

## MALIAN SQUARE

### Local Map

*[Half-page map showing Malian Square and the buildings which border onto it, including the three buildings at the southern end of Mejenes Street (61, the building south of it, and that east of 32), but not the Moon & Flagon (22) or the chandler (27)].*

### Description

This is the mercantile district of the city, bustling with crowds and hawkers when the market is open. The shops immediately around the marketplace are prized locations, because the trade there is particularly brisk. Three of the city's aldermen live in this small area, which also includes Shiran's most famous attraction: the Crimson Palace. As a result the area is well patrolled by town guards, although petty thieves can easily escape their attention when the market is busy. Two gates in the city wall lead from the square to the docks, although these are not so busy as are those in most other Harnic cities.

### District Map Index

#### [11] MALIAN SQUARE

The dates of the holidays are set by the Magistrate, and sometimes change with different incumbents. Currently, the seventh day of each month (Seshneala Day) is a holiday, as are the Feast of the Balefire (8th Agrazhar), and, due to an ancient law that nobody has ever got around to revoking, the Liturgy of the Vabukrai (13th Morgat). The local Laranian temple is pressing, with little success to date, for the Feast of St Ambathras to also be declared an official holiday.

#### [9] HARBOURMASTER & PILOTS' GUILD

Currently seeking to increase their influence (and income) by persuading the Senate to enact a law requiring a river pilot on all boats moving between Shiran and Coranan which are over 16' in length, rather than the present 30' limit. The current Harbourmaster is Algen of Harbra, who is also the Pilots' guildmaster.

#### [28] WOODCRAFTER

Provides a wide range of carved wooden goods, but somewhat lacking in flair.

#### [29] LITIGANT

Randai is remarkably pompous when dealing with most folk, but is obsequious and ingratiating when dealing with anyone he perceives as being of higher social status than he is. He is thus on generally good terms with the aldermen, which does no harm when he pleads cases in their court.

#### [30] PERFUMER

Keliran is one of the city's aldermen. Her wares are sold throughout western Harn, and can occasionally even be found as far away as Kaldor and Chybis.

#### [31] MERCANTYLER/SLAVER

Pinel is another of Shiran's aldermen. He occasionally has slaves from far-away Karejia available for sale, whose beauty and skill can command an exorbitant price. However even his native Harnic slaves, often including some from Kathela in the east, are renowned for their great skill, trained in part by Pinel's wife, bonded mistress courtesan Sarila of Jhyden. Pinel is also the only slaver in the city to deal in male pleasure slaves, a relatively small market, although a potentially lucrative one, since such wealthy women as Magistrate Serenima Dethale have been among his customers.

#### [61] THE CRIMSON PALACE

#### [32] MILLER

Besides two children born in wedlock, Hologa is generally known to have fathered at least three illegitimate children and his advancing years have certainly not put a stop to his lecherous ways.

#### [33] EMBALMER

Serves those members of the middle and upper classes who either cannot afford or do not desire the services of one of the churches. Since most people are religious, his customers are mainly the less wealthy Halian families.

[34] POTTER

Also produces her own cheap, but unremarkable, goods. Now in her fifties, she is likely to retire soon. With her thoughts turning increasingly to her own mortality, the main impetus for her continuing to work at present is her desire to accumulate as much personal wealth as possible in order to purchase a better place in Corsilea (the Hlean afterlife) when she dies.

[35] WOODCRAFTER

Jethris has had a bitter twenty one-year rivalry with near-neighbour Sohlis of Urphed [B-13] ever since the two were competing for the hand of the same woman. In point of fact, Jethris, a plain-looking and grumpy man, never stood a chance with the object of his desire, Nidrene of Yarasin, but he is thoroughly convinced that Sohlis poisoned her mind against him. Nidrene married the weaponcrafter, but died from an infection last winter, a fact that Jethris naturally also blames on his rival. So far the antagonism has stopped just short of physical violence, but the cooper will take any opportunity to discredit or discomfort Sohlis, including sabotaging his goods if the opportunity were to arise. For his part, the weaponcrafter has become sufficiently infuriated by this that he is beginning to respond in kind.

[37] WEAPONCRAFTER

[B-14] SHIRAN HAVEN

Although quieter than the docks at most other Harnic cities, this is still a major route for goods entering and leaving the city. Small fishing boats are tied up here, although competition from large boats on nearby Lake Benath keeps the local fishing industry small. Ships whose crews want to avoid official notice for whatever reason can get people or small packages into or out of the city by mooring at the Undercut under cover of the night, but this is not a major problem for the authorities since a large amount of smuggling by this route is impractical.

## [36] Glassworker

Derel of Sebelis's shop is on the north side of Malian Square between the woodcrafter Jethris of Gelashdrin and the metalcrafter Sohlis of Urphed. The chimney for her kiln runs up behind her shop, warming the buildings behind the shop.

[Plan of building]

### The First Floor

- (1) Visitors to the shop enter through a strong double door engraved with vines and flowers. A single shuttered window looks out onto Malian Square. The room has a hanging chandelier of eight candles, but it is rarely used. The walls of this room are filled with shelves. Beads are kept in a small basket, and are divided by colour (red, blue, green, yellow, white and black). There are goblets, small urns and pots and even a few tiny glass paintings on the shelves.
- (2) Through a door behind the entry room the Kiln takes up most of the rear of the shop. This room is always warm, and often its adjoining doors are left open to let in a little breeze. The kiln has six openings and resembles a large mound of clay with two openings on each of three of its four sides. The fourth side takes up most of the back of the shop.
- (3) There are a few brushes, chisels and stray bits of lead scattered around this table. The glazier is responsible for making the raw materials, and seating the finished products into the pane. Upon his table are plans for moulds, pots of wax, and buckets of wet clay. He also has several pans into which liquid glass can be poured. Long metal tubes are kept nearby to shape the molten glass into vessels. The Glazier also creates very detailed wax versions of the future vessels as the first step in creating a clay mould.
- (4) This table has numerous brushes and pots of mineral paint and pigment and coloured glazes. The painters trace their drawings onto the clear glass using a soft charcoal pencil. Then they paint the figures taking time to layer colours to produce a richer effect. The glass trays are then returned to the ovens for a final baking.
- (5) This table has several sets of engraving tools and blades with which the glass can be

engraved, or cut in a specified pattern. Then these areas where the glass is to be cut out are coloured with a soft charcoal pencil.

Then these negative areas are cut out with tiny strokes against the cutting surface. Once done a rough piece of burlap is rubbed over the glass to assure the cut is smooth.

- (6) The raw materials are brought to the shop in large barrels that are stored here until they are needed. This room also acts as the kitchen, and has a hearth with a separate chimney.

### The Second Floor

The rooms are clustered around the kiln's chimney that comes out of the back of the building. Each of the five rooms has a small cot, a chest and a candle-table. Personal possessions are kept in the chest, each of which is locked. Each room has a few personal items of glass on a shelf, or atop the table. These tend to be more of sentimental than monetary value.

### The Cellar (Not Shown)

The cellar is accessible only through the kitchen. Excess materials are stored here. Derel also keeps the powdered dyes from an apothecary here. The rickety staircase is quite steep; Anier has rigged a rope and pulley system to help lift the heavier barrels up.

### The Business

Glass is made by combining ash, sand and metal salts at very high temperatures. Derel is an expert at colouring and carving glass. She exports most of her goods. Derel has worked with Obsidian in the past, but it is a rare substance in Shiran.

### Rate of Charges

Derel makes a lot of glass beads. Merchants travelling through tribal regions often carry strings of her glass beads for barter. The beads are made to order by the pound.

Window per Square Foot	8d
Window per Painted Square Foot	30d+
Beads (small)	24d
Odd Sized Vessel (made to order)	40d+
Goblet/Standard Vessel	24d

## The Staff

Derel of Sebelis	Master	Glassworker
Lugrian of Metar	Journeyman	Glazier
Arralius of Rallian	Apprentice	Painter
Serdus of Chebel	Journeyman	Glassworker
Anier	Labourer	Unskilled

### Derel of Sebelis

A quiet woman, she rarely loses an argument. She is shrewd at bartering. She loves her craft. Her glass is much sought-after in the city, and many believe it equal that of Erael. She has long brown hair and matching eyes. She is of average height, build and appearance.

### Lugrian of Metar

A journeyman of some years, Lugrian has the knack for forming glass with the least air bubbles. He is a large man with huge hands. He prefers to carve obsidian over glass. Lugrian and Derel sleep in separate beds contrary to rumour.

### Arralius of Rallian

A newcomer to the shop, Arralius has a natural aptitude for painting the glass. His sketches and artwork are highly praised by Derel, although she is still giving him lessons in how to draw. When not at the shop, Arralius can be found somewhere in the city sketching people and places. Arralius is timid only around Derel. He is 16. His parents live just outside Shiran and paid well to assure his apprenticeship. Derel believes he will be ready for journeyman status by the end of 722.

### Serdus of Chebel

A quiet man, Serdus is a fair painter but a better glazier. He enjoys making glass beads, and mixing the dyes. Serdus is rumoured to be Derel's son. Derel was his guardian. Serdus is a man of common appearance and tolerable temperament. He does not drink nor revel to excess. Instead he is a Peonian in heart, mind and deed.

### Anier

A day labourer, Anier lives nearby with his wife, Becca. Anier has worked so long with Lugrian that he knows just the right amounts of sand and metal salts to lay out for the days labour. A quiet man by nature, he is often mistaken for being stupid. Yet never a quicker mind nor wit have you ever met. He arrives at the shop before dawn to rekindle the fire in the kiln.

## Adventure Ideas

Both the churches of Larani and Peoni cherish the glasswork and often use it in their temples. Derel has created several items that were ritually blessed as they were created. The easiest way to destroy such a creation would be to steal or destroy it during its construction. Derel finds it silly that whenever she makes sacred items for the church, it sends guards to protect the item until its completion.

The PCs could be sent in as guards to stop the Lia-Kavair from stealing the object being made, or perhaps from kidnapping Derel to assure she never finishes the job. Or they could be sent in as the destroyers/kidnappers to face a terrified Derel and her devout defenders.

Derel needs some obsidian. She hires the PCs to find some for her; but she will not explain why. Perhaps whatever the reason everyone wants to find out what's going on. The PCs are accosted by all manner of people. They may either offer their support or try to stop the PCs directly or indirectly.

Sabotage! Derel's Kiln has been attacked and damaged, but no one can understand why.

Business has been quite slow of late; so why would anyone damage the kiln. Someone broke into the shop and yet not a single glass item was touched, taken or shattered. Derel hires the PCs to find out. Could it be a new person wants to be Shiran's glassworker? Perhaps it's the Sindarin, striking out against the claim that Derel's goods are better than theirs are? Is there a secret in Derel's life that's come back to haunt her?

## SHORKA WAY

### Local Map

*[Half page map showing the buildings either side of Shorka Way and Jein Street, plus the Moon & Flagon (22), the Chandler (27), the building between (55) and (56), and the shipwright (24).]*

### Description

The southwest corner of the city is home to a number of businesses that profit from its proximity to the docks and to Malian Square market. The Laranian temple is the most notable building, although its grandeur far outweighs its actual influence in the city, which is virtually nil. The area is often busy with tradesmen, and the streets are reasonably well patrolled by the city guard.

### District Map Index

#### [4] BONDING HOUSE AND GRANARIES

Since 719, the Shiran bondmaster has been Aymin of Sharath, who outbribed the former incumbent, Shian of Ulter, to be awarded the post by the Magistrate.

#### [16] TEMPLE OF LARANI

The Serolan of the temple, Desen Sudela, is the uncle of the Bythe cohort commander, and is pushing for greater recognition of the Church in Thardic society. His lack of success has left him cynical, and privately hostile to a Hlean Church he sees as subversive to the rule of law and morally bankrupt. The Reblena of the chapterhouse, Sir Randai Izvenna, is a prim Kandian knight who finds much of what goes on in the city decidedly embarrassing.

#### [24] SHIPWRIGHT

A dour bachelor, he talks to his customers no more than he absolutely has to and constantly abuses his journeymen, laying any blame for defective goods firmly on their shoulders. They only remain working for him because of the lack of other openings in the guild, and out of the increasingly desperate hope that he will retire some day soon.

#### [25] MASON

Works mainly on domestic building repair. Unbeknownst to the public, Urbran is secretly a follower of Naveh and has occasionally carried out missions on the church's behalf, even murdering Seder of Ochael when the latter learnt too much about his activities. Although he appears to be a typical tradesman, if a little less light-hearted than many, he is in reality cunning, ruthless and completely lacking in conscience. He is currently arranging for his young son to be kidnapped by the church so that he can be trained as an acolyte.

#### [26] METALSMITH

Sells a variety of metal goods, but is especially noted for the artistry of his decorations and inlays, although some might consider them overly ostentatious.

#### [27] CHANDLER

His two teenage sons are always getting into trouble for fighting in the streets, bullying other youngsters and petty vandalism. The eldest, Urfin, is sixteen and was recently apprenticed to the cobbler Feben of Yarasin. Unfortunately, this has not helped make him any more responsible and Feben is becoming increasingly dissatisfied with his tardiness and insolence, and would likely have dismissed him already if it were not for the respect he holds for his father.

#### [60] TOYMAKER

He is thus rather richer than most toymakers, and is actually a respected member of Shiran society. The Mercantylers' guildmaster, Kabin of Quaridos, feels that Rabail should be made to join his guild, since his trading could be said to breach the Mercantylers' ambiguous monopoly. So far, the toymaker's good connections with the many wealthy senators and guildsmen to whom he sells artwork to decorate their villas have successfully stalled any potential legal actions.

#### [59] LEXIGRAPHER

As a journeyman, Mindain was a reasonably skilled lexigrapher, specialising in the production of maps, but shortly after he took over this business as a Freemaster in 714, he became addicted to soporific drugs supplied by Sinbel of Gurn and has lost much of the skill he once had. On many days, he is quite incapable of working, so that his journeymen and apprentice have to take over the workload or go hungry; unfortunately, without much expert guidance,

they have developed little skill in their craft, although at least they are lucid and able to deal with customers.

[58] LOCKSMITH

Although there are a number of high quality locksmiths in the city, all are bonded to wealthy employers. Tarth's lack of talent leaves him catering only to those who cannot afford a better service.

[56] POTTER

Unknown assailants murdered his father, Seder, who formerly held this franchise, in 716, and his body dumped in the river. It is generally believed that the killers were simple robbers whose attack got out of hand, and only those involved know otherwise. Hath has long ago given up on any hope of the culprits being caught and is getting on with his life. Even if he knew the truth, he is too much of a coward to challenge anyone directly.

## [57] Jeweller

The home and workshop of Peld of Puthenya, freemaster jeweller Peld is reasonably popular with his neighbours, and is often to be found in the Moon and Flagon Inn next door. Even so, there is almost always at least one person in the house, since it is an obvious target for thieves.

*[Plan of building]*

### Ground Floor

- ( 1 ) This parlour is used by Peld to discuss particular requirements with customers and for entertaining private guests. The tapestries on the walls look quite impressive at first glance, but closer inspection reveals them to be old and a little shabby.
- ( 2 ) All valuable raw materials and finished goods are kept in this strongroom when not being worked on. The stamps used for counterfeiting coins are concealed in a secret compartment beneath the flooring, so that Karmene or the apprentices will not find them by accident. One chest contains heraldic designs for use when engraving rather than more inherently valuable goods.
- ( 3 ) Main workshop. Peld is careful only to work on his criminal activities when his assistants are absent, although his wife is aware of his actions and can divert visitors if necessary.
- ( 4 ) Kitchen. The trapdoor leads down to a small cellar used for storing food.

### Second Floor

- ( 1 ) Peld's two apprentices, Rymen of Caneld and Doldas of Tarenein share this room. Doldas is a fairly large twenty-year-old man, who can hold his own in a fight, and acts as an unofficial guard for the premises.
- ( 2 ) Room of Peld's sole journeyman, a young woman named Karmene of Hareb who specialises in gemcutting and fine engraving rather than goldsmithing. Her suspicions have recently been aroused by her employer's secretive activities, but loyalty prevents her from investigating too seriously.
- ( 3 ) The private quarters of Peld, his wife Atresha and their thirteen year old daughter Faniri, who is preparing for her upcoming initiation into the Hlean church (and consequent loss of virginity).

## [22] The Moon & Flagon Inn

The sign outside the inn shows a crescent moon over a foaming tankard against a blue background, and is one of the better examples of Erenad of Cydris' work. The most popular inn in the city, many of the local craftsmen can be found here of an evening, although some of the richer freemasters prefer the more sedate environments of the Red Face and the Green Wyvern, leaving this primarily to their journeymen and apprentices. Prostitutes are sometimes available, although Garith does not encourage them and unwelcome approaches to the barmaids will be swiftly dealt with. The inn's bouncer, Tabryn of Vaarken, is a plain and muscular woman with very short-cropped blond hair. Formerly a laumak in the Order of the Crimson Dancer in Orbaal, before a disagreement with one of the knights lead to her departure and relocation to Shiran, those who treat the idea of a female bouncer with disdain soon learn why Tabryn's order is so feared elsewhere on Harn. Garith also keeps a mastiff as a guard dog, which has become devoted to Tabryn. Garith himself is a cheery, rather overweight man, almost the stereotype of the friendly innkeeper, and very popular with other guildsmen in the city.

*[Plan of building]*

### **Cellar**

Well stocked with a regular supply of foodstuffs, ale, and brewing ingredients.

### **Ground Floor**

Despite its large size, the common room manages to look crowded most evenings. Garith tolerates a certain degree of boisterousness amongst his customers, but if things become too rowdy, Tabryn is on hand to eject any troublemakers. The smaller room next to the common room is available to customers for an additional fee, and is often hired by serious gamblers. Garith's plump wife Saren runs the kitchens, while the room next to it houses the brewery where journeyman Parik of Kordis produces his pleasant tasting pale ale. The inn's four barmaids share the other nearby room, while Tabryn usually sleeps in the common room; her sword and chainmail armour are kept in a locked chest in the cellar, 'just in case'.

### **Second Floor**

Mostly given over to guestrooms, this floor also includes the living quarters of Garith and his family, as well as those of journeyman Parik and his young wife.

# PEDEN GATE

## Local Map

*[Half page map showing the buildings either side of Benath Street and all those west of it, north as far as the junction with Kobar Street, and south as far as the Shorka Way district (q.v.)]*

## Description

The western part of the city includes many of its most expensive properties, having well-paved streets, and a relatively large amount of open space. Many of the city's wealthiest tradesmen live and work here, and all the streets are well patrolled. While Shiran cannot compare to Coranan for civic splendour, two of its most architecturally impressive buildings, the Pamesani Arena and Serdis Hall, face each other across a small wooded park. The streets are often crowded here, especially when the games are due to be held.

## District Map Index

[13] TEMPLE OF AGRİK

[49] MASON

Despite his connections as a distant cousin of a local Senator, his warnings have so far gone unheeded.

[50] SLAVER/MERCANTYLER

[51] LITIGANT

Jerian is the chairman of the aldermen's council.

[7] SERDIS HALL

Used quarterly for meetings of the local Mangai chapter. The current chairman of the Mangai Council is Parsim of Azain, who is rumoured to be having an affair with Magistrate Serenima Dethale.

[20] THE RED FACE

A reputable inn, frequently used by visiting mercantylers and other wealthy tradesmen.

[62] HOUSE OF THE SEVEN JOYS

The House's clientele consists of the marginally less wealthy, including many of the city's prominent guildsmen, high-ranking officers in

the Shiran Legion, Endrik of Ysebe and, it is rumoured, at least one senior Laranian priest.

[18] TEMPLE OF PEONI

The current Pelnala is Karetis of Setim, an elderly, ailing man who many feel will retire soon. He will likely be replaced either by the current Master of Healing, Palem of Ryin, who supports Setim's policy of ignoring Shiran politics or by Master of Acolytes Tarin of Nordai, who feels the temple should guard more aggressively against the blandishments of the 'City of Sins'.

[64] PHYSICIAN

[53] USURER/MERCANTYLER

Formerly the city bondmaster, Shian now plots to regain that potentially lucrative position. Rather than spend yet more money on bribes, she intends to find a way of discrediting her rival, Aymin of Sharath, perhaps by making it appear that he has been diverting monies from the city coffers.

[54] APOTHECARY

Lashta's potions have little physical effect, but she is an expert saleswoman, and able to convince her clients otherwise, so that the psychological effect can often be profound.

[55] LEXIGRAPHER

[8] MERCANTYLERS' HALL

The guildmaster is Kabin of Quaridos, a skilled and charismatic salesman, albeit one more interested in the size of the bribes he can collect than in administration or the promotion of his guild, so that he is rarely found to be found in the Hall unless he is trading something here himself. Other prominent guild members include Irik of Hund, who exports perfumes, glassware and other luxury items to Coranan, and Radran of Ulter, who trades metal goods along the same route.

[52] PERFUMER

[43] CLOTHIER

Parsim is the Clothier's guildmaster, and chairman of the Mangai Council.

[44] SEAMEN'S' GUILD

Harik of Telberen is the current guildmaster.

## **[6] Pamesani Arena**

The games here are less bloody than those in Golotha are, but none the less many slaves bought especially for the purpose die at the talons of Ivashu or other wild beasts. Most of the gladiators are slaves, although professionals from the Order of Demon Pameshlu the Insatiable are employed in some of the less 'dangerous' events.

### **The Order of the Octagonal Pit**

The Viriahn of the temple is Endrik of Ysebe, whose shrewd business acumen makes him respected among Shiran's middle classes despite his complete lack of moral scruples. He avoids politics, confident that his temple's services will be required no matter who is in power. He studiously ignores Merele of Kantar and actually feels that Merele's enemy, Debryne Tilry is doing a reasonable job so long as the Haleans do not interfere with his business. The Meketa of the chapter house is Ingret of Quen, a sadistic but loyal and unimaginative man.

## THARDA WAY

### Local Map

*[Half page map showing Tharda Way east as far as Benath Street, including the Hlean Temple, but not the castle, and also all buildings south of Tharda Way as far as the edge of the Malian Square district (q.v.)]*

### Description

The city's main thoroughfare, Tharda Way is the location of a number of small businesses and of the townhouses of many of the local patrician clans. To the south lies a residential area that is home to the city's middle class, primarily guildsmen and the relatively wealthy unguilded. The stone paved streets here are reasonably well patrolled, but the town guard visit the unpaved streets to the south less frequently, although cries for help will more likely be answered than not. East of Benath Street, the northern skyline of the street is dominated by the fifty-foot copper-plated dome of the Hlean Temple, reaching even higher than the main battlements of the castle opposite.

### District Map Index

[14] TEMPLE OF HALEA

[42] METALSMITH

Aymin's elder son is an ainlaumak (corporal) in the Cohorts of Gashang although his father would have preferred him to stay in the family business. He is currently the city's Bondmaster.

[41] USURER/MERCANTYLER)

Also the Mercantylers' guildmaster.

[40] MINERS' GUILD

Handrik of Chael is the present Guildmaster, and ruthlessly protects the secret of the existence of the Iracu silver mines which form the basis of so much of his guildhall's wealth. He has twice arranged for the murder of spies who appeared to be getting too close to the secret and further protects the conspiracy through a network of bribes and forgery that would put many corrupt Republican politicians to shame. He has ensured that no documentary evidence of the conspiracy is to be found at the Guildhall.

[39] JEWELLER

Horbeth is the cousin of a Thardic Senator.

[38] SALTER

Karabis has three daughters but no sons, and since his wife's death giving birth to the youngest, he has doted upon them and become rather overprotective. His brother has recently vanished under mysterious circumstances.

[E-8] ARCANE LORE/SHEK PVAR (Gamael of Untred)

*[The central building on the east side of Chyn Way]*

This is the home of a reclusive Lyahvi sorcerer, loosely affiliated with the Coranan chantry. He takes little part in Shiran society and only rarely stoops to hiring his services out to others. Most of the locals avoid him, fearful that he might be able to curse them and unsure of the extent and nature of his powers. His income currently comes solely from the tuition fees of his young apprentice, Tara Lamrend. Gamael is disappointed that she shows as much interest in exploring the delights of the 'City of Sins' as in his education, but he badly needs the money she brings to continue his own studies.

[E-9] SERIS VILLA

*[The building next to (41), on the corner of Tharda Way and Chyn Way]*

The townhouse of clan Seris, and current residence of Mardorva Seris, the absentee Magistrate of Ramala Province and of his younger brother, Urvek, a member of the Senate.

[65] PHYSICIAN

Lokin is perhaps the only major guildsman in the city to follow the Peonian faith. Both of his children have joined the Hlean church, much to his disappointment. He is known for his disapproval of the Pamesani Games, and although he knows better than to take direct action himself against an entertainment so popular he would be happy to see the Octagonal Pit face a major setback of some kind.

[10] GUILDHALL OF THE LIA-KAVAIR

The 'guildmaster' is Hondash of Jereka a legitimate, if unexceptional, member of the Mercantylers' Guild. The existence of the Lia-Kavair is unofficially tolerated in Shiran, and many businessmen know of Jereka's additional trade. It is generally felt that the existence of organised crime will help restrain the excesses of

its disorganised counterpart, and the authorities leave the 'guildhall' alone.

[E-12] LITIGANT (Dina of Tanresi)

Size: 4 Quality: \*\*\* Prices: high

*[The building on the east corner of Gulina Way and Tharda Way]*

Dina is one of the city's aldermen.

[E-13] CLOTHIER (Jarlag of Kordis)

Size: 7 Quality: \*\*\* Prices: average

*[The triangular building on the corner of Mejenes Street and Gulina Way]*

Sells clothing to those not wealthy enough to afford the higher quality goods of his competitors.

[E-14] DETHALE VILLA

*[The building opposite the castle and between the Green Wyvern (23) and Mejenes Street]*

The principal residence of clan Dethale, which also owns many other buildings throughout the city and the surrounding district. One of the richest and most influential clans in the Republic, the clan includes two Senators and the Magistrate of Shiran.

## [23] The Green Wyvern Inn

The Green Wyvern is the preferred stop for local gentlefolk, and there are a lot of them in Shiran. There are even more people who want to seem to be of that class, and appearances are expensive. Orsin's prices ensure that only the wealthy can afford to visit often.

A shingle with a green wyvern flying above the thistle of the Innkeepers' Guild juts out into Tharda Way, secured by chains to a stout iron bracket above the door.

The building is neat and well constructed, with whitewashed stone walls at street level, and a half-timbered second floor. At night, the diamond-paned windows flicker with a warm light, and the sounds of merriment burst forth whenever the heavy wooden door is opened. Green shutters carved with silhouettes of the inn's namesake lie flat against the whitewashed walls. The entrance is through a heavy ornately carved door that faces the Caer Shira.

The roof is pitched toward the alley and the river, and is covered with interlocking scalloped red terra cotta tiles. The damp climate has caused a mildew to grow on some of the tiles on the northern (alley-side) slope - for two days after a rain this portion of the roof is very slippery and treacherous to would-be roof-climbers. To make matters worse, the tile roof, while attractive, rattles terribly when the common local storks land upon it, with a high probability of waking a sleeper in a room below. Orsin calls this a security feature.

The stable and exercise area are small but well-used, and Orsin is very concerned about the work ethic of Gonzo "Stinky" of Carother, the nightsoil gatherer who takes away the manure for sale to farmers beyond the river. Alas, Stinky does not come by as regularly as he had promised, and on more than one occasion Orsin has had to send a local lad up to the Rafters' Inn to retrieve him.

Many of the high-stakes business deals in Shiran are made in the opulent comfort of the Crimson Palace or the House of Seven Joys, but the Green Wyvern is popular among those who find those establishments uncomfortable or distracting. It is especially popular among the local Laranians and Save-K'norrans, and those tradesmen and mercantylers who cannot afford the high price of a visit to the courtesans.

The door is guarded at all times by an enormous, silent scar-faced ex-gladiator called only Scar. He is always there, and never tires. A careful observer will notice that sometimes the scar is over his left eye and cheek, and other times over the right. This is because Scar is actually a pair of twins bought by Orsin long ago as slaves for the arena. When they grew too old for the Pamesani games, they were given the comfortable job of bouncer for the inn. Their skills are excellent, but their strength and agility are a little off their peak. Their sheer bulk and menace deters most violence.

Occasional mishaps are corrected by Chrinsa of Aquil, a local physician who specializes in the ailments of the wealthy. This is not a free service; an emergency will be answered within 30 minutes (even if he is tending another patient of a lower credit rating), but the charge is at least 100d. The fact that the same types of conflicts always arise makes it easy for him to have the correct cure ready, so if he succeeds in his diagnosis (89% for overdoses and bad reactions to drug/alcohol mixtures), his treatment skill is 99%.

*[Plan of building]*

### **Ground Floor**

The inside of the Green Wyvern is comfortably dark and filled with the smells of good food, fine wines, and expensive perfumes. A low murmur of voices comes from different corners of the room, where small groups of two to four men sit talking, eating, drinking, and gambling. A flight of stairs runs from the middle of the common area upward to the left, with a kitchen space beneath it and facing the wall to the stable-yard. This leaves the common room in a backward "C" shape around the kitchen/stairs, creating many corners for quiet conversation. Against the short southern wall on either side of the stone fireplace rest many wine casks, their tops facing the room and branded with labels in strange scripts. The walls are bare but for occasional hooks for cloaks and hats.

### **Upper Floor**

The upstairs area includes six rooms of varying sizes, some with beds, others with tables and comfortable chairs and a station for a scribe. The rooms are uniformly tasteful and comfortable, and the walls are hung with heavy tapestries on rickety poles (5/6 of falling if tapestry is moved). It is hard to hear anything through the walls.

### **Cellar**

The cellar is filled with hundreds of shillings worth of wines, drugs, spices, and preserved foods from all across western Lythia. Movement is difficult. The cellar is accessed via a stout ladder beneath the kitchen cutting board. Getting anything out of the cellar is a two-man job. Orsin keeps his records in a small desk down here, with a small oil lamp. His journal lists names and dates of many things he has heard, some of which could cause serious trouble to important people in Shiran.

### **Stable**

The large outbuilding houses the stable and the ostler's quarters. The stable area is often quite fragrant, especially if Stinky has been derelict in his duties.

# THE UNDERCUT

## Local Map

*[Half page map showing all parts of the city west of the Benath Street district (q.v.) and north of the Tharda Way district (q.v.) except for the castle]*

## Description

The district as a whole is a lower class area, excepting only those premises along Derlian Street and the northernmost parts of Benath Street, which are the only routes to be actively patrolled by the city guard here. The other streets are filthy and surrounded by aging buildings, many in bad need of repair. Yet Shiran's hedonistic atmosphere extends even here, for many struggling artists live here, hoping to one day come to the attention of a wealthy patrician clan.

## District Map Index

### [3] THE UNDERCUT

#### [12] TEMPLE OF AGRİK

The Viriahn and Senesharil of the order is the infamous Merele of Kantar. Four captives currently languish in the temple dungeons; two are peasants from land belonging to the fighting order, imprisoned for defaulting on taxes. Rاندred of Khile is an Ainlaumak of the Red Shadows of Herpa, captured in a skirmish on the Rethemi border. Only Garan of Sarhend is a native of Shiran; a journeyman and brother of a local salter, he was kidnapped by the order after worming his way out of an unproven (but, as it happens, fully justified) multiple rape charge. Nobody outside of the order currently knows of his whereabouts.

#### [17] TEMPLE OF NAVEH

The Garana is Shylir of Varal, whose skills as a killer exceed his political talent or leadership ability. While his own immediate survival is not in doubt, his subordinates' inability to penetrate Shiran high society or the local guilds has left him deeply worried as to his fate once the temple has gone. From the outside, this appears to be an unusually well maintained tenement building.

#### [F-3] MERCANTYLER (Hondash of Jereka)

*[The second building from the west on the south side of Derlian Street]*

Size: 3 Quality: \*\* Prices: average

In addition to being a mediocre trader in pottery and assorted other goods between Shiran and Coranan, Hondash is also the local Lia-Kavair 'guildmaster'.

#### [F-4] SALTER (Yarit of Pornua)

*[The building just west of (45)]*

Size: 3 Quality: \*\*\* Prices: average

Deals primarily in bulk salt from the river Thard, but also sells pickled fish and preserved meat.

#### [F-5] ARCANE LORE/ASTROLOGER

(Farenba of Virime)

*[Fourth building from the west on the north side of Derlian Street]*

Size: 1 Quality: \*\*\* Prices: high

Farenba's skills are often in demand among the wealthy and her fees are set accordingly. She does her most work for the Mangai and the Provincial government, but many patrician clans are counted among her clientele. While the ignorant whisper that she may be a Savoryan mage, she has never studied magic and has no desire to do so.

#### [15] TEMPLE OF ILVIR

Wyllin of Llewgaen has been high priest for longer than many can remember. Too dull and unimaginative to produce the devotional artistic works that many other Ilvirans work on, he obtained this largely administrative post by default. A young cleric named Davyd of Cendris has recently taken up residence; besides being a skilled illuminator, he has tried to reinvigorate the sect, but to no avail.

#### [48] SLAVER/MERCANTYLER

#### [47] CLOTHIER

#### [46] HIDEWORKER

#### [19] TEMPLE OF SAVE-K'NOR

Ronis of Quernae was appointed Ibarti as recently as last year. He is only in his thirties - unusually young for such high office within the Save K'norrian church. He is acknowledged as something of a genius, albeit one with a wicked sense of humour and love of the surreal.

[21] RAFTERS' INN

A bulky, and very ugly man, Yarbris acts as his own bouncer and is known to harbour a strong dislike of Haleans, who he regards as useless wastrels. Fortunately, few would be likely to be counted among his customers anyway.

[S] These buildings are safe houses for the Lia-Kavair

## A Selection of Buildings Near the Undercut

*[Full page map/plan showing ground floors only of the buildings described below, in the style of the Alienage maps and the 'Aleathian businesses' map from Son of Cities]*

The map shows the ground floors only for a selection of buildings. While space considerations prevent showing other floors, the presence of cellars and upper stories can be inferred by the presence of stairways, trapdoors, etc.

[F-10] ARTIST (Themelt of Persuden)

*[The building south of the Save K'nor temple (19)]*

Size: 1 Quality: \*\*\*\* Price: high

The cousin of a local carpenter, Themelt chose not to go into the family business. Having discovered a talent for painting while decorating expensive wooden chests and similar items, he decided to set out on his own. His skill has resulted in many orders from local temples and the wealthy elite.

[F-11] HARPER (Sorella of Fabis)

*[The building just east of (F-12) on the corner of the alley]*

Originally hailing from Phira in Rethem, Sorella travelled the long distance to Shiran hoping that her musical talents would be better appreciated here. So far her success has been limited, although she has done well enough to move out of a tenement into her own home. She excels both as a singer and as a harp player and is sometimes employed by the local courtesans' houses to help train their apprentices in the musical arts. She married in 719, and is expecting her first child in a few months.

[F-12] APOTHECARY (Sinbel of Gurn)

*[The third building from the east on Derlian Street]*

Size: 2 Quality: \*\*\* Prices: high

Most of Sinbel's goods are of poor quality (treat as \*), but he does sell a variety of narcotic drugs of reasonable purity. He has close contacts with the Lia-Kavair, and supplies them with drugs to incapacitate their opponents. Otherwise, he deals primarily with the Hlean temple and with wealthy patricians, providing them with a wide range of recreational substances.

[19] TEMPLE OF SAVE K'NOR

[F-14] WEAVER (Lenrik of Elben)

*[The building opposite the Save K'nor temple (19)]*

Size: 3 Quality: \*\*\*\*\* Price: high

Lenrik weaves beautiful tapestries to order, using Shiran dyes to their best effect, and is much in demand as a result. His work can be found decorating many local patrician villas. He is married to Uther of Rabail's sister.

[F-15] TENEMENT

*[The building on Kobar Street north of the Save K'nor temple (19)]*

Owned by Shian of Ulter [D-11], this building is home to the families a number of semi-skilled workmen. The most notable inhabitant is Erenad of Cydris, a painter of mediocre talent (Size: 1, Quality: \*\*, Price: low) who ekes out a living decorating shop signs and the like. Convinced of his own greatness, he blames his lack of success on an imagined vendetta by Uther of Rabail and will not use his services if possible. His egotism and repetitive bemoaning of his fate will soon irritate anyone spending any time with him.

[F-16] CARTOGRAPHER (Imuth of Ercraten)

*[The building just west of (F-17), on the east corner of the alley]*

Size: 1 Quality: \*\* Price: low

Imuth's work is quite artistic and attractive, and he makes good use of local inks to produce splendidly coloured maps, but sadly, their accuracy is quite atrocious.

[F-17] SCULPTOR (Torad of Velsha)

*[The building just east of (F-16) and opposite the Rafters Inn (21)]*

Size: 1 Quality: \*\*\* Price: average

One of a number of struggling artists living near the Undercut, Torad works as a sculptor and engraver. Although he receives some good deals from Uther of Rabail, he is underemployed and has to make ends meet by carving combs and similar small items from bone and horn.

[F-18] METALSMITH

*[The building just east of (F-17)]*

Size: 4 Quality: \*\*\* Price: average

Speciality: decorated brassware and pewter.

[F-19] TENEMENT

*[The building just west of (F-20) and on the corner of the alley]*

Owned by Hondash of Jereka, this building is in a poor state of repair, and creaks ominously when the wind is strong. The inhabitants are poor labourers, who can afford nothing better, and a one-eyed ratcatcher named Rynim of Klart, who possesses a surprising amount of knowledge of the goings on in high society and can be persuaded to pass on interesting and usually reliable gossip for an appropriate consideration.

[F-20] TATTOO ARTIST (Ethid of Trinerin)

*[The narrow building just west of the Rafters Inn (21)]*

Size: 2 Quality: \*\*\*\*\* Price: average

Ethid's skill is not always recognised by his largely unsophisticated clientele, but he makes good use of vivid pigments and intricate detail.

[21] RAFTERS INN

[R] RUINED BUILDINGS

*[The three buildings north of the Rafters Inn (21) and buildings (F-19) and (F-20)]*

These partially collapsed buildings are dangerously unsafe, but often used by beggars as night-time shelter.

Harn is © N Robin Crossby and Columbia Games. No challenge to existing trademarks or copyrights is intended.

Original material is copyright as follows:

'Glassworker' © Rebecca Downey 2000

'Green Wyvern Inn' © John Sgammato 1999

All other material © Jamie Revell 2000