltrated with agents or anyone in debt to someone that could force them to steal, accept bribes or succumb to blackmail. Many groups, including pirates, many of the Talasaaran members, Geanavese guilds, merchant cabals, and city officials would like to have an insider among a watchword group to further their own agenda.

Prices charged by watchword firms vary wildly with seasonal demand. If everyone wants their valuables guarded at the same time, engaging the services of watchswords becomes a matter of outbidding others. Perceived danger (Are pirates lurking? Are monsters or undead on the loose?), and client status (Are the hiring parties ignorant outlanders? Have these clients given us troubles in the past? Are they rivals in desperate circumstances?). The aforementioned questions are other reasons why watchword hiring may be more expensive and more valuable to be used.

The following price ranges should be regarded as base rate. Add the watchword's fee rating to this to determine the general cost. In high traffic seasons, the cost is doubled. A prospective hiring agent may make a Diplomacy or Intimidation check (DC 12 + the firm's Organization rating). Success means the firm is hired at their off-season rate. Failure increases the fee by 50%. If the haggler has leverage over a particular firm, he or she receives a +4 circumstance bonus to the roll. Watchword firms are listed in Chapter Four: Powers and Enigmas.

INDIVIDUAL WATCHWORD FEES

- Guard Duty for stationary, secured Non-dangerous Items (the goods are packed and in a warehouse or other enclosed area) fee per sunrise to sunset: 3 gp; per sunset to sunrise: 5 gp.
- Guard Duty for stationary, secured Dangerous Items (the goods are packed and in a warehouse or other enclosed area) fee per sunrise to sunset: 5 gp; per sunset to sunrise: 7 gp
- Guard Duty for Livestock or unsecured Non-Dangerous Items fee per sunrise to sunset: 5 gp; per sunset to sunrise 7 gp.
- Guard Duty for unsecured Dangerous Items fee per sunrise to sunset: 7 gp; per sunset to sunrise: 9 gp.
- Guard Duty for a stationary, secured Person (captive, Kidnap victim or a "To Be Kept Safe" or defenseless

person) fee per sunrise to sunset: 5 gp; per sunset to sunrise 8 gp.

- Bodyguard Duty for Mobile, Sedentary Person (Biddable to Guard's Directions) fee per sunrise to sunset: 7 gp; sunset to sunrise: 8 gp.
- Bodyguard Duty: for Mobile, Active Person (Independent-Minded, Likely To Be Troublesome or Expose Self to Danger person) fee per sunrise to sunset: 8 gp; per sunset to sunrise: 10 gp.
- Shadywork (Single Attack, Vandalism Raid, Impersonations, Chase and Capture, etc.) fee per sunrise to sunset: 10 gp; sunset to sunrise: 12 gp. Exception: The Sunset Hands will not let themselves for this kind of work.

Would-be clients who recoil at such prices usually end their search at the Hiring Fair, buying drinks in a tavern, endangering themselves in an alley or bargaining with street ruffians who will undertake the listed activities (with unknown enthusiasm and competence) for as little as a few smalls.

Storage

More than a few Loonan buildings have storage lofts and hidden rooms for stashing contraband. However, for concealing cargoes and anything more than two wagonloads of trade goods, a warehouse will be needed. Although ownership or the exact usage of buildings in Loona may often and abruptly change, the general conditions governing rental storage stay more or less the same. Warehouse space varies from well-built "stronghouses" to on-the-verge-of-collapse leaky barns. Regardless of what such an establishment may be called, outfitted, or located, it operates in accordance with certain unwritten Loonan rules.

Prices fall in the "dead cold" of winter, when the demand lessens for them because there is little or no ship traffic and Geanavese crafters prefer to store their stock stored closer to home, in places they consider safer. In the spring, the rates rise sharply as demand increases, for everyone is scrambling to get goods aboard the earliest ships. Eager to set sail to service hungry ports, most ship captains take the first available cargo and will not often wait for stragglers. Inbound ships with goods coming to Geanavue also compete for the same storage space. All throughout the warm months the rates remain respectable, and then spike again just before winter storms sever most shipping trade, as merchants try to position their wares as "the last out" and warehouse owners try to squeeze the last glint out of the season.

Typical rental contracts are by the day, the "threeday," the "eightday," or by the month. The rate varies by the space the cargo occupies and any declared hazards (flammability and overly valuable items for example). For mutual convenience, renters use a measuring system that uses the area of an average crate (or by the "cask"). Smaller crates and casks are charged half the normal rate. Inevitably, arguments arise over sizes, but, in general, a cask is a cylinder that is chest-high to a large man, with the end diameter a shade more than 3 feet across. Of course, most casks bulge in the center to more than their end diameters. A "crate" is the size of a roomy, rectangular, stout wooden coffin for a large man. Particularly argumentative hagglers are oft reminded of the other use for a coffin-sized crate.

Some of the larger warehouses also rent space by the wagonload, which is defined as the size of a loaded wagon plus all the space over and under the wagon. Typically, the wagons are stored so close to other wagons that only a slender person can move between them (if the floor is clear enough to make that possible). One or two of the older establishments often agree to rent a wagonload space to "good" (longtime, no troubles) customers without a wagon actually being present, though the renter remains responsible for moving goods in and out in a timely manner.

Unclaimed goods are typically sold off or "dumped" if the owner cannot move them out in a reasonable amount of time. Items appearing to have little or no value are dumped into the harbor, or abandoned near Low Town. Goods that do not sell but appear to have some value are ditched in the fields outside of town for possible later sale or salvage. During high demand seasons, this happens three days after rental payments have run out. In the dead cold season, such removals may be delayed for a month or more, or the warehouse owner may simply start leisurely selling the stored cargo (after breaking some open to peek inside).

The following chart sets forth rock-bottom prices at a "leaky barn" warehouse in the dead cold season. The rates increase as additional services are required, such as the warehouse staff guarding the goods, hiring more expensive guards, such as "outside" watchword firms, provisions of keys to the renter; "lossguard" (insurance) fees if any, and containers provided. Some warehouses sell crates, coffers, casks and kegs to renters, though filling and securing them is almost always left to the renter. Others also provide cages. Flammable, toxic and other dangerous materials can command a rate of ten times the normal rate. Failure to declare such cargo can, at best, get the customer banned from the warehouse or, at worst, warrant a "visitor" to have to explain the errors of their ways. These visitors often collect a goodly "fine" for such detected offenses.

RATE SCHEDULE:

	1 Day	Threeday	Eightday	Month
Per Coffe	1 cp	4 cp	8 cp	1 gp
Per Crate	2 cp	8 cp	15 cp	2 gp
Per Keg	2 cp	8 cp	15 cp	2 gp
Per Cask	3 cp	10 cp	20 cp	4 gp

Summer season prices usually run twice the rates listed above. Short-term scarcity of space (such as when fires, looting or "harbor jams" of many vessels occur) can drive prices up to as much as four times the "dead cold" rate. Owners of some smaller warehouses often provide much cheaper "entire building" or "entire floor" rates, but these are usually available only for either an eightday or a month, and must be paid in a lump sum at the beginning of occupancy.

Lossguard

The lossguard system is a simple insurance scheme where the client buys storage space in a warehouse and pays an "independent" agency an up front fee to guard against various types of losses, with the premium increasing as more potential losses are protected against. The lossguard firm installs their own guards and inspectors over the stored goods. They sometimes replace the renter's guards or work alongside them, depending on the

contract. The agreement sets forth a per-container payoff if any losses occur, and specifies what collateral the lossguard firm places in escrow to offset the client's risk if the firm does not have the capitol to pay for actual loss. In practice, of course, the collateral property often turns out to have either vanished (if portable, such as a wagon, draft-beast, or boat) or being owned by someone other than the lossguard firm (if immobile, such as a building.)

Such agreements are made out in five identical copies signed in front of a port official. The lossguard firm retains the first, while the second goes to the renter. The port official files the third one and keeps it for two months after the end of the agreement. The fourth goes to the warehouse owner or renter and Castle Geana is sent the fifth one.

A typical lossguard agreement sets a different coin value, per container, for each anticipated loss: spoilage (of contents), shrinkage (theft) and fraud (the contents not being what they went in as, or are sold as). One tends to hear many horror stories of poor souls lacking the foresight to enlist the aid of a lossguard firm. A popular one is the tale of a Geanavese merchant who contracted to purchase pickled and seasoned whole hams, and discovered he had bought barrel after barrel of pickled pirate corpses. The men were murdered in Aasaer and stuffed into the vacated barrels, one by one, as the cargo they were carrying was eaten!

In case of disputes over how spoiled the goods are, port officials adjudicate in the presence of both the lossguard firm and goods owner, with their decisions being final. If any loss is deemed to have been caused by a deficiency in the warehouse (leaking roofs, collapse of a loft causing crushing damage, or the like) the lossguard firm must pay the goods owner, and seek recovery of its coins from the warehouse owner, without involving the goods owner himself. When warehouse fires occur, the warehouse owners are eager to have port officials declare the cause as arson. This is because it gives them the legal right under the Code of Loona to attempt to seize property from the arsonists to offset their payoffs to lossguard firms and goods owners. Assuming, of course, the arsonists can be identified, and have any property to seize! Potential customers seeking to rent warehouse space without using lossguard services are warned to read their agreements very carefully. Typically, many owners seek to add clauses that leave them with limited or no liability for goods lost in case of a fire or pirate raid unless a lossguard firm is involved.

The Code of Loona states that warehouse owners and rental firms are forbidden to deal in the lossguard trade. Unofficially, they take advantage of their client's fears, and some have set up "dummy" firms to do business through a single "front" employee.

None of Loona's lossguard firms enjoys a particularly good reputation. This is due largely due to the nature of their business and past history. When the firms first started doing business, they engaged in the now-illegal involvement of Geanavese guilds and often flatly refused to pay claims made by non-guild members. It was also common practice for guild members to order lossguard firms to turn over stored goods under their care to settle the debts of their owner.

SUPPLIES AND REPAIRS

Warehouse owners typically sell less expensive containers to renters. These containers are now sold instead of rented because, in the past, they were almost never returned in reusable condition, so the following price list was instituted:

Coffer 1 sp

Crate/Keg 3 sp for a crate or a keg

Cask 1 gp

Renters desiring custom-sized containers or simply more reasonable prices (typically 2/3rds to 1/2 of what the warehouse owners charge is 5 cp per coffer, 1 sp per crate or keg, and 8 sp per cask), deal directly with a cooper in Loona. Because dampness is so pervasive in the port, the local coopers make not only waterproofed kegs and casks, but most of the coffers and crates sold in Loona are also waterproofed.

Vendors of boat gear and supplies (ballast, rations, "clear-water" in barrels for drinking and the like) change like everything else in Loona: with bewildering rapidity. Their trading involves much stolen property, untaxed barter and product misrepresentation. However, there are crafters who can do quality ship repairs and make good ropes, sails, masts and planking. These rare folk are highly valued in any port, and despite the occasional relocations of their workshops, become easily found fixtures in Loona as those in the know readily seek them out.

CAGES

Many of the better warehouses have adopted a recent Geanavese innovation where goods-owners can rent lockable cages by the day. These storage boxes are made of lattices of iron bars and solid sheet metal floors that can be collapsed into flats by the warehouse owner when not in use. The cages come in a variety of sizes, all of which are smaller than the standard crate. They are placed within a warehouse to keep small cargoes together and prevent theft or "scatter misplacement." Officially, only renters have keys to these cages, but every warehouse owner holds master keys that can open them all, to remove rotting corpses or more dangerous wares left by a renter, who never intends to claim them. Many sailors purchase their cages at Grimgaze's Cages and Coffers (central Merchant District, page 25).

Coopers

The most prominent barrelmakers include Cahaan's (southern Dock District, page 19), Nearly New (central Merchant's District, page 26) and The Three Seamasters (northern Dock District, page 22). Naturally, there exist other, smaller coopers that are lesser known, and produce barrels of average quality.

Masts

Some of the most well-known mast sellers are Crow's Eye View Salvage (northern Dock District, page 19) and Solid Timbers (northern Dock District, page 21). However, some shipwrights may also carry masts from time to time.

Ropes

The better known rope dealers are "Hook House" (northern Dock District, page 20), Malveer's Ropeworks (southern Dock District, page 21), Odo's Coils (northern Dock District, page 21) and Saamaark's Coils (northern Dock District, page 21). Other, lesser-known ropemakers of average quality can also be found in Loona.

Sails

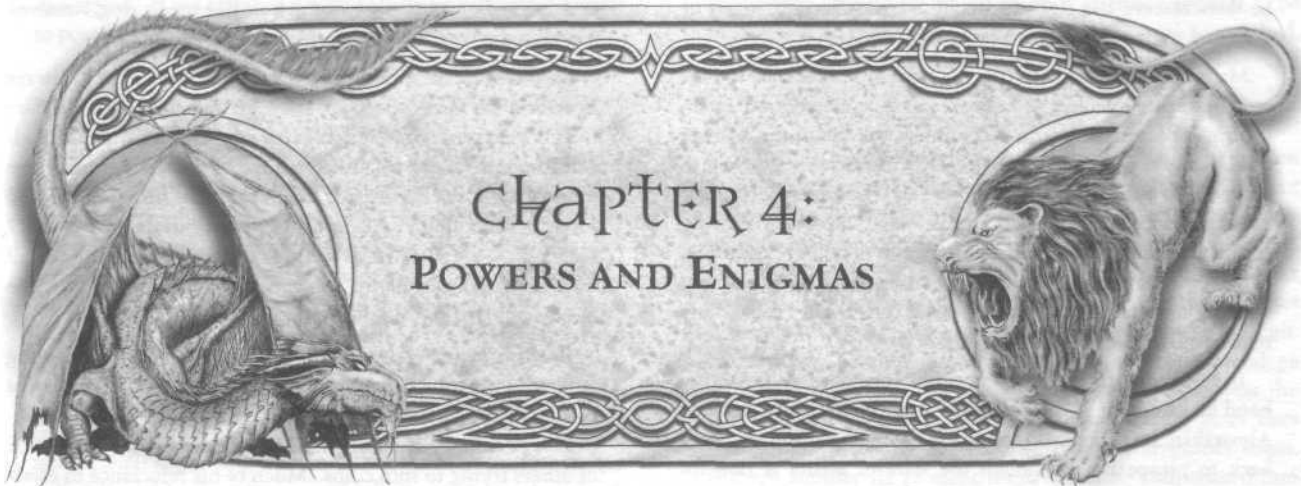
Prominent sailmakers and repairers are the Rising Wind (northern Dock District, page 21), Surewind Sails (central Dock District, page 22) and Thunderhead Sails (southern Dock District, page 22).

Shipwrights and Vessel Repairs

While there is no such thing as a "dry dock" in Loona, there are workshops with hoists, cradles and "log-roll runs" (ramps) on which small boats can be winched up out of the water and let back down into it. Like most enterprises in town, one has several options in choosing a vendor.

For simpler repairs, many frequent the Even Keel (central Dock District, page 20), or Morgaar's (shoddy) Rudders and Keels (northern Dock District, page 21).

For major repairs, or to have a new ship built, rival shipwrights Aarvelko "Old Thunder" Talaal's Dawnstar Shipwrights (southern Dock District, page 20) and Maarit Taalis' Bayside Builders (southern Dock District, page 18) are competent choices and are almost indistinguishable in quality to most Loonans.



Although it is a popular Geanavese belief that every single person in Loona is a member of one or more shadowy criminal gangs, the truth of the matter is somewhat different. Although many secret organizations that can be found elsewhere in Tellene also have agents here, they carefully attend to their own agendas.

Under the cloak of darkness, the Secret Network of the Blue Salamander and the Golden Alliance protect their seeds sewn in town. Motivated by the mere lure of coin, many merchant, trading and pirate cabals operating throughout Reanaaria Bay maintain a strong presence in the port. It is their rivalries and the resulting skullduggery that fuels the chaos on the street, as well as house burning and the cargo sinking of rivals.

The Talasaara of Geanavue also have their own agents to protect their interests and to conduct shady dealings in Loona. They often clash openly in the shops and alleys of the port. These souls of low moral stature are vital to the Geanavue nobles who do not wish to get their own hands dirty. Often undisciplined, but deadly in their own right, are the local street gangs, living with the desperation and swift opportunism of hungry rats. Their volatile temperament and "blades first" attitude prevents any organized thieves' guild from taking hold of the port town, although there have been several Friends of the Coin-sponsored attempts in the past.

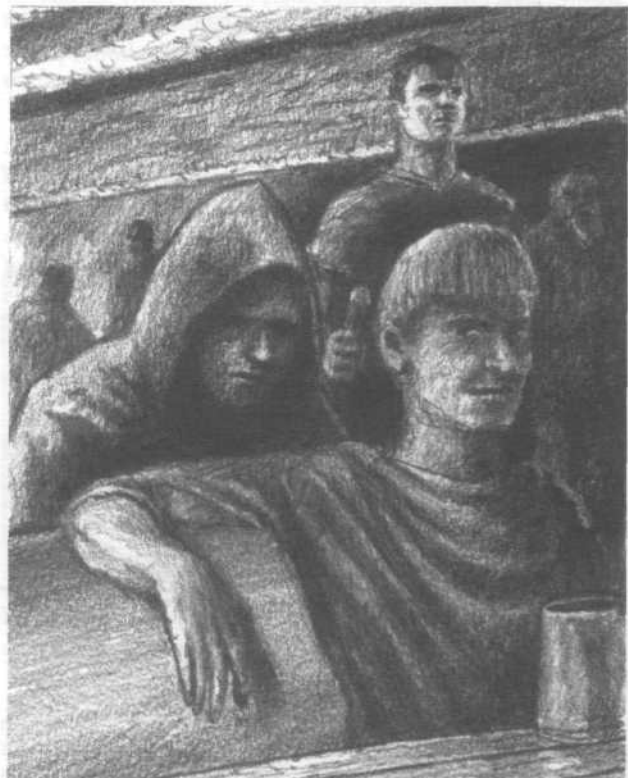
Living virtually on the bottom rung of the criminal world is the residents of Loona who take coin to serve as "watchful eyes" for various anonymous masters. On any given evening, one can find someone passing information to agents (sailors, travelling merchants and other folk who can fade easily into the background), while sharing a common bar or table. Almost everyone living in, or passing through, the port town at one time or another is a spy, a buyer of information or both.

All of Loona's power groups try to hire or otherwise manipulate members of rival groups. Some of the merchant cabals, the Friends of the Coin, and the Blue Salamanders, however, prefer to manipulate common citizens in order to create a climate compatible with their goals. They feel by guiding the local sheep they can change the face of Loona, and achieve their desired goals in the city of Geanavue, by pursuing their role as "shepherds" tirelessly. Most of the other powers behind the scene, however, prefer to work with or through outsiders only when they absolutely have to. They feel far more comfortable

trusting their own members, and feel that keeping secrets "in house" lowers the cost of their efforts.

THE MASTER OF LOONA

The Master of Loona is a courtier appointed by the Lord of Geana to govern Loona, and except as restricted by the rights of Geanavese (particularly the Talasaara) and orders brought by messenger from Castle Geana, his word is law in Loona. In practice, the Master firmly punishes actions that damage or destroy property and either hamper trade or damages the trading reputation of the port, but tends to ignore public brawling, rioting, and dueling unless fatalities or fires occur. He entrusts the port officials and their bodyguards, his own hired muscle, and the Fists to keep the civil peace and grants them the latitude to arrest, confiscate, and punish in his name. However,



he does reserve the right to freely overturn presumptions of guilt and sentences made by lesser officials.

Many of the Fists believe that the current Master is far too lax on miscreants and feel if he were more aggressive on establishing and exercising firm rules of law, the life of the average citizen would be better. They feel that if they were allowed to exact harsh justice on the spot, so that considered criminals could be hurt or slain, or suspected offenders' property could be confiscated, there would be far fewer cases to bother him about. Now reasonably content with the current situation and not wanting to relinquish any of his power, the Master rejects any requests to further delegate his authority.

To his credit, the current Master of Loona does well with the hand he was dealt. Rising to office after the untimely death of Almarakan, he took a town on the verge of chaos and led them back to prosperity. Although the state of affairs is ripe for corruption, and some Fists and bodyguards clearly enjoy meting out cruel punishments far too often, there is no evidence that pirates, Talasaara, Loonan power groups, or anyone else has subverted the loyalties of the lawkeepers he appointed, at least not as yet!

Nevertheless, the Loonan street view of lawkeepers and the law, that all authorities are armed, alert and suspicious of everyone, and that the law is whatever any lawkeeper takes it into his head to say it is, is true. For the most part, however, the Master's agents dole out judgments fairly.

The current Master of Loona is Rasibuur Halaagh (dubbed the "Merchant Prince" by his peers), who likes to keep his finger on the pulse of the port. His style of rule often angers the Fists, who tend to chafe at his methods. He typically uses the Fists for the drudgery of street patrols, arrests, inspections and seizures. Personnel used for more subtle pursuits, such as spying and managing informants, are often recruited from "street Loonans" because he feels they would be more loyal to him than to Geanavue. The Master hires adventurers and outlanders for more dangerous missions, such as unofficial retribution on miscreants and others he views as a threat to Loona. Their transient nature makes it easy for him to distance his office from those who fail or fall to bribes.

Rasibuur dresses casually in worn and dirty garments, and wears his medallion of office under a concealing vest most of the time. He can assume the snap of command and the cold stare of authority when necessary, but prefers to slouch through life, blessed with nondescript looks, and often slips in and out of ill-lit taverns unrecognized. Attractive females are his weakness, but he is wary, as are all men who know the dangers Loona holds. While he has his vices, he is nobody's fool, and is never far from his bodyguards and errand-runners. Any lass willing to tarry with Rasibuur must accept frequent interruptions, as various spies sidle in through doors and windows to make reports and receive payments. Most "street Loonans" who work for Rasibuur trust him absolutely. He knows the danger they put themselves in by spying for him, and takes care to counteract that with coins and by rescuing and aiding them with all of his forces when they are in need. This might include doctoring, protection, home rebuilding and, on occasion, loans. Over time, they have become a very reliable network and have stopped tragedy on more than one occasion.

Rasibuur takes an interest in all outlanders arriving in Loona, particularly those resembling adventurers, and often contrives to sit near them in taverns. He is known to be resistant to some

poisons, and purportedly wears at least one magic ring, rumored found in the wake of a pirate ship's wreckage.

Rasibuur speaks quietly and is good-humored, but is always alert, and far more observant than he may appear. He never forgets a face or a name and understands human nature through and through. Those who seek to dupe or swindle him, and live to learn from the experience, often find that he expects it and prepares accordingly. His favorite expressions include, "I see, I see," and "Well, what fresh delights does Loona hold for us all now?" as well as the oaths "By every crooked coin!" and "By the blasted altars of the idiots pure!"

Background/Personality: Rasibuur truly loves haggling and scheming to outdo rivals, with the anticipation of a successful merchant, but is careful not to engage in such activities for personal gain. Rather, he delights in being in the thick of others trying to spin coins. Much of his reluctance to establish firm authority in the streets is born of this enjoyment of Loona's freewheeling character. It is not that he is "on the take" from pirates or anyone else. He truly loves Loona's "Trade is King" attitude. Rasibuur believes such an attitude is necessary for the success of Geanavue, as well as being his personal favorite way to live, and does not want to do anything to crush it.

However, Rasibuur is no naive fool. He insists on knowing what occurs in Loona at all times, so he cannot be badly, perhaps fatally, surprised. He will also move very quickly against those who, in his judgment, regardless of whatever the written laws may say, "step outside the rules." Examples of this are attempts to use magic, monsters, poison, or disease in order to harm people and property, or in an attempt to establish influence by means of terror.

CASTLE BODYGUARDS

Everyone in Loona, with the possible exception of the senile or extremely naive, realizes that the well-armed, alert "guards" who surround and protect the Master and other port officials are little more than hired thugs. Because Castle Geana scrutinizes his actions, the Master refers to the hired beef in his employ as the "Castle bodyguards." This is mostly for appearances, so they can be distinguished from the common sword-for-hire. Because of his fondness for female companionship, the Master's guards are almost all male. While he employs excellent female bodyguards, most have left in disgust due to his lecherous advances, claiming there was a far better future seeking employment in Geanavue than swinging from the gallows for gutting a pig where he stood.

The Master's bodyguard typically consists of at least four stalwarts posing as comrades closely gathered around Rasibuur's person. Another four are close at hand, observing who approaches and what is going on nearby. Another dozen bodyguards are armed and on duty at other locations in Loona. They are also typically found at the Master's residence, around any conveyance (wagon, boat, or mount) he may be using or about to use, and scouting the next two locations he intends to visit. His protectors can be readily summoned by calls from the distinctive "Castle horns" that all bodyguards, the Master, port officials, and Fist patrol commanders bear at all times on their belts. The bodies of these small, bugle-like horns form circular grips, and unique artisanship gives them a special soaring flute-

like sound. It is a crime in Loona for any unauthorized person to possess or blow such a horn.

The Master takes care to see that all his bodyguards are very well paid. He encourages them to discuss problems, that they later could be blackmailed about, with him or their commanders. His own informants also spy upon the guards, as he cannot afford treachery among his stalwarts. Thus far, they have proven loyal, much to the chagrin of certain Fist members who are also Talasaaran agents. In general, the camaraderie of the Master's local agents often leaves visiting Fist support feeling like outsiders. As such, the relationship between them is quite strained. New Fist arrivals are warned by veteran members not to deride the Master when in "mixed" company.

Local bodyguards tend to form lasting friendships and often pull their stretches of duty partnering with a friend. While not against their socializing when off-duty, the Master is concerned with friendships interfering with alertness and performance. To combat this, he and the senior bodyguards take care to see that the duty assignments are continually shifted to ensure that each guard becomes familiar with his other comrades. This results in guard members who have been exposed to the tactics and fighting styles of their fellow bodyguards, and thus strengthens the cohesiveness of the unit.

A typical "close guard" foursome in attendance on the Master includes a large, strong warrior type, along with some magical and roguish persons in attendance. **Rolovaar** (Ftr4, Str 17), **Taalras** (Rog3/Sor1), **Aumaado** (Ftr3) and **Tamraal** (Ftr2/Rog1) are one example of a typical quartet traveling with the Master as he goes about his business. Bodyguards assigned to protect other port officials tend to be slightly weaker, such as **Laart** (Ftr3), **Meelor** (Ftr2/Rog1), **Piirelo** (Ftr2) and **Braasiis** (Ftr1/Rog1). In addition to their horns, daggers, and swords, all bodyguards are equipped with detachable "shield" breastplates, on the inside of which are slung rolled-up canvas sacks for use in hooding prisoners and carrying coins or other items, and clubs whose handles are slotted to hold torches.

The Master entrusts the management of his guard force to three senior bodyguards: **Meleodaar Neevaur** (LN male human Ftr6/Exp2), **Raadurar Taanal** (NG male human Wiz4/Exp2), and **Irobar "Old Roar" Satounor** (CG male human Ftr5/Exp1). These gray-haired veterans screen any hopefuls who wish to earn their spot in the guardsmen ranks. It is their job to train, discipline, doctor and "mother" the rest.

Meleodaar is a weary cynic who takes sardonic delight in anticipating the worst and being ready for it, as many a clever pirate and thief discovers to his chagrin.

Raadurar nurses dark depths of rage and often uses spells to reach out and smite someone he knows has committed a wrong, but slipped through the letter of the law or avoided leaving evidence upon which he can be arrested. While Meleodaar does not approve of Raadurar's methods, evidence supporting his course of action surface time and again to posthumously convict those that fall to his magic. Because of his record of accomplishment, Meleodaar often leaves "for a drink" when Raadurar starts brooding over the "ones that got away." While not a cozy relationship, they do respect each other and would trust each other to the bitter end.

A snarling, unkempt beast of a man by the name of Irobar is the newest addition to the trio. He was promoted 7 years ago when his predecessor, Baaropar, lost his life in the Bowery district as he attempted to stop a fight over a gambling

argument. Despite his rough exterior as Irobar appears to be made of hair and scars, many an injured, and astonished, bodyguard has felt his tenderness and compassion. The "Old Roar" keeps several sickrooms ready, and will nurse the sick and injured as tenderly as any loving mother!

Life as a Castle bodyguard is a usually unpleasant profession that is boring when it is not tense, and dangerous when it is not either of those things. Because of this, casualties and retirements are many. Consequently, quiet recruitment and training, especially among the more likely appearing of Rasibuur's spies and informants, is always occurring, so measuring the roster strength of Castle bodyguards at any one time can be difficult. In relatively peaceful times, somewhere between 40 and 50 stalwarts of varying competence can be mustered to wear the breastplate, a necessary protection against attacks from Fists who would otherwise not know or trust a bodyguard's status. Perhaps another six to eight trainees can be coin-coaxed into taking up arms to stand with the stalwarts if, for example, a full-scale riot or pirate attack is threatening.

FIST PATROLS

Although they also protect the Master and the peace of Loona, the Fist patrols are quite separate from the Castle bodyguards. The Fists are sent from Geanavue on regular tours of duty to augment the Master's protection and to patrol the streets of the port town. Typically, a tour is a month long, but they never coincide with regular calendar months. Fist patrols are always taken from the ranks of the Axes, a Geanavese defending force. Fists sent to Loona are typically 1st-level dwarven fighters who come equipped with chainmail, their usual weapons and circular throwing shields. While on duty they wield flails and maces in order to take down foes without (necessarily) slaughtering them. Typically no more than 30 will be stationed in town at a given time, with 6 or so of these being trainees. Five Fists are stationed in each of Daar's Jaws, with the remainder assisting (some say spying on) the Master's guards and patrolling the streets.

Typical Fist street patrols are 6-12 Axes strong and led by a Fist commander (a dwarf or human Ftr5 to Ftr3). Commanders are sent to Loona on longer tours of duty than regular Axes and live in Daar's northern Jaw while in town. Their extended stints allow them to learn more of the current situation and dangers afoot in the port. They tend to be no-nonsense types who regard



the Master of Loona as an honest rogue little better than the rest of the "dishonest rabble" inhabiting the port town. Being assigned to port duty is not considered a choice position, though every veteran Fist thinks street time in Loona is essential training for raw recruits. For one thing, it tends to make them truly appreciate the law and order prevailing in Geanavue. Once a veteran tells the recruits that "All ports are like this, more or less the world over!" they want to preserve the peace in Geanavue all the more.

Out of all the Fist commanders, one seems to actually enjoy his tour of duty. A battle-hardened, one-eyed, much scarred old dwarf, who is taller and larger than most, **Adurmak Hezzuk** (LN male dwarf Ftr5, Str 17) has taken more tours of duty than most and likes Loona. Consequently, he understands the ways of the port, and most of the longtime inhabitants, well. His knowledge of the port town allows his patrols to often anticipate danger and the routes fleeing thieves take, and move to intercept them.

KNOWN POWER GROUPS OF LOONA

The fortunes of drawn daggers causes gangs and cabals to rise and fall like storm tides in Loona's harbor from month to month, with some inevitably vanishing from the port town altogether. Visitors are wise to heed warnings that new organizations sometimes adopt the names and feared reputations of older, unrelated, defunct groups. Such resurrected groups are wild cards because they may or may not embrace the allies and attitudes of their namesakes.

All the violence and intrigue cause the roster of Loonan power groups to change often, but those organizations currently active in the port (as far as most alert residents know) are listed below. In order of greatest to least influence, they are: The Friends of the Coin, The Watchful Eye, The Friends of the Flame, Maarbituur's Fist, The Stoneflower, The Bloody Scroll, Lords of the Wave, The Coinsack, The Shining Tankard, The Sharkfangs, The Stab and The Black Sail.

Power Group Power Ratings: Each is given a group rating from one to ten to show how one group stacks up against another. It should also give the DM a feel for developing new groups and revising old ones.

Note: Popularity can imply attractiveness with the general public, other factions or a combination of both, while Strength refers to the fighting strength of the organization and ability to deal with the unexpected.

THE BLACK SAIL

Badge: None, although all members wear a black piece of clothing (typically a shirt or belt).

Total Power Rating: 12

Organization: 4

Tactical Awareness: 4

Monetary Power: 2

Popularity: 1

Strength: 1

Alliances: This group does not take on jobs they cannot handle and distrusts other groups equally.

Enemies: They consider the Swordfists to be rivals and prefer to use the Waaviimur lossguard firm.

Fees Charged: 2

Background: A rough-and-tumble gang of street thieves, these pounce-by-night muggers operate in the dark alleys of Loona. They make their coin by "jumping" visiting merchants and outlanders for their wealth and, sometimes, seemingly for sport. Never strong on courage, they always flee like a gust of wind when other armed groups or the authorities appear on the scene. The Black Sail is not an anonymous "mystery organization," however; its members meet regularly at the Ship Aground and the Rat's Roost taverns. They can be hired as warehouse guards by following directions given at either of those establishments. Directions tell the whereabouts of a certain one-eyed "old salt" by the name of Beeluu "Fast-Spike" Haarluuk who can make the proper arrangements. Members of the Black Sail never work for less than one glint per Black Sail member per 24-hour day.

The Black Sail formed some six decades ago, when a notorious pirate ship was torched in a sea battle, and sailed, blazing, into Loona's harbor late one night. Once they were close enough to land, its crew vanished into the port's alleys only a few steps ahead of other vicious enemies who sought to slaughter them. Using the cover of darkness, and the evening's chaos of revelers and late loading ships, the hunted managed to turn the tables on their pursuers, as the surviving crew of *The Black Sail* slew nearly all of them. Feeling reasonably confident that their enemies would not return, and without means to sail as a crew elsewhere, they decided to settle in Loona to see what fate would bring them.

Over the years, they found the port town to be almost hand-made for their ruthless souls. Although their membership changes over time, some locals believe the ghosts of former members watch over the group to whisper warnings and advice. Achieving membership in the Black Sails is a difficult and convoluted experience, as they are said to have various strange membership rituals, including mating with undersea monsters, hazing (members wounding and branding new recruits) and tests of bravery (performing some dangerous and daring theft, for example).

THE BLOODY SCROLL

Badge: None

Total Power Rating: 19

Organization: 5

Tactical Awareness: 3

Monetary Power: 3

Popularity: 3

Strength: 5

Alliances: The Bloody Scroll tends to keep their business private and use "friends" to keep tabs on those they feel are threats. If they have tracked down the Taareergo's true assassin (see below), no one knows. They control the Baarlur-and-Dorl Lossguard firm.

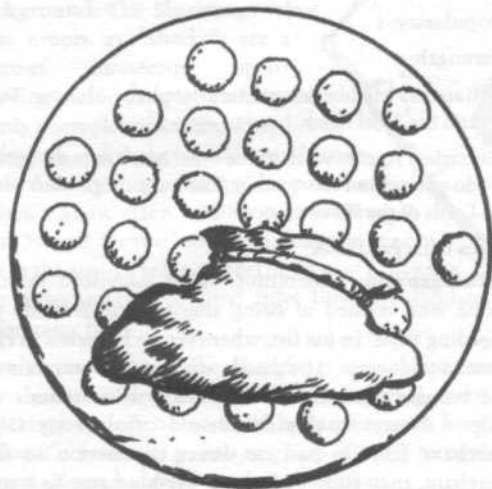
Enemies: They have contempt for the Sharkfangs and keep tabs on them through their choice of lossguard firms.

Fees Charged: N/A

Background: A widely told tale speaks of the colorful (some say insane) merchant Haan Taareergo, who founded a not-so-

secret cabal of Loonan merchants determined to force Geanavese guilds and nobles to treat them as equals. Taareergo required all of the merchants who joined the cabal to sign their names in their own blood, for he swore he could (by magic) make the blood of a traitor "catch fire in his very veins." At least two Loonan merchants died very publicly in shrieking agony, their flesh bubbling and erupting, but Taareergo's foes insist that "the Mad Merchant" tricked his victims into drinking metal-etching acids, and that magic played no part in their deaths.

After several years of intimidating rivals, cowing associates and ruling the Bloody Scroll with an iron fist, Taareergo was mysteriously murdered almost a decade ago. The assassination is commonly believed to have been the work of pirates he had double-crossed, but dozens of trade rivals claim his death as their personal work. As a testament to his foresight, the cabal, working in increasing secrecy, persists. The Bloody Scroll is thought to earn its coin by bringing together small, independent Geanavese merchants and outlander traders in "special deals," not all of them legal or guild-approved.



THE COINSACK

Badge: A bulging light brown sack, open at the top, on a round field of white crossed by diagonal (upper left to lower right) lines of (featureless) gold coins.

Total Power Rating: 18

Organization: 3

Tactical Awareness: 5

Monetary Power: 2

Popularity: 4

Strength: 4

Alliances: They control the Waaviimur's lossguard firm and intend to use this to influence the Stoneflowers.

Enemies: Currently they view no one group as being more dangerous to them than the others.

Fees Charged: 2

Background: This quiet, no frills, low-fee, no-nonsense group is run by close-lipped, coin-pinching merchants for their peers. Over the years, rumors have arisen hinting that this cabal is somehow connected to a Talasaaran house. On the surface, they appear to be independent and nothing more than a "for no guarantees but for low rates we will try to get your single container or small cargo outbound from the Loonan docks" service for any merchants interested in such terms.

Many Geanavese shopkeepers, however, are making their own judgments based on the steady stream of guarded wagons packed with mismatched crates, coffers, and barrels that travel from Geanavue to Loona. These wagons usually return with noisome barrels of fresh-caught fish, eels and clams for sale in the Stones of Peace. They feel the Coinsack must be turning a high profit due to the fact that some of their guards appear of very high quality. As with other hidden things in the port town, only time, or a well placed bribe, will tell.

FRIENDS OF THE COIN

Badge: None

Total Power Rating: 30

Organization: 7

Tactical Awareness: 6

Monetary Power: 9

Popularity: 3

Strength: 5

Alliances: The Sunset Hands sometimes secretly employ members of the Friends of the Coin. The Friends of the Coin prefer to use the Baarlur-and-Dorl Lossguard firm.

Enemies: They have interfered in the business of the Lords of the Wave to keep them from expanding and dislike the Sharkfangs.

Fees Charged: N/A

Background: Because Loona lies close to the heart of pirate power in Aasaer, the local chapter of the Friends of the Coin is very strong here. All merchants operating businesses that have survived for more than a decade are rumored to be a part of the organization, or to be paying tribute to them. This payment often takes the form of "protection fees" or covert services, as needed (such as spying, hiding slaves or kidnap victims, boarding visiting pirates, or providing discreet contraband storage space.) Those who refuse to pay usually reconsider after finding out what the consequences are. The double meaning of the wry phrase "Any friend in Loona is most friendly to the passing of coin" is not lost on a single resident of the port town. More than one Geanavese guild member openly holds the view that Friends of the Coin secretly rule the town, with the pirates of Aasaer directly controlling the Friends.

FRIENDS OF THE FLAME

Badge: Two tongues of flame curling around each other (like upright human hands, cupped so the fingers of the left curl into the palm of the right hand, whose fingers in turn curve over and above the fingers of the left)

Total Power Rating: 26

Organization: 4

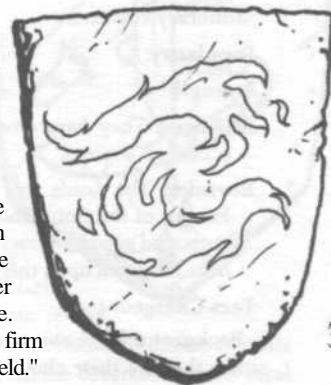
Tactical Awareness: 7

Monetary Power: 7

Popularity: 4

Strength: 4

Alliances: They hire either the Black Dragons or the Dawn Runners, depending on the situation, though they never use both at the same time. They control the lossguard firm known as "Your Diligent Shield."



Enemies: They view the Friends of the Golden Coin as a meddlesome entity that puts a drain on business.

Fees Charged: 4

Background: The Friends of the Flame takes their name from their badge, and is one of the longest-surviving merchant cabals of Loom. They exist as a hire-in "protection of goods" society for Geanavese merchants who are not members of the Talasaara (no nobles are tolerated as members) but who desire to trade through Loona in relative safety, without succumbing to excessive bribes and with only the minimal loss of goods. The Flames have been quite successful in protecting wares, and have an impressive record for keeping their charges safe for over two decades. This is due in part to their enthusiastic use of poison and their fearless retaliatory strikes on pirates.

They also have developed a reputation for staying on task and not looking for a fight, as they calmly avoid pirates who do not threaten their contract. In short, they have made it bluntly and repeatedly clear to pirates that the cost of tangling with the Flames is too high to be worth it, and as long as such pirates leave interests of the Flames alone, they are utterly uninterested in hampering pirate supremacy in other matters.



LORDS OF THE WAVE

Badge: Three war-helms hovering above a cresting wave

Total Power Rating: 19

Organization: 5

Tactical Awareness: 4

Monetary Power: 2

Popularity: 3

Strength: 5

Alliances: They have worked with Maarbituur's Fist on occasion.

Enemies: The Lords feel a deep animosity towards the Friends of the Coin whom they believe interfered in an outbound goods contract that went to another cabal. They have not acted upon this yet, however.

Fees Charged: 4

Background: Known to all in Loona as "the Barrel Lords" rather than by their chosen name, this merchant cabal deals

almost exclusively in barrel goods: wines, ales, oils and perfumes. Its ownership is mysterious. The rumor that they have ties with, or are pirates, was scoffed at when it first surfaced, but an increasing number of Loonans now believe it. Its trade agents have always been loud, jovial, high profile men of Loona, chosen for their exuberance, charm and persistent ways. The Lords dominate inbound trade in barrel goods, but are fighting to maintain a tiny share of outbound trade, that is, imports travelling from Geanavue through Loona to the wider world beyond, in the same commodities.

MAARBITUUR'S FIST

Badge: A human hand with its fingers clenched, knuckles-uppermost into a human fist (right hand, fingers to the viewer), upon a crimson circle.

Total Power Rating: 22

Organization: 4

Tactical Awareness: 5

Monetary Power: 6

Popularity: 1

Strength: 7

Alliances: Members have infiltrated the Shining Tankard and the Steel Mask.

Enemies: Agents work in the Steel Mask to make sure they do not expand too quickly. They have cooperated with the Lords of the Wave on occasion.

Fees Charged: N/A

Background: Maarbituur was a long-dead merchant of Loona who boasted of being able to squeeze trade rivals to "bleeding tripe" in his fist, whenever he bothered to challenge them in trade-wars. His guards, who were always trained, hired and brought from Geanavue, proudly wore tabards with his badge. However, this decade-old cabal of six Geanavese merchant families had no direct connection to the dead merchant, they simply chose to use his name to impress the locals. Maarbituur's Fist was originally formed to build and defend warehouses for its member families, so they could charge handsome fees to other Geanavese traders and guilds to use protected Loonan warehouse space. The organization is plagued by rumors claiming Maarbituur's Fist is really a front for Reanaarian pirates.



SHARKFANGS

Badge: None; Sharkfangs wear a necklace (a shark tooth tied to a leather strip) under their outer garments.

Total Power Rating: 13

Organization: 2

Tactical Awareness: 3

Monetary Power: 3

Popularity: 2

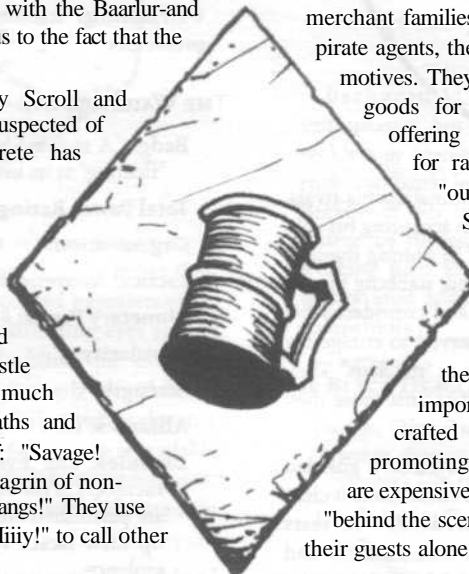
Strength: 3

Alliances: When needed, they work with members of the Anchor Boys. They prefer to work with the Baarlur-and Dorl lossguard firm and are oblivious to the fact that the Bloody Scroll controls this firm.

Enemies: They dislike the Bloody Scroll and Friends of the Coin. The Stab is suspected of skullduggery, but nothing concrete has surfaced as of yet.

Fees Charged: 3

Background: The Sharkfangs (also known simply as "Sharks") are a boisterous, numerous, openly swaggering street gang of former and currently unemployed sailors. They bristle with daggers and cutlasses and spend much of their time spitting, roaring out oaths and drinking. They often roar cries of "Savage! Sharks! Savage! Sharks!" often to the chagrin of non-sharks in the area, or yell out "Feel our fangs!" They use high whistles and cries of "Iiii! Iiii! Iiii!" to call other Sharkfangs for help.



Traveling in "schools," the Sharkfangs are seldom encountered in groups of less than six. These informal, seemingly leaderless groups can occasionally be hired to start brawls, to "take down" a particular person or group of easily recognizable (by race, uniform, badge, or gender) individuals.

When adventure does not present itself, they may hire on as dock rats (a task best fulfilled when the cargo is not easily breakable, particularly valuable or easily stolen). They sneer and jeer at most Loonans who are not members, but seldom attack members of other street gangs unless they clearly outnumber such opponents. If the fight ends up being a fair one, they swiftly break off battle to flee into hiding or clamber up on rooftops, once their numerical superiority shifts or is shown to be false. Many Geanavese and outlanders take one look at the swearing, swaggering members of the Sharkfangs and immediately mistake them all for pirates. Many Loonans take the view that such a judgment is not in error at all and is the reason why they often refer to Sharkfangs as "land pirates."

THE SHINING TANKARD

Badge: A silver tankard (handle to the viewer's right and tipped slightly toward the right) on a white diamond-shaped field.

Total Power Rating: 18

Organization: 3

Tactical Awareness: 4

Monetary Power: 3

Popularity: 5

Strength: 3

Alliances: They consider all that drink and do not work against them to be friends.

Enemies: Members of the Shining Tankard distrust anyone who does not drink.

Fees Charged: 3

Background: The Shining Tankard is well known in Geanavue for the "good times" image it projects, bolstered by the free-ale revels it sponsors from time to time in rented accommodations in the Stones of Peace. This merchant cabal promotes the idea of Loona as a boisterous gateway to the riches of the wider world, and itself as the fun-loving friend of all Geanavese desiring to use that gateway. Run by a dozen busy merchant families, some of whom, Loonan rumor insists, are pirate agents, the Shining Tankard appears to have no ulterior motives. They specialize in handling small consignments of goods for independent merchants at modest rates, offering "full value coverage" insurance against losses for rather less modest fees. Its operations are "outbound only." Although members of the Shining Tankard may well be involved in importation, none of their Geanavese clients knows about it or are offered any such services.

When it is necessary to entertain clients, they sponsor "safe" visits to the port town for important Geanavese investors. These jaunts are crafted to show the guests a good time while promoting their version of Loona. Typically, these jaunts are expensive because the Shining Tankard hires quite a few "behind the scenes" guards and pays the right people to leave their guests alone during the visit.

THE STAB

Badge: The Stab uses as its symbol a curve of rope transfixed by a dagger with bleeding drops of red blood from where the cord and the blade meet.

Total Power Rating: 13

Organization: 3

Tactical Awareness: 3

Monetary Power: 4

Popularity: 1

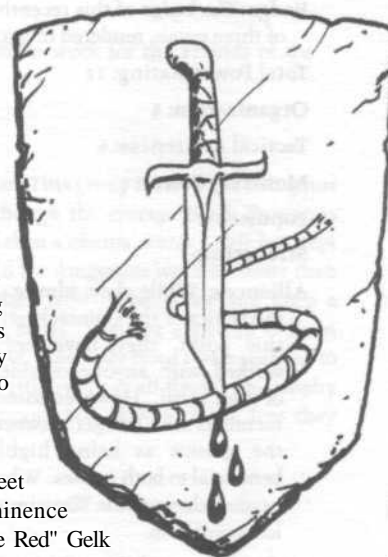
Strength: 2

Alliances: The Stab trusts no one and does not consider people outside of their cabal to be allies.

Enemies: They take great pleasure in eliminating any Sharkfang members or pirates when the opportunity to covertly do so presents itself.

Fees Charged: N/A

Background: This street gang first rose to prominence when a certain Astaag "the Red" Gelk tried to proclaim himself "Captain of the Fangs" over the Sharkfangs, and was rebuffed by dozens of rivals who disputed his claim. Astaag led his dozen or so most loyal





blades on an open campaign of bloodily eliminating his rivals, in hopes of cowing the rest of the Sharks into accepting his rule without an uprising. Instead, he succeeded in uniting them in a campaign to eliminate *him*. They succeeded, stabbing him to a shredded pulp in the Shield at midday, and considered his threat ended. However, his murder only served to enrage his underlings, who referred to the assassination as "the Stab." They have since dedicated themselves to working against those they imagine to be responsible.

An inner circle, whose membership is a closely guarded secret, rules the Stab. At their founding, this circle made it clear that the pirates of Aasaer were seen as mortal enemies. As years passed, their primary targets have shifted several times and where they now concentrate their energies depends on the temperament of their current leadership. Deadly and efficient, the Stab is as quietly sinister as the Sharks are loud and boisterous. Loonans regard them as fearsome slayers that are all the more dangerous because "they hide among us." Citizens tend to regard any local murder of a well-guarded merchant or formidable pirate as "stab-work."

THE STONEFLOWER

Badge: The badge of this recently founded cabal is a flower of three petals, rendered in gray stone.

Total Power Rating: 22

Organization: 3

Tactical Awareness: 6

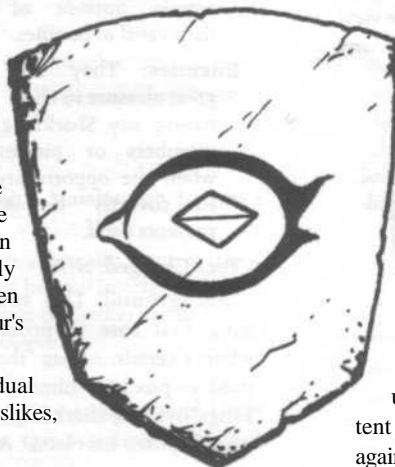
Monetary Power: 4

Popularity: 4

Strength: 5

Alliances: While they admire the tactics of the Coinsack, at this point, they have not worked with anyone outside of their cabal. However, some members see a merger between the groups as being highly beneficial to both parties. When needed, they use the Waaviimur's lossguard firm.

Enemies: While individual members may have their dislikes,



the group as a whole does not actively work against any other group.

Fees Charged: 7

Background: The Stoneflowers prefer to avoid battle in Loona as much as possible, viewing needless violence as unproductive and costly. They dedicate their efforts to merely providing rental, guarded "safe haven" space to visiting merchants. However, they are able and ready to protect their interests, as well as providing equipment to competent and alert guardsmen who use crossbow volleys to deadly effect. Secure in the organization's reputation of vigilance, Stoneflower clients can, for very stiff fees, rent short-term accommodations, warehousing, stabling and sleep well with their choice of protectors.

THE WATCHFUL EYE

Badge: A stylized human eye, with a horizontal diamond "floating" at its heart.

Total Power Rating: 28

Organization: 6

Tactical Awareness: 6

Monetary Power: 8

Popularity: 3

Strength: 5

Alliances: They prefer to handle all activities by themselves.

Enemies: The Eye is always on the lookout for lone members of the Bloody Scroll to eliminate. These killings are performed only when there are no witnesses, to keep up their facade of a group that prefers a minimum of violence.

Fees Charged: N/A

Background: This new force first appeared two summers ago. No folk of the port are sure how large the group is, but it appears to consist solely of humans. On rare occasions, their mark is found on certain docks, warehouse doors, and barrels and crates (that typically contain contraband.) Smuggling, with a minimum of fighting with others, seems to be the way of the Watchful Eye. Many Loonans mutter under their breath that the Watchful Eye could, in fact, be anyone and "up to anything." Most people know too little to be sure.

CURRENT WATCHWORD GROUPS

When deaths, mergers, arrests and reputations affect a business, it is best to choose a new name, new officers and begin work as a "new" company. This causes the watchword scene to be ever changing, so that a casual visitor to port can never be sure of these groups. Now, the larger firms, able to muster more than a dozen "ready swords" at a time and remain active in Loona, are listed below. In descending order of size and influence, they are: The Anchor Boys, The Black Dragons, The Sunset Hands, Thiimgaar's Trustees, The Dawn Runners, The Swordfists, Redshield, Haarakro's Helms, The Steel Mask and The Vigilant Blade.

Veterans: These are predominately 2nd-level fighters, though veterans can be as high as 4th-level. They are usually scarred, hard-bitten human males. They are competent bodyguards, wise in the ways of guarding themselves against traps, street tricks and ambushes. They know how to



keep alert and able to approach danger as they guard people, places and property. Although their armor is rarely better than leather and buckler, they are well-armed and experienced in rough-and-tumble fighting, avoiding or shielding eyes against handfuls of mud or dung intended to blind, for example. Normally, only half the Veterans' listed strength is available at any given time. The rest of them are often injured or sleeping off the past night's revelry. Only a third of the group is available on short notice. The rest are typically already hired out, although members of shady firms can be mustered if extra coin is available.

Blades: Ranging from 1st-level commoners to 2nd-level warriors, nearly anything is possible when encountering a blade. They are generally untried or undisciplined fighters or rogues that are neither as skilled nor as well equipped as veterans are. On rare occasions, about 10% of the time, a Blade may be a down-on-her-luck adventurer, outlaw or spy planted by city officials to investigate rumors of criminal activity. If so, she will have at least one level of either warrior or fighter and up to two levels of another class. Such blades may be of any alignment. The listed blade strength of a watchsword firm represents the organization's short-term hiring "pull" and this listed strength is available at any time.

THE ANCHOR BOYS

Badge: "The Clenched Anchor," a black, symmetrical anchor with the flukes in the uppermost part. The shaft is horizontal and is gripped mid-run by a larger-than-life, heavily muscled human right hand, rising from viewer's lower right to grasp the anchor with curled fingers towards the viewer

Head: Baaropar "Old Tusk" Gornaar (LE male human Rog1/Ftr6)

Contact Officers: Raamat (CE male human War6), Estuuk (NE male human Rog5/Asn1), and Waalduur Morgaar (LN male human Ftr4)

Members: 32 Veterans, 8d8 Blades

Total Power Rating: Veterans 22/Blades 19

Organization: 3

Tactical Awareness: 4

Monetary Power: Veterans 7/ Blades 4

Popularity: 3

Strength: 5

Alliances: The Anchor boys have worked with the Sharkfangs on occasion.

Enemies: None

Fees Charged: 3

Background/Reputation:

Enthusiastic, but sometimes careless, reckless or inattentive, this group is apt to rush into battle leaving guarded areas or material undefended. Because of this, they are prone to being lured away from their charge by diversions. Well aware of this, their leaders are working hard to fix this problem. The typical Anchor Boy makes loud boasts and claims while looking down on all competitors.

THE BLACK DRAGONS

Badge: "The Black Drake," a black silhouette of a spread-wings dragon with head uppermost and looking to the viewer's left, tail curving to viewer's right.

Head: Astaag Duursail (LN male human Ftr7)

Contact Officers: Cahaan "Cutter" (LE male human Rog5), "One-Eye" Belok (CN male human Ftr4/Rog1, Str 17) and Elpheer "Firehook" (LN male human Rog3)

Members: 34 Veterans, 6d8 Blades (1st-level fighters)

Total Power Rating: Veterans 32/Blades 29

Organization: 6

Tactical Awareness: 7

Monetary Power: Veterans 9/Blades 6

Popularity: 4

Strength: 6

Alliances: The Dragons often work for the Friends of the Coin.

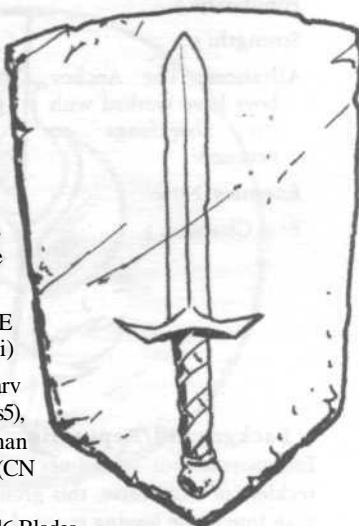
Enemies: None

Fees Charged: 8

Background/Reputation: This group is known as being just and reliable, to a point, although the average Black Dragon is more protective of himself than a clients' wares. This has kept them from being considered for dangerous work on more than one occasion. Typically, they tend to be polite and keep a watchful eye on clients and rivals. They are expected to be in constant readiness for trouble, especially from rivals seeking to "take them down". Their "battle-ready at all times" philosophy has increased their own importance, as well as the fees they charge.

THE DAWN RUNNERS

Badge: "The Dawn Fang," an upright dagger with its tip pointing to the top of the badge, its hilt brown and the blade's steel-gray side to the viewer's left, and its dawn pink side to the viewer's right.



Head: Xaarlur Nuurn (LE male human Rog6/Asni)

Contact Officers: Mitaarv (Le male human Rogs5), Vaalort (CE male human Ftr5), and Berendaar (CN male human Ftr4)

Members: 26 Veterans, 6d6 Blades

Total Power Rating: Veterans 19/Blades 15

Organization: 3

Tactical Awareness: 5

Monetary Power: Veterans 5 / Blades 1

Popularity: 2

Strength: 4

Alliances: They work for the Friends of the Flame on occasion.

Enemies: None more than any other.

Fees Charged: 4

Background: This dangerous, unreliable organization often uses violence to settle disputes among themselves. Long regarded as the group to turn to when morals are not a question, the Dawn Runners are quite willing to take on shady work with no questions asked. However, they are apt to betray or turn against clients if offered more coin by another party. They are despised by most of the other watchsword firms whom the Runners despise, in turn. Always on the lookout to make extra glint, the Dawn Runners will work with any watchsword firm. Of course, many of the other firms will not knowingly work with them.

HAARAKRO'S HELMS

Badge: "The Vigilant Helm," a black full-face war-helm in a scarlet circle, full frontal to the viewer, with scarlet flames curling up out of the helm's eye slits.

Head: Guthaar Haarakro (LE male human Ftr6/Rog2)

Contact Officers: Belock Bolmuur (NE male human Ftrs), Kaalek "Hands" Kuur (CE male human Rog4), and Saald "the Scribe" (LE male human Ftr3/Exp2).

Members: 24 Veterans, 3d12 Blades

Total Power Rating: Veterans 31/Blades 28

Organization: 9

Tactical Awareness: 7

Monetary Power: Veterans 7 / Blades 4

Popularity: 5

Strength: 3



Alliances: The Helms are respected by the other watchsword firms and typically try not to show a preference for one group over another.

Enemies: Watched by the other watchsword firms.

Fees Charged: 9

Background/Reputation: The Helms are known for their ruthless, cold, clear reasoning and no-nonsense approach. They take pride in being professional and their peers grudgingly respect them, as do their opponents. However, Haarakro is often privately threatened with extermination if he starts to build his membership up, or show signs of controlling other watchsword gangs. While threats are no stranger in his line of work, he fears the rest of the watchsword firms will swiftly join forces to exterminate the Helms if he does not heed the warning. For the protection of his firm, the Helms often take covert jobs whenever possible, to secretly build funds.

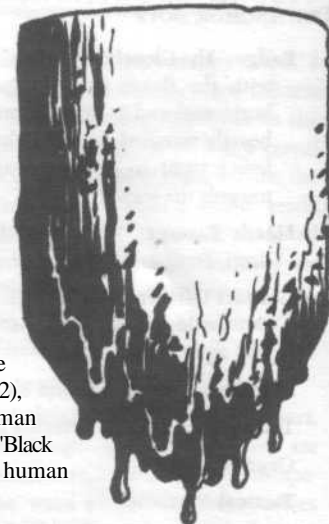
Occasionally, these secret jobs become known and "accidents" claim the lives of lone off-duty Helms. In retaliation, Haarakro ordered the swift death of three members of whatever watchsword firm was deemed responsible for the "accident." As such, other firms have cleverly framed rivals for the murder of a Helm, to bring retribution down on a rival. The Helms soon improved their discernment of such ploys and now (usually) choose the correct target.

REDSHIELD

Badge: "The Bloody Shield," a covered-in-crimson heater shield, its curving lower edges beaded with drops of blood ready to drip.

Head: Deeme "the Dancer" Kevont (NE female human Rog6/Shadowdancer2)

Contact Officers: Maalaariir (CE male human Ftrs/Duelist 2), Uldaar (LE male human Ftr4/Rogi), and Atuura "Black Gauntlet" (NE female human Rog5/Shadowdancer1)



Members: 26 Veterans, 5d8 Blades

Total Power Rating: Veterans 28/Blades 25

Organization: 8

Tactical Awareness: 8

Monetary Power: Veterans 6 / Blades 3

Popularity: 2

Strength: 4

Alliances: None

Enemies: Most watchword firms dislike the Shield. Because of this, they scrutinize potential clients to ensure that offers of work are not a ruse for their elimination.

Fees Charged: 10

Background/Reputation: The Redshields are competent, capable, alert adventurers who abandoned their reckless, flamboyant public escapades and shady work to become careful, grimly silent guardians. Previous feuds with other watchword firms have earned them the enmity of most of their peers. Once Deeme "the Dancer" rose to lead them, after the death of their infamous founder Raako "Redshield," the Redshields gradually turned into careful quiet evaders of feuds.

THE STEEL MASK

Badge: "The Baleglare," a silver mask sculpted into the likeness of a grinning human face. It is surrounded by a halo of orange flames that blaze out through the lone eyehole, lone because the mask is cleanly split vertically down the middle, so that only the half on the viewer's left remains.

Head: Iieelo Ozruur (LE male human Ftr6/Rog3)

Contact Officers: Heelune "Blackblade" (Rog6/Shadowdancer1), Taarl "Hurlskulls" (Ftr 5) and Laalree "Manycats" (Rog4/Sori, Cha 17)

Members: 24 Veterans, 4d4 Blades

Total Power Rating: Veterans 27/Blades 22

Organization: 7

Tactical Awareness: 6

Monetary Power: Veterans 7/ Blades 2

Popularity: 3

Strength: 4



Alliances: The Mask has no allies. They are concerned about the possibility that members of Maarbituur's Fist have infiltrated their ranks.

Enemies: The Swordfists, Bloody Shield and Haarakro's Helms watchword firms dislike the Mask. The Sunset Hands are plotting the downfall of the Steel Mask.

Fees Charged: 8

Background/Reputation: Mysterious and deadly, with goals only they know, the Steel Mask is an apt name for the self-crafted enigma the firm fashioned for itself. The public views them as either mystical posers or alluringly mysterious, deadly capable protectors. The Swordfist, Bloody Shield and Haarakro's Helms watchword firms take offense from the Maskers' overt use of the come-hither looks and actions of their female officers (fully half of their veterans are sleekly beautiful human females) to get contracts. Most of the larger firms find it amusing and entertaining.

The Maskers have cornered their spot in the watchword market by cultivating a "we're small because we're oh-so-exclusive" attitude, but word in the back alleys is that several larger watchword firms are planning to crush them in brawls to shatter the Steel Mask reputation for competency. This is primarily due to bits and pieces of certain plans (made by the Sunset Hands) surfacing. On the surface, the Hands appear to be indifferent of the Masks, but the truth of the matter is they have lost good contracts to their vamping sales techniques and wish to eliminate this problem.

THE SUNSET HANDS

Badge: "The Flamefists"; a flame-orange circle surrounded by a black ring, with the silhouettes of two fists (human right and left hands) rising from the bottom of the ring into the lower center of the orange circle.

Head: Daars Paarang (LE male human Ftr9)

Contact Officers: Vuurnorn (LE male human Rog1/Ftr4/Com1), Ruustug (CE male human War6), and Emeglaar (CE male human Rog6)

Members: 26 Veterans, 4d10 Blades

Total Power Rating: Veterans 27/Blades 24

Organization: 5

Tactical Awareness: 6



Monetary Power: Veterans 7 (50%) 5 (50%)/ Blades 4

Popularity: 3

Strength: 6

Alliances: They are growing to respect the Friends of the Coin, due to the Coin having infiltrators within this organization.

Enemies: The group is despised by Thiimgaar's Trustees, The Dawn Runners, and Swordfists (who have taken heavy losses when hired for guard duty in concert with the Sunset Hands, but received no aid from them in battle).

Fees Charged: 10

Background/Reputation: A disgruntled sage once said, "It is far better to contract a demon than the Flamefists." None present disagreed with him. As a group, the Sunset Hands are coldly polite, uncaring and fulfil contracts to the "letter of the agreement." They have, in several instances, carefully guarded a warehouse door but saw no need to raise an alarm when thieves stole items by tossing them out of windows. On another occasion, a warehouse burned to the ground without the Sunset Hands lifting a finger to stop it. Many a former dismayed client had their complaints rebuffed by the excuse "that was not in our orders."

The Sunset Hands scorn all other watchsword organizations as "undisciplined street rabble; mere thieves and vandals taking coin for not doing harm to a client's goods, not proper guards at all." Typically, the Sunset Hands are hired when no other professional group is available. Because of this, their fees are quite high.

THE SWORDFISTS

Badge: "The Swordfist," a horizontal, knuckles-to-the-viewer, clenched fist (left hand, thumb on viewer's left), with two sword blades projecting (at different, irregular angles) from between the fingers, with streams of blood flowing along those seams and dripping from each knuckle.



Head: Seetarg Gelk (LE male human Ftr5/Sor2)

Contact Officers: Uvuur (CE male human Ftr6), Taaluur (LN male human Ftr5), and Daazitro "Softhands" (NE male human Rog4)

Members: 28 Veterans, 5d4 Blades

Total Power Rating: Veterans 28/Blades 23

Organization: 8

Tactical Awareness: 7

Monetary Power: Veterans 6 / Blades 1

Popularity: 3

Strength: 4

Alliances: If needed, they will hire members of Thiimgaar's Trustees on a temporary basis.

Enemies: They do not trust the Black Sail.

Fees Charged: 9

Background/Reputation: Reasonably reliable and discreet, the Swordfists undertake illicit or dangerous tasks without hesitation. They are known to keep to the strict letter of all agreements, but otherwise place personal protection first. Unlike the Sunset Hands, however, they show some discretion in this. They frequently undertake plunder or otherwise reward themselves "on the side" during a job.



THIIMGAAAR'S TRUSTEES

Badge: "The Unblinking Shield," a steel-hued, plain metal heater shield with a single staring human eye (white sclera, copper iris, black pupil) set at its center.

Head: Teerur Thiimgaar (LN male human Ftr6/Exp2)

Contact Officers: Saarl (NE male human Ftr5), Deemir (LN male human Ftr4), and Reelo (NE male human Rog4)

Members: 22 Veterans, 5d6 Blades

Total Power Rating: Veterans 21/Blades 19

Organization: 4

Tactical Awareness: 4

Monetary Power: Veterans 4 / Blades 2

Popularity: 5

Strength: 4

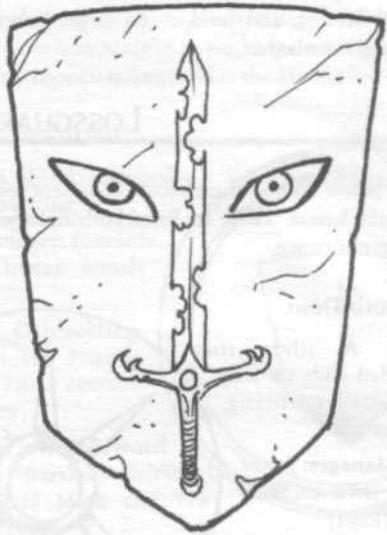
Alliances: They receive contract tips from Baarlur-and-Dorl, though there is a suspicion that the lossguard firm is subtly trying to gain influence.

Enemies: The Anchor Boys

Fees Charged: 3

Background/Reputation: The Trustees have a reputation for being honest and careful (usually). They are currently recovering from heavy losses at the hands of the Anchor Boys who "unintentionally" slaughtered many of them a year or so ago, in a massive crossbow volley. Their attackers claim that they believed the alleyway they fired down, which led to a warehouse door the Trustees were guarding, was deserted. They hate the Anchor Boys because of this and have vowed revenge.

Many feel the Trustees lack the ruthlessness needed for their line of work. Their gear in many cases is also substandard. However, many shopkeepers favor them because they fear the Trustees less than other watchswords. If the Trustees can regain their numbers and keep their popularity in the Merchant's District they might one day be a force to contend with.



THE VIGILANT BIADE

Badge: "The Biting Blade," a vertical, point uppermost, double-edged silver sword outlined in scarlet flames, with several bite-sized notches or gaps scattered randomly (varying freely from specimen badge to specimen badge) up and down either side of the blade, flanked by a staring eye on either side two-thirds up its length.

Head: Seeztzim "Stormblade" Boruur (LE male human Ftr5/Rog1)

Contact Officers: Raarigaar (LE male human Ftr5), Heeva (CE female human Rog4/Sor2), and Taaraak (NE male human Ftr3, Str 17)

Members: 16 Veterans, 8d8 Blades

Total Power Rating: Veterans 23/Blades 19

Organization: 4

Tactical Awareness: 4

Monetary Power: Veterans 5/ Blades 1

Popularity: 6

Strength: 4

Alliances: None

Enemies: For the most part, the Vigilant Blade is ignored by the other established watchsword groups and is viewed as an upstart organization.

Fees Charged: 3

Background/Reputation: This relatively new group is popular with the working stiffs populating Loona's taverns. They are looked upon by their peers as "undisciplined rabble" and considered the dregs of watchsword firms. To their credit, the Blades make up for their reckless inexperience and lack of organization by their numbers. Often they augment their firm at the Hiring Fair, or at the nearest tavern, by elaborate promises to those that survive the job. They are willing to undertake any task, no matter how illegal or ill considered the job might be. Should a significant number of them survive long enough to lose the water from behind their ears, they might be a firm to contend with.

PERSONAL PROTECTION AND LAW ENFORCERS (BODYGUARDS) FOR HIRE

Though Geanavese laws apply in Loona, they are largely ignored, as many poor souls have learned through personal experience. As such, a good many folk live in fear for their skins, or at least their savings. Then there are those who believe their appearance or past behavior makes it unlikely that the lawkeepers will aid them, even if they are victimized by criminals literally right in front of such authorities. Such citizens with enough funds often hire bodyguards for their own protection.

Over time, the hiring of private "law enforcers" evolved into an art of its own, as potential clients vied for the best available muscle. Generally, this need for security leads them to the Hiring Fair. However, bodyguards can also be located at other locations. Some of these are: Riirink's Hearty Dish in the Common District, Hamibuur's (a smithy along the western edge of the Bowery), and the Bloody Boor's Head Tavern in the southern Common District.

Although the population of available bodyguards changes constantly, a typical roster of those who can be hired at any given time closely resembles this sample selection:

Taoffoor (NE male human Ftr2/Rog1) wears leather armor and carries "puff bags" of sand at his belt in roughly-sewn bags of rotting leather, for hurling in the faces of foes.

Vuusaara (CE female human Rog4, Dex 18) wears leather armor and is adept at climbing and at setting trip-cords and alarms based on old metal bowls holding metal scraps that "ring" loudly if disturbed.

Harurk "the Hammer" (LN male dwarf Ftr3) carries six throwing axes in his belt in addition to his usual broad array of weapons. He is not allied with any watchsword firm, but is often harassed by the Anchor Boys to either join them or leave Loona.

Beligor (NG male human Ftr1) is large, quick but inexperienced; a light sleeper who is always hungry but needs little rest, and claims, falsely, to have a magic dagger that "knows" where foes are likely to be hiding, or from where they will approach.

Draabro (NE male human Ftr2/Rog2) is a pirate (although he will not admit this), who is interested only in short-term hires. While he does not rob from his clients, he is very interested in determining who in Loona has valuable cargo and plenty of coins. Draabro has eyes of mismatched hue, but can see well enough to deftly hurl the large collection of concealed daggers he always carries. Draabro is very adept in avoiding "talent" from watchsword firms looking to acquire him. He prefers to work on his own.

Teelia (CN female human Ftr2/Exp1) is a sharp-tempered, foul-mouthed sharpener of blades who was apprenticed, down bay, to become a swordsmith. Then, one day, she flew into a rage at the advances of her master, slew him and fled. She is learning to control her anger when goaded, but is still apt to fight with more fire than wits. She undertakes guard duty to keep from starving, but is more interested in surviving until she can go elsewhere and find better work. She is extremely uninterested in finding herself employed by another over-amorous man. Teelia is not affiliated with any watchsword firm but a

member of the Steel Mask recently asked her to join them.

Klass (LN female dwarf Ftr3) is a gruff, close-mouthed wanderer who came to Loona seeking adventure. She soon learned that she enjoys chases, fights, long periods of sitting watching for trouble, and sometimes, just thinking. She often spins romantic tales in her head to pass the time, and even utters these aloud to entertain others, if drunk or cajoled enough, so guard duty is ideal for her. She dreams of finding a rich, gallant, male dwarf and happily settling down with him. However, Klass needs no one but herself. In fact, she recently left her mark on a Redshield gang who tried to harass her, and two months ago she nearly beat a disrespectful member of the Vigilant Blade to death. They fear her because of this and will not think of seeking retribution unless they have her outnumbered.

Bodyguard Fees

Private bodyguards hire themselves out by the day or half-day task, by the night (dusk to dawn), or for longer periods, guarding a client day and night. They do require some regular off-duty time for sleeping and eating. As with other hiring situations, discounting foolish clients who overpay, the more coin one can pay, the greater skills and loyalty one can hire. In most cases, a bodyguard is assumed to provide his own weapons and armor, but not livery or fine dress. Long hires are usually provided with a place to sleep and one meal a day.

RATE SCHEDULE (BASED ON GUARD ABILITY):

"Cheap" is for guards who are desperate, wounded or partly disabled (for example, one arm or eye is missing). "Fair" covers the great majority of bodyguards who are fighters of middling abilities and equipment, probably no greater than 2nd-level. "Expensive" is for an experienced adventurer or bodyguard, who appears imposing or splendid (for example, a large person or one with superb armor).

- Guard Duty: Half-Day or Single Task (e.g., "Keep me safe from here to a certain building I'm heading for"): Expensive: 8 gp; Fair: 5 gp; Cheap: 3 gp
- Guard Duty: Day (dawn to dusk): Expensive: 12 gp; Fair: 8 gp; Cheap: 5 gp
- Guard Duty: Night (dusk to dawn): Expensive: 14 gp; Fair: 7 gp; Cheap: 5 gp
- Longer Hires (noon to noon, partial periods being paid as a whole period): Expensive: 10 gp; Fair: 8 gp; Cheap: 5 gp

As with any enterprise, some individuals work for less, but one gets what one pays for. Street urchins will, for a few smalls, often offer to act as lookouts or arrange a diversion (trip someone chasing their client, dump refuse on an opponent of their client, or "unwittingly" block a narrow passage for a few moments).

Most Loonan bodyguards are local inhabitants wise in the doings, layout, folk and perils of the area. They will rarely be more than a 3rd-level fighter or 4th-level rogue, or a combination of those two classes. They almost certainly carry 1d4 concealed weapons in addition to 1d3 visible ones, and have "pay for my hide" private agreements with other Loonan denizens to rescue or "back them up" if they give an agreed-upon signal. Bodyguards wear the best armor they can glean (usually

an assortment of well-used helmets, shields and leather or chainmail armor), and tend to be large, heavy, menacing-looking individuals.

LOSSGUARD FIRMS

Listed below are the three most prominent lossguard firms operating in Loona. These are listed both alphabetically and in order of prominence.

BAARLUR-AND-DORL

Badge: A silver ring studded with six long, outward-pointing spikes

Firm Manager: Argus (CN Dwarven male Ftr2/Exp1)

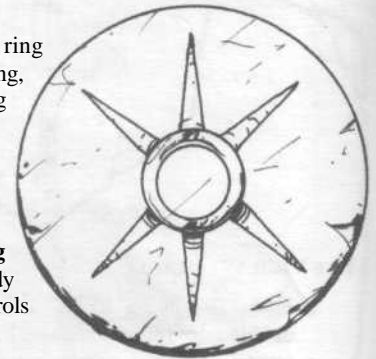
Covert Controlling

Power: The Bloody Scroll secretly controls this firm.

Preferred Watchword Firms:

The Anchor Boys and the Sharkfangs.

Background/Description: By far the largest of the lossguard firms, they have a reputation of being dignified, just and expensive. They are located on Stormwind Street on the northern edge of the Bowery.



WAAVIIMUR'S

Badge: A gilded bull's head with staring human eyes.

Firm Manager: Rathain (LE Half Elf male Sor3/Exp3).

Covert Controlling Power: The Coinsack controls this firm.

Preferred Watchword Firms: Waaviimur's does not want to "burn any bridges" and employs watchword firms based on their merit and ability to successfully complete the contract.

Background/Description: This new, aggressive and brash firm rapidly surpassed "Your Diligent Shield" in success, due in part to Rathain's eldritch skills and more than their share of



lucky breaks. Their office is located on the edge of the Bowery and the Dock District. Always advertising to drum up new clients, it is a common sight to see badge-wearing representatives in many Loonan taverns and at the Hiring Fair.

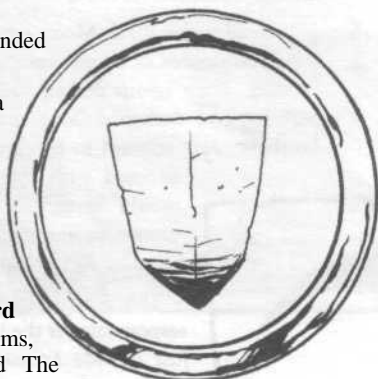
YOUR DILIGENT SHIELD

Badge: A shield surrounded by a silver ring.

Firm Manager: Ezmuura (NE Human female Exp5).

Cover Controlling Power: The Friends of the Flame controls this firm

Preferred Watchword Firms: Haarakro's Helms, The Steel Mask and The Sunset Hands



Background/Description: The Shield is popular in the Dock District and the Bowery due to their cheaper rates. Potential clients that make a successful Gather Information Check (DC 16) while checking in the Merchant's District find that the firm is apt to slide out of some claims if they judge a potential client to have little clout.

WATCHING THE WATCHERS

The Master is not the only one "keeping an eye" on Loona. In addition to agents in the Fists, there are other spies operating in the port city to protect Geanavue's interests. The Three Sisters have the greatest influence, followed by the Shadow Walkers.

Shadow Walkers

Leadership: Each operative is independent.

Total Power Rating: 16

Organization: 4

Tactical Awareness: 5

Monetary Power: 5

Popularity: 1

Strength: 1

Alliances: The Ready Swords of Geanavue

Enemies: Those they feel are dangers to their masters.

Fees Charged: N/A

Background: At any time, Castle Geana has 3d4 "irregular" secret agents in Loona to keep tabs on the Master, the Fists, and visiting Geanavese officials. These Shadow Walkers are hired adventurers and Geanavese convicts "working off" crimes or debts. They report privately to members of the Ready Sword (q.v., page 23 of *Geanavue: The Stones of Peace*), and have no official standing, though they receive Castle pay and "field aid" from any Ready Swords passing through Loona).

THE THREE SISTERS

Leadership: Paerill and Saadarea report their findings to Alamaata.

Total Power Rating: 24

Organization: 5

Tactical Awareness: 5

Monetary Power: 6

Popularity: 6

Strength: 2

Alliances: Geanavue

Enemies: Those who would harm Geanavue

Fees Charged: N/A

Background: Much food and wine is imported to Geanavue through Loona, and the Three Sisters (Alamaata, CG female human Wiz6; Paerill, NG female human Wiz4; and Saadarea, CG female human Wiz3) keep a close watch over any attempts to taint it. Though these agents of Geanavue are better at detecting poison than actual acts of poisoning, anyone they notice tampering with food and wine will usually be slain without trial, as swiftly as spells or other agents of Castle Geana can reach them.

ENIGMAS

THE BLACK MOON

Badge: The Crescent Moon with the points to upper right and lower center, curve of arc on upper left.

Total Power Rating: 15

Organization: 3

Tactical Awareness: 5

Monetary Power: 3

Popularity: 1

Strength: 3

Alliances: None

Enemies: The Black Moon hates pirates.

Fees Charged: N/A

Background: Older residents of Loona may recall that the Black Moon was founded quite openly over 30 years ago by two young wizards: a Loonan woman by the name of Maara Daar, and her new-found lover, the Geanavese wizard Hleer Raartiiran. The couple announced that Loona was falling under the sway of "fell waveriders" (a phrase most folk of the port took to mean the Reanaarian pirates) and "city coin" (wealthy Geanavese), and that henceforth the Black Moon would fight to "keep Loona for Loonans."

Since that proud announcement, there have been murders of at least seven prominent outlanders (bullies who had risen to prominence through threats and violence) with the bodies moon-marked, while other troublesome folk simply disappeared. As the Black Moon's reputation grew, so did the hatred of their enemies. Twelve years ago, Maara Daar was destined to be the first to pay the price for their efforts. Late one night as she was crossing the Merchant's District, disaster struck. Her personal guard was slain, and she was kidnapped and her corpse was found floating in the bay a week later. It was obvious she was tortured before her death, and her assassins were never found. Frustrated and furious, Hleer openly attacked the next pirate vessel to put into port and burned it to the waterline with all aboard.

Since Maara's death, Hleer has been described by the few who have met him as "a walking corpse." He stalks Loona with a voice colder than the grave, eyes of ice and an ever-darker heart.

Those that had hoped to intimidate him through Maara's death steer clear of the haunted man at any cost. Loonans "in the know" say that the Black Moon continues to target the Friends of the Coin and other pirate agents and operations, and strike at others only to make swift and easy money, or to defend Moon members.

Some say Hleer (a NE male human Wizz) is growing in cunning as he masters the arcane arts. Since his lover's death he has become increasingly wary of pirate-arranged traps and no longer boldly sends his slayers after friends of pirate traders. He much prefers to use monsters (captured and then held by alchemical means or trapped by his spells until the right moment of unleashing) against foes.

The Black Moon recently left its mark on Wiuxiu Beteer, a "greasy toad" of a Geanavese merchant who settled in Loona, to better avoid the scrutiny of Castle Geana, some say. He made much coin with his delightful wine that some drinkers found very addictive (no wonder, according to some vintners, who claim it was laced with drugs). Wiuxiu also assembled a small fleet of ships for Bay trading. However, it did not save him. Wiuxiu was found dismembered in the midst of all his wealth, with a flood of coins spilling out of his vault. His staff later commented that most of the gold coins and all of his gem-coffers were missing.

Pirates have repeatedly tried to learn which Loonans are members of the Black Moon, and therefore the organization no longer has any known "contact" persons (the last six having been tortured and murdered by unknown persons). Hleer, of course, keeps hidden under magical and physical disguises. The Fists' commander Adurmak Hezzuk settled, though he will not say why, or how, on the notion that the missing wizard is posing as a strumpet at the darkhouse most recently known as Rainoo's Warm Wonders.

The body toll of visiting pirates found dead with the Black Moon mark on them declined in recent years. Their mark evolved over time from something cut with a knife to a brand. The deaths also seem to have become more opportunistic, as if the Black Moon is no longer elaborately plotting and stalking targets, but watching visiting pirates and striking whenever they can catch one alone or in a particularly vulnerable situation.

However, there is little doubt that the Black Moon succeeded in making pirates regard Loona as a place of danger rather than a safe haven where they can openly swagger, fight, riot, vandalize and steal at will. The "just for fun" street-long brawls that used to erupt almost nightly are rare these days, and pirates no longer boldly seize any ships docked or in the harbor that they find attractive. This pleases Castle Geana no end, and is probably the reason authorities have never made any energetic effort to track down Hleer, smash the Black Moon or even hamper Moon activities.

Some of the shrewdest of the anonymous "street sages" who impart information about Loona in return for coin, believe that the Black Moon's roster includes at least one other wizard besides Hleer. They appear to be supported by some thieves and warriors from a semi-retired adventuring band settled in Loona.

Furthermore, it is rumored that at least two Geanavese guilds or wealthy merchant families (not Talasaara) bankroll them. Some also claim that messages or offers to the Black Moon "cried" (uttered repeatedly, in a normal speaking voice, as the speaker wanders) have been known to be successfully delivered by unseen elemental servants.

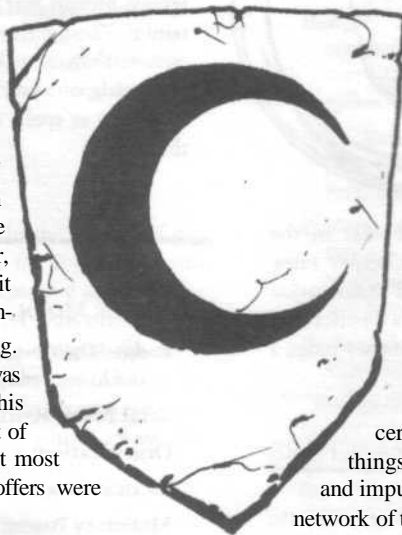
In reality, the Black Moon employs secretly hired "ears" to relay the desires of those seeking to rid Loona of its human vermin. Their agents deliver such requests through a shutter between two darkened "love chambers" in one of the port's brothels. Any attempt to break into such a room could only succeed with the use of magic; mere brawn would result in a furious fight with the numerous and vigorous forces of law enforcers hired by all Loonan brothels.

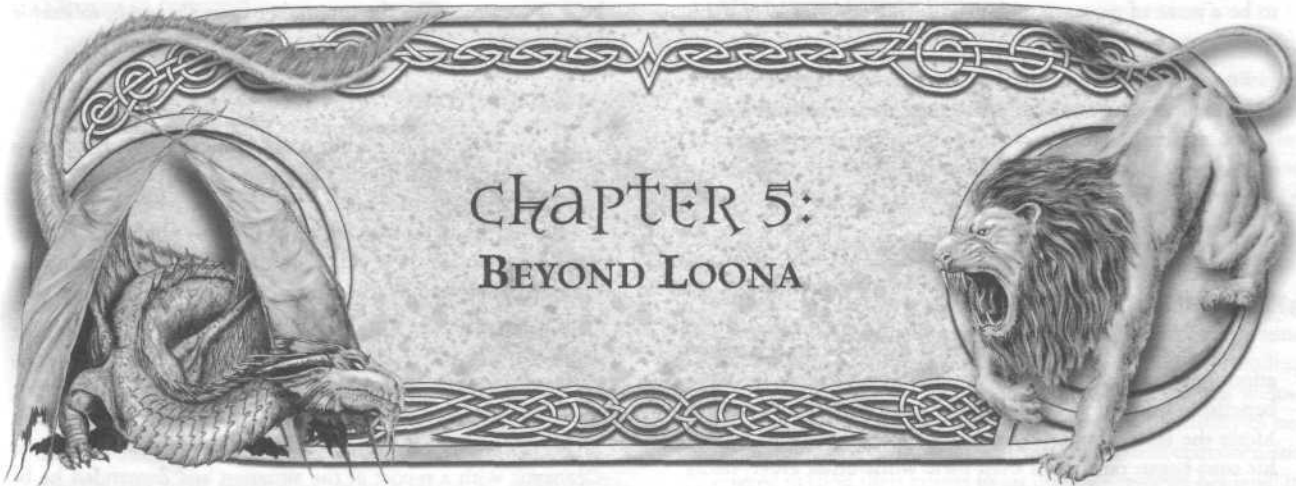
The Black Moon is thought to have been responsible for the recent sinking of a pirate ship just outside Looms harbor. They continually appear to be engaged in a slow, methodically patient process of tracking down which Loonan buildings and businesses are pirate-owned, so as to target these not just for open attacks, but for "squeezes" by Geanavese merchants. The word on the streets of Loona is that the Black Moon is now "after" the silk merchant, Zandi Murmalal, a halfling from Feorimue, widely believed to serve certain pirates of Aasaer as a banker and "arranger of things ashore" in the Geanavese demesnes. The colorful and impudent Zandi openly talks about establishing his own network of thugs, the Golden Sun, to "drive out the murderous villains of the Black Moon from peace-abiding, law-loving Loona!" The recent burning to the ground of Zandi's largest warehouse when it was full of newly received bolts of unsold cloth is also thought to be the work of the Black Moon.

KNIVES OF THE AVENGER

Sponsored by the clerics of Zael the Unseen One, the Knives operate within both Loona and Geanavue. Their rates are as follows: assassinations: 100 glint for a commoner, 500 glint for a guild official or important merchant and 1000+ glint for more difficult targets. They reserve the right to refuse any contract, but will not disclose information about the bid to anyone. They also perform lesser tasks such as theft, framing, beatings, humiliations and maiming. The rate for this depends on the job, but is at least 25 glint and is only for "small favors."

To Hire Knives of the Avenger: Pass Phrase: "The Dagger is drawn." Response: "I am the Seller of Souls." The phrase should be spoken at the Shield.





CHAPTER 5: BEYOND LOONA

The areas listed below are places of interest around Geanavue and Loona. The numbers that precede each entry correspond to the numbers on the Geanavue-Loona Area maps on pgs 92-94. Where applicable, each listing is rated from 1-10 based on its Defensive Capability (D), Strength of the areas defenders (S), Monetary Power (M) and Influence (I). These ratings function as follows:

Defensive Capability: This represents a defensible point in the area's location. Add the Defensive Capability to the armor class of troops trying to defend it. This stacks with bonuses to cover and concealment.

Monetary Power: This determines the amount of capitol that can be raised by an area. These funds may be spent on the area or lent to allies in times of need. The amount available per year is its Monetary Power x 500 gp.

Strength of Defenders: This is the number of available defenders in this area. Multiply the Strength of Defenders rating x 10 to determine the quantity of basic men at arms. These may be guards, hired troops or the typical clientele in the area who are willing to help when the need arises. Use the following formula to determine the level of the defenders. Except for otherwise noted, all defenders are 1st-level fighters. For every 20 defenders add a 2nd-level fighter (corporal), for every 40 defenders add a 3rd-level fighter (sergeant), for every 75 defenders add a 5th-level fighter (captain), and for every 100 defenders add a 7th-level fighter (lieutenant).

Influence: This shows what favors can be called upon during times of need. Geanavue does not have a rating, as it protects the area and does not offer monetary support. The number(s) in parentheses is where the aid can be drawn upon. To use influence, roll 1d10. If the result is equal or lower to the target's Monetary Power rating, the request for aid was granted. Aid can be given equal to the areas Monetary Power rating x 500 gp. Once aid is drawn, it may not be drawn again until the debt is repaid. The number(s) next to the T represent the person or faction that the aid can be solicited from.

1) Geanavue

This powerful, peaceful, law-abiding city, with a wealth of artisans and guilds, influences a large portion of the Reanaaria Bay. The population consists of roughly 3,700 human, 2,000 dwarves, 1,700 gnomes, 800 half-elves and a smattering of some 200 beings of other races. The city was founded in the year 101

of the new discovery calendar by folk migrating north from the Zoan peninsula. It was originally called "Gailiuomaa Canoa" (meaning "Clearsprings Camp") due to the springs of clear, sweet drinking water rising out of the rocks there.

Now, a sturdy stone wall hides many interior passages and spiral stairwells that surround the city. Sloping buttress ramparts regularly stud the surface with guard towers rising supporting ballista emplacements. The seat of the government, the castle Geana, is safely nestled within the city.

GEANAVUE'S DEFENSES

The Axes: The Axes are composed of over 40 dwarven footmen who patrol the roads. They particularly focus on the road between Geanavue and Loona.

The Fists: The Fists are the official force defending the city and its demesnes. They are well trained and equipped. Warcaptain Haaron Peseevituur (LN male human Ftrio) leads them. The Fists are occasionally called to quell disturbances in Loona.

The Proud lances: These proud mounted warriors ride furiously along the roads when summoned by the Axes. Geanavue's citizens regard them highly, and no employer is allowed to penalize a Lancer for work lost due to a tour of duty.

City Attitude: Geanavese come from elsewhere and settle here for various reasons. Work and commerce are the driving forces, and turning a profit is paramount. There is a wide variety of cultural and racial diversity here, so those from elsewhere are welcomed until they break the law. On occasion, one can see clerics of several faiths about their business. For the most part, the city enjoys some degree of religious freedom although the Geanavese dislike religions that preach slaying, poverty, bigotry or the surrender of property. Faiths that try to convert those from their chosen faith are looked down upon.

Special Notes: Currently the city is fighting with the fire giants from the Sotai Gagalia Headlands. The increasing number of raids, coupled with heavy losses of livestock and persons, caused some of the populace to call upon the Castle, in hopes of hiring adventurers to battle the giants. Thus far, the idea has not been acted upon, although pressure from its advocates is increasing.

Legends: Common legend states that stone giant magic had a part in the construction of the Castle Geana. There is rumored

Loona: Port of Intrigue - Chapter 5: Beyond Loona

to be a maze of passages under the castle, with some of them miles long.

Enemies: The fire giants of the Sotai Gagalia Headlands have been Geanavue's enemy for some time. Lord Haar also fears Kalamaran expansion.

2) LOONA ROAD

This road is commonly called "Geanavue Road" in Loona.

3) TAARSTUL

(Hamlet and waystables) D 1, S 2, M 2, I None: Several generations ago Haaltaran Taarstul began his ranching business. After benefiting from a few good decisions, and with the blessing of Mosia the Holy Mother, his family business prospered. Soon, his sons began ranches of their own, while other enterprising souls took up shop in the area to provide needed goods and services. Two generations ago, this collection of tradesmen and ranches became known as the Hamlet of Taarstul. The hamlet is governed and funded by the rancher consortium. Its citizens predominantly worship Naataal the Raiser.

4) ALDIISCE CEMETERY

Aarvelko Streene (see page 63) often practices his evil rituals here.

5) THE TORNOSS (INN)

D 0, S 1, M 1, I 34: Alaateea Tornoss found herself running her husband's inn when he was ambushed on the way to Loona. To her credit, she took up the reins of ownership well.

6) GAZEE'S THAAEI (INN, CLOSED)

A failed marriage caused this inn's downfall. It has been boarded up for several years.

7) ZOAN ROAD

8) NARTUIR ROAD

9) SOTAI ROAD

10) THE GILIAN ROAD

11) DORASS ROAD

12) TANTUUL ROAD

13) AUBREAV ROAD

14) MUUSIER ROAD

15) LROOT'S HAU (INN)

D 1, S 3, M 2, I 16: Sometimes, those that make their living by the grace of Miazaar (Risk) set aside the dice and make an attempt to earn an honest living. Fifteen summers ago, after witnessing a good friend die in a card game gone bad, Cavuor Neetzuur decided to explore another livelihood. As fate would have it, Wuovor Lroot hoped to sell his inn and retire. Neetzuur

kept Lroot's name on the inn, rather than change it, to keep a lower profile.

16) HARDRIIR (HAMLET)

D 2, S 2, M 2, I 15, 17: While some hamlets in the region have thrived, the Hardriir hamlet suffered both from neglect and corrupt local government. Salvation came when Ceotao, the Lord of the Silver Linings, took pity on their plight and sent an unlikely savior to their aid. This aid came in the form of a retired Fist sergeant by the name of Elpheer Uul.

Forced to retire from the Fists due to his age, Elpheer wandered the area. Then, on a trip back from the bay, he happened to pass through the hamlet of Hardriir. To his dismay, he endured taxes, unjust fees and brazen attempts to solicit bribes. Enraged by the injustice, the former Fist rushed back to Geanavue with a report of the situation and demanded he be granted the authority to set things right. Using his remaining influence, Elpheer soon found himself in charge of driving Hardriir's corrupt rats from their dens. After several years of long, hard work, and a few attempts on his life, the hamlet now shows signs of escaping the yoke of corruption. If all goes well, this tired but satisfied man can retire in peace. To commemorate the hamlet's transformation, several citizens are building a shrine to Ceato in the center of the hamlet.

17) STAURONHAU (INN)

D 0, S 1, M 2, I 16: Once a simple family brewery, this is now a popular inn among travelers wishing to avoid the bustle of Geanavue and the thugs of Loona. Owner Haavan Vonrnaar and his three sons (Geevir, Oluun and Reelo) operate the business. They often buy grain from the Korog Tal mill (area 18).

18) KOROG TAL'S (MILL)

D 0, S 0, M 1, I 19: Fealain the Profitmaker blessed Korog Tal with prosperity. He processes grain for several local farmers with his oxen-powered mill.

19) SEELARA (HAMLET)

D 2, S 2, M 2, I 18, 22: Seelara began as a large house dedicated to the development and training of artisans. Over time, the success of its students led other entrepreneurs to settle in the area, and a small community arose. Raamat Seelara, a fourth-generation descendant of Seelara's founder, governs the hamlet. Its residents predominantly worship Fealain the Profitmaker and a small shrine to this deity can be found there.

20) LLOROKHUUN (HAMLET)

D 1, S 2, M 3, I 22: As Loona developed, several leatherworkers sought a haven where they could be reasonably safe from roving packs of thieves. After weighing their options, they chose to relocate their business works to an abandoned farm in the wild. Investment and hard work led to their growth as a hamlet, with a tanning company capable of producing masterwork leather goods. The hamlet discounts their goods for the member of the Fists who travel to the hamlet to pick them up. The popularity of their wares keeps a steady stream of Fists passing through, and tends to make criminals think twice before harassing the hamlet. This is exactly the effect that the leaders of Llorokhun hoped for. A council of elders, chosen by a lottery every two years, governs this hamlet.

21) RULKAAR (TAVERN)

D 1, S 2, M 1, I 20: Faaroz Ulteerl founded this tavern after losing his left arm in the service of the Master of Loona. As a reward for his dedication to duty, he was given enough funds to open the tavern. It is now a haven for old soldiers, watchmen and adventurers. The tavern is also known to its patrons as "The Old Helm."

22) PEERHAU (INN)

D 0, S 0, M 1, I 21, 23: After a rewarding career of singing performances in Geanavue, it became apparent to Agreeer Peer that he needed a home outside the city, away from his most devoted admirers. After viewing several sites, Agreeer selected a derelict inn with more than enough room to entertain his friends. But as the restoration continued, Agreeer realized shockingly that he needed more funds and he began hosting private performances for his more affluent fans. Gradually, as Peer's depleted coffers began to fill, need turned to greed. Now, Peer performs frequently, when not writing new music. Halfway through the performance, his staff serves dinner.

23) DARANCE (FAMILY ESTATE)

D 1, S 1, M 1, I 22, 23: Even though owning land is considered to be a privilege, some have let their land fall so far into disrepair that their estates are barely respectable. The lord of the Darance house, for example, allows his lust for gambling to consume much of the family's business. He is only able to make vital repairs on the property while he struggles to make ends meet.

24) STRIIBRO (HAMLET)

D 2, S 3, M 2, I 23: Several years ago, Tatiira Striibro faced a dilemma: she was well beyond childbearing years, her husband had recently passed away, and she had a forboding outstanding debt. Unless she could work a financial miracle, the widow Striibro faced a future of throwing herself on the mercy of her Geanavese friends. Instead, Tatiira met with local craftsmen and offered to fund their efforts to set up businesses on her land, in return for which she would receive a percentage of the profits. In a bold move, she risked all she owned against the debt, a venture that would either prove her salvation or doom her to poverty.

In a stroke of good fortune, Queen Destiny dealt Tatiira a fair hand and her venture slowly prospered as the gathered businesses and families grew into a hamlet. Unfortunately,



Loona: Port of Intrigue - Chapter 5: Beyond Loona

Tatiira had little time to savor her triumph as she died on the very day her debt was paid. The citizens of the newly formed hamlet honored their benefactor by taking the name of Striibro for the hamlet. A board of council members, selected by popular vote, now governs this hamlet.

25) ALTUIN (IIHAVELO HUNTING PRESERVE)

This preserve was once very popular among small game hunters. Unfortunately, their enthusiasm soon led to over-hunting and the preserve's abandonment. Currently the preserve is overgrown and teeming with vermin.

26) HAAVEKHAU (INN)

D 1, S 1, M 1, I None: A retired ship captain by the name of Waalduur "Longrunner" Khaamlaar owns this inn. Though forced to retire, due to a wicked cough acquired on his last voyage, the old captain had prepared for his future and used his savings to build Haavekhau. Though it took some time for Waalduur to adjust to life as a landlubber and the inn currently makes only enough coin to support itself, Waalduur believes it has a promising future.

27) DATHTUUL'S (TAVERN)

D 0, S 1, M 1, I 28: The Dathtuul family have owned and operated this tavern for several generations. Unfortunately, it has been mismanaged into a state of financial peril, and the current clientele consists of old codgers that open their mouths more than their coin purses. Unless profits improve, the inn will surely close in about a year. Leel, the current owner, is trying his best but the stress of managing a failing business greatly disturbs him.

28)TAUROKHMIS (SLAUGHTERHOUSE)

D 1, S 2, M 1, I 27: Oluun Taurokhim runs a relatively clean slaughterhouse, taking work from the surrounding ranches. Oluun is a quiet, fair man who seems to always have "samples" handy for Fist members, roving patrolmen and others sworn to protect the area. This keeps a steady traffic of professional swordsmen frequenting his business, including adventurers needing expert butchering of wild animals or some monster.

29) ROSKUL'S DELVE (QUARRY)

A retired Fist officer by the name of Argrum Roskul originally opened this quarry. His stout crew quarried stone for projects in Geanavue and abroad for many years, until Roskul closed the business, due to advancing age and health problems. Currently, the quarry remains vacant and is collecting rainwater. If it is left undisturbed, the quarry will one day fill and become several small, linked lakes.

30) BRILAKH (WAYMOOT)

31) STALAEVB'S (INN)

D 0, S 1, M 1, I None: This modest "home away from home" caters to travelers and hunting expeditions. The current owner is Oleera Stalaeve, who purchased it when he could no longer hunt due to a crippling accident. Oleera now lives vicariously through the hunting exploits of his clients. He always ensures that a hot, hearty meal awaits hunters returning to the inn with their game trophies. Oleera refers successful hunters to

Muursten Wueeg, the local taxidermist. Wueeg is a local favorite and has many referrals, and gives Oleera a commission fee for all referrals. However, Oleera feels his death approaching, and so is seeking a competent partner. Many will miss him when he departs this mortal coil.

32) RATHAAEVUNE (TEMPLE OF NAATAAL THE RAISER)

D 1, S 2, M 2, I None: It is evident that Naataal the Raiser left her blessing here. Out of gratitude, several farm owners constructed this humble, open-air temple to their deity. It is always open for those who wish to worship, but does not have a permanent cleric in attendance. Instead, the local farmers are responsible for its repair.

33) MELPHIR (FAMILY ESTATE)

D 1, S 2, M 2, I 34: The Belinguar family estate was the last project designed by the aged architect Melphir Albrantiir. Out of respect for the departed artisan, the head of the Belinguar family named his new home after the designer.

34) DABRANTIIA (HAMLET)

D 2, S 2, M 3, I 9, 33: Generations ago, people began to settle the wilderness here. Over time, prosperous ventures grew and absorbed more land until strangers became neighbors and friendships grew. It soon became apparent to all concerned that there was strength in numbers, and soon the hamlet of Dabrantiia was formed. A local council, elected every two years, governs this community.

35) TOALOSS (HAMLET)

D 2, S 3, M 2, I 36: The Toaloss hamlet mainly consists of relatives and servants of the Toaloss family. Ruler Uvuur Toaloss also keeps a home in the Master's District of Loona.

36) REEMAE'S (INN)

D 0, S 0, M 2, I 35, 37: Twenty years ago, Elpheer Reemae ran one of the most popular inns of the region. When a nefarious soul tried to purchase part interest in the inn, and after his "offer" was refused by the strong willed Reemae, the inn "mysteriously" caught fire and Reemae perished in the blaze. It now lies in ruins and is oftentimes the home of wanderers and highwaymen.

37) HAUROKH (HAMLET)

D 2, S 2, M 2, I 36: Decades ago, several families of craftsmen settled here, banding together for protection and to better market their wares. Over time, their hamlet took the name of Haurokh, the first artisan to settle there.

38) BARAKTUIN (ARIOHOND HUNTING PRESERVE)

Woe be to those who are caught here without permission. Trespassers have been known to end up as cargo on slave ships.

39) DATHTENNAAN ('TWOLAKES')

These twin lakes were named after a serpent of Tellene legend.

40) DURSURAKTUIN (HURKOLK HUNTING PRESERVE)

The preserve is not currently in use, due to a strange cat-like predator stalking the hunters. Adventurers are being sought to take care of the problem.

41) STANTALTUIN (CLARRCRIVIAN HUNTING PRESERVE)

This preserve is dedicated to the pursuit of "sportsmanlike" hunting. The use of magic is especially forbidden.

42) RIITHRUIR (HAMLET)

D 3, S 3, M 3, I 43: Fildruur Origaan became quite disillusioned with his failed efforts to join the ranks of the Talasaarans. It seemed that no amount of bribes, diplomacy, benevolent work or effort could place his family in their ranks. Finally giving up hope, he used his sizeable fortune to craft a home where he could bask in the respect he felt he deserved. The result was the Riithruir hamlet, named after his lowest manservant out of contempt for the whole concept of nobility. The hamlet has better resources than most towns its size, due to the influx of Origaan's wealth. The current leaders see no reason to have diplomatic relations with any other town besides Geanavue.

43) THE SHAULKRAUSK (INN)

D 0, S 1, M 1, I 42, 44: This inn has a reputation for "just getting by." Its furnishings and food are less than fancy, but one could not find a better place to "lay low." Most of the inn's customers are merchants and the occasional ranger traveling on the cheap. It is not unusual, however, to find a seasoned adventurer avoiding her enemies or some local authorities.

44) HAALAMBITUUR'S (INN)

D 1, S 0, M 2, I 43: Once a horse ranch, now only a modest inn is left of the failed equestrian effort. Fortunately, Galition Haalambituur saw the end coming and used his resources to convert the unused rooms of the main ranch house into separate living quarters. Anything not deemed useful for the new inn was sold to generate operating funds. The new venture produced a decent living with a modest income. While it is not the lifestyle Galition had hoped for, at least he manages to keep his home.

45) VALUUTH (WAYMOOT)

46) TAATHTOKH'S (CHEAP INN)

D 0, S 1, M 1, I None: The words dirty, dingy and sometimes dangerous are apt descriptors for this inn. It once catered to a more affluent clientele but customers were fickle, and business dropped off drastically when they went elsewhere. To try to stay afloat, Taathtokh reduced his rates to draw in more business. The public views those staying at the inn as living a step above poverty. Adventurers often stay here when they are low on cash.

47) SELMRIITHAU (ABANDONED INN)

D 0, S 0, M 0, I None: After the widow Selmriithau's husband passed away, she no longer desired to run the inn. Although she tried, her lack of enthusiasm showed and profits steadily fell. Once she realized the inevitable, the inn was closed and she

moved in with her daughter's family in Geanavue. The inn has been abandoned ever since.

48) AARDAMANTHUS ("SPEARPOINT")

These crossroads are named after the murderous villain Aardamanthus, slain by vigilante justice. Legend has it that the marker here is the exact spot where the spear point that killed him stuck into the ground.

49) VRON (HAMLET)

D 3, S 3, M 3, I None: Two generations ago, a family of copper-smiths purchased an abandoned farm to set up shop. They often worked the soft metal long into the night, seeking to create great art objects. As time went on, several of their relatives moved to the area in order to work the land, and eventually a community grew from their efforts.

50) HAASTELHAU (INN)

D 0, S 2, M 1, I None: Lorgaar Haastelhau is well known for his charitable ways. He often gives a troubled soul a room and a hot meal in exchange for work on the land around the inn. Some people say he could have improved his fortune if he did not waste so much time taking in strays, while others commend his philanthropic actions.

51) STULSK (HAMLET)

D 2, S 2, M 2, I None: The Stulsk hamlet takes its name from a failed inn that once operated here. Today, the building is used to administer business for the hamlet and it also houses its constabulary members. The council of Stulsk prefers to hire retired Fist officers for the constabulary, but may hire help from Loona, if the Loonans have impeccable credentials.

52) LUOILRUUN (HAMLET)

D 3, S 4, M 3, I 53: Problems with bandits and wild creatures once threatened the prosperity of the hamlet. Out of concern for their business interests, and the welfare of its citizens, the Emeglaar family took steps to fortify the hamlet. Soon life was livable again and new settlers arrived. Several of the local pubs are popular with adventurers that pass through here.

53) BETHTIIR'S (ABANDONED TAVERN)

While the region has its success stories, it also has its share of misfortune. Several years ago, Elmalar Bethiir suspected his wife was going to leave him for his best friend. Distraught and angered by the situation, he decided to host a large party for all their friends. The highlight of the night was a toast by Elmalar to the good fortune of all, but no one knew the wine was laced with a deadly poison. Later that week, relatives found the tavern quiet and reeking of death. No one is interested in reopening the tavern.

54) HAULAUSK (HAMLET)

D 3, S 1, M 2, I 54: This hamlet, named after the family that first settled it, has the good fortune of being a central location for the sale of produce. This made it prosperous and the envy of several other hamlets.

55) URUTHASTAALTENNA (LONGSHADOW LAKE)

The "lake of long shadows" draws its name from its appearance when viewed from the western cliffs. If one looks at the lake in the right way, it appears that a long humanoid shadow stretches over the water. According to local sages, this is due to how quickly the lake deepens; the ridge where the depth rapidly descends forms the outline of the shadow. When the moonlight is right, sorcerers are said to gather on the cliffs and gaze over the lake in order to draw upon its wisdom.

56) FALAANCE (HAMLET)

D 2, S 2, M 2, I None: Falaance started as a Vanidaol Talasaaren project. Their goal was to sequester promising swordsmen away from the complications of Geanavue and the den of iniquity that most call Loona. Over time, merchants and craftsmen set up businesses to support the budding school. The hamlet of Falaance was the end result of these mutual efforts.

57) SATAAILAS (SHADOW SWAMP)

This low-lying bog seems to be a spawning ground for fell creatures. Whether this is coincidence, the meddling of evil mages, or because the swamp rests upon an ancient burial site, is unknown. Many locals make an offering at Rathaaevune (area 32), before traveling near the swamp.

58) HAARAKTUIN (MONSTER-HAUNTED WOODED RIDGE)

Only the most fearless or foolish soul dares to travel through Haaraktuin. It is said that many would-be adventurers lost their life in the pursuit of a "challenge," for their bodies are never found.

59) MURURNTUIN (MALASKALAR HUNTING PRESERVE)

This preserve is a long time favorite of the Vanidaol Talasaaran family, as the game here is challenging and plentiful. Unfortunately, the preserve is close to the Haaraktuin (area 58), leading to dangerous encounters where the hunter becomes the hunted.

60) STANTAAL (HAMLET)

D 2, S 2, M 2, I 64: Quiet, simple and reserved are words which best describes this community. Half-breeds, such as half-ores and half-hobgoblins, in search of an honest living occasionally come here, as the locals are willing to judge them on their deeds and not on appearance. The majority of its citizens earn their living from the harsh soil and welcome any strong half-breeds seeking work as farmers.

61) HULSETENNA (MISTS LAKE)

Lovers often stop at Hulsetenna simply to watch the mists rise from the lake.

62) THE DIIMRIIL (RIVER OF STARS)

This river was named long ago by the bard Halnarlau, as he viewed the lake's beauty under the night sky. He later composed a ballad known as "*Dreaming of Diimriil*."

63) STAULOKHDIISCE (CEMETERY)

This cemetery has been here for longer than anyone can remember. The markers here are time-worn and mostly unreadable.

64) BELBUURN'S BRIDGE (MILL)

D 1, S 0, M 2, I 60: The bridge takes its name from Esanlar Belbuurn, who once led his friends and family to hold the bridge against ruffians.

65) SHAALTO (GOANGELUUN HUNTING PRESERVE)

The hunting grounds here were named after a famous hunter who passed away almost 50 years ago.

66) HEELAE (HAMLET)

D 2, S 2, M 2, I None: Several generations ago, Parvaxxon, a young mage with ample coin, sought a home with enough space to further his research efforts. Once a suitable site was located, he eagerly hired workers to break ground. As construction neared completion, several merchants approached him about the possibility of setting up shop nearby. Parvaxxon agreed, provided the merchants paid him a percentage of their profits for use of the land. Over time, more people settled here and a community arose.

67) PAAG'S DELIVERANCE (INN)

D 1, S 0, M 2, I None: This inn was named after an amazing set of circumstances led to the inn's opening. Near the hearth is a small shrine devoted to Paag, the Fate Scribe, commonly known as Queen Destiny. Whether Paag truly smiles on this inn or not, business has been steady over the years.

68) ESMERAAS (NIGHT SWAMP)

Once this swamp was only a quiet, primordial place, occasionally visited by late night hunters in search of game. No one is quite sure when the nature of the swamp changed, but slowly and steadily, an evil presence seeped into it. Now only the foolish or the unwary venture here after dark, as rumors of spirits and fading lights abound.

69) TSUURU (NAVAELO HUNTING PRESERVE)

The Navaelo family manages this gaming habitat. Anyone wishing to hunt here must receive their permission, or risk paying a steep fine. Hunters are charged 10 gp and allowed to take one trophy per visit. Only one hunting party is allowed in the preserve per week.

70) HORAAL (HAMLET)

D 2, S 1, M 3, I 95: The Navaelo family founded this hamlet, as they claimed nearby land for their gaming habitat.

71) OBROOR (KHAAMLAAR HUNTING PRESERVE)

The Khaamlaar family protects this preserve, and only they and their guests are allowed to hunt here. The land is posted and trespassers are punished if caught on the preserve.

72) MEELIIN (PAARMUUR HUNTING PRESERVE)

The Paarmuur family watches over this preserve. They care about keeping their land from being over-hunted, but are not as zealous as the Khaamlar family (see also area 71 and 74). First-time trespassers are asked to leave, while further trespass results in the guilty being punished by various means.

73) EEMREL (HAMLET)

D 2, S 2, M 2, I 74: This is the home of the Paarmuur family. In addition to managing the Meeliin preserve (area 72), they run a textile business. The majority of the people living here are weavers, dyers and support workers.

74) SAAROR (HAMLET)

D 2, S 3, M 2, I 73, 75: Equestrians know the Khaamaar ranch based here produces fine riding horses. The Khaamaar family supports the Saaror and Haardoad hamlets. Recently, several businesses arrived here to support the ranching operation.

75) HAARDOAD (HAMLET)

D 1, S 2, M 2, I 74: Generations ago, the Teerur family broke ground on the riverbank to expand their business interests. Assistance from the Khaamaar family caused the hamlet's fortunes to rise, as well as craftsmen from Haaranglar (area 76) to settle here. This causes some minor friction between the hamlet and the village.

76) HAARANGLAR (VILLAGE)

D 4, S 3, M 3, I 90: This village's dedication to hard work and perseverance reaped the blessings of Fealain, the Profitmaker. Haaranlar was once a mere hamlet, originally settled by the Agreeer family. After convincing the Oluun and Uldaar families to invest here, the community blossomed into the village it is today. While life is good, the villagers are displeased with the hamlet of Haardoad (area 75) for enticing craftsmen away from the village.

77) AUREL (ABANDONED HUNTING PRESERVE)

The Aurel was once the domain of the Haavan family, though ill-fortune and poor decisions caused the preserve to be abandoned. The Haavaris sold their holdings in Haaranglar, and most of the family now lives in Geanavue. Unwary visitors can fall prey to bandits hiding out from the law and occasional monstrous beasts lurking within this now-overgrown preserve.

78) NAASOABUR'S (TAVERN)

D 1, S 0, M 1, I 76: When the Haavan family (area 77) ran out of coin, most relied upon old friendships in Geanavue to return to their accustomed lifestyle. Naasoabur Haavan, however, chose to invest the last of his dwindling funds into an abandoned tavern. After struggling for a time, the business begins to prosper and Naasoabur adjusted to his new situation. The only time he slips into his former, haughty noble role is for the amusement of his patrons.

79) IIALAABERHAU (FAILED INN)

This inn was once a favorite spot for travelers until several patrons died of food poisoning. Once word spread, business dwindled and eventually the inn had to be closed.

80) LAAREL (ABANDONED HAMLET)

D 2, S 2, M 2, I 81: Four generations ago, a sickness swept through this hamlet and wiped out almost every living creature. The malady disappeared as quickly as it came, leading some to believe it was the work of necromancers, based in Haaranglar (area 76), though no evidence ever surfaced to confirm this. Now, the buildings lie vacant, little more than rotting death traps for those who would venture inside.

81) SPAARANHAU (INN AND GRANARY)

D 2, S 1, M 2, I 80, 82: Lynarran Spaaranhau used the sweat of his brow, and his son in law's knowledge of brewing, to open this successful business. They are blessed with several loyal patrons and see many new customers.

82) CELDEERAUK'S (TAVERN)

D 0, S 1, M 2, I 81: The closing of the Iialaaberhau inn (area 79) was a great boon for a weasily little man by the name of Celdeerauk Meetaarn. For years, this tavern of his had barely yielded enough to make ends meet. Finally, Queen Destiny smiled upon him as his coffers have filled and life is good.

83) ARIOHOND (FAMILY ESTATE)

D 1, S 1, M 2, I 84, 89: After tiring of life in Geanavue, the head of the Ariohond family chose to break ground here. He uses messengers to run his business interests, and travels to back Geanavue every month. His example prompted the Oruumspaar family (area 84) to join him and the two households have become fast friends.

84) ORUUMSPAAR (FAMILY ESTATE)

D 1, S 2, M 1, I 83, 86, 89: Faaroz Oruumspaar also tired of city life. When he saw what the Ariohond family had achieved, he decided it was time to follow their example. Amidst his family's protests, he broke ground in what would be the new Oruumspaar home. Once they settled in, however, his family agreed that Faaroz made the right choice.

85) TARUNEEL (VIOLATED CEMETERY)

This unfortunate burial ground fell victim to grave robbers and is now strewn with bleached humanoid bones and dotted with open graves.

86) RAALBITURR'S (TAVERN)

D 0, S 1, M 2, I 84, 87: Uldaar Raalbiturr had the good fortune of being in the right place at the right time, as the Ariohond and Oruumspaar families settled close enough to regularly patronize the tavern. Their coins and gifts keep the doors open and provide Uldaar with a comfortable life.

87) PRUUTHTRII (HAMLET)

D 2, S 2, M 2, I 86: The crossroads here provide a natural meeting point, drawing enterprising souls in search of fortunes to be made. The first businesses were mere tent dwellings that catered to travelers but soon grew into roughhewn buildings and eventually developed into the Pruuthtrii hamlet. The community was named after the first merchant to set up shop at the crossroads.

88) THE WIDEWATER (RIVER)

89) WIDEWATER (VILLAGE, MILL)

D 4, S 3, M 4, I 83, 84: This village started as the musings of several construction workers hired to bridge the Widewater. After construction finally ended, they retired to Raalbiturr's tavern (area 86) to celebrate. Faaroz Oruumspaar happened upon their conversation and listened closely to what was said. Later that night, he left to gather financial backing from both his and the Arioehond family to finance a mill. Almost upon the mill's completion, other business interests came and the area soon grew to become the Widewater village. The return on the revenue keeps both families, who act as silent partners, in coin.

90) NUUARDORN (VILLAGE)

D 3, S 4, M 4, I 76: The citizens of Nuurardorn are grateful that they have not seen the same loss of craftsmen as Haaranglar (area 76). This is possibly due to their lesser taxes and the wider variety of services the village offers. Whatever the case may be, the community is defiantly aware of Haaranglar's loss and is trying to keep its citizens reasonably content.

91) HAARAKUL (HAMLET)

D 2, S 2, M 3, I 92: The hamlet of Haarakul keeps busy during the harvesting season, as farmers pass through here on their way to sell grain at Oumaublaar (area 92). A variety of merchants keep their shops open during the busy season and travel elsewhere when times are slow.

92) OUMAUBLAAR (HAMLET, MILL)

D 2, S 2, M 2, I 91, 94: This hamlet grew from the desires of the Gormaar family (area 94), to have an outlet for grain harvested from their farms without having to transport it to the Widewater mill (area 89). Their efforts met with success, and others were drawn to the area as a hamlet grew from the venture.

93) DUARAUNHAU (INN, GROCERY)

D 1, S 1, M 2, I 73, 91: This inn was opened by Goskuur Boruur after he retired from city work in Geanavue. He found a prime location, hired competent help and trusted his faith in Ceotao the Lord of Silver Linings to see him through the venture. Whether it was faith or hard work that obliged, no one can say but the results speak for themselves. Currently, Goskuur's inn enjoys a good relationship with the hamlets of Eemrel (area 73) and Haarakul (area 91).

94) ELDLANCE (FAMILY ESTATE)

D 2, S 2, M 3, I 92: This is the home of the Gormaar family, who own shipping interests in Loona. They live here because they wish to avoid the fees of living in the Master's District and because they feel it is much safer here. The house was named after a famous ancestor.

95) CLARRIVAN (FAMILY ESTATE)

D 2, S 1, M 2, I 70, 73: Zazuuma Respaltin, the famed ship captain, moved here long ago, believing the sea would bring her an early death. The Kevont family, currently residing here, later purchased the estate. They own textile interests in Geanavue.

96) AHRLEEM (HAMLET)

D 1, S 1, M 4, I 97: Two generations ago, a family of leatherworkers left Loona because they were tired of threats from criminals wanting a cut of their profits and simply wished to craft their wares in peace. Over time, others moved here and soon the gathered families grew into the hamlet of Ahrleem.

97) ZOELAUR'S (TAVERN)

D 0, S 1, M 2, I 96, 98: ZoelaurTuurez founded this tavern 12 years ago to take advantage of merchant traffic moving from Ahrleem (area 96) to Bleerulk (area 98). While the first couple of years were hard, he now enjoys a modest living and looks forward to a profitable future.

98) BLEERULK (HAMLET)

D 2, S 2, M 2, I 96, 97: This hamlet grew from a single modest inn, as people tired of excessive taxes in their own hometown began to move here. Unfortunately, criminals were also drawn here. To drive out the undesirable elements, the citizens banded together to protect their interests. Once they felt safe, they decided to continue to work together and the hamlet was formed.

99) VUULZIMURR (HAMLET)

D 3, S 2, M 1, I 100: A desire for freedom led to the creation of this hamlet, as former citizens of Lahaakhor (area 100) grew tired of far too many rules and ordinances. In a shrewd move, they settled just outside Lahaakhor's reach in order to enjoy the freedom they desired, but are still kept moderately safe from bandits by living in the larger settlement's shadow.

100) LAHAALKHOR (VILLAGE)

D 3, S 3, M 4, I 99, 113: This village started as an attempt by the Gelk family to be free of the trappings of Geanavue. It was intended to be a small community but grew quickly as travelers sought to settle there. All too soon, the Gelk family found they needed to take the role of lawkeepers. Finding this very distasteful, they appointed a mayor to handle the mundane tasks of governing a growing community and the Gelk family retired from public life.

The mayor's position grew into a governing body overloaded with rules and regulations, exactly what the Gelks hoped to avoid in the first place. The departure of several families to settle what now is the hamlet of Vuulzimurr (area 99) made it obvious that change was needed. Slowly, the unneeded regulations were disposed of and now Lahaakhor and Vuulzimurr are on friendly terms.

101) LAHAAL ROAD

102) TUTHTRUUSTROAD

103) XUERDUTH ROAD

104) TURYTH ROAD

105) HUAKRO'S ROAD

106) OORANTH ROAD

107) MALRAAK ROAD

108) HAARDIBROU'S (TAVERN)

D 0, S 0, M 3, I 109: Uvuur Gornnar secretly funded this tavern so as to have a tryst location to meet his secret love without his wife finding out. Eventually, his wife realized what was going on and stopped her wayward husband's secret rendezvous. Fortunately, Haardibrou's had become popular enough that it could stand on its own. Out of tribute to love, a small statuette of Lauraiz, the Pure One, sits on a shelf above the doorway.

109) VAEROOK (HAMLET)

D 2, S 2, M 3, I 108, 111: The Gornaar family has a long history of covertly financing projects, one of their better ideas being the flourishing Vaerook hamlet.

110) HAARAUNDR0 (GOANGELUUN HUNTING PRESERVE)

The Goangeluun family manages this preserve. It was closed to outsiders after recent years of over hunting depleted the game.

111) STONEHAVEN (GOANGELUUN FAMILY ESTATE)

D 3, S 1, M 3, I 112, 127, 128: Stonehaven takes its name from the large rock formation from which the foundation and first floor were carved. Founder Imiarken Goangeluun had the foresight to take advantage of the natural materials found there and built his family home into a fortress-like abode.

112) VELAURIL (LEERSAAR FAMILY ESTATE)

D 3, S 2, M 2, I 111, 127, 128: Several generations back, Peerthaamar Leersaar commissioned a stout mausoleum-like building to house his family. Rumor has it that tunnels were carved beneath it to serve as a burial crypt.

113) SULURK (HAMLET)

D 2, S 2, M 2, I 124: The hamlet came into being after several inns and taverns banded together for protection. This led to greater bargaining power and to an eventual arrangement with the Bretel hamlet to assist each other in times of need.

114) VEPHRAU'S (FAILED TAVERN)

Kervlek Vephrau had the misfortune of angering a powerful local family, who built a rival tavern in Faelil out of spite. The new establishment's dirt-cheap prices forced Kervlek to close

his tavern. Rumor has it that he is slopping ale at a dive in Loona's Bowery.

115) FAELIIL (HAMLET)

D 2, S 2, M 2, I 116, 117, 121: The Leel and Raarigaar families used their mutual resources to develop the Fealil hamlet in a few short years. Both of the families have a reputation of being ruthless and predatory when dealing with business rivals outside Faeliil. Their most recent victim was Kervlek Vephrau (area 114) who accidentally angered Kuur Raarigaar.

116) HORVAAR'S (TAVERN)

D 1, S 1, M 2, I 115: Goskur Leel's second cousin opened this tavern with a loan from the Leel family. It is a quality establishment, often frequented by travelers and citizens of Faeliil (area 115).

117) ARUNDRAL (VILLAGE AND FORD)

D 4, S 3, M 4, I 115: Arundraal was founded by merging the Tuurez hamlet and Austiig shipping company. As business flourished, several wealthy families joined in on the action and soon Arundraal was a thriving village.

118) DRURTEENNA (LITTLE LAKE)

119) TEELRAR (ABANDONED HUNTING PRESERVE)

This preserve reverted back to wild after its owners could no longer afford to operate it. It is now overgrown and dangerous.

120) XORTAARTENNA (LURKING BEASTS LAKE)

The lake draws its name from the legends of fell monsters lurking beneath its waters. Only the brave and extremely foolish dare venture very far out upon the lake.

121) SRINDIIR'S (MILL)

D 0, S 1, M 2, I 122, 152: Halandir Puurglaar is regarded by some as daring, and others as a madman, for operating a business near the edge of the "Lurking Beasts Lake" (area 120). Thus far he is uninjured and he has no intention of tempting Queen Destiny by disturbing the lake.

122) XORTAAR (HAMLET)

D 2, S 2, M 2, I 121, 152: Xortaar emerged as a hamlet after several farms merged into a collective to achieve greater bargaining power. It was named after the farmer who first brought up the idea to merge. Since the merger, other businesses settled there and the hamlet has grown steadily ever since.

123) TUURGORANAUNT (TOR, RUINED TOWER AND LEPER HOUSE)

D 0, S 1, M 0, I None: The lone ruined tower became the only place those cursed with the disease of leprosy can call home.

124) BRETTEL (ABANDONED INN)

Bretel is an abandoned inn, used by poor travelers and bandits. It is a mere shell of what it once was but the roof is still mostly intact and holds back some of the rain.



125) LAARAUNDO (FAILED HAMLET)

The phrase "what comes around goes around" was never truer than when speaking of Laaraundo, as misfortune, aloofness and failed crops led to its downfall. By the time it became obvious that the hamlet was too broke to continue, the citizens had no friends left to rely on. Seeing no other options, they drifted away in search of a better life. Some moved to Geanavue, others to Loona and others to parts unknown. The hamlet is now an abandoned shell, full of rotting buildings. Its demise spawned the local term "leaving for Laaraundo," used to describe those who burn their bridges behind them.

126) HELEMRAUNTRO (VILLAGE)

D 3, S 2, M 3, I none: After the fall of Laaruando (area 125), the villagers here have taken pains to live frugally. They treat visitors kindly, but there are no taverns or houses of ill-repute here. Such foolishness is treated harshly and violators are quickly expelled from the community.

127) ZABRAANT (HAMLET)

D 1, S I, M 1, I none: The dwellers of Zabraant are recovering from a recent malady that swept through their community. They have nearly exhausted all their resources, and unless they have a good harvest this year the hamlet will deplete its reserves and may not be able to plant next year.

128) OSTRAAR'S (TAVERN)

D 0, S 1, M 1, I 129, 130: This modest establishment gained fame by being the site where the Belok (area 129) and Deemir (area 130) families finally resolved their differences. Late one stormy night, as Zeezor Ostraar kept his tavern open for its last customer, Vaalort Deemir stumbled in oozing blood from multiple wounds. He had been mugged earlier in the night and had been left for dead. Setting aside petty differences, Cahaan Belok left his drink to administer to the fallen man. This timely aid saved the victim's life, and the Deemir family immediately set aside their feud and welcomed the Beloks as friends. Both families ensure that Zeezor has whatever he needs to stay open for business.

129) TARASTRIJEN (BELOK FAMILY ESTATE)

D 2, S 1, M 3, I 128, 130: The Belok ranch is renowned for producing quality wool. Until recently, they were feuding with the Deemir family.

130) LARAKLAURN (DEEMIR FAMILY ESTATE)

D 3, S 1, M 2, I 128, 129, 130: Sometimes one is fortunate to have made the right choices. The Deemir family does not produce anything, transport goods or provide a marketable service. They simply live the good life off of past profits, a lifestyle that may have led to their recent feud with the Belok family.

131) EAERESPERHAU (INN, GRANARY)

D 2, S 0, M 0, I none: Queen Destiny has not always been kind to Raalrer Duursail. Business has been poor for the last several months, and if business does not improve, he may soon close his doors for the last time.

132) XAVALAAN (HAMLET)

D 2, S 2, M 2, I 130, 133: Generations ago, Xavalaan was merely a large inn where bards performed for their evening meal and coin from the crowd. Eventually, some of the more successful performers settled here and opened establishments of their own. Their combined effort produced the hamlet of Xavalaan.

133) TAALTAR'S (ABANDONED TAVERN AND GRANARY)

D 2, S 2, M 2, I None: An infestation of termites broke the financial back of Ebeert Taaltlar. He closed up shop three years ago and the tavern took on the appearance of a broken, bent husk.

134) MALASKALAAR (NEELMAL FAMILY ESTATE)

D 1, S 1, M 3, I 135, 137: Volurma Neemal moved his family here two generations ago, to escape the hectic life of Geanavue. Since then, they have used their fortune to fund the opening of Amruantiir's tavern (area 135), and have also become part owner of a carting business in Elbracelaan (area 137).

135) AMRUANTIIR'S (TAVERN)

D 0, S 1, M 2, I 134: Dalnaar Amruantiir seemed to have the blessing of Queen Destiny, when an unexpected benefactor appeared to fund the opening of the tavern. The Neemal family (area 134) helps Dalnaar when business at the tavern slowed down, and in return, Dalnaar often hosts events for them.

136) ROLDRAAR'S (TAVERN)

D 0, S 1, M 1, I none: Uzalnin Roldraar's tavern is a popular location for travelers to brag of past experiences. His establishment does moderately well and he is careful to watch his expenses.

137) ELBRACELAAN (HAMLET)

D 3, S 1, M 2, I 126, 135, 147: This quiet hamlet opened with funding provided by the Neemal family (area 134) and other silent interests. Thus far, they have been blessed to attract a number of craftsmen and the future looks promising.

138) TAAELRAU (SINKHOLE)

This unusual land feature was first noticed five years ago, and it has grown eight inches per year since then. How large the sinkhole will eventually become is anyone's guess.

140) COARESKURHAU (INN)

D 0, S 0, M 1, I 151, 152: The inn prospers due to being located at a fork in a well-traveled road and by being the mid-point between the homes of two wealthy families. Adventurers and a variety of travelers frequent Coareskuurhau.

141) IHAVELO (FORMER WUURLUUR ESTATE)

A bad business deal led to the fiery death of most of the Wuurluur family, when the victims swindled by Lialree Wuurluur, sought vengeance. Sadly, the only person not at home was Lialree. To this day his whereabouts are unknown.

142) INSTILBAAR (RAARDINEER FAMILY ESTATE)

D 1, S 1, M 2, I None: Unlike most of their peers, the Raardineer family is almost extinct. Elsar and Miidoora Raardineer are content to live off their wealth and enjoy the rest of their days in peace.

143) UNDENE (TULWAARGAN FAMILY ESTATE)

D 1, S 2, M 3, I None: No one is quite sure how Mattiric Tulwaargan amassed his wealth and he shows no intention of revealing his secrets. When the Lord of Undene is not traveling, he hosts some of the most decadent parties ever seen in the region.

144) ULREER (HAMLET)

D 2, S 2, M 2, I 146, 146: The Ulreer hamlet is well known for the bountiful farms that surround it. In fact, they make quite a hit of coin off the sale of seeds gathered from their fields. Local legend has it that the seeds have magical properties that allow the plants to repel insects and other pests. This has yet to be proven, but when other crops have failed, Ulreer plantings and farms sown with their seed have blossomed.

145) AMALRUTJ (HAMLET)

D 3, S 1, M 1, I 146, 144: Four generations ago, a tanner settled here in order to be closer to his hunter and trapper friends. By charging honest fees and doing quality work, his business grew enough that he could hire new help. Soon, merchants settled nearby and set up shop. When the Felsiran family (area 146) offered to bankroll needed services in return for future profits, the ramshackle group of hovels developed into a hamlet.

146) URBRAAL (FELSIRAN FAMILY HOME)

D 2, S 1, M 2, I 145, 147: The Felsirans moved their family home here in an attempt to escape the fame that sometimes comes with good fortune. Their house is a sturdy dwelling with no windows on the first floor. They have quietly invested some of their wealth in the Amalruu hamlet (area 145).

147) VAALAKH (HAMLET)

D 2, S 2, M 3, I 146: The hamlet of Vaalakh was once merely the peaceful home of the Felsiran family until they began to dabble in the brewery business. Soon they found themselves hosting ever-growing parties, as word of their fine product spread. This also led to business inquiries and entrepreneurs settling close to their holdings, and so that, within two generations, a hamlet had bloomed. The Felsirans, while appreciative of their admirers, felt they needed to move elsewhere for privacy. They now run the business from their original family home here, but reside in their new home, Urbraal (area 146).

148) PRUTIN (CEMETERY)

When those killed during the Night of Terror were removed from Loona, most of the common souls were laid to rest here.

149) HALAANKH (HAMLET)

D 1, S I, M 2, I 146: Halaankh is often the choice of travelers planning to do business in Loona and who do not wish to risk spending the night there. The hamlet primarily consists of

several inns and a stable, as their proximity to Loona allows travelers to worry less about their defenses.

150) LOONA

151) OAHANDROL (CIIMAAR FAMILY ESTATE)

D 2, S 1, M 3, I 121, 140, 152: Raarlee Ciimaar moved her family here after the death of her husband in the streets of Loona. Oahandrol was the most logical choice, as it was in the process of being restored. Assistance by the Ereenspur family (area 152) was greatly appreciated and led to a fast friendship between the two families.

152) HURKHOLK (EREENSPUR FAMILY ESTATE)

D 1, S 2, M 2, I 140, 151: The Hurkholk estate has been in the Ereenspur family for generations. Recently, they helped the Ciimaar family move into the nearby Oahandrol estate. Thus far, they have been very helpful to their new neighbors and look forward to their continued friendship.

153) FFLARIMAAR (FORMER DORL ESTATE)

It is said that ill-luck claimed this stately residence, that is now home to vandals and opportunists. The former Dorl estate is now is an ugly, scant shadow of its former beauty.

154) MEADOWHAVEN (MUARHORN FAMILY ESTATE)

D 1, S 1, M 0, I None: This estate closed when the Muarhorn family relocated to Geanavue to take a personal interest in the family business. Now, only family guards dwell here to protect the estate from vandals and thieves.

155) COAST ROAD

APPENDIX A: NPCs

Characters in this appendix are listed in alphabetical order by the exact name that they appear under in the text. In many cases, this includes a title or nickname and the entry often begins with the character's first name instead of their surname. Some of the following characters were featured in *Geanavue: The Stones of Peace*. As these are Loonan residents, they are listed here for completeness.

Also note that certain skill, feats and spells used in this appendix are not described in the *Player's Handbook*. These are described in detail in the *KINGDOMS OF KALAMAR Player's Guide*, and are annotated with (KPG).

Aarvelko 'Old Thunder' Taaluur, male human, Ftr2/Exp7; CR 5 1/2; Size M (6 ft., 1 in. tall); HD 2d10+7d6; hp 44; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +7/+2, Grp +11/+6, Atk +11/+6 melee (1d6+4 rapier); Full Atk +11/+6 melee (1d6+4 rapier); Atk +9/+4 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +4, Will +7; AL LN; Str 18, Dex 14, Con 10, Int 10, Wis 14, Cha 10;

Skills and Feats: Climb +10, Craft (shipmaking) +12, Jump +9, Knowledge (nature) +10, Listen +11, Search +10, Spot +10; Cleave, Combat Reflexes, Dodge, Expertise, Mobility, Power Attack, Skill Focus: Craft (shipmaking)

Languages Spoken: Reanaarese, Merchant's Tongue, Aquan

Sub-Race: Reanaarian

Most commonly found at: the Dawnstar Shipwrights in the Dock District.

Aarvelko Streene (the High Dark Knife), male human, Asn3/Clr6 (Zael the Unseen One)/Rog1; CR 10; Size M (5 ft., 9 in. tall); HD 6d8+4d6+10; hp 57; Init +3 (+3 Dex), 10; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 14; Base Atk +6/+1, Grp +6/+1, Atk +6/+1 melee (1d4 dagger); Full Atk +6/+1 melee (1d4 dagger); Atk +9/+4 ranged (1d); Space/Reach 5 ft/5 ft.; SV Fort +7 (+1 vs. Poison), Ref +8, Will +8; SA: Sneak Attack +1d6; SQ: Trapfinding; AL NE; Str 11, Dex 17, Con 12, Int 13, Wis 15, Cha 11; Originally featured in *Geanavue: The Stones of Peace* 100.

Skills and Feats: Concentration +14, Disable Device +7, Diplomacy +9, Disguise +4, Hide +9, Knowledge (the planes) +5, Knowledge (religion) +13, Listen +7, Move Silently +9, Spot +2, Search +5; Alertness, Combat Casting, Dodge, Skill Focus: Knowledge (religion)

Cleric Spells Prepared (5/5/5/3: save DC 12 + spell level): 0- *cure minor wounds, detect magic, guidance, resistance, virtue*; 1st- *bane, cause fear*, doom, entropic shield, obscuring mist, protection from law, shield of faith*; 2nd- *darkness, death knell, enthrall, hold person, invisibility*, summon monster II*; 3rd- *animate dead***, *dispel magic, meld into stone, water walk* *Domain spell.

Domains: Death (You may use death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total is at least equal to the creature's current hit point it dies (no save); Trickery (add Bluff, Disguise and Hide to your list of cleric class skills).

Assassin Spells Prepared (2: save DC11 + spell level): 1st - *disguise self, true strike*

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: wandering the Common, Dock and Merchant's Districts.

Aasamerela 'Manythreads', female human, Exp8; CR 4; Size M (5 ft., 8 in. tall); HD 8d6+8; hp 42; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +6/+1, Grp +7/+2, Atk +7/+2 melee (1d4+1 dagger); Full Atk +7/+2 melee (1d4+1 dagger); Atk +9/+4 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +5, Will +8; AL N; Str 13, Dex 17, Con 13, Int 18, Wis 14, Cha 12; Originally featured in *Geanavue: The Stones of Peace* p 136.

Skills and Feats: Balance +8, Decipher Script +15, Forgery +8, Gather Information +12, Hide +12, Jump +12, Knowledge (arcana) +9; Knowledge (religion) +9, Listen +3, Move Silently +3, Perform +11, Ride +12, Search +5, Spot +3, Survival +3, Tumble +7, Use Magic Device +7; Point Blank Shot, Skill Focus: Knowledge (religion), Run, Skill Focus (Use Magical Device)

Languages Spoken: Fhokki, Merchant's Tongue, Reanaarese, Gnome, Dwarven

Sub-Race: Reanaarian

Most commonly found at: Manythreads Costumes and Gowns in the Merchant's District.

Adurmak Hezzuk, male dwarf, Ftr5; CR 5; Size M (4 ft., 6 in. tall); HD 5d10+18; hp 52; Init 1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail), touch 11, flat-footed 15; Base Atk +5, Grp +8, Atk +8 melee (1d8+3 longsword); Full Atk +8 melee (1d8+3 longsword); Atk +6 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +7, Ref +2, Will +5; SQ: Darkvision, +2 racial bonus to Search checks to notice unusual stonework, +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground, +2 racial bonus on saving throws against spells, +1 racial bonus on attack rolls against orcs (including half-orcs) and goblins (including goblins, hobgoblins and bugbears, + racial bonus on Appraise checks that are related to stone or metal items; AL LN; Str 17, Dex 13, Con 16, Int 11, Wis 14, Cha 10

Skills and Feats: Craft (armorsmithing) +4, Jump +3, Intimidate +4; Cleave, Dodge, Iron Will, Power Attack, Run

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Hill Dwarf

Most commonly found: leading Fist efforts in Loona.

Alamaata, female human, Wiz6; CR 6; Size M (5 ft., 2 in. tall); HD 6d4+12; hp 31; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +3, Grp +4, Atk +4 melee (1d4+1 dagger); Full Atk +4 melee (1d4+1 dagger); Atk +4 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +3, Will +6; AL CG; Str 12, Dex 13, Con 15, Int 15, Wis 12, Cha 11; Originally featured in *Geanavue: The Stones of Peace* p 25.

Skills and Feats: Craft (alchemy) +13, Hide +2, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +3, Move Silently +2, Spellcraft +10, Spot +3, Survival +2; Enlarge Spell, Heighten Spell, Maximize Spell, Quicken Spell, [Scribe Scroll], Skill Focus: Craft (alchemy)

Wizard Spells Prepared (4/4/3/2 DC12 + spell level): 0- *daze, detect magic, detect poison, mage hand*. 1st- *charm person, mage armor, shield, sleep*; 2nd- *fog cloud, knock, mirror image*; 3rd- *dispel magic, fly*

Spellbook: 0- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st- *charm person, feather fall, grease, mage armor, magic missile*, Nystul's *magic aura, shield, shocking grasp, sleep*; 2nd -*endurance, fog cloud, ghoul touch, knock, Melf's acid arrow, mirror image, summon swarm*; 3rd -*dispel magic, fly, secret page*

Languages Spoken: Fhokki, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Loona: Port of Intrigue - Appendices

Most commonly found: scrying on Loona and Geanavue's enemies.

Aliciira Hargisaar, female human Exp4 CR 2; Size M (5 ft, 9 in. tall); HD 4d6+4; hp 22; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +3, Grp +3, Atk +3 melee (1d4+1 dagger); Full Atk +4 melee (1d4+1 dagger); Atk +4 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft; SV Fort +2, Ref +2, Will +4; AL CN; Str 12, Dex 12, Con 12, Int 12, Wis 11, Cha 16

Skills and Feats: Listen +7, Spot +7, Diplomacy +10, Knowledge (history) +8, Profession (gambler) +7, Search +8, Spot +6; Alertness, Dodge, Skill Focus: Profession (gambler)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: tempting Paag at the gaming table.

Amyrince Hostiran, female human Ari5; CR 2 1/2; Size M (5 ft, 2 in. tall); HD 4d4+8; hp 21; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3, Grp +3, Atk +3 melee (1d4 dagger), Full Atk +3 (1d4 dagger), Atk +5 ranged (1d4 dagger) base melee or +5 base ranged, SV Fort +3, Ref +5, Will +6; AL CG; Str 10, Dex 14, Con 15, Int 10, Wis 14, Cha 15

Skills and Feats: Diplomacy +9, Gather Information +10, Knowledge (heraldry) +8, Listen +9, Sense Motive +10, Spot +10; Dodge, Lightning Reflexes, Skill Focus (Gather Information)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: planning her next social event.

Argus, male dwarf, Ftr2/Exp1; CR 2 1/2; Size M (4 ft, 2 in. tall); HD 2d10+1d6+9; hp 29; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+2 Dex, +1 natural (Stonebones), +4 chain shirt), touch 12, flat-footed 15; Base Atk +2, Grp +4, Atk +4 melee (1d6+2 rapier); Full Atk +4 melee (1d6 rapier); Atk +4 ranged (1d6 longbow); Space/Reach 5 ft/5 ft; SV Fort +5 (+6 vs. poison), Ref +2, Will +1; SQ Darkvision, +2 racial bonus to Search checks to notice unusual stonework, +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground, +2 racial bonus on saving throws against spells, +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins and bugbears, + racial bonus on Appraise checks that are related to stone or metal items; AL CN; Str 14, Dex 15, Con 16, Int 9, Wis 13, Cha 10

Skills and Feats: Climb +1, Handle Animal +2, Intimidate +3, Spot +3, Profession (bookkeeper) +4, Dodge, Improved Initiative, Skill Focus: Profession (bookkeeper), Stonebones (KPG)

Languages Spoken: Dwarven, Merchant's Tongue

Sub-Race: Hill Dwarf

Most commonly working as: the firm manager of the Baarlur-and-Dorl lossguard firm.

Astaag Duursail, male human, Ftr7; CR 7; Size M (5 ft., 1 in. Tall); HD 7d10+21; hp 67; Init +4 (Improved Initiative); Spd 30; AC 15 (+5 breastplate), touch 10, flat-footed 15; Base Atk +7/+2, Grp +10/+5, Atk +10 melee (1d8+3 longsword); Full Atk +10/+5 melee (1d8+3 longsword); Atk +7/+2 ranged (1d8 longbow); Space/Reach 5 ft/5 ft; AL N; SV Fort +8, Ref +4, Will +6; Str 17, Dex 10, Con 16, Int 10, Wis 14, Cha 10

Skills and Feats: Climb +4, Handle Animal +4, Jump +5, Ride +5, Swim +2; Blind-Fight, Cleave, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: leading the Black Dragons.

Atuura 'Black Gauntlet', female human, Rog7/Shadowdancer1; CR 8; Size M (5 ft, 11 in. tall); HD 7d6+1d8+16; hp 49; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 10; Base Atk +5, Grp +5, Atk +5 melee (1d6 rapier); Full Atk +5 melee (1d6 rapier); Atk +8 ranged (1d4 sling); Space/Reach 5 ft/5 ft; SV Fort +3, Ref +10, Will +5; SA: Sneak Attack +4d6; SQ: Evasion, Hide in Plain Sight, Trapfinding, Trap Sense +2, Uncanny Dodge; AL NE; Str 11, Dex 17, Con 15, Int 11, Wis 13, Cha 12;

Skills and Feats: Balance +10, Disable Device +10, Gather Information +12, Hide +13, Listen +10, Move Silently +14, Open Lock +n, Perform: dance +11, Search +11, Spot +11; Improved Initiative, Iron Will, Meditate (KPG), Skill Focus (Move Silently)

Languages Spoken: Merchant's ,Tongue, Reanaarese, Giant, Hobgoblin

Sub-Race: Reanaarian

Most commonly found: prowling the Common and Merchant's Districts.

Austaag 'Old Austaag' Gaveelo, male human, Exp4; CR 2; Size M (5 ft., 9 in. tall); HD 4d6; hp 18; Init +0; Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 12; Base Atk +3, Grp +4, Atk +4 melee (1d6+1 quarterstaff); Full Atk +4 melee (1d6 quarterstaff); Atk +7 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft; SV Fort +1, Ref +5, Will +4; AL LN; Str 13, Dex 18, Con 11, Int 11, Wis 11, Cha 11

Skills and Feats: Balance +11, Climb +7, Craft (shipmaking) +7, Heal +7, Listen +7, Search +7, Spot +7, Dodge, Iron Will, Resist Disease (KPG)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Even Keel in the Dock District.

Baaroor 'Grimgaze' Astaag, male human, Com4; CR 2; Size M (5 ft., 6 in. tall); HD 4d4+4; hp 20; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +2, Grp +4, Atk +4 melee (1d4+2 dagger); Full Atk +4 melee (1d4+2 dagger); Atk +4 ranged (1d4+2 dagger); Space/Reach 5 ft/5 ft; SV Fort +4, Ref +3, Will +2; AL CN; Str 14, Dex 15, Con 13, Int 13, Wis 12, Cha 13

Skills and Feats: Craft (leatherworking) +8, Listen +8, Swim +10, Use Rope +10; Dodge, Great Fortitude, Run

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Grimgaze's Cages and Coffers in the Dock District.

Baaropar 'OldTusk' Gornaar, human male, Rogi/Ftr6; CR 7; Size M (5 ft, 3 in. tall); HD 1d6+6d10+14; hp 56; Init 5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +6, Grp +9, Atk +9 melee (1d8 longsword); Full Atk +9 melee (1d8 longsword); Atk +7 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft; SV Fort +7, Ref +5, Will +2; SA: Sneak Attack +1d6; SQ: Trapfinding; AL LE; Str 16, Dex 13, Con 14, Int 14, Wis 11, Cha 11

Skills and Feats: Appraise +4, Climb +12, Hide +4, Intimidate +9, Listen +4, Move Silently +3, Ride +10, Search +5, Spot +5, Swim +12, Tumble +7; Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Skill Focus (Tumble)

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: leading the Anchor Boys.

Belok Bolmuur, male human, Ftr5; CR 5; Size M (6 ft., 3 in. tall); HD 5d10+5; hp 39; Init 2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat-footed 15; Base Atk +5, Grp +7, Atk +7 melee (1d8 battleaxe); Full Atk +7 melee (1d8 battleaxe); Atk +7 ranged (1d8 longbow); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +3, Will +2; AL NE; Str 15, Dex 15, Con 13, Int 13, Wis 13, Cha 12

Skills and Feats: Climb +4, Intimidate +7, Ride +8, Swim +0; Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Hiring Fair.

Berendaar, male human, Ftr4; CR 4; Size M (6 ft., 2 in. tall); HD 4d10+4; hp 32; Init +0; Spd 30 ft.; AC 16 (+6 splint mail), touch 10, flat-footed 16; Base Atk +4, Grp +7, Atk +7 melee (1d8+3 longsword); Full Atk +7 melee (1d8+3 longsword); Atk +4 ranged (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SV Fort +5, Ref +1, Will +2; AL CN; Str 17, Dex 11, Con 13, Int 13, Wis 13, Cha 12

Skills and Feats: Climb +2, Handle Animal +7, Jump +2, Ride +6; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical: longsword, Power Attack

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Fhokki

Most commonly working as: a contact officer for the Dawn Runners.

Busandar Bereta, male human, Exp4; CR 2; Size M (6ft Tall); HD 4d6+12; hp 30; Init 1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12; Base Atk +3, Grp +5, Atk +5 melee (1d6+2 quarterstaff); Full Atk +5 melee (1d6+2 quarterstaff); Atk +4 ranged (1d4+2 dagger); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref+4, Will +6; AL NE; Str 14, Dex 13, Con 16, Int 10, Wis 14, Cha 12

Skills and Feats: Appraise +8, Climb +9, Craft (brewing) +8, Gather Information +8, Listen +11, Profession (brewer) +12, Spot +11; Alertness, Lightning Reflexes, Skill Focus: Profession (brewer)

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Bereta Brewery in the Common District.

Cahaan 'Cutter', male human, Rog5; CR 5; Size M (5 ft., 9 in. tall); HD 5d6+10; hp 40; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex) touch 12, flat-footed 10; Base Atk +3, Grp +4, Atk +4 melee (1d6+1 rapier); Full Atk +4 melee (1d6+1 rapier); Atk +5 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +6, Will +2; SA: Sneak Attack +3d6; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL: LE Str 13, Dex 15, Con 14, Int 13, Wis 13, Cha 14

Skills and Feats: Appraise +9, Balance +3, Disable Device +10, Climb +9, Decipher Script +9, Hide +10, Listen +11, Move Silently +10, Spot +11, Search +9; Alertness, Blind-Fight, Dodge

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: working as the contact officer for the Black Dragons.

Camoor Danstiv, male human Ari2/Exp2; CR 2; Size M (6 ft., 2 in. tall); HD 2d4+2d6+8; hp 23; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +2, Grp +4, Atk +4 melee (1d4+2 dagger); Full Atk +4 melee (1d4+2 dagger); Atk +4 ranged

(1d4+2 dagger); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +2, Will +8; AL LN; Str 14, Dex 15, Con 16, Int 10, Wis 10, Cha 12

Skills and Teats: Appraise +6, Diplomacy +8, Gather Information +8, Handle Animal +8, Knowledge (local) +7, Listen +7, Ride +8, Search +7, Sense Motive +6, Spot +6; Dodge, Fast Healer (KPG), Iron Will

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: living in the Master's District and enjoying life away from Geanavue.

Daars Paarang, male human, Ftr9; CR 9; Size M (6 ft., 1 in. tall); HD 9d10+27; hp 91; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 17 (+1 Dex, +6 banded mail), touch 11, flat-footed 16; Base Atk +9A4, Grp +13+8, Atk +13 melee (1d8+4 longsword); Full Atk +13+8 melee (1d8+4 longsword); Atk +10+5 ranged (1d8 longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +9, Ref +6, Will +5; Str 18, Dex 12, Con 16, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +5, Diplomacy +7, Gather Information +7, Handle Animal +7, Jump +4, Ride +7, Swim -2; Blessed (KPG), Blind-Fight, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Track

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found as: the head of the Sunset Hands.

Daazitro 'Softhands', male human, Rog4; CR4; Size M (5 ft., 11 in. tall); HD 4d6+4; hp 22; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +3, Grp +5, Atk +3 melee (1d6+2 rapier); Full Atk +5 melee (1d6+2 rapier); Atk +5 ranged (1d8 Crossbow); Space/Reach 5 ft./s ft.; SV Fort +2, Ref +6, Will +2; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding, Trap Sense +1; AL NE; Str 15, Dex 14, Con 13, Int 14, Wis 12, Cha 13

Skills and Teats: Appraise +9, Disable Device +9, Disguise +9, Escape Artist +10, Hide +10, Listen +9, Move Silently +10, Search +10, Spot +9; Survival +9; Dodge, Combat Reflexes, Improved Initiative, Track

Languages Spoken: Goblin, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for the Swordfists.

Deeme 'the dancer' Kevont, female human, Rog7/Shadowdancer2; CR 9; Size M (5 ft., 9 in. tall); HD 7d6+2d8; hp 40; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 12; Base Atk +6/+1, Grp +6/+1, Atk +6 melee (1d4 dagger); Full Atk +6/+1 melee (1d4 dagger); Atk +11/+6 ranged (1d4 dagger); Space/Reach 5 ft./5 ft.; SV Fort +2, Ref +12, Will +2; SA: Sneak Attack +4d6; SQ: Darkvision, Evasion, Hide in Plain Sight, Trapfinding, Trap Sense +2, Uncanny Dodge; AL: NE; Str 10, Dex 19, Con 11, Int 11, Wis 11, Cha 15

Skills and Feats: Bluff+11, Disguise +11, Gather Information +12, Hide +11, Move Silently +15, Perform: dance +12, Sense Motive +12, Tumble +12, Use Magic Device +10; Combat Reflexes, Dodge, Mobility, Skill Focus (Gather Information)

Languages Spoken: Hobgoblin, Merchant's Tongue, Orc, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as: the head of the Redshield.

Loona: Port of Intrigue - Appendices

Deeme Geela, female human, Clr2 (Bealai); CR 2; Size M (5 ft., 6 in. tall); HD 2d8+2; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +1, Grp +1, Atk +1 melee (1d8 heavy mace); Full Atk +2 melee (1d8 Mace Heavy); Atk +4 ranged (1d4 sling); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +2, Will +5; AL CN; Str 11, Dex 15, Con 12, Int 12, Wis 15, Cha 15

Skills and Feats: Concentration +9, Diplomacy +6, Heal +6, Knowledge (arcana) +5; Combat Casting, Dodge

Cleric Spells Prepared (4/4: save DC12+spell level): *detect poison, detect secret doors**, *guidance, mending, resistance*; 1st- *command, cure light wounds, detect thoughts**, *protection from law, sanctuary* *Domain Spell.

Domains: Knowledge (You cast divination spells at +1 caster level); Magic (You use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective levels stack).

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found in: the Common District.

Deemir, male human, Ftr4; CR 4; Size M (5 ft., 11 in. tall); HD 4d10+8; hp 36; Init +4 (Improved Initiative); Spd 30 ft.; AC 16 (+6 splint mail), touch 10, flat-footed 16; Base Atk +4, Grp +7, Atk +7 melee (1d10 greatsword); Full Atk +7 melee (1d10 greatsword), Atk +4 ranged (1d10 heavy crossbow); Space/Reach 5 ft./5 ft.; SV Fort +6, Ref +3, Will +2; AL LN; Str 16, Dex 11, Con 14, Int 14, Wis 12, Cha 12

Skills and Feats: Climb +3, Intimidate +8, Jump +3, Ride +7, Swim -4; Blind-fight, Cleave, Improved Critical (Greatsword), Improved Initiative, Lightning Reflexes, Power Attack

Languages Spoken: Merchant's Tongue, Giant, Reanaarese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for Thiimigaar's Trustees.

Diirmolo Maveer, male human, Exp4; CR 2; HD 4d6+4; hp 22; Init +2; Spd 30; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3, Grp +4, Atk +4 melee (1d6+1 light mace), Full Atk +4 melee (1d6+1 light mace), Atk +5 ranged (1d4 sling); Space/Reach 5 ft/5 ft.; AL N; SV Fort +4, Ref +3, Will +8; Str 13, Dex 14, Con 13, Int 14, Wis 14, Cha 14

Skills and Feats: Appraise +7, Craft (shipmaking) +7, Craft (weaving) +7, Craft (woodcarving) +6, Disable Device +6, Gather Information +6, Knowledge (astronomy) +6, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (nature) +6, Search +6, Sense Motive +6, Spot +6, Swim +5, Use Rope +6; Dodge, Great Fortitude, Iron Will.

Languages Spoken: Merchant's Tongue, Low Elven, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Malveer's Ropeworks in the Dock District.

Draabro Voorn the 'Soul Tracker', male human Asn2/Clr3 (Zael the Unseen One)/Rog2; CR 7; Size M (5 ft., 7 in. tall); HD 4d6+4d8+16; hp 54; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor); Base Atk +3, Grp +4, Atk +4 melee (1d6 light mace); Full Atk +4 melee (1d6 light mace); Atk +5 ranged (1d4), touch 14, flat-footed 12; Base Atk +4, Grp +6, Atk +6 melee (1d6 rapier); Full Atk +6 melee (1d6 rapier); Atk +8 ranged (1d8 crossbow); Space/Reach 5 ft/5 ft.; SV Fort +5 (+6 vs. poison), Ref +10, Will +4; SA: Sneak Attack +1d6; SQ: Evasion; AL NE; Str 14, Dex 18, Con 14, Int 14, Wis 12, Cha 10; SA: sneak

attack +2d6, uncanny dodge (Dex bonus to AC), death attack, poison use. Originally featured in *Geanavue: The Stones of Peace* p 100.

Skills and Feats: Balance +9, Climb +9, Decipher Script +6, Disable Device +12, Disguise +7, Escape Artist +8, Hide +14, Listen +12, Move Silently +14, Open Lock +13, Spot +12, Tumble +8; Dodge, Lightning Reflexes, Improved Initiative, Combat Casting

Cleric Spells Prepared (5/5/3: save DC11+spell level) *Domain spell.

Domains: Death (You may use death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total is at least equal to the creature's current hit point it dies (no save); Trickery (add Bluff, Disguise and Hide to your list of cleric class skills).

Assassin Spells Prepared (1: save DC12+spell level) 1st- *disguise self*

Languages Spoken: Infernal, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: transporting crates across the Common District as he makes his way out of town.

Drifnaaric Hostiran, male human Exp3/Ari2; CR 2 1/2; Size M (5 ft., 11 in. tall); HD 3d4+2d6+5; hp 26; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3, Grp +5, Atk +5 melee (1d4+2 dagger); Full Atk +5 melee (1d4+2 dagger); Atk +5 ranged (1d4+2 dagger); Space/Reach 5 ft/5 ft.; SV Fort +2, Ref +3, Will +8; AL CN; Str 15, Dex 14, Con 12, Int 11, Wis 15, Cha 12

Skills and Feats: Diplomacy +5, Gather Information +4, Handle Animal +5, Knowledge (local) +5, Ride +6, Search +5, Sense Motive +5; Dodge, Mobility, Skeptic (KPG)

Languages Spoken: Dwarven, Merchant's Tongue

Sub-Race: Reanaarian

Most commonly found: managing his affairs from Wildlance.

Eliak Buiranen, male human, War9; CR 5; Size M (6 ft, 6 in. tall); HD 9d8+9; hp 57; Init +0; Spd 30 ft.; AC 17 (+7 half-plate), touch 10, flat-footed 17; Base Atk +9A4, Grp +13/+8, Atk +13 melee (1d8+4 longsword); Full Atk +13/+8 melee (1d8+4 longsword); Atk +9/+4 ranged (1d8 longbow); Space/Reach 5 ft/5 ft.; SV Fort +7, Ref +3, Will +5; AL NE; Str 18, Dex 11, Con 13, Int 11, Wis 11, Cha 11; Originally featured in *Geanavue: The Stones of Peace* p 134.

Skills and Feats: Climb +5, Handle Animal +7, Ride +9, Swim -2; Blind Fight, Cleave, Iron Will, Power Attack, Great Cleave

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Eliak's in the Common District.

Elpheer 'Firehook', male human, Rog3; CR 3 Size M (5 ft, 11 in. tall); HD 3d6+3; hp 17; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +2 Grp +4. Atk +4 melee (1d6 short sword); Full Atk +4 melee (1d6 short sword); Atk +4 ranged (1d4 sling); Space/Reach 5 ft/5 ft.; SV Fort +2, Ref +5, Will +1; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding, Trap Sense +1; AL LN; Str 15, Dex 14, Con 13, Int 15, Wis 11, Cha 10

Skills and Feats: Appraise +8, Climb +8, Decipher Script +6, Disguise +6, Forgery +9, Jump +6, Listen +6, Search +8, Spot +6, Tumble +8; Dodge, Improved Initiative, Skill Focus (Forgery)

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as: a contact officer for the Black Dragons.

Emeglaar, male human, Rog6; CR 6; Size M (5 ft., 5 in. tall); HD 6d6+12; hp 38; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +3, Grp +4, Atk +4 melee (1d6 rapier); Full Atk +4 melee (1d6 rapier); Atk +5 ranged (1d6 short bow); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +7, Will +4; SA: Sneak Attack +3d6; SQ: Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL CE; Str 13, Dex 15, Con 15, Int 12, Wis 11, Cha 13

Skills and Feats: Appraise +10, Bluff +10, Disable Device +10, Hide +10, Listen +11, Move Silently +11, Search +10, Sense Motive +9, Spot +11; Alertness, Combat Reflexes, Improved Critical (rapier), Iron Will

Languages Spoken: Hobgoblin, Merchant's Tongue, Reanaarese
Sub-Race: Reanaarian

Most commonly working as: a contact officer for the Sunset Hands.

Esmuuras Hargrisaar, male human Exp2; CR 1; Size M (5 ft., 6 in. tall); HD 2d6; hp 10; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +1, Grp +1, Atk +1 melee (1d6 light mace); Full Atk +1 melee (1d6 light mace); Atk +4 ranged (1d4 sling); Space/Reach 5 ft/5 ft.; SV Fort +0, Ref +3, Will +5; AL NE; Str 11, Dex 16, Con 11, Int 14, Wis 14, Cha 12

Skills and Feats: Appraise +9, Decipher Script +9, Bluff +6, Listen +9, Gather Information +8, Knowledge (alchemy) +9, Search +8, Sense Motive +7, Spot +9; Alertness, Diligent

Languages Spoken: Merchant's Tongue, Reanaarese, Sylvan
Sub-Race: Reanaarian

Most commonly found: acting innocent and in awe of his wife's beauty.

Estuuk, male human, Rog5/Asn1; CR 6; Size M (6ft Tall); HD 5d6+1d8+6; hp 37; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, leather armor), touch 13, flat-footed 12; Base Atk +3, Grp +5, Atk +5 melee (1d4+2 dagger); Full Atk +5 melee (1d4+2 dagger); Atk +6 ranged (1d8 longbow); Space/Reach 5 ft/5 ft.; SV Fort +2, Ref +9, Will +2; SA: Sneak Attack +1d6; SA: Sneak Attack +3d6; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL NE; Str 14, Dex 17, Con 13, Int 12, Wis 12, Cha 12

Skills and Feats: Appraise +8, Bluff +9, Climb +10, Disable Device +11, Disguise +10, Escape Artist +11, Hide +13, Move Silently +13, Open Lock +12, Search +10, Spot +8; Dodge, Mobility, Nimble Fingers, Spring Attack

Assassin Spells Prepared (1: save DC12+spell level): 1st - true strike

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found as: a contact officer for the Anchor Boys.

Ezmuura, female human, Exp5; CR 2.5; Size M (5 ft., 2 in. tall); HD 5d6+10; hp 32; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3, Grp +4, Atk +4 melee (1d6 light mace); Full Atk +4 melee (1d6 light mace); Atk +5 ranged (1d6 shortbow); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +3, Will +5; AL NE; Str 13, Dex 15, Con 15, Int 14, Wis 12, Cha 10

Skills and Feats: Balance +10, Craft (sculpting) +10, Gather Information +8, Hide +12, Listen +9, Move Silently +12, Sleight of Hand +10, Swim +8; Endurance, Resist Disease (KPG), Stealthy

Languages Spoken: Abyssal, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as: the head of Your Diligent Shield lossguard firm.

Faalirun 'the Rat', male human, Rog9; CR 9; Size M (6 ft., 3 in. tall); HD 9d6+18; hp 52; Init 7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +6/+1, Grp +6/+1, Atk +6/+1 melee (1d6 short sword); Full Atk +6/+1 melee (1d6 short sword); Atk +9/+4 ranged (1d4 Dart); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +7, Will +3; SA: Sneak Attack +5d6; SQ: Evasion, Trapfinding, Trap Sense +3, Improved Uncanny Dodge; AL NE; Str 10, Dex 17, Con 15, Int 11, Wis 15, Cha 11; Originally featured in *Geanavue: The Stones of Peace* p 135.

Skills and Feats: Craft (calligraphy) +10, Decipher Script +11, Disguise +10, Hide +10, Intimidate +12, Listen +4, Move Silently +13, Open Locks +9, Search +5, Sleight of Hand +13, Sense Motive +13, Spot +16; Alertness, Improved Initiative, Shield Proficiency, Two-Weapon Fighting

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Rathole in Low Town.

Faeriin Lakalaur, male human, Ari2/Rog3; CR 4; Size M (6 ft., 1 in. tall); HD 5d6+5; hp 26; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Attack Base Atk +3, Grp +3, Atk +3 melee (1d6 rapier); Full Atk +3 melee (1d6 rapier); Atk +5 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +4, Will +2; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding, Trap Sense +1; AL LN; Str 11, Dex 14, Con 16, Int 14, Wis 11, Cha 12

Skills and Feats: Appraise +10, Bluff +9, Craft (carpentry) +10, Forgery +10, Gather Information +9, Search +10, Sense Motive +8, Spot +8, Survival +8, Use Rope +10; Dodge, Lightning Reflexes, Pyro (KPG)

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found in: the Master's District.

Geetemah 'Old Weedbeard' Fooramau, male human, Exp2/Ftr6; CR 7; Size M (6 ft., 1 in. tall); HD 2d6+6d10+8; hp 54; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 studded leather), touch 12, flat-footed 12; Base Atk +7, Grp +12, Atk +12 melee (1d6+4 scimitar); Full Atk +12/+7 melee (1d6+4 scimitar); Atk +9/+4 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +6, Ref +4, Will +8; AL LN; Str 19, Dex 14, Con 13, Int 11, Wis 16, Cha 11; Originally featured in *Geanavue: The Stones of Peace* p 136.

Skills and Feats: Climb +9, Decipher Script +4, Handle Animal +6, Hide +2, Jump +8, Knowledge (nature) +5, Knowledge (religion) +5, Listen +5, Move Silently +2, Open Lock +5, Sleight of Hand +6, Spot +4, Use Magical Device +5; Dodge, Exotic Weapon Proficiency (Urgrosh, Dwarven) Improved Initiative, Leadership, Point Blank Shot, Skill Focus: Knowledge (nature), Skill Focus (Knowledge (religion)), Two-weapon Fighting

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: in the Dock District.

Loona: Port of Intrigue - Appendices

'Gloom Horn' Huurvaxea, male human, Exp 6; CR 3; Size M (6ft Tall); HD 6d6+6; hp 32; Init +2 (+2 Dex); Spd 30 ft; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +4, Grp +5, Atk +5 melee (1d4+1 dagger); Full Atk +5 melee (1d4+1 dagger); Atk +6 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft; SV Fort +3, Ref +6, Will +4; Al LN; Str 12, Dex 14, Con 12, Int 18, Wis 8, Cha 10;

Skills and Feats: Appraise +10, Balance +9, Craft (carpentry) +10, Craft (shipmaking) +10, Craft (weaving) +10, Craft (woodcarving) +10, Escape Artist +9, Gather Information +8, Knowledge (astronomy) +10, Knowledge (geography) +10, Knowledge (nature) +10, Profession (shipwright) +7, Search +10, Sense Motive +7, Swim +8; Dodge, Lightning Reflexes, Skeptic (KPG), Skill Focus: Knowledge (geography).

Languages Spoken: Dwarven, Giant, Fhokki, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Thunderhead Sails in the Dock District.

Goaalo Meerapiim, male halfling, Exp4/Sor4; CR 6; Size S (2 ft., 10 in. tall); HD 4d6+4d4+19; hp 49; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft; AC 13 (+2 Dex, +1 size), touch 13, flat-footed 10; Base Atk +5, Grp +5, Atk +7 melee (1d6+1 longsword); Full Atk +7 melee (1d6+1 longsword); Atk +8 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft; SV Fort +5, Ref +5, Will +11; SQ: +2 morale bonus on savings throws against fear, +1 racial bonus on attack rolls with thrown weapons and slings; AL CG; Str 12, Dex 14 Con 14, Int 10, Wis 14, Cha 16; Originally featured in *Geanavue: The Stones of Peace* p 135.

Skills and Feats: Appraise +6, Bluff+8, Climb +5, Concentration +13, Craft (alchemy) +9, Gather Information +8, Jump +5, Listen +7, Move Silently +6, Profession (barkeep) +6, Spellcraft +2, Spot +6; Combat Casting, Skill Focus: Craft (alchemy), Run

Sorcerer Spells Known (6/3/1): o- arcane mark, daze, detect poison, light, ray of frost, resistance; 1st- burning hands, color spray, hypnotism; 2nd- glitterdust.

Sorcerer Spells Per Day (4/4/3; save DC 13 + spell level)

Languages Spoken: Halfling, Merchant's Tongue, Reanaarese

Sub-Race: Lightfoot

Most commonly found at: the Old Cheese in the Common District.

Gooks 'the Fat' male human Exp2/Rog2; CR 3; Size M (6 ft. tall); HD 4d6+8; hp 26; Init +4 (+4 Dex); Spd 30 ft; AC 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 12; Base Atk +2, Grp +4, Atk +4 melee (1d6+2 rapier); Full Atk +4 melee (1d6+2 rapier); Atk +6 ranged (1d6 shortbow); Space/Reach 5 ft/5 ft; SV Fort +2, Ref +7, Will +4; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding; AL CN; Str 14, Dex 18, Con 14, Int 17, Wis 13, Cha 11; Originally featured in *Geanavue: The Stones of Peace* p 135.

Skills and Feats: Disable Device +8, Disguise +5, Gather Information +8, Hide +7, Intimidate +7, Jump +10, Knowledge (arcana) +7, Knowledge (religion) +7, Listen +10, Move Silently +6, Open lock +9, Perform +7, Profession (sailor) +7, Search +7, Spot +8, Survival +4, Use Magic Device +4; Alertness, Improved Unarmed Strike, Skill Focus (Jump)

Languages Spoken: Dwarven, Fhokki, Reanaarese, Draconic, Elven, Ignan, Gnome, Merchant's Tongue, Orc

Sub-Race: Reanaarian

Most commonly found: running the Stormcrown.

Guthaar Haarakro, male human, Ftr6/Rog2; CR 8; Size M (5 ft., 10 in. tall); HD 6d10+2d6+8; hp 56; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +7, Grp +9, Atk +10 melee (1d6+2 rapier); Full Atk +10/+5 melee (1d6+2 rapier); Atk +9/+4 ranged (1d8

longbow); Space/Reach 5 ft/5 ft; SV Fort +6, Ref+7, Will +4; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding; AL LE; Str 15, Dex 14, Con 12, Int 13, Wis 14, Cha 13;

Skills and Feats: Bluff +6, Climb +8, Diplomacy +7, Gather Information +6, Handle Animal +9, Heal +6, Intimidate +5, Ride +9; Blind-Fight, Combat Reflexes, Dodge, Eyes of Fury (KPG), Improved Initiative, Mobility, Spring Attack, Weapon Focus (rapier).

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as: the head of Haarakro's Helms.

Guthaar, male human, War2/Com2/Exp3; CR 3 1/2; Size M (6 ft., 1 in. tall); HD 2d8+2d4+3d6+21; hp 52; Init +0; Spd 30 ft; AC 13 (+3 Hide Armor), touch 10, flat-footed 13; Base Atk +5, Grp +5, Atk +5 melee (1d8 longsword); Full Atk +5 melee (1d8 longsword); Atk +5 ranged (1d4 sling); Space/Reach 5 ft/5 ft; SV Fort +5, Ref +2, Will +6; AL CN; Str 11, Dex 11, Con 17, Int 15, Wis 13, Cha 12;

Skills and Feats: Appraise +3, Climb +4, Diplomacy +3, Disguise +3, Gather Information +3, Jump +4, Intimidate +8, Knowledge (religion) +4, Listen +3, Ride +2, Sense Motive +3, Search +4, Spot +3, Swim +1 Use Rope +2; Alertness, Endurance, Iron Will, Lightning Reflexes

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: A Friend in Need (his lending house).

Haaperitan 'Old Red', female human Ftr6; CR 6; Size M 5 ft., 7 in. tall); HD 6d10; hp 40; Init +1 (+1 Dex); Spd 30 ft; AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12 Base Atk +6, Grp +9, Atk +9 melee (1d6+3 Sap); Full Atk +9/+4 melee (1d6+3 Sap); Atk +7/+2 ranged (1d8 longbow); Space/Reach 5 ft/5 ft; SV Fort +5, Ref +5, Will +4; AL CN; Str 16, Dex 13, Con 11, Int 13, Wis 15, Cha 10; Originally featured in *Geanavue: The Stones of "Peace* p 134.

Skills and Feats: Appraise +2, Heal +3, Listen +3, Profession (cook) +5.5, Profession (innkeeper) +6, Profession (shipwright) +3; Blind-Fight, Endurance, Expertise, Improved Disarm, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Power Attack.

Languages Spoken: Merchants 'Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Mad Sail.

Haarmon male human, Com7; CR 3 1/2; Size M (6 ft Tall); HD 7d4; hp 20; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +5, Grp +5, Atk +5 melee (1d6 light mace); Full Atk +5 melee (1d6 light mace); Atk +6 ranged (1d4 sling); Space/Reach 5 ft/5 ft; SV Fort +2, Ref +3, Will +2; AL LE; Str 11, Dex 12, Con 11, Int 17, Wis 11 Cha 16

Skills and Feats: Climb +7, Craft (shoemaking) +10, Jump +7 Listen +9, Ride +7, Spot +8, Swim +6, Use Rope +7; Alertness, Endurance, Immovability (KPG), Improved Initiative

Languages Spoken: Halfling, Infernal, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Diving Dolphin.

Haraavelo Duspeel, male human, Rogi/Exp6; CR 4; Size M (5 ft., 11 in. tall); HD 7d6; hp 30; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Attack Base Atk +4, Grp +5, Atk +5 melee (1d8+1 rapier); Full Atk +5 melee (1d8+1 rapier); Atk +7 ranged (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SV Fort +2, Ref +7, Will +6; SA: Sneak Attack +1d6; SQ: Trapfinding; AL N; Str 13, Dex 17, Con 11, Int 15, Wis 12, Cha 11

Skills and Feats: Appraise +7, Climb +6, Craft (shiplmaking) +7, Handle Animal +6, Knowledge (nature) +5, Listen +11, Search +12, Sense Motive +12, Spot +7, Survival +5, Tumble +7, Use Rope +8; Alertness, Combat Reflexes, Dodge, Endurance.

Languages Spoken: Merchant's Tongue, Reanaaese, Sylvan

Sub-Race: Reanaarian

Most commonly found at: Surewind Sails.

Harakuir, male human, Exp7; CR 3 1/2; Size M (6 ft., 1 in. tall); HD 7d6+14; hp 44; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5, Grp +7, Atk +7 melee (1d8+2 longsword); Full Atk +7 melee (1d8+2 longsword); Atk +5 ranged (1d4+2 Dart); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +4, Will +6; AL LN; Str 15, Dex 11, Con 15, Int 11, Wis 12, Cha 15

Skills and Feats: Appraise +6, Gather Information +8, Jump +6, Knowledge (arcana) +6, Knowledge (nature) +6, Listen +9, Profession (carpenter) +7, Search +6, Sense Motive +7, Spot +9; Alertness, Lightning Reflexes, Run, Toughness

Languages Spoken: Merchant's Tongue, Reanaaese

Sub-Race: Reanaarian

Most commonly found: managing Harakuir's Woodsmyshts.

Heelune 'Blackblade', female human, Rog7/Shd1; CR 7; Size M (5 ft., 9 in. tall); HD 7d6+id8+i6; hp 51; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), 12 touch, flat-footed 12; Base Atk +5, Grp +6, Atk +6 melee (1d6+1 rapier); Full Atk +6 melee (1d6+1 rapier); Atk +7 ranged (1d8 light crossbow); Space/Reach 5 ft./s ft.; SV Fort +4, Ref +9, Will +3; SA: Sneak Attack +4d6; SQ: Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL CN; Str 13, Dex 15, Con 15, Int 11, Wis 13, Cha 13

Skills and Feats: Bluff +8, Diplomacy +10, Disable Device +10, Disguise +10, Gather Information +9, Hide +10, Knowledge (arcana) +7, Move Silently +12, Perform (Dance) +7, Search +6, Spot +7; Blind-Fight, Combat Reflexes, Dodge, Mobility.

Languages Spoken: Hobgoblin, Reanaaese

Sub-Race: Reanaarian

Most commonly working as: the head of the Steel Mask.

Heeva, female human, Rog4/Sor2; CR 6; Size M (5 ft., 8 in. tall); HD 4d6+2d4; hp 22; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +4, Grp +5, Atk +5 melee (1d4+1 dagger); Full Atk +5 melee (1d4+1 dagger); Atk +6 ranged (1d4+1 dagger); Space/Reach 5 ft./5 ft.; SV Fort +1, Ref +6, Will +8; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding, Trap Sense +1; AL CE; Str 12, Dex 14, Con 10, Int 12, Wis 14, Cha 15

Skills and Feats: Balance +6, Concentration +7, Escape Artist +6, Gather Information +6, Hide +6, Knowledge (arcana) +4, Listen +7, Move Silently +8, Perform +8, Pick Pocket +8, Sense Motive +8, Spot +8, Swim +7, Tumble +8; Combat Casting, Dodge, Improved Initiative, Iron Will

Sorcerer Spells Known (6/5): o- acid splash, daze, dancing lights, detect undead, ghost sound, mage hand; 1st- alarm, burning hands, chill touch, mage armor, magic missile, shield

Sorcerer Spells per day (6/4): save DC12+ spell level

Languages Spoken: Merchant's Tongue, Reanaaese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for The Vigilant Blade.

Hleer Raartiiran 'The Black Moon', male human, Wiz7; CR 7; Size M (5 ft., 9 in. tall); HD 7d4; hp 22; Init 2 (+2 Dex); Spd 30; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3, Grp +3, Atk +3 melee (1d6 quarterstaff); Full Atk +3 melee (1d6 quarterstaff); Atk +5 ranged (1d4 dagger); Space/Reach 5 ft./5 ft.; SV Fort +2, Ref +4, Will +6; AL NE; Str 11, Dex 15, Con 10, Int 17, Wis 13, Cha 13

Skills and Feats: Concentration +14, Disguise +5.5, Gather Information +10, Knowledge (arcana) +12, Knowledge (the planes) +12, Sense Motive +10, Spellcraft +12; Brew Potion, Combat Casting, Craft Wondrous Item, Dodge, Craft Wand, [Scribe Scroll], Spell Mastery (Comprehend Languages, Disguise, Mage Armor), Spell Penetration

Spells Prepared (Wiz 4/5/4/3/1; save DC13 + spell level) 0- daze, ghost sound, mage hand, prestidigitation; 1st- burning hands, color spray, grease, hold portal, mage armor; 2nd- cat's grace, glitterdust, hypnotic pattern, web; 3rd- dispel magic, fireball, gaseous form; 4th- dimension door

Spellbook: o- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation; 1st- burning hands, color spray, comprehend languages, detect secret doors, disguise self, grease, hold portal, mage armor; 2nd- cat's grace, detect thoughts, glitterdust, hypnotic pattern, web; 3rd- dispel magic, fireball, fly, gaseous form; 4th- charm monster, dimension door

Languages Spoken: Deji, Infernal, Merchant's Tongue, Reanaaese

Sub-Race: Reanaarian

Hleer is never commonly found.

Irobar 'Old Roar' Satounor, male human, Ftr5/Exp1; CR 6; Size M (5 ft., 10 in. tall); HD 5d10+1d6+6; hp 44; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12; Base Atk +5, Grp +7, Atk +7 melee (1d8+2 longsword); Full Atk +7 melee (1d8+2 longsword); Atk +6 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +4, Will +3; AL CG; Str 17, Dex 13, Con 13, Int 11, Wis 11, Cha 15

Skills and Feats: Climb +9, Handle Animal +4, Knowledge (law) +1, Listen +1, Ride +7, Sense Motive +3, Spot +1, Swim +9; Blind-Fight, Endurance, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Quick Draw, Weapon Focus (gauntlet).

Languages Spoken: Fhokki, Merchant's Tongue, Reanaaese

Sub-Race: Reanaarian

Most commonly found: protecting the Master of Loona.

Izvan Yahul, male human, Clr7 (Zoolaa the Corrupter); CR 7; Size M (6ft, 2 in. tall); HD 7d8; hp 38; Init +4 (Improved Initiative); Spd 30; AC 10, touch 10, flat-footed 10; Base Atk +5, Grp +7, Atk +7 melee (1d8+2 heavy mace); Full Atk +7 melee (1d8+2 heavy mace); Atk +5 ranged (1d4+2 sling); Space/Reach 5 ft/5 ft.; AL NE; SV Fort +5, Ref +2, Will +8; Str 15, Dex 10, Con 10, Int 10, Wis 17, Cha 16

Skills and Feats: Concentration +6, Diplomacy +4, Heal +6, Knowledge (arcana) +4, Knowledge (religion) +4; Brew Potion, Combat Casting, Improved Initiative, Spell Penetration.

Cleric Spells Prepared (6/5/4/3/1; save DC 13 + spell level): o- cure minor wounds, detect magic, detect poison, guidance, resistance, virtue; 1st- bane, bless, cause fear*, cure light wounds, sanctuary, shield of faith; 2nd- aid, augury, death knell*, desecrate, hold person, silence; 3rd-

Loona: Port of Intrigue - Appendices

*animate dead**, *dispel magic*, *locate object*, *prayer*, *stone shape*; 4th-*poison*, *unholy blight** * Domain spell.

Domains: Death (You may use death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total is at least equal to the creature's current hit point it dies (no save); Evil (You cast evil spells at +1 caster level).

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: prowling the Hiring Fair.

Jeelo Ozruur; male human, Ftr6/Rog3; CR 9; Size M (5 ft., 11 in. tall); HD 6d10+3d6+18; hp 68; Init +4 (Improved Initiative); Spd 30 ft.; AC 14 (+4 chain shirt), touch 10, flat-footed 14; Attack Base Atk +8/+3, Grp +10/+5, Atk +10/+5 melee (2d4+3 falchion); Full Atk +10/+5 melee (2d4+3 falchion); Atk +8/+3 ranged (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SV Fort +8, Ref +5, Will +5; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding, Trap Sense +1; AL LE; Str 17, Dex 11, Con 15, Int 11, Wis 10, Cha 15

Skills and Feats: Bluff +10, Climb +5, Intimidate +8, Jump +5, Sense Motive +8, Spot +8; Blind-Fight, Cleave, Combat Reflexes, Endurance, Eyes of Fury (KPG), Improved Critical: rapier, Improved Initiative, Iron Will, Power Attack

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: casing new victims in the Merchant's District.

Kaalek 'Hands' Kuur, male human, Rog4; CR 4; Size M (6 ft. tall); HD 4d6+8; hp 29; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; Base Atk +3, Grp +4, Atk +4 melee (1d6+1 rapier); Full Atk +4 melee (1d6+1 rapier); Atk +5 ranged (1d4+1 sling); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +6, Will +3; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL CE; Str 13, Dex 15, Con 15, Int 11, Wis 14, Cha 11

Skills and Feats: Appraise +5, Climb +3, Decipher Script +5, Disable Device +7, Disguise +6, Gather Information +6, Hide +7, Move Silently +7, Sense Motive +8, Sleight of Hand +7; Dodge, Improved Initiative, Mobility.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as: a contact officer for Haarkro's Helms.

Kiruur Toaloss, male human Exp6; CR 3; Size M (6 ft. Tall); HD 6d6+12; hp 38; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +4, Grp +5, Atk +5 melee (1d8+1 longsword); Full Atk +5 melee (1d8+1 longsword); Atk +6 ranged (1d4+1 Dart); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +4, Will +4; AL NG; Str 12, Dex 15, Con 14, Int 15, Wis 9, Cha 15

Skills and Feats: Appraise +13, Bluff +13, Diplomacy +13, Intimidate +13, Knowledge (local) +n, Listen +10, Search +10, Sense Motive +10, Spot +2; Dodge, Negotiator, Persuasive, Shock Resistant (KPG)

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: searching for a suitable home in Geanavue.

Kuur, male human, Clr2 (Miazaar); CR 2; Size M (5 ft., 10 in. tall); HD 2d8+4; hp 17; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4

chain shirt), touch II, flat-footed 14; Base Atk +1, Grp +2, Atk +2 melee (1d8+1 heavy mace); Full Atk +2 melee (1d8+1 heavy mace); Atk +2 ranged (1d4+1 sling); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +1, Will +5; AL CN; Str 12, Dex 13, Con 15, Int 11, Wis 15, Cha 11

Skills and Feats: Concentration +5, Knowledge (religion) +2, Spot +4; Combat Casting, Skill Focus (Concentration)

Spells Prepared (4/3; save DC12 + spell level); o- *guidance*, *mending*, *resistance*, *virtue*; 1st- *cure light wounds*, *entropic shield**, *obscuring mist*, *sanctuary*. * Domain spell.

Domains: Chaos (Your chaos spells are at +1 caster level); Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it is worse than the original roll.)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: prowling the Common District.

Laalree 'Manycats', female human; Rog4/Sor1; CR 5; Size M (5 ft., 4 in. tall); HD 4d6+1d4+10; hp 31; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3, Grp +2, Atk +3 melee (1d6-1 quarterstaff); Full Atk +3 melee (1d6-1 quarterstaff); Atk +4 ranged (1d4-1 dagger); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +4, Will +5; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL NE; Str 8, Dex 10, Con 14, Int 10, Wis 15, Cha 17

Skills and Feats: Appraise +6, Decipher Script +6, Disable Device +6, Disguise +9, Forgery 1-6, Gather Information +9, Hide +6, Knowledge (arcana) +2, Move Silently +6, Search +4, Sense Motive +6, Spellcraft +2, Spot +8; Combat Casting, Diligent, Great Fortitude.

Sorcerer Spells Known (4/2): o- *detect magic*, *detect poison*, *read magic*, *resistance*; 1st- *mage armor*, *shield*

Sorcerer Spells per day (5/4; save DC 13+ spell level)

Languages Spoken: Merchant's Tongue, Reanaarese, Sylvan

Sub-Race: Reanaarian

Most Commonly Found: working as a contact officer for the Steel Mask.

Familiar: Jasmine; female animal, Cat; CR 1/4; Tiny Animal; HD 1/2d8; hp 17; Init +2 (Dex); Spd 30; AC 15 (+2 Dex, +2 size, +1 natural); touch 14, flat-footed 13, Base Atk +5, Grp +1, Atk +7 melee (1d2-4 claw); Full Atk +7 melee (1d2-4 claw); Space/Reach 5 ft/5 ft.; Attack +7/+2 base melee (1d2-4, 2 claws; 1d3-4, Bite) or +7 base ranged AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse

Special: Alertness, Improved Evasion, Share Spells, Empathic Link

Most commonly found: with Laalree's.

Lukal Patidician, male human Ari1; CR0.5; Size M (5 ft., 11 in. tall); HD 1d4+2; hp 6; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +0, Grp +3, Atk +3 melee (1d6 rapier); Full Atk +3 melee (1d6 rapier); Atk +3 ranged (1d6 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +2, Ref +4, Will +1; AL CG; Str 16, Dex 15, Con 15, Int 10, Wis 8, Cha 12

Skills and Feats: Diplomacy +3, Gather Information +3, Knowledge (heraldry) +2, Ride +2; Dodge, Lightning Reflexes

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: busy thinking up new ways to assist the Master of Loona.

Maal Loroveer, male human, Ftr3/Exp2; CR 4; Size M (6 ft., 1 in. tall); HD 3d10+2d6; hp 30; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12, Base Atk +4, Grp +6, Atk +6 melee (1d8 longsword); Full Atk +6 melee (1d8 longsword); Atk +6 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft; SV Fort +3, Ref +3, Will +5; AL LN; Str 15, Dex 15, Con 11, Int 11, Wis 13, Cha 14

Skills and Feats: Bluff +4, Climb +5, Diplomacy +4, Gather Information +4, Handle Animal +4, Jump +3, Knowledge (nature) +2, Ride +4, Sense Motive +4, Swim +5; Cleave, Dodge, Improved Initiative, Power Attack, Quick Draw.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the 'Nearly New' shop in the Merchant's District.

Maalaariir, male human, Ftrz/Duelist 2; CR 9; Size M (6 ft. tall); HD 9d10+18; hp 76; Init +5 (+3 Dex, +2 Improved Reaction); Spd 30 ft; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13, Base Atk +9/+4, Grp +13/+8, Atk +13/+8 melee (1d8+5 longsword); Full Atk +13/+8 melee (1d8+5 longsword); Atk +12/+7 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft; SV Fort +7, Ref +8, Will +3; SQ: Canny Defense, Improved Reaction +2; AL CE; Str 14, Dex 16, Con 14, Int II, Wis 13, Cha 12

Skills and Feats: Jump +3, Perform (Dance) +5, Search +2, Tumble +9; Ambidexterity, Dodge, Expertise, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as: the head of Haarakro's Helms.

Maarit Taalis, male human, Exp5; CR 2 1/2; Size M (5 ft., 11 in. tall); HD 5d6+5; hp 27; Init +2 (+2 Dex); Spd 30 ft; AC 12 (+2 Dex), touch 12, flat-footed 10, Base Atk +3, Grp +3, Atk +3 melee (1d8 heavy mace); Full Atk +3 melee (1d8 heavy mace); Atk +5 ranged (1d4 Dart); Space/Reach 5 ft/5 ft; SV Fort +1, Ref +5, Will +5; AL LN; Str 11, Dex 15, Con 13, Int 11, Wis 12, Cha 16

Skills and Feats: Appraise +4, Diplomacy +9, Gather Information +9, Knowledge (nature) +6, Listen +9, Search +6, Sense Motive +7, Spot +9; Alertness, Dodge, Lightning Reflexes.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Bayside Builders in the Dock District.

Mairiana Patidician, female human Ari2; CR 1; Size M (5 ft., 9 in. tall); HD 2d4+4; hp 11; Init +2 (+2 Dex); Spd 30 ft; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1, Grp +1, Atk +1 melee (1d6 rapier); Full Atk +1 melee (1d6 rapier); Atk +3 ranged (1d4 Dart); Space/Reach 5 ft/5 ft; SV Fort +4, Ref +2, Will +1; AL CG; Str 11, Dex 15, Con 15, Int 11, Wis 8, Cha 16

Skills and Feats: Gather Information +8, Listen +5, Perform (Dramatic Readings) +8, Ride +8, Swim +6; Dodge, Great Fortitude

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: doing her best to 'assist' the Master of Loona.

Malaaran Darisek, male human Clr5 (Shackler of Foobi the Overlord); CR 5; HD 5d8+10; hp 38; Init +1 (+1 Dex); Spd 30; AC 11 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk +3, Grp +5, Atk +5 melee (1d8 heavy mace); Full Atk +5 melee (1d8 heavy mace); Atk +5 ranged (1d4 Dart); Space/Reach 5 ft/5 ft.; AL LE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 12; Originally featured in *Geanavue: The Stones of Peace* p 101.

Skills and Feats: Concentration +13; Knowledge (arcana) +5, Knowledge (religion) +5; Combat Casting, Craft Wondrous Item, Skill Focus (Concentration)

Spells Prepared: (5/4/3/2; save DC13 + spell level); o- *cure minor wounds, detect magic, guidance, resistance, virtue*; 1st- *bane, cure light wounds, deathwatch, doom, protection from chaos**, *sanctuary*, 2nd- *calm emotions**, *death knell, hold person, sound burst*, 3rd- *dispel magic, summon monster III*. * Domains spell.

Domains: Evil (You cast evil spells at +1 caster level); Law (You cast law spells at +1 caster level).

Languages Spoken: Infernal, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: Malaarn works behind the scenes to sculpt Loona to his god's desires.

Master of Loona, Rasibuur Halaagh, male human Rog2/Exp5; CR 4 1/2; Size M (5 ft 10 in. tall); HD 7d6+14; hp 44; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +4, Grp +4, Atk +4 melee (1d4 dagger) Full Atk +4 melee (1d4 dagger); Atk +4 ranged (1d4 dagger); Space/Reach 5 ft/5 ft; SV Fort +3, Ref +7, Will +4; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding; AL NG; Str 10, Dex 17, Con 15, Int 13, Wis 10, Cha 14

Skills and Feats: Diplomacy +9, Disguise +10, Escape Artist +11, Gather Information +10, Listen +11, Move Silently +11, Profession (politician) +9, Sleight of Hand +11, Spot +12; Alertness, Improved Initiative, Leadership, Skill Focus (Sleight of Hand)

Possessions: Ring of protection +4.

Languages Spoken: Low Elven, Celestial, Merchant's Tongue, Dwarven, Gnome, Kalamaran, Fhokki, Svimohzish, Reanaarese

Sub-Race: Reanaarian

Most commonly found: Managing Loona.

Meleodaar Neevaur, male human, Ftr6/Exp2; CR 7; Size M (5 ft., 10 in. tall); HD 6d10+2d6+16; hp 64; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +7/+2, Grp +9/+4, Atk +9/+4 melee (1d8 longsword); Full Atk +9/+4 melee (1d8 longsword); Atk +7/+2 ranged (1d4+2 Dart); Space/Reach 5 ft/5 ft; SV Fort +9, Ref +2, Will +5; AL LN; Str 15, Dex 11, Con 15, Int 11, Wis 11, Cha 15

Skills and Feats: Climb +9, Handle Animal +9, Jump +10, Ride +2, Swim +10; Athletic, Blind-Fight, Endurance, Great Fortitude, Improved Initiative, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Kalamaran

Most commonly found: working the Common District

Loona: Port of Intrigue - Appendices

Mitaarv, male human, Rog5; CR 5; Size M (5 ft., 7 in. tall); HD 5d6+5; hp 27; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; Base Atk +3, Grp +3, Atk +3 melee (1d6 rapier); Full Atk +3 melee (1d6 rapier); Atk +6 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +2, Ref +7, Will +2; SA: Sneak Attack +3d6; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL LE; Str 11, Dex 17, Con 13, Int 11, Wis 13, Cha 15

Skills and Feats: Climb +7, Gather Information +9, Hide +10, Jump +6, Listen +9, Search +8, Sense Motive +9, Spot +9, Tumble +10; Blind-Fight, Combat Reflexes, Dodge.

Languages Spoken: Goblin, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for the Dawn Runners.

Moelauro Mauteer, male human, Ftr3; CR 3; Size M (5 ft., 11 in. tall); HD 3d10+3; hp 25; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +3, Grp +4, Atk 4 melee (1d8 longsword); Full Atk +4 melee (1d8 longsword); Atk +4 ranged (1d8 light crossbow); Attack +4 base melee or +4 base ranged, SV Fort +6, Ref +2, Will +1; AL CN; Str 13, Dex 13, Con 12, Int 13, Wis 11, Cha 16

Skills and Feats: Climb +3, Handle Animal +8, Ride +5, Swim +1; Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Crow's Eye View in Dock District.

Nuurmeer, male human, Clr3 (Mosia); CR 3; Size M (6 ft, 2 in. tall); HD 3d8+3; hp 21; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2, Grp +2, Atk +2 melee (1d8 heavy mace); Full Atk +2 melee (1d8 heavy mace); Atk +2 ranged (1d4 sling); Space/Reach 5 ft/5 ft.; SV Fort +6, Ref +1, Will +6; AL NG; Str 11, Dex 11, Con 13, Int 11, Wis 16, Cha 15

Skills and Feats: Concentration +6, Heal +4, Knowledge (religion) +4; Combat Casting, Great Fortitude, Skill Focus (Heal)

Spells Prepared (4/3/2; save DC13 + spell level); o- *cure minor wounds, detect magic, guidance, virtue*; 1st- *bless, cure light wounds¹, obscuring mist, shield of faith*; 2nd- *aid**, *delay poison, silence*.
*Domain spells

Domains: Good (You cast good spells at +1 caster level); Healing (You cast healing spells at +1 caster level.)

Languages Spoken: Dwarven, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Hammer's Pier in LowTown.

'One-Eye' Belok, male human, Ftr4/Rog1; CR 5; Size M (5 ft, 8 in. tall); HD 4d10+1d6+5; hp 37; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 10; Base Atk +4, Grp +6, Atk +6 melee (1d8 warhammer); Full Atk +6 melee (1d8 warhammer); Atk +6 ranged (1d8 longbow); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +5, Will +2; SA: Sneak Attack +1d6; SQ Trapfinding; AL CN; Str 15, Dex 15, Con 12, Int 11, Wis 13, Cha 13

Skills and Feats: Appraise +3, Climb +3, Gather Information +5, Handle Animal +5, Jump +3, Ride +6; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as a: contact officer for the Black Dragons.

Paerill, female human Wiz4; CR 4; Size M : 5 ft., 5 in. tall); HD 4d4-12; hp 4; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2, Grp +2, Atk +2 melee (1d4 dagger); Full Atk +2 melee (1d4 dagger); Atk +2 ranged (1d4 dagger); Space/Reach 5 ft/5 ft.; SV Fort -2, Ref +1, Will +6; AL NG; Str 10, Dex 11, Con 4, Int 14, Wis 12, Cha 12; Originally featured in *Geanavue: The Stones of Peace* p 25.

Skills and Feats: Concentration +4, Hide +2, Knowledge (arcana) +3, Knowledge (religion) +9, Listen +1.5, Move Silently +1, Spellcraft +9, Spot +2; Heighten Spell, [Scribe Scroll], Skill Focus: Knowledge (arcana), Spell Focus (abjuration)

Wizard Spells Prepared (4/4/3 DC12 + spell level): o- *daze, detect magic, detect poison, mage hand*. 1st- *charm person, mage armor, magic missile, shield*; 2nd- *fog cloud, mirror image, scorching ray*.

Spellbook: 0 level- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st- *burning hands, charm person, mage armor, magic missile, shield, silent image, sleep*; 2nd- *arcane lock, ghoul touch, levitate, mirror image, scorching ray*

Languages Spoken: Celestial, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: scrying on Loona and Geanavue's enemies.

Quaamoz, male human, Exp3; CR 1 1/2; Size M (6 ft, 2 in. tall); HD 3d6+9; hp 23; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Base Atk +3, Grp +5, Atk +5 melee (1d8+2 longsword); Full Atk +5 melee (1d8+2 longsword); Atk +5 ranged (1d8 longbow); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +3, Will +5; AL LN; Str 14, Dex 14, Con 16, Int 10, Wis 14, Cha 10

Skills and Feats: Appraise +4, Forgery +4, Gather Information +6, Knowledge (history) +8, Profession (bookkeeper) +7, Search +5, Sense Motive +6, Spot +5, Dodge, Mobility, Skill Focus: Knowledge (history)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: lending money to sailors.

Raadurar Taanal, male human, Wiz5/Exp2; CR 5; Size M (5 ft, 11 in. tall); HD 4d4+2d6+12; hp 33; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 10, flat-footed 10; Attack +4 base melee or +5 base ranged, SV Fort +5, Ref +2, Will +7; AL NG; Str 11, Dex 12, Con 15, Int 17, Wis 10, Cha 14

Skills and Feats: Concentration +14, Gather Information +8, Intimidate +8, Knowledge (arcana) +11, Knowledge (history) +11, Search +12, Spellcraft +13; Brew Potion, Combat Casting, Craft Wondrous Item, Great Fortitude, [Scribe Scroll], Skill Focus: Knowledge (arcana).

Wizard Spells Prepared (4/4/3 DC13 + spell level): o- *daze, detect magic, mage hand ray of frost*; 1st- *charm person, hypnotism, mage armor, shield*; 2nd- *blur, knock, mirror image*.

Spellbook: o- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st — *charm person, detect secret doors, feather fall, hypnotism, identify, mage armor, magic missile shield*; 2nd - *blur, darkness, glitterdust, hypnotic pattern*

Languages Spoken: Draconic, Ignan, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Raadurar Taanal is usually only found when he wishes to be found.

Raamat, male human, War6; CR 6; Size M (6 ft., 1 in. tall); HD 6d8+12; hp 50; Init +4 (Improved Initiative); Spd 30 ft.; AC 15 (+5 chainmail), touch 10, flat-footed 15; Base Atk +6/+1, Grp +9/+4, Atk +9/+4 melee (1d8 battleaxe); Full Atk +9/+4 melee (1d8 battleaxe); Atk +6/+1 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +7, Ref +2, Will +3; AL CE; Str 17, Dex 11, Con 15, Int 10, Wis 13, Cha 11

Skills and Feats: Climb +4, Handle Animal +3, Intimidate +6; Blind-Fight, Cleave, Improved Initiative, Power Attack.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found as: a contact officer for the Anchor Boys.

Raarigaar "Redbeard", male human, Exp7; CR 3 1/2; Size M (6 ft., 5 in. tall); HD 7d6+13; hp 43; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +5, Grp +5, Atk +6 melee (1d4+1 dagger); Full Atk +6 melee (1d4+1 dagger); Atk +6 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft.; SV Fort +6, Ref +3, Will +5; AL NE; Str 13, Dex 13, Con 15, Int 11, Wis 11, Cha 16

Skills and Feats: Bluff +7, Climb +5, Decipher Script +4, Disguise +5, Hide +5, Jump +5, Knowledge (local) +4, Knowledge (nature) +3, Listen +3, Move Silently +4, Profession (bookkeeper) +3, Profession (carpenter) +3; Dodge, Endurance, Great Fortitude, Toughness

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the House of Hooks, Blocks, Pulleys and Cords, aka Hook House.

Raarigaar, male human, Ftr5; CR 5; Size M (5 ft, 10 in. tall); HD 5D10+10; hp 44; Init +0; Spd 30 ft; AC 14 (+4 chain shirt), touch 10, flat-footed 14; Base Atk +5, Grp +4, Atk +4 melee (1d8+2 longsword); Full Atk +4 melee (1d8+2 longsword), Atk +2 Ranged (1d4+2 dagger); 7 base melee or +5 base ranged, SV Fort +6, Ref +3, Will +4; AL LE; Str 14, Dex 11, Con 15, Int 11, Wis 12, Cha 16

Skills and Feats: Climb +3 Handle Animal +5, Jump +4, Swim +3; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack

Languages Spoken: Halfling, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as: a contact officer for The Vigilant Blade.

Raatihaar Felavaar, male human, Clr5 (Huunaav the Traveler)/Exp3; CR 6.5; Size M (5 ft., 11 in. tall); HD 5d8+3d6+16; hp 56; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +2, Grp +2, Atk +2 melee (1d6 light mace); Full Atk +2 melee (1d6 light mace), Atk +2 ranged (1d4 sling); Space/Reach 5 ft/5 ft; SV Fort +7, Ref +2, Will +10; AL NG; Str 11, Dex 11, Con 15, Int 11, Wis 17, Cha 12; Originally featured in *Geanavue: The Stones of Peace* p 97.

Skills and Feats: Concentration +13, Knowledge (arcana) +6, Knowledge (religion) +6; Spot +9, Search +6, Spellcraft +6; Combat Casting, Extra Turning, Skill Focus (Concentration)

Spells Prepared (5/4/3/2); save DC13 + spell level); 0- cure minor wounds, detect magic, guidance, resistance, virtue; 1st- bless, cure light wounds, endure elements, longstrider, obscuring mist, protection from evil*, shield of faith; 2nd- calm emotions, delay poison, silence; 3rd- dispel magic, fly*, prayer. *Domain spells*

Domains: Good (you cast good spells at +1 caster level); Travel (For a total time per day of one round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or no longer is needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add Survival to your list of class skills.

Languages Spoken: Gnome, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: at the Fallingstar in the Common District.

Raavelo 'Manybells', male human Exp2/Clr5 (Keifau the Raconteur); CR 6; Size M (5 ft, 11 in. tall); HD 2d6+4 +5d8+10; hp 56; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 10; Base Atk +4, Grp +6, Atk +6 melee (1d8 light mace); Full Atk +6 melee (1d8 light mace); Atk +6 ranged (1d4+2 sling); Space/Reach 5 ft/5 ft; SV Fort +6, Ref +4, Will +9; AL CG; Str 15, Dex 16, Con 15, Int 12, Wis 14, Cha 10; Originally featured in *Geanavue: The Stones of Peace* p 98.

Skills and Feats: Balance +0, Bluff +3.5, Decipher Script +2, Diplomacy +8, Disguise +4, Forgery +4, Hide +5, Jump +2, Knowledge (history) +9, Knowledge (religion) +9, Listen +6, Move Silently +2, Sleight of Hand +6, Spellcraft +9, Spot +6; Alertness, Maximize Spell, Scribe Scroll, Skill Focus (Disguise)

Spells Prepared (5/5/4/2; DC12 + spell level); 0- cure minor wounds, detect magic, guidance, resistance, virtue; 1st- bane, comprehend languages, doom, protection from evil, shield of faith; 2nd- desecrate*; hold person, resist energy, sound burst; 3rd- magic circle against law*, stone shape. *Domain spells:*

Domains: Chaos (You cast chaos spells at +1 caster level); Good (You cast good spells at +1 caster level).

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: at Reelaars's Respite in the Common District.

Rachelin Danstiv, female human Ari3; CR 1 1/2; Size M (5 ft, 10 in. tall); HD 3d4+3; hp 13; Init +1 (+1 Dex); Spd 30 ft; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +2, Grp +2, Atk +2 melee (1d6 quarterstaff); Full Atk +2 melee (1d6 quarterstaff); Atk +3 ranged (1d4 dagger); Space/Reach 5 ft/5 ft; SV Fort +2, Ref +2, Will +4; AL NG; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 18

Skills and Feats: Appraise +7, Diplomacy +10, Gather Information +10, Perform (dance) +13, Spot +8; Dodge, Mobility, Skill Focus (Perform: dance)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found in: the Master's District.

Rasibuur Halaagh, Master of Loona, male human Rog2/Exp5; CR 4 1/2; Size M (5 ft 10 in. tall); HD 7d6+14; hp 44; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +4, Grp +4, Atk +4 melee (1d4 dagger), Full Atk +4 melee (1d4 dagger); Atk +4 ranged (1d4 dagger); Space/Reach 5 ft/5 ft; SV Fort +3, Ref +7, Will +4; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding; AL NG; Str 10, Dex 17, Con 15, Int 13, Wis 10, Cha 14

Skills and Feats: Diplomacy +9, Disguise +10, Escape Artist +11, Gather Information +10, Listen +11, Move Silently +11, Profession (politician) +9, Sleight of Hand +11, Spot +12; Alertness, Improved Initiative, Leadership, Skill Focus (Sleight of Hand).

Loona: Port of Intrigue - Appendices

Possessions: Ring of protection +4.

Languages Spoken: Low Elven, Celestial, Merchant's Tongue, Dwarven, Gnome, Kalamaran, Fhokki, Svimohzish, Reanaarese

Sub-Race: Reanaarian

Most commonly found: Managing Loona.

Rathain, male half-elf, Sor3/Exp3; CR 4.5; HD 3d6 +3d4; hp 19; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Atk Base Atk +3, Grp +4, Atk +4 melee (1d4+1 dagger); Full Atk +4 melee (1d4+1 dagger); Atk +6 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft.; SQ: immunity: sleep (Ex), Low-Light vision (Ex); RF: +2 Will bonus to enchantment spells, elven blood; AL LE; SV Fort +2, Ref +5, Will +7; Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 17

Skills and Feats: Bluff +6, Concentration +6, Diplomacy +8, Gather Information +8, Heal +4, Knowledge (arcana) +2, Listen +5, Open Lock +6, Profession (bookkeeper) +2, Profession (scribe) +2, Ride +6, Search +4, Spellcraft +3, Spot +4; Brew Potion, Combat Casting, Improved Initiative.

Sorcerer Spells Known (5/3): 0- acid splash, detect magic, detect poison, read magic, resistance; 1st- charm person, mage armor, shield

Sorcerer Spells per day (5/4): save DC 13+ spell level

Languages Spoken: Brandobian, Merchant's Tongue, Reanaarese

Sub-Race: 1/2 Reanaarian, 1/2 gray elf

Most commonly working as: the head of the Waaviimur's lossguard firm

Reelaara 'Starhair', female human Clr7 (Keifau the Raconteur); CR 7; Size M (4 ft., 9 in. tall); HD 7d8-21; hp 13; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5, Grp +5, Atk +5 melee (1d8 heavy mace); Full Atk +5 melee (1d8 heavy mace); Atk +5 ranged (1d4 sling); Space/Reach 5 ft/5 ft.; SV Fort +2, Ref +2, Will +8; AL CG; Str 11, Dex 11, Con 5, Int 13, Wis 17, Cha 16; Originally featured in *Geonavue: The Stones of Peace* p 98.

Skills and Feats: Concentration +7, Gather Information +5, Heal +6, Hide +5, Listen +4, Move Silently +1, Perform (Dance) +9, Spot +4; Combat Reflexes, Extend Spell, Extra Turning, Leadership

Spells Prepared (5/5/4/2): save DC13 + spell level); 0- cure minor wounds, detect magic, guidance, resistance, virtue; 1st- bless, comprehend languages, cure light wounds, obscuring mist, shield of faith; 2nd- cure moderate wounds, delay poison, silence, sound burst; 3rd- cure serious wounds, dispel magic. *Domain spells

Domains: Chaos (You cast chaos spells at +1 caster level); Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it is worse than the original roll.)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Reelaara's Respite in the Common District.

Reelo, male human, Rog4; CR4; Size M (5 ft, 10 in. tall); HD 4d6+4; hp 22; Init +3 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk +3, Grp +5, Atk +5 melee (1d8+2 longsword); Full Atk +5 melee (1d8+2 longsword); Atk +6 ranged (1d4+2 dagger); Space/Reach 5 ft/5 ft.; SV Fort +2, Ref +7, Will +1; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL NE; Str 15, Dex 16, Con 13, Int 10, Wis 11, Cha 11

Skills and Feats: Appraise +4, Balance +5, Bluff +4, Climb +6, Decipher Script +4, Diplomacy +4, Disable Device +7, Forgery +3,

Gather Information +3, Jump +5, Listen +5, Move Silently +6, Open Lock +6, Search +3, Spot +5, Tumble +6; Alertness, Dodge, Improved Initiative.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for Thiimgaar's Trustees.

Ruustug, male human, War6; CR 3; Size M (5 ft., 10 in. tall); HD 6d8+18; hp 66; Init +0; Spd 30 ft.; AC 15 (+5 chainmail), touch 10, flat-footed 15; Base Atk +6/+1, Grp +8/+3, Atk +8 melee (1d8+2 longsword); Full Atk +8/+3 melee (1d8+2 longsword); Atk +6/+1 ranged (1d6 shortbow); Space/Reach 5 ft/5 ft.; SV Fort +8, Ref +2, Will +3; AL CE; Str 15, Dex 11, Con 16, Int 11, Wis 13, Cha 12

Skills and Feats: Climb +1, Handle Animal +3, Jump +i, Ride +4, Swim -4; Blind-Fight, Diehard, Endurance, Power Attack.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as: a contact officer for the Sunset Hands.

Saadarea, female human, Wiz3; CR 3; Size M (5 ft, 4 in. tall); HD 3d4+6; hp 16; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex) touch 9, flat-footed 10; Base Atk +1, Grp +3, Atk +3 melee (1d6+2 quarter-staff); Full Atk +3 melee (1d6+2 quarterstaff); Atk +0 ranged (1d4-1 dagger); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +0, Will +5; AL CG; Str 15, Dex 9, Con 14, Int 16, Wis 15, Cha 13; Originally featured in *Geonavue: The Stones of Peace* p 25.

Skills and Feats: Diplomacy +3, Hide +0, Knowledge (local) +9, Knowledge (arcana) +8, Knowledge (nature) +5, Knowledge (religion) +7, Listen +5, Move Silently +1, Spellcraft +9, Spot +5, Use Rope +1; Alertness, Maximize Spell, Quicken Spell, [Scribe Scroll]

Wizard Spells Prepared (4/3/2 DC13 + spell level): 0- daze, detect magic, prestidigitation, ray of frost. 1st- charm person, mage armor, shield, summon monster I. 2nd- blindness/deafness, web.

Spellbook: 0 level- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance. 1st level- charm person, identify, mage armor, magic missile, shield, summon monster I. 2nd- Blindness/deafness, daylight, web

Languages Spoken: Dwarven, Halfling, Merchant's Tongue, Reanaarese, Sylvan

Sub-Race: Reanaarian

Most commonly found: scrying on Loona and Geonavue's enemies.

Saald 'the Scribe', male human, Ftr3/Exp2; CR 4; Size M (6 ft, 1 in. tall); HD 2d10+2d6; hp 24; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +4, Grp +6, Atk +6 melee (1d8+2 longsword); Full Atk +6 melee (1d8+2 longsword); Atk +6 ranged (1d3+2 sling); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +5, Will +5; AL LE; Str 15, Dex 15, Con 11, Int 11, Wis 13, Cha 14

Skills and Feats: Appraise +3, Climb +5, Craft (calligraphy) +2, Forgery +3, Gather Information +4, Jump +5, Ride +4, Search +4, Spot +3, Swim +5; Cleave, Great Fortitude, Lightning Reflexes, Power Attack, Run, Skill Focus (Search).

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for Haarkro's Helms.

Saarl, male human, Ftr5; CR 5; Size M (6 ft. tall); HD 5d10+5; hp 39; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +5, Grp +7, Atk +7 melee (1d8+2 longsword); Full Atk +8 melee (1d8 longsword); Atk +8 ranged (1d4+2 dart); Space/Reach 5 ft/5 ft.; Space/Reach 5 ft/5 ft.; SV Fort +6, Ref +5, Will +1; AL NE; Str 15, Dex 14, Con 15 Int 11, Wis 11, Cha 13;

Skills and Feats: Handle Animal +4, Jump +3, Ride +6, Swim +2; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Languages Spoken: Merchant's Tongue, Reanaarese.

Sub-Race: Reanaarian

Most commonly working as a: contact officer for Thiimgaar's Trustees.

Saarelsor 'Straighteye' Balaunco, male human, Ftr2/Exp4; CR 3; Size M (5 ft., 11 in. tall); HD 2d10+4d6+12; hp 44; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5, Grp +7, Atk +7 melee (1d8+2 longsword); Full Atk +7 melee (1d8+2 longsword); Atk +5 ranged (1d6 shortbow); Space/Reach 5 ft/5 ft.; SV Fort +7, Ref +3, Will +8; AL LN; Str 15, Dex 11, Con 13, Int 11, Wis 15, Cha 14

Skills and Feats: Climb +3, Craft (shipmaking) +4, Craft (weaving) +4, Gather Information +4, Jump +4, Knowledge (astronomy) +3, Knowledge (geography) +3, Knowledge (nature) +3, Profession (shipwright) +3, Swim +7; Blind-Fight, Great Fortitude, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Solid Timbers in the Dock District.

Saravel 'the Sneering', male human Rog7; CR 7; Size M (6 ft. tall); HD 7d6+21; hp 51; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +5, Grp +5, Atk +5 melee (1d6 rapier); Full Atk +5 melee (1d6 rapier); Atk +7 ranged (1d4 dagger); Space/Reach 5 ft/5 ft.; SV Fort +7, Ref +7, Will +4; SA: Sneak Attack +4d6; SQ: Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL CN; Str 11, Dex 15, Con 16, Int 14, Wis 14, Cha 7; Originally featured in *Geanavue: The Stones of Peace* p 135

Skills and Feats: Appraise +9, Balance +9, Decipher Script +9, Diplomacy +5, Forgery +9, Gather Information +5, Heal +9, Hide +9, Intimidate +5, Listen +11, Move Silently +8, Open Lock +8, Spot -no, Survival +8, Tumble +8, Use Magic Device +8; Alertness, Great Fortitude, Fast Healer (KPG), Two-Weapon Fighting.

Languages Spoken: Dwarven, Reanaarese, Merchant's Tongue

Sub-Race: Reanaarian

Most commonly found: running Saravel's castle in the Merchant's District.

Satauroaver Vuria, male human Ftr8/Blackguard 6; CR 14; Size M (5 ft., 8 in. tall); HD 14d10+28; hp 116; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate), touch 12, flat-footed 15; Base Atk +14, Grp +17, Atk +17 melee (1d8+5 longsword); Full Atk +17/+12/+7 melee (1d8+5 longsword); Atk +16/+11/+6 ranged (1d8 longbow); Space/Reach 5 ft/5 ft.; SV Fort +14, Ref +7, Will +5; AL NE; Str 16, Dex 15, Con 15, Int 11, Wis 9, Cha 13; SA: Poison Use, Smite Good, Command Undead (as a 4th-level cleric), Aura of Despair, Sneak Attack +1d6, Fiendish Servant (horse); SQ: Aura of Evil, Dark Blessing; Originally featured in *Geanavue: The Stones of Peace* p 136.

Skills and Feats: Diplomacy +2, Handle Animal +1, Heal +3, Hide +3, Intimidate +1, Knowledge (religion) +4, Profession (armor-

smith) +3, Ride +8, Swim +0; Cleave, Dodge, Endurance, Great Cleave, Improved Sunder, Mounted Combat, Power Attack, Skill Focus (Ride), Sunder, Trample, Weapon Focus (longsword), Weapon Specialization (longsword)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: prowling the Merchant's District.

'Scars, Saamaark, male human Exp6; CR 3; Size M (5 ft., 10 in. tall); HD 6d6+6; hp 32; Init +2; Spd 30; AC 12 (flat-footed: 10, Touch: 12), touch 12, flat-footed 10; Base Atk +4, Grp +5, Atk +5 melee (1d6+1 light mace); Full Atk +5 melee (1d6+1 light mace); Atk +6 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft.; AL LN; SV Fort +3, Ref +4, Will +7; Str 12, Dex 14, Con 12, Int 16, Wis 14, Cha 11

Skills and Feats: Balance +10, Craft (shipmaking) +4, Craft (weaving) +4, Escape Artist +11, Gather Information +9, Jump +10, Knowledge (astronomy) +4, Knowledge (geography) +12, Knowledge (local) +10, Knowledge (nature) +14, Profession (navigator) +6, Profession (sailor) +3, Profession (shipwright) +4, Search +11, Spot +10; Combat Reflexes, Dodge, Run, Skill Focus: Knowledge (nature)

Languages Spoken: Brandobian, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Saamaark's Coils in the Dock District.

Seetarg Gelk, male human, Ftr5/Sor2; CR 7; Size M (6 ft. tall); HD 5d10+2d4; hp 40; Init +4 (Improved Initiative); Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +6, Grp +7, Atk +8 melee (1d8+1 longsword); Full Atk +8/+3 melee (1d8+1 longsword); Atk +7/+2 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +1, Will +5; AL LE; Str 12, Dex 10, Con 10, Int 13, Wis 12, Cha 18

Skills and Feats: Climb +5, Concentration +8, Handle Animal +8, Jump +5,

Knowledge (arcana) +5, Ride +4, Spellcraft +6, Swim +4; Combat Casting, Improved Initiative, Quick Draw, Skill Focus (Concentration), Spell Focus (Enchantment), Weapon Focus (longsword), Weapon Specialization (longsword)

Sorcerer Spells Known (5/2): o- daze, detect magic, message, read magic, resistance; 1st- mage armor, sleep

Sorcerer Spells per day (6/5): save DC 14 + spell level)

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most Commonly Tound: heading the Swordfists.

Familiar: 'Leech', Stürge; CR 1/2; Tiny Beast; HD 1d10 (beast); hp 18; Init +4; Spd 10, Fly 40 ft. (average); AC 17 (+2 size, +4 Dex, +1 natural); Base Atk +1, Grp -11 (+1 when attached), Atk +7 melee (blood drain); Full Atk +7 melee (blood drain); Space/Reach 1-1/2/0 ft.; SA: attach (Ex), blood drain (Ex); SQ: darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +14.

Most commonly found: helping Seetarg.

Seeztzim 'Stormblade' Boruur, male human, Ftr5/Rog1; CR 6; Size M (5 ft., 10 in. tall); HD 5d10+1d6; hp 38; Init +5 (+1 Dex, +4 Improved Initiative); AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; Spd 30 ft.; AC 12 (+2 Dex); Base Atk +5, Grp +6, Atk +6 melee (1d8+1 longsword); Full Atk +8 melee (1d8+1 longsword); Atk +10 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +4, Will +3; SA: Sneak Attack +1d6; SQ: Evasion, Trapfinding; AL LE; Str 12, Dex 16, Con 10, Int 11, Wis 14, Cha 12

Skills and Feats: Climb +6, Gather Information +5, Handle Animal +5, Hide +6, Move Silently +8, Ride +7; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Mounted Combat, Quick Draw.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as: the head of The Vigilant Blade.

'Smiling' Cahaan, male human Exp4; CR 2; Size M (5 ft., 6 in. tall); HD 4d6+4; hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +3, Grp +4, Atk +4 melee (1d6+1 quarterstaff); Full Atk +4 melee (1d6+1 quarterstaff); Atk +6 ranged (1d4 Dart); Space/Reach 5 ft/5 ft.; SV Fort +0, Ref +4, Will +4; AL; Str 12, Dex 17, Con 9, Int 13, Wis 11, Cha 13

Skills and Feats: Gather Information +6, Heal +7, Listen +7, Profession (carpenter) +8, Search +8, Sense Motive +7, Spot +7; Dodge, Improved Initiative, Run.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: working in his cooper shop on Sails Street.

Sotureer "Laughing Boots" Feasiari, male human Rog4; CR 4; Size M (5 ft., 6 in. tall); HD 4d6; hp 18; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; Base Atk +3, Grp +3, Atk +6 melee (1d8 longsword); Full Atk +6 melee (1d8 longsword); Atk +6 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; SV Fort +1, Ref +7, Will +3; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL NE; Str 11, Dex 16, Con 10, Int 10, Wis 15, Cha 10; Originally featured in *Geanavue: The Stones of Peace* p 13.

Skills and Feats: Appraise +4, Bluff +3, Decipher Script +5, Diplomacy +4, Escape Artist +5, Gather Information +6 Hide +3 Listen +9, Move Silently +3, Profession (innkeeper) +7, Spot +2, Tumble +9; Improved Initiative, Improved Unarmed Strike, Weapon Finesse

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Blue Boots Inn in the Common District.

Taaluur male human, Ftr5; CR 5; Size M (5 ft., 11 in. tall); HD 5d10+5; hp 39; Init+2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat-footed 15; Base Atk +5, Grp +6, Atk +6 melee (2d4+1 falchion); Full Atk +6 melee (2d4+1 falchion); Atk +7 ranged (1d3+1 sling); Space/Reach 5 ft/5 ft.; SV Fort +5, Ref +3, Will +2; AL LN; Str 13, Dex 15, Con 13, Int 13, Wis 13, Cha 13

Skills and Feats: Climb +2 Handle Animal +7 Jump +2 Ride +8; Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as: a contact officer for the Swordfists.

Taarl 'Hurlskulls', male human, Ftr5; CR 5; Size M (6 ft., 6 in. tall); HD 5d10; hp 34; Init +4 (Improved Initiative); Spd 30 ft.; AC 14 (+4 chain shirt), touch 10, flat-footed 14; Base Atk +5, Grp +8, Atk +8 melee (1d8+3 longsword); Full Atk +8 melee (1d8+3 longsword); Atk + ranged (1d8 longbow); Space/Reach 5 ft/5 ft.; SV Fort +4, Ref +3, Will +1; AL CN; Str 17, Dex 11, Con 11, Int 11, Wis 11, Cha 16

Skills and Feats: Bluff +11, Climb +9, Gather Information +10, Heal +8, Jump +9; Blind-Fight, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Gather Information), Track.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for The Steel Mask.

Taaraak, male human, Ftr3; CR 3; Size M (6 ft. tall); HD 3d10; hp 22; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Base Atk +3, Grp +6, Atk +6 melee (1d10+3 greataxe); Full Atk +6 melee (1d10+3 greataxe); Atk +4 ranged (1d8 Crossbow); Space/Reach 5 ft/5 ft.; SV Fort +3, Ref +2, Will +1; AL NE; Str 17, Dex 13, Con 11, Int 12, Wis 10, Cha 15

Skills and Feats: Climb +5, Handle Animal +5, Jump +5, Ride +4, Search +1, Swim +2; Cleave, Combat Reflexes, Instant Stand (KPG), Power Attack, Track.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as a: contact officer for The Vigilant Blade.

Taosaar 'the Sea Rat', male human, Rog2; CR 2; Size M (5 ft., 11 in. tall); HD; 2d6+2; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk +1, Grp +2, Atk +2 melee (1d6+1 rapier); Full Atk +2 melee (1d6+1 rapier); Atk +3 ranged (1d4+1 dagger); Space/Reach 5 ft/5 ft.; SV Fort +1, Ref +5, Will +1; SA: Sneak Attack +2d6; SQ: Evasion, Trapfinding; AL CN; Str 12, Dex 15, Con 12, Int 15, Wis 12, Cha 12

Skills and Feats: Craft (shipmaking) +7, Craft (woodcarving) +7, Gather Information +9, Knowledge (geography) +7, Knowledge (nature) +7, Profession (sailor) +6, Search +7, Sense Motive +6, Tumble +7, Use Rope +7; Dodge, Endurance, Skill Focus (Gather Information)

Languages Spoken: Fhokki, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: the Rising Wind in the Dock District.

TeerurThiimgaar, male human, Ftr6/Exp3; CR 7 1/2; Size M (5 ft., 11 in Tall); HD 6d10+3d6+18; hp 70; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Atk + Base Atk +8, Grp +10, Atk +10/+5 melee (1d6+2 rapier); Full Atk +10/+5 melee (1d6+2 rapier); Atk +9/+4 ranged (1d8 light crossbow); Space/Reach 5 ft/5 ft.; AL LN; SV Fort +7 Ref +3, Will +5; Str 15, Dex 13, Con 15, Int 13, Wis 11, Cha 12

Skills and Feats: Bluff +7, Climb +5, Gather Information +6, Handle Animal +6, Intimidate +7, Jump +6, Ride +6, Swim +3, Use Rope +6; Cleave, Combat Reflexes, Dodge, Expertise, Improved Initiative, Iron Will, Mobility, Power Attack, Track

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as: the head of Thiimgaar's Trustees.

Teerur, male half-elf, Exp5; CR 2 1/2; Size M (5 ft., 8 in. tall); HD 5d6+5; hp 35; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +3, Grp +3, Atk +3 melee (1d4 dagger); Full Atk +3 melee (1d6 dagger); Atk +5 ranged (1d4 dagger); Space/Reach 5 ft./5 ft.; SQ: immunity: sleep (Ex), low-light vision (Ex); RF: +2 Will bonus to enchantment spells, elven blood; SV Fort +2, Ref +4, Will +5; AL CE; Str 11, Dex 17, Con 13, Int 12, Wis 13, Cha 13

Skills and Feats: Appraise +6, Diplomacy +8, Disguise +8, Forgery +8, Gather Information +9, Listen +8, Profession (Locksmith) +7, Search +8, Sense Motive +7, Spot +8; Deceitful, Dodge

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: 1/2 Reanaarian, 1/2 High Elf

Most commonly found at: the Diving Dolphin in the Bowery.

Torunemora "Lady Death-by-Night", female human Rog9/Shadowdancer 6; CR 15; Size M (5 ft., 4 in. tall); HD 9d6+6d8; hp 63; Init 4 (+4 Dex); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather armor), touch 14, flat-footed 13; Base Atk +10/+5, Grp +11/+6, Atk +11/+6 melee (1d6+1 rapier); Full Atk +11/+6 melee (1d6+1 rapier); Atk +12/+7 ranged (1d6 shortbow); Space/Reach 5 ft./5 ft.; SV Fort +5, Ref+15, Will +5; SA: Shadow Illusions, Sneak Attack +5d6, Summon Shadow; SQ: Darkvision, Defensive Roll, Evasion, Hide in Plain Sight, Improved Uncanny Dodge, Shadow Jump 40 ft. Trapfinding, Trap Sense +3, Improved Uncanny Dodge; AL CE; Str 12, Dex 18, Con 11, Int 13, Wis 10, Cha 14; Originally featured in *Geanavue: The Stones of Peace* p 136.

Skills and Feats: Climb +8, Decipher Script +14, Disable Device +n, Hide +19, Listen +16, Move Silently +19, Open Locks +17, Perform (Dance) +11, Search +10, Sense Motive +8, Spot +15, Tumble +10; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Spring Attack

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

She is never commonly found.

Vaalort, male human, Ftr5; CR 5; Size M (6 ft., 4 in. tall); HD 5d10; hp 34; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 chainmail), touch 13, flat-footed 15; Base Atk +5, Grp +7, Atk +7 melee (1d6+3 scimitar); Full Atk +5 melee (1d8+3 scimitar); Atk +8 ranged (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SV Fort +4, Ref +4, Will +1; AL CE; Str 17, Dex 16, Con 10, Int 11, Wis 13, Cha 11

Skills and Feats: Climb +1, Craft (leatherworking) +3, Handle Animal +3, Jump +1, Ride +6, Swim -4; Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: working as a contact officer for the Dawn Runners.



Loona: Port of Intrigue - Appendices

Varaero "the Keelmaster" Morgaar, male human, Exp6; CR 3; Size M (5 ft., 9 in. tall); HD 6d6+12; hp 38; Init +2 (+Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +4, Grp +5, Atk +5 melee (1d8+1 longsword); Full Atk +5 melee (1d8+1 longsword); Atk +6 ranged (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SV Fort +6, Ref +6, Will +9; AL CN; Str 13, Dex 14, Con 14, Int 13, Wis 15, Cha 11

Skills and Feats: Appraise +4, Balance +6, Craft (carpentry) +5, Craft (shipmaking) +5, Gather Information +4, Jump +5, Knowledge (astronomy) +5, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +5, Listen +6, Profession (navigator) +6, Profession (fisherman) +6, Profession (sailor) +6, Profession (shipwright) +6, Spot +6; Great Fortitude, Iron Will, Lightning Reflexes, Toughness.

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found at: Morgaar's Rudders and Keels in the Dock District.

Vuurorn, male human, Rog1/Ftr4/Com1; CR 5.5; Size M (5 ft., 9 in. tall); HD 1d6+4d10+1d4+6; hp 39; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +4, Grp +5, Atk +5 melee (1d8+1 longsword); Full Atk +5 melee (1d8+1 longsword); Atk +6 ranged (1d6 shortbow); Space/Reach 5 ft./5 ft.; SV Fort +5, Ref +5, Will +3; SA: Sneak Attack +1d6; SQ: Trapfinding; AL LE; Str 12, Dex 15, Con 12, Int 12, Wis 15, Cha 13

Skills and Feats: Climb +3, Escape Artist +4, Gather Information +4, Handle Animal +4, Jump +5, Listen +8, Ride +6, Spot +8, Swim +5, Use Rope +6; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack

Languages Spoken: Fhokki, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found working as: a contact officer for the Sunset Hands.

Waalduur Morgaar, male human, Ftr4; CR 4; Size M (5 ft., 11 in. tall); HD 4d10+4; hp 32; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 10; Base Atk +4, Grp +8, Atk +9 melee (1d10+6 greataxe); Full Atk +9 melee (1d10+6 greataxe); Atk +4 ranged (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SV Fort +5, Ref +1, Will +2; AL LN; Str 18, Dex 10, Con 12, Int 10, Wis 12, Cha 12

Skills and Feats: Climb +5, Handle Animal +5, Jump +7, Swim +6; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Languages Spoken: Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly found: in a bowery tavern.

Xaarlur Nuurn, male human Rog6/Asn1; CR 7; Size M (6 ft., 1 in. tall); HD 7d6; hp 30; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +4, Grp +5, Atk +5 melee (1d6+1 rapier); Full Atk +5 melee (1d6+1 rapier); Atk +6 ranged (1d8 longbow); Space/Reach 5 ft./5 ft. SV Fort +2, Ref +10, Will +2; SA: Sneak Attack +1d6; SA: Sneak Attack +3d6; SQ: Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge; AL NE; Str 13, Dex 17, Con 11, Int 15, Wis 11, Cha 11

Skills and Feats: Appraise +6, Balance +7, Bluff +4, Climb +5, Decipher Script +6, Diplomacy +4, Disable Device +7, Disguise +4, Escape Artist +7, Forgery +6, Gather Information +4, Hide +11, Intimidate +4, Jump +3, Listen +4, Move Silently +11, Open Lock +11, Perform (Sing) +3, Search +8, Sense Motive +3, Sleight of Hand +6, Spot +3, Tumble +6; Dodge, Improved Initiative, Power Attack, Run

Assassin Spells Known: 1st- change self, obscuring mist

Assassin Spells Prepared (1: save DC12 + spell level): 1st- obscuring mist

Languages Spoken: Brandobian, Merchant's Tongue, Reanaarese

Sub-Race: Reanaarian

Most commonly working as: the head of the Dawn Runners.

APPENDIX B: WANDERING ENCOUNTERS IN LOONA

Using this encounter chart: The following chart represents a slice of every day life on the streets of Loona. The DM may determine which encounters best fit the adventure and build off them, or roll percentile dice and consult the chart below. Each encounter has a time frame associated with it. If an encounter is rolled at a time that it cannot logically occur, treat it as a result of "No Encounter."

WE#1: Dusk to midnight- Leel, a wandering magician (LE Wiz3: Conjurer) who uses pyrotechnics, mage

hand and unseen servant spells to accomplish his tricks. Those with Spellcraft can determine he is casting spells. He is looking for an apt person to charm for a simple yet deadly task he does not want to attempt without such a "friend" to protect him.

WE#2: Dawn to dusk only- Noble Entourage (Filador: LN male human Ari5; Heem: NG male human; and Alaatea: LN female human. They are protected by 4 bodyguards: N humans Ftr4)

WE#3: Anytime-The PCs encounter Eizuura and Vaalort (LN Com2) squabbling in the street over a domestic issue.

WE#4: Anytime: Slavers/Press gang (Six human males Rog3)

WE#5: Dawn to dusk only- Merchant's agents looking to hire bodyguards without going to the Hiring Fair. (Saarv and Estuk: CN human males Exp 2)

WE#6: Anytime- Constables (Huurrvitur, Muursten and Cahann: LN males Ftr4)

WE#7: Anytime- Beggars (Six N humans, four males Com1 and two females COM2)

WE#8: Anytime- The PCs accidentally interrupt what appears to be Imgreez and Laara (CE Rog3) a domestic dispute but is actually a ruse to pick pocket them. A Sense Motive check (DC14) reveals the situation for what it is

WE#9: Dawn to dusk- Beer and sausage vender (Conn)

WE#10: Dawn to dusk- Fist patrol (Zeezor, Laaruuk, Oluun and Raamat: human males Ftr6)

WE#11: Dawn to dusk- Prominent personality:

Bowery: Several locals in a crowd the PCs are traveling through are commenting on drink sale the Diving Dolphin is having. Roll a d6 on a result of 1-3 The PCs find ale is discounted by 20%. On a result of 4-6 this is a ruse told to the locals by a 7th-level rogue in order to cause chaos to provide a better chance of fleecing them.

Common District: Satauroaver Vuria (NE male human Ftr8/Blackguard6) is looking for someone that owes him a debt,

Dock District: Geetemah "Old Weedbeard" (LN male human Exp2/Ftr6) out for a walk with a giant spider perched on his left shoulder.

Low Town: Bolmuur (CG human male Comi) seeking supplies for Nuurmeer the cleric.

Merchant's District: Torunemora" Lady Death-by-Night" (CE female human Rog9/Shadowdancer6) on her way to pick up a new contract. She is disguised as a serving wench and tells anyone that asks that she is on her way to Saravel's Castle.

Master's District: the Master of Loona's messenger Quaarthus (LN human male Exp4).

Wandering Encounters in Loona

B	C	D	L	Me	Ma	Event
1-4	1-5	1-5	1-4	1-6	1-10	No encounter
5-6	6	6	Nil	7-8	11-12	Dusk to midnight: WE#1
7	7-10	7	Nil	9-12	13-18	Dawn to dusk only:WE#2
8	11-12	8	5-10	13-14	Nil	Anytime: WE#3
9-12	13-16	9-15	11-20	15	Nil	Anytime: WE#4
13-20	17-24	16-22	Nil	16-19	Nil	Dawn to dusk only:WE#5
21-25	25-28	23-26	Nil	20-28	19-23	Anytime: WE#6
26-28	29-31	27-29	21-32	29-35	24	Anytime: WE#7
29-30	32-34	30	33-34	36	Nil	Anytime: WE#8
31	35-37	31-33	35	37-40	25	Dawn to dusk:WE#9
32-33	38-39	34	Nil	41-44	26-40	Dawn to dusk:WE#10
34	40-41	35-42	34	45-46	41-42	Dawn to dusk:WE#11
35-40	42-45	43-48	35-40	47-52	43-45	Dawn to dusk:WE#12
41-43	46	49	Nil	53	46-48	Dawn to dusk:WE#13
44-45	47-49	50-51	Nil	54	49-53	Anytime:WE#14
46-48	50	52	41	55	54	Anytime:WE#15
49-52	51-54	53	42	56-58	55-58	Dawn to dusk:WE#16
52-54	55	54	43	58	Nil	Anytime: WE# 17
55	56	55-56	44	59	59	Anytime: WE#18
56-57	57	57	45	60-62	60	Anytime: WE# 19
58	58	58	46	63-65	Nil	Anytime: WE#20
59	59	59	47	66-68	61-68	Dawn to dusk:WE#21
60	60	60	48	69	Nil	Anytime: WE#22
61-62	61-62	60-63	49	69-71	Nil	Dusk to dawn:WE#23
63-65	63-69	64-66	50-56	72-77	69-74	Dawn to dusk:WE#24
67-68	70-72	67-69	57-58	78	Nil	Anytime: WE#25
69-71	73-74	70-74	59-63	79-81	75-80	Anytime: WE#26
72-78	75-77	75-81	64-71	82-85	Nil	Anytime: WE#27
Nil	78-79	Nil	Nil	86-87	81	Dawn to midday:WE#28
79-82	78-83	82-83	72-77	88	82-86	Anytime: WE#29
83-84	84	84-86	78-79	89	87	Dusk until mid day:WE#30
85-86	Nil	87	Nil	90	Nil	Anytime: WE#31
87	85-87	88	Nil	Nil	88-90	Dawn to dusk:WE#32
88	86	88	80	91	91	Anytime: WE#33
89-91	88-89	89-90	Nil	92	92	Anytime: WE#34
91	89	90	81-83	93	93	Anytime: WE#35
92	Nil	91	84	Nil	94	Anytime: WE#36
Nil	90-91	Nil	Nil	94	95	Dawn to midday: WE#37
93	91	92	85	95	96	Anytime: WE#38
94	92	93-94	86-89	96	97	Anytime:WE#39
95	93	95-96	90-93	97	Nil	Dusk to dawn:WE#40
96-97	94-97	98	94-97	98	98	Dusk to dawn:WE#41
98-99	98	99	99	99	99	Anytime: WE#42
00	99-00	00	99-00	00	00	Dusk to dawn:WE#43

Key: B = Bowery, C = Common District, D = Dock District, L = Low Town, Me = Merchant's District, Ma = Master's District

Loona: Port of Intrigue - Appendices

- WE#11:** Dawn to dusk- A prominent personality looking for hirelings
Common District: Faalirun (NE male human Rog9) needs someone to do a dirty little job for him. He would remember such a "friend" in the future,
Low Town: Nuurmeer (NG male human Clr5) who is looking for adventurers to explore a rumor concerning Kaotoon Island
Merchant's District: Aasamerela "Manythreads" (N female human Exp8) who is looking for an agent from outside the city to keep tabs on one of her "associates"
Master's District: Ruustug (LN male human Exp3), a minor accountant working indirectly for the Master of Loona. His son Cuurun (N male human Exp2) turned up missing. Against his father's wishes he crossed through Low Town two days ago and has not been seen since. The constables are looking into the matter but he feels better having his own crew look into things.
- WE#13:** Dawn to dusk- Street performer (Exp3)
- WE#14:** Anytime- Acrobats (Leegill and Emeglar: CN male humans Exp5 and Geela: N female half-elf) on their way to perform for the Master of Loona.
- WE#15:** Anytime- Runaway horse. As per riding horse in the Monster Manual
- WE#16:** Dawn to dusk- An agent for the Hiring Fair (Taluur: LN male human Exp3/Ftr3) is looking to recruit quality potential employers and employees.
- WE#17:** Anytime- The PCs spot a large sea bird carrying what appears to be a small animal. Moments later the terrified mother (CN female human Com2) informs them that it stole her baby!
- WE#18:** Anytime- The PCs encounter a wounded Constabulary member by the name of Orleera (LN human female Exp6). She was ambushed from behind and left for dead. She does not know what her attacker looked like. She was the victim of a minion of Satauroaver Vuria who is told by his informants a day later of any PC attempt to help the constabulary member and their descriptions. The PCs are watched for the next six days and their actions are reports to Vuria by several various informants.
- WE#19:** Anytime- Wandering Bard (CN Brd7)
- WE#20:** Anytime- A street brawl spills out into the street as an ongoing feud between Gelk and Maaranglas (Com4) turns ugly.
- WE#21:** Dawn to dusk- The Master of Loona (Imgruur: LN male human Exp6/Ari4) is out to look at the city. He is accompanied by six bodyguards (Khaamlaar, Fildraar, Cahaan, Reelo and Estuuk: LN male humans Ftr 6)
- WE#22:** Anytime- A building collapses due to shoddy construction. Any PC within 5 feet of the building must make a Reflex save DC14 to avoid taking damage. Those that fail the save take 1d6 damage.
- WE#23:** Dusk to dawn- Two teamsters (Berendaar and Origann; NE human males War4) driving a wagon of lumber to the Common District. They are armed and appear to not be very approachable.
- WE#24:** Dawn to dusk- A scribe (Muursten; CN human male Exp4) travelling about his business. If spoken to politely he stops to talk with the PCs. If they tell him anything of interest he discreetly tries to get their names and reports the information later in the day to Faalirun who loosely monitors the PCs for the next two days.
- WE#25:** Anytime- Street gamblers (Com 1) Exp5) throwing dice. The PCs may join as long as they do not appear to be members of law enforcement. Lorgaar is a professional gambler new to Loona, and is playing the dice straight to practice his skill. He also works for Satauroaver Vuria on occasion. If the PCs appear to be powerful, he attempts to learn their names and reports this information to Vuria.
- WE#26:** Anytime- Heem the prophet of Gaaria the Founder (LN human male Clr3). One years ago Heem claimed to receive a vision of Gaaria. Immediately he cast aside all concerns and began preaching in earnest the Founder's message. The citizens of Loona after realizing he owned nothing of value mostly ignore the cleric. On occasion, he strays into the noble district where he is promptly escorted out. The poor soul has been mugged twice in the last six months but continues with his message.
- WE#27:** Anytime- A town crier (Agreer: CN male human Com4) advertising for Blue Boots
- WE#28:** Dawn to midday- A farmer is bringing in crops. His last stop was the Traveler's Way roadhouse.
- WE#29:** Anytime- Teelvir the sage, actually a disguised LE lich, is checking out his new home to see if anyone seems to be catching onto his ruse. While his plans are peaceful, he has no problem eliminating "thorns" in his side.
- WE#30:** Dusk until mid day- Fog rolls in. Roll a die. A result of 1-5 means visibility is 30 feet, 6-7 means visibility is 15 feet, 8-9 means visibility is 10 feet and a result of 10 means visibility is 5 feet. The fog lasts for 1d4 hours or until midday is reached, whichever comes first.
- WE#31:** Anytime- A team of five burly humans (Guthaar, Kuur, Bolshaar, Naanivuur and Fundruur; all Com5) are carrying crates for shipments.
- WE#32:** Dawn to dusk- A traveler from Geanavue (Oleera: GC female human Ftr2/Ari3). She is accompanied by three bodyguards: Tazee and Veera: (CG female humans) and Elok (male human Ftr5)
- WE#33:** Anytime- Rain falls for an hour. Roll 1d6. A result of 1-3 = less than one inch of rain, 4-5 is one inch of rain and a 6 is two inches of rain. During rainstorms, the residents of Low Town usually seek cover.
- WE#34:** Anytime- The PCs run into Ruuzuundra (Exp5), a courtesan who is currently without companionship and might be looking to remedy this. She is fairly picky and will talk to anyone but will only seriously consider taking potential clients who appear to have coin to spare and have a positive Charisma modifier of +1 or higher.
- WE#35:** Anytime- Rabid dog, as per Monster Manual, but with a +4 circumstance bonus to its attacks.
- WE#36:** Anytime- Monster encounter.
Dock District: a scrag troll followed the tide in and is now seeking someone for lunch
Low Town: Daytime- A lost mimic had been hiding as part of a building and is looking for food
Low Town: Night- 2-4 lacedons rise from the bay
Master's District: an exotic animal escaped from its pen. A reward is offered for its safe return.
- WE#37:** Dawn to midday- A rancher (Com2/Exp2), who had last stopped at the Haaraunhau Inn is bringing his livestock to Loona for sale.
- WE#38:** Anytime- The PCs spy an oddly knotted, colored rope tied to a light post in the Dock District and to buildings in other locations
- WE#39:** Anytime- The PCs interrupt a robbery in progress.
- WE#40:** Dusk to dawn- Murdered human. In the Dock District, they have been hung from a light post. In all other areas, the body has been taken into an alley.
- WE#41:** Dusk to dawn- An assassin (Lameera: NE female human Clr4/Asn5) spotted the PCs as potential witnesses and marks them mentally in case they need to be eliminated.
- WE#42:** Anytime- Hail falls for twenty minutes. The hailstones are 1/4-inch in diameter and do not harm what it falls on.
- WE#43:** Dusk to dawn- The PCs interrupt an assassin (Gelk: LE female human Rog4/Asn3) at work. If possible, the villain flees.

APPENDIX C: NEW TOXINS AND ALCHEMICAL SUBSTANCES

OORAAU

This sleep-inducing substance is most commonly found in Loona. It is a boiled concoction made from the crushed innards taken from three varieties of snails usually dug or dredged from the harbor or found in the sands offshore. Mixing the right proportions is tricky and those who know how to competently make the ooraau closely guard the secret. Failure to produce ooraau properly results in a sticky, strong-smelling mess that cannot be passed off as the real thing.

Properly applied, ooraau coats weapons with a dark, shiny, waterproof coating. It is an Injury DC 16 poison that causes 1d4+1 rounds of unconsciousness as its initial and only damage. The blood of the victim will neutralize an ooraau weapon coating after a single damaging attack.

Ooraau resists damp and cold, but does not keep well if weapons treated with it are sun-baked or exposed to fire. The ooraau-coating will quickly flake, crack and crumble away. The secrecy of its mixing and rarity of the snails, makes it scarce, little known, and not often used outside of Loona and Geanavue.

The smallest mixture of ooraau is enough to fill a "finger-bowl" or small glass vial and is enough to coat four medium weapons. Such a dose commands prices in the range of 140 glint.

VERMAR

Foul, lingering and vile best describes this "beneficial" mixture. Vermar is made from a distilled sulfur extract and certain oils from rotten fish. It was discovered by accident when Raarigaar "Redbeard" was clearing an abandoned building to add on to "Hook House." It seems a former client had stored a barrel of poorly preserved fish near a crate of sulfur oxide. Over time, the barrel swelled up and burst, releasing vile fish oil that seeped into the crates around it. When the loss was discovered, Raarigaar threw the fish in the alley for scavengers to dispose of. To his dismay, the local rat population would have nothing to do with his offering.

After cursing his luck, he began to ponder the situation and moved some of the fish into rat-infested areas of his warehouse. Again, the vile creatures left the area. Being an opportunist, Raarigaar kept the discovery to himself. A short time later, after Raarigaar discreetly obtained more sulfur oxide, a new product found its way onto the Loona market and was dubbed "vermar". Due to its reek, Raarigaar sees minimal profits from his discovery. However, he has limited production to provide enough to keep his help safe and a bit on the side for a few clients.

Any rat coming within two feet of a vermar-coated object must make a Will save (DC 20). If the save fails, the creature will flee. Vermar is inexpensive to make. Five glints is enough to produce a batch large enough to protect ten medium-sized humanoids for a week, if they can stand the smell.

APPENDIX D: NEW CREATURES

BOLNEWT

Tiny Animal

Hit Dice: 1/2 d8 (2 hp)

Initiative: +2 (Dex)

Speed: 15 ft. (3 squares), climb 15 ft, swim 20 ft

Armor Class: 16 (+2 size, +3 Dex, +1 natural); touch 15, flat-footed 13

Base Attack/Grapple: +0/-12

Attack: -

Full Attack: -

Space/Reach: 2 1/2 ft./0 ft.

Special Qualities: Amphibious, low-light vision

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 2, Dex 16, Con 10, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +11, Listen +4, Spot +5, Swim +4

Feats: Alertness

Environment: Temperate aquatic

Organization: Solitary, pair or clutch (3-4)

Challenge Rating: 1/6

Advancement: -

Level Adjustment: -

This timid creature is prized by alchemists, as it can be ground into a thick liquid that, when ingested, functions as a neutralize poison potion. A live specimen might bring as much as 50 gp on the Loonan market, and likely more outside of the area.

Bolnewts taken as familiars grant their masters a +4 bonus to Hide checks. Due to their habitat, precautions are required to keep them hydrated. Bolnewts suffer a -4 racial penalty to fire-based spells and effects. Wild bolnewts tend to make a 'popping' sound with their mouths when frightened or surprised.

Skills: Bolnewts have a +4 racial bonus on Hide checks due to their coloration, and a +8 racial bonus to Balance and Climb checks, and can always choose to take 10 on their Climb checks, even if rushed or threatened. Bolnewts use their Dexterity modifier instead of their Strength modifier for Climb checks.

A bolnewt also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GLOSSARY

- Aaraun: A hearty, hearth-warmed savory soup.
- Aasaer: City on Kaotoon Island, home to many pirates.
- Ahrlaar Way: also known as "Ahrlaar Seeral", a road in Loona [Loona map inside front cover].
- Almarakan: Former Master of Loona during the Night of Terror.
- Anchor Boys: A reckless Loonan watchsword group.
- Anchor Lane: also known as "Raagio Seeral", a road in Loona [Loona map inside front cover].
- Bairzulon's Messenger Service: Uses youths to carry messages around Loona [Loona map inside front cover].
- Baarlur-and-Dorl: A large, dignified, just and expensive lossguard firm.
- Bayside Alley: also known as "Baiviik Seeral", an alley in Loona [Loona map inside front cover].
- Bayside Builders: A somewhat inferior shipwright that relies too much on lamarol [Loona map inside front cover].
- Berthing Levy: A common term for a dock fee.
- Birmoor House: Home to the meddling Patidician family [Loona map inside front cover].
- Bereta Brewery: Home of a famous Beretan ale [Loona map inside front cover].
- Black Dragon Pier: Less reputable goods may be found on this pier [Loona map inside front cover].
- Black Dragons, the: A reliable watchsword group.
- Black Moon, the: A secret society determined to keep Loona clear of pirate dangers.
- Black Sail, the: A gang of street thieves.
- Bloody Boor's Head: A Common District tavern, where bodyguards may be found.
- Bloody Scroll, the: A cabal of Loonan merchants determined to force Geanavese guilds and nobles to treat them as equals.
- Blue Boots: A popular, often-expanding inn run by Sotureer "Laughing Boots" Feasiari [Loona map inside front cover].
- Bolmuur: The young waif that discovered the bolnewt.
- Bolmuur's Pool: A small pool near Hammer Pier where the bolnewt resides, known only to certain children of Low Town.
- Bolnewt: A small, frog-like creature found in a pool in Low Town.
- Bowery, the: Supposedly the most dangerous district of Loona; much underworld business is done here [Loona map inside front cover].
- Brandobian: Term that refers to anything from Brandobia (another region in Tellene).
- Bullnecks: Slang term for members of the Geanavese city watch.
- Cahaan's: A well-known barrel makers [Loona map inside front cover].
- Celaar: Alcoholic beverage.
- Challengers of Fate: Priesthood of Miazaar (Risk), the god of thievery, gambling and luck.
- Clearwater: A common term for stored drinking water.
- Coinpinch Lane: also known as "Ruubaar Seeral", a road in Loona [Loona map inside front cover].
- Coinsack, the: A group of shipping merchants who control the Waaviimur's lossguard firm.
- Common District: A district of Loona [Loona map inside front cover].
- Common Pier: Frequented by smalltime local fishermen and charter vessels [Loona map inside front cover].
- Corrupter, the: A common name for Zoolaa, the goddess of injustice, envy and jealousy.
- Crow's Eye View: A used mast and rigger dealer [Loona map inside front cover].
- Crow's Nest: A pawnshop that often has stolen merchandise [Loona map inside front cover].
- Daar: Daar the Old Man, god of war, tactics and strategy.
- Daar's Jaws: Two squat stone towers flanking Loona's harbor mouth [Loona map inside front cover].
- Darkhouse: Term for a combined brothel and gambling house.
- Dawn Runners, the: A dangerous, unreliable watchsword group.
- Dawnstar Shipwrights: Loona's most expensive and respected shipwrights [Loona map inside front cover].
- Diving Dolphin, the: A Bowery inn with a bad reputation [Loona map inside front cover].
- Dock District: A district of Loona, favored by sailors [Loona map inside front cover].
- Dock rat: Someone who frequents docks and shipyards in search of menial labor, often pilfering goods in the process.
- Dockfish: Fish too mutilated or rotten to survive being carted to Geanavue in salable condition.
- Dolaar: Translates as "gate" in Merchant's Tongue.
- Drag-shells: Shellfish caught in nets and brought up along with more valued catches, a common Loonan food.
- Elaaeter: An oil derived from certain caterpillars that emits a soft 'silvery green' glow when applied to other oils; it also glows blue and yellow, shifting as it decays.
- Eliiak's: A well-known rooming house [Loona map inside front cover].
- Emerald Eagle: An everyday term referring to the Geanavese ruling family. Formally known as the House of Geana.
- Eminor House: Spring home of the Vornaar family [Loona map inside front cover].
- Even Keel, the: A minor shipwrights [Loona map inside front cover].
- Fallingstar: The temple to Huunaav [Loona map inside front cover].
- Fauvinisaar: Name of the temple to Huunaav, also known as Fallingstar Tower [Loona map inside front cover].
- Fishbone Alley: Also known as "Oosopin Seeral", an alley in Loona [Loona map inside front cover].
- Fists, the: Geanavue's army.
- Friends of the Coin: A network of spies working for the pirates of Reanaaria Bay, of which Loona has a local chapter.
- Friends of the Flame: One of the longest-surviving merchant cabals of Loona.
- Gaaria: Gaaria the Founder, god of law, order and cities.

Loona: Port of Intrigue - Appendices

- Galdalion House: Home of the Danstiv shipping barons [Loona map inside front cover].
- Geanavese: Term referring to anyone from, or things related to, the nearby city of Geanavue.
- Geanavue Road: also known as "Geanavue Seeral", a road in Loona [Loona map inside front cover].
- Geanen: Having to do with the ruling house or the Crown, also law or officialdom.
- Geetemah "Old Weedbeard" Fooramau's shack: The residence of a well-known retired Loonan sailor with a menagerie of bizarre pets [Loona map inside front cover].
- Geonea: The Peacemaker - god of peace and comfort.
- Glint: The slang term (less commonly, "goldglint") used to signify a standard Geanavese gold coin. Properly called "naelain" in Reanaarese.
- Golden Alliance: The largest merchant's guild on Tellene; see the KINGDOMS OF KALAMAR campaign setting sourcebook, p 171.
- Goldglint: See "glint."
- Grimgaze's Cages and Coffers: A fast and honest container business [Loona map inside front cover].
- Guthuur's Pier: An unremarkable pier in the Dock District [Loona map inside front cover].
- Haar: Geanavue's lord and current ruler.
- Haarakro's Helms: A cold and ruthless watchword group.
- Hamibuur's: A smithy along the western edge of the Bowery, bodyguards may be found here.
- Hammer Pier: A rickety, slime-covered and little-used pier [Loona map inside front cover].
- Handpie: A food item eaten in the morning.
- Harakuir Woodsmyshts: Carpenters that use a special oil on their product [Loona map inside front cover].
- Hardtack Lane: also known as "Duroocaer Taraane", a street in Loona [Loona map inside front cover].
- Hau: Translates as "house" in Merchant's Tongue.
- Highbridge Street: also known as "Talaalama Maar", a street in Loona [Loona map inside front cover].
- Hiring Fair, the: where the unemployed hope to find work; located at the moot known as the Shield.
- Hook House: Also known as the House of Hooks, Blocks, Pulleys and Cords; a haphazardly stocked rope and equipment store [Loona map inside front cover].
- Hoolon: Translates as "hall" in Merchant's Tongue.
- House of Geana: a rarely used term referring to the bloodline of the Geanavese rulers. In everyday speech, usually referred to as "the Emerald Eagle."
- House of Hooks, Blocks, Pulleys and Cords, the: Also known as Hook House; a haphazardly stocked rope and equipment store [Loona map inside front cover].
- Huunaav: Huunaav the Traveler, the god of travel and stars.
- Iiathington House: Home to the extravagant Hargisaar family [Loona map inside front cover].
- Imlaad's Mission: A homeless shelter begun by a cleric of Geonea the Peacemaker; before Imlaad's death it was known as "Serenity's Gate" [Loona map inside front cover].
- Ironcage lantern: A type of sturdy street lamp capable of surviving most attempts at vandalism.
- Jobless Run: also known as "Disoarol Seeral", a road in Loona [Loona map inside front cover].
- Journemans' Piers: A good place to find employment [Loona map inside front cover].
- Journemen: Priesthood of Huunaav the Traveler, the god of travel and stars.
- Kaerzee: Cider-like mulled beverage, best served warm.
- Keevin: Greasy, crackling-hard brown buns filled with crushed and pan-fried Loonan crabs; a staple food in Geanavue.
- Knifepoint Alley: also known as "Soripuur Seeral", an alley in Loona [Loona map inside front cover].
- Knives of the Avenger: An assassins' guild, sponsored by the clerics of Zael the Unseen One.
- Lackpurse Lane: also known as "Secaars Seeral", a road in Loona [Loona map inside front cover].
- Lakalaur House: Summer home of the Lakalaur merchant family [Loona map inside front cover].
- Lamaraun Taalis: Inventor of a waterproofing sealant known as either 'waterquench' or 'lamarol'.
- Lamarol: waterproofing sealant.
- Lauraiz: Lauraiz the Pure One, goddess of love and harmony.
- League: A common defensive pacts between small numbers of neighbors and adjacent shopkeepers.
- Lemaar: roughly translates to "overall job supervisor" in Merchant's Tongue.
- Loona: City within Geanavue's jurisdiction, a loosely controlled vassal city.
- Loona Dolaar: The eastern gate of Geanavue, leading to Loona [Geanavue map T10].
- Loonan: A person from Loona.
- Lord Haar: Current "ruler" of Geanavue.
- Lords of the Wave: A merchant cabal dealing in barrel goods such as wines, ales, oils and perfumes.
- Lossguard: A common term for insurance, may refer to fees or to agencies.
- Loumar: An older spelling of Loonan.
- Lowbridge Street: also known as "Basaalama Maar", a street in Loona [Loona map inside front cover].
- Low Town: A poor district of Loona [Loona map inside front cover].
- Maar: Translates as "street" in Merchant's Tongue.
- Maarbituur's Fist: A merchant cabal of Loona.
- Mad Sail, the: A rough inn [Loona map inside front cover].
- Malveer's Ropeworks: A decent quality but overpriced rope seller's [Loona map inside front cover].
- Manythreads' Costumes and Gowns: A high-priced seamstress' business [Loona map inside front cover].
- Mareetor: A guild agent - similar to a business agent.
- Markaway Street: also known as "Cotraasorso Maar", a street in Loona [Loona map inside front cover].

- Master of Loona: The ruler of Loona, currently Rasibuur Halaagah the "Merchant Prince".
- Master's District, the: Loona's wealthy residential district [Loona map inside front cover].
- Master's House, the: The home of Rasiburr Halaagah, his staff and elite guards [Loona map inside front cover].
- Master's Way: also known as "Paadroker Seeral", a road in Loona [Loona map inside front cover].
- Mendarn: Brandobian kingdom; see the KINGDOMS OF KALAMAR sourcebook, p 23.
- Merchant Run: also known as "Comeero Seeral", a road in Loona [Loona map inside front cover].
- Merchant Street: also known as "Comeero Maar", a street in Loona [Loona map inside front cover].
- Merchant's District: A district of Loona, where most shops are located [Loona map inside front cover].
- Merchant's Tongue: A common human language used by merchants, becoming popular among all travelers; the most commonly spoken language in Loona.
- Merry Muses: Priesthood of Keifau (Raconteur), the god of art, poetry, music and humor.
- Miazaar: The Master of Stealth, god of thievery, gambling and luck.
- Morgaar's Rudders and Keels: A shoddy shipwright's and seller's [Loona map inside front cover].
- Mosia: The Holy Mother, god of home, industriousness and marriage.
- Moot: roughly translated, "an intersection of streets" in Merchant's Tongue.
- Mustering: The third month of the year.
- Naelain: The Reanaarese word signifying a standard Geanavese gold coin. Also known as "goldglint" or simply "glint."
- Nearly New: An often dishonest cooper's business [Loona map inside front cover].
- Needle Alley: also known as "Aagor Seeral", an alley in Loona [Loona map inside front cover].
- Neevuu: Neevuu the Insurgent One, god of freedom, liberty and happiness.
- Night of Terror: A huge riot, occurring in YND 503.
- North Terrace: also known as "Delnoor Maar", a street in Loona [Loona map inside front cover].
- Nuurmeer's Ferry: A moderately safe ferry where this cleric of the Pure One heals the sick [Loona map inside front cover].
- Odo's Coils: A poor quality rope seller's, but a good place to buy information [Loona map inside front cover].
- Old Cheese, the: A tavern with addictive wines and ales [Loona map inside front cover].
- Ooraau: Poisonous substance.
- Parshidon House: home of the Wuuvor family [Loona map inside front cover].
- Pauper's Piers: Two lesser quality piers in the Dock District [Loona map inside front cover].
- Pegleg Lane: also known as "Diileino Taarane", a lane in Loona [Loona map inside front cover].
- Pepper-thar: A type of cheese.
- Promiser, the: A bounty hunter active in Loona some 20 summers ago.
- Pure One: A common name for Lauraiz, goddess of love and harmony.
- Queen Destiny: A common name for Paag, the goddess of prophesy, fate and time.
- Rainoo's Warm Wonders: A Common District darkhouse.
- Ramming Hulks: old vessels of massive construction but sagging seaworthiness.
- Rat Alley: also known as "Paarao Seeral", an alley in Loona [Loona map inside front cover].
- Rat's Roost, the: See "Rathole, the."
- Rathole, the: A nasty tavern, but good place to gather information [Loona map inside front cover].
- Ravensclaw: A distinctive claw-like black shoreline pinnacle of rock, some 20 miles south of Loona.
- Reanaaria Bay: Large, deep bay in eastern Tellene.
- Red Dog Pier: One of Loona's more secure piers [Loona map inside front cover].
- Redshield: A watchword group composed of past adventurers.
- Reelaara's Respite: The home of a cleric of Keifau the Raconteur, currently under construction as a Theater of the Arts [Loona map inside front cover].
- Riirink's Hearty Dish: A Common District tavern where bodyguards can be hired.
- Rising Wind, the: A cheap sail maker and seller's [Loona map inside front cover].
- River Run: also known as "Galaume Seeral", a road in Loona [Loona map inside front cover].
- Rosaara: A Geanavese silver piece.
- Rumble, The: News and rumors of current events of a nefarious, colorful, or amusing nature.
- Saaludar: Translates as "storage closets" in Merchant's Tongue.
- Saamaark's Coils: A fair-dealing rope seller's [Loona map inside front cover].
- Sailor's Salvation, the: A pawnshop and lending house [Loona map inside front cover].
- Sails Street: also known as "Vela Maar", a street in Loona [Loona map inside front cover].
- Saltspray Alley: also known as "Saaleudar Seeral", an alley in Loona [Loona map inside front cover].
- Saravel's Castle: An upscale tavern, found in both the Bowery and Merchant's District [Loona map inside front cover].
- Scuttlerat Alley: also known as "Caminapaar Seeral", an alley in Loona [Loona map inside front cover].
- Seabreeze Street: also known as "Mareezza Maar", a street in Loona [Loona map inside front cover].
- Secret Network of the Blue Salamander: An organization bent on world domination; see the KINGDOMS OF KALAMAR campaign sourcebook, p169.
- Seeral: roughly translates as "way" in Merchant's Tongue.
- Serenity's Gate: A homeless shelter begun by Imlaad, a cleric of Geonea the Peacemaker; after his death it became "Imlaad's Mission" [Loona map inside front cover].

Loona: Port of Intrigue - Appendices

- Shadow Walkers: The name for the irregular agents and spies of Castle Geana.
- Sharkfangs: A rough Loonan street gang.
- Shield, the: Site of the daily hiring fair [Loona map inside front cover].
- Shieldmoot Lane: also known as "Heermoot Seeral", a road in Loona [Loona map inside front cover].
- Shining Tankard, the: A merchant cabal promoting Loona as a gateway to the riches of the world.
- Shore-scourers: Children who search the beach for fish or other items to sell.
- Small: A Geanavese copper piece.
- Smuggler's Alley: also known as "Laadrome Seeral", an alley in Loona [Loona map inside front cover].
- Snoring space: A reserved piece of floor inside a low-quality inn or other building, on which a person can sleep.
- Solid Timbers: A good, honest mast seller's [Loona map inside front cover].
- Soorea: A spiced bun containing small fragments of pickled or smoked meat, fish or eel.
- Stab, the: A dangerous Loonan street gang.
- Statue of the Unknown God: A half-finished statue and relic from the Night of Terror [Loona map inside front cover].
- Steel Mask, the: A mysterious and deadly watchsword group.
- Sting: The local slang term for a hand crossbow firing sleep drug-tipped bolts.
- Stormcrown: A cozy tavern [Loona map inside front cover].
- Stoneflower, the: A Loonan cabal providing rentable, guarded "safe haven" space to visiting merchants.
- Stones of Peace: A common term for Geanavue.
- Storm wind Street: Also known as "Temesaaven Maar", a street in Loona [Loona map inside front cover].
- Sunset Hands, the: A watchsword group that follows the letter, not the word, of their contracts.
- Surewind Sails: A premier sailmaking and repair shop [Loona map inside front cover].
- Swordfists, the: A reasonably reliable and discreet watchsword group.
- Taasaker: Roughly translates as "work boss" in Merchant's Tongue.
- Taartiin: A sharp yellow cheese.
- Talasaara: Collectively the nobles of Geanavue.
- Talasaaran: Having to do with the Talasaara.
- Talasaaran Pier: A pier convenient to warehouses and travel, but with expensive docking spaces [Loona map inside front cover].
- Tanaur: The main meal of the day.
- Tanitor: Tanitor-houses are cook-shops that bake bread and pastries overnight, switch to handpies in early morn, and before midday begin spit-roasting large beasts to provide joints for evening tanitor.
- Taohuu: Type of wine, best served cold.
- Taraane: Translates as "lane" in Merchant's Tongue.
- Theater of the Arts: Church of the Raconteur, god of art, poetry, music and humor [Loona map inside front cover].
- Thiimgaar's Trustees: A usually honest and careful watchsword group.
- Three Seamasters, the: produces a large selection of containers in many sizes and finishes [Loona map inside front cover].
- Three Sisters, the: The wizard daughters of Geanavue's warcaptain Peseevituur, see also Geanavue: the Stones of Peace p 25.
- Thunderhead Sails: A sailmakers with sturdy product and a belligerent owner [Loona map inside front cover].
- Toaloss House: home of the Toaloss family, currently residing in Geanavue [Loona map inside front cover].
- Troon: A hooked-together ladle, two-tined fork and sharp carving knife.
- Trundlecart Street: also known as "Careelo Maar", a street in Loona [Loona map inside front cover].
- Turaeve: A female dominated, Geanavese merchant family that is landlord to many Loonan properties.
- Turaeve's Leisure: The home for aged servants of the Turaeve family [Loona map inside front cover].
- Vaanit: Translates to "yard" in Merchant's Tongue.
- Veiled Priesthood: Priesthood of Zael the Unseen One, the god of murder and revenge.
- Vermar: A substance that keeps away rats.
- Vigilant Blade, the: An inexperienced watchsword group.
- Waaviimur's: A new, aggressive and brash lossguard firm.
- Walshanton House: home of the Deveer family [Loona map inside front cover].
- Wandering Wheels: A cargo transportation service [Loona map inside front cover].
- Warehouse Lane: also known as "Imagiinhau Seeral", a road in Loona [Loona map inside front cover].
- Watchful Eye, the: A group of smugglers.
- Watchswords: Hired security gangs.
- Wavespume: Wind-driven salt spray.
- Waterquench: Also known as lamarol; waterproofing sealant.
- Wildlance House: home of the Hostiraan family [Loona map inside front cover].
- Windlion Street: also known as "Saavelone Maar", a street in Loona [Loona map inside front cover].
- Woodbeetle Alley: also known as "Diileabeo Seeral", an alley in Loona [Loona map inside front cover].
- Yellow-chaw: A type of cheese.
- Your Diligent Shield: A cheap lossguard firm.
- Zael: Zael the Unseen One, god of murder and revenge.
- Zoa: City-state south of Geanavue on the west shore of Reanaaria Bay, almost at the Sea of the Dead; see the KINGDOMS OF KALAMAR campaign setting, p 138-140.
- Zoolaa: Zoolaa the Corrupter, goddess of injustice, envy and jealousy.

INDEX

A

Aardamanthus ("Spearpoint")	55
About This Book	4
Ahrleem (Hamlet)	58
Aldiisce Cemetery	52
Altuin (Iihavelo Hunting Preserve)	54
Amalruu (Hamlet)	62
Amruantiir's (Tavern)	61
Anchor Boys, The	43
Appendix A: Npcs	63
Appendix B: Wandering Encounters In Loona	79
Appendix C: New Toxins And Alchemical Substances	81
Appendix D: New Creatures	81
Appendix E: Loonan Names	82
Ariohond (Family Estate)	57
Arundraal (Village And Ford)	59
Aubreav Road	52
Aurel (Abandoned Hunting Preserve)	57

B

Baarlur-And-Dorl	48
Bairulzon's Messenger Service	25
Baraktuin (Ariohond Hunting Preserve)	54
Bayside Builders	18
Belbuurn's Bridge (Mill)	56
Bereta Brewery	16
Beththiir's (Abandoned Tavern)	55
Beyond Loona	51
Birmoor House	27
Black Dragon Pier	18
Black Dragons ,The	43
Black Moon, The	49
Black Sail, The	38
Bleerulk (Hamlet)	58
Bloody Scroll, The	38
Blue Boots	18
Bodyguard Fees	48
Bodyguards For Hire	47
Bolmuur's Pool	23
Bolnewt	81
Bowery, The	12
Bretel (Abandoned Inn)	59

C

Brilakh (Waymoot)	54
Cages	34
Canaan's	19
Castle Bodyguards	36
Celdeerauk's (Tavern)	57
Chapter 1: Life In Loona	5
Chapter 2: Places And Peoples	10
Chapter 3: The Shipping Industry	29
Chapter 4: Powers And Enigmas	35
Chapter 5: Beyond Loona	51
Clarrivan (Family Estate)	58
Coareskuurhau (Inn)	61
Coast Road	62
Code Flags	12
Code Of Loona, The	7
Coinsack, The	39
Common District, The	14
Common Pier	19
Coopers	34
Costs Of Doing Business	31
Crow's Eye View, The	19
Crow's Nest, The	23
Current Watchsword Groups	42

D

Dabrantiia (Hamlet)	54
Daily Necessities	6
Darance (Family Estate)	53
Dathhtennaan ('Twolakes')	54
Dathtuul's (Tavern)	54
Dawn Runners, The	44
Dawnstar Shipwrights	20
Dealings, Squeeze	24
Diving Dolphin, The	13
Dock District, The	18
Dock Fees	31
Dorass Road	52
Druurtennaa (Little Lake)	59
Duaraunhau (Inn, Grocery)	58
Dursuraktuin (Hurkolk Hunting Preserve)	55

E

Eaeresperhau (Inn, Granary)	61
-----------------------------	----

Loona: Port of Intrigue - Appendices

Emrel (Hamlet).....	57
Elbracelaan (Hamlet).....	61
Eldlance (Family Estate).....	58
Eliiak's.....	20
Eminor House.....	27
Enigmas.....	49
Esmeraas (Night Swamp).....	56
Even Keel, The.....	20

F

Faeliil (Hamlet).....	59
Falaance (Hamlet).....	56
Fallingstar Temple.....	16
Fellhawk.....	82
Fflarimaar (Former Dorl Estate).....	62
Fist Patrols.....	37
Friends Of The Coin.....	39
Friends Of The Flame.....	39

G

Galdalion House.....	27
Gazee'sThaael (Inn, Closed).....	52
Geanavue.....	51
Geanavue's Defenses.....	51
Geetemah "Old Weedbeard" Fooramau's Shack.....	20
Giilian Road, The.....	52
Glossary.....	83
Grimgaze's Cages And Coffers.....	25
Guthuur's Pier.....	20

H

Haalambituur's (Inn).....	55
Haarakro's Helms.....	44
Haaraktuin (Monster-Haunted Wooded Ridge).....	56
Haarakul (Hamlet).....	58
Haaranglar (Village).....	57
Haaraandro (Goangeluun Hunting Preserve).....	59
Haardibrou's (Tavern).....	59
Haardoad (Hamlet).....	57
Haastelhou (Inn).....	55
Haavekhau (Inn).....	54
Halaankh (Hamlet).....	62
Hammer Pier.....	23
Harakuir Woodsmyths.....	16
Harbor Defenses.....	29

Harbor Fines And Bans.....	30
Harbor, Rules Of The.....	30
Hardriir (Hamlet).....	52
Haulausk (Hamlet).....	55
Haurokh (Hamlet).....	54
Heelael (Hamlet).....	56
Helemrauntro (Village).....	61
Hiring Fair, The.....	25
Hiring Watchwords.....	32
Hook House.....	20
Horaal (Hamlet).....	56
Horvaar's (Tavern).....	59
House Of Hooks, Blocks, Pulleys And Cords, The.....	20
Huakro's Road.....	59
Hulsetennaa (Mists Lake).....	56
Hurkholk (Ereenspur Family Estate).....	62
Huunaav The Traveler.....	8

I

Iialaaberhau (Failed Inn).....	57
Iiathington House.....	27
Iihavelo (Former Wuurluur Estate).....	61
Imlaad's Mission.....	16
Individual Watchword Fees.....	32
Instilbaar (Raardineer Family Estate).....	62
Introduction.....	3

J

Journeymans' Piers.....	21
-------------------------	----

K

Keifau The Raconteur.....	8
Knives Of The Avenger.....	50
Known Power Groups Of Loona.....	38
KorogTal's (Mill).....	52

L

Laaraundo (Failed Hamlet).....	61
Laarel (Abandoned Hamlet).....	57
Lahaal Road.....	59
Lahaalkhor (Village).....	58
Lakalaur House.....	28
Laraklaurn (Deemir Family Estate).....	61
Law Enforcers For Hire.....	47
Law In Loona, The.....	7

Life In Loona	5
Lighting	12
Llorokhuun (Hamlet)	52
Local Rumors, Aka "The Rumble"	8
Loona	62
Loona	1
Loona Road	52
Loona, Religion In	7
Loonan Architecture	10
Lords Of The Wave	40
Lossguard	33
Lossguard Firms	48
Low Town	22
Lroot's Hau (Inn)	52
Luoilruun (Hamlet)	55

M

Maarbituur's Fist	40
Mad Sail, The	17
Malaskalaar (Neelmal Family Estate)	61
Malraak Road	59
Malveer's Ropeworks	21
Manythreads Costumes And Gowns	26
Master Of Loona, The	35
Master's District, The	27
Master's House, The	28
Masts	34
Meadowhaven (Muarhorn Family Estate)	62
Meeliin (Paarmuur Hunting Preserve)	57
Melphir (Family Estate)	54
Merchant's District, The	24
Miazaar.The Master Of Stealth	7
Mists And Mystery	5
Morgaar's Rudders And Keels	21
Moving Cargo	31
Muruurntuin (Malaskalaar Hunting Preserve)	56
Muusier Road	52

N

Naasoabur's (Tavern)	57
Nartuir Road	52
Nearly New	26
Night Of Terror, The	14
Nuuardorn (Village)	58
Nuurmeer's Ferry	23

O

Oahandrol (Ciimaar Family Estate)	62
Obroor (Khaamlaar Hunting Preserve)	56
Odo's Coils	21
Officers Of Port	29
Old Cheese, The	17
Ooraau	81
Ooranth Road	59
Oruumspaar (Family Estate)	57
Ostraar's (Tavern)	61
Other Notable Personalities	27
Other Notable Personalities:	17
Oumaublaar (Hamlet, Mill)	58
Outlander Nicknames	82

P

Paag's Deliverance (Inn)	56
Parshidon House	28
Passing Parade, The	11
Pauper's Piers	23
Peerhau (Inn)	53
Personal Protection For Hire	47
Pilot Fees	31
Places And Peoples	10
Port Of Intrigue	1
Powers And Enigmas	35
Prominent Landmarks	13,16,18, 23, 25, 27
Pruuthtrii (Hamlet)	57
Pruutin (Cemetery)	62

R

Raalbiturr's (Tavern)	57
Rate Schedule (Based On Ability)	33,48
Rathaaevune (Temple Of NaataalThe Raiser)	54
Rathole, The	24
Red Dog Pier	21
Redshield	44
Reelaara's Respite	17
Reemae's (Inn)	54
Religion In Loona	7
Repairs	34
Riithruir (Hamlet)	55
Rising Wind, The	21
Road, Aubreav	52
Road, Dorass	52

Loona: Port of Intrigue - Appendices

Road, Huakro's	59
Road, Lahaal	59
Road, Loona	52
Road, Malraak	59
Road, Muusier	52
Road, Nartuir	52
Road, Ooranth	59
Road, Sotai	52
Road, Tantuul	52
Road, The Giilian	52
Road, Turyth	59
Road, Tuthtruust	59
Road, Xuerduth	59
Road, Zoan	52
Roldraar's (Tavern)	61
Ropes	34
Roskul's Delve (Quarry)	54
Rules Of The Harbor	30
Rulkaar (Tavern)	53

Streets, The	11
Striibro (Hamlet)	53
Stulsk (Hamlet)	55
Sulurk (Hamlet)	59
Sunset Hands, The	45
Supplies	34
Surewind Sails	22
Surnames	82
Swordfists, The	46

T

Taelrau (Sinkhole)	61
Taaltlar's (Abandoned Tavern And Granary)	61
Taarstul	52
Taathtokh's (Cheap Inn)	55
Table Of Contents	2
Talasaaran Pier	22
Tantuul Road	52
Tarastren (Belok Family Estate)	61
Taruneel (Violated Cemetery)	57
Taurokhim's (Slaughterhouse)	54
Teelrar (Abandoned Hunting Preserve)	59
The Anchor Boys	43
The Black Dragons	43
The Black Moon	49
The Black Sail	38
The Bloody Scroll	38
The Bowery	12
The Code Of Loona	7
The Coinsack	39
The Common District	14
The Crow's Eye View	19
The Crow's Nest	23
The Dawn Runners	44
The Diimriil (River Of Stars)	56
The Diving Dolphin	13
The Dock District	18
The Even Keel	20
The Hiring Fair	25
The House Of Hooks, Blocks, Pulleys And Cords ("Hook House")	20
The Law In Loona	7
The Mad Sail	17
The Master Of Loona	35
The Master's District	27
The Master's House	28
The Merchant's District	24
The Night Of Terror	14
The Old Cheese	17
The Passing Parade	11
The Rathole	24
The Rising Wind	21
The Sailor's Salvation	13
The Shaulkrausk (Inn)	55
The Shining Tankard	41

S

Saamaark's Coils	21
Saaror (Hamlet)	57
Sailor's Salvation, The	13
Sails	34
Sails, Thunderhead	22
Saravel's Castle	13, 26
Sataalas (Shadow Swamp)	56
Security	31
Seelara (Hamlet)	52
Selmriithau (Abandoned Inn)	55
Shaalto (Goangeluun Hunting Preserve)	56
Shadow Walkers	49
Sharkfanes	41
Shining Tankard The	41
Shipping Industry, The	29
Shipwrights And Vessel Repairs	34
Solid Timbers	21
Some Truths - And Perils	6
Sotai Road	52
Spaaranhau (Inn And Granary)	57
Squeeze Dealings	24
Srindiir's (Mill)	59
Stab, The	41
Stalaeve's (Inn)	54
Stantaal (Hamlet)	56
Stantaltuin (Clarrcrivian Hunting Preserve)	55
Statue Of The Unknown God	17
Staulokhdiisce (Cemetery)	56
Stauronhau (Inn)	52
Steel Mask, The	45
Stoneflower, The	42
Stonehaven (Goangeluun Family Estate)	59
Storage	32
Stormcrown, The	13

The Shipping Industry..... 29

The Stab..... 41

The Steel Mask..... 45

The Stoneflower..... 42

The Stormcrown..... 13

The Streets..... 11

The Sunset Hands..... 45

The Swordfists..... 46

The Three Seamasters..... 22

The Three Sisters..... 49

The Tornoss (Inn)..... 52

The Vigilant Blade..... 47

The Watchful Eye..... 42

The Widewater (River)..... 58

Thiimgaar's Trustees..... 46

Three Seamasters, The..... 22

Three Sisters, The..... 49

Thunderhead Sails..... 22

Toaloss (Hamlet)..... 54

Toaloss House..... 28

Tsuuru (Navaelo Hunting Preserve)..... 56

Turaeve's Leisure..... 17

Turyth Road..... 59

Tuthtruust Road..... 59

Tuurgoranaunt (Tor, Ruined Tower And Leper House) 59

U

Ulreer (Hamlet)..... 62

Undene (Tulwaargan Family Estate)..... 62

Urbraal (Felsiran Family Home)..... 62

Urthastaaltennaa (Longshadow Lake)..... 56

V

Vaalakh (Hamlet)..... 62

Vaerook (Hamlet)..... 59

Valuuth (Waymoot)..... 55

Velauril (Leersaar Family Estate)..... 59

Vephrau's (Failed Tavern)..... 59

Vermar..... 81

Vigilant Blade, The..... 47

Visitor's Views..... 5

Vron (Hamlet)..... 55

Vuulzimurr (Hamlet)..... 58

W

Waaviimur's..... 48

Walshanton House..... 28

Wandering Encounters In Loona..... 79

Wandering Wheels..... 26

Watchful Eye, The..... 42

Watching The Watchers..... 49

What You NeedTo Play..... 4

Widewater (Village, Mill)..... 58

Wildlance House..... 28

X

Xavalaan (Hamlet)..... 61

Xortaar (Hamlet)..... 59

Xortaartennaa (Lurking Beasts Lake)..... 59

Xuerduth Road..... 59

Y

Your Diligent Shield..... 49

Z

Zabraant (Hamlet)..... 61

Zael The Unseen One..... 8

Zoan Road..... 52

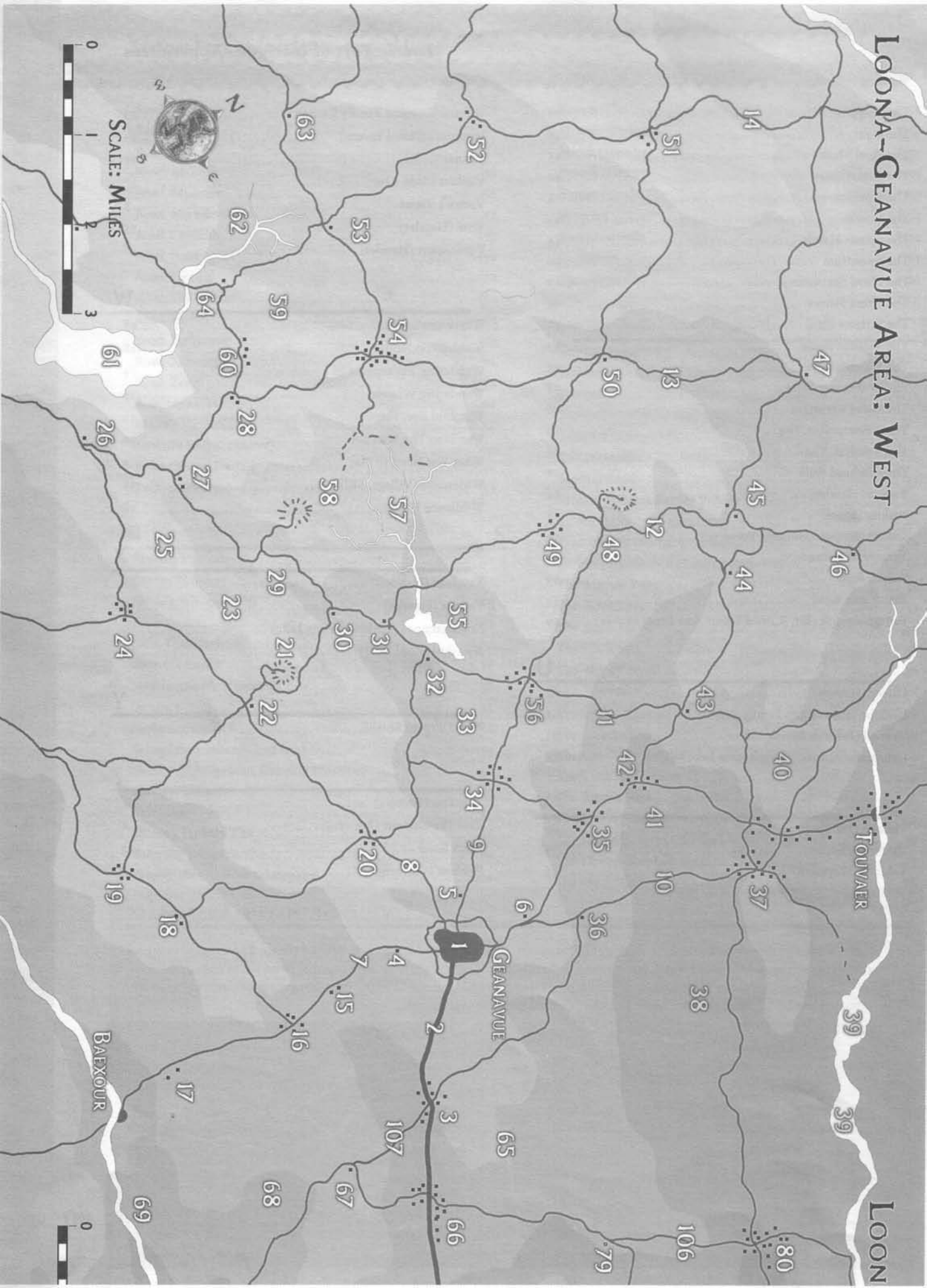
Zoelaur's (Tavern)..... 58

LOONA-GEANAVUE AREA MAPS

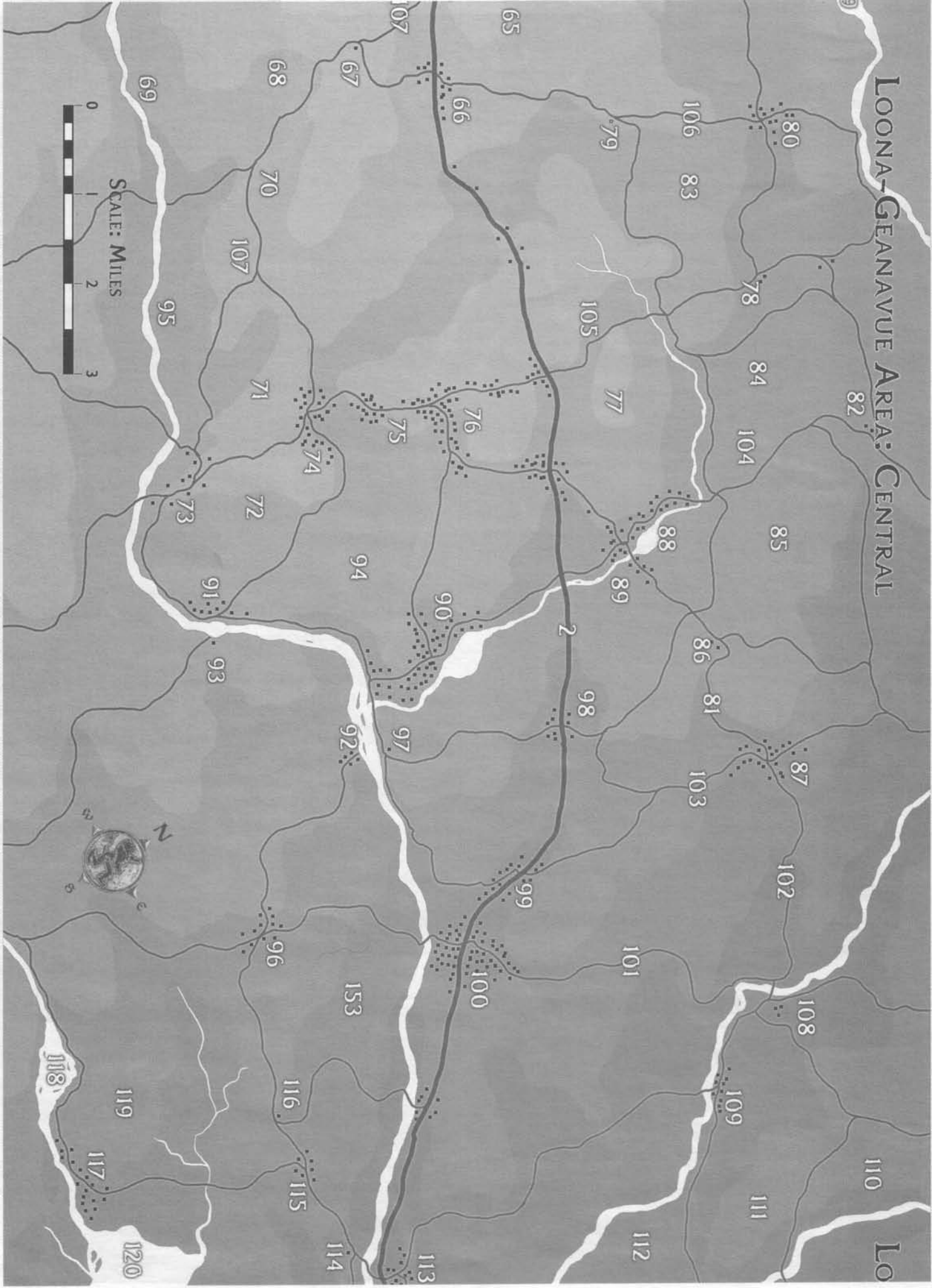
The maps on the three following pages are designed for use in conjunction with Chapter 5: Beyond Loona. The location numbers on the maps correspond the headers and descriptions in that chapter. The maps may be tiled together from left to right as depicted below. Please note that these maps are not aligned directly north-south. The map actually runs from the northwest to the southeast, but to simplify naming, they are labeled as West, Central and East area maps.



LOONA--GEANAVUE AREA: WEST



LOONA-GEANAVUE AREA: CENTRAL



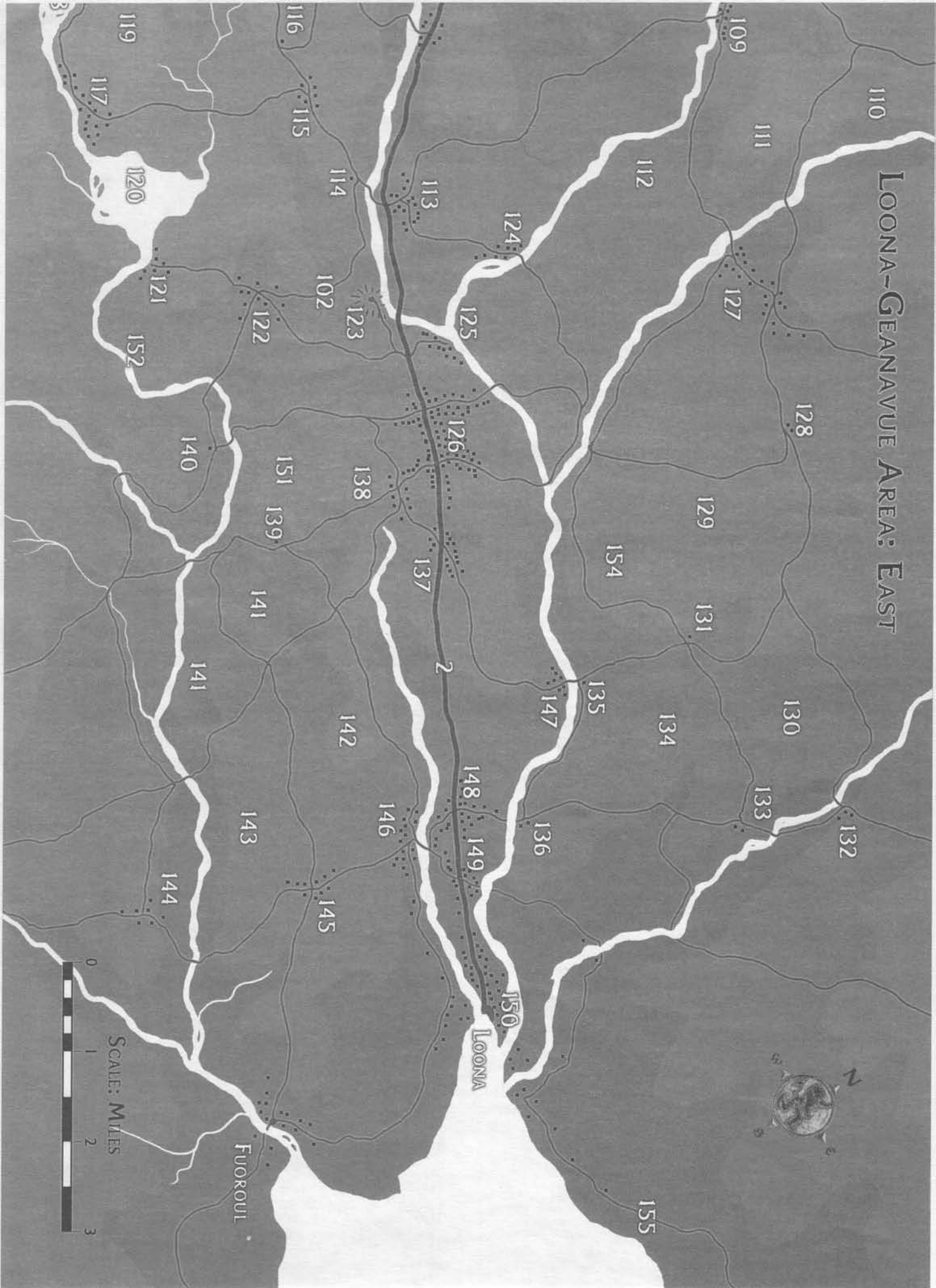
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120

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LOONNA-GEANAVUE AREA: EAST



110

111

112

114

113

124

127

128

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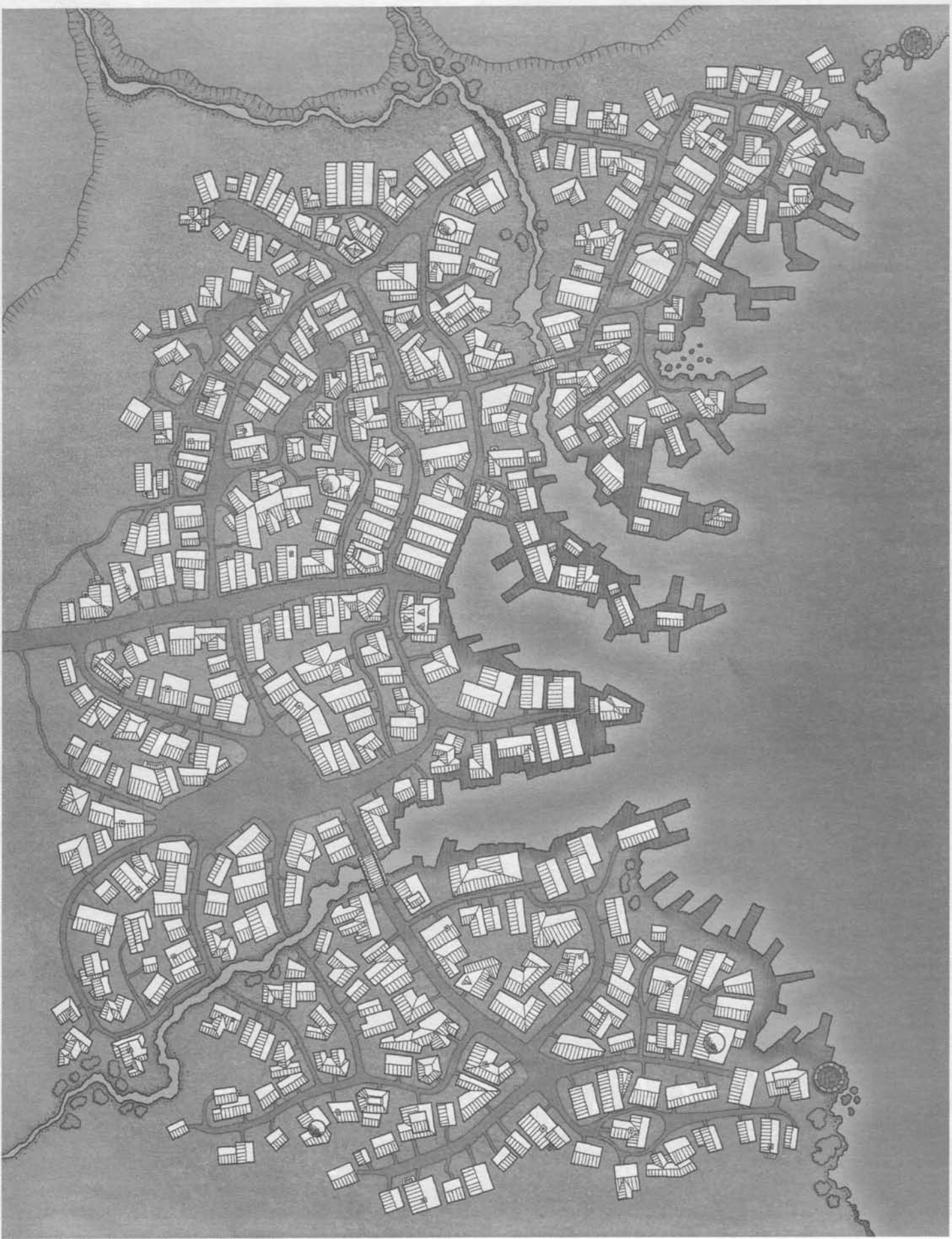
LOONNA

FUOROU

SCALE: MILES



Loona: players' map



DISTRICTS
OF LOONA

Master's
District

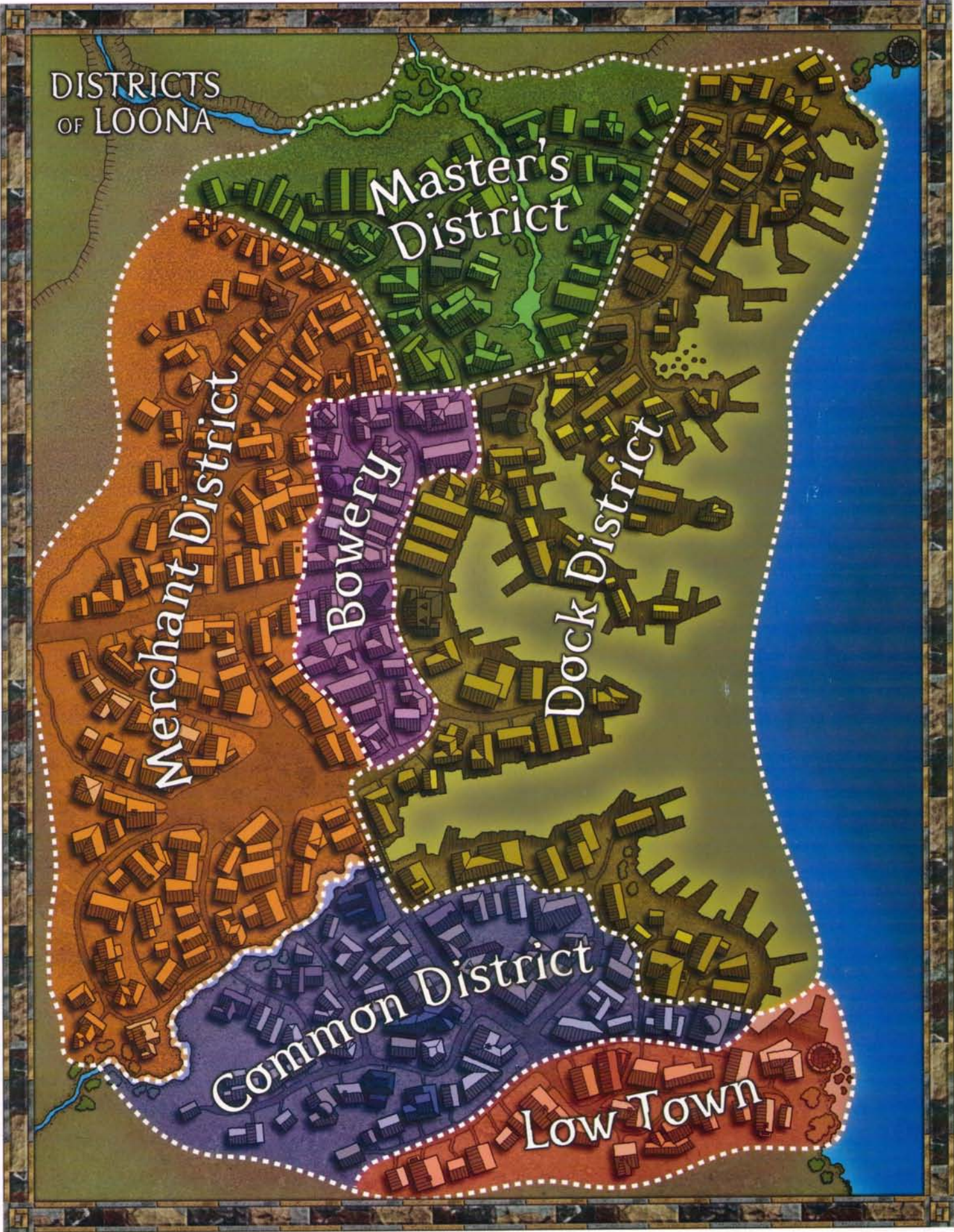
Merchant District

Bowery

Dock District

Common District

Low Town



LOONA

PORT OF INTRIGUE

BY ED GREENWOOD AND PHIL THOMPSON

From the pen of Ed Greenwood, one of the most celebrated D&D writers of all time, flows this richly detailed setting port town for D&D campaign play.

Enter this ramshackle, lawless chaos where sailors brawl, the unsavory lurk, and death comes quietly in the night. Beware the diabolical conspiracies, dark religions, and seedy merchant cabals, as you become tangled in the webs of intrigue that run through this colorful port town. Join fully developed guilds and societies, and side with prominent powers and enigmas, or ready your weapons and attempt to explore the town on your own. But beware – sometimes the local rumors are even more terrifying than they appear, and death is only one dark alley away. Welcome to Loona, adventurers.

Loona is the trade center of the nearby city of Geonavue: the Stones of Peace – but the politics and alliances of this den of thieves are even more dangerous for the unwary. Loona can be used either as a 'home base' or simply as a stopover in your campaign. From the salty Dock District to the Bowery to the better-kept Master's District and all those in between, this sourcebook presents a firm foundation for years of adventure.

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- Over 100 NPC profiles and statistics, including all of the major players in town, and most of the minor ones.
- Loona also comes packed with nearly 100,000 words detailing inns, taverns, guilds, nobles and more, as well as a beautiful 2-sided poster-sized map of Loona and the surrounding countryside.

All done in the quality you've come to expect from Kenzer and Company.

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