

Verbobonc City

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Table of Contents:

<i>Verbobonc City at a Glance</i>	3
<i>Forward:</i>	3
Source Information:	3
Map:	3
City Features:	4
The Walls and Towers	4
Outer Walls:	4
Inner Walls:	4
Green (Elven) Walls:	5
City Gates:	5
Other City Features	7
Vilverdyva River & Bridge:	7
Nigh's Run (river):	7
Streets:	7
City Lights:	7
<i>City Neighborhoods and Location Descriptions:</i>	8
<i>High Quarter:</i>	8
<i>Castle Greyfist</i>	12
<i>Business Quarter:</i>	13
Purchasing items from the market:	13
Selling regular items in the general market:	14
Selling items to specific stores:	14
Security and Religion in the market:	14
<i>Civic Centre:</i>	24
<i>Elven (Dawn) Quarter:</i>	30
<i>Foreign Quarter:</i>	33
<i>Gnomesberg (Gnome Quarter - Verboektown):</i>	37
<i>Ryemend:</i>	40
<i>Beyond the Walls:</i>	43
<i>Refuge Camp</i>	45
<i>Waterfront District:</i>	46
Locations Referenced by Type:	48
Taverns/Inns:	48
Shrines/Temples/Churches	49
Stores:	49

Verbobonc City

Guilds	50
Public Buildings	50
Private Houses/Manors	50
Military Buildings	51
Entering the City	51
From Land:	51
From River:	51
From Air/ Teleport (or magic travel):	52
Taxes:	53

Verbobonc City

Verbobonc City at a Glance

Ruler: His Noble Lordship, Viscount Langard, Defender of the Faith.

Size: Large City (pop. 12,700)

Trade Limit: The Maximum Trade limit is: 40,000gp

City Races: Human (77%), Gnomes (14%), Sylvan Elves (5%), Other (4%)

Allies: Veluna, Dyvers, Furyondy (distrusted), Free Alliance of the Kron Hills (in Rebellion).

Coinage: [Modified Furyondy] Zeeti (cp), Tapi (sp), Tear (ep), Wheatsheaf (or “sheaf”) (gp), Leaf (pp).

Language(s): Common. There are many words borrowed from regional gnome dialects. (An example is the local coinage: Zeeti and Tapi are gnomish words). Racial language is commonly used in all business conducted within the Gnome or Elven neighbourhoods.

Forward:

This document is intended as a reference guide to the City of Verbobonc. This is not an adventure in itself. Since Verbobonc is the only large city in this section of the Flanaess, and this area is a launching point for many adventures (Return to the Temple of Elemental Evil, etc), I foresaw the need for PC's to buy and sell magical or rare equipment, purchase spells, gather information, find a warm inn, etc.

Note: I am Canadian, so the spelling of some words may conflict with our friends south of the boarder.

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Source Information:

This document is a combination of all the information from the relevant sources (see list below), but since most of these sources conflicted in one way or another; I had to make changes (and additions of my own) to accommodate all of the material.

The following are the sources I used for this document:

The D&D Gazetteer,

Fate of Istus adventure & Map,

The Living Greyhawk Gazetteer,

The Codex; Verbobonc documents (Oreth Journal) & ‘3-D’ Map,

The RPGA: Living Greyhawk Campaign; Verbobonc & Furyond websites.

Special thanks to Monte Cook's adventure: Return to the Temple of Elemental Evil. Although no information was derived from that adventure, it was the source of inspiration for this document.

Map:

The map (separate file) is my ‘2-D’, top-down version of the ‘3-D’ map of Verbobonc (available everywhere on the web). There have been many changes to this map where it conflicted with the source information (for example, two major areas were added to the map: the wooded Gnome and Elven districts). There have been numerous changes for continuity's sake as well (for example, the 3-D map showed waterfalls: this needed to be changed because water traffic needed to go upstream. The original map showed a river of only about 50 ft wide, which is in conflict with the descriptions of a major waterway, etc). This and many other small details have been modified.

I have tried to remain true to the ‘3-D’ maps numbering key. But because elements of the ‘Fate of Istus’ map and the ‘3-D’ map were merged, along with new district naming, some building numbers (and locations) have changed from the original key of the ‘3-D’ map. I endeavoured to reference these changes in the location detail.

The map was re-done using Campaign Cartographer 2 (And City Designer 2) from ProFantasy Software.

<http://www.profantasy.com>

Verbobonc City

City Features:

All city features/locations are current as of Late 591 CY (month – Harvester/Fruitfall/Squirrel).

The Walls and Towers

Outer Walls:

Verbobonc is surrounded by a fortified stone wall 10ft thick and 30ft high (Climb DC 32). Although the wall is 10ft thick, an outer section (2ft) has dirt filled recesses (preventing such spells as ‘Stone Shape’, ‘Meld with Stone’, etc.) and finally finished on the outer side with a clay plaster. The walls are crenellated, and the top ledge has 6ft of room for guards to walk along. The walkways are covered in areas (wooden planks and poles only) to give some cover against overhead attacks.

The towers interrupt the walls at irregular intervals. These are regularly staffed with guards (1-2 per Tower). The towers vary in height/diameter but the average is 40ft in height/55ft in diameter. Most are 3-4 stories with arrow slits on the outer side of the uppermost story. Each tower has a ballista that can fire up or down, and can rotate to fire inward as well as towards the outside of the city. Each tower also has an alarm system on the upper floor. These were made to look like the holy symbol of Trithereon carved into the wall. But when depressed (pushed), the symbol magically sinks into the wall and sets off an ‘Alarm’ (similar to the 1st level Wiz/Sor spell) that sends an alert to 2 areas:

- The Barracks throughout the city
- House Velysin, Captain of the Militia.

Each alarm gives a different sound, depending on which tower it was issued from, so the militia can move directly to the troubled area. The first troops from the city will arrive on the scene in 20 rounds (2 minutes).

Each of the city walls has guards posted with guard dogs: a Barzac hound* with a 3:1 ratio of human guards to dogs.

*Barzac’s are similar to Earth’s hounds. Use *Dog* from the Monster Manual. They have improved scent – double ranges stated in the DMG/MM. Barzac hounds have very good hearing as well. (In order to foil the guard dogs, an intruder would need the following spells/skills: Invisibility (or a good hide skill), invisibility to animals, and silence (or a good move silently skill).

In addition, there is a 20ft wide moat (4.5 ft deep) around the whole city (Note: this is different from the original map). Guards can now easily spot any intruder wadding through the water (water will still wave/break with an invisible person). Dogs along the top of the walls will detect (smell) intruders bypassing the moat and climbing the walls.

Inner Walls:

Verbobonc was much smaller at one time, but during the Aerdy occupation of Verbobonc the city grew with the presence of the Aerdy legion, to over 15,000 inhabitants. The original walls were no longer adequate to hold in the large population. Some of them were torn down to accommodate the new districts, but others remained. They are 5ft thick and 25ft in height (Climb DC 27), with most of them in poor shape (crumbling in some areas).

The guards still patrol these walls (albeit in smaller force) as most of these inner walls border the river. The inner city gate is also lightly guarded.

Verbobonc City

Green (Elven) Walls:

The city's elven district was once nothing more than a few homes in the adjacent forest. As the city grew, the elven district became amalgamated into the city proper. The elves did not depend or adopt the human defences. Instead, they relied on the forest for protection, as they have for thousands of years like their brethren in Celene. Over the last 50 years, there has been a compromise.

The humans depend on high stone walls for defence. The lands beyond the walls are cleared (this allows guards to spot enemies at a greater distance, less places of cover for an advancing army, etc). The elves, on the other hand, depend on the forest to aid in their defence:

- The animals within the forest are friendly to the elves. Using "*Speak with animals*", some elven guards (druid 3) can find out about approaching strangers or other unusual happenings. The elves rely on the forest creatures (that have 'scent') instead of the Barzac hounds employed by the humans.
- Tall vegetation aids guards (druid 1) in casting "*entangle*" or other forest based defences against intruders.
- The forest helps conceal elven scouts (Rng 1-3) who patrol outside of the walls.
- Some guards (Druid 5) may use the spell "*Tree Shape*" to disguise themselves among the vegetation outside the walls.

The elves (at the request of the city's mayor) did erect a 'wall' to help enclose their section of the city. This is a permanent wall, similar to the spell "*Wall of thorns*". The description is slightly different from the spell in that:

- It is 15 feet thick, and 30 feet tall.
- It is permanent and natural (cannot be dispelled). It is grown from actual vegetation.
- The thorns are grown from a special seed only found in Celene forest of Welkwood. This vegetation (wall) is resistant to spells: SR=25. Thus, spells like "*Warp Wood*" or "*Entangle*" must make SR rolls before affecting the wall.
- The elven guards have been specially trained to operate on this wall. Over the years, they have worn the inner side's thorns into ladders. They can move freely on the inside and upper part of the wall without risking damage. They walk along the top, just like the human guards patrol along the top of their stone walls. The thorns and leaves of the wall provide 1/4th cover and 50% concealment.
- The moat does not extend alongside of the 'green' wall. Elves rely on twigs snapping, thick brush rustling, dew shaken from branches, etc to spot hidden/invisible intruders.

Many foolish invading armies have thought that the elven defences would be the weakest of the city. These defences have been here the longest, and remain on of the stronger areas of the city.

City Gates:

Verbobonc City may be entered by land, by one of four gates. Each gate will have 3 guards (Ftr1) on duty. In addition, one Paladin (1st level: St. Cuthbert) assists at each gate. The Paladin's only job is to 'Detect Evil' all day. Anyone passing through the gate and detecting as evil will have all weapons and magic items removed (returned upon exit), before being suspiciously allowed into the city. Other precautions may also be taken.

Each Gate also has a 'Barzac' dog posted. These dogs are there to prevent any invisible (or other magically hidden) people/creatures from entering the city.

In addition to the guards, there is a city tax collector present. This priest collects taxes for people both leaving and entering the city. (See Taxes section for more details).

Gate/Tower Features:

Each Gate house has the following features (see individual gate descriptions, below, for unique features):

Verbobonc City

- Each gate house is usually a tower similar to the ones along the walls (40ft tall). They are 4 stories high, and have arrow slits on each floor. These Gate-towers are usually staffed with 5-10 archers (Ftr1, light crossbows) at all times. The Gate house/tower has a drawbridge that allows access over the moat that surrounds the city. Once past the drawbridge, there is a portcullis that can be raised from within the tower:
- Portcullises: 1 in. thick; Hard 10; hp 30; AC 4; Break DC 30.

Beyond the bars, travelers will need to travel 20ft down the narrow corridor within the Gate house before they reach the wooden doors on the other side that open into the city:

- Reinforced Wooden Doors: 2in. thick; Hard 5; hp 20; AC4; Break DC 25; Open Lock DC 30. Note: these doors are covered in a thin plating of bronze to help prevent spells like 'Wood Warp' and fire attacks.
- Within that 20ft section of tower, guards on the second floor can pour hot oil/fire down through murder-holes set in the floor/roof.
- A similar alarm system is present here, as within all the wall towers (see above).

Locations:

H1 West (Trade) Gate:

Located on the Northwest side of the Velderdyva River, this gate is the most heavily fortified gate in the city, as any attack from this side of the river would fall upon these walls. It is meant to repel any invasions from the Kingdom of Furyond (the Kingdom is currently distrusted, See: City neighbourhoods; Ryemend for more details).

This gate has a second wall skirting around it, 20ft high. This 'outer' wall houses the first drawbridge across the moat. The outer wall is constantly guarded by no less than 20 archers (Ftr1, longbows). The wall also has a 60-foot, 6 story 'scout' tower on the West side. In the top story of the tower are 2 scouts (Sor1), who use their raven familiars to scout the land for signs of trouble.

The inner bailey has a second moat within it. The inner gatehouse is comprised of a single building that towers to 60-feet and houses the drawbridge. Beyond the drawbridge are a portcullis and the first set of reinforced wooden doors. 20 feet past that, within the tower is a second set of doors:

Iron Doors: 2in thick; Hard 10; hp 60; AC 4; Break DC 28.

2 Sorcerers (Sor2) are also present on the second floor, to apply 'Grease' spells to the walls/bridges in case anyone tries to scale the defences.

H2 North (River) Gate

This gate opens to the 'Low Road', and all Northeast land traffic bound to Dyvers and Greyhawk City. This gate is unique in that there is a finely crafted marble arch over the gate. Rose vines grow freely around the intricately carved stone. Carved along the top of the arch are the words (in Common and Gnomish): "Earth and Stone, Man and Gnome." Apart from this aesthetic feature, this gate has all the standard features.

H3 East (High) Gate

This gate opens to the 'High Road' and caters to all traffic bound south and east to Hommlet, the Kron Hills and the olven realm of Celene.

This entry to the city is slightly different than the others, as it has 2 parallel towers, instead of one. The gate house has the standard features, but with two gate towers this location has twice the standard amount of guards.

H4 South-way (Low) Gate

The 'Low Road' continues southwest from this gate. All traffic bound to/from the Iron Wood, or the Kingdom of Veluna travel through this gate.

Verbobonc City

Other City Features

Volverdyva River & Bridge:

The great river Volverdyva is 608 ft wide at this point. It can go as deep as 45 feet, and does not completely freeze over to this point in winter. In the past, the North side of the river (and the town of Ryemend) was only reached by ferry, due to the great width of the river. In 156CY the Aerdy forces built the bridge. It was a massive project that took most of the legion and some Wizards to accomplish.

The bridge has an old Aerdy look (read: ancient Roman). It can accommodate 2 wagons, side by side at the top. Near the south end of the bridge, many shops have been built along its sides (which overhang the bridge). The Bridge has a clearance of only 40ft from waterline.

A small, 20 ft centre section of the bridge is made of wood (the remainder of the bridge is made of stone/brick construction). This small section is not permanently attached to the rest of the bridge. It can be 'swivelled' out of the way, to accommodate taller ships (usually ships riggings will be taller than the bridge). The gnomes built large clockwork gears to allow a single person to 'crank' and move the section easily. The Bridge Engineer is signalled from below that a large ship needs to pass the bridge, and he halts road traffic. He then uses the crank to move the centre section. In case of emergencies (if any mechanisms fail), he as a 'Wand of Levitation' (supplied by the city) he uses to raise the wooden section and lower it again when the ship has passed.

Nigh's Run (river):

Nigh's Run is named after the legendary gnome adventurer Nigh Cyrbos. This river is roughly 140 feet wide at the mouth where it connects to the Volverdyva River. Nigh's Run is navigable by small ships up to the town of Etterboek. From there the river narrows and becomes much more swift/shallow as it enters the Kron Hills. Beyond Etterboek, only small riverboats will be able to navigate its waters, as it narrows to only 20 feet in width as it approaches Hommlet.

The water at the mouth of this river is very slow moving and has become a favourite place for ships to port. There is a lot of river traffic at this junction. Much of the gems/metals mined from the Kron Hills are received in Verbobonc via ore barges along this river.

Streets:

All streets are made of cobblestone with a depression down the centre to catch rainwater into the sewer system. No sidewalks exist so the streets run from building edge to building edge. Most of the main streets are wide enough for wagons to pass each other including the open markets/shrines/etc that are set up along the sides. Alleys range from 10 feet to only 5 feet wide.

City Lights:

In the 'Human' sections of the city, most of the main streets have reflective 'Lantern-like' globes with a 'Continual Flame' spell in them. These hang from building awnings at a height of 7 feet and are spaced 30-40 feet apart so most of the light is continuous. Secondary streets and alleys are not lit; citizens commonly hire lantern-bearers when traveling the side streets after dark.

In the 'Gnome' section of the city there are no lights after dark, but it is not uncommon for glowing gnomish illusions to go racing down the forested pathways after dark.

In the 'Elven' section of the city, the only lights are placed high up in the trees (the ground level is dark). A form of 'Continual Flame' is placed on candles ('Everburning Candles'), which are generously placed throughout the branches. The flame glows a yellowish green and it gives a haunting glow to this city section at night.

Verbobonc City

City Neighborhoods and Location Descriptions:

Verbobonc City began as a gnomish settlement along the banks of the Volverdyva River. Thus, the architecture of the town has distinct gnomish origins, based on the designs of master architect Snirthiglin. For example, the use of numerous ‘domes’ on buildings reflects this type of design. Most native gnomish construction was built in small hills where they would ‘hollow’ out small homes with mound or ‘dome’ shaped roofs to take advantage of the space under the hill. The use of pillars, arches and sweeping wide stairways are widely used, and their use can still be seen in ‘above ground’ construction in Verbobonc today. Many buildings have small ‘clockwork’ mechanisms attached to them (e.g.: intricate door knockers, hand cranked windows and shutters, some elevators, etc.) There are also hints of Elven influence in the city.

Most of its citizens lead healthy, prosperous lives, and their standard of living is remarkably high.

The detailed Locations listed below will mostly follow this format:

Description: A description of the premises.

Notable people: Brief descriptions of employees, patrons, frequent visitors, etc.

Goods/Services: A brief description of the items/services available for purchase.

Cost: states if the shop is Cheap (75% of list price), Average (100% of list price), or Expensive (125% of list price).

Quality: States if they can produce rare/odd items, Masterwork items, magic items, alchemical items or artifacts.

High Quarter:

This section of the city is named for both: the lifestyle and the elevation. This section is located along the edge of a small hill in the centre of the city (20-30 feet higher than the rest of the city). Most of the city’s wealthy and prestigious live in this section of the city. The quality of the buildings here are high and each house boasts magnificent craftsmanship. Many have grand gardens, statues, marble staircases, etc. Although the streets are somewhat narrow (limited real estate on the hill), they remain clean and free of beggars, street vendors, and most of the clutter found elsewhere in the city.

This area of the city is under the constant watch of the city patrols and security is tight both during the day and the night.

Location Details

A1 **Monastery of the Reverent Brothers** (Rao) (LG god of Peace, Reason, and Serenity)

Description: This grand monastery is set between the Castle Greyfist and the richest neighbourhood in the city. It has been constructed with the finest stone and is almost an extension of the castle itself.

There are four structures associated with the monastery: the northern wall extension of the castle; the tower of reason; the assembly hall of Reverent Brothers; and the halls of Peace.

The northern wall (an extension of the castle walls) is 30 feet high with a 50-foot tower at the end. Along the top of the wall, several new structures have been made. All of these areas are reserved for church staff and Royalty/Nobility. This is where politics is quietly discussed and deals are made.

The ‘Tower of Reason’ is a special spot for the clergy of Rao to meditate. A permanent ‘*Silence*’ spell is placed atop the tower where the brotherhood can quietly reflect on the stunning view from the observatory.

The ‘Assembly Hall of Reverent Brothers’ is the grand place of worship. Stunning stained glass and high arched ceilings grace this congregation. This is where the devote come to worship, and on any given day, Verbobonc’s nobility and rich are found here.

The final four-sided building is called the ‘Halls of Peace’. This is where the brotherhood has its accommodations, eats and calmly studies. Most of the monks here never leave the sanctity of the monastery.

Notable People: Martiolus Legeum (Clr 11), the Patriarch of the Church of Rao, has been in Verbobonc for less than a decade. His actual power has declined but his influence can still be

Verbobonc City

quite strong due to his symbolic authority within the Viscounty and his connections within Veluna. He has extended Rao's endorsement of St. Cuthbert, considering it more prudent to support his rival than to struggle in vain against him. This has bolstered the faith of those of the Cudgel, and it has lent Rao's priesthood an air of authority, as they "approved" St. Cuthbert. When Langard assumed the title of Viscount, it was Patriarch Legeum who ceremoniously invested him, strengthening the perception that Rao has the power to legitimize such offices.

Goods/Services: The worship of Rao has suffered of late within Verbobonc. During the Elemental War, many of Rao's faithful turned to the more militant worship of St. Cuthbert. Since the war, worship of Rao is mostly limited to Verbobonc's nobility.

About 50% of the Brothers train here as Monks, will the other 50% train as clerics. In both cases, the curriculum emphasizes quiet mediation, and almost no fighting practice.

At first glance, it seems there is no security present, which may seem strange, considering the large amount of wealthy nobles present. Then one realizes the monastery is only yards away from the castle guards that closely watch the grounds.

Rumours abound that there are secret catacombs below the monastery that hold ancient magics to use in the cause of Law and Good.

A2 Verbobonc Mint

Description: The Royal Mint produces all the coins for the Viscounty. The buildings construction is the height of gnomish design, for functionality and security.

Notable people: This heavily guarded building holds some of the most gifted gnomish craftsmen in the area. The same gnomish families are made famous for their work at the Furyondy Mint (and thus, both Fuyondy and Verbobonc currencies have a similar style).

Goods/Services: Only royal (authorized) personal are admitted under heavy guard. There are rumours that an underground tunnel connects the Mint with the Royal Castle. Some even say that under the mint is the location for the royal vaults.

A3 House of Tymak, Mayor of Verbobonc

Description: Located in the heart of the richest neighbourhood in the city, this 3-story mansion is home to the Mayor of the city. This home is always busy with servants and staff. Tymak is rarely here, (except to sleep) as his duties in the City Hall, and Castle Greyfist keep him busy. Members of the city militia and the Silver Consortium regularly check this home for security. Magic traps are in place, and guards are always posted. Personal security for the Mayor is cared for by no less than 5 bodyguards (Human Ftr6, breast plate, halberd). At all times, the Mayor also employs 2 'counter-spies'. One is a scout (1/2 elf Rng8) who ensures no one is tracking, or attempting assassinations. The second is a mage (Human Wiz6) who is always there, in the shadows to 'magically' protect the Mayor.

Notable People: Lord Mayor Tymak is an extremely aged (and increasingly disabled) man (NG male human Ftr11). Tymak won the office of Lord Mayor in the last elections of 589. Lord Haxx intends to challenge Tymak for the position of Lord Mayor in the heated upcoming town election to be held in the next year (592). These two lords have a history of political fighting as Lord Haxx defeated Tymak in the elections of 586, and things in Verbobonc are not likely to cool any time soon.

A4 Harvester Theatre (Ruined by fire and being re-built)

Description: The fine arts are represented primarily by outdoor theatres; the Harvester's Theatre was the largest and best known. Many of Verbobonc's lesser nobility take part in this artistic enterprise, leading to the inevitable conflict between different factions. It is rumoured that one of these conflicts caused a violent dispute to erupt in the Theatre. Stray magical attacks started a fire that burned the Theatre to the ground. Some adjacent buildings and farmland/forest were also burnt and are in the process of rebuilding. Various minor noble houses, jockeying for notoriety, have donated funds toward its reconstruction. The construction has already begun, and the framework has been erected late in the year.

Verbobonc City

A5 **Lord Marakios Haxx's Manor**

Description: This large manor compound is more the size of a small castle. It is home to Lord Haxx, his family and most of his followers (Hardheads). "Haxx's Hardheads", as his volunteers have begun to call themselves, number almost 500 men (roughly 40% of them live in or near the Manor compound). All veterans of the Greyhawk Wars, they are a strong base of power for the young noble.

This large Manor is almost self-contained. It houses barracks, stables, smithy, armoury, and all manner of living quarters for the Haxx family. There are 2 towers and a 20ft high wall surrounds ½ the inner compound. Haxx has very few Mages in his staff, but he relies on the outrageous amount of 'Hardheads' that are constantly 'buzzing' around the compound, for his security. There are 2 priests of Joramy (Clr4, and Clr5 of Joramy) who have set up a small shrine on the second floor and service the needs of the men.

Notable People: Lord Marakios Haxx. A previous Lord Mayor, he long challenged Wilfrick's (Former Viscount) policies during the Greyhawk Wars. Haxx incited the citizenry with his fervent appeals to go to Furyondy's aid. As the war began to die down, the whole of this group rode to the battlefields of Furyondy to relieve positions there. With the signing of the Treaty of Greyhawk, Haxx's militia returned to Verbobonc and a hero's welcome. Many felt inspired by the actions of young Marakios, and he has become a favourite among the people. While Marakios Haxx bears no challenge to Viscount Langard's title, he does intend to challenge Tymak for the position of Lord Mayor.

Goods/Services: Haxx is always looking for more volunteers to join his cause. Each warrior (Bar, Rng, or Ftr. Some Pal of Joramy (or other war/anger gods) are also admitted) must have seen some battle action (at least 2nd level) in order to qualify. There is no pay (volunteer), and each warrior must pay his own way. Haxx does, however, allow his 'hardheads' to train for free in his compound (warrior feats, and warrior-type Prestige Classes are made available here). Each 'hardhead' must put in 5 days of duty/month minimum, and be ready to answer any call to duty, at any time.

There are some rumours that Haxx also trains some of his most trusted/capable warriors as political spies/assassins (Prestige Classes available). A few people have speculated that he has secret training facilities under his compound. Thus far, these have only been rumours.

A6 **Segemm's Store of Collectibles**

Description: A long known family in the Verbobonc region, the Segemm's have established themselves as the foremost collectors in the High Quarter (or debatably the city). Based on the utmost integrity in dealings, and one of the largest collections of rare goods in this region, this store is a 'must' for those searching or selling exotic or rare goods.

Befitting its neighbourhood, the atmosphere of the store is of 'posh' old-world wealth. Expensive rugs from Keoland line the floors, rare artwork from Nyronad adorns the walls, and all manner of antiques fill the various rooms in the shop. One gets the feeling that they have just entered a library or museum. Looking at the price tags, and the snooty staff, patrons fear that they will accidentally bump into the fragile, crowded antiques and break something.

Notable people: the Segemm family is rarely on-hand at the store (they live in a nearby house). They leave the day-to-day affairs to their elite staff. But for very rare finds/deals, (any purchase over 2,500 gp), a family member is usually involved. The Segemm's have a secret room located in the basement, especially for such deals. The area is magically protected against divination (scry) spells, and other such magic that could jeopardize any deal. Rumours circulate indicating that the family has their own private collection of rare items and artifacts that they have been collecting for over 4 generations (not available for any price).

Goods/Services: Only rare/unique items will be purchased by the store. Most of these sell for 500gp+ (the store does not deal in items below this price). Magic items, vary rare creatures (dead-only), artifacts, art, etc are available. There is a flat 05% chance that any rare item is carried in stock. Items are usually unique (they only carry one such item).

Cost: Everything in this store is Expensive (125% of list price). The store does not craft/create any items (if they don't have it, they can try to find it – 10% chance/month and they charge an additional 100% (double price) for this location service).

Verbobonc City

Quality: All items sold are of the highest quality (Segemm's go through numerous checks on the authenticity of each item). Even some rare artifacts are available (under the tightest security).

A7 (Old) Church of St. Cuthbert (LN god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline)

Description: The main faith in Verbobonc is that of St. Cuthbert, and he has been declared the official patron of the city. This location is the original site of the Church, with a new Temple just recently being constructed in the Business District. This church has departments for all 3 divisions of the church: the *Chapeaux*, which seek to convert people to the faith. This department has recently moved to the 'new' temple location. The *Stars*, which exist to retain doctrinal purity among the faith, and the *Billets*, which minister to and protect the faithful (both remaining in the 'old' church location).

Notable people: See the 'new' temple (B7) for details on personalities of this church.

Goods/Services: The *Billet* division boasts a standing religious army. The First Army of the Church is little more than a collection of club-bearing zealots. Their Cuthbertine Overseer Branditan (LG male human Ftr6/Clr2 of St. Cuthbert) has beaten them into a formidable and well-trained force. There are perhaps 200 men and women in this force (1/2 of which usually barrack at the 'old' church).

There is a rumour that this 'old' church location has an underground library that houses rare books and secret religious artifacts for the church.

A8 Lady Kathryn Sarcina's Manor

Description: Another small 'mini fortress' within the city walls is Lady Sarcina's Manor. This large compound is surrounded on two sides by 20ft high walls and 30ft towers. A few of the 3 story buildings that comprise the outer portion of the compound are homes to the servants and guests of the Lady. A large portion of the manor is used to hold social events. Grande ballrooms, huge banquets, and other events befitting this noble are held often. As such, a large portion of the staff & space are devoted to such events (e.g.: kitchen, decorations, social committee, etc). The manor is constantly getting ready for one event or another, and areas in the compound are usually being decorated in the latest styles.

Security at the manor may seem normal (castle-type fortifications, guardsmen, and magic 'glyphs of warding' are all present, for example). But a great number of suitors (see below) have posted their own guards for the lady (some in secret who watch from close by, some posing as gifts for the lady, etc). Each is there to protect the Lady, but most have a secret mission: to report back on any other suitors who approach the lady.

Notable People: Lady Kathryn Sarcina. One of the most influential of Verbobonc's nobles is the Lady Kathryn Sarcina. Her family rose to prominence in the economic boom that followed Verbobonc's annexation by Furyondy, mainly due to economic connections with Furyondian nobility from which it descended. While her family was quite unpopular at the time, such shady affairs are ancient history to most of Verbobonc's citizens, and few harbour any ill will on account of them. In fact, the family is currently at the apogee of its prominence and popularity, due to the incredibly charming and cosmopolitan character of Lady Kathryn. Not only is she considered the most beautiful woman in the Viscounty, but her knowledge and wit are nearly unsurpassed as well. With the death of her husband at Emridy Meadows and the death of her only child to sickness during the wars, she is the prize catch of Verbobonc's nobility. Before Wilfrick's death she had been seen more and more frequently with Wilfrick's younger son Horrus, leading to much speculation, especially by the Viscount. With Horrus' disappearance, Lady Kathryn has become the target of numerous suitors. While she treats them with the dignity of her station, she is interested in none but Horrus.

Goods/Services: It is rumoured that she has spent quite a large sum of money hiring adventurers to seek Horrus out. So far, none have successfully returned. The Lady also has a very large personal library within her manor that contain some rare volumes that are unavailable anywhere else (even in the Silver Consortium).

Verbobonc City

A9 **House of Velysinn, Captain of the Militia**

Description: Lord Claviger was once a former mayor of the city, and his manor house befits his station and wealth. The estate not only boasts stately manor houses, but is also comprised of servant's quarters, a private smithy, stables for 20 horses, guesthouses, etc. Frequent visits by prestigious nobles of the 'Mounted Borderers' can be found in his guesthouses. The Mounted Borderers are an elite force, hand-picked by the Viscount to patrol the Viscounty.

Lord Claviger will organize his militia in the event of an attack on the city. Magic alarms (see: City Walls for more details), magic communication and some scrying abilities are all made available to him via a small group of mages under the city's employ. Reaction time to any incursion will be swift.

Notable People: Lord Velysinn Claviger, Captain of the Militia (Human Ftr 8). Lord Claviger fought alongside Wilfrick at the Battle of Emridy Meadows, and the former Viscount recognized him as a capable strategist. Wilfrick bestowed the duties of leading the militia (a chore which normally falls to the Lord Mayor). Langard later declared the Captain of the Militia to be a completely separate office, appointed by the Viscount.

A10 **Nichol's House of Silk**

Description: Catering to the town's elite, this shop only carries the finest materials, and latest fashions. Most major and minor houses can be found here to view the latest clothing trends from Greyhawk City, Veluna or the Duchy of Urnst.

Goods/Services: Only the most prominent clothing can be found here (courtier, noble, royal, etc outfits). The store can also do custom work with its in-house staff of tailors. They specialize in grand 'costume ball' items for the frequent noble parties.

Cost: Prices for this prestigious shop are expensive (125% of PHB prices).

Castle Greyfist

V1 **Viscount's Outer Grounds**

Description: The surrounding curtain walls rise to a height of 32 feet, and four round towers, which project well beyond the walls, reach a height of 40 feet. The walls are patrolled by elite warriors (Ftr 4: Full Plate, longsword & heavy crossbow). They patrol in groups of 3, and there are at least 3 groups on each wall at all times. The corner towers have ballista on the rooves, and are manned by 10 troops each (Ftr 3: half-plate, longswords & shortbows).

The entrance is well-protected by a gateway 20 feet above the outer ground level and reached by means of a ramp and drawbridge. Within the wall the entry is defended with a stout door, portcullis, and a ceiling pierced with murder holes through which boiling pitch, stones, and others missiles could be dropped on an invading enemy. The gate tower is manned by 20 troops (see above) at all times. 6 elite warriors guard the outer gate. No unauthorized citizens are allowed past the gate.

In the centre of the bailey stands the 60-foot tall Tower of the Viscount. While the outside of the tower is circular, its inner plan is square with rounded corners. It consists of three stories, each of great height. The ground floor is a storeroom, the middle floor is the Viscount's great hall, and the top floor contains the Viscount's personal chambers. Entrance is through another ramp, this one winding up the side of the tower to a braced door 20 feet above the level of the bailey. The top of the tower is crowned with a machicolated parapet, and there is a secret exit, through the basement, which leads beyond the walls of the city.

On the western side of the courtyard is the Viscount's meeting hall. It is a rather unimpressive building, built by Gnomes centuries before the construction of the Viscount's tower. Although the Viscount holds his banquets and other meetings in his tower, the meeting hall is still used for the official work of the Viscounty. Wilfrick did make changes in the hall, however, as it was built in a time when artistic flair meant less than practicality. He had great arched windows cut into the sides below the original round holes placed for ventilation, and intricately worked stained glass windows made and installed by gnomish craftsmen in the township of Korbin.

The only other structures within the bailey are a stable and a barracks with an attached kitchen. A small spot has a statue of Viscount Wilfrick; which has been recently completed.

Verbobonc City

V2 **Castle Grayfist: Castle of the Viscount**

Description: Greyfist is a rectangular castle built on a small hill in the centre of the city. Without a doubt, the palace of Viscount of Verbobonc is the finest surviving example of preserved elven work in the city. This is a large complex of buildings and gardens, is tastefully arranged to provide natural-seeming vistas from nearly any window. Its construction is typical of most of the elven buildings of Verbobonc. Many slender towers joined by airy, arched bridges grace the palace. Only the nimblest humans brave these perilous trestles, although elves manage them with graceful ease. Inside, the rooms and halls have high ceilings, and many windows pierce the walls. Hallways are narrow and staircases are commonly built without banisters. Wood and very light-grained stone are the common building materials.

Notable People: Viscount Langard (CG male Rog4) is the long-unknown half-elven son of Viscount Wilfrick, a long-time ruler in Verbobonc. His Lordship Langard was surprised to learn his sire was of noble blood and has taken to the task of governing the viscounty. His actions to date have been few, and the nobles and commoners alike look on with caution bourn of many years of hard work and the knowledge of ever-present evil that plagues the land. The common man hopes that the new viscount bears the memory of the life he had before being recognized as a noble, and the Council of Nobles loves to use his naivety in the pursuit of its own gains.

V3 **Barracks – Footmen**

Description: This is the Barracks to the Viscounty's heavy footmen. There are 100 pikemen and 150 light footmen (mostly spearmen).

Business Quarter:

Trade: Verbobonc is one of the more powerful and influential cities in the Central Flanaess, due to the immense commercial wealth flowing through its gates. Its port is second only to Dyvers on the Velverdyva River. It is the primary market for precious metals from the Kron Hills. It also has rare goods from the isolated elven realm of Celene.

The Maximum Trade limit for the city is: 40,000gp

Purchasing items from the market:

The following guidelines should be used to find items in the general market (covering any items not purchased from a specific store – listed below). Players will have a variety of sources to purchase items in the market; from open-air bazarres to street side carts. From guilds running up and down the street showing their wares, to shady deals in back alleys.

You may buy any **regular item** from the PHB at list price. Most of these items are easily found (to find a specific item will take 5-15 minutes (1d10+4)).

Any **mundane rare items** from the source books (Sword & Fist, Song & Silence, etc) or **alchemical items** can also be purchased for list price, but will take longer to find (1d20 +14 minutes).

Masterwork items may be randomly found in the market (75% chance/day) or look to the specific location descriptions (below). These items will cost list price and take time to find (1d20+20 minutes).

Some **potions** are also available at 125% of list price. These items are a bit rare on the open market, and as such, will only have 50% availability/day of searching. The time to find a potion is listed in "scrolls", below.

Some **low-level scrolls** of any spell from the PHB (except from the necromancy type) are available in the open market. These will only be level 2 or lower and have 50% availability. You will need to have plenty of time to find either Scrolls or potions in the open market (1d100 minutes). You can also get individuals (street wizards, wandering adventurers, etc) to cast level 2 or lower spells for you at 125% book price.

Verbobonc City

Selling regular items in the general market:

All items listed above (regular items, rare, masterwork, alchemical, potions, and level 2 or less scrolls) can also be sold in the general market.

All non-magical items can be sold for 50% of their list price. (Optional, if the characters want to bargain, add the highest charisma to this %. For example, a trader with a charisma of 14 will get 64% of the list price for his items).

Small quantities (<10) of items can be sold in the same time listed for finding a similar item (listed above). Bargaining will add 1d10 minutes to any of these tasks. For large quantities of expensive items (costing over 10gp), the time indicated will be to sell 10 items. Thus, if a trader wants to sell 33 Greatswords, he will have to roll 1d10+4 three times (x3) to determine the time it takes to sell them all.

Selling items to specific stores:

Since most high-priced or rare items can only be found in specific stores (listed below), the costs are significantly higher (Shops must cover losses due to taxes and protection fees from the thieves guild). If a category of item (for example: minor magic weapons) is sold in a store, then those stores will also buy/trade in that category of item. Trading in magic items results in 75% in-store-credit, while outright selling nets 50% of retail value. The availability of items is listed in the store description. The stores/businesses are willing to take orders, (within their normal categories) using the normal days to completion (as stated in the PHB, DMG).

Security and Religion in the market:

The city guards keep a watchful eye on this section of town, but many religious institutions supervise this section of the city as well. Priests of Mouqol, Xerbo, and Zilchus all have small shrines set up in this area. Many of these priests supplement their church coffers by providing the following services:

- They can determine that items are properly identified (Avoid *Nystul's Magic Aura*, etc).
- They can detect any cursed items.
- They can detect any evil items.
- Determine fair negotiations (detect lies, etc).

They have a flat rate of 10gp/day and take a 10% commission on each item purchased/sold.

Location Details

B1 (Changed: see W1)

B2 **Trader's Market**

Description: Similar to the Mercantile Exchange, this is large building with a crowded central square. But unlike the Exchange, much of the goods traded are open to the public and sold in less quantities. Traders show their wares and compete with other merchants, all of whom are screaming, and haggling. This area can get so busy and crowded that many of the venders spill out into the open-air market.

Notable people: Most low-end goods can be purchased in the Trader's Market, thus most of the city's day-to-day shoppers can be found in this area. .

Goods/Services: the 'Business Quarters: items from the market' section on trading within the city (City Neighbourhoods) usually refers to this area of town, along with what items can be purchased here.

B3 **Chapel of Zilchus** (LN god of Power, Prestige, Money, Business, and Influence)

Description: This large chapel/commercial building is located in the heart of the business district. The priests here are involved in business and politics, and conduct deals above or below the table. When one enters through the large ornate arches on the ground floor, you are immediately struck with awe by the large amount of wealth here. Gold statues, silver trimmed mirrors and stained glass, finely carved oak roof with gem-studded chandeliers. To move beyond the entranceway

Verbobonc City

into the spectacular rooms beyond, one must pass through rigorous security. Each of the two arches has 6 guards (Human Ftr4, full plate and scimitars). The entrances are also warded against any item leaving the building (sounds an *'alarm'* spell). Other magic security is also present. The main floor is a dazzling room, devoted to worship (see below). The upper-floor is comprised of offices, and studies for the priests. There is also a basement (see below).

Notable People: The head priest of Zilchus is Adre Fillmyer (Clr 6). He and 5 other priests (Clr 1's & 2's) attend worship on the main floor. All worshipers are expected to give a donation (min 1% of wage/wealth, which is strictly enforced). Most of the Chapel business (see below) is conducted by Adre's brother: Vester Fillmyer (expert 8) who resembles a 'banker/shrewd business man'.

Goods/Services: Along with regular worship and religious matters, the Chapel of Zilchus offers many other services:

- A visitor (after making a donation at the chapel) can ask a priest about **Loans/Banking services**. The visitor is taken upstairs to a small room/shrine where they can negotiate a loan. All loans must be secured by a 50% deposit (in any trade goods) and have a 5% interest rate/month.
- A visitor can also deposit cash or valuables in the vaults located in the basement. No patron is allowed down in the basement, which is guarded by heavy security (magic and mundane). The use of these vaults will cost the visitor 1% of the value /month to store. For very expensive items, the visitor can arrange to have them place in their 'ultra' secure vaults (the priest have place a few vaults in a pocket-dimension that is magically opened and only known to them.) These cost 5%/month.
- The chapel also offers 'insurance against theft' for valuables while in the city. A user can bring in an item they wish to ensure against theft. The chapel will magically 'mark' the item (memorize) and if the item gets stolen/goes missing, the priests will use '*locate item*' spells in the city to find it (they find and return the item as part of their service). This service is null/void if the item ever leaves the city walls. The insurance costs 2% of the value of the item/month. Note: there are two interesting points to this service: First, almost all of the shops in town have 'insurance' on their magic items they offer, and thus, if any item is stolen from the shop, it can immediately be traced. Next, this service is a bit of a scam: Vester has made an arrangement with the Thieves Guild (see below) in town that insured items will not be the targets of his guild. In exchange, the Thieves Guild gets a % of the insurance profits.

B4 Church of Delleb (LG god of Reason, Intellect, and Study) (formally B19 on the original map)

Description: This small building resembles more of a bookstore than a church. The ground floor is open to the public and worship is in the form of study. The crowded room is lined with dusty old books scattered on dark wooden shelves. Old, small symbols of Delleb can be seen in the dim lamplight. Priests wander by like 'librarians' and quiet, contemplative study is encouraged here. If patrons want to debate theories, or ideas, they are urged to go up the dusty stairs to the second floor balcony, which is made for just such a purpose. The balcony is lined with easy chairs and tables and is usually crowded with philosophers and teachers. There are a large amount of local gnomes who belong to the church, and they are usually found on the second floor, which has become a small workshop. All manner of clock-work gizmo's and experiments are conducted up here. Great chalkboards with mathematical formulas, beakers, scaled models, etc line this floor. The upper floor is reserved for the priest's accommodations.

Notable People: The head priestess/librarian is Julia Fairfriend (Clr 4/Exp 2). She seems very unlikely in her roll (not the quiet, reserved, contemplative person associated with this church), but a stunning woman who is very friendly. Her charm is matched by her intelligence, and debate skills. She is known to debate theory into the wee hours of the night with patrons on the balcony. She is solely credited with increasing her churches flock (usually consists of love-struck young men). She is usually very friendly, but she has a certain 'sore spot' for the drunken sailors who disturb or wander into the church.

Goods/Services: All books are free to view while in the building. They cover all topics from mathematics to farming. Almost all knowledge and Craft topics are covered in the books available. Books are not available for sale, but they can be 'signed out' for 1cp/day. Julia is

Verbobonc City

always on the look-out to purchase rare volumes for a fair price if she does not already have it in stock.

Julia has a secret stash of very rare books (hidden in the basement of the building) that can be made available only to the devote and her close friends. They cover topics like the dark gods, secret histories, and the inner/outer planes.

This parish is currently trying to make a name for it self and expand. Julia has been known to fund any adventure company that may come into contact with rare/lost knowledge.

B5 (Changed: see W2)

B6 **(New) manor of Prince Jimm**

Description: The Crown Prince has recently moved from his old residence (G1: House of Jimm) to this new location in the commercial district. Most of this luxurious manor is still under renovation to accommodate the latest in gnome design and style. Due to the recent 'tensions' between the Kron Hill Gnomes and the City, the Gnome Prince has become a 'hot-bed' of activity. Gnome political rallies, cries for trade embargos, distrusting human protesters, etc are constantly surrounding this estate. Security has become very tight around this manor. Construction is near complete on new manor walls. Each wall is 20 feet high and surrounds his manor on all 4 sides with only two entrances. Gnome guards, magic wards, and many illusions all contribute to security.

Notable People: Jimm Pithriggen, Crown Prince of the Kron Hills Gnomes. While he has no real claim to power in the town, the people have always respected the resident gnomish prince. The Viscount can find the gnomes very difficult when their prince lets his disapproval of an issue be known. It is for this reason that the gnome prince is always invited to be among the Viscount's aides. Jimm is always attended by a large contingent of guards (All of them are gnomes: four warriors (Ftr-6), and two illusionists (Wiz/illus-8)), since the rebellion. He is rarely seen in public any more. His compound has been a flurry of secret meetings and political dealings.

B7 **(New) Temple of St. Cuthbert** (LN god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline)

Description: The main faith in Verbobonc is that of St. Cuthbert, and he has been declared the official patron of the city. His priesthood is everywhere. While always a popular deity within the city, the worship of St. Cuthbert has virtually exploded since the Elemental War. It is for this reason that the new temple, second only to the temple of Trithereon, was recently built in the centre of the city's commercial market. This temple has departments for all 3 divisions of the church: the *Chapeaux*, which seek to convert people to the faith. This department has recently moved to this 'new' temple location. The *Stars*, which exist to retain doctrinal purity among the faith, and the *Billets*, which minister to and protect the faithful (both remaining in the 'old' church location).

Notable People: The current bishop, Bishop Haufren of St.Cuthbert (LN male human Clr14 of St. Cuthbert), is from the Viscounty. Haufren made a name for himself as a defender of the poor. He fought in the army at Emridy Meadows, and saved Wilfrick's life during an ambush in the Kron Hills. For this deed, he was knighted by Wilfrick and received the Gold Crown Badge of Furyondy from Prince Thrommel himself. Upon his return to Verbobonc, he was installed as the Viscounty's new bishop.

The church's success in Verbobonc is largely due to his influence. Though upright and gentle-hearted, he can also be quite zealous in the promotion of St. Cuthbert's creed. As he is a firm believer in the protocol of social rank, he will rarely see commoners, leaving lesser priests to tend to their cares. During the wars, his inclination towards action led to a split between himself and Wilfrick. While Wilfrick had drifted indecisively, Haufren lent his support to Marakios Haxx. Wilfrick never forgave his friend for what he considers betrayal, and he died before they could reconcile. This fact has slowly eroded Haufren's physical and mental health to the point that he has become uncharacteristically aloof and withdrawn, almost lethargic. While he attends to his duties, meeting with Viscount Langard often to lend his advice on important issues, those who know Haufren worry about the Bishop's well-being.

Verbobonc City

Goods/Services: This church oversees all of the freeholds (or provinces) in the Viscounty. The entire Viscounty is made up of 8 “guardianships” overseen by abbots. Large numbers of priests can be seen running back and forth in the offices of the church, on official business.

This church does not contribute much in the way of charity (free food or lodging), believing that people should fend for themselves. It does, however provide its services as negotiators and for 5gp/subject, the church staff can arrange a ‘*zone of truth*’ for interested parties (legal disputes, trade negotiations, etc).

B8 Jamstav’s Merchant House

Description: A smaller merchant house that largely operates in the North of the Flanaess. This is their southern most out-post. As such, rare goods from the Wolf Nomads, Stonehold, the Bandit Kingdoms and Iuz are available here, but rarely offered to strangers. One must have good connections to get these goods. The merchants here peddle normal goods (furs, ivory, etc), but also have a secret business for black market goods.

Goods/Services: Rare poisons, necromantic components, dead bodies, monster parts, Flannish face masks, etc are available only to those who have undergone extreme scrutiny by the venders (e.g.: Thieves guild members, notable renegades, etc). All of these have exorbitant prices: 200% of normal to cover the merchant’s risk.

B9 (Changed: see W3)

B10 The Bridgwalk Tavern

Description: This popular tavern is located along the Velverdyva River Bridge. Most of the tavern has been built along the pedestrian walk-way along the bridge, but due to it’s overhanging terraces and balconies, the tavern looks like it is almost ready to fall into the streets/river below. These terraces and balconies are very popular in the summer. Patrons waste away their day, as they sip Furyond wine and leisurely watch the ships go by below. During the summer festivals, this is the most sought after location in all of Verbobonc City, as locals and priests throw flowers and paper boxes (symbolizes trade goods) into the river and passing ships (as a symbol for great prosperity for river merchants and the city).

Goods/Services: Although this tavern has a very wide assortment of wine and beers, the food is minimal. Everything is over-priced (120%) as most patrons are paying for the scenery/location.

B11 Bensar’s Wax Works

Description: this tall building deals in wax specialties. Mainly candles, but they also deal in an assortment of wax statues. They also sell specialty wax used by leather smiths in the hardening process of leather armour.

B12 Tower of Sir Ingish Blackhand

Description: Ingish Blackhand was once a wealthy merchant. He has since (semi) retired and given most of his title/land/wealth to his children in Greyhawk city. This is the family holding in the city. The tower is 4 stories tall with a peaked roof. The top 3 floors are devoted to storage and living quarters. The ground floor is open to the commercial market district and has a small, but eccentric shop of rare magic items for sale here.

Notable People: Although Sir Ingish Blackhand has retired from the merchant business, he is still a respected part of that community. Indeed, most merchants come to Ingish when a rare or monumental find has been discovered. He is still a member of the city senate, but usually restricts his comments for issues of great archeological or historic significance.

Sir Blackhand leaves much of the day-to-day affairs of running his shop to his half-elven wife Citheranal. She will only bother her husband for extremely important items/matters.

Goods/Service: The bottom, shop is alive with all manner of spell components. Everything from live crickets to rare plants and animals are scattered around the shop. Cages holding winged creatures hang from the roof, while jars of various monster parts line the shelves. A huge, stuffed owlbear dominates one corner of the shop. This crowded shop has almost every spell component (the only exceptions are gems/jewels/or precious metals over 100gp in value).

Verbobonc City

Cost: All costs are average (as PHB and supplements), and the shop will throw in a spell component pouch free with every 30+gp purchase. The Blackhand's will pay top dollar for any live magical creatures.

Quality: Blackhand is interested in any rare, magical find. Artifacts and magic items (over 8,000gp in value) are of interest to him. He has connections with a few bards in town, as well as some services of the Silver Consortium and can have almost any item identified. He has a 1% chance of having any magic item on hand (between 8,000-25,000gp in value) or he can track down any item (under 20,000gp in value) within 2-4 weeks. He never pays cash, only trades items and will only give 80% value on trades. All of his magic items are placed in a special vault on his second floor (lock DC 25). This large iron vault has a special magic glyph attached to it. If the correct words and symbols (Detect/Remove are both DC40) are not spoken when an item is removed, the item(s) and person are teleported to a secret chamber (cell) 60ft below his shop. This chamber has no other entrances or exits and can only be entered by teleportation (Inghis knows the exact location for teleport purposes).

B13 Macor's Merchant House

Description: This large merchant house is one of the more prosperous in the city. It specializes primarily with ore, metals, and precious stones. It has grown wealthy through the trade of precious metals from the mines of the Kron Hills. Macor's buys from the Gnomish Merchants and nobility in Kron. Occasionally they buy from the Dwarves of the Lortmils. Almost all of the commodities pass through this merchant house on their way to kingdoms abroad.

The four floors of this building are packed with metals, and precious stones. Silver, Electrum, Iron, Tin and gold are some of the metals. Along with gemstones, namely malachite, chrysoprase, chrysoberyl, a dark green jade with unique turquoise swirls, and brilliant black opals and emeralds.

Notable People: As one can expect, security is very high in this building. Merchants and guards fill the separate floors of Macor's. The upper floor is filled with Dwarven and Gnomish gemsmiths. Rows of short, stubby benches filled with these little-folk, all peering through small lenses to view the precious gems. They can appraise any stone accurately.

Goods/Services: In addition to bulk sales/purchases of metals, one can buy/sell gems/jewels here. They also have a 50% chance/week of having special metals (Mithral and Adamantine) to be used in weapons and armour.

Cost: Average: all metals and gems can be bought here at 100% of the PHB/DMG prices. Note, this merchant house also buys gems/jewels/metals at almost full value (95% price).

B14 Nib's Importers

Description: This huge warehouse-like building is lined with shelves stuffed full of trade goods. Customers are force down narrow spaces between the various; floor displays, hanging decorations, boxes piled high, etc. Every mundane item imaginable is available: hanging rugs from across the Central Flanaess, fine – hand crafted robes from Furyond, primitive golden statues from Sunndi, warm furs and carved necklaces from the Ice Barbarian realm, elaborate tents from Celene, etc.

The building is 4 and ½ stories high. Each with various sections for specific trade goods. Although somewhat organized, finding something specific can take hours, due to the sheer amount of merchandise available. There are employees throughout the store, who may help a customer find what they are looking for. More likely, they will be shouting bargains, and enticing customers to other items. The whole shop feels like one has just entered a giant bizarre.

The upper-most 'half' floor carries most of the most valuable items (gems, jewels, magic, etc). This area has the highest security (magic wards, guards, etc).

Notable People: Although this store has up to 30 people working at any one time, the most prominent is Nib Nighthand (halfling Brd 2/Exp 5). He has traveled the world for rare and priceless trinkets. He is outstanding at appraising items and has a great eye for value. He is always interested in purchasing one-of-a-kind items. He has a particular fondness for pipes, and exotic tobacco's.

Goods/Services: almost every mundane item from the PHB is available here. Various exotic items are also available (50% chance). Most gems/jewellery can also be found (30% chance). There is also a chance for various magic items as well:

Verbobonc City

30% chance of 1-3 minor rings
100% chance of 1-5 minor Wondrous items
30% chance of 1-2 medium Wondrous items
10% chance of 1-2 minor wands

Cost: All mundane items are average cost (100% PHB prices). All exotic/alchemical/masterwork, etc items are above average cost (125% PHB prices). All magic items are 110% DMG prices.

B15 Jerkin bonefinger's House of Pleasure (shrine to Myhriss: NG lesser goddess of love, romance, and beauty)

Description: Prominently displayed outside the building is a large sign with a beautiful maiden painted on it. She is Myhriss, goddess of beauty. Although this business is not a church, her image is prevalent throughout the building. This shop represents a 'medieval love shop'. Clerks peddle in love potions, various beauty aids (e.g.: make-up, hair combs, perfumes, etc), and some of the faithful (Clr-3, Myhriss) will even divine your fortune in love. They can tell you auspicious times to court a lover, when to try and conceive a child, etc.

The business is somewhat infamous (by the more ridged churches) for its 'match making' service. The edicts of Myhriss clearly discourage 'single' people/loneliness. Four times per month (on holy days of Myhriss), this building holds 'match making' ceremonies in the evening. An equal amount of male/female 'volunteers' are disrobed and herded into a dark room (no windows, and only one door). As the men and women grope around in the dark, they are encouraged to find a mate in the chaos of bodies. Since these ceremonies are completely voluntary (only donations to Myhriss to aid in finding a good mate), the un-approving churches seem powerless to stop them.

Notable People: The staff/clerks/clerics of this shop are all very beautiful. Jerkin Bonefinger (human Exp-2) is a stunningly handsome man from the wild coast. His foreign ways seem very forward to most people.

Goods/Services: Although most of the elixirs, and 'charms' used to court lovers are of the non-magical variety, the shop also has many enchanted items as well. These include all wondrous items that enhance charisma, potions of love and charisma, or any other magic items of this sort.

Costs: All items noted above are cheap (75% of DMG price).

B16 The Packard's Trough

Description: This is a notorious dive that usually caters to soldiers. The tavern is a chaos of rowdy patrons, with violence from noon to night. Female escorts, and killers-for-hire can also be found among the clientele.

B17 House of Publius Naso

Description: The Nasos' have been wealthy landowners in this region for decades. Although they own many estates in the countryside, this is the family holding in the city. The house is 2 stories tall with a peaked roof. The layout and design is in the latest Greyhawk City style (no gnomish design to be seen). The top story is devoted to family accommodations when they visit from the countryside. The upper story also has most of Publius's quarters and wealth located in it. It has been guarded by magic wards and a very special guard (see below). The ground floor has a small amount of space for office use (import of Naso's farm goods from the country to the city).

Notable People: Sir Publius Naso is one of the cities outspoken nobles. He is very vocal against any Gnomish issues in the Viscounty (to the point of being racist). The city's latest hostilities with the gnomes have seen his 'views' gain popularity. He is a member of the city senate and can be occasionally found to organize demonstrations against Prince Jimm. He has recently made a very rare purchase of a young Dragonne to help guard his family fortune (on the top floor). He is training it, and it already considers the upper floor as its territory and defends it fiercely. Naso secretly plans to use it against the gnomes, but currently does not know in what capacity.

B18 Betham's books (Home of Betham the Sage)

Description: Home of Betham the Sage. He deals in used/rare tomes. As a service, he also copies books, scrolls, tomes, etc with a large 'clock-work' printer he purchased from the gnomes. The entire upper loft of the store is one huge, gnomish clockwork printer. Two gnomes are constantly running the machine and the upper rafters are always shaking and rattling. This makes it difficult

Verbobonc City

for patrons to browse and read books in the noisy store below. Therefore, Betham has made 3 small reading rooms with permanent 'Silence' spells upon them. Also, there is a magic broom/dustpan cantrip that magically sweeps the cracked sealing plaster from around the room and long bookshelves.

Notable People: Betham is a middle aged human, who tries to hide the fact he is balding by always wearing a hat. In addition to his shop, Betham is an accomplished sage (Wiz 5. Specialized: divination), and has been known to 'read futures' (cast divination spells) out of his home (a few small rooms at the back of this building). He makes quite a show of these spells (using props like a fake crystal ball, cards, bones, and even chicken's blood on occasion). He charges regular DMG prices for this service.

Goods/Services: Betham has a rare 'copy' service. There is no other printer available in the whole of Verbobonc. This brings in a steady stream of scribes, squires, mages, etc. Therefore Betham keeps a supply of magic books/scrolls on hand. In addition to selling his copies, he is always on the lookout to purchase all manner of books/scrolls, etc. He pays top dollar for any book that he does not already have in stock (usually on a 30% chance). He does not buy any books he already has (he can easily make copies himself...).

Costs: Copies of scrolls, magic books, etc can be made here. The spells must still be *deciphered*, and *prepared* (see PHB). The time it takes to *copy* the spell is reduced (only 1 HOUR + 1 HOUR/spell level). The spell user only has to be in attendance for ½ that time (they can pick up the copy later). The *Space in the Spell book* remains the same (as PHB), but the *Cost* is tripled: 300gp/page.

Betham always has one copy of every spell (arcane & divine) from 1st – 4th level (both in book form and on a scroll). The costs for these are Very Expensive (150% of the PHB costs – which covers Betham's costs to make a new copy for himself). There is also a small chance of other spells being available:

20% chance of 5th level spells (arcane & divine)

15% chance of 6th level spells (arcane only)

10% chance of 7th level spells (arcane only)

5% chance of 8th level spells (arcane only)

Quality: There is also a 15% chance that there may be a book/tome-type item from the 'miscellaneous magic' list.

B19 **Chapel of Rudd** (CN demigoddess of Chance, Good Luck and Skill) (formally B4 on the original map)

Description: Like all churches devoted to Rudd, this is a gambling establishment in addition to a school of fencing and archery. Upon entering the establishment, patrons may find it very hard to guess they have walked into a church. Gambling tables, dartboards, and other games of chance fill the rooms. Outside, there are numerous archery targets, ropes over pools (for games of balance), and other physical pursuits abound.

Notable people: In addition to the faithful, the city's gamblers frequent this location. It can be difficult to tell who is a priest in this church, as many will be dealers in card games, passing out gaming dice, or even teaching a novice the art of the rapier. Some of the most gifted priests are those wandering adventures that frequent the gaming tables (15% chance / week of a cleric of level 4-8 in attendance), otherwise only clr 1-3 are in attendance.

Goods/Services: The clergy provide counsel to the novice in order to continue their training, and they preach that the devout should adventure for the thrill. Training in archery and fencing is available (free for the devout), although the trainers will usually play a game of chance instead of an established (set) price for such services.

B20 **Church of Pelor** (NG god of Sun, Light, Strength, and Healing)

Description: This large church to Pelor is a four-sided building forming a compound. Each side or 'wing' has been constructed for separate purposes. The wing closest to the city walls holds the many pilgrims of Pelor who stop here to rest while they explore new lands to drive out evil. Many devout travelers can be found in the central gardens where they relax and plan for their future journeys and exploits. The wing closest to the river has accommodations reserved for the devout

Verbobonc City

and priest of the building. The two wings along the main streets are devoted to aiding the needy (good).

Notable People: 13 priests minister throughout this building. The head priest, Charles Evertide (human Clr8) seems to always be running to ‘house calls’ from the locals, and his charity takes up much of his time.

Goods/Services: There are free accommodations for the faithful (private rooms). This area can be a great source of information from passing visitors. There is also a large collection of maps plastered on the walls. The needy can gain lodging (common rooms only) for free (one night only), and every night hereafter is only 2cp. There is also a large hall that is used to feed the needy. Basic food (bread, soup, beets and conjured food) is available for 1cp/day. Note: 8 years ago, all these services were free, but with the influx of refugees from the south, the church could no longer support the large amount of poor.

There is also a healing service. All healing is done in the open courtyard (in the sun) and ‘*cure light wounds*’ is done for free on the injured. Any other “healing domain” spells (to the level known by priests) are done for only 50% of DMG list price.

This particular church has no interest in buying or selling any magic items except for the ‘healing-type’ and ‘light – (e.g.: sun light)’ items. They will purchase (to 5,000gp value) these items at full price and sell healing items only (to 2,000gp value) for 75% list price.

This church also offers a special service: they will cremate the dead. Once/every week, bodies will be wrapped and laid on a special raft. The raft is set adrift down the river, where it is lit with magic funeral fires that consume the body. There is a huge funeral procession that leaves the church and marches through the city streets towards the docks. Each raft is held aloft and praises of Pelor and the dead are sung.

B21 Temple of Heironeous (LG god of Chivalry, Justice, Honor, War, Daring, and Valour)

Description: This large building resembles a military barracks. Soldiers march in unison, leaders bark out orders, trumpets sound for fighting practice, etc. The entire compound is devoted to the military training of these holy warriors. Security is very tight. No one is allowed into the compound/building who is not righteous in Heironeous’ eye (there are wards that sound alarms when anyone enters who is not Lawful and Good). Some of the innermost chambers are even protected against scrying. Guards are constantly on duty. The temple hall itself is full of images of glorious battles; stained glass depicting holy wars, huge marble statues of valiant warriors, tapestries with pictures of chivalric acts, etc.

Notable People: There are 22 priests devoted to the God of Justice here in the compound. Most range from 3-5th level, but 3 are very devout (Level 7, 8, 10 respectively). By far, the majority of the righteous is made up of human Paladins: 130 men/women of 1-2nd level. A few have achieved high ranks (10% are above 3rd level). The head military leader is Tanner BrightBlade (Human Pal-11) who is a very educated, brilliant military strategist.

Goods/Services: As noted elsewhere in this document, the city hires out many of the paladins to perform watches at the city gates. This is considered part of the warriors training. This church and the local government have always had good relations. When the armies of Verbobonc come into the city from the field, this church usually doubles as a barracks for the excess soldiers.

Worship is done in the solitude of the great hall. Services are held 3 times/day. Rules are very strict in the white marble hall and the priest demand utter obedience. This is in stark contrast to the ‘war rooms’ where leaders plot their crusades against evil, and tell deeds of valour in the field.

This is a temple of action and valour, not of charity or compassion, and beggars, the weak, the sick are usually turned away. No free healing, food or the like can be found here. But, any reports of evil, chaos, destruction, injustices, etc are usually checked immediately. If confirmed, hero’s (adventurers) can usually count on assistances (warriors, spells, healing, etc) to help in their battle against evil. This church will even give small loans (< 1,000 gp) to such causes.

This temple also has its own smithy and stables within the compound. For believers (and known heroes/friends who champion the cause of good), the temple offers non-magic weapons, armour, and horses for 75% of PHB prices. For the extremely pious (Clr & Pal of Heironeous greater than 5th level) they even can make magic items (up to 7,000 gp value) for 80% of DMG cost.

Verbobonc City

B22 Guild of Brewers and Bakers

Description: This small building holds representatives of Verbobonc's Brewers and Bakers. Although this building itself does not produce any products, it is primarily used to administer day-to-day affairs. For example, farmers come to the guild to voice concerns about flour purchases, members check to see what kingdoms will import their ale, etc.

Occasionally people can come to the guild to query on where to buy the 'best' wine, or cakes, etc. This usually produces a heated debate in the office as guild members argue over the merits of their products.

B23 Jala's Armoury and Weaponsmithy

Description: Jala has one of the largest armouries in the city. He also has the largest showroom of magical armour and weapons for sale. This huge building was actually two separate shops (independent), but since Jala purchased them both, he has since joined the two.

Visitors to his shop can expect to see large storerooms filled with metal, huge showrooms, multiple forges and fevered workers pounding away at anvils. All the back areas are filled with smoke and sweat. The showrooms are crowded, and the staff seems to be overworked, as occasionally the armoury takes on excess work for the city's militia.

Notable people: Jala (Ftr-5), a short man who has grown very podgy since he left the mercenary business, can be seen running around his shop, checking in on every process in his business. He pays special attention to customers who seem to know their weapons (level 4+ warriors). He always enjoys seeing his wears in use by an expert (frequently watches the numerous practice dummies being used in the show-room).

Goods/Services: All normal weapons, shields and light/med armours are available. Heavy armour takes 8 days to create and modify for the wearer. Exotic weapons take 5 days to create.

Cost: Cost for all items here are Average (100% of list price).

Quality: All weapons/armour can be made into Masterwork items, but again, Heavy armour and Exotic weapons will take an additional 5 days to create (for a total of 13 and 10 days, respectively). All other masterwork items are in stock.

Jala's has a business deal with the Silver Consortium: he hires some of their most gifted students to create magic weapons/armour. This arrangement has caused some of the work areas to look like a 'magic school field-trip'. Jala is not fond of 'mages' in his shop, but tolerates them, as the deal is quite lucrative. The following items may be in stock (D.M. rolls randomly):

Minor Magic Weapons = up to **5** (10% chance of each one having a Minor Weapon Special Ability).

Minor Magic Armours = up to **7** (10% chance of each one having a Minor Armour Special Ability).

Medium Magic Armour = up to **2** (Note: any item over 9,000gp value will only have an illusionary representation on the showroom. The real item is safely locked up in the Silver Consortium. It can be retrieved within 30 minutes notice for perspective buyers).

Minor Magic Shields = up to **10** (10% chance of each one having a Minor Shield Special Ability).

Medium Magic Shield = up to **3**.

Jala can put in special orders for weapons/armour up to +3 enhancement and/or any Special Ability with less than a 9th level recommended caster level. These items take the usual (PHB) times to create. Items with > +3 enhancements are too taxing (i.e.: too much XP cost) for the wizards of the Silver Consortium to bear. There is a special ceremony the buyer MUST undergo if they wish to have such a magic item created: this special ceremony causes the BUYER to loose the XP amount (not the creator). This ceremony can only be performed in the Silver Consortium, and it is the only way to get these high-level items made. The gp and time cost remain the same (as per PHB).

Verbobonc City

B24 Sister's of Mercy (Hospital of Zodal)

Description: This building is partially a hospital and partially a church of Zodal (NG lesser god of Mercy, Hope, and Benevolence). The wards of the hospital are all very well suited to recovery and illness. The wards are filled with the infirm, mentally ill, or even those looking for asylum.

Notable people: As the name implies, this church is staffed completely by women (nuns of Zodal). Only a few wandering priests (male) are seen on staff (with quarters well away from the main docile). Most of the nuns are clr 1-3.

Goods/Services: In addition to religious ceremonies to Zodal, the church offers healing services to all who enter the doors of the hospital. As Zodal decrees, the hospital accepts all comers: good, evil, human, demi-human, even monstrous creatures. The nuns offer a relief from pain, anger and despair. Due to this 'accept all' decree, the hospital finds many people/creatures seeking asylum within its walls. Escaped slaves, orcs, madmen, and even a rumoured undead creature have found sanctuary here. Although the Viscounty is very tolerant in nature towards all religions, and must still allow all sanctuaries, the city frowns upon this practice.

Also note, Healer's Kits can be purchased here for 90% of list price.

Cost: All diseases, and minor wounds can be cured here for free to the devout. A minor (+/- 1gp) donation for all others is usually required for the faith-less to have a minor wound cured. Most of the services here are non-magical (bed rest) for 1cp/night, which includes minor meals.

B25 Kiles Spice Store

Description: Kiles has the widest variety of spices in the city. Exotic spices imported from the southern Jotens Mountains, heady herbs from the Eastern nations of Ahlissa, etc can be found here. There is an unusual amount of gnome patrons in this shop. When observed, most can be found purchasing very hot spices. It is easy to deduct that these are used for practical jokes.

B26 Adventures Guild

Description: This small guild has only recently (1 years ago) opened, but due the increasingly large influx of adventurers in this region, it has had overwhelming response. The building opens into a lavish den, complete with thick, padded chairs and foot rests, crackling fireplaces, and large bookshelves. The initial impression is that this small guild is trying very hard to copy the more successful guilds of cities like Greyhawk. An entire side of the entry room is devoted to a large map of the Verbobonc region.

Private meeting rooms are located throughout the building, and are usually full of adventuring parties planning their next foray.

A central feature of the guild is the large message pole (the central pillar of the building). All manner of notices, messages, reminders, and 'help wanted' signs are pinned to this wooden pole.

Notable People: Fellow adventures, retainers and mercenaries can be found here. Some are for hire, others are looking to hire help.

Goods/Services: This guild is young, and currently does not have the power to invest in some of the more fancy/magical services that other more prominent adventurers guilds have (for example, this guild does not have a 'teleportation' service). It can, however, provide the following services

- Local knowledge: locations of specialty equipment, contacts, maps, or other items can be located for the character (PC's will have to negotiate price).
- Small (not very extensive) library on local culture, history, and politics of the region.
- Small collection of writings on local/exotic monsters. These works are all first hand accounts by members of monsters faced during their explorations: including weaknesses, how they were killed, where they were located, and sometimes a small picture of the beast. All members are encouraged to keep the books updated when encountering creatures. (A DM may give a 20% chance of PC's finding specific info on any monster in the MM or MM2)
- A 'messenger' service: similar to the '*sending*' spell, short messages can be delivered to other adventures guilds in every major city.
- Safe house: similar to the spell '*Rope Trick*' the guild can provide a haven for members for up to 8 hours.

Cost: Guild membership is 10gp/month. This entitles the member to all the services mentioned above, as well as access to the private rooms. This guild frowns upon illegal activities. Members involved in

Verbobonc City

legal disputes can seek sanctuary within the guild (bail until trial). Guild members watch out for their own here, but if convicted of heinous crimes, their membership will be revoked. Members skipping bail on the guild will have other guild members hired to track them down (there are usually lots of member volunteers willing to do this to save the guild's reputation.)

Civic Centre:

This is the centre of politics and religion in the city and Viscounty. Centrally located within the city, this area is a large collection of the most prestigious churches and the city's civic buildings. Streets are very wide to accommodate the great multitude of people in the area. Tourists, priests, the faithful, civic employees, and others crowd this area during the daylight hours.

This area is frequently patrolled by the city watch in an attempt to keep crime down, but pickpockets still abound in this lucrative area.

The streets are filled with side-street chapels, the faithful preaching to the crowds, small shrines in carts, etc. Although not as prominent as the business district, the civic centre also boasts its share of street vendors, and beggars.

Locations

C1 Cathedral of Trithereon (CG god of Individuality, Liberty, Retribution, and Self-Defence)

Background: After St. Cuthbert, Trithereon is the most popular god in the city. His temple dominates the Civic Centre, and much of the religious life of the city revolves around it.

The numbers of his faithful have diminished greatly over the last century, most being lost to the Church of St. Cuthbert. However, the Church of Trithereon is still a force to be reckoned with in Verbobonc, especially considering the uniqueness of its history within the city. After the original church was destroyed during the Long Siege in 412 CY, a marvelous temple appeared in a vision. The Lord Mayor at the time, proposed the construction of the current temple. After the completion and construction of the temple, the High Priest was entrusted with the holy sword Fragarach, the 'Answerer'. The sword was kept in the Hallowed Sanctum of Trithereon until taken by Prince Thrommel of Furyondy, who led the allied armies at Emridy Meadows. His later disappearance, along with Fragarach, was a great loss to the forces of good.

There is a particular mystique surrounding the temples origins, and it has come to symbolize the independence of the city.

Description: Great gnomish, elven, and human architects, several mages, and the priesthood of Trithereon all contributed to its construction, making it one of the *true wonders* of the Flanaess. In addition to serving as the centre of the worship of Trithereon in the Flanaess, it symbolizes the diversity of Oerth's deities as well as the individual's freedom to worship any of them. As such, small shrines make up the outer-most areas of the temple, one devoted to every god or goddess, including the racial and dark gods. The inner chambers are mainly for worship of Trithereon and the vaulted ceilings are an incredible mosaic depicting the diversity and balance of all the known pantheons in the Flanaess. Pilgrims from across the Flanaess flock to Verbobonc just to see it, and none have ever left disappointed.

Notable People: Cornelius Arx, (Human Clr 18) High Priest of Trithereon. This temple is the head of all Trithereon churches in the Flanaess, and as such, the highest-ranking priests reside here. This cathedral has no less than 40 priests working here at any one time. During holy times, (pilgrimages) the number can swell to over 300. Priests are constantly moving back and forth to the cathedral to report on all manner of church business, including keeping an eye out for lawful authorities that get too powerful.

Since this cathedral is the largest attraction within the city, and all of the gods can be worshiped here, all manner of visitors can be found here. The public areas in, and around the building are always swarming with tourists, priests, travelers, and the faithful.

Goods/Services: Any manner of religious item (divine magic) can be identified here (see PHB). This building is unique as it has information for all of the gods available under one roof (church rhetoric, divine prayers, gods edicts, etc.). There are no restrictions (wards/guards/etc) for all the public areas of worship. There is, however, a large area of the cathedral that is off-limits to the general public. These are devoted to church business. These areas hold many secrets and holy

Verbobonc City

items of the church (they are heavily guarded by wards, glyphs, guards, and traps). None are for sale, but the church is always willing to pay full price for any item associated with their god. The church puts on the following services (free of charge).

- The have a 'soup kitchen' for the poor. The priests serve one meal/day (it is conjured food/water).
- The priests have a weekly mass for the ill. They cure disease, cure blindness, and cure light wounds on 'Godsday'.

Other services available:

- Any day of the week, priests can cast any spell (under 5th level) for 90% of PHB prices. The line-up is long, and patrons can expect to wait for 2-12 hours (2d6).
- Once per month, priests will cast 'Raise Dead' and 'Resurrect' for mourning loved-ones. This service is available at 75% cost on this day (125% DMG price on any other day)
- The priests have a potion/scroll service. They can make any divine potion/scroll (50% of specific item being immediately available, or it will be a one day wait). The cost is average.

Other notes: Although there are no restrictions in the public areas, this is not to say people will not take notice. Many other churches plant spies here. This city is very paranoid of evil cults and goes through great measures to make sure they don't start up here.

C2 City Hall

Description: Verbobonc's City Hall is a large square building of golden limestone, two stories high with a crenellated parapet surrounding the roof. A third story, half as big and also crenellated, rises from the centre of the roof, and contains the offices of the Lord Mayor and other important city officials.

From the north-eastern corner of the building rises the 'Ragosa', a 155-foot tall tower of white stone used originally for observation. On a clear day the view is spectacular, and a beacon on the roof may be seen for leagues. Two members of the Viscount's personal guard are always on duty here, day and night. The ground floor of the building is the community house and is used for any town meetings, which the Lord Mayor feels fit to call. When not in use, it is an informal meeting place for the city's lesser magistrates whose offices occupy the second story.

Notable People: Lord Mayor Tymak. He is an extremely aged (and increasingly disabled) man (NG male human Ftr 11). There is the Chamber of 13, a council of judges, which was instituted by the Viscount to protect the rights of the citizens. The Chamber of Verbobonc is responsible for hearing most legal claims, as well as reviewing policy by the leaders of the Viscounty. They are elected to life terms, a new appointment being made when one judge either dies or steps down from his position. While the Viscount holds treason trials, an appeal to the Chamber is possible. It is worth noting that the Chamber has never reversed a judgment by any Viscount. The judges are also responsible for administering the elections.

Membership in the Senate is limited to the wealthiest members of the merchant class.

C3 Jylee's Inn

Description: Jylee's Inn is a large, rectangular structure, and one of the finest in Verbobonc. It caters to the famous. Located next to the City Hall, it attracts mostly higher-classed customers. The three-story inn is a paragon of luxury at a reasonable price.

Most of the ground floor is given over to a massive dining room. No expense has been spared in decorating. The floor is a special glittering marble, quarried in the Lortmils. The furniture is also of local make, using only the finest oak, and made by the master craftsmen of Oakham. The ceiling is low, but the woodwork is incredibly intricate, portraying many scenes from local history as well as some of the Flanaess's colourful personages and their tales. The dishes and utensils are of the finest silver.

Notable people: The owner, Jylee of Dyvers, only recently bought the inn. In a bold move, he cut the prices of his rooms and meals, attempting to draw more of the lesser officials and moderately wealthy travelers. In the six months since, his inn has rarely been empty.

Goods/Services: Some of the most luxuriant rooms in all Verbobonc are available here, and the excellent cuisine is the talk of the region.

Verbobonc City

Cost: Although all the rooms and food are of the highest standards, there prices are Cheap (75% of list price). Note: only luxury rooms and fine foods/wines are available (no common rooms, etc).

C4 **The Conservatory of Lirr**

Description: The Conservatory of Lirr is a school of art and music. The proximity to the Silver Consortium is not a coincidence, as both schools share a grand library and some magical facilities. Beautiful music can always be heard emanating from this building. Huge auditoriums are filled with students mastering all manner of musical instruments. Poetry recitals, book readings, painting classes, etc can be found in the curriculum of the school. Novice clerics of Lirr spend months making copies of the libraries archives of books, scrolls, poems, works of art, etc.

Notable People: Most bards of the area are graduates of the Conservatory. There is a group of 12 members who run the school (Brd 4-7). To hear the group of 12 in concert is said to be like hearing angels sing.

Goods/Services: This building shares the library with the Silver Consortium (see C5) and shares its security measures. There is a wing of the library devoted to music and poetry that is fully under the Conservatories control. The School and Guild (separate from the Silver Consortium) has similar costs/ entrance requirements as the Consortium.

In addition to the usual lessons and books, this school also provides all manner of musical instruments and additional specialty items (from Song & Silence) for bards (not rogues) for cheap price (75%) to students.

C5 **Silver Consortium** (Magical study, Library, Mages Guild)

Description: The Silver Consortium is a major centre of magical study and the site of Verbobonc's extensive library of the occult and arcane. The city's mages guild takes its name from this place as well. Its members are apothecaries, alchemists, diviners, scholars, and other spellcasters.

Initially, the building seems chaos of libraries, classrooms and meeting halls, along with numerous illusions, and magical transportation between some rooms. Students flying between classes, magical constructs walking around, and books floating along hallways can make this a very confusing place. But students here are faced with a very regimented routine. Rules are strictly enforced, and all of the staff seems to have a 'stuffy' feel of 'elitism'.

Security is fairly high at the consortium. No one is permitted into the building (beyond the reception area) without permission. Guards and glyphs are placed along the entrances, and passwords are in place (for students and teachers alike). Although the building looks very open (numerous entrances and windows), it really has only 4 entrances/exits. All the windows are solid walls with permanent '*invisibility*' spells placed on them. Wards/glyphs extend in a dome, enveloping the entire building. The large open courtyard is filled with flying students and familiars, and each one is strictly warned about flight beyond the dome.

Most of the chambers devoted to the Mages' guild have even higher security; as these areas have permanent wards against all forms of scrying. Most of the rooms are built with lead to prevent spell penetration. All manner of arcane traps are present here and students are strictly forbidden to enter these private areas.

The Silver Consortium has significant ties to the Society of Enlightened Mages, based in Veluna City, and is considered by many to be a branch of that organization.

Notable People: Juelihm, a conjurer of great skill, leads the Consortium. Under his leadership, the Consortium has maintained a high profile in the Nyr Dyv region. The mages guild plays an active role in Verbobonc and has begun to build a name for itself in the region. Rumour has it that members of the "Circle of Eight" have approached Juelihm.

Goods/Services: The Consortium has many different libraries. Each one with different entrance requirements and security. All of these libraries offer similar services: attendants are available (for 5gp/hour) to read for the illiterate. Scribes are available to copy (non-magic) materials (for 5gp/page or 30gp/map). Researchers are available to find specific information (30gp/subject – more if a high degree of detail is needed).

The Consortium hosts a 'public' library. Entrance is not restricted, but will cost 5gp per day. This public library contains books on most common subjects (non-magical). Most knowledge skills, regional history, maps, political info, alchemist formulas, herbs, etc can be studied here.

Verbobonc City

The next section of library is the 'Occult'. This section is also not restricted, but permanent wards are placed to detect 'evil' upon entrance. Any evil person is immediately turned away and reported to the authorities. Cost is 10gp/day. This section has all manner of books on most occult subjects, including demon lore, extra-planer creatures, evil cults, evil gods, necromantic arcane rituals, etc. Note: no copies of any information are allowed to be removed from this library section.

The final public section of the library is the 'Magic' area. Again, this section is not restricted, but security is high. Magic detection spells are present, and no magic items are allowed in, or out of the area (the libraries magic books are detected and cannot leave the chamber). Cost to enter is 10gp/day. All arcane spells of 1st – 4th level are here to study, except any spells from the necromantic school. All the materials to copy spells are available here (at PHB list price).

There is a none-public section available only to the students of the Consortium and the Mages' guild. This section has no cost to view, but wards prevent any books from leaving the library. All arcane spells are available here to study from all levels, but only level 1 spells are available from the necromantic school of spells.

Cost: As stated above, the Consortium has 3 divisions: the library (details above), the Guild, and the School.

The School: All manner of students are accepted into the basic arcane studies (level 1st-3rd level mages/bards/sorcerers) program. The cost is 50gp/month, and involves 100 hours of class time/week (very little free time). The mid-level school accepts students (levels 4th – 9th) at 100gp/month. There is no free time while attending these sets of classes. Finally, the high-level school only accepts the most desirable students (very rigorous testing) (levels 10th- 15th) at 500gp/month.

All manner of spell/arcane feats may be learned in this institution. Note, students have access to all facilities (except guild areas) but still must pay for spells copied to their spell books.

The Guild: The Silver Consortium Guild is very choosy on who it accepts. Entrance requirements include: a minimum of 3rd level in some form of arcane caster class (Bard, Sorcerer, or Wizard), an upstanding citizen of the Viscounty (must have preformed a notable 'good deed'), and non-evil. At this point, each guild member must pay a monthly due of 50gp, and must check in with the guild (to share info) at least once/year. Guild members have access to all of the facilities (Some secret rooms still exist for only high-ranking guild members).

Quality: The magic school also teaches 'item creation' feats. Students practice making items, and some surplus is available for public purchase (to help finance the students). All manner of arcane potions, scrolls, and wands are available at 150% of listed price. Items costing over 4,000gp have a 75% chance of being available/week, and will require the buyer to go through a security check (detect evil). Students have very little free time, but can manage to cast spells (at DMG list price) but will need 1 day notice to prepare.

Artifacts are not for sale here, but the public entrance to the building has an "Identify" service for only 100gp/item (this service is free to students).

C6 The College Lane

Description: The College Lane is a simple corner bar, frequented by many students from the Academy of Farsight. It is a rather small establishment, with an L-shaped bar directly opposite the entrance. The place itself is quite clean, with none of the standard muck and filth usually associated with such places. At the left corner of the bar is a small stage, elevated above the bar by a few steps, from which performers may provide mild entertainment.

C7 The Academy of Farsight (Gnome academy of business)

Description: Because of the large gnomish and elven populations, the people of Verbobonc have always enjoyed high standards of scholarship and the arts. While there is no university within the town walls, the Academy of Farsight is a public institution founded by gnome investors in 422 CY. As the city grew, the Academy branched out and now resembles a university in size.

Notable People: Because its curriculum is so limited, many of the Viscounty's aristocracy prefer to send their children to the academies and boarding schools in the larger cities, namely Dyvers and Devarnish. Therefore, gnomes dominate most of the student population.

Verbobonc City

Goods/Services: The Academy teaches business-related skills such as accounting, bookkeeping, reading, and writing. Any language may be learned here, and most 'math' related Knowledge, Craft, and Professional skills.

C8 **The Spruce Goose Inn**

Description: True nobility or the very wealthy generally prefer to stay at the luxurious Spruce Goose Inn. Located prominently in the heart of the civic centre, this large group of buildings is one of the largest inn's in the city. This expensive place caters to the nobility and to those who want to parade grandly and pretend they're noble.

Complete with it's own stables, security, kitchen, and staff quarters, guests literally have all of their needs taken care of without leaving the Spruce Goose. Each room is ornately decorated in the latest styles (permanent invisibility cast on sections of the walls creates secure windows, magical lighting, indoor plumbing with each room having its own bath, fine 4-poster beds, etc). The hallways are adorned with magnificent white statues. Sitting rooms with plush chairs, '*Unseen Servant*' spells magically bring food and beverages, free massages for guests, etc. A huge marbled entrance hall is 40' high, with arched ceilings, mirrors, and fine oak furniture.

In the centre of the court, there is a large swimming pool. It is magically heated all year round. Great, carved pillars surround it, and servants can be seen bringing towels and beverages to guests who relax at pool-side. Magically, the entire centre court seems climate controlled, as huge tropical plants abound, and rain never seems to fall within its confines.

Notable People: Royalty, dignitaries, ambassadors, visiting high-clergy, etc are all guests here. It is expected that such guests bring an entourage of retainers, servants, security, etc. These servants are usually encouraged to stay in one of the 'less prestigious' wings of the Inn, as Spruce Goose staff carries out most of their functions. Due to the prestigious guests, security is always high, and stout guards (Ftr 3) are always present in each hallway – complete with 'spit-polished' armour and weapons. The bouncers are smoothly efficient and most of the staff is very snobby.

Goods/Services: In addition to all the amenities listed above, guests are treated to great feasts within the central ballroom: huge, decorative banquets with all manner of gourmet food and the finest wine are available. The highlight of the ballroom is a grand marble statue of a white goose that spans the entire ceiling. Some 40' up, the statue is lit by large magical chandeliers. The ballroom can also be reserved (extra \$) for special functions. Room service is also available. As noted, the Spruce Goose can take care of any guest needs: staff is willing to run any errands in the city – from gathering books, to finding ball gowns. The staff is very discrete, and unusual requests like: recruiting exotic dancing elves to getting magical totems can be made (tips are expected).

Cost: price is extremely high: a single night at the Spruce Goose is 30gp/night. All meals are included as well as stabling. Servants can stay in the 'staff' wing for 10gp/night.

C9 **Bankers' and Lapidarys' Guild**

Description: This location is home to the city's bankers, moneylenders, etc. Although there is no 'official' bank in the city, there are many locations that will provide those services (see B3: Chapel of Zilchus). The entire first floor is filled with tables of moneylenders shouting and arguing over rates. Other areas in the guild are strictly off limits to non-guild members (large, armoured guards are found throughout the building).

Goods/Services: Along with regular guild business, this office can direct patrons to the proper moneylender. They also have a small bank on site.

- **Money lending services.** The visitor is directed to various moneylenders (the main floor is packed with such vendors shouting they have the best rates) where they can negotiate a loan. All loans must be secured by a 20% deposit (in any trade goods) and have a 10% interest rate/month. Most of these lenders will ask for a personal address, and thus will rarely lend to anyone without a city citizenship (unless they are willing to pay 75% deposit and an interest of 20%/month).
- **Money changing service.** The moneylenders also can change any amount of coins (cp, sp, gp, etc) for other denomination, or other countries currency (for a 1% fee).
- **Banking service.** A visitor can also deposit cash or valuables in the vaults located in the building. No patron is allowed near the vaults, which are guarded by heavy security

Verbobonc City

(magic and mundane). The use of these vaults will cost the visitor 1% of the value /month to store.

C10 Guild of Architects, Masons, and Carpenters

Description: This large building is finely crafted from stone (as one would expect). All matters of city construction are usually planned here. Currently, the guild is in a high profile, protest with the city hall. They are seeking to make the spell “*Stone Shape*” (Clr 3, Wiz 5) banned in the viscounty. Heavy use of this spell has drastically reduced the demand for this guild (especially for ornamental works by the churches of the city).

This building also has lower levels (3 sub-basements). Each for storing classified information on construction projects (e.g.: city walls, personal vaults, etc). With such valuable information, the guild has taken extreme precautions (many traps – magical and mundane, locks, etc). In addition, the keeper of the archives (see below) has befriended a ‘wing’ of gargoyles. Six of these creatures stand watch over the deepest level in exchange for food.

Notable People: In addition to many regular staff members, this building houses the senior architects of the city (2 humans, and a gnome. Each is Exp 7). There is also a large (6) population of dwarves on staff. One of which is the ‘keeper of the archives’ (Dwarven Ftr 5/ Exp 2) and is the only person who has access to the lowest levels.

C11 Constabulary

Description: This is where the constables of the Viscounty meet for official business. The Viscounty is made up of fourteen freeholds and similar fiefs, and they are all run by ‘constables’ (almost all are titled nobles). Some of these constables live within the city, and others journey from their rural manors to attend the regular meetings.

C12 Lawyers’ Guild

Description: This office building controls the services of lawyers and arbiters. Although this building is strictly an office, various ties to the church of Pholtus can be found throughout (holy symbols, etc).

Goods/Services: If an accused individual is rich enough, they can hire a lawyer to defend them for any criminal matters brought before the City Hall. By and large though, most of the people visiting this guild are hiring lawyers in trade disputes (merchant houses frequently enter in legal conflicts over territory).

Cost: The price for legal services is as follows: minor matters (see the upcoming *Villains and the Law* supplement) at 12gp/day (10% retainer), for major crimes: 60gp/day (50% retainer).

C13 Zeebel’s Maroon Mon

Description: This is a very unique inn in the city. As soon as one walks by the building, they can notice the distinct western architecture. From the bright colours to the crested peaks on the eaves and gables, this inn is blatantly Baklunish in style and design. As soon as you enter the long marble hallway, you are greeted by large Baklunish males dressed in bright robes.

The place looks as if you entered a palace. Large potted tropical palm plants line the entry hall. Richly coloured rugs (some say gaudy) adorn every room. Large copper kettles of brewed tea are served in waiting rooms. The grand ballroom (along with other hallways) has large mosaic patterns and scenes from the western countries (Zeif, Ull, etc).

Guests can be seen relaxing on large, opulent pillows, while watching veil-wearing belly dancers. It is truly a site that most people in the central region have never seen before.

Notable People: Zeebel, a large human male from Zeif, owns this richly adorned inn. He is very proud of his Baklunish heritage. All of his staff are also Baklunish and dress as such. This includes the muscular guards who wear no shirts and only billowy pantaloons.

Cost: this luxury inn is very expensive, as each private room will cost 20gp/night. Food is also expensive, and when available, guests can dine on exotic foods from the west, like dates and honey, spicy trijen rice, or other treats.

Verbobonc City

C14 **Items of Note:** Musical instruments, Bards shop.

Description: This tidy little shop always has warm sounds of music emanating from it. Once per week, the shop holds a local music contest/show. It has become a mini-event in the neighbourhood. All the locals close their nearby shops for 2-3 hours and bring items: chairs from one shop, food from another, alcohol from a corner store, etc. A large crowd gathers and donations are made by everyone (half the funds to the winner of the contest (2d100sp) and the other half to the stores involved, including 'Items of Note'.

This shop is professionally run and very tidy (Grisla demands all items are neatly returned to their proper position of display). She lives above the shop (where she has a good supply of antique instruments.)

Notable People: Grisla Runwhip (Human Female Bard6) is very friendly and always humming a tune. She is a very good source of information on what inns will hire 'entertainers'. She is considered a 'neat freak' but is very polite about it in her shop.

Goods/Services: Apart from all instruments listed in the PHB, she has all manner of rare musical items for bards (items under 1,000gp listed in Song & Silence). In addition, she purchases and sells all manner of good/rare songs, sonnets, poems, etc.

Cost: All items are regular price.

Quality: She has masterwork musical items available (imported from the Iron Wood and the town of Woodstock). She can also import magical musical items (2 weeks delivery) for 125% of list price (she needs a 50% deposit).

C15 **Archer's Eye:** Bowyer /Fletcher

Description: The Archer's Eye is a small shop, filled with archery equipment. Wood shavings, arrow fletching, broken bowstrings, etc are littered all over the floor. Bows are shaped and carved right here in the shop. Arrows are made (the heads are imported from other shops) in great quantities. There is a small archery range set up in the lower, basement level for quick tunings of bows.

Notable People: Feiwick Graystone (1/2 elf Rng 4/Exp 4) takes care of the shop. Although customers abound, the shop is also a local hang-out for disciples of Rudd, as numerous notices for country archery contests are posted here.

Goods/Services: All bows (short, long, crossbows, etc) can be purchased here. Ammunition (arrows, quarrels, etc) is also available.

Cost: Average (100% as per PHB).

Quality: in addition to normal items, this shop has access to exotic bows (e.g.: repeating crossbow), and master-work bows. The shop also has a large quantity of 'mighty' bows for sale (or the shop can tune a bow as 'mighty' for the additional price difference +10%).

C16 **Community House**

Description: This is a location used for political rallies, speeches, etc.

Elven (Dawn) Quarter:

As of late, there has been a large increase in the viscounty's elven population, many being refugees from various war-torn areas such as Bissel, and they are beginning to exert more influence upon daily affairs within the city.

This area abounds in plant life. Some of the elves live in their marvelous ipt-houses; structures built into the lofty boughs of trees of the same name. These are unique to the city's sylvan population. Most of these dwellings are modular, so as to be easily built or taken down, and some are incredible, actually simulating real trees. These homes had gradually been disappearing within the city, but with the recent growth in Verbobonc's elven population, they have experienced a marked revival.

For a short time (CY185-189) this section of land was the seat of the elven principality of Karym. Temporary pavilions are often raised where poetry and music are performed day and night in this section of town.

Verbobonc City

Locations

D1 **Basilica of the Four Seasons** (Atroa, Sotillion, Telchur, and Wenta)

Description: This large Church has four wings, each devoted to one of the seasons, and a central tower/chamber for use by the priests. Each is decorated in vastly different colours, and from the outside, each wing seems to ‘clash’ with the others. The outside grounds to the church are purposely uncared for, which is usually decorated in nature’s colours (fallen leaves in fall, spring flowers, winter’s ice and snow, etc).

The wing to Atroa (NG goddess of Spring, East Wind, and Renewal) is decorated in flowers, renewing pools, green and pastel colours, etc.

The wing to Sotillion (CN goddess of Summer, South Wind, Ease, and Comfort) is decorated in bright colours, with easy chairs, large plush surroundings, and beautiful tapestries.

The wing to Telchur (CN god of Winter, Cold, and North Wind) is decorated in white & silver. Most of the time, it has open windows (especially in winter).

The wing of Wenta (CG goddess of Autumn, West Wind, Harvest and Brewing) is decorated in rich, earthy colours and has ‘creeping’ vines covering most of the wing. There is a small garden, which produces sweet fruits along the entrance to this wing.

Notable People: Each wing has its own separate clergy. Each head priest ranges from Clr 3 to Clr 5. There are a total of 23 Clr-1 who tend to the church wings. Most of the year, this building is very quiet, but during the 1st day of each season, most of the city comes here to celebrate. The Basilica holds an especially big party during the first day of autumn when the city comes out for ‘Brew-fest’.

D2 **The Familiar Roost** (formally the ‘Mighty Ducks’ Tavern)

Description: Deep in the elven (Dawn) Quarter, this Inn/Tavern/Shop is a local favourite for those who do not feel ‘comfortable’ in an urban environment. This cozy (some would say cramped) inn is built around a huge elm tree (one of the largest in the city proper). The first 2 stories of this building wrap around the trunk of the tree. It is a chaotic collection of small rooms, staircases and wooden beams. There is an extension to this establishment: a small staircase runs around the outside of the tree, all the way to the upper branches. Up here, there is a small loft/meeting room with a large balcony that surrounds it. Not only does this have a magnificent view of the city, it serves a more subtle purpose: all manner of ‘wildshaped’ druids (or polymorphed rangers, etc) from the nearby (Gnarley) forest enter the city in the disguise of birds and land here. They avoid detection into the city and meet here to discuss all manner of sylvan issues.

Notable people: A small portion of the Gnarley Forest is claimed by the Viscounty (the northern fringe of the forest, where it reaches the banks of the Volverdyva River) so the druids and rangers of the Gnarley maintain contact with Viscount Langard. Here, at the ‘Familiar Roost’, his Lordship (in magic disguise) contacts his druidic representatives who monitor the woodlands. His Lordship does this personally due to his past connection with the Gnarley (he was raised by sylvan elves in the Gnarley until 586 CY, when he became a Ranger of the Gnarley Forest). For this reason, the great Druid ‘Resheph’ (Drd-8) can be found inside the city during these secret monthly meetings.

Goods/Services: This establishment has small ‘woody’ rooms for rent (very cramped, but high up on the second floor, close to the quiet canopy – perfect for those used to staying in the forest. Most of the ground floor is devoted to the tavern area where all manner of ‘rural’ folk meet and gossip over green bark teas and other ‘heady’ beverages.

The Familiar Roost also has a small shop (throughout the ‘tree-house’). As the name of the establishment implies, all manner of familiars can be found here. The compact shop is filled with cages, bird lofts, jars with frogs, etc. The upper balcony is ideal for roosting birds and its railings are frequently packed with all manner of winged creatures. Almost all manner of animals come to this place upon their own accord (a mild form of animal friendship permeates this place). No out-worldly creatures or evil creatures can be found here.

Cost: although the food is very bland and plain (the forest folk like it that way), and the accommodations are cramped, both have an Average cost (100% of list price). Any manner of familiar can be ‘found’ here for free, but donations to the ‘Gnarley’ fund are usually expected. In a manner, familiars are not chosen by the person, but the animal usually pick their master here.

Verbobonc City

D3 **The Red Don Inn**

Description: This grand building is the only large inn located in the Elven District. It mainly caters to elves but all manner of cliental are welcome. This marvellous structure is located high in the boughs of a particularly large ipt tree. This ornate structure spans every major branch of the tree, along with a winding staircase encircling the trunk. This massive tree trunk has twisted over the years and taken on a 'red' colour, giving the inn it's name. This inn boasts its origins from the time the elves ruled this land, and rumour say that this very structure housed royalty.

Each room is ornately carved of the finest wood, and in many rooms, branches grow through the floors/walls. Many of the guest rooms have no roof, and only decorative dividers/foilage for privacy. Rain/snow/wind falls freely throughout the structure. However, each room is masterfully crafted with the same magic as a 'Ring of Warmth' so temperature is never a factor. The elevated view from these rooms at night can be breathtaking.

Notable People: Visiting elves and the wealthy wishing to experience 'elf life' are typical visitors to this inn. Occasional diplomats from Celene can be found resting here during their travels, and many elves gather in the large, central rooms to find out about elven affairs and news (these are some of the few rooms with walls/roves).

Goods/Service: Service is impeccable from the owner: Delon Redleaf. Some say he is as old as the tree itself, and none can remember the inn being run by any other. He treats each guest as he would royalty. Although he caters mainly to elves (special vegetarian meals, special religious services, etc) he is knowledgeable of human and gnomish ways.

Cost: Expensive - Both meals and rooms are costly, but none have ever left disappointed. Special rainwater baths, fresh fruit, and bardic harp music playing throughout the inn, are just a few of the pleasures. One can get all of there needs taken care of without ever having to leave the tree.

D4 **Shrine to Fharlanghn** (N god of Horizons, Distance, Travel, and Roads)

Description: This small bridge across Nigb's Run has been created/devoted to Fharlanghn worshipers. The ornately carved wooden bridge is quite unique, as it is located in the Elven district and was completely made by elven worshipers, hundreds of years past. The grand spans of the bridge are made from ipt trees (some still living), and the woodcarvings have not shown any sign of age. The entire deck and railings of the bridge have been etched to form one large road map of the Viscounty. The map scale is done, such that it covers a geographic area 80 miles north and south of the city (width of the bridge), and 250 miles east and west of the city (span of the bridge). All legends and notes on the map/bridge are written in Elvish.

Worshipers first acknowledged this place when they saw 'knots' in the trees that looked similar to the holy symbol of Fharlangn.

D5 **Hindsight.** Fortunes told, divinations, occult, seer. Shrine to Istus (N goddess of Fate, Destiny, Divination, Future, and Honesty)

Description: Hindsight (also known as 'Shady's' by the locals) is a little-known store located at the base of an ipt tree in the elven district. The owner, only known as 'Shady', is an unpopular, loner elf. Her dark shop is the frequent topic of gossip among the locals. She is never seen emerging from his shop during the daylight hours, and indeed, the shop is only open after nightfall.

One enters the shop at ground level, into the base of the tree. But soon you realize you are climbing down into the deep root system. A maze of small caves, and passageways line the base of this tree and make up the shop. The walls are thick with growing roots, cobwebs, and all manner of crawling and slithering insects. Bone wind chimes, skulls, skins, candles, and all manner of mystic symbols decorate the dark, cramped chambers.

There is a Shrine to Istus (N goddess of Fate, Destiny, Divination, Future, and Honesty) located in a prominent spot, which is available to worshipers.

Notable people: Shady's origins are not know, and rumour abound that she is part drow-elf. Her talents are many (Clr9of Istus, Dru4) and she specializes in divination magic. She has an affinity for wild creatures (she has bat, rat, snake, etc animal friends and companions, doing her bidding). Although she is not evil (not especially good either), she lets the rumours continue to ensure that her privacy is kept.

Verbobonc City

Goods/Services: Shady offers her regular divinations (average price listed for divination spells) but each is told in a very vague / foreboding nature. For matters of extreme importance, Shady can scry the future with incredible accuracy (uses magic item?), but the price is very high: she demands that the customer “gives up what they love the most” in exchange for a peek into the future. (She uses ‘detect lies’, and other spells to determine what the person loves).

This type of price brings her the vengeful, the wronged, the grieving, etc. type of customers. Those who have nothing to lose (or so they think) visit her. She has seen all manner of customers who ‘need’ to see the future, including Lords, high ranking thieves’ guild members, generals, etc.

D6 Barracks – Elven

Description: The elves of Verbobonc have formed their own militia. Numbering only 64 of the olvenfolk, these elves are all veterans of Celene (many are both spell-casters and fighters) and are easily worth twice their number of human troops.

D7 Ash Horn Stream (religious meeting area)

Description: This stream empties the Pond of the Heart (H6) into Nigb’s Run. It is a sacred location for the elves of the area. Those faithful to Corellon Larethian (god of the elves) meet here on holy days. Three times per month, the elves of the area can be seen in a long procession to the mouth of this stream. Each wearing their gold and white robes and singing in perfect harmony. Faithful then place flower pedals into the stream and watch them disappear down the river.

Foreign Quarter:

People entering the city (mainly from the west – those bound from Veluna, etc) will find this section of the city caters to travelers. Numerous inns, restaurants, taverns, small shops, etc line the main road towards the centre of the city. There is a fair assortment of races represented here, as most of the outlanders find there way to this district during their travels.

Locations:

F1 Grandma Henri’s House of Rest (also shrine to Fharlanghn)

Description: A fantastic location for weary or frequent travelers. Many years ago, Mrs. Henri opened her home to other followers of her god: Fharlanghn. Henri cared for each traveler as if they were a beloved house-guest, a practice she still prides herself on today. Word spread among the faithful, and travelers (and Fharlanghn has many of them) began to flock to her home as a layover when in the Verbobonc region.

Over the years, the ‘house’ has expanded greatly, including other businesses within the large complex. These include cobblers (shoes), translators, diplomats, and various construction crews (bridges, roads, etc).

The SE corner of the complex houses a special tower, where the rooms ‘wrap-around’ a large, open central section. This open section has a large platform at the base and is used for teleportation. The base ‘pad’ also has a reception/check-in area, luggage handlers, and import/tax assessor (from the city) waiting for multidimensional travelers. Each room in the tower has a view (shuttered windows) of the open section. This gives the guests staying in this tower, the ability to ‘study’ this location for less chances of error when teleporting. The ‘pad’ is the focal area of a “*Dimensional Funnel*” spell (see section: Entering the City for more details) and one of the few places teleport will work within the city. This makes this tower a hub of activity for high-level /rich people.

Notable people: Mrs. Henri still resides in her ‘home’, but now widowed, and many years later, she is affectionately known as just ‘Grandma Henri’ (Clr-4 of Fharlanghn: travel domain). She still makes her rounds to as many guests as she can, treating each as an old friend. She enjoys hearing and passing-on tales of distant lands and great travels.

Goods/Services: Most of this complex is used for weary travelers (an ‘Inn’ of sorts). Various shrines to Fharlanghn abound. There are translator services for every language (2gp/hour), diplomats for hire, and many cobblers on site.

Verbobonc City

Cost: the faithful are allowed a free stay (1 day/month), and any further time can be purchased for ½ the cost. As an additional service, the cobbler will fix each faithful guest's footwear for free. All other (non-faithful) guests will find the services to be cheap (75% of list price). Any guests can stay for free if they don't mind helping with repairs on the city streets (5 hours/day).

Quality: The rooms are of average quality and some (small) meals can be served here (not so great – unless Grandma Henri is baking her homemade cookies....). Masterwork footwear can be purchased here. Any magic boots (from the DMG) can also be purchased here as well.

F2 **The Players Inn**

Description: Music, song and the sounds of people dancing are always heard coming from this inn. Most entertainers frequent this establishment (bards, actors, musicians, poets, etc). As such, there is a large stage attached to the central taproom. One can watch the other guests entertain as they guzzle back strong spirits and wine. Although most of the entertainment is not professional, any jesting is usually in good fun, and the audience frequently participates in all the entertainment. Frequently, hecklers interrupt plays, or the crowd joins in during the middle of a sonnet.

Most of the private rooms are non-descript, with nothing more than a small cot in the room. The common rooms are only lined with bunk beds with thin blankets. Most folk do not find it very restful, as the noise is so loud; it permeates through the rooms until the early hours.

Notable People: This is truly an inn for entertainers. Others will find the crowd very 'artsy', and aloof.

Cost: Prices for the rooms are average. There is a surprisingly large selection of food, until one realizes there is a local restaurant beside the inn that caters to its guests. All guests that volunteer to entertain are bought a free round of drinks.

F3 **The Bronze Unicorn Inn**

Description: This medium sized inn caters to adventures, mercenaries or other well-to-do foreigners. Immediately as you enter the Bronze Unicorn, you realize how much effort has been made to accommodate the cliental. Each room has large comfortable beds, doors and window shutters that lock from the inside, fresh linens, magic lighting, etc. Although there is no running water in the rooms, there is a bath or basin that can be filled with hot water at the guest's request.

There are no common rooms at this in, but single, double and quad occupancy rooms are available. The large 'quad' rooms have a separate meeting room adjoining them. There are a few rooms with furniture and beds especially made for smaller guests (gnomes, halflings, etc).

In addition to the rooms, the inn has its own secure vault that travelers can place their goods in. Room service is available. There is a large 'tap' room located on the ground floor. Guests can mingle over ales, or relax in the thickly padded chairs and benches. A large fireplace dominates the room, where two oak carvings of Unicorns frame the sides. Entertainment in the taproom is usually foreign bards (guests) who tell tales of their adventures or far off lands. A rather large (but crude) map of the city is located on one wall, which shows all of the major temples/churches and the main points of interest in the city. It is getting somewhat dated, but guests have scribbled on it and added to it.

Notable People: Fallnore Constance (Human male Exp-4) and his wife Elinore Constance (1/2 elf female bard-2) run the inn. Due to the great influx of adventures over the last 20 years, they have been able to afford such extravagances. The inn fills to over-flowing most of the year, and travellers are advised to book ahead (see below).

Goods/Services: The porch and entry hall is teeming with young boys/girls of notable talent. Although not employed by the inn, they are allowed to work there during the day. They offer the following services:

- **Weapon Sharpening:** they can polish, oil and sharpen one's blades for 1cp/each
- **Patch gear:** they can sew and patch all clothing and leather so it looks like new. 1cp/garment.
- **Knot-work:** The city requires people's items to get **peace bonded** (see entering the city). The boy/girl is an expert at knot work. They can tie complex and elaborate knots on the weapons/items so they look very difficult to untie. But all that is needed is a quick 'tug' on a certain string, and the weapon is free from the knot. Basically, this becomes a 'free action' when combined with a 'draw weapon' action. They charge 1cp/item.

Verbobonc City

In addition, the inn also has an appraiser available (Sorcerer-1/Expert-3) who can cast *'Identify'* on objects (for a price), as well as appraise items. The inn accepts appraised items as well as gold as payment from guests. This inn can also send a runner to the Banker's Guild (C9) to have any foreign currency exchanged.

This inn is affiliated with the Adventure's guild (B26) and the 'message' service (see B26) extends to private rooms here at the inn. Adventurers can 'book' a room here at the Bronze Unicorn using the 'messenger service' via any other Adventure's guild.

Cost: Rooms, services, and food are all expensive (125% of listed price).

F4 Temple of the Blinding Light (Pholtus) (LG god of Light, Resolution, Law, Order, Inflexibility, Sun, and Moons.)

Description: Although this temple is not the largest in the city, it is highly noticeable. This 5-story tower acts as a beacon in this portion of the city. The walls of the uppermost floor have been permanently enchanted with a *'Daylight'* spell (this functions all day & night). Thus, this tower radiates light for 60', much like a 'light house'. The interior of the tower is even more spectacular. All of the walls are made of pure-white marble, and each room has numerous *'permanent light'* spells placed throughout. It is so bright inside, that most people are slightly blinded for 5 minutes, until their eyes adjust.

When first entering the temple, strict codes and rules must be obeyed (enforced by guards). No dirt/filth may enter the building (it is spotless). This means that for most people, they must remove their dirty foot-ware, but especially 'grubby' patrons will be refused entrance until they have taken a bath. People unfamiliar with the order will find they are soon overcome with the sheer amount of rules they must observe (correct way to address priests, correct way to walk, when they are allowed to talk, etc).

There is a glyph on every entrance to the tower that will warn/ward anyone of 'Chaotic' or 'Evil' alignment from entering the tower.

Notable People: This moderate sized temple only holds 1 order of the church: Glimmering. (There are 3 ascending orders: Glimmering (white), Gleaming (silver), and Shining (gold)). The head of this order is Daton Brightblade (Clr6). He is extremely strict and has no tolerance for chaos. He is a valued member of City Hall and is frequently called there to arbitrate political matters.

The ground floor is reserved for martial training. There are no less than 6 Paladins (levels 1-5) and 15 warriors (Ftr 1's & 2's) training here. Many of these devote will be seen going from building to building and bringing word to the unbelievers.

Goods/Services: The second floor has been set up as office space. Here the temple offers their services as lawyers and arbiters. The price for this service is moderate for minor matters (see *Villains and the Law* supplement) at 10gp/day (50% retainer), and high for major crimes at 50gp/day (50% retainer).

F5 House of Eldurin Aerina

Description: Eldurin is an up-and-coming young noble. Normally, a lesser house would attract little attention, but as of late, Eldurin has been climbing the social ladder. Elaborate plays, grand parties, and a previously unknown charm have given this young man much attention among the greater houses.

His house has undergone rich renovations, and he has been known to throw elaborate 'midnight' balls. Not only this, but he has been seen with the company of a beautiful maiden from the high courts of Greyhawk. Rumours thrive that he just inherited a large sum of gold from a rich relation's will.

Notable People: Eldurin Aerina is a minor noble (Human Aristocrat 3). What the public does not know is that he has recently fallen under the charms of the beautiful maiden. Actually, she is the vampire Terica Fourlock (Human Ftr 4- with vampire template) who is using her domination ability on Aerina. She has been posing as a maiden from Greyhawk. She uses her abilities to change into a bat/gaseous form to freely enter the city at night.

Poor Eldurin believes he is in love with her, and courts her every night. She has him rising up the social ladder for her own purposes: to get revenge. Terica was once in love with a handsome nobleman, but when the nobleman chose to court Lady Kathryn Sarcina (A8) instead of her, she fell to grief. In her anger, she went down a dark path to vengeance, and ended by getting turned

Verbobonc City

into a vampire. Her need for revenge only grew, and now she wishes to dominate Lady Sarcina as well (and turn her into her play-toy). In order to do this, she must get close enough to Lady Sarcina (via the young noble Aerina).

F6 The Blind Beholder

Description: This is a filthy, dimly lit place with broken furniture and poor patrons. They can be seen to reel out onto the street with their tankards or smashing through the doors after being thrown out. Beggars, crooks, those down on their luck, etc can all be found in this tavern. Frequently, this can be a haven for escaped slaves, and the occasional monstrous humanoid (orcs, gnolls, etc) trying to avoid the city watch.

Prices: The drinks are always watered down, and no food is served here. But the cheap prices (50% cost) keeps the filth coming in from the street.

F7 Barloon's Stoneworks

Description: Run by 3 dwarvish brothers, this large yard is filled with all manner of stone, in various stages of completion. Some are rough-hewn, others are finely carved and some are just stone blocks. These brothers get most of their stone imported from the dwarven mines within the Lortmil Mountains, and work the stone here.

F8 Maynard's Metal Emporium

Description: This small shop has a reputation for being able to acquire rare and imported metals. Somewhat absent is the smell of furnaces and smoke usually associated with such a place. Most metals are meticulously crafted using Maynard's age old 'family secret' (his secret is a long time family pet – a fire mephit, who uses its special breath to help shape the precious metals).

Goods/Services: Although normal metals (iron, bronze, etc) can be purchased here in small quantities (< 5ft cubed volume), Maynard has both Mithral and Adamantine. He can acquire enough of either metal to construct full plate armour with only 1 week notice (less time for lesser armours).

Costs: Prices are Average (100% of the PHB – and DMG for Mithral and Adamantine items)

F9 Barns (stalls for rent)

Description: Large barns are available for short or long term stabling of animals. These stalls are frequently filled with merchant's animals (from caravans) while they do business in the city. The barns have various sized stalls that will accommodate everything from a large dog, to an elephant if necessary.

Costs: Prices are cheap (75% of PHB cost) at only 4sp /animal/day. This does not include any care at all (feed, grooming, etc).

F10 The Pampered Polecat: Brothel and bathhouse

Description: This newly established business has generated lots of controversy among the local churches, guilds, and city officials. Some churches outright dismiss this type of business as abhorrent. Other religions embrace the lifestyle. Located in the Foreign District, this establishment occasionally attracts an unsavoury type of clientele (rogues, adventurers, etc). But the huge influx of adventures to the city (and to this establishment) was enough for city officials to relish in the taxes it generates (and the city guards like to keep all the unsavoury folk in one place). This multi-story building always has music emanating from it, and is decorated in many red '*continual light*' globes hanging from its numerous balconies.

Notable People: Busy by day, and packed to the rafters by night, this new business is usually the centre of activity in the Foreign quarter. Adventures, workers, guildsmen, and even rich nobles (in disguise) can all be found frequenting the busy lounge/waiting room on the main floor.

The owners are Freda and Yevon Dawnhammer, twin sisters (Human Exp 2) from Greyhawk City. Both have an excellent report with all of their 'regulars'. The sisters have also employed skilled bouncers (many are female warriors) throughout the establishment. But any insurrection is very likely to be met with the many regular adventurers who would come to the twin's rescue as well.

Goods/Services: After getting in the door, one is immediately treated like a king. Fruits and snacks, cozy lounge chairs, bardic music, etc are all supplied while waiting (30-60 min without a

Verbobonc City

reservation). A mass of 'exotic-company' can be chosen from (both male and female, of every PHB race). Everything from masseuses, to hot leisurely bathes, to full – exotic parties can be arranged.

The Dawnhammer twins keep a strict roll of always greeting guests, and are the consummate hosts.

Cost: rates vary with activity. From a ½ hour massage for 1sp. ½ hour of bath time for 5sp. 'Exotic company' can vary from 1gp to a princely fee of 50gp (for their most gifted/charismatic employee).

F11 “Big” weapons

Description: There has never been a name given to this shop. The only clue to its purpose is a hanging wooden picture outside the door: muscular (orcish) hands gripping a two-handed sword. Locals nicknamed the shop: “Big” weapons. The lack of name is readily apparent, as the owner is a huge, illiterate orc. No writing of any sort can be found in the shop, and everything is done through haggling.

Notable People: Gribb (1/2 orc Barb 3/Exp 2) is crass and loud. Many people will feel intimidated by his haggling tactics (threats of be-headings, and other violence are common). But if you can speak (argue) in orcish, you will generally be treated better.

Goods/Services: Gribb's has the largest assortment of two handed and large weapons in the city. All of his weapons have a uniquely 'orcish' look to them (wicked curves, barbs, thick-ugly shapes). Most of the fearful looking weapons are master-work. He is the only merchant in town who has ready access to exotic orcish weapons (orc double axe). He will take orders for custom enchanted weapons. Orders require a 50% deposit. Any weapon in his shop can be enchanted up to a total enchantment of +2. He has a specialty of being able to add the following special ability to weapons: Mighty Cleaving (+1) as well.

Cost: His prices are Expensive (125% of list price), unless one knows how to speak orcish or has an intimidate skill of 6+ (in which case they are normally priced – 100%)

Quality: He has both normal and masterwork weapons available.

F12 Barracks – Archers

Description: The Viscounty's archers are stationed here. 100 crossbowmen are in training here (the medium archers are usually out on the grounds, using archery targets, practice dummies, etc). Note: this location also has most of the Dog Kennels for the Barzac Hounds used throughout the city.

Gnomesberg (Gnome Quarter - Verboektown):

Most of the gnomes live in Gnomeburg, a small section of the city built in the fashion of the gnome warrens found in the Kron Hills. These are called 'Rents', small but comfortable dwellings excavated from the dozens of small hills in this section of the city. Since the gnomes have declared themselves free of the writ of the Viscount, many of the Gnome artisans have left the city to relocate in the Kron Hills (about 30% of the warrens are empty). The gnomes left most of the original trees, building their warrens under the shelter of their canopies. The entire district looks like a large park. Only small dirt pathways wander through this section.

Locations:

G1 (Old) House of Jimm (Crown Prince of the Kron Hills)

Description: This elaborate Gnome mound was once the home of Prince Jimm, until he began work on his new accommodation (B6). As the Prince became more concerned over his security, he grew out of this residence. Many of his staff still remains at this location, moving and rearranging the Prince's possessions. The Prince still uses this location for secret meetings with gnomish patriots. Some say he has tunnels that lead out of the city walls so he can escape in the event of a rebellion.

Verbobonc City

G2 Hilewy's Gnome Palace

Description: All the comforts of home for gnomes. From the outside, this looks similar to every other gnome mound, but as soon as one enters the palace, they find themselves in Gnome splendour. The underground inn is huge by gnome standards (most of the upper levels are cleverly concealed in a large Ipt tree and several illusions. All needs are taken care of by the skilled staff and each patron gets a private burrow (all connected by intricate tunnels).

Notable people: Hilewy has a full staff running the palace, which includes 3 full time cooks. All staff are gnomes (but most speak common tongue well). When the Gnome Clanlord Urthgan, Eldest of Tulvar visits the city on business, he stays here. Also note, during election time, this inn is packed, as all manner of gnomes flood the city from the Kron Hills (See Codex for more details). This place is a wealth of information regarding any events in the Gnome lands to the south.

Goods/Services: Every burrow/room is decorated in authentic 'Kron Hills' style (low ceilings, small furniture, illusionary decorations and lighting (illusionary fresh flowers, water fountains, etc). The food is excellent and only gnome dishes are served: The chefs take regular trips to get fresh ingredients from local farms in the Kron Hills. Each meal is masterfully laid out in a stunning buffet in the main burrow (illusionary fairies dancing around ice sculptures, etc). Note, Humans, and other races may not find a restful stay at the palace, as most of the staff (and many patrons) relish in practical jokes at all hours. It is not unknown for gnomes to magically switch illusions for rooms, and the duped person awakens, only to find him or herself outside or in a tree branch.

Cost: Expensive (both for accommodations and meals)

G3 Clotho's Clothes

Description: This store in the gnomish quarter is filled with every manner of clothing. All sizes are represented here from gnomish (50% of his stock) to human, elvish, halfling and even dwarven fits. Although most of his garments are of high quality, for the upper-class, he also has some low-end (Peasant's outfits) items as well. This building has clothing shelves and racks that fill two floors.

Notable people: Clotho is one of the most prominent gnomes in the business community, despite only knowing his gnomish language (and very broken common tongue). He owns several stores, and tries to attend each store the best he can. He has a flare for the dramatic and dresses very 'brightly' even for a gnome. Some find his 'flashiness' a bit over-the-top, as he commonly wears way too much jewellery and always arrives in style (ornate coach/carriage). Goods/Services: Clotho carries all items from the 'Clothing' list (in the PHB), except 'Royal outfit'. He has all sizes available (and tailors each to the wearer).

In addition to the normal clothing, Clotho has a stock of 'special' items on the second floor of his shop:

-He carries cloaks of Resistance (+1 & +2)

-He carries cloaks of Elvenkind

-He also makes special clothing of 'armour'. This is similar to *bracers of armour* (+1 or +2) but the magic is fashioned into clothing (buyers choice of clothing type) instead of bracers. This is a very popular item with the monks in the community.

Clotho has connections and can also attempt to find any Minor or Medium Wondrous Item of a clothing type (boot, cloak, belt, etc). Price for these items will be 150% normal but can be found in 2 weeks.

Prices: All other items are Average prices (100% of PHB/DMG prices).

G4 Clotho's Cheese House

Description: The 'heady' smell of this building can be smelled for a block away. Local and imported cheeses of all types can be found here.

Notable People: The prominent gnomish businessman, Clotho also owns this establishment (see details in: Clotho's Clothes). In addition to its obvious products, this shop also holds a very prestigious gambling game every 3rd evening. When the shop closes for the night, a high-stakes game of 'Porva' (Gnomish game with wooden blocks) is played. It is open to any gnomish

Verbobonc City

citizen, but usually, only the wealthy can afford it. 'Special' guests of other races can be permitted, but must be approved beforehand. In addition to a lot of cash exchanging hands, it is a way for the most prominent gnomes of Verbobonc to exchange rumours, information, practical jokes, and various other deals.

G5 **The Brass Rail**

Description: this is a large, 'under-mound' tavern with a cozy feel to it. The Brass Rail has few windows, and is dimly lit by several fireplaces and candles on every table. Although the walls are finished with wooden paneling, the floor remains unfinished dirt. The ceiling is supported by scores of short wooden beams, and patrons larger than 5'5" tall feel quite crowded. This smoke filled tavern usually gets very stuffy and hot as the place fills up with patrons.

The tavern derives its name from a small stage at its centre. It has a very short brass rail that runs around it and the bar. The local entertainment (bards, poets, etc) always occupy this stage, and once/week gnomes gather for a local 'talent' contest of sorts. Each gnome must try to out do each other in a practical joke/trickery contest. The tavern is alive with laughter at the antics of participants and crowd alike.

Goods/Services: this tavern is a favourite of local gnomes. It is renowned for its large assortment of gnomish snacks and appetizers (the goose-egg stew is a favourite). All beers, wines and spirits can be purchased here for average prices. Most of which are average in quality (there are no high-priced/quality items on the menu).

G6 **The Rusty Nail**

Description: One is surprised the first time they enter this gnome rent. It is not your typical dark, dingy burrow in a hill. It is bright and alive with sights and sounds of other typical 'above ground' taverns. This is due, partially in part to illusionary windows on all the walls. Where nothing but soil could normally be seen, these permanent spells give the illusions of windows that open into an enchanted garden, complete with grazing unicorns and fluttering pixies. Other wonders abound in the popular gnomish tavern: magical-glowing paintings adorn the domed ceiling; vistas of the Greenway valley and Kron. The illusion of an arcane trickster stealing gems behind the counter is actually a shrine to Garl Glittergold. A very intricate 'tap' system takes up half the bar area. This large collection of polished brass tubes, spouts, and valves is used to dispense some of the finest gnomish meads in the city. The huge jumble of tubes makes all manner of noises when one of the barkeeps tries to operate it.

Notable People: Snipple Bimplenose is the owner/barkeep. He has a very large nose, even for a gnome, and it is the subject of much bragging in the tavern. It also gains a lot of attention from female gnomes, who flock here to admire him. He loves the attention, and plans to remain a bachelor for some time.

Goods/Services: The usual tavern fair can be acquired here: ales, beers, some wines, and the house special – Kron mead. Although some food can be purchased here, Snipple is very fond of cakes and pies. Many of the female suitors continually bring him fresh baked pastries in an attempt to win favour with him. Far too many sweets for him to consume by himself. So he offers them up (after having the first piece – of course) as a special in the tavern. Everything here is average in price.

G7 **The Guild of Millers**

Description: A small guild hall devoted to the flour millers, as well as those who process grains and seeds. Many rural representatives come here to negotiate prices for their crops. Many livestock owners also bargain for large quantities of feed. Three gnomes run this particular guild. Each one of them looks like they would be more at home on a farm, instead of in the city. Currently, there is a small grievance from farmers who are protesting the use of the 'Create food and water' spell by the city's clergy. Little has been done, as these same farmers also rely on their (nature) deities to provide a good crop.

G8 **Burblebelly's Brewery**

Description: The city's finest wines and ale's can be found at this establishment. It is located deep in a typical gnomish rent (mound). It is long known by the Gnomish community that

Verbobonc City

Burblebelly's (Gnome Exp 5) secret to his award winning wines is the grapes. Only the finest grapes are imported from the fertile upper slopes of the Kron Hills. While the ales get their distinct flavour from the grains that are shipped in from the surrounding lands.

Tunnelled deep in his burrow, large heart-wood casks fill five chambers. Four more chambers hold countless bottles of wine, laid down for decades by his grandfather, and his father in turn.

Goods/Services: All manner of alcoholic beverages can be purchased here. Burblebelly specializes in ales and fine wines. His 'berry ale' (available only in early summer as it is made with fresh berries) is a local favourite. Only mid to upper priced beverages are available (no cheap items), and Burblebelly will be quite offended if asked for any (throwing the patron out of his shop).

Ryemend:

This was once a small town, located directly across the Ververdyva from Verbobonc. It had always been a receiving port for the town of Verbobonc's trade goods across the river. But only a few years after the great bridge had been created (see above), this small town became annexed into the city. Soon, the city expanded its walls to protect this portion of the city. This neighbourhood still has a distinctly rural flavour and still prides itself on its origins. This neighbourhood now has about 1,000 or so people, a fifth of them are gnomes.

When Verbobonc gained its independence from Furyond in CY529, this portion of the city is the only land on the North side of the Ververdyva River that belongs to the Viscounty. The wealth of this city, and its unique location has kept Verbobonc (Ryemend) of particular interest to those in Furyond. Both Duke Tyneman and King Belvor of Furyond have networks of spies in Ryemend, to keep an eye on Verbobonc and to make sure that relations remain positive. The Knights of the Hart sometimes come here to meet agents of Verbobonc and to learn about events in the south.

Locations (formerly known as the East end on previous 3-D map)

E1 The Laughing Rogue Hostel and Chapel of Olidammara (CN god of Music, Revels, Wine, Rogues, Humour, and Tricks)

Description: This is a large cross-shaped structure, set away from the road. It has a large chapel, with a squat compound off to the side. A weather-beaten wooden sign hangs above the compound's door. Passing through the thick wooden door, one emerges into a large square courtyard, open to the sky and surrounded by a covered walkway. A few tables are scattered along the walkway, and the diverse travelers who frequent the place nearly always take these.

Notable People: A good portion of the patrons here are poor, unpopular or disreputable, due in part to the cheap accommodations, free entertainment, and wine. Many notable adventurers and bandits are said to frequent here.

There are 3 priests of Oldammara (Clr7, Clr4, Clr1) usually on duty in the chapel. They are always listening for news of people's travels or new music. They will celebrate almost any occasion, and are always seen performing or drinking. They are fond of saying "Life is meant to be happy and entertaining." Although they are not members of the thieves' guild themselves, they do know of a 'contact' there. They are always open to new wines, and can be 'bribed' easily with a high quality vintage.

Goods/Services: The open courtyard is often crowded with singing, yelling, and dancing people. On a stage in the centre of the courtyard there is always a group of performers for entertainment (free). The stage performances here are nowhere near the high-quality acts from the Harvester Theatre, but a lot more comedy is present in their acts.

There are only 4 private rooms in the Hostel, as most of the patrons stay in the 6 large common rooms. There is very little served in the way of food (only bread plates and fruit), but the wine is said to be some of the city's best (and cheap).

Cost: All costs here are cheap (food, wine, rooms, etc).

Verbobonc City

E2 Hamstid's Horse Stables and Sales

Description: Conveniently located near a city gate, Harnstid's stables have the best selection of mounts in the city. He also deals in rare and exotic mounts. As such, his corrals behind the building are something of a 'zoo'. On-lookers and children flock to view the strange beasts.

Notable people: Harnstid was once a human rancher, but for the last 8 years, he has since set up his stables in the city. He has 5 stable boys/girls who lovingly care for his animals. This treatment is extended to each mount he stables for customers as well.

Goods/Services: When a guest stables their mount here (min 1 day to max 1 month), they are treated like royalty. Each one is groomed and exercised daily, and fed the finest grain (with occasional treats). Harnstid also sells the finest mounts in the city (includes everything from donkeys to fine, heavy warhorses. This includes riding dogs). He also sells rare, exotic mounts including: 2 riding pigs, 1 rhino, 2 camels, 1 zebra, and a rarely seen Griffon! He has connections in foreign lands and may be able to find other rare mount for a +75% cost. In addition to his mounts, he has a wide selection of riding gear (including: bits, bridles, saddles, etc). He does not sell barding (armour for animals).

Cost: all animals here are of Average Price (100% of list price). Exotic animals are Expensive (125% of list price). He has very well bred animals that can travel at +10% of their listed movement rate, but these animals fetch an additional 50% cost.

All riding equipment is Cheap (75% of listed prices).

Stabling a mount will cost 5cp/day, or 1sp/day if the owner wants a special diet/exercise for their mount. Harnstid also has a special business deal with Grissom (see Grissom's Animal Training) to help train mounts/exotic animals. A trainer can be arranged to come to these stables to spend time with a mount.

E3 The Molten Spigot Tavern

Description: A well-known local tavern. Families and respectable folk come here to drink and chatter. It is somewhat dimly lit, as most of the smoke from the fireplaces seems to end up in the tavern instead of up the chimney. Talk within the tavern is bright and cheery, as most locals talk about the weather and how their crops are fairing.

Notable People: Farmers, local businessmen, and the occasional merchant frequent this tavern.

Goods/Services: This inn has a wonderful selection of local brews. Although there is nothing fancy on the menu, the food is always good and the beers never watered down. Both, human and gnome meals are served, and they pile the plates high. They usually roast a pig or boar in the central fire pit. No one ever leaves the Spigot hungry. The costs are both average for the food and the booze.

E4 The Season's End Inn

Description: One of the larger inns here on this side of the river, the Season's End can provide a restful nights sleep. Stabling is provided in the cost of the room. Furnishings are sparse, but the whole inn has country charm. All costs include a chambermaid who will wash guests cloths, change the blankets and empty the chamber pots. There is no other room service, and hungry guests are directed to the Molten Spigot next door (E3).

Cost: Price for a room is average. There are 20 private rooms that accommodate up to two people, or one can stay in the 5 small common rooms that hold 8 people each.

E5 Lester's House of Cards

Description: Lester's is a gambling den that is always crowded. The room is thick with smoke from the numerous tables of cards, dice tables, and other games of chance. Rowdy patrons are quickly asked to leave, and weapons are not allowed in the den (they are taken behind the main desk upon arrival and are returned upon exit). Various games are available, but every 3rd night, the centre section of the largest room is devoted to beast fighting. The flooring pulls back and a fighting pit opens for all comers (restricted to medium creatures or smaller). Battles are to the death: a practice that has the local druids/rangers and other priest of nature up in arms. Only pets/beasts of a non-magical nature are allowed (any magic will disqualify the owner).

Verbobonc City

E6 **The Riverside Inn**

Description: One of the cheaper inns in town. This building is showing its age, and in places the window shutters have fallen off, or the roof leaks. Only 4 private rooms are available (top- 3rd floor), and the entire middle floor is made up of common rooms (shared rooms with a small hearth, where a blanket is provided to sleep on the floor). There is no room service, no running water, no chamber pots, and the blankets smell as if it has not been cleaned in weeks. Rats are common and the local joke is “If a ship ever begins to sink in the Verbobonc harbours, all the rats will jump ship and come directly to the Riverside Inn”.

Notable People: Most guests of this inn are the down-and-out, poor farmers, etc. Drunks can be frequently spotted staggering in and out of the building.

Cost: Only lodging is available here (Cheap: 75% of price). Only poor rooms are available (see PHB Lodging), and 4 ‘Average’ rooms on the top floor. There is a 20%/night chance of catching a disease in the common rooms. 30% of the time, a rogue will attempt to steal/pickpocket other guests.

E7 **Kabora’s Jewel of the Velerdyva**

Description: Located directly beside the docks, this inn caters to many of the sailors and merchants. The walls are covered with shields, sails and tunics emblazoned with the arms and devices of those kingdoms along the Velerdyva River (Dyvers, Furyondy, Veluna, Perrenland, etc).

This inn is getting old, and the dark wood panelling is beginning to show its age. One can enjoy privacy here in the taproom as many of the booths have enchanted curtains that keep the noise out (along with eavesdropping ears). The rooms themselves are adequate. Each room has a night table and chair along with an extra blanket during the winter months. Service is always friendly, but the employees do tend to ‘play favourites’ with their repeat customers, so others may have to wait for service.

Notable People: the inn pays a sizable bribe so soldiers leave the patrons alone. This has caused the inn to be the home base of many shady merchants, adventuring parties and spies. The innkeeper is Jessey Vestsmith (Ftr-3/Exp-2) who was once a caravan guard along the river. He has recently been approached by smugglers/merchants of the river to help them smuggle slaves/contraband into the city.

Cost: Prices are average, but there are no stables available for mounts here. Food is mainly seafood, and can be overcooked. Guests end up drinking a lot of ale to compensate for the lack of taste.

E8 **Dieg Manor**

Description: This large manor house is home to Furrownose Dieg, a gnomish minor noble. This house is distinctive in Ryemend, as it has a very ‘urban’ look (e.g.: manicured lawn, fresh paint, well crafted woodwork, etc). This is in stark contrast to the surrounding farmhouses that usually occupy Ryemend. Servants can be seen tending the private garden and manicuring the hedges.

Notable People: Furrownose Dieg (Gnome Aristocrat 4) is a minor noble. Although he is quite happy to stay in the rural setting of Ryemend, he tries very hard to ‘keep up with appearances’ like the more urban nobles of the city proper. Furrownose is also a long-time spy for King Belvor of Furyond. He keeps tabs on the locals, tries to hear any rumours in the local taverns, etc. Dieg is generally very scared of danger, and thus his information is usually kept to local knowledge. He is trying hard to mix in with other nobles so he can widen his efforts for the King.

E9 **Benin’s Mill**

Description: This grain mill churns out sacks of flour and corn meal. Most of the surrounding fields bring their crops here, as most of the city’s bakeries get their supplies from this mill. Although most items must be bought in bulk, ‘Momma’ Benin is known to bake the region’s best butter crust pies.

Verbobonc City

Beyond the Walls:

Many of the city's poorer population, most farmers, etc live outside the city walls. Many of these folk follow the Old Faith (druidic).

Locations:

H5 Tower of Juelihm the Conjurer (Master of the Silver Consortium)

Description: This single, isolated tower is home to Juelihm the Conjurer. This is where Juelihm seeks privacy when he is not at the Silver Consortium. Outwardly, this tower looks normal to the eye. But great magical defenses have been cast around the fortification. Protections from scrying, extradimensional travel, etc have been cast.

In order to discourage 'would-be' trespassers, magic illusions will be employed (e.g.: army guarding the tower, trespassers turned to frogs, the very ground begins to eat their feet, etc). If these deterrents do not work, magical traps, and great amounts of summoned creatures can be conjured to defend his privacy.

Within his tower, Juelihm has extensive tunnels (hidden by illusionary walls) and chambers to research new spells. This new research can be very dangerous and powerful, thus he does not risk spells of this magnitude at the Consortium.

Notable People: Juelihm the Conjurer (Human Wiz-14) runs the Silver Consortium (C5) with great skill. He has maintained a high profile in the Nyr Dyv region and rumour has it that the members of the Circle of Eight have approached Juelihm.

H6 Pond of the Hart Important person: Resheph, Druid

Description: This small pond connects to the Ash Horn Stream (D7). In addition to having special meaning to the elves of the area (see D7), this pond is also worshiped by the local druids. It is said to be a 'tear' from the mother of Oerth (Beory), and druids of the 'Old Faith' consider this area a shrine. Mistletoe, oak leaves and holly leaves all grow around this site.

Important Person: Resheph the Druid (human, but rarely in human form, Druid-9), who watches over this region, can sometimes be found here. He has many ties to the elves and to the Gnarley Rangers (and thus, Viscount Langard) and tends to matters that concern the interaction of the city and the surrounding woodlands. There are rumours that the Viscount has worked out an agreement with the Druid so that expansion of the city will have minimal impact on the woodland. In exchange, the Druid has constant communication (*Speak with animals* and *wildshape*) with the creatures/fish within the two rivers that warn him of approaching danger/trespassers from underwater.

H7 Ruined Aqueduct

Description: The city had plans to expand the city's aqueduct system to farmlands beyond the outer walls. A heated debate ensued in the city council that it would be a weakness in the city's defenses (poison could be administered to the city through the water supply, *wildshaped* attackers could access the city in the forms of amphibious animals, etc). Although the project got a brief start, outside parties destroyed the construction and it never started again (currently, there is no truth to the rumour that blames Juelihm, as the waterway would have been build very close to his tower).

H8 Ruins of the Elemental School of Magic

Description: This school was destroyed during the Elemental War. Due to the stigma attached to that war and this city, the school has never been allowed to be rebuilt. Only a brave few priest and mages mutter their complaints that they need a specialized elemental school once again.

H9 Shrine of Beory (NG goddess of the Oerth, Nature and Rain)

Description: Located outside of the city walls, this shrine is composed of 12 great granite blocks. Each of these monoliths are arranged to form a circle. The upright stones have been carved with the holy symbols of Beory, along with a complex series of symbols (Druidic language) that predicts weather (a version of the 'farmers almanac').

Verbobonc City

Notable People: This area is frequented by worshipers who wish to commune with nature (mainly Druids). The monoliths are open to the sky, and most ceremonies to Beory are held when it rains on the worshipers.

H10 **Grissom's Animal Training**

Description: Outside of town, a large farmstead/Ranch is home to the best animal trainer in the area. Although Grissom's house itself is a very small and dirty cabin, he rarely spends any time indoors. He is usually out in his extensive property, which holds all manner of fenced lots, cages, training items (ladders, obstacle courses, etc).

Notable People: Grissom is a very un-kept looking ½ elf. He has a very thick beard (rare for elves) and usually smells like the animals he trains. But his skill is second to none, and he seems to have an affinity to communicate to animals of all sorts (Druid 4/Exp 5). He has various staff helping to care for the animals while they stay for training. It is not uncommon to see the city's militia trying to earn extra silver by posing as 'attack dummies' for the animal's attack training.

Goods/Services: Grissom offers training to all manner of animals. From teaching animal companions tricks, to helping the locals train their dogs for pit fighting. He has even helped in training domestic griffons some aerial manoeuvres.

He can successfully teach animals tricks (see PHB, MotW, etc) within ½ the regular time.

Cost: Average. Grissom only charges 1cp/day for small animals, 1sp/day for medium, and 1gp/day for large animals. If the animal can fly, he charges double his fee. This fee includes all costs for feeding and boarding the animal while it remains with him for training.

H11 **Shrine of Yondalla** (LG goddess of Halflings)

Description: This shrine is nothing more than a stone altar with the mystic holy symbols of Yondalla carved into it. It is partially overgrown with flowers and vines. No one knows who placed it here, and rumours say it has been here longer than the city itself.

Located next to the shrine is a small (size and shape) cottage. This is the home of Vinny Brumblestick, a (very) old halfling widow. She religiously cares for the altar, and can be seen planting flowers by it and pulling weeds.

Notable People: Vinny Brumblestick is not a priestess, and never has claimed to be. But some say she has some connection to the god, as she is still healthy and happy, despite being the oldest Halfling in the region.

This alter is seldom visited (very few halflings present in the city), except when travelers know they will be passing through halfling territory and wish for the Goddesses blessing.

H12 **The Latecomers Inn**

Description: This seems to be nothing more than someone's large barn. The local farmer rents out space in a large out-building. It has room for 20 guests (30 if you push out some of the animals). Both animals and people share freshly laid out straw on the dirt floor. There are two large fire pits/hearths placed on large stone risers at either end of the building for warmth.

Cost: Normally, these accommodations would be priced cheaply, but due to the large refugee camp/population, the owner (Ned Turnlpe, Human), has had to raise his prices to make it less appealing to the 'undesirables'. Prices are now average, but only 'poor' lodging is available (see PHB). Return or long term guests are usually treated with fresh baked bread from Mrs. Turnlpe.

H13 **The Silver Lyre Inn**

Description: This old country inn is a favorite of those travelers from the Gnarley forest who do not wish to venture into the city. The rooms are small and rustic. The furnishings are old and well-used, but everything's clean and shows care by the owners. The inn's name comes from the lyre that magically floats above the floor. It automatically plays a pleasant tune (*Ghost Sound* spell) as guests enter the large central room. It is said that a passing wizard like the place so much, he left the magical lyre as a gift. Guests can listen to the music while warming themselves by the central fire pit and roasting sausages on long forks (provided by the innkeeper).

Notable People: The guests here are usually those who do not wish to enter into the city (or those who are not welcome there). Many farmers, rangers, druids and rogues frequent this place.

Verbobonc City

Cost: Prices are average. The small inn crams 12 private chambers and 1 common room for rent. The innkeeper is also a farmer/rancher, so fresh food (eggs, sausage, vegetables from the garden, etc) is always available at average prices.

H14 The Crossroads Inn

Description: Another Inn located outside of the city walls. This one is located on the north side of the Volverdyva River. This inn mainly caters to farmers or other travelers from the north that do not wish (or cannot afford) to enter the city. As such, the Crossroads appeals to simple tastes. There are no fancy rooms, statues, or services offered here. Just a pleasant country inn is what guests can expect: a large fire hearth on the main floor, simple beds in the small rooms (no running water, but there is a chamber pot service every morning), etc.

Notable people: This inn caters to simple folk, but outside images can be misleading. The inn holds many visitors/spies/etc from the kingdoms of the north (using disguise or '*Alter Self*' to look like the common folk). Most of them are afraid of the security (see paladins using '*Detect Evil*' at the city gates) within the city. Some Knights of the Heart have also known to stay here in disguise.

Goods/Services: In addition to the usual bedrooms and small meals, this inn also has a special service available. Gregan Bistlebot (Gnome Rogue-1) also stays (permanently) at this inn. He offers a 'ferry' service over the Volverdyva River (to the South banks). He is known to be discreet, as most folk who wish to be ferried over the river choose not to use the city's bridge for covert reasons. His large canoe is hidden on the north bank (North east of the city walls) and he is very adept at shuttling passengers across the river unseen by the guards (only at night).

Cost: the inn rooms and meals are cheap (poor rooms). Stabling for animals is also available. Gregan's ferry service will cost each passenger 1gp. This price goes up to 10gp/person if they wish to be transported to within the city walls (waterfront district).

H15 Barracks – Cavalry

Description: This is the Barracks/stables for the Viscounty's heavy horse regiment. 50 Heavy cavalry are stationed here.

Refuge Camp

In addition to other rural locations, there is a 'tent city' temporarily located outside the city walls. Exiles from the Wild Coast have brought disease, drunkenness, and crime to the region. 50-60 tents along with other temporary structures are tightly packed together to make up the camp. Some larger tents have been erected to supply these poor people with basic amenities (see individual descriptions). Most of the exiles are very poor and only managed to come to Verbobonc with what they could carry. Filth and disease are becoming a problem (20%/day of exposure of contracting a disease), but for now several churches have sent paladins to the camp to hold any problems in check (and to preach).

Crime and drunkenness are rampant in the camp. The thieves' guild has a large presence here, both to rob from the refuges and to recruit any potential prospects. It is rumoured that spies and cults also do their recruiting here, as these luckless refuges are willing to do almost anything for food and gold.

The mayor of Verbobonc has thus far been able to keep the problem outside of his city walls. He hopes to keep it this way, but his problem is not going away. Each day brings more and more refuges from the south. And each day the camp's poverty grows and the situation looks bleaker, causing the refuges to become more vocal and rebellious. Protests have erupted from the camp, calling for the city to help.

H16A Tent of Gerald Ryger

Description: this is the tent of one of the camp's outspoken rebels. Gerald Ryger (human Ftr2) is a large, outspoken protester who has been rallying and recruiting a large number of refugees. He is a short-tempered man who believes that violence is the only way to get his demands met. Thus far, he has only gathered 35 people to his cause, but it is growing day-by-day as people get more desperate. Gerald usually organizes most of the protests that erupt around the city's walls.

Verbobonc City

H16B Chow Tent

Description: Organized by several of the city's more charitable churches, this huge tent (temporary structure – 30 feet tall) is used to feed the refugees. Large wooden benches and tables fill the huge tent, as several clerics “*Create food and water*” to feed the masses that pack this tent daily.

H16C Cantina

Description: some of the more resourceful rogues in the city have set up this tent/wooden structure to relieve the refugees of what little copper they have left. It is usually packed with luck-less refugees who drink the watered down ale to forget their troubles. On the outside, it looks like a legitimate business (although it is in poor taste to prey on the bad luck of others). In reality, this is just a cover for the Thieves Guild (see upcoming supplement: *Villains and the Law*) to recruit potential prospects.

Waterfront District:

Technically, this area of the city falls within the Business district or Ryemend, depending on which side of the river you are on. The area is a frenzy of activity along the docks. Cargo is constantly being loaded or unloaded.

Please see the entries under: ‘Entering the City: from River’ for further details.

Location Details

W1 **Mercantile Exchange** (formally B1 on the old map)

Description: A massive building (the largest in the docks area, and one of the biggest in the city). This is where all commodities / goods are bought and sold. Barter, money exchange, deals, trades, etc are the day-to-day activities going on in the massive main floor. Private trading rooms (some with magical protection against divination) are located on the upper floors. Some storage/warehouse rooms are available for goods. Most trade goods are unloaded from the ships and brought directly here.

Notable people: Traders from all over the region crowd this building. Each one hammering out deals to give themselves the best price for their cargo. Many of the traders are usually ported in the docks and arrange cargo for their return trips up/down the river.

Goods/Services: Most of the deals established here are for ‘bulk’ cargo. 2000 woven blankets bound for the North, 500 lbs of fresh fruit from the elven kingdoms, 250 head of cattle to be delivered to Veluna, etc. For more day-to-day trading in lesser bulk, customers are directed to the Trader’s Market.

Cost: anything bought in such bulk is Cheap (75% of list price), but lengthy haggling is usually involved (1d6 hours). Most goods are rarely exchanged for gold, usually items are bartered for other bulk items of equal value.

Occasionally rare or contraband items are for sale (slaves from the south, corpses bound for the necromancers in Iuz, etc).

Quality: If it can be traded, it is usually available here. All manner of quality is available (let the buyer beware!).

W2 **Office of Harbormaster Clive Harrich** (formally B5 on the old map)

Description: This busy building is the ‘traffic control’ area for the entire waterfront area. All river traffic, out-going and in-coming trade goods, shipping taxes, etc is controlled here.

Notable people: The current Harbormaster is Clive Harrich. He is a ‘crusty old sea-dog’ (human), who has gone grey with age. He rules his harbour with an iron fist, and can be frequently heard barking orders up and down the piers. At any given time, he has 4-5 dock-helpers (usually young boys or gnomes) running around him and relaying orders.

Goods/Services: Shipping schedules and taxes/duties are controlled through this building. Usually pier masters take on the responsibility of controlling river traffic so individual boat captains never has to directly deal with the Harbourmaster. Other services include the use of the piers ‘cranes’ for loading and unloading heavy cargo up to the docks/ramps. Several gnome ‘clock-work’

Verbobonc City

mechanisms have been installed in large framed towers that function as cranes. Animals on the end of a pulley system power some of these devices, while ‘mini-water wheels’ power others. Gnomes scamper over these devices like an army of ants.

Occasionally the use of magic is needed to help with loading / unloading cargo, but this is rare. Due to the large gnome workforce, some arcane practical jokes are played at the docks. A favourite gag among the gnomes is to create an illusionary dock and watch the sailors disembark from their ships, only to fall through the illusionary dock to the waiting river below. If old Clive Harrich catches the gnome joker(s), he severely punishes the offenders.

- W3 Tower of Ahmet ibn Hamza, Superintendent of Waterworks** (formally B9 on the old map)
Description: This 5 story tower (includes one sub-story) belongs to the Superintendent of the Waterworks. He is responsible for making sure the cities water supply, moat and sewage system are running efficiently. The lower two stories (including the sub-level) are devoted to the duties of the waterworks. The 3rd story is for entertaining, and the top 2 stories are his living quarters.
Notable people: Ahmet ibn Hamza is the current Superintendent at this time. He has held the position for the last 18 years. He is a middle aged human from the south (deeply tanned) and still speaks with an accent. He has decorated his tower with memorabilia from the south, along with holy symbols from his god; Geshtai. It is no coincidence that this building is very close to the Temple of the Volverdyva River; (worship of Geshtai, Xerbo, & Osprem). Hamza employs a small work force that works out of this tower.
Goods/Services: Only the wealthiest of families/businesses have running water. Most residents have to use public wells, or the numerous canals and waterways in the city. The sewer system is very small within the city (only small pipes, and very few places that medium sized creatures could fit), and needs occasional cleanings. Hamza’s workers carry out these duties.
Quality: Hamza has been known to carry a few potions, scrolls and rings which help him in his job (water breathing, lower water, etc). It has even been rumoured he has a *water elemental* friend in the sub-story that has access to all the waterways in the city.
- W4 Temple of the Volverdyva River** (Worship of Geshtai, Xerbo, & Osprem)
Description: Three gods of Waterways, Sailing and Commerce are worshiped here. Most newly arrived merchants from the river come here to pray. Xerbo is by far the most popular deity here as each merchant makes a donation in the hopes that his business along the river will be profitable. Most of this building was constructed by the Aerdy forces, and has their unique architecture. It has high vaulted ceilings held aloft by ornate pillars. The whole temple is constructed of white marble. Once inside, the interior resembles a large ‘bath house’, as each worshipper must wade (waist deep) through the pool to reach the numerous altars.
Notable People: There are 3 priests on duty here, one for each god (Clr3 for Geshtai and Osprem). Each one attends to the pools upkeep, and donations. The Priest of Xerbo (Human Clr4, Rog2) was once a river pirate, before he realized there was more profit (and less danger) in commerce along the river. Many people know his past, and he is frequently asked about tactics to avoid current pirates along the waterways.
Goods/Services: Healing is free here (Cure light wounds, only) for all sailors. Participants must submerge in the pool before any spells are cast.
- W5 The River’s Edge: General Stores**
Description: Visitors who need gear can buy everything from torches and candles to dry firewood at ‘The River’s Edge’. The entire store is packed tight with an assortment of general goods. The store has recently had major renovations. The building has been re-decorated to look like a wooden fort of olden days. No one is sure if this was a marketing ploy, or if the shop is getting back to its roots as one of the first general stores in the area. There is even a small wooden palisade around the store.
Goods/Services: All basic Adventuring Gear, and Dry Goods from the Player’s Handbook can be purchased here (no weapons (except small belt daggers), Class tools, clothing or armor are available).
Cost: Average (100% of price from the PHB).

Verbobonc City

W6 Warehouses

Description: This large building is mainly used as an interim location for holding merchandise from various ships and caravans. During the winter months when the river freezes, many merchants elect not to move merchandise over land to their final destination, opting to wait for spring thaw. Much of the merchandise stays here over winter. Merchants are responsible for their own security of the products. Thus, there is usually a large contingent of (somewhat lazy) mercenaries found here during the winter (less so in the summer).

W7 Electrum Eel (inn for sailors and adventurers)

Description: Located near the docks, this inn has large blue lanterns (*Continual Flame*) hanging from the front balconies, so sailors can find their way even when the fog rolls off the river. The large, 25-room inn is popular with sailors and adventurers. It has a very thoughtful staff, and warm chairs await those guests by the fire. It is a very old and dark in and is full of secret passages and closets. This inn is uncommonly full of cats, which seem to keep down the rat population here near the river.

The large entry/waiting rooms are filled with river memorabilia, including large stuffed fish on the mantles, ship's rigging hanging from the ceiling, and nautical charts on the walls.

The upper, river facing rooms have a beautiful view of the Velerdyva from the balconies.

Notable People: Because of the clientele, this inn is also popular with the local professional escorts. The entry rooms almost resemble a brothel during the evenings.

Cost: All the private rooms are Average priced, but include a pint of ale from the taproom.

W8 Veera's Voluptuous Maidens (tavern)

Description: This tavern is a bedlam of rowdy, partygoers from noon to after dawn, occasionally interrupted by violent brawls that break out. This multi-storied tavern/festhall has balconies that overhang the front street. There are large, extensive cellars. Most of the tavern is a large common room with a corner bar. Large beer kegs and a wine racks fill the walls.

There is also an underground passageway that runs from Veera's cellar to the waterfront. This secret tunnel is used by many of the patrons who need to make a fast escape to the boats waiting at the docks.

Notable People: Although the bartender is a human male, the rest of the staff is all very attractive females (some say this is how Veera's got its name). Although each woman is stunning to look at, newcomers usually are surprised to see each maiden is very skilled in fighting. Mouths hang open in shock to see these petite women throw a drunken sailor out the window.

Cost: The food here is minimal and on the salty side. The wine and beers are surprisingly good quality and the prices are average.

Locations Referenced by Type:

Taverns/Inns:

- B10 The Bridgewalk Tavern
- B16 The Packard's Trough (Tavern)
- C3 Jylee's Inn
- C6 College Lane
- C8 The Spruce Goose (Inn for the wealthy).
- C13 Zeebel's Maroon Mon (Inn)
- D2 The Familiar Roost (formally the 'Mighty Ducks' Tavern)
- D3 The Red Don Inn
- E3 The Molten Spigot Tavern
- E4 The Season's End Inn
- E6 The Riverside Inn
- E7 Kabora's Jewel of the Velerdyva (inn)
- F1 Grandma Henri's House of Rest (also shrine to Fharlanghn)

Verbobonc City

- F2 The Players Inn (for entertainers)
- F3 The Bronze Unicorn Inn
- F6 The Blind Beholder (Tavern)
- G2 Hilewy's Gnome Palace
- G5 Brass Rail Tavern
- G6 Rusty Nail Tavern
- H12 The Latecomers Inn
- H13 The Silver Lyre Inn
- H14 The Crossroads Inn
- H16C Cantina
- H16B Chow Tent
- W7 Electrum Eel (inn for sailors and adventurers)
- W8 Veera's Voluptuous Maidens (tavern)

Shrines/Temples/Churches

Of the city's many churches, those of St.Cuthbert, Rao, and Trithereon are the most prominent, and religion is very much a part of life in the Viscounty. Festivals are common, and the priests are everywhere to be seen. Many of the town's temples also offer training and education, and while they have a religious twist, the majority of the township enjoys education from these facilities.

Finally, many shrines to gnomish and elven gods may be found in the city. These generally take the form of small shrines tucked into the walls along Verbobonc's streets, though a handful exist beyond the city walls. These are generally managed by the demi-humans of the city, but most humans pay homage at them as well. This is especially true of those who intend to travel through the lands of the Viscounty to the demi-human realms beyond.

- A1 Monastery of the Reverent Brothers (Rao)
- A7 (OLD) Church of St. Cuthbert (LN god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline)
- B3 Chapel of Zilchus (LN god of Power, Prestige, Money, Business, and Influence)
- B4 Church of Delleb (LG god of Reason, Intellect, and Study) (formally B19 on the original map)
- B7 (NEW) Temple of St. Cuthbert (LN god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline)
- B19 Chapel of Rudd (CN demigoddess of Chance, Good Luck and Skill) (formally B4 on the original map)
- B20 Church of Pelor (NG god of Sun, Light, Strength, and Healing)
- B21 Temple of Heironeous (LG god of Chivalry, Justice, Honor, War, Daring, and Valor)
- C1 Cathedral of Trithereon (CG god of Individuality, Liberty, Retribution, and Self-Defence)
- D1 Basilica of the Four Seasons (Atroa, Sotillion, Telchur, Wenta)
- D4 Shrine to Fharlanghn (N god of Horizons, Distance, Travel, and Roads)
- D7 Ash Horn Stream (religious meeting area)
- E1 The Laughing Rogue Hostel and Chapel of Olidammara (CN god of Music, Revels, Wine, Rogues, Humour, and Tricks)
- F4 Temple of Blinding Light (Pholtus) (LG god of Light, Resolution, Law, Order, Inflexibility, Sun, and Moons.)
- H6 Pond of the Hart (religious meeting area)
- H9 Shrine of Beory (NG goddess of the Oerth, Nature and Rain)
- H11 Shrine of Yondalla (LG goddess of Halflings)
- W4 Temple of the Volverdyva River (Worship of Geshtai, Xerbo, & Osprey)

Stores

- A6 Segemm's Store of Collectibles
- A10 Nichol's House of Silk
- B2 Trader's Market
- B11 Bensar's Wax Works

Verbobonc City

- B15 Jerkin bonefinger's House of Pleasure
- B18 Betham's Books
- B23 Jala's Armoury and Weaponsmithy
- B25 Kiles Spice Store
- C14 Items of Note: Musical instruments, Bards shop
- C15 Archer's Eye: Bowyer /Fletcher
- D5 Hindsight. Fortunes told, divinations, occult, seer. Shrine to Istus (N goddess of Fate, Destiny, Divination, Future, and Honesty)
- E2 Harnstid's Horse Stables and Sales
- E9 Benin's Mill
- F7 Barloon's Stoneworks
- F8 Maynard's Metal Emporium
- F9 Barns (stalls for rent)
- F10 The Pampered Polecat: Brothel and bathhouse
- F11 "Big" weapons
- G3 Clotho's Clothes
- G4 Clotho's Cheese House
- G8 Burblebelly's Brewery
- H10 Grissom's Animal Training
- W1 Mercantile Exchange (formally B1 on the old map)
- W5 The River's Edge: General Stores

Guilds

- B8 Jamstav's Merchant House
- B13 Macor's Merchant House
- B14 Nib's Importers
- B22 Guild of Brewers and Bakers
- B26 Adventures Guild
- C9 Bankers' and Lapidary's Guild
- C10 Guild of Architects, Masons, and Carpenters
- C12 Lawyers' Guild
- G7 Guild of Millers
- W6 Warehouses

Public Buildings

- A2 Verbobonc Mint
- A4 Harvester Theatre (Ruined by fire) (and forest)
- B9 Tower of Ahmet ibn Hamza, Superintendent of Waterworks (formally B9 on the old map)
- B24 Sisters of Mercy (Hospital of Zodal)
- C2 City Hall
- C4 Conservatory of Lirr
- C5 The Silver Consortium (Magical study, Library, Mages Guild)
- C7 The Academy of Farsight (Gnome academy of business).
- C11 Constabulary
- C16 Community House
- E5 Lester's House of Cards
- H7 Ruined Aqueduct
- H8 Ruins of the Elemental School of Magic
- W2 Office of the Harbormaster (formally B5 on the old map)

Private Houses/Manors

- A3 House of Tymak, Mayor of Verbobonc
- A5 Lord Marakios Haxx's Manor (House of Haxx)

Verbobonc City

A8	Lady Kathryn Sarcina's Manor
A9	House Velysin, Captain of the Militia
B6	(New) Manor of Prince Jimm (Gnome Prince)
B12	Tower of Sir Ingish Blackhand
B17	House of Publius Naso
E8	Dieg Manor
F5	House of Eldurin Aerina
G1	(Old) House of Jimm
H5	Tower of Juelihm the Conjurer (Master of the Silver Consortium)
H16A	Tent of Gerald Ryger

Military Buildings

D6	Barracks – Elven
F12	Barracks – Archers
H15	Barracks – Cavalry
V1	Viscount's Outer Grounds
V2	Grayfist. Castle of the Viscount
V3	Barracks – Footmen

Entering the City

From Land:

Up to 40 years ago, there were no great restrictions on entering the city. There were only guards on the gates and patrols in the city to stop lawlessness. But since the discovery of the Temple of Elemental Evil, paranoia amongst the populace and the subsequent arrival of (a great number!) adventurers, the town became a bit of a 'Wild West' mentality. Bloody battles in the streets and explosions from drunken spell casters caused the city to take precautions.

Now all people entering the city must be **peace-bonded**. (See the adventure: 'Speaker in Dreams' for complete details on this subject). Basically all weapons will be tied to their belts. Quivers and hafted weapons must be 'bagged' with sacks. A couple of the fingers of spell casters will be tied together, and holy symbols (of non-good deities) are also 'bagged' at the gates. It can generally take up to 3-5 rounds for one to remove the knots/bags.

As stated elsewhere in this document, paladins at the gate detect for evil, and collectors gather taxes.

From River:

The bulk of the Flanaess' East-West trade pass through Verbobonc via the Velderdyva River. Traders plying the trade routes between the far-off Baklunish lands, Dyvers and the other merchant capitals of the Nyr Dyv, heavily travel this waterway.

Additional river traffic is generated from the Nigb's Run, as goods from the Kron Hills and ports south make their way to the city.

* (Note: The river on the map has been widened to account for this description. This is different from the original 3-D map which had a very narrow river with WATERFALLS...no ship could pass?!).

Entrance precautions have been taken:

- Both, 300 yards up & downstream (and 100 yards upstream on the Nigb's Run) there is a virtual army of rowboats employed by the city. They scamper around approaching ships like an army of ants. They will always be in the vicinity of each other and can assist at any time. They attach ropes to approaching ships to help 'guide' the large vessels into the docks (river currents can be tricky). This is similar to what modern day tugboats do. They can also check the vessels for security reasons (see below) if need be.

Verbobonc City

- Each large vessel is approached by two rowboats (or 1 rowboat for smaller vessels). Each rowboat has 2 rowers.
- If the vessel signals that it only wishes to pass through and continue without stopping in Verbobonc's harbors, then the rowers will call for a specialty rowboat which has merchants (and guards) that assess the cargo for taxes (see below). When the fees are paid, the ship is assisted beyond the gates and is free to carry-on up or downstream. Note: large ships will need the bridge center to be lifted (see the note in the bridge section for details).
- If the vessel wishes to use Verbobonc's harbors, the rowers will assist it to a dock where the security guards will assess it for safety and taxes (see below). Once docked, each ship is boarded by 2 guards and a Barzac hound (see above). Each occupant of the ship is peace-bonded (see above), and the cargo is assessed for safety.
- Two Paladins (Level 1, St. Cuthbert) patrol the entire 'docks' section (on both sides of the river as well as across the bridge). Again, his/her only job it to use his/her 'Detect Evil' ability and warn guards to take extra care in handling the offender. This procedure has also detected intruders from under the water as well.

From Air/ Teleport (or magic travel):

Airborne: All of the guards on the walls and wall towers are constantly scanning the skies for any airborne threat. In addition to the exterior towers, the 'Ragosa' tower at City Hall (155-foot tall) is also used exclusively to scout Verbobonc's airspace. Two guards (Wiz 5 & 3) use their raven & owl familiars to scout the air above the city. One of the guards has 'Eyes of the Eagle' and the other has a form of 'Lantern of Revealing' (affixed to a swivel, like a light-house). (Both are provided by the city for this duty).

Accessing the city by flying over the walls (e.g.: spells) is illegal. Guards have orders to warn (yell) airborne travelers to return to the ground outside the walls, and enter the city by more traditional means (e.g.: go through the city gates). Travelers only get one warning, and then guards sound the alarm and will use bows to remove the threat.

Magic Travel: Ever since the elemental wars, the city has become increasingly paranoid of magic intrusions into the city. As such, they have paid a team of wizards in the city of Greyhawk to research and implement a special spell for the city's defence. This spell was a combination of the spells: *Forbiddance*, and *Dimensional Anchor*. This *new* spell is listed below:

Dimensional Funnel

Abjuration

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level).

Area: up to 120-ft. radius sphere + 10-ft radius /level

Duration: permanent

Saving Throw: See text

Spell Resistance: See text

The spell seals the area against all extradimensional travel. Forms of travel that trigger the Dimensional Funnel include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities (this also includes all summoning spells). The dimensional funnel does not block extradimensional perception or attack forms such as a basilisk's gaze. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dispel magic does not dispel the dimensional funnel effect unless the dispeller's level is at least as high as the character's caster level.

At the time of casting, a special 'funnel' is placed anywhere within the area of the spell (decided at the time of casting). Each funnel is a sphere, 10 feet in diameter. The funnel cannot fall within solid material (e.g.: a stone wall). All extradimensional travel spells that have a destination within the warded area will arrive at the funnel location instead. (This will happen even if the distance of the funnel falls beyond the distance

Verbobonc City

for the travel spell. All chances to arrive are still calculated as if the traveler were to arrive at their original intended location. For example, determining location familiarity for teleport spells.)

In transit, the extradimensional traveler will know that they are being 'funnelled' to an unknown destination. At this time they can try to resist the effects. A successful Will saving throw, or SR will allow the traveler to return to their point of origin.

Material Components: Worth at least 1,500 gp.

This spell has been cast at various positions in the city such that the total radius of the spell covers the outer walls. Numerous spells have been cast so that the entire city is protected (great expense was paid for this security). This spell is now taught to certain wizards who are employed by the city to re-cast it if necessary. 'Funnels' have been placed at certain areas of the city (some in dungeons, others at inns that expect travellers -see location F1, for example). All of these funnels are closely guarded. In addition to security, a city official is always present at funnels to assess taxes (see: Taxes below). Signs are posted (in common tongue) throughout the city and at the gates warning travelers of the dangers of extradimensional travel to/within the city.

Taxes:

Trade/Goods taxes are assessed for every person/goods entering the city.

The cost:

- Per individual entering: 2cp (this can be waived if the person has proof of citizenship)
- If the individual is mounted (horse with saddlebags): 1sp
- If there is a cart or wagon: 1gp + 5% of the value of the cargo (if empty, they pay only 1sp)
- If there is a small boat/raft: 1gp + 5% of the value of the cargo (if empty or just passing by on the rivers, they pay only 1sp)
- If there is a large ship: 25gp + 5% of the value of the cargo (if empty or just passing by on the rivers, they pay only 10gp)

Please note that these values exclude 1 mount/vehicle/vessel per individual passing through the city. Any mounts/vehicles/vessels in excess of 1/person will be charged 5% of the value of these excess mounts/vehicles/vessels (For example, an individual travelling with 3 horses will be charged a tax of 5% of the value of two of the horses). Priests of Zilchus are present (at the employ of the city) to determine any 'magical' value to items.

Trade goods are NOT taxed again when leaving the city. This is because the city wishes to promote trade within the city. Also, this city does very little manufacturing within the city (most of the goods are imports/exports). All stores within the city are taxed individually twice/year, thus most of the goods purchased in the city have already had their prices adjusted for this fact.