

GAZ 9

DUNGEONS & DRAGONS®

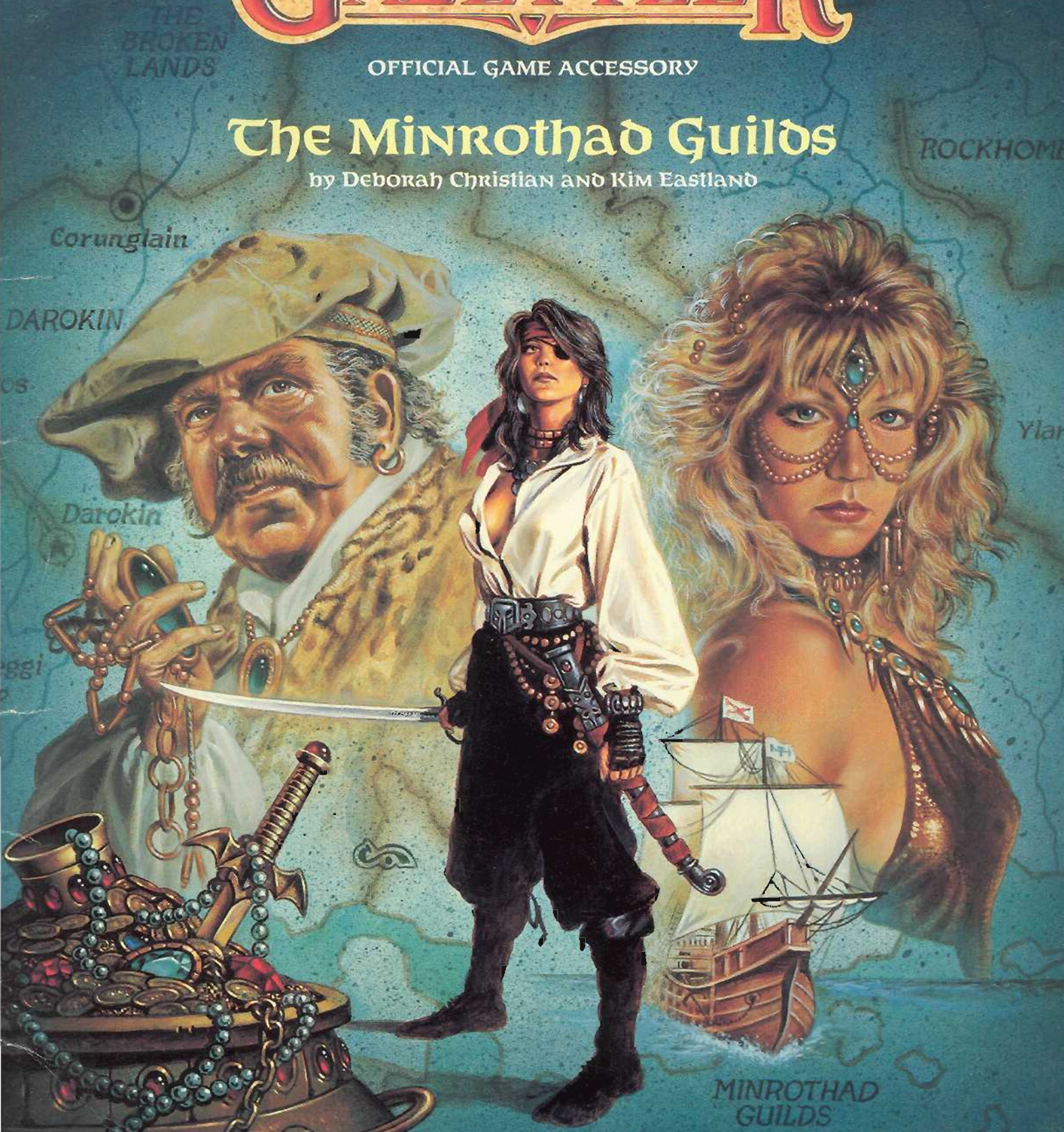
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GAZETTEER

OFFICIAL GAME ACCESSORY

The Minrothad Guilds

by Deborah Christian and Kim Eastland

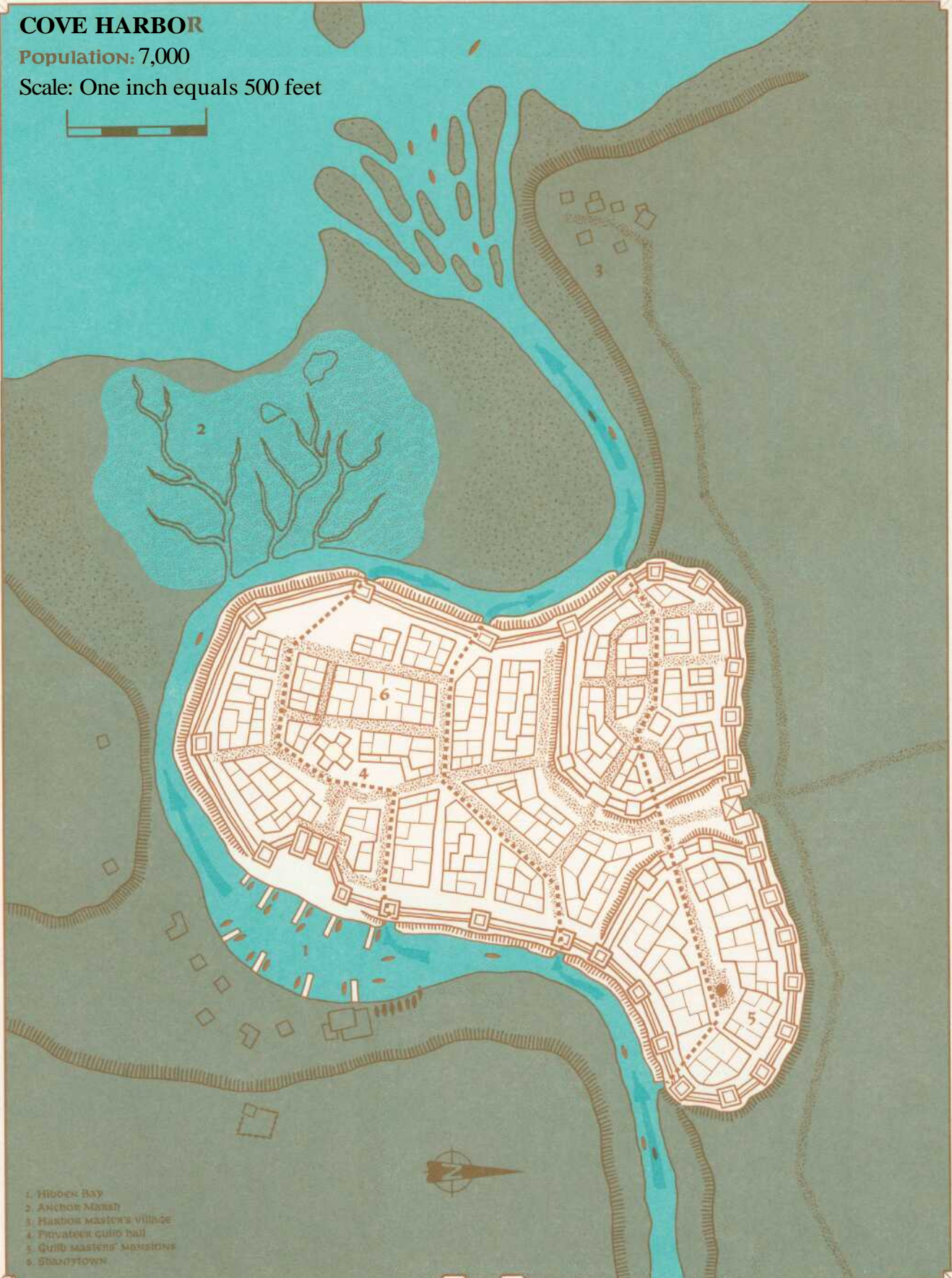


MINROTHAD
GUILDS

COVE HARBOR

Population: 7,000

Scale: One inch equals 500 feet



1. Hidden Bay
2. Anchor Marsh
3. Harbor Master's Village
4. Privateer's Guild Hall
5. Guild Masters' Mansions
6. Shantytown

GAZETTEER

PLAYER'S BOOKLET
OFFICIAL GAME ACCESSORY

The Minrothad Guilds

by Deborah Christian and Kimber Eastland

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Guide to the Minrothad Guilds

Welcome to the Minrothad Guilds

This book contains general knowledge about the Minrothad Guilds and is for the use of PC and DM alike. The other book in this set is for the DM's eyes only.

Minrothad is a nation of islands located in the Sea of Dread, south of the shores of the Grand Duchy of Karameikos (see *GAZ1*) and east of the island kingdom of Ierendi (see *GAZ4*).

This nation is a political-economic combine of various guilds. Some of the guilds are organized around crafts and the families that control them; some provide professional services, while others pursue activities that are covert, military, or purely political in nature.

The Minrothad Guilds are one of the most powerful non-military entities in existence. Due to their wide-ranging trade network and dominance of commercial shipping, almost anything, legal or illegal, can be obtained by Minrothad traders or their agents. The Minrothad Guilds wield economic and political clout far out of proportion to the size of their island nation.

An increased guild presence on the waterfronts and in the trading houses of the continent have brought this successful commercial nation much into the public eye in the last decade. In earlier times the country was fervently isolationist, forbidding immigration and strictly controlling travel and trade practices that brought outsiders to the islands. But this policy has altered with a change in government, and the Minrothad Guilds have opened their doors to trade, travel, and interaction with the folk of other nations. Curious travelers inquiring about the Minrothad Guilds can hear interesting things, depending on whom they ask for information.

A Sage from Specularum

"Over the sea, east of Ierendi and west of Thyatis, lies the Sea of Dread. The exact number of islands found there is unknown, because many are perpetually surrounded by fog and mists. The people

of the major islands banded together to form the Minrothad Guilds, the nation that controls most of the sea trade in the world today.

"These guilds have built an unsurpassed merchant fleet to carry their exotic goods to other nations. They are secretive about their crafts, for few other guildhalls can compete with the rare and artful objects exported by the Minrothad Guilds. But the secret of their trading success lies in two other factors. Minrothad maintains strict neutrality with the nations of the world. This allows them unrestricted access to major ports, where they base their merchant agents and offices.

"The second factor is the Minrothad merchant-princes: captains and masters of magic that keep their vessels safe at sea. No one in his right mind bothers a Minrothad vessel, and no merchant worth his trade goods offends their buying agents. A contract with the guilds can be worth a cargo's weight in gold."

A Minrothad Guilds Dwarf

"Never trust a Glantrian. They be tight-fisted, blackhearted dastards with no bone of pity for refugees or them that be down on their luck. And they lack the foresight to see how a business deal might be made. Guildsmen, now—that story tells different. We always be calculatin' a way both sides can benefit. And you can trust us, for we honor our word once it's given. Unlike Glantrians."

An Ierendi Fisherman

"Those Minrothad ships are bewitched! Strange things happen around them—odd winds ablow, schools of monstrous fishes following alongside, ships that vanish. Well, no one believes it until they see it for themselves, and then it's too late. Even pirates leave them alone, that's for certain. A merchant-prince is a match for a pirate vessel all by himself. They're not normal people, you know. I've seen the flotsam myself, after a battle—there was naught left worth salvaging. I'd steer clear o'them vessels, were I you."

A Minrothad Guilds Halfling

"There were onct a time when halflings were enslaved by Minrothad tall folk. Big labor for small diggers, that were—but we don't ponder that no more. Malf Quick-hand freed us, and off we took to Open Isle. Now we be as heavy-pursed as any other family in the guilds. Business be good, trade be good, and the tall folk never so powerful since the Silver Purge.

"The purge? Oh, that were long back a killing time for humans, cursed as they were with the were-way. But it be false, what Ierendi tour guides say! The were-folk be long gone from our Isles. Tourist-fond we be, and you'll catch naught if you visit Minrothad. Stop your ears to island-hopper lies from Ierendi!"

A Thyatia Merchant

"Guilds, shmilds. Those Minrothad upstarts want to create a trade monopoly, and woe betide the country that depends on them for shipping the day they decide to throw their weight around! We tried to bring culture to their islands when they were ignorant barbarians, but they didn't see the advantages an alliance would give them. They still refuse to ally themselves with us. Just shows how short-sighted they are. I only trade with them if I don't have any choice."

A Minrothad Guilds Merchant-Prince

"It's a bright new day for us, with Oran Meditor as Guildmaster. One of the seafaring elves he is, whom we call the water elves, and a great leader. Oran gave us an open trade policy, gained cooperation from the halfling and the dwarvish guilds, brought the family guilds in line. . . Oh? You don't know our guild system?"

"The only important part is that the guilds were founded in 691 AC, and great Minrothad became center of cooperative trade ventures. Craftsmanship is our only demand from our members: our guilds include halfling, dwarvish, human, and elvish craftsmen. Guilds are run by their masters, and they are directed by the ruling guildmaster, Oran Meditor. Simple, is it not?"

Minrothad History, as told by the Water Elves

Water elves are a seafaring race of elves whom some claim have made their home among these islands for thousands of years. Their version of local history is the one most widely heard by strangers to Minrothad.

"The sacred Dread Sea Scrolls say that in the beginning, there was only water, light, and the immortal Calitha Starbrow. Calitha looked upon her shimmering sphere and desired that there should be people there to honor her. She created the True Ones, or Alfasser; though men call us water elves today, we prefer that ancient name by which we were known.

"The immortal was pleased with her first and best work and soon made others to populate the sphere in company with her true ones. She made the Alfund, whom we now call wood elves, and after them the animals: the fish in the seas, the birds in the skies, and all manner of creatures on the land. Finally Calitha made lesser beings than the Alfasser and the Alfund: men, and halflings, and dwarves last of all. These she sent to teach the Alfasser patience and to show them what they could become without the immortal's guidance.

"In time, some of the Alfasser wished

for more power and knowledge than Calitha Starbrow had given them. They delved into the ways of dark and dangerous knowledge, until we, their more cautious brethren, left them and went to live separately in lands across the sea. The wisdom of this was proven a millenia later, when the immortal raged at the evil works done by the power-hungry Alfasser, and destroyed their homeland and all the peoples who lived there. She opened the earth and brought down the skies in such devastation that only the lands whence we had emigrated were left. Even those were torn by the eruptions of her anger so that they formed islands in the sea.

"We true ones who survived called the waters around us the Sea of Dread, for our fear that Calitha's anger would be unquenchable. While the immortal raged, she sent plagues, famines, and other disasters as tests to see if we, the remaining Alfasser, would stay true to her. Many turned away from Calitha in those days of trial, and one by one she sank their islands, until only the Alfasser that exist in Minrothad remained. But we had proven our worth through the long challenges, and we have been well-favored by the immortal ever since her anger calmed.

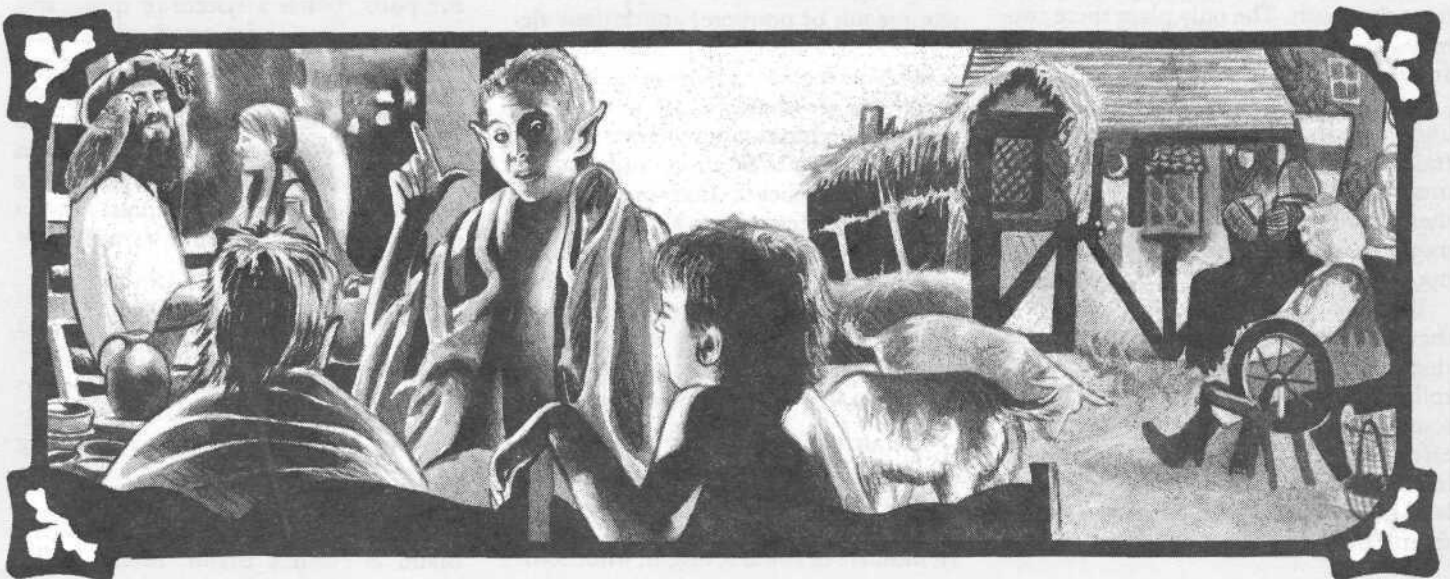
"Since that long-past time of terror, Calitha taught us the craft of seafaring,

and we ourselves turned human magic into an art for the protection of our vessels. Our wood elf brethren came to us from over the seas, led by the immortal to aid us in the crafting of ships and pursuit of trade.

"We have tolerated the growth of human cultures on our islands, stamping out plagues of lycanthropy from among them and separating their quarrelsome factions when they insisted on waging war. We helped the humans to trade across the seas, traveling far in our artful ships. Persuaded by Thyatians, foolish humans indulged in slave trade, and brought halflings to our shores to serve them. We helped free the little people from the yolk of slavery, and welcomed them into our midst as craftsmen and equals.

"In later times, we invited dwarvish craftsmen to join us in the creation of useful and beautiful things. They gladly left the ungrateful lands of Glantri, and brought their metal and stoneworking skills to enrich our guilds.

"With the help of our guildbrothers who work in the handicrafts, we have led the Minrothad Guilds on to greatness among the nations of the world. For this we are grateful to Calitha Starbrow, who continues to bless the ventures of the Alfasser."



Guide to the Minrothad Guilds

Lands of the Minrothad Guilds

It is recommended that travelers to the Minrothad Guilds go there either on a Guild vessel, or accompanied by a Guild-certified navigator or pilot. The routes to the islands are tricky, and the waters contain hazards of natural or magical origin best avoided by someone familiar with the local waterways. Guild vessels bound for Minrothad or other destinations in the island chain can be found in almost every major seaport on the continent.

Unusual Phenomena

It is the unusual phenomena of the seaways that is most quickly apparent to a voyager to the Minrothad Guilds. These can make for an interesting and scenic journey, providing they do not turn into personal hazards. To ensure that, the caution to travel only with a qualified crew should be heeded.

Fogs: One of the inexplicable phenomena in these waters are the constant fogs and mists that surround most of the islands. Some of this is believed to be caused by active volcanoes, steaming the water through sea level vents the year round. Another cause is thought to be the meeting of the cold Continental Sweep winds from the north northwest and the warm, moist Dragon's Wind from the south. The only place these two major fronts meet is in the Sea of Dread around the Minrothad Isles.

Another cause of the perpetual fogs is undoubtedly magical in nature, the result of weather-magic worked by merchant-princes. Safe navigation of these waters is almost impossible for seamen who were not raised here or who cannot magically see through the fog.

Waterspouts: In certain seasons, when the cold and warm air masses of the Continental Sweep and the Dragon's Wind collide, tornados and waterspouts can result. Some are also said to be a side-effect of weather magic worked by merchant-princes. Since there is so little land to be threatened by tornados, waterspouts are by far the more common and

unpredictable danger.

A vessel struck by a waterspout can be reduced to splinters in the water, or lifted bodily and deposited elsewhere on water or land. Areas of fog often obscure this type of hazard, and even in clear and open water, the speed of movement and erratic path followed by these watery whirlwinds make them difficult to avoid. It is said that merchant-princes have appropriate magic with which to handle such a danger, but common sailors and fishermen must trust to luck and their sailing skills to avoid them.

Whirlpools: Numerous uncharted reefs and small islands lie within the territory of the Minrothad Guilds. At times, when ocean currents and tides flow rapidly between rocks and reefs, whirlpools may result. As with fogs and waterspouts, this phenomenon is often caused by magic when encountered in Minrothaddan waters. This hazard sucks a ship down until it is torn apart on rocks or submerged beneath the water. Whirlpools are almost impossible to escape without the aid of appropriate sea magic.

Pirates

Perhaps more treacherous than natural phenomena are the pirates who haunt the sea routes between Minrothad and the mainland. Always ready to prey on promising cargo vessels, pirates appear like a scourge out of nowhere, attack their victims, then vanish untraceably into the mysterious fogs. Merchant-princes have a better chance than average captains of dealing with pirates, but not even Minrothad vessels are safe from their predations. It is believed that the seafaring brigands are Ierendi or Thyatian privateers lured to this area by the rich shipping traffic. The guilds are doing their utmost to eliminate the pirates from these waters.

The Islands

The archipelago claimed by the Minrothad Guilds is the area once known as the Colony Isles. There are six major islands and numerous smaller ones in this territory. Most are of volcanic origin, while some

of the small atolls are coral growth atop submerged volcanic rock.

Trader's Island: The first place to be settled among these islands was Trader's Island. Trader, as it was called, is the largest island in this group, with two inactive volcanic peaks, forested mountain ridges, and palm-covered coastal plains leading to black sand beaches.

The first town founded on Trader was Harbortown, tucked away in a sheltered harbor on the north coast. First settled by Nithian explorers led by a man named Minroth, Harbortown is the oldest human settlement in the islands. The city of Minrothad was named after the culture that developed there.

Minrothad, the capital and major trade city of the guilds, is located on the northeast shore of Trader's Island on the site of a former Alphatian colony. The city proper lies a quarter-mile inland from its bustling seaport and is nestled in the cone of an ancient, low-lying volcano. The city is surrounded by a moat over 300 feet wide, which is filled by the Lithwillow River before it flows down the dredged channel to the sea.

Alfeisle: Almost as large as Trader is Alfeisle, home of the wood and water elves, where the trade city of Verdon and the fortified elvish port of Seahome are located. Verdon, near farmland at the south end of the island, is the newest of the ports. It has a system of quays and mooring bouys designed to handle shallow-draft shipping along the city's narrow beachfront. Seahome, the oldest of the elvish settlements, is located at the northern end of Alfeisle. The city has an extensive subterranean lagoon docking complex, interlinked defenses, and a dazzling number of mansions and fortified houses.

Blackrock Island: Blackrock Island lies to the south between Trader's Island and Alfeisle. It is dominated by Halfpeak, an active volcano which periodically spews mud and lava. Very little grows on Blackrock and it is home only to a few fishing villages at the eastern end, distant from the volcano.

Fortress Island: Northwest of Trader's Island is Fortress Island, home of the

dwarvish guilds of Minrothad and their redoubtable city of Stronghold. Stronghold is located at the end of a long, narrow fiord whose cliffs loom menacingly. The rocky, barren island suits the dwarves well, for they avoid the dangers of its active volcano by making their home inside the cliffs of Fortress.

Open Isle: To the north of Alfeisle lies Open Isle, so called because the island is flat and treeless. Its major settlement is the halfling town of Malfton. The thin soil and rocky ground severely limits the vegetation that will grow there, especially compared to other islands of the Minrothad Guilds. Nevertheless, industrious halflings have turned the area around Malfton into a region of carefully tended gardens, limited orchards, and pasturage. Malfton is the center of halfling trade and manufacturing enterprises.

Fire Island: Northwest of Open Isle is Fire Island and Redtop, its notoriously dangerous volcano. Rocks and hot ash are sometimes ejected from Redtop for miles out to sea, and lava flows down the mountain flanks with great frequency. The volcanic activity is so treacherous and unpredictable that the island has been declared off limits to all shipping traffic.

North Isle: North Isle is the last of the major Minrothad islands. The fortified town of Gapton was built as a colony of refuge for members of the guilds in case calamity ever strikes the islands. A population with a disproportionate number of scholars and clerics lives there in the meantime. The trading activity of North Isle revolves around supply and warehousing for ships bound to or from the mainland.

Weather

The Minrothad Isles have a temperate climate and generally predictable weather. The tropical and sub-tropical conditions, with warm winds and periodical rainy seasons, make these seas almost perfect for a trading and seafaring society.

Dominant trade winds blow from northwest to southeast through the Isles. During storm season, this weather pattern brings rain and blustering winds to

the northwest side of the islands first. Therefore, most popular harbors have an easterly or southerly exposure.

Native Flora and Fauna

Vegetation: Mahogany and teak grow on the hills and highlands of the Minrothad islands. Although they are replanted, the forests have been reduced in size due to the demands for lumber for export and ship building. Vast areas of woodland have been cleared of the most valuable trees, and have become overgrown with shrubbery, taken over by palm trees, or turned to agricultural purposes.

Fruits, nuts, and edible roots grow in great variety throughout the islands. Bananas, coconuts, guava, pineapples and much more wind up in the marketplaces of Minrothad and on the guilds' ships for trade. The islanders import much of their food and rely on trade to give them the wherewithall to accomplish this, but a modest agricultural effort provides yams, breadfruit, tomatoes and similar produce for local consumption.

Wildlife: Birds are numerous on all the islands but Fortress Isle. Sandpipers scurry along beaches, warblers nest in flowering dogwood, herons and egrets inhabit remote waterways. Gulls and terns nest on seaside cliffs, toucans are found in the highland forests, and a native grouse called the *ulit* is a popular food bird.

Small game is scarce and snakes are rare, but diminutive peccary pigs can be found throughout the islands and are a bane to Minrothad's few farmers. Populations of monkeys confine themselves to the highland forests, while wild goats and donkeys escaped from activity stick more to the lowland valleys. The predators dangerous to man that have not yet been hunted out of the islands are limited to several species of giant lizards, which continue to present a threat to forest travelers on most of the islands.

Insects: A moderate number of insects are native to these islands. They are mainly flying, stinging pests, but the most dangerous insects encountered in Minrothad are the poisonous spiders. These spiders prefer a forest environment, but

sometimes come to cities carried in cargos of fruits and vegetables.

Highland Hunting

As told by human Jerald Aeren, master trapper, Export Guild (associate of the Merchant Sailor Guild)

Lord High-and-Mighty demanded I take him on a backwoods jaunt. A knight from *Karameikos*—you know the type. He were upset because he couldn't get a merchant-prince to fight a duel, and so he wanted to kill something else instead. He had the coin, so I said yes.

I warned him t'were the wrong time of day to find game. 'And I'll see you in court if we don't', he answers, sarcastic-like. So I says to myself, we'll see how he likes the piglets.

Peccary forage in a herd at times, hundreds of 'em. They run along, stupid, trampling everything in their way, not knowing what they're looking for. It's not hard to find 'em. Look for trampled brush and listen for their noise.

Sir Knight didn't figure it out when we circled ahead of the piglets. We dismounted and he got his crossbow ready. 'Peccary?' he asked. 'I hear those are good eating.' I agreed and pointed out where they'd be coming through the brush.

I neglected to mention how many. We heard 'em before we saw 'em. I was up a tree before he fired his bolt at the first one. Then out came more pigs and out came his sword. He layed about like he was in a slaughterhouse, but it wasn't good enough. Peccaries shoved him here and yon, almost knocking him over and tromping him under. Then he gave up and ran down the trail, outnumbered and chased by angry piglets. I about broke my neck, laughing myself out of that tree.

I took his kill back to the inn for him. He didn't appreciate it. But I haven't seen him in court, either.

ECONOMY of the MINROTHAD Guilds

The Minrothad Guilds are manufacturers and service-providers who sell their goods and services mostly to markets outside of the Minrothad Isles. In return, they import cargos of food, raw materials for their own production needs, and a diverse quantity of finished goods from other countries. Their large merchant fleet is famous in the ports bordering the Sea of Dread, for guild ships carry both their own cargos and those of traders from every major sea and river port on the continent. Minrothad's large speculative cargo trade has made this nation wealthy.

This successful mercantile combine is composed of highly stratified guilds which have carefully-defined fields of endeavor, and which do not compete among themselves. Their structure, goods and services are looked at more closely under *Guilds*, but the following aspects of this economy will be readily observed by travelers to the Minrothad Isles.

DOMINANCE of Sea Trade -

The Minrothad Guilds manufacture a significant portion of the nonbulky, high-quality trade goods which travel by sea, but they are best known as the primary source of sea-going cargo carriers in the lands which border the Sea of Dread. Even the seafaring merchants of large empires frequently opt to contract shipping to these traders. Minrothad guildsmen have a reputation for reliability, sharp but honest dealing, and speedy transit times. Not least of all, the merchant-princes who are masters of Minrothad ships are able to defend their vessels against the monsters of the sea, both human and nonhuman, better than anyone who is not sailing a vessel of war.

Versatility IN Trade -

Minrothad traders either sell their cargos or trade them for other goods, depending upon their needs or the needs of the client for whom they are shipping. If the price is right, guildsmen can acquire any cargo or sell any goods for which there is a demand.

Guildsmen are experienced financiers who carry letters of credit, conduct business on account through their agents in a port, and are knowledgeable about the value of cash and trade goods in the places they transact business. These traders generally accept any gold piece or item of equivalent value when transacting business, although a service charge is levied if the currency is not local or if an item will be difficult to convert to cash.

DOMESTIC Trade Monopolies

It is not possible for the Minrothad Guilds to completely monopolize trade abroad. Most ports have open markets and though guild traders may dominate the scene, they still compete with other merchants.

At home in the Minrothad Isles, however, it is a different story. Outsiders are now permitted to visit the islands, but they are not allowed to compete with the guild mercantile operations that go on there. Absolutely no professional trading or selling may be performed by non-Minrothaddans, except directly with the guild that handles that specific trade good.

This prohibition is intended to prevent foreign merchants from sailing in with a cargo on speculation and selling it to anyone who might want the goods. A trader with a cargo of iron ore, for example, can sell only to the manufacturing family guild that deals in metal ore. Similarly, a finished product, such as cloth, cannot be sold directly to retailers, but must be sold to the guild which monopolizes cloth trade.

Sometimes more than one guild is a suitable purchaser for a cargo, but if none of them are interested in the purchase, there is no recourse for the foreign merchant. Higher officials are not sympathetic to the merchant's cause, because they do not care for foreign traders conducting business in Minrothad. When guildsmen need or want foreign goods, they purchase a cargo through their buying agents and carry it to Minrothad in their own ships.

This and other commercial prohibitions are clear-cut (see *Laws*), and newcomers to Minrothad are informed of these injunctions before they debark.

CURRENCY

Foreign currency, as well as gems and jewels, are acceptable specie in Minrothad, but a standard 5 percent conversion charge is added to the price of items paid for in this way. There is no fee charged for using local currency. Money changers are common in every city. They are carefully regulated by the government and are fairly honest, but their variable rate of exchange affects the value given for foreign currency.

It is legal to bring Minrothaddan currency into the country, but visitors are not allowed to take out any in excess of 200 gp value. Local currency follows the standard system of equivalents for ease of trade. A *crona* is one gold piece, a *byd* is one electrum, a *quert* is one silver piece, and a *plen* is one copper.



Law in the Minrothad Guilds

Courts

Minrothad courts fall under the jurisdiction of the Tutorial Guild and the local government guild (see *Guilds*). The Tutorial Guild tries all major crimes, and is also called in if there is any doubt about the extent or nature of the criminal action. The Tutorial Guild uses all of its arcane magical powers and devices to discover these answers and the truth is usually found out in such matters.

A trial court consists of a senior guild member who presides as judge, and a jury composed of three members from the accused's guild and two nonguild citizens. If the accused is not a guild member, any sort of guildsmen may sit on his jury. Bail is unheard of, and the accused might await trial for up to a month. During that time he is kept in a plain but clean holding cell. He is fed enough and treated decently by the constabulary, a division of the local government security guild.

During the trial, the judge asks the questions, and jurors are allowed a period of questioning as well. Lawyers can participate in the proceedings but are not required to do so and are not always present.

Laws and Crimes

Acts of violence are obviously criminal, but a surprising number of other activities are closely regulated as well. Ordinances of interest to travelers are pointed out here; their violation can be considered a criminal act and liable to full prosecution.

Spell Casting: Only merchant-princes may cast magic freely in the Minrothad Isles. Anyone else who does so must have a merchant-prince or other member of the Tutorial Guild at hand to supervise the spell casting. Persons in violation of this ordinance—even unwitting visitors—are dealt with as described under *Punishments*.

Gambling: Travelers are often surprised to learn that most gambling is illegal among the Minrothad Guilds, in spite of the wealth that moves freely through their shops and businesses. Games of chance, like dice or cards, are illegal, as is gambling on violent events of any type, such as boxing or cockfighting.

A monthly public lottery run by the government is the only authorized wagering done in the islands. Tickets are available at money changers and taverns. Besides the lottery, gambling is permitted during the Midwinter Festival. At that time, people can wager up to 100 gp on sporting events like athletic contests and dog racing. Persons who are caught gambling in any other ways suffer large fines as the very least penalty.

Business Transactions: When a traveler wishes to buy, sell, or do other commercial business in the Minrothad Isles, the following regulations are important to know.

1. Magical items may only be sold to Minrothaddans or to foreigners working for the government. Price discounts are forbidden, and they are never sold below a normal retail price.

2. Adventurers who wish to sell valuables to locals should note that Minrothaddans are allowed to buy any item brought into the country. However, an item may never be sold at more than its normal Minrothad market value. Higher prices are considered to be profiteering, and are punishable by imprisonment (see *Punishments*). Visitors are forewarned that the experienced bargainers of the Minrothad Isles will seldom pay more than 50 percent of an item's retail value, or 75 percent if it is extremely rare or unique.

3. Money paid to a foreigner for an item or a service rendered must be reported to the local retail tax collector. The government then levies a tax of 18 percent of the total gp value of the item, material, or service sold, which is due and payable by the foreigner who made the profit. (An 8 percent sales tax is levied against Minrothaddans.)

4. Magical items sold or services performed in Minrothad are done under the supervision of a representative of the Tutorial guild. The guildsman records the transaction for tax purposes, and guarantees that any magic performed is in keeping with Minrothad Guilds regulations. The foreigner is then charged a tax of 20 percent, which includes a 2 percent fee for the Tutorial Guild's services.

Treasonous Offenses

Treason against the state is the most reprehensible crime in Minrothad. Guildsmen resent betrayal of their state, but even worse, treasonous acts also derail many complex and subtle intrigues, the very life-blood of the guilds. Foreigners involved in plots or actions against the guilds may be suspected of treason, and will be tried with the full severity of the law. A range of sentences are possible for treason, as described below.

In a similar vein, the Minrothad Guilds are concerned with their public image and their reputation, for they trade on these things as much as on anything else when they do business. If a guildsman commits a major crime in another country and publicly disgraces the Minrothad Guilds, he might be charged with defamation of the guild when he returns home. If convicted, his punishment is often more severe than the one inflicted by the nation where he committed the crime.

Punishment

Minrothaddans have been accused of preoccupation with material goods. At least it is true that their laws dealing with possessions and attempts to steal them are some of the most severe known. Guildsmen see their laws as a necessary balance to the unscrupulous who prey on the hardworking. A righteous and intolerant attitude toward the criminal colors their legal system and the penalties received under it.

Law in the Minrothad Guilds

The unforgiving Minrothaddan attitude toward crime is most evident in the judgements delivered for thievery. Theft has always been a problem in ports and trading communities because the quantity of merchandise and number of people passing through offer so many opportunities for larceny. The penalties for theft in the Minrothad Guilds are harsh and explicit, as are the sentences for many other offenses.

Fines and incarceration are not unknown punishments, but even they are taken to extremes. Fines are exorbitant, with the clear intent to strain the resources of the guilty party. Imprisonment is unpleasant at best.

Punishment for the heinous crime of treason can extend even to the relatives of the criminal, depending on how severe the treasonable action was. A shipping schedule betrayed to a foreign competitor, for instance, might be punished with exile for the criminal and anyone else who knew about it. If, instead, the criminal helped assassins kill a guild master, the penalty could be the extermination of the accused and his entire family.

Foreigners who commit crimes are usually punished more strictly than are natives. Typical punishments for crimes committed in the Minrothad Isles or aboard a guild ship are listed in the sidebar.

Prison: Minrothad dungeons are among the worst in the world. They are filthy and the prisoners are fed just enough to keep them alive. When Ruling Guildmaster Oran Meditor took office, he stopped the practice of torture in these dungeons. But life itself can be torture if the sentence is very long; people who have been condemned to 20 years or life have pleaded to be put to death instead.

Black Seal Warrant: No official condemnation is more uniquely Minrothaddan than the Black Seal Warrant, named so for the black wax of its official seal. The warrant is a death decree issued as punishment for the most censured of crimes, such as assassination or treason. The warrant must be recommended by the court and endorsed by the ruling guildmaster. A criminal need not stand trial in person

to receive the Black Seal as his punishment, but can be tried in absentia.

Once the warrant is signed, a gold piece value is set upon the condemned criminal as a bounty. This unusual sentence is the Minrothad Guilds' way of saying, "No matter where you are, we will eventually find you and execute you." It also is a license for the Thieves Guild to travel abroad or hire foreigners to execute the criminal with impunity regardless of where he is found.

This warrant is so far-reaching because of the vital trade connections of the Minrothad Guilds. A country that offers refuge to a Black Seal-condemned criminal soon finds that guild ships will carry no goods to or from that country. If this measure proves inadequate, the guild puts similar pressures on the allies of the recalcitrant country, until it becomes more economical—and politically expedient—to give up the condemned criminal. The fugitive finds that there is a price on his head and most people know it. He can trust no one and few will shelter him.

Occasionally, in the case of foreign dignitaries or notables, the Black Seal Warrant is not publicly announced, but is privately issued to the Thieves Guild. Normally, though, the warrant is posted publicly in the Minrothad Isles, displayed on all guild trading vessels, and distributed in foreign ports by Minrothad agents.

Typical Sentences

Crime: Punishment

Defamation of character: Varies from time in the stocks to the death penalty, depending on degree of damage.

Tax evasion: Flogging.

Profiteering: Flogging, fine, or both.

Breaking and entering: Blinding.

Theft: Loss of one or both hands.

Purposefully distracting victim during theft or robbery: Loss of tongue.

Embezzlement from employer, a guild, or the government: Blinding and loss of one or both hands.

Swindling, running confidence games: Fine of up to 50,000 gp and imprisonment for up to 20 years.

Sacrilegious acts against a church: Fine and one year in the dungeon.

Theft from a church: As above, plus confiscation of all property and exile after release from the dungeon.

Unauthorized spell-casting: Varies from small fine (for a harmless spell cast in ignorance) to the death sentence (for deadly magic).

Kidnaping or molestation: Death by stoning.

Murder or attempted murder: Death by hanging.

Assassination or attempted assassination: Death by impalement.

Piracy: At sea—death by drowning (walking the plank or keelhauling); In port—death by hanging.

The Society of the Minrothad Guilds

"Hoy, now! Craft Row be a mighty street, think you not? And you could use a guide, I'd guess. I'm the one for you: *Kirana Welkie*, apprentice magic dealer. *Guild Cosser*, if you don't ken the cheek-mark. *Never mind these packages—I have 'em to deliver, but only to places on Craft Row. A talking stroll takes me not too far out of my way. Two quert be a fair fee.*"

This polyglot society is a striking combination of peoples, customs, and cultures that have come together in the cooperative melting pot called the Minrothad Guilds. The dominant culture that has evolved is a blend of native human, elvish, halfling, and dwarvish practices. It is a society given to change and adaptation, constantly incorporating new elements encountered and borrowed by Minrothad traders abroad.

Languages

"We be civilized folk, as you notice. No barkers, no hawkers. Wares on shop windows and sidewalk tables, neat-like, so's you can browse as you walk.

"Yes, that shop keep be talking to you. He were saying, 'come in and look around,' not 'go fish in the sea.' The accent be hard for a new ear to catch. That were 'fetchon an' scree' in Patois."

The language spoken in Minrothad is the Minrothad Patois, which mixes elements of the original speech of the guilds' member races with words taken from other tongues, old and new. This colorful language combines archaic references and modern slang, and is constantly changing due to the influx of new words that traders have picked up.

Minrothad Patois has a sing-song cadence and sometimes rhymes sentences. The melodic pattern carries over when Minrothaddans speak other languages, and islanders find it difficult to lose this accent when speaking foreign tongues. Although portions of Patois are comprehensible (though strangely accented) to native speakers of its major source languages, it is a difficult language to become fluent in.

Besides Patois, almost every language

of the known world can be heard in the Minrothad Guilds. The merchants know many foreign tongues, and people of every nationality visit these shores. A translator or native speaker of most languages can be found in the larger cities, and some Minrothaddan somewhere is bound to speak whatever odd dialect a traveler might know.

Names

Most names heard in the Minrothad Guilds consist of a first name and a surname indicating one's craft or occupation. Regardless of race, names incorporate the wealth of borrowed words shared in the Minrothad Patois.

Elves and dwarves have drifted considerably from their continental linguistic roots, especially in their choice of surnames. An elvish weaver may be named *Weafer*, and a dwarvish smith, *Bellows*. Human names also consist of a first name and surname, but are less often related to occupations, and sound like names from the mainland.

Dress

Fishermen and farmers dress in loose, light clothes woven of native cottons. Dyes made from shellfish are popular and cloth is often colored with purple, crimson, or yellow. These dyes are worth a small fortune in many mainland countries, but are considered commonplace by Minrothad natives.

In the cities it is almost impossible to tell a Minrothaddan by his clothes alone, because they are likely to come from anywhere. Sophisticated folk indulge their taste for bright colors and imported products. Textiles from every mainland port are available in Minrothad, and a wilder array of fashion can be seen in no other country of the world.

Like their language, Minrothad dress is a pastiche of elements. On any main street can be seen bright silks, brocaded linens, brushed velvets and shimmering satins, elegant boots, high-laced sandals or soft slippers, elaborate hats and turbans. Lighter materials are preferred

because of the climate, but cool weather or passing fad brings out woolens and furs.

Styles change more quickly among the Minrothad Guilds than in any other nation, coming and going as rapidly as shipments of cargo. Continental fashions are imitated, or their elements recombined in a typically Minrothaddan ensemble: a brocaded *Karameikan* doublet, silken *Thyatian* hose, an *Ierendistyle* cap, boots and belt of *Alfheim* tooled leather.

Dietary Habits

Minrothaddans eat four meals a day.

A simple breakfast is followed by dinner shortly after noon, when shops close up for a two-hour break during mealtime and the rest period following it. Supper is the largest meal of the day, eaten in the evening. If supper is eaten sooner and the individual is staying up later, he also has the traditional "evening bread," a light meal of bread, cheese, fruit, and wine. Among halflings, this meal is much larger and is always served an hour or two before bedtime.

Fish is the main source of protein in the Minrothad Isles. The fishing fleet meets all domestic needs and even provides a small export surplus of fish and shellfish. This diet is supplemented with seaweed and shellfish, native fruits and vegetables, sugar from cane grown by halflings, and the meat of pigs and game birds. Goats provide milk products and sometimes meat.

Minrothaddans do not grow staple crops such as rice or oats in quantity. Instead, they import large amounts of grains and other foods from the continent. Specialty foods such as cheeses and wines are also in demand.

Architecture

"If you be looking for something and don't see it, ask a shop keep. They got mountains more hidden away inside. These buildings be much larger than they look, really, with lots of rooms, and courtyards in the elvish ones."

The Society of the Minrothad Guilds

Minrothad farming and fishing villages use simple, spacious wooden A-frame huts of one or two rooms. Near the coast these are framed of wood and covered with woven palm leaf matting, while inland the walls are split saplings interwoven with withes and covered with matting.

Wooden buildings also dominate the construction in the cities. In human settlements such as Harbortown, slat-walled houses are built slightly above the ground on posts. Structures have high ceilings and wide windows that open easily to the outdoors.

Lacking adequate trees to build homes in, Minrothad elves constructed wooden buildings with many interconnected rooms. Adapting the form for ease of defense, some elvish cities feature blocky, pueblo-like buildings. Outside they display windowless outer walls reinforced by masonry, but inside are a maze of connecting rooms leading into enclosed open-air courtyards.

Halflings favor the burrow-like dwellings of their ancestors, although for business purposes many build raised wooden houses like their human neighbors.

Except for dwarves, who build with compacted volcanic rock, only the wealthy and the government build with stone in Minrothad. Supplies of useful quarry stone or clay for bricks are almost nonexistent on these islands, and such materials must be imported from the mainland. City fortifications, bridges, and the mansions of the rich are generally made of stone.

Holidays

Minrothaddans pride themselves on working hard and playing hard. They take any excuse to have a good time, as long as essential work has been done or is caught up. Numerous religious and national holidays fill the Minrothad calendar, and it is common practice to receive time off of work on the day or afternoon that is holy in an individual's religious beliefs. These holidays are described in the Minrothad calendar, and monthly holy days are explained under

The Religions of Minrothad.

Religious Beliefs

Minrothaddans are rarely fanatic about their religious beliefs, and talk little about the philosophies they adhere to. They are tolerant of the beliefs of foreigners. Whether or not they are religious, most natives wear a holy symbol or medallion with the mark of their church. Such an item is considered to bring good luck and blessings to the individual's endeavors. Temples are low-key affairs located in residential areas away from the hub-bub of visiting foreigners and commercial districts.

Visitors to the Minrothad Guilds

"Sorry you can't get price breaks—those be only for guildmembers. But if you happen to be a mage, you might mention it to an innkeep, and you'll get a good room."

There are a great number of foreigners in Minrothad, traveling on commercial business or for pleasure. A visitor to the Isles notices the odd dress, strange languages, and peculiar customs of these people, but island natives have become inured to this panorama of variety. Travelers do not attract any particular attention in the cities of the Minrothad Guilds, no matter how outrageous their appearance or uncouth their dress. Foreigners are treated with courtesy and respect, at least as long as there is profit or good will to be made. There are, however, a few exceptions to these rules.

Spell-casters: Magic is the domain of the merchant-princes and a few select members of the Tutorial Guild. Magic not related to seafaring is unfamiliar to the masses, and those who practice this art are figures of intrigue and mystery to the common Minrothaddan.

Foreigners who are identified as magic-users attract a great deal of attention and curiosity seekers. A spell-caster might be singled out by his distinctive dress or open use of magic. A person who wears a pentagram on his clothes might be mis-

taken for a magic-user as well, for this symbol is forbidden in Minrothad to any but merchant-princes. In either case, he soon finds himself followed by a gaggle of inquisitive children, and is a suddenly popular target of "casual" conversation with passing adults.

Thieves: Anyone with the temerity to identify himself as a thief is at first disbelieved. If he insists it is true, or has proven it by some action, Minrothaddans react with horror and hatred. The penalties for thievery are quite unforgiving, and anyone who is clearly a shady character is watched wherever he goes.

Customs

"Oh, no! That be a dock-party at Slipperyfoot's shop, where I take this last package. My regrets, but I leave you here. Once in that crowd, I may not get out again. Enjoy the Row—and if you want to join the dock-party, stand on the street outside the shop. Belike the party will come to you!"

It is not proper to quiz Minrothaddans about guild politics or problems. Natives do not discuss these matters with outsiders, and take offense at these questions.

It is customary to boast about a guild's good points while giving a sales pitch, and a buyer hears this if he asks about a product or service. A sale concluded after a bargaining session is toasted with a drink of imported brandy, kept by the shop keeper for just such occasions. Customers who buy expensive items might be invited to dinner by the merchant.

Ships come and go in Minrothad ports all the time. The more important arrivals and departures are observed with a "docking party," sponsored by a guild or ship master. Docking parties are held in the factor's offices, a nearby warehouse, or elsewhere in town away from the vessel and busy dock.

Most of the crew attends these raucous events, which sweep up passersby and sometimes migrate into the streets. Similar celebrations are held for the launching of new ships. Foreigners invited to such events are specially privileged.

Tips to Travelers

From a tailor who serves the nobility of Specularum:

"There's no greater clothes-horse than a Minrothaddan. Take along a new-style belt buckle or a robe of a new cut and you'll have a great bargaining tool. You could give it away as a gift—and very flattered the recipient will be—or trade it for what you want to buy. Whatever you take will have a terrific value because it'll be so novel. But the item better be something that's only just come out, or it will already be in Minrothad!"

From an Alheimelf:

"Be careful. Minrothad elves resemble shadowelves too closely for it to be a coincidence. They're every bit as full of intrigue and plots, that's for sure, and their sea magic makes them almost as powerful as elf wizards. I don't think they can be trusted very far."

From a halfling merchant from the Five Shires:

"If you don't have the patience for bargaining, you'll pay full price for everything, and that can be pretty expensive in the islands. Of course, retail prices are fixed in the shops, and you can't argue with those, but other things are very negotiable: the cost of dinner or lodgings, the price of passage on a ship or the cost of its cargo, even wages for nonguild work. Bargaining's a fine art with guildsmen. They're disappointed if you don't dicker."

From a Karameikos knight:

"Don't bother to pick a fight with a Minrothaddan. They laugh in your face and say they'll see you in a court of law. Even the merchant-princes lack the honor to defend themselves with honorable combat. They threaten with law suits or resort to magic. They're cowards, all!"

From a wizard of Vestland:

"Never refuse a social invitation in

Minrothad! That's where the real business is done: at dinner parties, on holiday get-togethers, or after work in the taverns. If you're looking for work, or want to buy or sell something, that's the time to make the best connections. And the best way to get invited is to make an expensive purchase. If it's the merchant's biggest sale of the day, the merchant will take you out after work for a drink or dinner, and then you can really get down to business."

From a Thyatian thief:

"If you get a job there, don't expect many days off, unless you convert to one of their religions. Augrism gives the most days off, that's the one I'd look at. And if you're not a guild member, stay clear of guild business! I was in prison there, charged with treason—me!—because I carried a message from a guild master to a, shall we say, unscrupulous guildsman that I knew. Had something to do with an assassination plot, it turned out. I was lucky to get out of there alive."



Beliefs of Minrothad

Minrothad religions and philosophies reflect the country's hardworking practicality, and have even been reinterpreted to accommodate the modern commercial bent of **Minrothaddans**. These ethical outlooks are **rationalized** as being similar to the purpose and goals of the Minrothad Guilds, even where that was not originally the case.

Elendaen

Meaning: The Ocean Path.

Adherents: Predominantly water elves.

Alignment: Neutral.

Holy Days: Full moon. Believers take a full day off work.

Holy Symbol: Pearl in mother-of-pearl.

This philosophy honors Calitha Starbrow, a water elf from ancient times who ascended to immortality in the sphere of Time. She is especially fond of the water. She taught water elves the art of seafaring and led them to their home in **Minrothad**.

Adherents of Elendaen believe the ocean is the cradle of all life, for even trees thrive on rain from storms that form over the sea. Elendaen followers desire to exploit the land and sea wisely so they may continue to prosper.

Spells affecting the sea are granted to keepers and other followers of the Ocean Path. The Alfasser clan relic is central to these beliefs, but is a secret matter not spoken about with outsiders. Water elf characters may read *Secrets of the Water Elves* in the **DM's** book to learn more about these private clan matters.

Keepers and others dedicated to Elendaen wear only garments and accessories derived from products of the sea.

Dainrouw

Meaning: The Forest Way.

Adherents: Predominantly wood elves.

Alignment: Neutral.

Holy Days: New moon. Adherents take a full day off work.

Holy Symbol: Oak leaf.

Dainrouw was inspired by Ordana, an elf who, like Calitha Starbrow, ascended

to immortality in the sphere of Time. Those who honor this immortal call her "Forest Mother," and know that she favors trees and growing things.

Forest elves learned the craft of wood-working from this immortal who legend says revealed a homeland for them in the **Minrothad Isles**.

Ordana is an older and greater immortal than Calitha Starbrow, although her followers have been scattered in the elvish migrations of olden times and her name has faded from the memory of most. The Forest Mother gladly embraces any followers, and has granted clerical spell abilities to the few humans who have converted to the Forest Way.

The clan relic of the wood elves has a connection with this immortal, but, as with the Alfasser, is not discussed with outsiders. Wood elf characters may read the *Secrets of the Wood Elves* in the **DM's** book to learn more about this relic.

Clerics, keepers, and others seriously dedicated to the Forest Way wear only garments and accessories made of wool, cotton, or leather. The favorite weapon of these clerics is a hardwood or ironwood club, which is +1 to hit because it is carved to a perfect balance and fit in the individual's hand.

Augrism

Meaning: Named after visionary dwarf, Wildeye Auger.

Adherents: Dwarves and some humans.

Alignment: Lawful.

Holy Days: First day of every week. Worshipers take the afternoon off.

Holy Symbol: Medallion depicting two faceless, staring eyes.

Wildeye Auger was a cleric and a follower of the immortal **Kagyar**, creator of the dwarvish race (see *GAZ 6, Dwarves of Rockhome*). Through visions, Auger learned of immortals who watched over dwarvish craftsmen and took special interest in their labor. Auger never glimpsed those immortals nor learned their names.

There are 12 watchers in all, the foremost of which are the smith, the miner, and the stonecarver. They rarely interfere

with mortals, but keep a close eye on craftsmen.

Augrism exhorts its followers to perform their best at all times. Members of this church can be excommunicated for failing to live up to craft or guild standards. The church requires a 10 percent tithe of its members' annual income.

Clerics of this religion wear simple garments in drab colors. Their heads are shaved in a stripe down the middle of the skull. Their favorite weapon is the stone hammer, which can shatter a metal weapon on a natural roll of 20.

Minrothism

Meaning: Named after Minroth, the Nithian human who colonized the islands.

Adherents: Humans and some halflings.

Alignment: Lawful.

Holy Days: Three annual holidays described below. Worshipers have each of these days off.

Holy Symbol: A four-feathered arrow symbolizing the arrow fired by Minroth with inhuman accuracy.

Minroth, a Nithian from the ancient empire, was the agent of an immortal who revealed that Minroth would find the secrets of earthly happiness in the Sea of Dread. The human led many of his countrymen into the sea and settled **Trader's Island** which they found there.

Followers of Minrothism believe that the **Minrothad Isles** are a divine location and sacred ground. Here the faithful must live in peace and occupy themselves with useful work. This is the fastest-growing religion in **Minrothad**, and is embraced by many nonhumans.

Minroth disappeared from **Trader's Island** and is expected to return one day. The holy days of Minrothism start with **Onmun 1st**, commemorating the expectation of **Minroth's** return during the year. **Sagmun 10th** marks **Minroth's** birthday, and **Decmun 1st** is the anniversary of his disappearance.

Clerics of this religion may wear, eat, and use only items which originate in **Minrothad**. Their weapon is the mace.

The Minrothaddan Calendar

Minrothad uses the standard Thyatian calendar for external trade purposes, but employs one of native invention for local time accounting. This calendar, called the Verdier calendar after its inventor, consists of 336 days a year. The year is divided into eleven 30-day months and a special midwinter week. Each Minrothad week consists of six days, with a total of five weeks in a month.

The native word for day is *tok*. The word for month is *mun*. The week begins with Ontok, then proceeds through Totok, Dreitok, Firtok, Birtok, and ends with Sagtok.

The calendar shown here is for the year 1000 AC. However, Minrothad dates are calculated from the year of Verdier's death, making the current date 300 VR (for Verdier Reckoning). The lunar phases shown on this calendar move back two days in each subsequent year, although the holidays and special events remain the same.

Main Calendar Key

- ☆ = New Moon
- ★ = Quarter Moon Waxing
- ☾ = Half Moon
- ☽ = Three-Quarter Moon Waxing
- ★ = Full Moon
- ☆ = Three-Quarter Moon Waning
- ★ = Quarter Moon Waning
- † = Holiday
- ‡ = Special Holiday

Onmun

O	T	D	F	B	S
1☆	2	3	4	5★	6
7	8☾	9	10	11†	12☽
13	14	15★	16	17	18
19★	20	21†	22☾	23	24
25	26	27	28	29★	30☆

Tomun

O	T	D	F	B	S
1	2†	3★	4	5	6☾
7	8‡	9	10☽	11	12
13★	14†	15	16	17★	18
19	20☾	21	22	23★	24
25†	26	27☆	28	29	30★

Dreimun

O	T	D	F	B	S
1	2	3	4☾	5	6†
7☽	8	9	10	11★	12
13	14★	15	16	17†	18☾
19	20	21★	22	23	24
25☆	26	27	28	29†	30★

Firmun

O	T	D	F	B	S
1	2☾	3	4‡	5☽	6
7	8	9★	10†	11	12★
13	14	15	16☾	17	18
19★	20	21†	22	23☆	24
25	26★	27	28	29	30☾

Birmun

O	T	D	F	B	S
1	2†	3☽	4	5	6
7★	8	9	10★	11	12
13†	14☾	15	16	17★	18
19‡	20	21☆	22	23	24★
25†	26	27☾	28	29	30

Sagmun

O	T	D	F	B	S
1☽	2	3	4	5★	6†
7	8★	9	10	11	12☾
13	14	15★	16	17	18
19☆	20	21	22★	23	24
25	26	27	28	29☾	30

Sebmun

O	T	D	F	B	S
1	2	3★	4	5	6★
7	8	9†	10☾	11	12
13★	14	15‡	16	17☆	18
19	20★	21†	22	23	24☾
25	26	27	28☽	29	30

Oxmun

O	T	D	F	B	S
1★	2†	3	4★	5	6
7	8☾	9	10	11★	12
13†	14	15☆	16	17	18★
19	20	21	22☾	23	24†
25☽	26★	27	28	29	30

Nomun

O	T	D	F	B	S
1	2★	3	4	5†	6☾
7	8	9★	10	11‡	12
13☆	14	15	16★	17†	18
19	20☾	21	22	23☽	24
25	26	27	28	29★	30†★

Decmun

O	T	D	F	B	S
1	2	3	4☾	5	6
7★	8	9†	10	11☆	12
13	14★	15	16	17	18☾
19	20†	21☽	22	23	24
25★	26	27	28	29	30★

Elfmun

O	T	D	F	B	S
1†	2☾	3	4	5★	6
7	8	9☆	10	11†	12★
13	14	15	16☾	17	18
19☽	20	21	22†	23★	24
25	26★	27	28	29	30☾

The Minrothaddan Calendar

Mitwok

O	T	D	F	B	S
1†	2†	3†★	4†	5†	6†

Holidays are guild-sponsored days off. All work stops throughout Minrothad for carnivals, bazaars, and merriment. Otherwise, people work every day unless they have a religious holiday off (see *Religions*).

Special Holidays are national holidays sponsored by the government. They are like normal holidays but even more festive and usually mark some special event in the history of Minrothad.

Onmun (first month): A cold, mid-winter month. The 1st marks the beginning of the calendar. There are no special holidays in the month.

Tomun (second month): The cold continues through most of the month, then starts to drop off in the last week.

Tomun 8th is celebrated as the Feast of the Silver Purge, when all the vampires and lycanthropes were thought to have been purged from Minrothad. People celebrate by telling scary stories and having a big feast to thank their deities for sparing them the evils of lycanthropy and vampirism. It also gives people a chance to use up winter provisions and foodstuffs that have been saved for this special occasion. There was a second outbreak of lycanthropy in 280 VR; since that time, these celebrations have been held exclusively indoors with one's immediate family.

Dreimun (third month): Cold winds still blow but the temperature begins to warm

up during this month. It is dangerous to sail during this period because of very choppy seas. There are no special holidays.

Firmun (fourth month): Warm weather returns as the rains come in force. Electrical storms are quite common.

Firmun 4th is the newest special holiday on the calendar. It is Merchant-Prince Day, a day for people to revel in the marvels of Minrothad magic. It is always held outside and usually in the rain. Even with electrical storms the celebrations go on for the chance to see merchant-princes control the lightning, forming it into dazzling fireworks displays.

A custom among the people at this time is to wear a favorite older suit of clothes, get it soaking wet, then throw it away in the streets the next morning before the sun rises. Roads are strewn with brightly colored garments when the sun comes up and the children love to go outside and collect them, for the revelers have left little treats and gifts in them for the boys and girls. The children are allowed to keep the costumes to play "grown-up" in, until the following year's Merchant-Prince Day when they will be thrown away for good.

Birmun (fifth month): The month of full spring and sunshine when everything is newly green. Birmun is the prettiest month in the first half of the year. The ships now start sailing in earnest and many of the Merchant Sailors Guildsmen will not be back until winter sets in again.

Birmun 19 is a special holiday celebrating the founding of the city and guilds of

Minrothad. It is called, appropriately enough, Minrothad Day and is a day of great pride among the populace. Huge picnics are held for the population at the expense of the government. Every official of every guild of any import at all makes a speech on this day. It is also the day elections are held and promotions made to the senior ranks of the guilds. Political appointments by members of the sixth caste are officially made on this day and any new guild members are inducted with ceremony.

Minrothad Day is celebrated both day and night by ship parades. During the day, fishing boats and barges are decorated with flowers, paintings, and other decorations to represent scenes from Minrothad's past. At night, ocean-going ships are hung with lanterns or set magically alight. Then they sail along the beaches and waterfronts of the cities so everyone can ooh and aah to their heart's delight.

Sagmun (sixth month): This pleasant month is one of the hardest working months of the year for all guild members, who try to complete as many projects as possible in time for next month's tax assessment. There is no time for special holidays in this month and even the normal religious holidays are more subdued than usual.

Sebmun (seventh month): The weather starts turning quite hot by this time and the people spend most of their time outdoors if at all possible. Inclement weather also increases during this month, usually in the form of horrible thunderstorms or hurricanes. The 15th of Sebmun is actually two special holidays in one. The 14th is technically a work day, but no one works. They just stand around and watch as the Minrothad tax assessments for businesses and guilds are performed this day. The taxing process and formula are incredibly complex affairs, with one result being that if a guild has a lot of unsold merchandise on hand, its taxes are lower. This means that if the guild had a very good year, the last month and a half have been especially difficult on its members as they try to produce surplus merchandise in order to lower the guild's taxes.

This diligence is completely relaxed on



the 15th, called All's Reckless Day. No one works or even sells anything, they just play and celebrate, often in a lascivious manner. The day is spent in athletic events, eating or drinking contests, and shows of martial expertise, which only the most daring participants enter. Animal costumes and weird masks are worn that night as the citizenry of every village and town celebrates in the streets into the wee hours of the morning. Morals absolutely collapse around this time; many an unexpected child was conceived on All's Reckless Eve.

The 16th is a day of work, but it is a day of absolute quiet as laid down by the law. A family with noisy pets or children can be fined as much as 100 gp for disturbing the peace. The day is usually spent cleaning the shops, going over the books, and nursing a headache the size of the city of Minrothad.

Oxmun (eighth month): This month is the hottest for Minrothad and most people are driven into the shade or to the shores for cool breezes. It is the month of lowest productivity in the islands, but of the greatest tourist trade. No one would bother coming out for a special holiday, so none are held.

Nomun (ninth month): This month is the start of fall and is quite peaceful. It is a very hard work month for guild members as they try to catch up for the lost time in Oxmun. Nomun 11th is the last special holiday until the huge Midwinter festival. It is called Bask Day, and is spent basking in the sun and being inactive. It is also a day of fasting, to remind people to work harder in the days to come so that food can be purchased for the winter months and people will not go hungry. The first of the far-ranging trading vessels return on or about Bask Day, as do numerous foreign trading vessels. This is because it is the only day when foreigners can sell their merchandise, mostly food, without paying the stiff Minrothaddan tariffs. Most families spend a lot of their savings and stock up for winter on this day.

Decmun (tenth month): This month is spent by most of the people doing chores preparing for winter: preserving foods,

repairing roofs, getting returned ships ready for winter, cleaning and closing up the guild halls against the weather, etc. The last of the returning ships come in during this month.

Elfmun (eleventh month): The final full month of the year sees the return of winter. Sometimes very late ships will return in the first week of this month, but after that it is too dangerous to cross the seas. Any Minrothaddan ship not yet returned will most likely go to winter quarters at some foreign port, though this can be very expensive. The wind is horrible during this time of year and people begin dressing much more warmly, though still fashionably. The guilds work hard during this month, first to make up for the time they expect to lose to Midwinter Festival, and second to keep everyone's mind off those ships that are not yet returned.

Midwinter Festival: This entire week consists of special holidays. It is a time when all of the guilds most closely associated with the racial holidays put on their very best shows and feasts. Decorations and traditions abound during Mitwok. Pineapples are displayed over doorways everywhere, surrounded by leaves from the sugar cane. This is believed to bring good luck and a fruitful upcoming year to the residents inside.

Miniature palms are always displayed inside a house and larger ones inside the guild halls and government buildings. From these palms, tiny candle lanterns are hung and lit every night as a symbol of lighting the way home for lost sailors or seaman away from home for the holidays. Since Oran Meditor has been in power as ruling guildmaster, the gifts given during these festivals, especially those for the children, are gaily wrapped in scarves and placed under the tree in hopes of enticing the spirits of sailors lost at sea to come home to their loved ones.

Palm wreaths are fashioned and hung in the windows and on walls as a traditional charm against harm by nature's forces in the upcoming year. And, finally, tiny bells are hung from belts, hats, shoes, and doorways to add to the festive mood.

Mitwok 1st is celebrated as Water Elves' Day. The 2d is Forest Elves' Day. The 3d is Humans' Day. The 4th is Halflings' Day, and the 5th is Dwarves' Day. Gift-giving is rampant at this time of year. On each day, that specific race gives presents to each other and receives presents from friends of different races just for being a dwarf, elf, etc. Many stirring speeches are made about the joys of being a halfling, the wonders of being a human, and so on, but always in good taste and rarely with any racial slurs toward the other peoples of Minrothad. It is a time for being together with one's family and guild and thanking one's deities for the myriad of blessings bestowed upon all Minrothaddans.

The last day of the Midwinter Festival, Mitwok 6th, is the second-newest special holiday. It is called Meditor Day. It originally celebrated the position of ruling guildmaster of Minrothad, but under Oran has been expanded to include the political guilds as well. Originally it was a time for people to thank the family of Meditor for working so hard in government service all year round. This was done by lavishing gifts on the family and the palace. But in his first year as ruling guildmaster, Oran put a stop to that. He realized that it was only an official bribery day founded and sanctioned by the family guild leaders. He insisted that the money be spent on Minrothad's children instead.

The day now has three phases of celebration. The first is the family and guild celebration in the morning, including gift exchanges. The second is the afternoon parade of citizens to serenade favorite locals who work for political guilds as a way of saying "thank you." If the political guild members are particularly effective in their posts, they may receive small gifts from the citizens and/or bonus money from the master treasurer. The third part of the celebration is the evening ritual of taking down the Mitwok decorations and having a very late feast to celebrate the passing of the old year. This meal is traditionally spent with someone outside of one's guild or family, and presents are often exchanged at this time too.

The Races of Minrothad

The racial groups of the Minrothad Guilds remain distinctive within the larger society, but their customs differ from those of their continental cousins. Each group has borrowed significantly from the others, and in the case of the water elves has evolved an entirely new life-style from that which their race had previously known. These groups and their unique aspects are described here.

Elves

The most populous race in the Minrothad Guilds is elves. Minrothad elves are divided into two groups: the so-called water elves, and the wood elves. These names are descriptive of the habitat they prefer to live near, and reflects the nature of the guild crafts these people pursue.

Wood Elves

Wood elves are also called forest elves in Minrothad Patois. The terms are synonymous and refer exclusively to the forest-dwelling elves of these islands who work wood and other products of the earth.

Appearance: Wood elves have hair ranging in color from blond to brown, with green or hazel eyes. Their features bear a distant resemblance to the elves of Alfheim.

Behavior: These elves are without a doubt more "serious-minded" than their mainland cousins. They are interested in actively practicing their handicrafts, and are more inclined than most elves to stick with long-term projects.

Wood elves throw themselves fully into whatever activity they have chosen to pursue. If it is woodworking, for example, they set a goal, then labor tirelessly for months or years to achieve it. A typical goal might be to become a master wood-carver, or to perfect a new color-fast dye for cloth.

When their work is complete, these elves abandon themselves to the pursuit of pleasure with as much dedication as they applied to their work. Although an elf might labor almost continuously for a year or more, he is then ready to take a

break that, in turn, may last months or years. Wood elves "on vacation" are encountered outside of Alfeisle, and those with years of free time even journey to the mainland seeking fun and adventure before they return to work.

Guild and Clan: Minrothad wood elves belong to Guild Verdier, which is named for a wood-elf clan of ancient distinction. Guild Verdier handles wood and products of the earth.

Old-elvish clan names have long since gone by the wayside under the impact of guild influences and the Minrothad language. Wood elves now use names adopted from Patois which are descriptive of the craft each clan has specialized in. The most influential clans of Guild Verdier are Clan Forster, Clan Wraight, and Clan Shuter. Other clan names can be seen on the Guild Verdier organization chart.

Skills: All wood elves have the skill of Climbing. Each also has one handicraft skill appropriate to the craft of the clan to which he belongs; those skills are further described under *Guilds*. Skills are based on the following attributes:

Bowyer: Intelligence
Building Construction: Intelligence
Cabernetmaking: Intelligence
Canvasmaking: Intelligence
Climbing: Dexterity
Clothier: Intelligence
Cooper: Intelligence
Fletching: Intelligence
Machine Making: Intelligence
Ropemaking: Dexterity
Spinning: Dexterity
Toolmaking: Intelligence
Tree-cutting: Intelligence
Weaving: Dexterity
Wheelwright: Intelligence
Woodworking: Intelligence

Water Elves

The water elves have formed a more distinctive sub-culture than their wood elf brethren, and are recognized as a group separate from the mainstream elvish race. In this regard, they are similar to the shadowelves of the Broken Lands, to whom they bear a physical resem-

blance that many elves find unsettling.

Appearance: Water elves are towed-headed or have light blond hair that bleaches almost white in the sun. Their eyes are blue-gray and their complexions are pale in spite of constant exposure to weather and sun. They have a faint resemblance to the Alfheim elves, but look even more like shadowelves because of their coloration.

Behavior: A water elf's first love is the sea. He is fascinated by its ever-changing moods and excited by the challenges it constantly presents to the seafarer. His curiosity is piqued by its watery mysteries; a water elf loves to travel on the ocean and learn about the creatures in it, and often masters magic which deals specifically with the sea and the weather.

Water elves were the first inhabitants of the Minrothad Isles to explore the local waters thoroughly. They were the first to develop moveable rigging on sailing craft so that a vessel could sail close to the wind and maneuver with ease. They continue to innovate and improve their sailing vessels, giving the merchant fleet of the Minrothad Guilds its justly-deserved reputation as the finest and swiftest in the known world.

This avid interest in the ocean and ways to travel upon it have made the water elves one of the driving forces of the Minrothad Guilds. It was their seafaring knowledge and wanderlust combined with the human interest in trade that enabled the Minrothad Guilds to expand and dominate sea-going commerce.

Always anxious to travel, water elves are excited by new sights, new lands, and new prospects for trade. They are happy to arrive at a destination, and are equally happy to leave it for some place new, providing the traveling is done by sea or river. More than half of the Minrothad traders encountered in continental ports are water elves, as are many of the merchant-prince ship captains, but these elves do not care to be factors or guild representatives permanently posted in a foreign city.

Special Abilities

In addition to standard elvish abilities, water elves have some special ones which set them apart from other races of elves.

Direction Sense. A water elf has a 75 percent chance of correctly sensing compass directions at all times. This innate sense works only outdoors, not underground, but is extremely useful on overcast days or during fogs and darkness at sea. It can be used once per day.

Navigation Sense. Similar to direction sense, this enables a water elf to know in what direction a destination lies in relation to his current position, providing he has been to that place at least once before. This ability is accurate 75 percent of the time. It can be used once per destination. For this reason it is said that once a water elf has been to a port, he can always find his way back again.

Guild and Clan: Water elves are members of one of the clans of Guild Elsan, named for a family of leading water elves. The guild deals with things pertaining to ships and seafaring.

Water elf names, like those of the wood elves, do not sound particularly elvish, but they do not follow the general Minrothad custom of describing a craft. Leading water elf clans are Clan Kelar and Clan Manre. Other clan names can be seen in the guild organization chart.

Skills: All water elves have the skill of Boat Sailing, which is the ability to sail boats and does not apply to ships. The individual may be familiar with the principles of maneuvering ships, but is not automatically skilled in doing so.

Each water elf also has one craft skill appropriate to the craft of the clan to which he belongs; those skills are further described under *Guilds*. Skills are based on the following attributes:

Boat Sailing: Intelligence
Harpooning: Dexterity
Keelmaking: Intelligence
Mastmaking: Intelligence
Netmaking: Dexterity
Piloting: Intelligence
Rigging: Intelligence
Shellworking: Intelligence
Ship Sailing: Intelligence
Tacklemaking: Intelligence
Varnishing: Intelligence

Humans

Humans are a minority race in the Minrothad Guilds, but the positions they occupy speak for their ambitions and mastery of skills. Descended from Nithian stock, these islanders were once content with a pastoral existence as fishermen until water elf ships gave them the advantage they needed to pursue trade and profits. They have done so successfully ever since.

Appearance: Traders have often brought back wives from foreign ports, and thus introduced a variety of bloodlines and appearances among Minrothad natives. Yet, the majority of Minrothad humans have wavy brown or black hair, green or brown eyes, and a fair complexion that darkens slowly in the sun. A minority are red-heads, resembling the Alphatians who visited these islands in ancient times.

Behavior: Minrothad humans are inquisitive and energetic. They love interaction with strangers and the challenge of working out an equitable deal in which each party benefits. They can be fast talkers who are sometimes openly quarrelsome, but serious anger finds its outlet in subtle intrigue and convoluted plots for revenge.



The Races of Minrothad

These *Minrothaddans* enjoy innovation in business methods and constantly search out untapped markets to develop. They are hard workers who expect appropriate rewards for their efforts. They are hurt and feel cheated if a special effort goes unnoticed, and are themselves generous with praise and thanks.

Minrothad humans have a reputation for honesty, especially in business matters. Their ethics, however, are sometimes called into question: at one time they were persuaded to trade in slaves on the heels of a *Thyatian* war, and many mainlanders have never forgotten this. However, most factors and buyers in foreign countries are *Minrothad* humans, and they find that that part of their country's past has little impact on current business dealings.

Guild and Clan: Most humans are members of *Guild Corser*, which handles selected rareties and food. The guild encompasses many races besides humans; specific clans do not monopolize any one aspect of it.

Human names come from a combination of ancient *Nithian* and *Alphatian* roots, with a large admixture of names from the continent. They rarely indicate guild ties or occupational specialties, and can sound like names from anywhere on the mainland. Typical human names can be seen in the guild organization chart.

Skills: Humans in *Minrothad* have either one of two skills. The skill of Bar-

gaining is the ability to get the best possible price for goods, services, or information. The skill of *Appraisal* is the ability to figure out what something is worth.

If two people appraise an item, the one who wins by the greater margin assesses its value with greater accuracy. If two people with bargaining skill use it on each other, whoever makes the best roll wins. Penalties may be awarded to either character to reflect difficulties in the bargain to be made. This skill is primarily used for quick bargaining with *NPCs*.

Skills commonly available to the humans of *Guild Corser* and the abilities they are based on are given here. The skills are further explained under *Guilds*.

Animal Training: Intelligence

Appraisal: Intelligence

Bargaining: Intelligence

Brewing: Intelligence

Pipe Making: Dexterity

Halflings

Brought to *Minrothad* by slave-trading humans, *halflings* have long since won their freedom and have put their unpleasant past completely out of their minds. Adopting mercantile habits and even religious beliefs from their former masters, the natural industry of the *halflings* has enabled them to participate in the guilds as prosperous full members.

Appearance: *Minrothad* *halflings* have curly red or sandy-brown hair, and blue or brown eyes. Some become quite tan in the constant *Minrothad* sun.

Behavior: *Minrothad* *halflings* work with more zeal than their cousins of the *Five Shires*, a result of the sudden contrast between working for a slave master and working for one's self. These *halflings* reap the fruit of their own labors; they regard it as an added bonus that they also see the results in increased income and luxury goods.

To a *Minrothad* *halfling's* mind, other guilds' members either work too much or too little. Humans seldom take time off, dwarves work at a single project for years, and elves take a two-year hiatus and call it

a break. The *halflings*, however, know how to pace themselves. They rise at an hour neither too later nor too early; they work until they are hungry, break for a meal—either once or several times, depending how famished they become—then return to work some more. They do not fret about labor during leisure time, or spend too much work time planning for their leisure. *Halflings* are as proud of this happy medium in their work lives as they are of the goods they craft.

Guild and Clan: Most *halflings* are members of *Guild Quickhand*, named for the *halfling* who freed the slaves. The guild handles leather, basic crafts, and fuels.

Halfling names follow the general *Minrothad* custom of describing a craft. Leading *halfling* families bear the names *Nimblefingers* or *Goldenhair*. Other family names can be seen in the guild organization chart.

Skills: All *halflings* have skill in *Farming*. Other skills common to *Guild Quickhand* are given here, along with the abilities they are based on. Where necessary, crafts are further explained under *Guilds*.

Basketweaver: Dexterity

Charcoal Maker: Intelligence

Cobbler: Intelligence

Farming: Intelligence

Furrier: Intelligence

Glassblower: Dexterity

Hornmaker: Dexterity

Leather Armorer: Intelligence

Oil Maker: Intelligence

Potter: Dexterity

Saddlemaker: Intelligence

Dwarves

The forefathers of these dwarves left *Rockhome* and migrated to *Glantri*, where they found no welcome for their large numbers. *Minrothad* traders recognized the wealth of skilled craftsmen in this group of dwarves and invited them to emigrate and join the *Minrothad* Guilds. The dwarves agreed, and have dominated metal and stone working in the guilds ever since.



Appearance: Minrothad dwarves keep their dark brown hair and beards shorter than the dwarvish norm because of the hot climate in which they live. Their eyes are brown or amber, and they are of stockier build than most of their continental cousins.

Behavior: These dwarves enjoy the freedom to pursue their handicrafts with no distraction. They care for trading less than most folk of the guilds and prefer to leave the sales aspect of their business to others.

An unexpected benefit of their move to Minrothad was the chance to tunnel and explore in previously untouched volcanic rock. With their pragmatic turn of mind, these dwarves are challenged and delighted to come up with new building compounds, unusual tools and special manufacturing processes tailored for their island environment.

Dwarves are the least involved in guild intrigues of any Minrothad group. They consider most of the island politics to be foolishness that will pass with time. As a group they become angered only when politics interferes with their work for some reason.

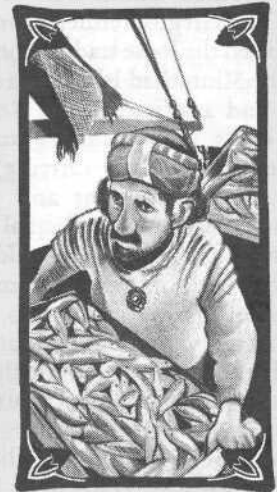
Individuals are touchy about unfinished work, refusing to show or talk about items that are not yet ready for presentation. These dwarves are the most indifferent bargainers in Minrothad, setting what they believe to be a fair price and standing by it without a word of debate.

Guild and Clan: Most dwarves are members of Guild Hammer, named for the Hammer clan which led the exodus to Minrothad. The guild does crafts which deal with metal and stone.

Minrothad dwarves no longer use their names from Rockhome, but have taken craft-related names like other guildsmen. Leading clans are Clan Stronghold, Clan Duger, and Clan Hewer. Other common clan names can be seen in the guild organization chart.

Skills: All Minrothad dwarves have the skill of Appraisal (see *Humans*, above). Other skills common to Guild Hammer are given here, along with the abilities they are based on. Where necessary, crafts are further explained under *Guilds*.

Appraisal: Intelligence
 Armorer: Intelligence
 Blacksmithing: Intelligence
 Engineering: Intelligence
 Jeweler: Intelligence
 Masonry: Intelligence
 Mining: Intelligence
 Stonecutting: Intelligence
 Trap Building: Intelligence
 Weapon Smithing: Intelligence



Skills

Characters might have a variety of background skills that are not dealt with in the rule books. Each such skill is based on one of the character's abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, or Charisma).

Beginning Skills

Beginning Minrothad characters know one skill in which their clan and guild specializes, one racial skill as described for that race, and may select one additional skill. If a character's Intelligence is 13 to 15, he may select two additional skills rather than one; with an Intelligence of 16 to 17, three extra skills; and an Intelligence of 18 gives him four additional skill choices.

Using Skills

When a character needs to use his skill, the player rolls 1d20 against his current ability score for that skill. If the result of the roll is less than or equal to the ability, the skill use succeeds. A roll of 20 always fails, no matter how high the chance for success.

When two characters compete in the same skill, the one who makes his roll by a greater margin of success wins. For example, a result five less than the number needed beats a result that is only one less than the number needed.

Improving Skills

A character's skill use chance can be higher than the ability on which it is based. For instance, an elf who is a superior woodworker could have a higher Woodworking roll than his normal Intelligence ability. To accomplish this, a beginning character can "trade in" one of his extra skill choices to improve another skill. Each skill choice traded in gives the character a permanent +1 in a chosen skill.

Learning More Skills

As a character grows more experienced, he can purchase more skills or improve existing ones.

All characters get a new skill choice every four experience levels. Thus, they acquire their first skills at level 1, a new skill at level 5, and another at level 9.

Humans continue in this progression for every four levels they increase in skill. Elves gain new skills upon acquiring 1,100,000 XP and then for every 750,000 XP following. Dwarves and halflings gain new skills when reaching 1,200,000 XP, and for every 800,000 XP afterward.

The Guilds Of Minrothad

The Minrothad Guilds were founded in 691 AC by Gregus Verdier, a wood elf who solidified the loose trading confederation of the Minrothad Isles into a system of guilds and associate guilds. Responsibility for crafts, manufacturing, trading, and sailing (i.e., cargo carrying) were assigned to specific clans and family groups so that each race had equal power and control through a family guild.

Over the following years a number of miscellaneous guilds came into being which provided services rather than manufactured crafts. These were finally consolidated into the group of organizations known as the Political Guilds.

Guilds are noted for their policies of noninterference with craftsmen. Unlike most mainland guilds, innovation and experimentation are encouraged, resulting in a number of finely-made articles that are useful and unusual. The work of these guilds is recognized as some of the best in the known world.

Family Guilds

A particular clan or family, chosen by membership consensus, leads each family guild of craftsmen. The clan is usually a family group that has historically provided leadership to the guild. A guild master who is head of his family guild comes only from that leading clan. The position of guild master is hereditary, and passes on to an heir of master-level skill. Subordinate master craftsmen advise the guild master, or guild leader, as he is sometimes called, and report directly to him on their areas of responsibility.

Each guild master is aided by a support staff whose functions are uniform throughout the guilds. Staff consists of a first guild advisor who interacts with local government; a first guild consort (the spouse of the guild master) who runs the guild hall and guild master's mansion; and a master guild treasurer who audits the books, collects taxes from the membership, and controls the guild vaults. There is a master of the guild leader's agents who is in charge of the small security force that protects the guild master and the vault. Finally, there is a guild

master trading liaison who works with other groups in matters of import, export, and domestic trade.

Council of Guild Leaders

The guild masters of the various family guilds meet as the governing body of Minrothad, known as the Council of Guild Leaders, or the CGL. Presided over by the ruling guild master, the council sets policy and passes laws pertaining to guild and government affairs, foreign affairs, and trade practices.

Ruling Guild Master

The hereditary office of ruling guild master is always filled by a member of the Meditor clan of water elves. This family first led the water elves to the Colony Isles and have been honored leaders ever since. Once a ceremonial position, the office is currently held by Oran Meditor, who in recent times has exercised very real control over Minrothad affairs. He is assisted by a cabinet which has the same functions as a family guild's support staff, except for the lack of a trade liaison. These officers have authority on a national scale (see Minrothad Government chart).

The ruling guild master's primary task is to determine policy and direction for the country as a whole in cooperation with family and political guild leaders. He appoints officers to their positions in the political guilds and mediates arguments between the family and political guild factions.

In addition, the ruling guild master may remove a particular clan from the leadership of its family guild if good cause can be shown, and elevate a clan of his choice to be their successors. The disgraced clan must be shown to pose a threat to the stability of Minrothad, usually because it has engaged in treasonous activity (such as an assassination plot or clandestine foreign alliance).

Political Guilds

Far more than mere service-providers, the political guilds form the backbone of

the ruling guild master's strength. Magic, the military, and spy-gathered intelligence are but three of the facets of power represented among the political guilds, which are described in detail below.

Although positions of leadership in the political guilds are appointed offices, it is very difficult to remove a guild master once he has been assigned unless proof can be established of criminal acts or gross negligence. The ruling guild master is very careful in his choice of appointments to these positions.

Guilds and Society

Most Minrothaddans of working age belong to a guild. Political guilds are entered through long apprenticeship and employment in the organization. Family guilds are joined at birth or an early age or, sometimes, through marriage or a change of career.

The concept of a career change, however, is alien to most Minrothaddans. The average citizen believes that a person is born to be what he is, and nothing else. One who wants to change family guilds is perceived as an oddity of nature: a person who must be either too proud to work under the leadership of his clan or who is defective from birth and unable to physically accomplish the work done by his guild. Nor is there understanding for one who wants to change political guilds, for after years spent in an apprenticeship and with the guarantee of life-long employment, why would anyone in his right mind want to go somewhere else?

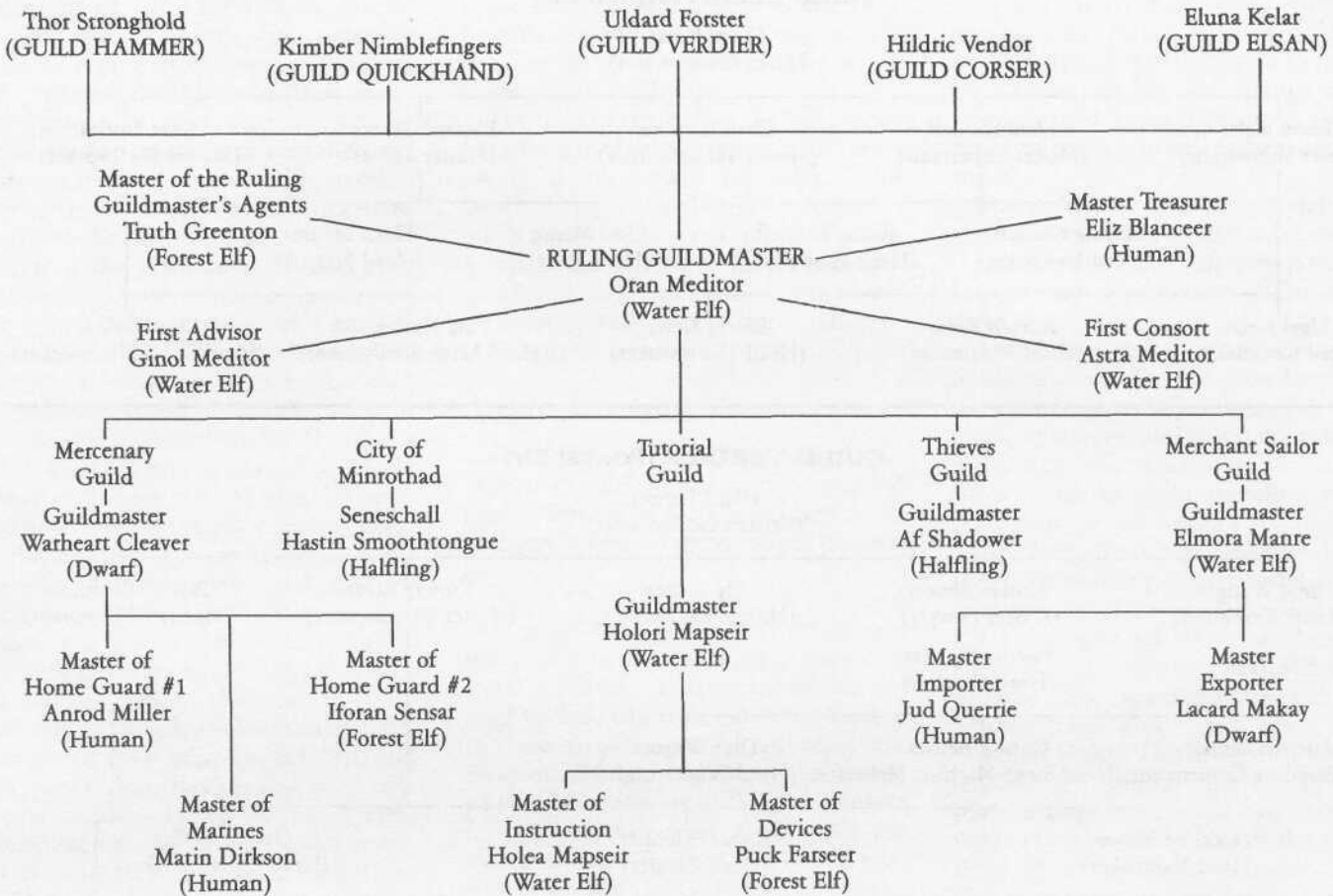
Family Guilds

Guild *Elsan*

Guild *Elsan* is mostly comprised of water elves. It has complete control over all services and products dealing with ship building, navigation, fishing, and working with raw materials gleaned from the sea (sea vegetation, sea shells, and so on).

Master Shipwright: This master craftsman is in charge of the construction, maintenance, and repair of all Minrothad sailing vessels and boats. He has three

Council of Family Guild Leaders



Political Guilds

head craftsmen under him. The head keelmaker has charge of all ship-building steps except for mast- and tackle-related procedures. The head mastmaker is in charge of all mast and yardarm construction. The head tacklemaker is in charge of construction of blocks and tackle.

Master Varnishmaker: This master craftsman oversees the manufacture and application of pitch, sealants, varnish, and paint to the Minrothaddan ships and boats. He is also in charge of barnacle removal and hull cleaning.

Master Fisherman: This master craftsman is in charge of the construction of all fishing devices, instruction in the techniques of fishing, and the Minrothad fishing fleet. He has two head craftsmen

under him. The first is the head netmaker, who is in charge of net construction, maintenance, and repair and all net fishing done in Minrothad waters. The second is the head harpooner, who is in charge of the construction of harpoons and all harpoon fishing performed by Minrothad vessels.

Master Sailor: This master craftsman supervises the instruction of sailing techniques and the compilation of sailing knowledge from other countries. His duties also include the overseeing of miscellaneous sailing and navigational devices. He is assisted by two head craftsmen. The head pilot teaches navigation; the head rigger teaches rigging and sailmaking and oversees these items on all

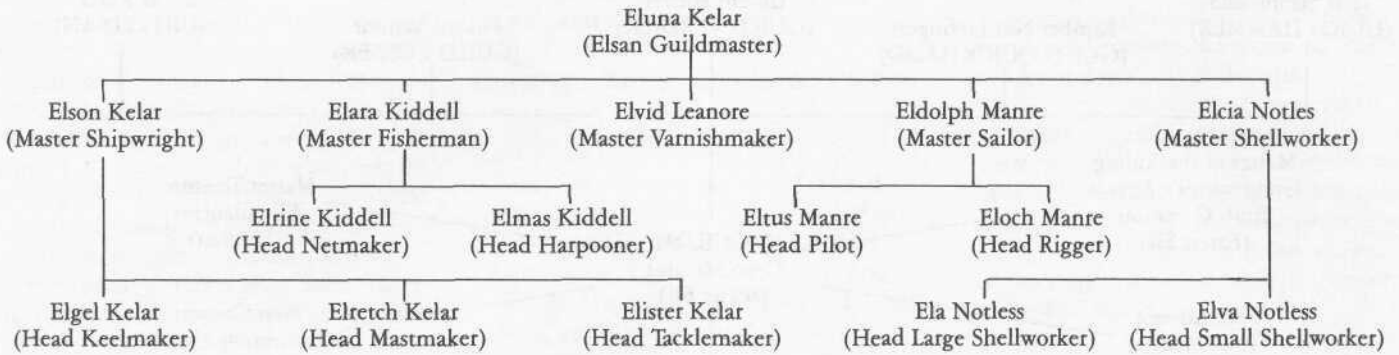
Minrothaddan ships. These craftsmen work very closely with the Merchant Sailors Guild.

Master Shellworker: The title of this position dates back to the days when water elves worked mostly shells for armor and weapons. Today the phrase encompasses the manufacturing of anything made from materials brought out of the sea. Sea materials are used a lot in Minrothad and many art pieces are now being made by Guild Elsan for the export market.

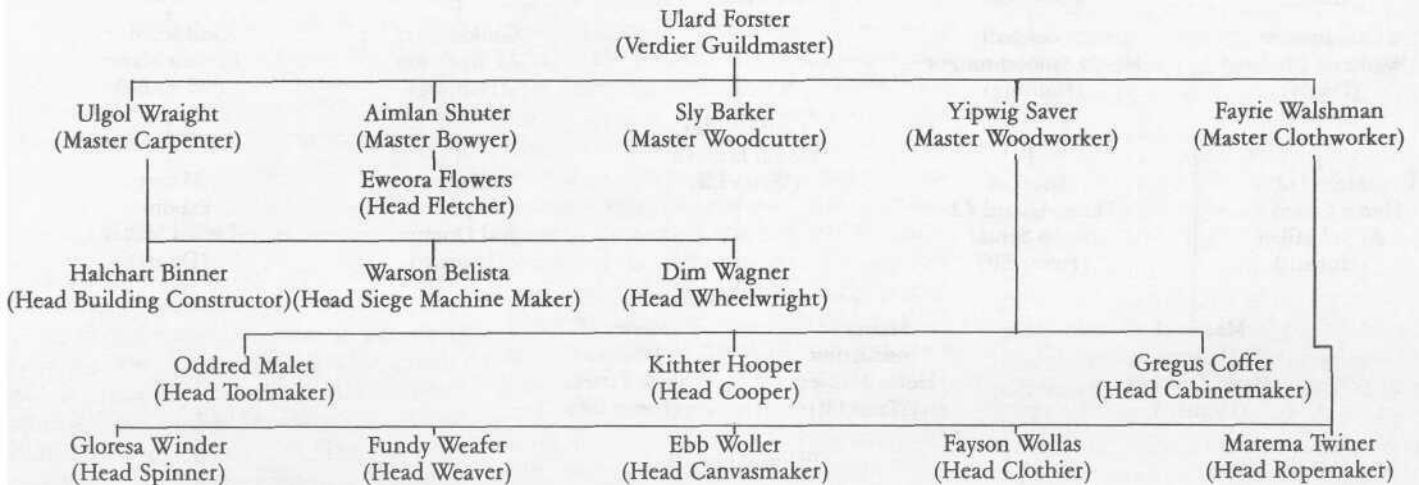
The master shellworker is assisted by two head craftsmen. The first is the head large shellworker who oversees work done on large, bulky items (such as sea shell armor); the second is the head small

The Guilds of Minrothad

GUILD ELSAN (Water Elf)



GUILD VERDIER (Forest Elf)



shellworker who is mainly in charge of the production of art pieces.

Guild Verdier

Guild Verdier consists primarily of wood elves. It has complete control over all services and items having to do with wood and cloth.

Members of Guild Verdier have an almost mystical affinity for wood. Working things gleaned from the land is part of their religion, and they love it. They produce most of the tools, rope, canvas, and cloth used by the other guilds. They have also voluntarily accepted an unofficial responsibility, shared with the half-lings of Guild Quickhand, for raising

Minrothad crops and livestock. Positions of importance are as follows:

Master Carpenter: This master craftsman is in charge of all large, wooden, nonsailing constructions, such as buildings, wharfs, bridges, and so on. He also supervises the teaching of carpentry.

The master carpenter is assisted by three head craftsmen. The head building constructor is in charge of all wooden buildings constructed or repaired in Minrothad. The head siege machinery maker is in charge of the construction of siege machines for warfare. The construction is done in conjunction with Guild Hammer. This is a highly lucrative export item and also provides Minrothad ports with extensive defenses. The head wheel-

wright is in charge of the construction and repair of all large land vehicles in Minrothad.

Master Bowyer: This position exists only because of the high value the wood elves place on good bows. This entire associate guild does nothing but make bows, crossbows, bowstrings, arrows, and bolts. Minrothad bows are among the finest in the world (+2 to hit in the hands of a member of this guild) and are a popular export item. The master bowyer is assisted by the head fletcher, who is in charge of collecting the finest feathers available and making arrows. Custom-made bows and arrows are the specialty of this associate guild.

Master Woodcutter: This master crafts-

The Guilds of Minrothad

man is in charge of the cutting and replanting of trees throughout Minrothad. He also is in charge of the transportation of logs, cutting logs into lumber, and grading lumber for sale. Most of the best lumber in Minrothad is used for Guild Verdier products or shipbuilding; lesser grades of lumber are used in other construction or are exported. Scrap wood is used by the elves for fuel.

Master Woodworker: This master craftsman is in charge of the construction and repair of nonstructural items of wood. He is assisted by three head craftsmen. The first is the head toolmaker, who is in charge of making wooden tools or wooden handles for tools. He works closely with the head toolmaker of Guild Hammer. The second is the head cooper, in charge of construction of barrels, kegs, trunks, and boxes made of wood. He is one of the busiest head craftsmen in Minrothad. The third is the head cabinetmaker, who is in charge of the construction of wooden furniture. He works with the associate guild of clothmakers.

Master Clothmaker: This master craftsman directs the production of fabrics and rope made from land-grown materials. She is also in charge of fabric dyes, threadmaking, and related small crafts. She is assisted by five head craftsmen.

The first is the head spinner, in charge of the associate guild of spinners which transforms raw material into thread. The second is the head weaver, in charge of

weaving the thread into cloth. The third is the head canvasmaker, who takes the heaviest canvas cloth and treats it with parafin for water resistance. She works closely with Guild Elsan.

The fourth craftsman is the head clothier, who is in charge of dyeing cloth, processing it so it will be softer, and standardizing bolts. The head clothier is much busier than many head craftsman as she is also in charge of the associate guild of tailors. Finally there is the head ropemaker, who is in charge of all rope making in Minrothad.

Guild Hammer

Guild Hammer is made up completely of dwarves, all descendants of the original immigrants led by Darkbrow Hammer or of dwarves who followed shortly thereafter.

Guild Hammer has complete control over most services and manufacturing that deal with metal or stone. This group is an important addition to the Minrothad Guilds, which was woefully lacking in these areas before the arrival of the dwarves. The guild has also experimented lately with the use of lava in manufacturing, but the actual applications are still a secret. Positions of importance within the guild are as follows:

Master Miner: This master craftsman is in charge of all underground mining operations in Minrothad.

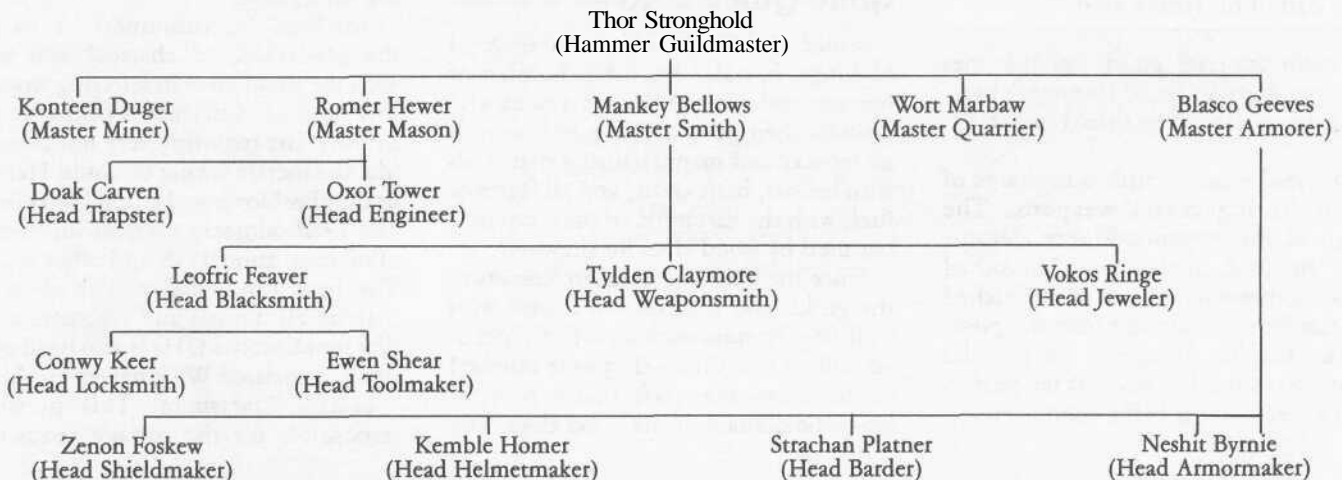
Master Stonecutter: This master craftsman is in charge of all stone cutting and transportation within Minrothad. He frequently travels to other lands to inspect granite and marble and arrange for its purchase and transportation to Minrothad, which has none of these types of stone.

Master Mason: This master craftsman supervises all building construction that is done with stone. He often works closely with the master carpenter of Guild Verdier.

The master mason is assisted by two head craftsmen. The first is the head trapster who designs and constructs all traps, hidden passages, and secret doors within a structure. His office is awash with old plans of all the buildings where he has built traps at the owner's request. The second is the head engineer, who designs the major buildings, towers, and bridges of Minrothad and who is consulted by the other guilds in matters of engineering. He is also in charge of the Minrothad aquaduct and sewer systems and their periodic renovation.

Master Smith: This master craftsman is responsible for all cast metal and general purpose forge work performed in Minrothad. He is probably one of the two or three finest smiths alive today. He is directly responsible for the design and construction of gears, springs, and other clockwork parts used in the construction of big devices such as siege engines. His

GUILD HAMMER (Dwarves)



The Guilds of Minrothad

GROWING UP "FAMILY" —

—As told by halfling Archibald Oildreg, Senior Journeyman Fuelmaker, Guild Quickhand.

"Never a twice-thought on the fish oil did I have, when I were a young squeeg. Da come home smelling like he slept in a bait box, and that was all I knew. And four out of five meals a day were fried—oil were cheap, sure.

"Started my learn-time when I were old enough to catch a flopper with one grab and hang on. Twitchy thing, a fish out o'water. Spent, oh, five years packing catch from boat to gutter, and oil-makings to press. After the squeeze, clean up the mess. That were half the clutter.

"Next step up were cranking the press, then come my turn to process the oil. Get four grades out now, most journeymen only get three. I be top squeezeman in the shop, and up for mastership next year. Who knows? Already sending my own barrel-shares on Cosger's ship that runs to Vorloi-Town in Karameikos. Last run were hot profit. If I make master, I'll open my own shop.

"Now, I be saving up for my master's dues. Gotta work a lot of squeeze to pay them fees. But Master Slippery-foot be giving me the bright-eye, says if I make master he'll slip me into family council if I got top style. Of course he will—his daughter's my sweet, and I be part of his family soon!"

five main associate guilds are the ones most important to Guild Hammer's prosperity. He is assisted by three head craftsmen.

The head weaponsmith is in charge of manufacturing metal weapons. The design of the weapons is very elegant, even the most basic ones. Minrothad weapons always have a sea motif etched into the blade or worked into the pommel or handle. Weapons are popular export items at all times, but sell best in areas where a war is being conducted.

The master's second assistant is the head jeweler, who is responsible for the creation of all jewelry and the construction of small mechanisms. He is also the official appraiser of the value of such items.

The third assistant is the head blacksmith, who oversees three of the associate guilds. He is directly in charge of the manufacturing of metal items that do not fall into the tool or lock category, such as hinges, handles, horseshoes, and so on. He is aided by the head locksmith, responsible for the construction, repair, and dismantling of all locks, and the head toolmaker, responsible for manufacturing all metal tools and tool parts.

Master Armorer: This master craftsman is in charge of the manufacturing of all Minrothad metal armor, helmets, shields, and barding. He is assisted by four head craftsmen.

The first is the head shieldmaker who is responsible for all metal shields made in Minrothad and for metal rims and studding put on wooden or metal shields. The second assistant is the head helmetmaker, who is responsible for metal helms and the metal ribbing or studding of leather or wooden helms. The third is the head barder, who adds metal plating or studding to leather or cloth barding. The fourth assistant is the head armormaker, who is in charge of the construction of metal body armor and the metal studding, ringing, or plating of leather or cloth armor.

Guild Quickhand —

Guild Quickhand consists largely of halflings, but also has a fair number of humans and some of the other races who disliked their guilds. This guild controls all services and manufacturing that deals with leather, basic crafts, and all forms of fuel, with the exception of the scrap timber used by wood elves for firewood.

Since the halflings were late-comers to the guilds and they couldn't assist with smithing or stoneworking—badly needed skills at that time—they were assigned the leatherworking crafts that were previously the domain of the wood elves. The

fuel crafts were learned by an ancestor of Nimbelfingers, the current guild master, and were handed down along with other native halfling crafts and some imported skills.

Master Leatherworker: This master craftsman is responsible for all leatherworking done in Minrothad. From tanning and working the hides and furs to making them into shoes, boots, belts, saddles, and armor, the master leatherworker oversees it all. He has four head craftsmen assisting him.

The head cobbler is in charge of making and repairing shoes and boots and oversees the production of belts, leather bags, pouches, and all leather accessories. The head saddlemaker supervises the manufacture and repair of all leather harnesses, saddles, and saddlebags. The head furrier is in charge of collecting furs and hides and stripping, tanning, and dyeing them, working them until the leather is supple, and then transporting the bulk leather to and from Minrothad. The fourth is the head leather armorer, who is in charge of making leather body armor, shields, helmets, and barding, and having them studded or ringed with metal for extra protection. This requires his cooperation with Guild Hammer.

Master Fuelmaker: This master craftsman oversees the making, transportation, and storage of all the candles, oil, and charcoal in Minrothad. Effectively, he handles the creation or acquisition of goods to meet most of Minrothad's fuel needs. He has three head craftsmen working under him.

The head charcoalburner is in charge of the production of charcoal and works with the wood elves in selecting wood for this purpose. Charcoal is primarily used in the crafts requiring very hot furnaces, like the metalworking of Guild Hammer or the glassblowing of Guild Quickfinger. The head oilmaker oversees the creation of oil from animal fats and other sources. The head candlemaker is in charge of making all normal and ceremonial candles for Minrothad. He is also head of the small, associated Wickmakers Guild.

Master Craftsman: This person is responsible for the cottage industry of

The Guilds of Minrothad

associate guilds that work the basic crafts, such as pottery and basketweaving. He is assisted by four head craftsmen.

The head potter oversees the production of clayware, stoneware, ceramics, and porcelain objects ranging from plates and bowls for daily use to art objects. The head basketweaver is in charge of all the small basketweaving associate guilds. The baskets made can be as small as a little woven collector's box for trinkets or as large as the baskets used for carrying certain types of bulk cargo. Some of the baskets made are even waterproof. The head glassblower oversees the manufacture of all types of glass, including the panes of glass used in guild halls and wealthier households, the glass containers used by

many mages, and glass art objects which are incredibly expensive. The last assistant is the head hornmaker, who is in charge of converting animal horns, antlers, and so on into useful tools like knife handles, containers, musical horns, or art objects.

Guild Corser

Guild Corser is comprised mainly of humans but also has a number of the other races in its ranks.

By the time humans had recovered from the devastation of their race in Minrothad due to lycanthropy and vampirism, most of the essential guilds had been claimed by other races or taken from

human control. They therefore staked out new mercantile territory to take the place of the crafts and the slave trade that had provided most human communities with money.

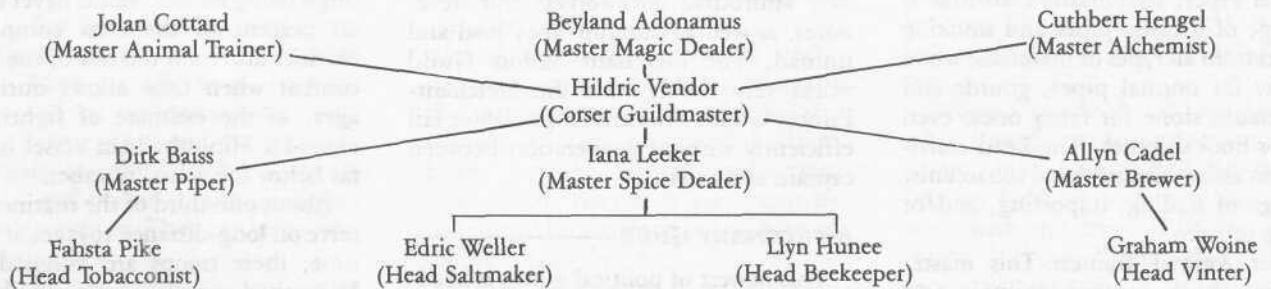
Guild Corser now has exclusive rights in Minrothad to the collection, transportation, and sale of selected rarities and foods. Many of Guild Corser's members are in foreign lands collecting these raw materials or arranging for their purchase. Though the guild has little variety, what it does sell is extremely expensive. Positions of importance within the guild are as follows:

Master Magic Dealer: Because of trade regulations, magical items cannot be easily sold in Minrothad. However, nothing

GUILD QUICKHAND (Halfling)



GUILD CORSER (HUMAN)



The Guilds of Minrothad



stops Minrothaddan traders from buying and trading magical items from and to other nations. The master magic dealer is in charge of a group of agents and messengers in foreign lands who do just that. If exceptional items are found, then he approaches the Tutorial Guild to see if they wish to purchase it.

Master Alchemist: This master craftsman is responsible for the manufacture or acquisition of the unusual chemicals used by most of the guilds. This guild, too, has numerous agents abroad.

Master Brewer: This master craftsman controls a vast network of agents that arranges for the basic ingredients of mead, ale, and wine to be imported into Minrothad and then for those beverages to be made. He has one head craftsmen assisting him who oversees the slow process of making, aging, and storing wines and spirits.

Master Piper: This master craftsman is in charge of making pipes and smoking apparatus from all types of materials: wood and clay for normal pipes, gourds and meerschaum stone for fancy ones, even glass for hookah pipes. The head craftsman who assists him is a head tobacconist in charge of trading, importing, and/or treating tobacco.

Master Animal Trainer: This master craftsman both teaches animals and instructs others in animal training. He arranges for animals to be imported, trained, and then sold locally or abroad.

He works mainly with smaller associate guilds of falconers, dog-handlers, and the like.

Master Spice Dealer: This master craftsman oversees the importing, processing, exporting, and general handling of the spices produced by Guild Quick-hand. This trade accounts for over three quarters of Guild Corser's income. He is assisted by two head craftsmen. The first is the head saltmaker who oversees the production of salt, the other is the head beekeeper who manages the vast bee farms tended by halflings on Open Isle. The master spice dealer has an army of traders traveling everywhere to sell Minrothad's spices.

Political Guilds

The political guilds are not nearly as complex in their structures as the family guilds are. These are the newest guilds in Minrothad, more service or government-oriented than the others. They offer the most potential for power and advancement, and are not yet as versed in duplicity as are their family guild counterparts.

Merchant Sailors Guild

This guild is responsible for sailing the trading vessels of Minrothad. It is overseen by the guild master with the help of the master importer and the master exporter.

Members of this guild are usually instructed in the ways of sailing by Guild Elsan for a year or two, then must serve apprenticeships with the Merchant Sailors Guild. This guild also has authority over Minrothad dockworkers and stevedores, as well as the ships they load and unload. The Merchant Sailors Guild works very closely with the Merchant-Princes Guild, since the ships cannot sail efficiently without cooperation between captain and crew.

Mercenary Guild

This newest of political guilds is headed by a strongwilled, honest guild master who is in charge of the three military units of Minrothad. Each unit is run by its

own master craftsman, who is answerable only to the guild master.

These military units are meant to be a defensive force and are not intended for battle away from the shores of Minrothad. Although the guild is called mercenary, it considers this employment to be a lifelong commitment and takes care of its retirees better than any other guild.

Unlike most guilds, which make their money from dues and taxes on members or the products they sell, the Mercenary Guild is paid well by the government and all other Minrothad guilds for defending the islands.

Home Guard #1 is composed primarily of human soldiers. It is a large defensive force stationed near the city of Minrothad. This not only provides the best possible defense of the city but keeps the seneschal honest as well. Home Guard #1 is trained to fight defensively in a city: defending walls, using tower-top siege ballistae, etc.

Home Guard #2 is composed primarily of forest elf soldiers. It is larger than Home Guard #1 but is spread out over most of the remaining Minrothad islands. This force is trained in both field battle and guerilla tactics. It will fight invaders on the beaches if possible, or retreat into the hills and harass the enemy to death.

Marines are the largest standing military force that Minrothad has. They serve on every ship as defenders against pirates. They are trained in the use of shipboard ballista, boarding and repelling tactics, and fighting in rigging. The number of marines on board a ship depends on the cargo being hauled, but is never less than 20 percent of the crew complement. Marines also train the rest of the crew for combat when time allows during voyages, so the estimate of fighting men aboard a Minrothaddan vessel is usually far below the actual number.

About one-third of the marines do not serve on long-distance voyages at any one time; these troops are assigned to the Minrothad naval vessels which patrol local waters.

The Auxiliary Home Guard is not shown on the government organization

chart. It is a military associate guild that springs into existence only during times of imminent invasion. At that time, the Mercenary Guild gains authority over guild and town security and constabulary forces which constitute the auxiliary guard.

Thieves Guild

The Thieves Guild is known to exist but very little is known for certain about it. Rumors abound, but the fact remains that this guild's activities are covert. The truth is known only to the guild master, to Oran Meditor, and to the thieves active in this unpopular and secretive organization.

Tutorial Guild

The Tutorial Guild is a combine of many smaller associate guilds that train and teach. The guild master oversees the administration of these associate guilds. A force of guild scholars answerable only to him checks on the associate guilds from time to time to see that they are maintaining their standards of education. The most important of the associate guilds are

the School of Merchant-Princes, overseen by the master of instruction, and the School of Magical Artifacts, overseen by the master of devices.

Among other things, the guild is responsible for working on all major and some minor court cases (see *Laws of Minrothad*). It also runs programs in affiliation with other guilds for the purpose of cross-training specialized individuals.

The Tutorial Guild has a monopoly on the practice of magic in Minrothad and this monopoly is enforced by law. The guild inspects every known magical item and magic-user which enters Minrothad. A Tutorial Guild member is required by law to be present whenever any spell is cast.

This guild has a network of overseas agents who are constantly on the lookout for new spells, new philosophies of magic, and magical items. These persons cannot compete with Guild Corser's magic dealer agents but they are empowered to purchase magical items for the use of the Tutorial Guild. This guild has the legal right to make first offer on any item held by a magic dealer, regardless of whether

the item is for sale. If the forced sale is disputed, the price that should be paid for the item is determined in Minrothad by the parent guilds.

If a Tutorial Guild agent misrepresents himself for the purpose of acquiring magical items or spells for his personal use rather than the guild's, the penalty is quite high: the death sentence under the Black Seal Warrant.

City of Minrothad

The city of Minrothad remains neutral and uninvolved in national or guild government affairs—a neutrality essential for the cooperative interaction of all the guilds. The capital is treated as a guildlike entity with a seneschal as the city's equivalent of guild master. He has authority over everything going on in the capital except the guild shops. He is, of course, answerable to the ruling guild master and has no control over the palace.

A complaint about the seneschal or the city must be lodged at a council of guild leaders meeting by a member of that body; the complaint is then brought to the attention of Oran Meditor for mediation.

Growing up "Political"

— as told by water elf Cosgei Elsan, Journeyman Helmsman, Merchant Sailors Guild

"My kin build these ships and thought I would too. But how could I stay land-bound when the waves beckoned? And so that path I took.

"My age-mates began their learn-time in family crafts, but I sought out old Elwyn instead, once master navigator. Time enough he'd spent on ships, and so understood my urge. When I came of apprentice age, I took the tests for the Merchant Sailors Guild—and passed, thanks to Master Elwyn's coaching. Then my learn-time as scupper began.

"Cabin boy is the obvious 'prentice, seen by passengers, but the real work starts far below decks in the tac-

kle hold, amidst the gear that needs repair. And sailors put no trust in splices made by half-trained scuppers with half a care. Do a bit of work, and it's pulled and tugged and picked at by the top-side crew before it even leaves the hold. Most of it comes apart, and a scupper can spend a week or more to get one splice done right.

"What piece-work stays together earns some time topside, maybe in the rigging. Do enough knot-work, and a canny scupper can splice himself out of the tackle hold and into the foc'sle. Topside he tars rope and polishes brass, but the rigging-time comes more often. And so it goes, step by step, until he's making sail and doing all that needs doing.

"True, we're not as cozy a bunch as a family guild. A scupper is pushed and tested, every step of the way. But

it binds us together, it does, and when a sailor calls himself guildsman, he's earned the name!

"Take me—I'm a helmsman, and I hold this position because I know it, not because the captain's my father or some such nonsense like family guilds go by. And I know every position under me, like the points on a compass. I can fill in for deck crew if needs be—not like the sailmaker, you see: he's family, and all he knows is his canvas.

"Now, I've a choice: if I stay helmsman, I need next to study navigation under Guild Elsan. Or, I can take a line on bo'sun's mate and do more work with the crew. Who knows? I might do both. Then when I make senior journeyman I'll be up for second mate. There's no end to where skill can take a sailor in this guild!"

The Caste System

The apprentice-journeyman-master rank system of the guilds, based on achievement and **experience**, carries over into Minrothad society. To an overwhelming **extent**, a person's position in his guild reflects his position in society. This has resulted in a formalized caste system, recognized by tax laws and acknowledged by citizens in their daily lives.

A person's guild and rank dictate which category he occupies in the Minrothad caste system. Some caste positions limit one's progress within the guilds, but for the most part, caste lines are not completely rigid; hard work or political skill can elevate an individual to a higher caste than the one he began in.

There are six castes in Minrothad. Each reflects a degree of wealth, but even more, an appreciation of what a person can do for his guild. Caste names come from ancient Nithian words for rank and standing; people often refer to themselves and others by a reference to their caste: "A cleric will always be an evem, regardless what he preaches to others."

First Caste: The first and lowest rank is the okeen, or laborer caste. This caste includes guild members of the least importance: apprentices and those who are too lazy, careless, or indifferent to make much difference to the guild. Regardless of **wealth**, a sloppy and uncarving craftsman remains an okeen, as does an otherwise respected oldster who refuses to pass on knowledge of his craft to the young.

Second Caste: The second caste is the macau, the artisans who comprise the majority of common guildsman. This is the great middle class of Minrothaddans who toil and work for love of their craft and guild. It is their efforts that keep Minrothad prosperous. The macau have traditionally enjoyed more benefits than the okeen: better pay, better positions in the guild, finer tools and materials to work with, etc.

Third Caste: The third caste is the evem, from the word for craftsman. This caste consists of lesser guild managers (assistant craft masters, assistant guild masters, and so on), very wealthy guild members who do not hold a political or guild office, and exceptional guildsmen who are highly respected for their skills (such as healers and clerics).

Evem enjoy far better pay and benefits than the two lesser castes. It is to the third caste that most second caste guildsmen aspire. The third caste can be reached through hard work and innovative **ideas**. A macau guildsman enters the evem by appointment from a member of a higher caste or by a vote of promotion by third caste **guildsmen**.

Fourth Caste: The fourth caste, or dosan, takes its name from the word for leaders. This caste consists of the head craftsmen and masters of the guilds. It includes most members of guild administrations. These are powerful and wealthy **people**, most of whom ascended from the lower castes through their own labor or the efforts of their forefathers.

A member of the third caste is promoted to the fourth by appointment from a higher caste or by vote of fourth caste guildsmen. Among the family guilds it is very difficult to rise to this caste from lower ones. There is a growing trend for a retiring family guild master or head craftsman to nominate his appropriately-skilled son or daughter as his replacement. This choice is ratified by his guild council peers, who hope to do the same for their **children**. This is not the practice among the political guilds, however: just one of reasons why there are greater opportunities for advancement in the political **guilds**.

Fifth Caste: The fifth caste is the yulen, from the word meaning commanders. This is the newest caste. It came into being to reflect the status of the Merchant-Princes, the magic-using sea captains who command the ships of Minrothad's trading fleet.

The yulen are almost identical to the dosan of the fourth caste, but yulen are more learned and all know magic. The membership consists of merchant-princes

who were trained by the Tutorial Guild and guild masters and head craftsman who are training to become merchant-princes.

Sixth Caste: The sixth caste is the saneer, meaning rulers. It is a small and elite caste consisting of the nine guild masters who sit on the council of guild leaders, the seneschal of the city of Minrothad, and the ruling guild master, Oran Meditor. These are the most powerful and wealthy individuals in Minrothaddan society.

Caste and Guild Identification

In a place as concerned with rank and membership as Minrothad, it is not surprising that there are several ways to identify exactly what caste and guild a person belongs to. Guild identification is required by law, caste identification by custom.

Caste

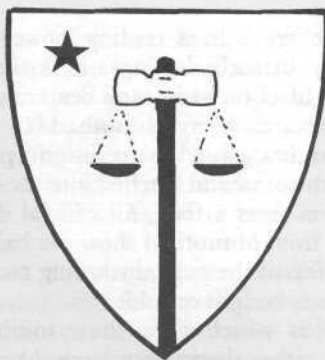
A person's caste is signified primarily by clothing. It is not so much what he wears that indicates his caste, since garments come in unpredictable variety in Minrothad, but it is the quality of the cloth and the nature of the accessories that are the telling point. Members of all castes but the sixth incorporate a work-related item in their ensemble: a silver tasting salver hanging from the neck for a vintner, or a baker's cap for a baker. The higher the caste, the finer the material and more stylized the design of the significant accessories.

Members of the sixth (ruling) caste wear no work accessories at all, and this in and of itself is indicative of their rank. Their clothes are the most extravagant and finest of all, meant to embody their guild's pride and importance.

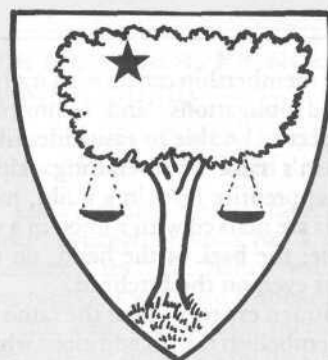
Shields and Devices of the Minrothad Guilds



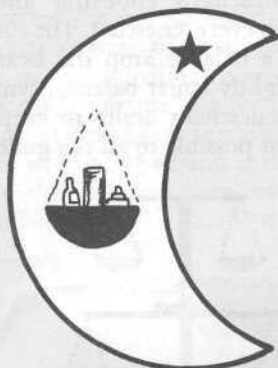
**Minrothad Guilds
(Ruling Guild Master)**



Guild Hammer



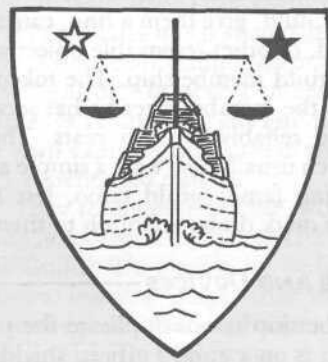
Guild Verdier



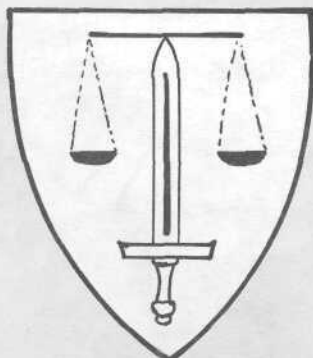
Guild Corser



Guild Quickhand



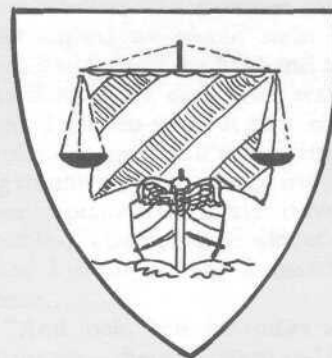
Guild Elsan



**Home Guard Unit 1 or 2
Mercenary Guild
(Unit's number is placed
below sword pommel)**



Merchant Sailor Guild



Mercenary Guild: Marines

The Caste System

Guild

Guild membership carries with it privileges and obligations, and Minrothaddans expect to be able to easily identify a guildsman's rank and standing. Upon passing apprentice level in a guild, most members are marked with a tattoo in a visible place: the back of the hand, on the cheek, or even on the forehead.

Guildsmen expect to wear the tattoo for life and embellish it with additions which indicate rank and specialty skills. Tattoos are removed only if a person changes guilds or is kicked out of one for some reason. The removal process uses an acid wash; it is a painful and scarring process and not undertaken lightly.

Organizations that do not care to have their members easily identified, like the Thieves Guild, give them a ring, earring, armband, or other removable object as a sign of guild membership. The token is given to the member after he has served his guild reliably for two years. These guildsmen usually also wear a simple and misleading family guild tattoo, lest the lack of a mark draws attention to them.

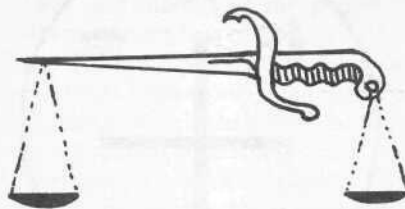
Shields and Devices

Membership tattoos duplicate the pattern that is on a guild's official shield or device. The devices of the ruling guild master, the family guilds, and three political guilds are shown. Each incorporates the balance device which is the insignia of Minrothad as a nation. The

balance symbolizes trading power and honesty in such dealings. It is simple, usually black on white, and bears nothing on the scales. Every Minrothaddan trading or military ship has the insignia painted on the prow and stitched into the sails, and flies it as a flag. All official documents from Minrothad show the balance at the top of the page, including receipts for goods bought or sold.

Guilds which give their members tokens rather than tattoos have the guild device worked on the token. Devices not illustrated here have the following appearances.

Thieves Guild: Although little is known about the membership of this guild, its device is a matter of official record. The insignia is a horizontal dagger serving as the balance for two small scales, each with a full pouch of gold on it.



Tutorial Guild: Guild members wear a large earring of electrum as token of their membership. It is worked with an octagon with a single scale hanging inside it. Depending upon their affiliation, the content of the scale differs. The scale of a merchant-prince bears a pentagram; the

scale of the associate Instruction Guild bears an open scroll; the scale of the associate Devices Guild shows a wand. The Tutorial Guild master and his staff have a star with rays shining forth, signifying the deliverance of knowledge from the heavens.



City of Minrothad: Guildsmen wear rings as insignias of membership. The device is a balance standing atop an item of the seneschal's choosing and so changes with every seneschal. The current insignia is a balance atop the beam of another, slightly larger balance, symbolizing the seneschal's desire to keep the city as fair as possible to all the guilds.



Guild Privileges

Members of the greatest trading combine in the Known World enjoy many privileges unique to their nation.

Price Discounts: A guildsman pays only 40 percent of the wholesale price for any item manufactured by his own guild and may purchase from other guilds at wholesale price. **Nonguild** members pay a standard retail price, which can be 100 percent or more of the wholesale price.

It is considered immoral for a guild member to buy something at his reduced membership price for a friend in another guild. It sometimes happens between friends or lovers but it is frowned upon and repeat offenders may have their price privileges revoked.

Business on Credit: A guildsman can buy on account from his own guild with no interest charged. A guild may offer the same courtesy to members of other guilds on an individual basis, charging only a small interest rate for the credit. Such credit-based business is rarely done outside of Minrothad and is never practiced with retail customers, where "cash on the barrelhead" is standard.

Preferred Customer Status: Guildsmen get first pick of goods before they go on sale to the public, except for special-order items. This privilege extends to guild services. If there is only one passenger berth left on a ship, for instance, a guildsman is taken on board in preference to another passenger.

Good Exchange Rates: Guildsmen converting coin for personal use receive special discounts on conversion fees and get the best exchange rate possible.

Cut-Rate Travel: A guildsman may perform labor in his guild specialty before or during a sea voyage in exchange for low cost or free travel.

Free or Reduced-Rate Training: Guilds train their members free of charge. Guildsmen can receive cross-training in other guild specialties through the Tutorial Guild. In contrast, nonguild members cannot receive any instruction from the guilds at all.

The Merchant-Princes of Minrothad

—A talk with *Emelia Oswip of the Scholars' Fraternity, Glantri*

"Look, there goes a merchant-prince, swaggering along like a power incarnate. Yes, the fellow with the blue hipboots and gold scabbard.

"You can tell he's a merchant-prince by the pentacles on his clothes.

"Besides, I know him. That is, he was captain of the *Egret* on my voyage here, name of *Saroso Elsan*. The voyage was entertaining; it gave me my first glimpse of a merchant-prince in action. There's a growing interest in them in *Glantri*—that's why I'm here, to learn what I can about them.

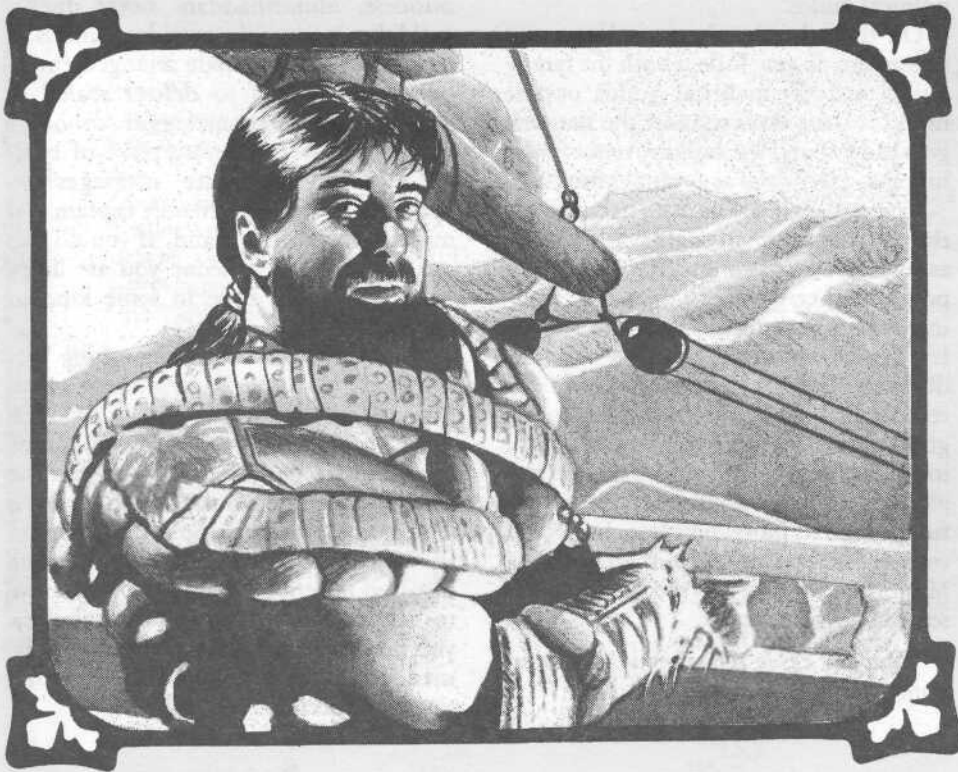
"No one talks much about these fellows. They're all leading members of their guilds. It seems merchant-princes can come from any guild. Most are ship captains, but others are just very experienced traders.

"They're trained by the wizards' guild here—what do they call it? Tutorial Guild? They must be dedicated fellows, learning magic after they've learned a profession. And not ordinary magic either—they work the elements.

"That one, *Elsan*, did interesting work on our voyage. He seemed in a hurry to arrive in Minrothad and we had favorable winds all the way—magical winds, I could tell.

"Those skills are not too remarkable by themselves, but crewmen told me they wished we would sight some pirates so I could see firsthand how a merchant-prince deals with sea brigands. I can do without that kind of entertainment, but it was an interesting comment. They seemed convinced their captain would save them the trouble of a battle. I have a lot of questions I want to ask a merchant-prince...

"And look, here he comes again! Excuse me—there's a tavern and here's my chance. Oh, Captain *Elsan*!..."



Politics in the Minrothad Guilds

"Work in Minrothad politics is like separating two fighting she-wolves. By the time it's done, you're in the middle of the fight yourself and you've been bitten by both sides at once."

—Oran Meditor

The Ethic of Competition--

Product specialization and the force of law prevent the Minrothad Guilds from competing with each other in the commercial arena. Yet an ethic of competition is instilled in every apprentice and embodied by every trader who is part of a guild. Guildsmen refuse to be bested in a trade or a sale and pride themselves on overcoming the obstacles that stand between them and commercial success. This attitude even carries over into Minrothad dealings with other nations. Traders, ambassadors, and factors are concerned first with how Minrothad can profit from a situation and second with how to meet and defeat any competition.

The same competitive drive that makes guildsmen world-class merchants finds its outlet within Minrothad in merciless political infighting and jockeying for position. Guild leaders aspire to ever-greater degrees of power in government and let very few ethics or morals stand in the way of promoting their guilds or themselves.

In a perverse way, Minrothaddans are proud of the chaos this sort of competition produces and of the intrigue that is its natural byproduct. These things are, after all, signs that the interests of one's guild are being advanced. Anything short of treason and assassination goes, as long as the action or its results do not adversely affect Minrothad itself.

The Political System

"Intrigue, duplicity, scoundrelism, evasiveness! All the things that we hope to avoid in government are as food and drink to the Minrothad politician."

—Ierendi Ambassador Ounia, trying to explain to his government his desire to leave Minrothad.

Though its hidden workings are treacherous, the government of Minrothad is much more than groups of self-serving craftsmen trying to gut each other. Like the scales that are the nation's symbol, the family guilds and the political guilds are the primary counterweights on the political scene. They are separated by the ruling guild master, whose office and its cabinet are the fulcrum and balance of power in the Minrothad system.

The ruling guild master enjoys support from the political guilds, whose guild masters he appoints. He uses this support to offset the influence of the powerful family guilds, whose backing he sometimes enlists by promoting one of their race, guild, or clan to a position in the political guilds.

On the other hand, the ruling guild master can do very little if both the family guilds and the political guilds oppose him, for their taxes support the national government and the military is not under his personal control as a cabinet function.

Consequently the balance between the three factions remains stable only as long as all three are strong. This balance of power has been upset in the past, resulting in poor government decisions formulated and pushed through by the dominant group. Besides caring for the real business of government, the ruling guild master must himself be a master of intrigue, struggling to ensure that no single political faction becomes too powerful through its plots and ploys. In spite of their reputation in trade, the politics of Minrothad are not for the naive or the scrupulously honest.

"You can easily tell when a Minrothad guild master is lying: his lips move."

—Continental guild hall joke

The Price of Intrigue

—A word of caution from Lord Ordekis, Thyatian ambassador to Minrothad

People who play Minrothad politics play for keeps. The game moves swiftly, the players change constantly, and rules of fair play are observed only when convenient. Any tool that helps advance a cause is used when needed — and that presents a danger for visitors to Minrothad.

Travelers who seek intrigue and perhaps physical risk can easily find this when they come to these islands. But even the innocent voyager may get caught up in webs not of his own weaving. The one who is lucky might simply have a rude encounter with unprincipled guildsmen; he who is not may be charged with treason, or lose his life in one of many ways.

Visitors should remain alert for ruses designed to use a foreigner as an unwitting tool of guild intrigue:

If you are not a merchant, be wary if invited to a private place to discuss guild business. Minrothaddans never discuss guild business with outsiders unless it relates to a specific trade arrangement.

Refuse requests to deliver sealed or otherwise private messages to other guildsmen. Almost every place of business sends legitimate messages by apprentice or with a friendly captain if it must go to another island. If you do this sort of favor for someone you are likely being used as a dupe in some kind of guild intrigue.

If you are asked to do something that might be illegal (such as waylaying someone leaving a tavern, "as a practical joke") be extremely cautious. You can be certain that is not the true purpose of the ploy, and the one who approached you is almost never the one who is really behind it. If you comply, you may become involved in serious charges. If you refuse to help or report it to the constabulary, you may be harassed by vengeful guildsmen. I have nothing to advise in such a situation except to avoid it.

GAZETTEER

DUNGEON MASTER'S BOOKLET
OFFICIAL GAME ACCESSORY

The Minrothad Guilds

by Deborah Christian and Kim Eastland

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Welcome to Minrothad

—A word from Gheryn Verdier,
Minrothad Guilds Ambassador to Kara-
meikos

You who are about to send your friends to the Minrothad Guilds: do they wish to buy? We have goods to sell, and none better from any guild hall on the continent.

Do they wish to sell? We might be willing buyers, if the price is right.

Do they seek information? We have that aplenty, news and gossip from all corners of the world. And intrigue to go with it—more, I dare say, than most mainlanders can stomach.

Alas, if your friends seek employment, they are unwelcome if they hope to compete with a guild craft or service. But there is always call for bodyguards, or special agents who serve in, shall we say, less conventional ways.

But if your friends adventure in Minrothad, warn them to be on their guard. Fall afoul of the Minrothad Guilds and no law on the continent can help them. Our reach is long, and a Black Seal Warrant of death awaits foreigners involved in treasonous intrigues.

Oh? They don't plan such involvement? I see. Then let us hope it does not seek them out instead, shall we?

The Gazetteer

This sourcebook deals with the Minrothad Guilds. It is a reference book for the DM's eyes only. An overview of the Minrothad Guilds is provided in the accompanying *Adventurers' Guide to Minrothad*, designed for both players and DM to read and use. But there is much that is not said in the *Adventurers' Guide* and some that is intentionally misleading for player characters. The truth is told here.

The Minrothad Guilds

Minrothad, a nation of island peoples, is organized into a close-knit confederation of craft and service guilds. The country is commonly called the Minrothad Guilds, as they are known in commerce

with the world's trading communities.

The Minrothad Guilds are located in the Minrothad Isles, formerly called the Isles of Dread. The islands are in the Dread Sea south of Karameikos between Ierendi and Thyatia.

Campaigning in Minrothad

Adventures in the Minrothad Guilds can be a welcome change of pace from campaigning on the mainland. Not only is the setting different, but the type of adventure opportunities are different as well.

A Minrothad campaign offers involvement in covert operations and subtle encounters in which no sword can make a difference. Adventurers will be challenged with "thinking" encounters in which the character who uses his head profits better than one using brute strength. And PCs will find it difficult to walk away from the intrigues of Minrothad and its guilds, for this is a nation that can place a bounty on their heads which will follow them throughout the continent.

Characters who visit the guilds can rest and recuperate there, sell their booty, or hire out as free agents for dangerous missions. For players and DMs who want to run a campaign permanently based in Minrothad, there are advantages and drawbacks to this particular setting, especially if native Minrothad characters are used.

Career Problems: Characters will find that the guild environment severely limits how they pursue their adventuring career. Natives can become fighter characters only by joining the appropriate guild, in which case they become obligated to serve that guild as any other guildsman would be. Nonnatives can only pursue a fighting career as a hired agent and cannot receive training from the local guild. The same applies to thieves and magic-users, whose spellcasting is limited by guild regulation. Clerics are the only character class unrestricted by guilds.

Career Advantages: A Minrothad campaign offers the chance for characters to

be enlisted as special agents to the ruling guild master, a position which takes them outside the normal guild structure and enables them to pursue adventures on behalf of the government authorities. Their benefits and rewards will naturally be things valued by the guilds: promotion to a higher caste, the bestowal of a business, perhaps even the gift of a merchant ship for trading ventures.

In addition, the DM may use the Minrothad setting as a springboard to adventures which take place anywhere in the world. Characters can travel on guild ships, take care of guild business, and return to the Minrothad Isles as their base of operations. PCs may pursue a career in trade or shipping either as a sideline or a major part of their activities. And finally, if the DM wishes to allow it, characters can try to become merchant-princes, an unusual spellcasting NPC (and possibly player) class described in this book.

Who Should Play in Minrothad

The guilds of Minrothad include representatives of all races, and all races are welcome in the Minrothad Isles. Elves are especially numerous, and have rather more influence in government and the shipping trade than other races.

Fighters are respected for their skills and the occupation is an admired one in Minrothad. Native fighters are all members of the Mercenary Guild and a fighter must be a member of that group to acquire training and purchase unusual weapons in Minrothad. Foreign fighters are not accepted into the guild unless they wish to make a career commitment to it. A fighter from the mainland cannot receive training in the islands unless he can locate a nonguild fighter to instruct him.

Clerics are tolerated in Minrothad, where gold is pursued more avidly than religious enlightenment. Four belief systems are represented in the islands and are independent of the guild system which dominates other aspects of Minrothad life. Mainland clerics of the same alignment can strike up a cordial working

relationship with Minrothad clerics without difficulty.

Thieves are anathema to the mercantile-minded Minrothaddans. Characters identified as such are followed and sometimes harassed by law forces, looking for an excuse to make an arrest.

The Minrothad Thieves Guild is a secret organization that has exclusive control over criminal activities in Minrothad waters. PC thieves who practice their skill and get caught by the Thieves Guild do so at the risk of their lives.

This is not to say that thieves should not go to Minrothad. On the contrary, the Thieves Guild is always looking for a few good foreign rogues to act as free agents on the continent—or even to do some coven spying in Minrothad that the guild would not want to be associated with if the spy is caught.

Since Minrothad has a network of thieves and spies throughout the islands and in most major ports of the mainland, a capable thief's reputation is often known before he reaches Minrothad. Thieves should not be surprised if they are approached by the guild during their stay in Minrothad.

Only members of the Tutorial Guild practice arcane crafts here; most magic other than sea and weather enchantments is unfamiliar to the public. Magic-users who visit the islands find themselves the object of curiosity and some suspicion if they are identified as mages in Minrothad.

Only spellcasters of the Tutorial Guild are authorized to practice magic at will in the Minrothad Isles. Foreign mages may only do so if supervised by a Tutorial Guild member. This stricture can be defied but such action is usually illegal, and the character may have to face the consequences.

The Minrothad Caste System

The caste system of the Minrothad Guilds is explained in detail in the PC booklet. For characters adventuring in Minrothad, it is useful to determine what caste they fall into according to local cus-

tom. This should help the DM determine NPC reactions in caste-conscious Minrothad and aid in gauging the level and type of compensation that might be offered to PCs for their services. Regardless of a character's rank or title from the mainland, if any, guildsmen will usually address him with references to his caste, just as if he were a Minrothaddan.

Adventurers who begin a campaign as native Minrothad characters start as members of the third caste.

Mainland characters with a social standing ranging from knight (see *GAZ 1*) on up are fourth caste. Lesser members of royalty start as fifth caste; only kings, queens, and heads of state are sixth caste.

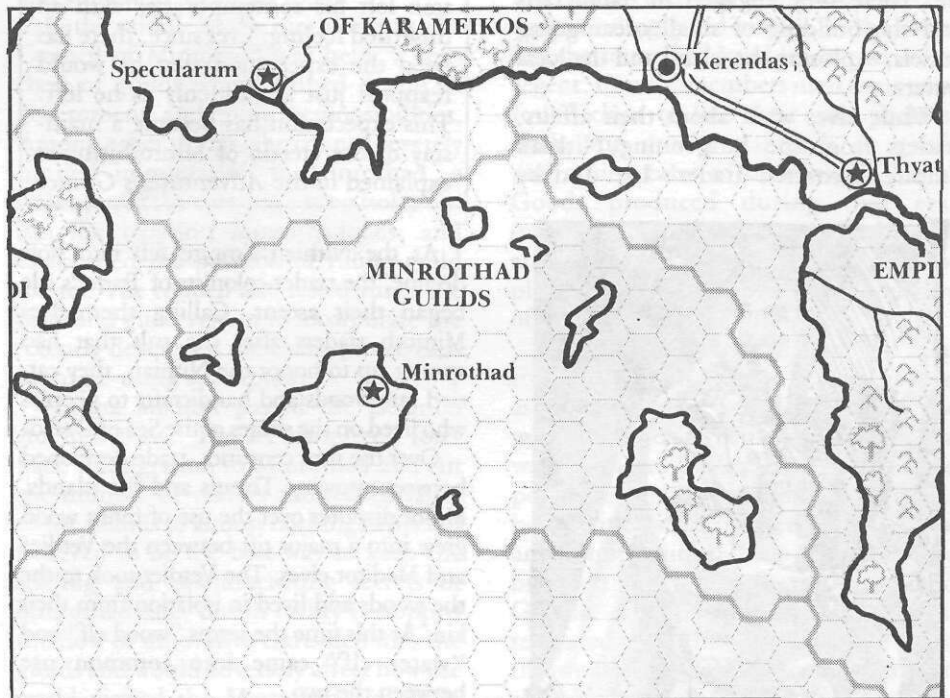
If a character's social standing is uncertain, the DM can go by level instead. These guidelines are suggested, but can be adjusted as necessary for the individual campaign:

Character Level	Caste Level
Basic	2
Expert	3
Companion	4
Master	5

How to Use This Gazetteer

The *History* and *Government* chapters give the true story of Minrothad's past and hidden government workings. The *Thieves Guild* chapter deals with a secret organization that is far more involved in the operations of the Minrothad government than most people realize. The *Merchant-Prince* chapter describes those seafaring masters of magic who contribute so much to the reputation of Minrothad as a trading nation. The *Trade* chapters that follow give inside information on guild trade practices overseas and outline a system DMs can use to simulate PC or NPC trading and shipping activity.

Next come chapters on the Minrothad Isles describing the islands of the Sea of Dread and adventuring opportunities found there. *Non-Player Characters* covers all the important and interesting personalities of the Minrothad Guilds. Finally, the *Adventures* chapter includes a full range of Minrothad adventure scenarios for characters from Basic to Master level.



History of the Minrothad Guilds

Elves migrated northward after the destruction of Blackmoor, but not all groups remained with Ilsundal as he led them to the Sylvan Realm (see GAZ 3). Two groups of elves honored powers from the Sphere of Time; both groups were prompted by those powers to leave Ilsundal's migration and settle at some distance from each other in the lands west of Thyatia.

These were the Meditor and Verdier clans of elves. The Verdier settled in the forest lands of ancient Traldar in what is now Karameikos; the Meditor elves settled farther south, near the seacoast. Later, a series of cataclysms flooded the land and formed islands. This upheaval created the Sea of Dread, the Ierendi islands, and the archipelago later known as the Minrothad Isles. The Meditor elves found themselves stranded on those islands and the Verdier elves found themselves living on newly-made seacoast.

The Verdier and Meditor elves were descendants of elvish shipbuilders in their lost homeland to the south. Again prompted by immortal intervention, the Verdier elves built ships and joined their brethren on the island they called Alfeisle. There they engaged in handicrafts and the building of small ocean-going vessels, exploring the island and the local waters.

While elves went about their affairs, traders from the burgeoning Nithian Empire discovered Trader's Isle. Led by

the adventurer Minroth, the group recognized the value of the natural resources they found there. They colonized the island, founded the port called Harbortown, and began to call the chain the Colony Islands.

Minroth's Quest

Unknown to his friends, the colonization of Trader's Island was part of Minroth's quest to ascend to the Sphere of Matter as a polymath. He settled and explored the island as much in hopes of finding the artifact hidden by his immortal sponsor as for mundane reasons of trade and profit.

A master-class fighter, Minroth's nearly superhuman abilities became evident in the early days of the colony. In fact, his quest was successful; when the artifact was attained, Minroth ascended to the Sphere of Matter and vanished from the island. The Nithians have venerated him ever since and the church of Minroth was founded to honor this immortal.

Minroth's sudden disappearance without a goodbye or word of explanation left his contemporaries with an unsettled feeling. Ever since, there has been the expectation that he would reappear just as suddenly as he left. This expectation has become a mainstay of the credo of *Minrothism*, as explained in the *Adventurer's Guide*.

As the Nithian Empire fell into slow decline, the trader-colonists of Trader's Isle began their ascent. Calling themselves Minroth traders after the cult that had sprung up to honor the Nithian, they carried rare woods and handicrafts to peoples who lived on the shores of the Sea of Dread.

Over the next centuries, trade developed between growing Thyatis and the islands. Minor disputes over the use of forest wood grew into a major rift between the Verdier and Meditor elves. The Verdier took to the woods and lived in isolation from their kin. At this time the terms "wood elf" and "water elf" came into common use between the two.

In search of new territories, colonists from the Alpathian Empire made their way to the islands around this time. They easily found the largest and most promising of the Colony Islands and there they founded the colony of New Alpathia.

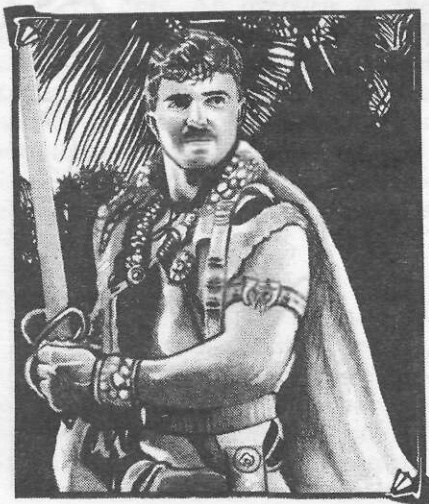
As chance would have it, this was Trader's Isle, already settled by the Minroth traders. Separated by central mountains and coast-shrouding fogs, it was a year before the two groups discovered each other. After a series of inconclusive clashes, saner heads prevailed. Alpathians were as interested in trade as the descendants of the Nithians. Joint trading ventures were agreed upon, combining Minroth trading knowhow and Alpathian seafaring knowledge.

In the third century AC, human and elvish cultures finally stumbled upon one another when volcanic activity forced elves to seek out other appropriate settlements in the island chain.

The water elves instantly recognized the great value of Alpathian magic, a craft which had become adapted to almost exclusive use on the sea. In turn, the Minroth-Alpathian trading combine was impressed with the unusual design of the elvish ships and their intriguing sailing capabilities. The water elves were taken with the humans' generosity and abundance of trade goods. It was only a short while before the Minroth traders proposed a trading combine which would include the elves.

The elves agreed, then sought out their forest-dwelling kin to enlist their wood-working skills in the building of trade vessels. The timing of this offer was convenient, for the proud wood elves had suffered through several years of famine and were agreeable to an offer of food in exchange for woodcraft.

The successful trade venture began with mutual exchange of goods, services, and vessels. War conducted by the Alpathian and Thyatian Empire helped the island combine to prosper, for the empires relied heavily on merchant shipping to carry supplies for the war effort and booty from conquered territories. The island traders maintained their neutrality and sold shipping services to both sides.



History Of the Minrothad Guilds

The humans of Harbortown also carried conquered peoples as trade goods, slaves desired for Thyatis. In the next decade, Minrothians and New Alphatians fought over the slave trading of Alphatian sailors. The dispute ended only when elves stepped in and forced the humans to make peace. But by the end of the fourth century Minroth had once again entered the slave trade, much against her allies' wishes. During this time, many halflings were brought to Trader's Isle to serve as slaves to the Minroths of Harbortown.

As trade grew, the Minroth humans soon carried most island exports. But the great benefits of the far-flung Minrothian trading network could also be a bane, as was soon evident. In the fourth century the dreaded disease lycanthropy and the curse of vampirism were brought to most of the major ports of the continent by Minroth ships, although the traders blamed it on the Alphatians.

Lycanthropy and vampirism became a major problem in the human settlements in the Colony Islands. Elves armed with silver weapons hunted down the unhuman creatures in what came to be known as the Silver Purge, destroying the Alphatian colony in the process and depleting the human population.

In spite of their depleted numbers, humans continued to hold halfling slaves. Elves secretly trained and supported a free halfling, Malf Quickhand, who led a 'rebel' army of halflings to free the slaves. With halfling-sized tackle specially made by the elves, Quickhand and the former slaves took disused human ships and sailed to an island which had been set aside for their use by the elves. There the elves signed treaty papers with the halflings, recognizing them as free folk and welcoming them to the trade federation. The humans were powerless to protest.

Hadric Corser, "The Great Uniter," consolidated the remaining humans and laid the foundation for a community government of the trade federation. On the old site of the New Alphatia colony he founded a new capital city of Minrothad. In the next centuries, the wood elf Gregus Verdier, "The Second Uniter," con-

tinued Corser's work. He consolidated the government under a system of family and associate guilds, creating for the first time the entity known officially as the Minrothad Guilds.

When Verdier died (he disappeared at sea in the year 700) only a handful of guild officials knew that this was the work of Ierendi assassins hoping to shatter the new trade alliance. The effort failed.

In the first quarter of the ninth century, Minrothad experienced an influx of immigrants. Many craftsmen were attracted to Minrothad because of its growing reputation for quality and freedom of artistic expression.

In addition, Minrothad traders in Glantri recognized a golden opportunity and seized it. Dwarves from Rockhome, migrating to Glantri in search of gold, found themselves heartily unwelcome. The Minrothad Guilds had always been lacking in metal and stoneworking craftsmen, so traders invited the dwarves to migrate to the islands and join the guilds. The dwarves agreed. Led by Darkbrow Hammer, the former Rockhomers settled rocky Fortress Island and were welcomed into the guilds. They dominate the metal and stoneworking crafts today.

In the middle of the ninth century the Council of Minrothad was held, a conclave of guilds which refined details of government and guild responsibilities. Among other things, the council severely limited immigration to Minrothad, a reflection of the ever-increasing isolationism felt by most Minrothadians, and established the position of ruling guild master. The council also restructured the caste and guild system to incorporate the recently developed merchant-prince class of magic-using sea captain.

Kitrina Meditor passed the Isolation Act in 890 AC. The act completely forbade immigration to Minrothad and cut the number of visitors allowed entrance to the islands to almost nothing. This was believed to be the best way to keep the trading and manufacturing secrets of Minrothad safe, but in reality it stopped the flow of innovative craftsmen into the guilds and would adversely affect how the world viewed the Minrothad Guild for



decades to come.

Kitrina was assassinated, leaving her heir, Oran Meditor, too young to take over as ruling guild master. In the interim, the council of guild leaders served as regent. Council members used their newfound clout to line their own pockets, slackening quality standards on goods and raising taxes to burdensome levels. Goods produced during that era, stamped CGL, are examples of substandard production, for the Minrothad people became demoralized and the quality of their work visibly suffered.

Oran Meditor took office at the relatively early elvish age of 150 years, as soon as his obligatory craft training in the water elf guild was complete. The council was unable to protest, but relinquished power reluctantly. Oran soon cleaned house with a series of unexpected reforms and adroit political maneuvers that have breathed new life into the Minrothad Guilds. The Isolation Act has been rescinded and Minrothad has once again thrown its doors open to trade, craftsmen and visitors.

History of the Minrothad Guilds

Historical Synopsis of the Minrothad Isles

In this synopsis, BC refers to "before crowning" and AC refers to "after crowning" of the first Emperor of Thyatis.

3000 BC: Planetshift; the Great Rain of Fire destroys Blackmoor; elvish home continent freezes, survivors flee north to the newly-formed Broken Lands.

2100 BC: Meditor and Verdier elf clans leave Ilsundal's northward migration and settle in southern Karameikos (GAZ 5).

1700 BC: Cataclysms split land masses and ocean floods create islands; Meditor elves are left on the new-made Isles of Dread.

1720 BC: Verdier elves build ships and join their cousins in the Sea of Dread.

1100 BC: Nithians led by Minroth colonize the Isle of Dread and found Harbortown.

0 AC: First emperor of Thyatis is crowned; Thyatians do some trading with Minroth islanders.

250 AC: Alphatians found colony of New Alphatia on the Isle of Dread; Alphatian magic is adapted to seafaring needs.

276 AC: Human and elf cultures in the Isles of Dread meet and establish trade.

284 AC: Minrothian and Alphatian cultures clash on Dread Island over slave trading issues; elves force the humans to make peace.

300 AC: The water elf trading port of Seahome is established.

360 AC: Minroth traders carry slaves for Thyatian Empire; halfling slaves are introduced to the Isles of Dread.

410 AC: Minroth traders inadvertently spread the curses of vampirism and lycanthropy to the seaside kingdoms.

443 - 445 AC: Expeditions of elves and humans purge Dread Island of all lycanthropes; human population is decimated; this time is called The Silver Purge.

450 AC: Malf Quickhand leads a halfling slave revolt; newly-freed halflings take ships and migrate to the island they name Open Isle.

475 AC: The forest elf trading port of Verdon is founded.

488 AC: Hadric Corser, The Great Uniter, brings the remaining humans together; founds the city of Minrothad and lays foundation for an organized trading federation.

500 AC: Conflict between Alphatian and Thyatian empires begins; Minroth traders maintain neutrality and dominate merchant shipping for both sides.

520 AC: The halfling trading port and capital city of Open Isle, Malfton, is established.

601 AC: Gregus Verdier, the "Second Uniter," is born on Alfeisle; forges forest elves into unified political and economic faction by 646 AC; establishes Council of Dread and the Minrothad Guilds in 691; assassinated in 700 AC.

828 AC: Dwarves migrate from Rockhome to Glantri in search of gold; unwelcome, they depart on Guild ships to join the craftsmen of the Minrothad Isles; dwarves settle on Fortress Island.

841 AC: The dwarven port of Stronghold is established.

850 -862 AC: The Council of Minrothad refines government structure and establishes office of ruling guild master; first ruling guild master, Missan Meditor, is appointed; severe laws restricting immigration are passed.

880 AC: Fire Island atoll is declared off limits to all shipping; thieves guild secretly establishes Cove Haven as a pirate base on this island.

890 AC: Ruling guild master Kitrina Meditor passes Isolation Act prohibiting immigration and most visitors to Minrothad.

900 AC: North Isle is annexed; the refuge colony of Gapton is established.

Circa 940 AC: All Minrothad trading vessels are now captained by merchant-princes and carry marines.

950 AC: Minrothad signs neutrality pacts with most mainland countries.

965 AC: Kitrina Meditor is assassinated; council of guild Leaders acts as regent until Oran Meditor comes of age.

980 AC: Lycanthropes are again discovered in Minrothad; fear spreads that more may have escaped the Silver Purge.

989 AC: Oran Meditor takes office, institutes reforms.

991 AC: Oran Meditor rescinds the Isolation Act and opens Minrothad to outside contact.

995 AC: First assassination attempt on Oran Meditor; Clan Kasan is behind the attempt and is removed from control of the water elf guild; Clan Elsan promoted to replace Clan Kasan.

998 AC: Second assassination attempt on Oran Meditor; assassin is believed to be a hired wizard from Glantri.

1000 AC: (Today.) Minrothad celebrates 150 years of nationhood; Oran Meditor makes public appearances to stop rumors of his continued ill health.

1200 AC: Great War between the Republic of Darokin and the Master of the Desert Nomads (see modules X4, X5, and X10).

Ruling Guild Master

—*A commentary on Oran Meditor by halfling Alf Shadower, guild master, Thieves Guild*

"If you deal with the guilds, you deal with the government. So you'd best know a bit about the ruling guild master. For he be the government, far more than most guilds care for.

"The council of guild leaders put the ruling guild master in a palace in Minrothad City; now they be stunned that their figurehead be acting like a king. Meditor stirred a hornet's nest with his reforms, and this last assassination attempt almost done him in. So, what's he done to rile them so?

"First, he hurt the family guilds in the pursestrings. As regents before Oran came of age they bought substandard materials for the guilds to manufacture with. They pocketed the difference. Between that and raised taxes, they lived fat and happy. Then Oran took over, lowered taxes and made them buy high grade material.

"Second, Oran ousted heads of political guilds who were puppets for the family guilds—in particular, the masters of all the Mercenary Guild units. He replaced guild masters with people loyal to himself instead of the families. Now the military takes oaths to uphold the office of ruling guild master, and don't even mention the guild council!

"Third, Oran is sly enough to parry the family guilds' hidden ploys. They wanted to use the Thieves Guild as a political tool against Meditor but he made some attractive deals with us. We can see who's winning this power struggle. We went over to the ruling guild master and left them high and dry.

"Now Meditor needs to watch his backside. We help how we can, but serious assassination attempts are hard to counter. Them family guilds don't give up easy."

Cabinet

The ruling guild master is assisted in the functions of his office by a cabinet that he appoints. Although the titles are identical to those that help run each family guild, the functions of the cabinet officers are in some instances remarkably different.

First Advisor: Ginol Meditor is Oran Meditor's uncle. This is the ruling guild master's right hand and deputy and is heavily relied upon. The first advisor acts in the place of the ruling guild master when the guild master is ill or incapacitated. Ginol served in this way while Oran recovered from the last assassination attempt.

First Consort: Astra Meditor is Oran's wife. As first consort, she is responsible for running the palace in the city of Minrothad and overseeing all social and many diplomatic functions of the government. She has assumed many of the ceremonial functions once served by the ruling guild master when that office was more of a figurehead.

Master Treasurer: Eliz Blanceer is a human who coordinates all other guild treasurers, has complete audit authority, and controls the tax procedures for Minrothad. This is the most fiscally sensitive position in the country, and the master treasurer is expected to be highly trustworthy and beyond reproach.

Master of the Ruling Guild Master's Agents: Truth Greenton oversees the ruling guild masters agents. In a family guild, this would be a small security force which serves as personal security for its guild master. In the case of the government cabinet, however, the guild master's agents are an elite intelligence and security force that protects the ruling guild master and collects whatever coven intelligence he deems useful for his purposes.

Agents under Greenton's authority act independently of guild hierarchies. Adventurers from the continent who find employment with the government of Minrothad are likely to join this contingent in service to the ruling guild master.

Intrigues and Factions

Intrigue and plots are the mechanism that drives much of Minrothad Guilds politics. Here is the current assortment of major problems that lurk hidden on the political scene. Even those that seem inconsequential can have far-reaching effects in Minrothad.

City of Minrothad

The first assassination attempt against Oran Meditor failed because the assassin missed his shot, killing the seneschal of the city of Minrothad instead.

Seizing the opportunity to bolster his power, Meditor appointed the halfling Hastin Smoothtongue as seneschal, thus binding Guild Quickhand closer to him.

Kin of Guild Corser have been seneschals of the city of Minrothad for over 100 years. However, that guild had been actively plotting against Meditor, who decided that their outrage at losing the office of seneschal could not significantly worsen the situation.

Meditot was wrong. Guild Corser is set steadfastly against him and is plotting another assassination attempt in conjunction with other discontents.

Lycanthropy

The *Lycanthropic* Plague of 980 AC was a resurgence of the old curse of Minrothad humans. The council of guild leaders failed to act decisively against the outbreak and some even enlisted lycanthropes as their agents for assassinations. The were-menace soon grew into a full-grown plague, with weres appearing on all the islands by the year 989.

In that year Oran Meditor took office and sent the Mercenary Guild to deal with the problem. The greatest threat is now past, but weres remain in unexpected places.

One of those places is in the city of Minrothad. The former commander of the Home Guard #1, Marden Bailey, is himself a victim of the curse. Blackmailed by Verdier forest elves, he is head of a group of weres who assist in assassination plots. Bailey plans how to destroy all

GOVERNMENT

those who have taken advantage of his curse. In his human form he works to gain the loyalty of guards in his old unit.

Tutorial Guild

Merchant-princes and the Tutorial Guild openly support Meditor, even providing their personal guards and magical services to him when he recovered from the last assassination attempt. The merchant-princes come from an assortment of Minrothad family guilds, but are more loyal to their brotherhood of magic-users than to their families.

Family guilds resent this, and in their desire to counter the growing power of the merchant-princes, extraordinary measures have been taken. Several magic-users have been brought into the country clandestinely to use subtle enchantments on behalf of the family guilds. *Charm* spells and similar methods are being employed to persuade selected merchant-princes to support their family guilds and nullify Oran Meditor. Most of these spellcasters come from Glantri and are quite good at what they do. Their presence here is highly illegal and as yet unsuspected by the Tutorial Guild. The last assassination attempt on Meditor was made by one of these hired wizards.

Kasan Clan

The Kasan were once head of the water elf family guild until their assassination attempt failed. They are now the most implacable enemies Oran Meditor has made. Their activities are spied upon by Meditor's agents, but there is one ploy going completely unobserved.

The Kasan know that the ruling guild master is quietly looking for foreigners to serve as agents. Kasan representatives are searching for likely mainlanders in order to buy their loyalties and then have them apply to be agents for the Minrothad government. These double agents would be used to feed misinformation to the ruling guild master, a valuable asset in the world of plot and counterplot.

GOVERNMENT Employment in Minrothad

—As Explained by Truth Greenton,
Master of Agents, ruling guild master's cabinet

"The only place for nonguild members to find employment in Minrothad is with the government, and then only in special capacities as, say, one of the ruling guild master's agents.

I don't accept everyone who applies, of course, but sometimes I actively recruit. Like now: there's been a string of coincidental 'accidents' around Oran Meditor that make me uncomfortable. Masonry falls from a building, a balcony collapses, a family pet attacks for no reason and has to be killed—that sort of thing. Oran and I agree the family guilds are up to something again, and we're looking for some special agents to investigate.

I've put out the word on the mainland through our Thieves Guild and trading contacts. Right now I'll hire someone who's not affiliated with these guilds in any way. We need outsiders we can trust, who won't be swayed by guild politics.

Sure, guilds don't talk to outsiders about their business. But there's ways around that. We pass foreigners off as 'outland traders' from the continent: when a trader has children born in a foreign country, they're automatically part of his family guild and can wear the mark if they want.

We fix our agents up with any guild tattoo or insignia that they need, fill 'em in on a cover story, then there's no questions asked. Oh, the tattoos are magically applied and so come off later without difficulty—never know when the agent will need to use a different guild mark. The tattoos are no problem. Its finding the right person to put them on."

Death IN the Garden

—As told by halfling Kabel
Grassroots, journeyman gardener, city
of Minrothad

"I were in the garden, a-pruning the hydrangeas, when Guild Master Meditor come out to take the air. He stopped by the peach tree and sat on the stone bench. He were there no few minutes when the earth roiled and burst up right in front of him! I googled and near dropped my shears.

"There stood a manlike thing, all made out of dirt and rocks. His rulership had this surprised look on his face when it clubbed him and knocked him clear back offen that bench.

"I thought sure he must be kilt. But no, the master were hurt, but alive. He half stood and scrambled back, under the trees and around the gardenia bush. The thing followed him, pushing trees right to the side—and that's when I spied the other man.

"Looked like Guild Corser, from the cheek tadoo, but he'd no business in the palace gardens, hey? He stood behind the gardenias, staring real hard with his hands pointed funny at the dirt-man.

"The dirt-man were on Meditor again, crunching him in his arms. It dropped him, and the master collapsed like every bone in his body were snapped. Looked like next tromp, he'd be crushed. I didn't know what to do, but I had to do something. So I went screaming out there, running right across the lawn, and threw my shears at the thing's back. Well, this wizard were so busy, he didn't notice me sooner. But I think my holler spooked him. He gave a start, the dirt-man froze in mid-stomp, then everything got crazy.

"Later they told me it were an earth elemental, and the wizard lost control of it. That wizard got away and there's nothing left of the garden, blast him.

"An earth elemental. Imagine that. And I threw my prunin' shears at it."

CRIME in the Minrothad Isles

The Thieves Guild

Little is known about thieves by the average Minrothaddan. Even less is known about the guild to which most professional thieves belong. Their actions seldom come to the awareness of the public and Minrothaddans are content to keep it that way. It is unsettling enough to citizens that their government knows about the activities of this nefarious guild.

History

Early in Meditor's rule, various family guilds hoped to use the Thieves Guild against him. The organization was strictly clandestine, its existence and connections with pirates known to only a few of the family guild members.

Through the Thieves Guild, these plotters passed information to the pirates about what Minrothad shipping would be suitable targets for attack. The purpose of this maneuver was to undermine Meditor's authority by claiming ineffectiveness against pirates.

For some time the pirates took these tips and lived well off the sacrificial shipping. But Oran Meditor suspected the family guilds were involved and was not too surprised when he was openly approached by the Thieves Guild itself.

The guild wanted to strike a deal with Meditor. If Oran let them use Minrothad trading agents as contact points, they would develop a network of trade intelligence overseas. This would help them expand their continental thieving network; in exchange the Thieves Guild would not operate within Minrothad waters.

Oran was not completely happy with this offer and was about to turn them down when the old guild master died of natural causes. He took the opportunity to make a counteroffer to the new guild master, Alf Shadower. Meditor would endorse Alf in his office, thus saving a lot of infighting over the position. He would also permit the overseas expansion of the Thieves Guild, as previously proposed. In exchange, the guild would be reorgan-

ized along specific lines.

Shadower agreed to these proposals. The Minrothad Thieves Guild today is an official organization with government sanction, operating along strict guidelines and rules.

Organization

The Thieves Guild is divided into three associate guilds. Each operates independently, reporting directly to the guild master himself, and has no contact with the others. The guild master, Alf Shadower, is accountable only to Oran Meditor for the actions of the guild.

Master Thief: The master thief is *Lerri Cagliariari*, a middle-aged human woman based in *Specularum*. She took over this position from Alf Shadower when he became guild master.

Device: This guild uses the device of the Thieves Guild, described in the *Adventurer's Guide*.

Operations

Thieves operate almost exclusively on the continent, in ports and trade towns and wherever else guild business takes them. They steal to finance the operations of the guild and consider any non-Minrothad person or business to be fair game. (Also, more foreigners belong to this group than any other Minrothaddan guild).

In suitable places lacking a thieves guild of their own, the Minrothad thieves dominate the local crime scene. This group has the man-power and the experience to come into a town and set up a successful criminal organization. Not all are called guilds, and many do not even know they are really front operations for Minrothad thieves.

Aside from purely money-making ventures, the actions of these mainland thieves serve the purposes of the Minrothad guilds whenever possible. Merchants and shippers who compete with the Minrothad guilds are preferred targets of opportunity, as are officials and other persons who are not cooperating with Minrothad trade agents or ambassadors.

In cities where there is already a strong thieves guild, the Minrothad thieves go deep underground. They continue their activities in a low-key manner, and have become quite adept at evading the local thieves. Since death is almost a certain penalty for infringing on another guild's territory, Minrothad thieves are very careful not to get caught. Only the most experienced guildsmen operate regularly in another guild's territory.

The Thieves Guild serves as an informal intelligence network for the government of Minrothad. Although they do not actively seek out information, as do the Blue Eels, thieves constantly stumble across gossip and other tidbits that might be of interest in a larger context. This news is passed along to the guild master in Minrothad; in special instances it may go directly to the local Blue Eel contact.

Death to Thieves

In 965 AC, after the assassination of Ruling Guild Master *Kitrina Meditor*, the much-heralded "Death to Thieves" decree was passed.

The decree mandated an immediate trial and death sentence for anyone convicted of thievery of a certain degree or type. The act was a hysterical response to the fact that Meditor's assassin had been a member of a foreign thieves guild. Abhorrent of thieves and all they represent, Minrothaddans heartily endorsed the act.

The decree is still in effect in the Minrothad guilds, although it has been enforced less and less over the years. However, if members of the Minrothad Thieves Guild are the thieves unlucky enough to be caught, their trial and execution is speedy so that they will not have the chance to reveal sensitive information about their guild, such as its involvement with pirates and assassins and the fact that the ruling guild master knows of this.

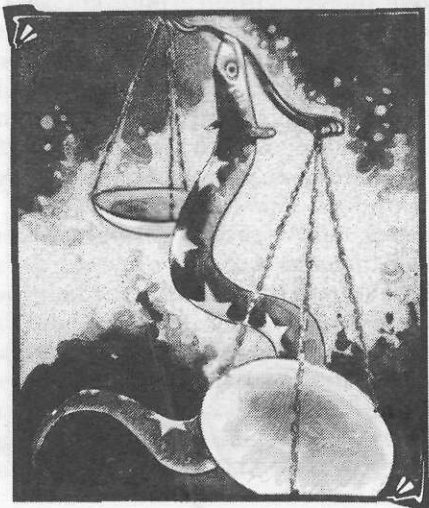
CRIME IN THE MINROTHAD ISLES

Minrothad thieves also serve as recruiters for the Thieves Guild. Recruiting likely young talents and experienced thieves is the first priority of this guild, but their contacts are so wide-spread that they often encounter people who might make suitable Blue Eels or privateers. This information is passed through channels and the prospects contacted later by the appropriate party.

Although this guild has officially agreed not to operate in Minrothad, there are always individuals who cannot resist temptation. Their thieving is usually confined to picking pockets and other relatively petty crimes so as not to anger guild authorities. If they are caught, however, they may suffer an inordinate penalty because of the Death to Thieves decree (see sidebar) which is still in effect in the Minrothad Isles.

Contact

The Thieves Guild can be contacted officially through the government of Minrothad. It can be approached unofficially by a discreet word to a guild port agent or factor. The word will be passed along and a thief will pay a visit to the one who inquired. Minrothad trade agents serve only as information relays and middlemen in legal activities.



Blue Eels

This guild is responsible for finding out things that could affect Minrothad business interests and trade concerns. Since many political actions of a nation impact its economy and hence its commerce, the Blue Eels are perform one of the most extensive spy organizations on the continent.

There is at least one Blue Eel or one of their foreign agents in place in the government or court of almost every nation that Minrothad trades with. Where this is not possible, the Minrothad trade agent is often a Blue Eel. That post keeps the spy in a position to at least observe economic events within a country and make appropriate reports.

Blue Eel spies pass along information on tariffs, taxes, economic development, and military and political events. Much of this information-gathering is mundane, but allows the ruling guild master to advise Minrothad merchants on effective trade strategies and tactics.

Master Spy; Master of this guild is the dwarf Cass Charmer, a former thief who single-handedly created the network of spies called the Blue Eels. His base of operations is the city of Minrothad, but Cass spends most of his time traveling on the continent handling guild affairs.

Device: A royal blue eel writhes vertically, holding a balance in its mouth. Five stars form a pattern on the eel's back, a subtle reference to the five stars of the ruling guild master's device.

Operations

The Blue Eels are the intelligence and spy arm of the Minrothad government. While the ruling guild master's agents collect information on domestic plots, the Blue Eels concentrate solely on foreign intrigues and plans. All members of this guild are native-born Minrothad-dans; many are orphans or other persons with no strong ties to family guilds. Their existence is a closely kept secret, known in Minrothad only to Oran Meditor and his first advisor, and of course to the guild master of the Thieves Guild.

Sensitive Information: When Minrothad is concerned about a country's military intentions or other highly sensitive information is sought, Blue Eels are prepared to handle that kind of assignment. If necessary, the spy steals documents, listens to secret conferences, and does whatever is needed to secure the information.

This is the most hazardous of all spy ventures, when the Blue Eel must delve after information rather than letting it come to him. Because of the irreparable harm the discovery of a spy would do to Minrothad trade ventures, spies are sworn to kill themselves rather than be captured alive. Each Blue Eel carries a small concealed vial at all times. The vial contains a potion concocted of sea snake venom; the poison is fast-acting and always fatal.

Recruited Agents

Sometimes it is easier for a foreign native to get close to sensitive information. Foreigners who work for the Blue Eels are recruited agents, whether or not they realize they are aiding the spy organization of Minrothad when they undertake a mission. A recruited agent may be as innocuous as a chambermaid, reporting who her lord entertains at night; it might be someone as prominent as a minister of government, dissatisfied with his lot and willing to sell information to a high bidder. The Blue Eels have almost unlimited funding with which to coax such informers.

Contact

It is impossible to contact the Blue Eels except through the office of the Thieves Guild. Even then, anyone exhibiting knowledge of this spy organization will be the target of immediate suspicion and will be shadowed by the very spies he is trying to locate.

Privateers

Privateers, or pirates, have a tolerated, semi-legal status in the Minrothad guilds. Their existence is known, but the fact that they are part of the Thieves Guild is a well-kept secret. Details about piracy in the Sea of Dread and Minrothad waters are given under *Pirates*. Here following is simply an overview of privateers as associates of the Thieves Guild.

Master Privateer: The Master of the Privateer Guild is the water elf Hamilvar Kasan. His headquarters and base is Cove Harbor on Fire Island.

Device: The device of this associate guild is a balance with two cutlasses as the crossbeams of the balance arm. When ashore, guild members wear a metal bracelet or anklet with this device on it.

When at sea, absolutely no insignia relating them to the Minrothad guilds is worn, though passwords are issued so they can identify themselves to key merchant-princes. The traditional pirate flag bearing a skull and two crossed cutlasses, called the Dread Banner, is used to identify privateer ships when raiding.

Operations

Minrothad privateers once had letters of marque from the government authorizing them to attack and destroy or confiscate the shipping of nations hostile to Minrothad. In the past there was some purpose to this, since Thyatian war vessels made forays now and then into the Sea of Dread. Now, however, the guilds have signed neutrality treaties with most seafaring countries. There are no openly hostile powers for the privateers to attack.

This tiny detail has not stopped the privateers from continuing their banditry. Called pirates by everyone but themselves, the Privateers Guild preys on any likely merchant shipping except Minrothad vessels—and a decade ago were attacking those as well.

Since the restructuring of the Thieves Guild, Oran Meditor has tolerated the continued existence of the Privateers Guild under inflexible conditions. They must leave Minrothad shipping strictly

alone and may harass only shipping of companies and nations which compete with Minrothad's cargo trade. They are not permitted to kill captives after a vessel is taken, but must drop them at the nearest inhabited land fall or set them free in boats within sight of inhabited land. The privateers are expected to supplement the tiny *Minrothaddan* navy and assist in the effort to keep foreign military vessels and poaching fishermen out of Minrothad waters.

For use in such 'official' encounters, privateer captains carry letters of authorization from the ruling guild master. With this exception, privateers carry nothing to connect them with Minrothad during their piratical ventures. If they are captured, the ruling guild master can claim, truthfully, that he had merely authorized some Minrothad captains to act as auxiliary navy in patrolling the local waters.

Selling Cargo

Privateers sell captured cargos in a variety of mainland ports. They never sell such goods in Minrothad, a stricture intended to keep them out of the public eye and questions out of the minds of inquisitive guild merchants.

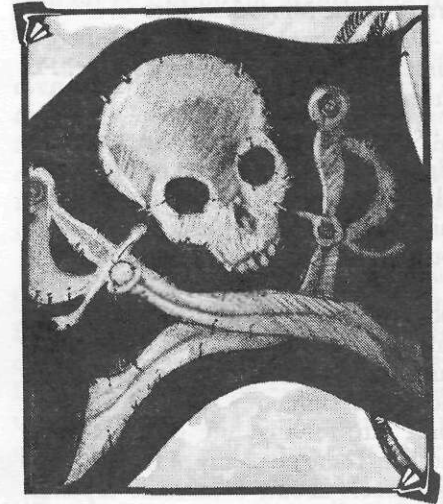
Their cargo sales are tacitly assisted by the Minrothad trade agent in port. As long as items are not contraband or clearly identifiable as someone else's property, the factor does privateers the courtesy of asking no questions about the goods. The cargo is accepted into the guild warehouses and the trade agent handles the other details of selling.

Contact

Minrothad privateers can be contacted in Cove Harbor on Fire Island, at sea in a sea encounter, or sometimes selling goods in a mainland port.

Assassins

There is no official Minrothad Guilds connection with assassins. Through their mainland contacts, though, many Thieves Guild masters know assassins and



know where to locate them if they are needed.

When a Black Seal Warrant has been issued against someone, assassins are often hired to locate the condemned person, no matter where he is hiding, and execute him. The bounty is given to the assassin for the job, minus a small percentage for the Thieves Guild's trouble of hiring him in the first place.

Unofficial government purposes also warrant the hiring of an assassin. Once in a great while someone in the Minrothad government wants a political adversary in a foreign nation disposed of. This might be, for example, a minister of trade who refuses to exempt guild vessels from an exclusionary tariff. If the request is passed along by the guild master of the Minrothad Thieves Guild, an assassin is unofficially hired to take care of the troublemaker.

Assassins are far and away most commonly employed by family guildsmen and sent to Minrothad to do a politically-motivated assassination. This is not condoned by the Minrothad Thieves Guild, but they and the government are powerless to prevent it. Both entities wash their hands of the matter completely, although penalties are harsh if the family guild's involvement can be proven.

Pirates of the Minrothad Isles

Pirates of the Minrothad Isles

—An overview by Ariana Demerick, human second mate of the Radiant, Privateers Guild

"So you be thinking the privateers might be a spot 'o' fun fer your friends? I'd say that depends on if they be in the guild or chased by the guild. But I'll show you around, let you judge fer yourself.

"And fer starters, mate, don't keep googlin' at me. Minrothad likes female craftsmen fine, but some of them family guilds be a bit too set on marriage alliances and children. The women what don't cafe for that life go looking for another. There be plenty of female privateers about, even some captains. And me eyepatch be not so strange. You see 'em amongst them that fight at sea.

"Now, about this 'pirate' business. When the guilds were founded, we were busy keeping Thyatians out o'our waters. It were only natural to create a Privateers Guild to do that, and there were a proud purpose to it.

"When the Thyatians gave up and kept away, that were no reason for the guild to disband, now were it?"

History

Minrothad, with its concentration on merchant shipping, has never developed a large navy. In the early 8th century, the guilds relied heavily on their merchant

force to supplement the Navy's patrolling capabilities and keep Thyatian naval vessels out of Minrothad waters.

A number of enterprising captains formed the Privateers Guild specifically to accomplish this. Because of Minrothad's neutrality agreements, they were unable to attack Thyatian shipping in Thyatian waters, but had free reign in the ocean territory claimed by the Minrothad Guilds. The privateers built modified merchant ships for this purpose. The vessels were longer and narrower of beam, allowing them to move swiftly through the water while retaining enough hold space to carry a worthwhile amount of cargo. As long as there was adequate wind, the well-armed ships could easily catch, out-maneuver, and defeat lateen-rigged Thyatian merchants and even war galleys.

When Thyatians finally departed Minrothad waters, the Privateers Guild did not stop its operations. Beckoned by rich merchant shipping in foreign waters, the privateers simply removed all marks which identified them as official Minrothad vessels and began pirating in earnest.

The speedier hull developed for privateering was soon adopted by regular Minrothad merchant shipping. When this happened, Minrothad pirates could no longer be identified by their hull shape alone. As the privateer fleet grew with the addition of captured shipping, it was impossible for suspicious mainlanders to say for certain what nation, if any, was behind the outbreak of piracy.

Minrothad trade suffered under the Isolation Act of 890 AC, and piracy had increased many times over by 960 AC. A decade ago, pirates from Ierendi and Thyatis stepped up their raids on rich Minrothad ships. This has been taken as a go-ahead by the privateers to pursue foreign shipping in kind.

Piracy has never flourished so greatly before in the Sea of Dread, with clashes between pirate vessels occurring with increasing frequency on the high seas. Minrothad privateers receive a bounty from the ruling guild master for each foreign pirate they can prove to have sunk or captured.

Joining the privateers

For the young squeegee what thinks he — or she — might tike the pirate life, there be ways to find the privateers guild. We be a secret guild, you see, but rumor floats the air through dockside taverns and a few questions there can set a seeker right.

A sly one puts out the word on the docks. Soon one o' us pays him a visit. Or a bold one walks into the Thieves Guild offices in Minrothad and says he wants to join. The thieves claim not to know us, but a privateer mate or captain comes along in the next week or two and has a talk with him.

Trick is, once you're in, you don't get out. This be a guild for life, and it be life away from most of Minrothad. We make that clear to them that apply. If they be over-fond of family guilds and holidays, they never leave the dock. But them that has promise takes a sail in a private boat. And when she pulls aside a privateer ship, they climb aboard as scuppers.

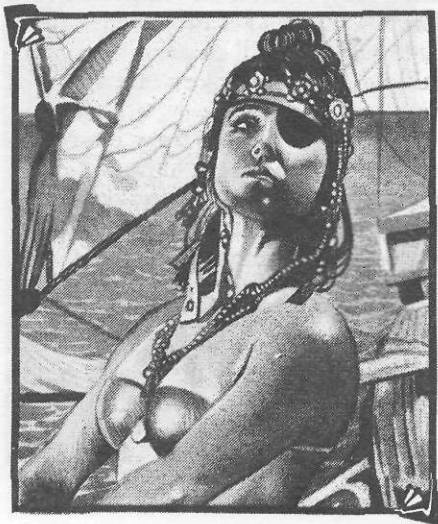
A privateer begins his career as an apprentice, called a scupper. He becomes an able seaman after two to five years of training, depending on the individual, and then may progress in technical and petty officer specialties if he choses to do so. Good petty officers are promoted to officer ranks. The only exception to this is in the case of clerics and other skilled specialties who start out as journeymen/officers.

Minrothad privateers should be regarded as fighter-class characters who are also skilled in sailing. The avetage range of fighting skill levels are listed along with guild and equivalent shipboard ranks in the Ranks sidebar. The table also gives the number of shares each person receives by guild regulation when loot and cargo profit is divided up.

Ranks

Abbreviations:

SJm	Senior Journeyman
Jm	Journeyman
JJm	Junior Journeyman
Ap	Apprentice



Pirates of the Minrothad Isles

Ship Rank	Guild Rank	Character Level	Shares
Captain	Master	15-25 +	10
First Mate	SJm	11-15	6
Quartermaster	SJm	10-13	6
Ship's Healer	SJM	8-15	6
Boatswain	SJM	9-12	5
Second Mate	JM	7-12	5
Chief Boatswain's Mate	JM	6-9	4
Third Mate	JJm	3-7	4
Sailmaker	JM	5-7	4
Ship's Carpenter	JM	5-7	4
Ship's Cook	JM	1-3	3
Helmsman	JJm, JM5-10		3
Watch Chief	JJm, JM5-10		3
Special Positions	JJm, JM5-10		3
Able Seamen	JJm	3-7	2
Scuppers	Ap	1-3	1

A similar hierarchy is followed by the Merchant Sailors Guild and the Minrothad Navy. As in other Minrothad shipping, officers do not start as officers, but must work their way up through the ranks. Captain is the guild equivalent of master, and is almost always someone who has risen to his position through hard work.

The responsibilities of these positions are described here.

Captain: Decides where to sail, what targets to attack, how and where to dispose of captured ships and cargo. Gives sailing directions and navigates.

Ship's Healer: Heals the sick and cares for the injured on board, especially after sea battles. This ship's officer is usually a cleric who has left a temple to join the Privateer's Guild.

Quartermaster: Oversees ship's supplies and cargo and the execution of ship maintenance specialties. An officer.

Cook: Keeps track of provisions and feeds the crew. Has one or more apprentices.

Sailmaker: Makes and repairs sail. Usually a former member of the Guild Elsan sailmakers. Has one or more apprentices.

Ship's Carpenter: In charge of ship repairs and construction of barrels and other needed items. Has one or more apprentices.

First Mate: Executes captain's orders and gives sailing directions when captain is below decks. Often navigates. An officer.

Second Mate: Relays first mate's orders to crew and directly supervises the work. Is in charge of ship's weapons locker, weapons training, and battle station drills; sometimes navigates. A junior officer.

Third Mate: This rank is found only on larger ships (crew of 40 or more) and is the most junior officer position. Third mate has nominal authority over the members of one watch but does the same work they do. Is usually chief of a watch or is in charge of undesirable details: careening hull, fetching water, shifting ballast, etc.

Helmsman: Steers ship. Answerable to the officer of the watch (usually the ranking officer on deck); reports weather changes and sea conditions that affect navigation.

Boatswain (pronounce bo' sun): Chief petty officer in charge of the crew and special work details that take care of ship's boats, rigging, weapons, etc. Sometimes takes charge of a single watch and acts as its chief.

Chief Boatswain's Mate: This petty officer carries out the boatswain's orders and enforces discipline among the crew. Supervises work details and is chief of a watch.

Crew: On an adequately-manned ship, crew is divided into three watches of at least 10 men each, each working one 8-hour shift on deck. Crew members not on watch perform special detail work or sleep. All watches can be turned out at any time required to handle the ship, as is necessary during heavy weather or when maneuvering in battle.

Skills

When a scupper joins us, I be the mate that watches close, see what he be likely for. Be he nimble, I put him topside in the riggin' soon as he knows a sheet from a shroud. Have he a sharp eye for distance, I put him on a ballista crew, or mayhap the catapult. Be he nearsighted,

then offe trots to the sailmaker or the cook.

Not all privateers be sailors proper, but even the cook's 'prenticespends time in the riggin'. And I make sure they all learn to use a cutlass, while the artful ones and elves use the bow. A sharp-eyed elf in the rigging can't be beat for sniping, and sometimes it saves the fight!

Minrothad privateers and other pirates have a variety of skills not covered in the D&D® game books. Using the skills rules described in the *Adventurer's Guide*, the DM may assign appropriate skills from the list below or allow player characters to chose their own. All privateer characters start with Boat Sailing and Ship Sailing. (If a character is a water elf of Guild Elsan, he already has the Boat Sailing skill; taking that skill again improves his score by +1.)

Artillery: (Intelligence). Character knows how to use catapults or ballistae aboard ship.

Boat Sailing: (Intelligence). Skill allows character to sail boats (but not ships).

Cookery: (Intelligence).

Long-Sight: (Intelligence). Character knows how to scan the ocean in a search pattern designed to reveal things that would be missed by the untrained eye. This is learned on the ocean, but works anywhere there is a wide vista. He can differentiate land from the horizon and clouds and has good distance vision (improved by practice).

Navigation: (Intelligence). Character knows how to get from one place to another by the stars and the sun. He can read charts and maps and track his relative position.

Rigging: (Intelligence). Character has the skills to make, maintain and repair a vessel's rigging. This includes sailmaking, rope splicing, arranging blocks and tackle, and setting rigging on a boat or ship.

Rigging Combat: (Dexterity). Character is skilled in fighting from and in a ship's rigging. A character who makes this skill roll at the start of a fight has no penalty to hit for archery or melee combat

Pirates of the Minrothad Isles

in the rigging. Failure gives a penalty of -3.

Ship Sailing: (Intelligence). Character knows how to sail a ship. This skill does not give him the ability to navigate it.

Swimming: (Constitution).

Ship Carpentry: (Intelligence). Character can make common shipboard repairs, including to masts and yardarms, and can build barrels, boxes, and other containers.

Vessel **Identification:** (Intelligence). Upon seeing a vessel, the character can judge things about it by her lines, rigging, and flags, if any. Use of this skill gives a good idea of the ship's country of origin, its type, armament, and crew compliment.

Refereeing Pirate Encounters

When we come on a likely ship, we chase her down and board her. Sometimes they give up easy. If not, well, we do what we have to. Then we take her cargo, scuttle the ship and put her crew and passengers ashore—or we're supposed to, anyway, says the guild master.

If the ship looks good, we put a prize crew aboard instead o'sinkin' her. They take her to Cove Harbor, our hideyplace, and refit her for privateer work. Or, if she don't look quite so good, we sell her in a foreign port.

Ierendi Navy is something to avoid all the time, though we might try to take a navy ship from a different country. Pirates we always have a tussle with, especially Ierendi pirates. They got the speed, but we got the weapons. There's more than one o'their ships has been made part o'the privateer fleet, and the Radiant's one of 'em!

The secret of Minrothad pirate success is their use of fast ships and endless training. Their ships are faster than most naval and merchant vessels and the crews drill continuously with artillery and melee weapons so they can prevail in boarding actions.

A ship that cannot flee a pirate vessel must fight. The outcome of a sea chase

and battle can be determined using the rules described in the *Expert Rulebook*, pages 43-44; *GAZ 4, The Kingdom of Ierendi*; or the Sea Machine, described in module M1, *Into the Maelstrom*.

If the DM wants to play a ship-to-ship encounter in more detail, the following method can be used. It does not attempt to resolve complex ship maneuvers such as ramming and side-swiping to break oars or the use of magic, which is handled as necessary by the DM whenever a spell is cast. Also, it has assigned arbitrary, average statistics to ships and crew for ease of reference. These numbers can be altered by the DM as desired for a particular encounter.

Step 1. When vessels are in range, conduct artillery fire.

A privateer carries one ballista mounted at the bow, one in the waist of the ship, and a catapult at the stern. An enemy merchant has none or one of these weapons, while naval vessels carry the same number or more. The DM decides what armament the enemy ship carries.

Artillery weapons fire once every four rounds. Characters can use their Artillery skill to determine if individual fire hits the target. NPC crews use these Artillery skills:

Minrothad privateers:	16
Ierendi Navy:	17
Ierendi pirates:	15
Thyatian Navy and pirates:	15
Other navies:	14
Merchants (all):	10

Skill rolls are penalized by +1 for every armor class point the target vessel has below 10.

A catapult has a range of 150 to 300 yards; a ballista, from 0 to 200 yards. Each does 3d6 points of damage. Burning material from a catapult causes 1d6 points per turn of burning. An Artillery skill check that is 10 points or more below the number needed strikes the enemy ship below the wateline (if a ballista) or in the mast or oars (if a catapult), and does three times the damage rolled.

Step 2. Adjust movement rates and hull points remaining.

Damaged ships move more slowly; sufficiently damaged ones sink. Keep track of damage done and refer to the following chart to determine movement. Movement is given in yards per round. The ship sinks if hull points reach 0, and all but galleys lose all headway when three-quarters destroyed. The crew figure is the number of crew that fight in a boarding action. Deduct any crewmen slain from that number.

Ship Hull Points and Movement

Vessel	HP/ MV:	Starting	³ / ₄	¹ / ₂	¹ / ₄
Minrothad Pirates (AC 7, Crew 50)	HP: 100 MV: 40	75	50	20	0
Ierendi Navy* (AC 6, Crew 75)	HP: 120 MV: 20/40	90	60	10/20	5/0
Ierendi Pirates (AC 7, Crew 40)	HP: 90 MV: 50	68	45	25	0
Thyatian Navy (AC 8, Crew 30)	HP: 90 MV: 30/50	68	45	10/25	5/0
Thyatian Pirates (AC 7, Crew 35)	HP: 70 MV: 50	53	35	25	0
Merchants (any) (AC 8, Crew 20)	HP: 160 MV: 40	120	80	20	0

* assumes a large galley, not a war galley

Step 3. Determine results of archery.

Privateer battle stations include one watch of 10 pirates with Rigging Combat skill shooting arrows from the rigging. Characters without Rigging Combat skill shoot at -3 to hit. Archers targeting a specific enemy, rather than shooting into groups of sailors, have an additional -6 to hit. The DM should apply other modifiers as desired to reflect range, wind, and sea conditions.

The average sailor is AC 9, has 10 hit points, and fights as a 3d-level Fighter. PCs can be allowed to resolve fire individually. Slain NPCs are deducted from the

enemy ship's crew total. For massed NPC archers shooting from the rigging, the DM need only roll a 1d20. On a result of 15 or greater, the ship which is the archers' target loses 5 percent of its crew (round up). Enemy fire at the PC ship is 5 percent likely to strike a PC. If hit, resolve damage normally.

Step 4. Resolve boarding action.

Within 20 yards, grappling irons can be thrown to lash ships together and boarding planks lowered. There is an 80 percent chance that the pursuing ship successfully grapples and boards the other. If that roll fails, the ships drift apart. Five rounds elapse before the pursuer can close a second time. During that period the results of maneuvering and additional missile fire are resolved.

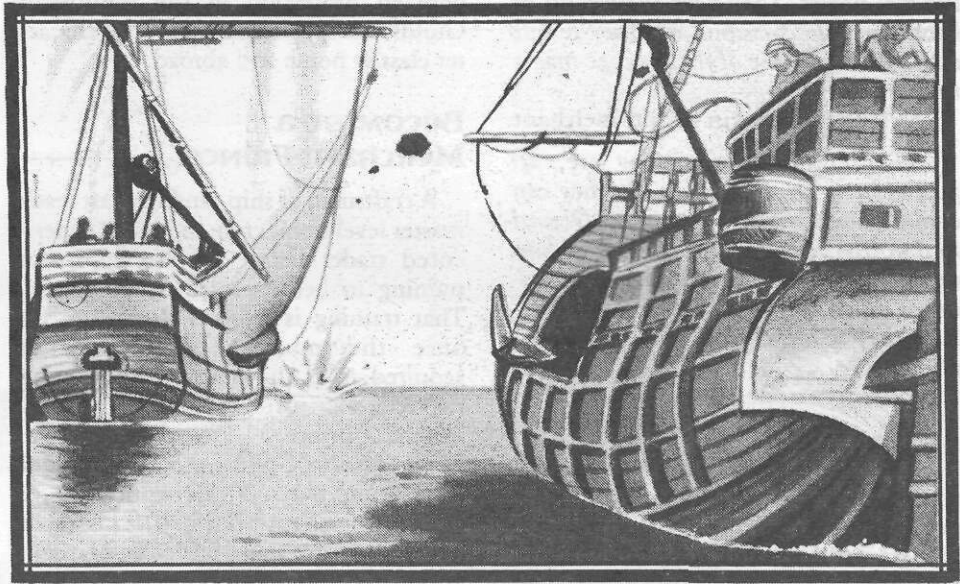
Once secured to each other, boarding action begins. Mass combat can be resolved with War Machine or Sea Machine methods. PCs should be allowed to select individual fights if desired until the mass melee comes to a conclusion. Sailors fight with cutlasses that cause 1-8 points of damage.

If the crew of the attacking ship loses the fight, they are chased back onto their own vessel by their enemy unless they can cast loose and escape. The winners of the encounter may do as they please with the ship, cargo, and crew they have won.

Cargo and Shares

Cargo values can be set with the system described under *Trade* in this book. The profit from a sold ship or cargo is divided among the crew according to the shares each is entitled to (see the Ranks table) after 30 percent is set aside for the coffers of the Privateers Guild. Total shares are summed up and the booty or profit is divided by that number, giving the value to be paid for each share.

For example, assume a boat crew of three pirates and an officer is due a total of 12 shares between them. If the booty is worth 120 gp, each share is worth 10. The officer, who receives six shares, gets 60 gp and the pirates, with two shares apiece, get 20 gp each.



Sailor's Tricks

There be tricks to the trade in the Privateer line o'work. Any sailor knows about 'em, but it's how and when you use 'em that makes you a privateer.

Some of these tips and tricks are used for commonplace sailing problems and others are for less legitimate purposes.

Getting Afloat: A vessel that ran aground can wait for the tide to turn and float it off the obstruction. If the ship got hung up at high tide, it can only be refloated by towing. It can be towed by another vessel or it can tow itself by kedging. During kedging, a ship's boat rows out with a length of cable and the ship's anchor. The anchor is dropped and the cable taken up on the capstan. In this way, a ship can winch herself off an obstruction.

Sailing: A ship trying to make speed sometimes has its sails drenched with water. Wet canvas holds the wind better, improving speed by 5 to 10 percent. A ship cutting upwind of another can steal-

ing more quickly while the downwind ship slows. Roll 2d10; increase one ship's speed and decrease the other by the same percentage.

Raids: A ship's lights are visible for miles at night. For this reason, pirate ships on a raid or escaping pursuit sometimes run with no lights at night. When pirates want to acquire a ship at anchor in harbor, a number of them sneak up to the vessel in rowboats, climb aboard, overpower the crew (or try to), and sail the ship out of the harbor.

In Port: Pirate crews might pass as merchant crews in port to sell their cargo. When selling a captured ship, her sail configuration and rigging is often changed to alter her lines, an easy identifier among those who know ships. Names and identifying marks are changed as well, and papers are often forged.

Magic: *Dweomers* which protect or help ships are highly sought, very expensive, and kept very secret. Fire resistance and wind spells are two of the most popular.

The Merchant-Princes of Minrothad

"If you want to trade with the Minrothad Guilds, the merchant-princes hold the real power. They have the wealth to back up trade decisions and they're left alone at sea because of that strange magic they know."

—Tedor, a Darokin import merchant

"Flamboyant fellows they are, all puffed up with themselves. So they can conjure elementals. So can any Glantri lord worth the name! But Minrothaddans regard them as nobility for their spellcasting as much as their money... Hmm. Perhaps they're learning something from us after all."

—Vinciento de Belcadiz, Glantri Ambassador to Minrothad

Master craftsmen often go on trading voyages with Minrothad ships carrying goods from their guild. In this way, the master can handle buying and selling in person when port is reached rather than relying on the ship captain or the Minrothad port agent to conduct his business for him.

Even more often, ship captains purchase guild cargos or carry them on consignment and do their own trading in foreign ports. Whether master or ship's captain, these persons represent the Minrothad Guilds overseas and have the buying and selling power to back up their trade agreements.

These Minrothad master traders came to have much power and influence as guild representatives. Too, in Minrothad there is a long tradition of magic used on shipboard to aid in // seafaring. Since most elvish captains, at least, knew a little sea or weather magic, the combination of merchant skill and spellcasting became identified as one in the person of the Minrothad trader.

The utility of sea and weather magic could not be denied and as the guilds became more powerful, Minrothad captains aspired to its mastery. Spellcasters who were also master traders and experienced captains came to represent the epitome of guild aspirations.

Enough captains actually fit this mold that their class and status are formalized in Minrothad with the acknowledgement

of a caste designation and social perquisites. The merchant-prince is now a recognized profession in the Minrothad Guilds, a respected and powerful character class at home and abroad.

BECOMING a Merchant-Prince

A craftsman or ship captain must reach master level in his craft and be an experienced trader before he can apply for training to become a merchant-prince. That training is magical in nature, for once the mundane experience is acquired, it is the mastery of seafaring magic that turns a master into a merchant-prince.

The Tutorial Guild's associate Guild of Instruction oversees the education of aspiring merchant-princes. The master of instruction, the water elf Holea Mapseir, personally approves applicants for and affirms graduates from this training program.

A player running a Minrothad Guilds character might wish to become a merchant-prince. This should be possible but, as with NPCs, the character must first become a successful trader and a master-level guildsman. This could be one of the objectives of a campaign, for it requires quite an investment of time and much character development. The system for developing characters through guild ranks is described under *Guild Trade*.

Character Requirements

Only humans or elves can become merchant-princes. Most members of this class are ship captains, but any master-level character who plans on regular seafaring can apply. Characters must meet these prerequisites and accomplish the following things.

- The character must have an Intelligence of at least 12 and Dexterity of at least 9.
- He must have the Bargaining or Appraisal skill and have improved it at least one point over his native Intelligence score (see *Skills* in the *Adventurer's Guide*).

- He must have attained master level in one skill relevant to his guild.
- He must show a personal income from trading ventures of at least 20,000 gp per year for the last four years.

There is a 40 percent chance that an applicant will be accepted by the Tutorial Guild for merchant-prince training, though there is no guarantee that he will master the magic and become a merchant-prince. If accepted, the training is free, because of the long-term benefits to the Minrothad Guilds. If refused, an applicant must wait a year to reapply. The odds of being accepted are modified by these factors:

- + 5 percent for each point of Charisma over 14;
- + 5 percent per 10,000 gp/year income over the 20,000 gp/year minimum;
- + 10 percent for reaching craft master level in your guild;
- + 10 percent for owning one ship of 60 hull points or more;
- + 5 percent for each ship owned in excess of one;
- + 15 percent for sea magic already known (in the case of a water elf or human magic-user);
- + 20 percent for holding master rank in more than one guild skill.

Magical Training

Spell casting is an integral part of the merchant-prince's repertoire. Because characters of any class can become merchant-princes, characters of any class can apply for magical training in Minrothad.

Training is an apprenticeship in magic which lasts 1d4 + 3 years. This education is interrupted whenever the character is absent from Minrothad; if he takes study materials with him and makes a serious effort to learn them, he can complete one month of studies in four months abroad. Three-quarters of this instruction period must be completed in person in Minrothad for the character to benefit from it.

At the end of his apprenticeship, the character acquires the Merchant-Prince Magic skill. This skill is used only to

The Merchant-Princes of Minrothad

determine when a character becomes capable of casting spells and has nothing to do with the success of spellcasting itself.

The Merchant-Prince Magic skill is based on Intelligence. A character's skill score must be at least 15 for him to be capable of casting these spells. If his score is less than 15, it reflects that he has mastered the theory behind this magic but needs additional study time to put it into practice.

A skill below 15 can be improved in the regular manner (see the *Adventurer's Guide*). A character with a Merchant-Prince Magic skill of 15 is a 1st level merchant-prince and can learn and cast spells available to that class.

XP PROGRESSION

The merchant-prince uses a separate XP progression table to determine when he receives more spells. A player character can apply XP to his regular class or apply them to his merchant-prince magic progression. Elves and humans use the same table to determine spell casting advancement. Since elves developed much of this magic, they advance as quickly as do humans, which is still somewhat slower than a magic-user norm. Elves who are taught higher spells by Minrothad water elves can progress beyond the 10th level of experience in terms of their merchant-prince spell-casting abilities.

(In effect, a merchant-prince operates in two character classes at once: his original class and the merchant-prince class. However, he advances at the rate shown on the Merchant-Prince Experience Table. The spell progression on this table supercedes that of elves, magic-users, and clerics, though members of those classes have a wider range of spells to choose from.)

The Spells

Water elves combined their own spells with Alphatian magic designed for use at sea. This was the basis for the spells and magical practices which have since become the province of merchant-princes.

Merchant-Prince Experience Table

Spells by spell level

Level	XP	1	2	3	4	5	6	7
1	0	1						
2	3,500	2						
3	7,000	2	1					
4	15,000	2	2					
5	30,000	2	2	1				
6	60,000	3	2	2				
7	120,000	3	2	2	1			
8	225,000	4	3	2	2			
9	350,000	4	4	3	2			
10	550,000	5	4	3	2	1		
11	750,000	6	5	3	3	2		
12	900,000	6	5	4	3	2	1	
13	1,200,000	7	6	4	4	3	2	
14	1,400,000	7	6	5	4	3	2	1
15	1,600,000	8	7	5	5	4	3	1
16	1,800,000	8	7	6	5	4	3	2
17	2,000,000	8	8	6	6	5	3	2
18	2,400,000	8	8	7	6	5	4	3
19	2,800,000	8	8	7	7	5	4	3
20	3,100,000	8	8	8	7	6	5	4

Many water elves can cast some of these spells, but only merchant-princes have the full range available to them. Spells marked with (K) are granted to keepers of the Water Elf clan relic (see *Secrets of the Water Elves*).

An asterisk shows that the spell can be cast in its reverse form.

First Level Spells

1. Clear Sight
2. Douse Flame
3. Faerie Fire
4. Light *
5. Locate Sea Life (K)
6. Oilskin
7. Precipitation (K)
8. Read Magic
9. Resist Cold
10. Sea Legs
11. Tar
12. Warp Wood

Second Level Spells

1. Careen
2. Entangle
3. Nightwatch
4. Obscure * (K)
5. Predict Weather (K)
6. Purify Food and Water *

7. Produce Fire
8. Rot
9. Web

Third Level Spells

1. Call Lightning
2. Dispel Fog (K)
3. Fireball
4. Lightning
5. Water Breathing
6. Watery Form (K)

Fourth Level Spells

1. Ball Lightning
2. Protection From Lightning
3. Talk to Sea Creatures (K)
4. Transmute Water to Ice

Fifth Level Spells

1. Control Winds
2. Summon Sea Creatures
3. Summon Weather

Sixth Level Spells

1. Calm Water
2. Calm Wind
3. Weather Control

Seventh Level Spells

1. Summon Air Elemental
2. Summon Water Elemental

The Merchant-Princes of Minrothad

First Level Spells

Cleat Sight (Div)

Range: Touch

Duration: 2 rounds per level of caster

Effect: makes distant spot look close

When this spell is cast, any spot up to one mile distant can be viewed as if it were only 10 feet away. The person affected by the spell need only pick a spot and concentrate his attention on it and the image becomes larger. The area viewed is a circle up to 70 feet in diameter.

Tactics: used to identify distant objects at sea.

Douse Flame (All)

Range: 50'

Duration: 1 round per level of caster

Effect: extinguishes small flames

When cast, any single nonmagical flame within 50 feet is snuffed out immediately. The fire can be rekindled but will go out again as long as the spell is in effect. Flames that can be extinguished by this spell are those the size of lanterns, torches, campfires, braziers, and so on.

Tactics: Used to put out shipboard fires such as those ignited by flaming arrows or to extinguish fires on an enemy ship (lanterns, burning arrows, etc).

Faerie Fire (All)

Range: 60'

Duration: 1 round per level of caster

Effect: illuminates creatures or object

This spell is identical to the Druid spell of the same name.

Tactics: illuminates opponents or shipboard items (rigging, yardarms, etc.) in night action.

light * (All)

Range: 120'

Duration: 6 turns + 1 turn per level of caster

Effect: 30' diameter sphere of light

This spell is identical to the first level magic-user spell.

Locate Sea Life (Div)

Range: 0 (Merchant-prince only)

Duration: 6 turns

Effect: detects one sea creature within 1 mile

This spell allows the caster to sense the direction of one known, normal sea creature or plant. The merchant-prince cannot locate fantastic creatures, plant monsters, or intelligent beings. He must name the exact type of sea life he seeks. The creature or plant gets no Saving Throw.

Tactics: used to locate schools of fish for food, kelp beds which might be a navigation hazard, and similar things of interest.

Oilskin (All)

Range: touch

Duration: 2 turns per level

Effect: keeps precipitation off one person

This spell prevents fog, rain, waves, hail, and other forms of precipitation from touching the person (or small object) it is cast upon. Precipitation comes within an inch of the person's body, but strikes an invisible barrier and does not penetrate to the clothes or skin. The spell is also effective against wetting by waves. The barrier does not effect any kind of missile or other object, only the above-stated items.

A person under this spell can see more clearly than most in driving rain because none gets into his eyes. If struck by a wave, he remains dry, but if immersed in the ocean the mass of water is sufficient to overcome the barrier and he will become wet. Once out of the ocean, however, the spell will still work against precipitation.

Tactics: Used to protect crew suddenly turned topside in bad weather if they have no protective gear or if it is already soaked from waves and weather.

Precipitation (All)

Range: 10' per level

Duration: 1 round per level

Effect: creates light rain in 30' + 10' per level diameter

This spell takes the water vapor in the area of effect and turns it into a light rain. Note that a low level merchant-prince is

caught in the effect of his own spell.

Except when used by high level characters, the principal effect of this spell is to dampen clothing and sails, film decks with water (making footing uncertain), and snuff out fires. The rain turns into obscuring fog of double its normal area when it hits fire magic (such as *wall of fire*). If the weather is below freezing, the rain turns into sleet (between 31 and 33 degrees F) or snow (below 31 degrees F).

Magical cold (such as *ice storm*) applied to the result of the *precipitation* turns it into ice.

Tactics: Snuff fires, wet sails, or ice opponents' decks and rigging during sea action.

Read Magic (Div)

Range: 0'

Duration: 1 turn

Effect: allows caster to read magic

This spell is identical to the 1st level magic-user spell.

Resist Cold (All)

Range: 0'

Duration: 6 turns

Effect: all creatures within 30'

This spell is identical to the clerical spell of the same name.

Tactics: Inures crew to bad weather when fighting winter storms.

Sea Legs (All)

Range: Touch

Duration: 1 hour per level

Effect: stops seasickness and gives improved balance on deck

This spell stops the effects of oncoming or actual seasickness in the person it is cast upon. If unable to do so before, that person also gains the ability to balance and maneuver easily even on a violently heaving deck, just as the most experienced sailor would do. At DM's discretion, a person under the effects of this spell need not make Dexterity checks for shipboard actions in stormy weather that could easily be done in calm weather.

This spell can be reversed, also, in which case the target of the spell must

The Merchant-Princes of Minrothad

make a Dexterity check at the beginning of every round when he moves or attacks. Failure means the character falls down. Another Dexterity check is required to stand up.

Tactics: Used to help new seamen when their healthy services are urgently needed, as during a sea battle, and to aid selected passengers so they can function adequately.

Tar Alt

Range: 30'

Duration: permanent

Effect: coats item with tar

When this spell is cast, a specified item is tarred. Tar weatherizes ropes on shipboard and caulks the planks of a ship. This spell produces enough tar to coat a 50' length of rope or to caulk a 5' x 10' section of planking on a ship. The tar is normal in all respects and ignites easily if it comes in contact with flame. An application of turpentine is required to remove it.

Tactics: A common shipboard utility spell, this is also used as an offensive nuisance by casting it on the hands, feet and/or face of enemy sailors. One opponent can be tarred per spell.

Warp Wood Alt

Range: 240'

Duration: permanent

Effect: causes wooden items to bend

This spell is identical to the 1st level druid spell except that it also affects shipboard items of wood as well as weapons. One belying pin can be warped for every four levels of the spellcaster; the arm of a catapult or one small yardarm requires eight levels; a medium yardarm 16 levels, a rudder or large yardarm 20, and a mast or keel can only be warped by a spellcaster of 25th level or greater. A warped keel makes a ship spring leaks and reduces its speed to one-third normal.

Tactics: Used to affect sailing of artillery capabilities of an enemy vessel.

Second Level Spells

Careen Alt

Range: 30'

Duration: permanent

Effect: removes barnacles and sea growths from the hull of a ship

At least once a year or every 10,000 miles of travel (whichever comes first), a ship's hull must be scraped clean of sea growths which hinder its speed in the water. This spell accomplishes that chore magically, affecting a 20' x 20' area of hull.

Careen is also used offensively, although that was not its original intent. When cast on a person, a saving throw is allowed. If it fails, the victim is scraped and abraded by the magical force, inflicting 1d8 points of damage plus 1 point per level of the spell caster.

Entangle Alt

Range: 30'

Duration: 1 round per level

Effect: controls ropes

This allows the merchant-prince to use any ropelike object of organic material (vine, hemp, etc.—anything that was or is alive) to behave as he or she orders. Unlike the elvish *entangle* spell (GAZ 5), this is designed for ropes common on shipboard. The spell affects a 20-foot length of rope up to 1.5 inches in diameter, plus 5 feet per level of caster. The commands given under an *entangle* spell include: coil (form a neat stack), coil and knot, loop, loop and knot, tie and knot, and the feverses of all the above. The type of knot is any sailors' knot mentally pictured by the spell caster. The rope must be within 1 foot of any object it is to coil around or tie up.

Tactics: used on enemy ships to collapse sails, foul rigging, and ensnare sailors.

Nightwatch Alt

Range: touch

Duration: special

Effect: allows one to see things at night as if it were day

The person on whom this spell is cast



perceives a dark scene as if it were daylight. This enhanced vision is only effective outdoors. The spell can be cast no more than two hours before sunset; the duration of the effect is from nightfall until sunrise.

During that period, the recipient can see details clearly and maneuver as if in daylight, even though it is night. He suffers no penalties of darkness when fighting.

Objects are clearly discernible up to 200 feet away but beyond that things are fogged by a gray haze where the spell effect expires. The person affected by this spell is unable to see even a brightly-lit object, such as a burning ship, that is further away than 200 feet.

Tactics: Usually cast on a night watchman so that he has a clear view of things immediately on and around the ship. Such a watchman also has a partner with normal sight who can see beyond the 200-foot limit.

Obscure * Alt

Range: 0 (merchant-prince only)

Duration: 1 turn per level of the caster

Effect: creates a huge misty cloud

This spell is identical to the 2d level druid spell. The reverse form, *reveal*, clears real fog away. Magical fog is not affected.

Tactics: Helps hide a ship when evading pursuit or conceals its approach. Most

The Merchant-Princes of Minrothad

often used in the Sea of Dread where fog and mist are common.

Predict Weather DN

Range: 0 (merchant-prince only)

Duration: 12 hours

Effect: gives knowledge of coming weather

This spell is identical to the 1st level druid spell. In addition, if cast when a ship is becalmed, this spell gives knowledge of what direction the next winds are coming from and approximately how long before they arrive.

Purify Food and Water Alt

Range: 10'

Duration: Permanent

Effect: Makes food and water safe to consume

Identical to the 1st level clerical spell. The reverse form, *spoil food and water*, ruins food.

Tactics: Used on ships' stores if and when necessary, especially on long voyages. The reverse is used at times on the food supply of enemy vessels or camps in covert operations.

Produce Fire Alb

Range: 0 (Merchant-prince only)

Duration: 2 turns per level

Effect: creates fire in hand

This spell is identical to the 2d level druid spell.

Tactics: Used offensively in shipboard combat.

Rot Alt

Range: 360'

Duration: 1 round/level

Effect: causes wood, leather and cloth to rot and break

This spell is cast on a single item chosen by the spellcaster. The designated material (wood, leather or cloth) then begins to rot and decay. The spell affects 1 foot of rope or leather per level, or 1 square foot of cloth, or 3 cubic inches of wood.

An item may not completely decay, but enough damage is often done that the item becomes useless. In particular,

sails, ropes, and masts or yardarms affected by this spell are likely to give way in the next strong wind. A sail in a full wind that rots is blown out and ripped at the weakened spot and the entire sail is made useless.

Tactics: Used to disable sailing rigging on enemy ship.

Web

Range: 50'

Duration: 1 turn per level of caster

Effect: creates a web of sticky strands

Except as noted above, this is identical to the 2d level magic-user spell.

Tactics: Used in boarding actions to foul enemy ship and sailors. If cast into a ship's rigging, any change of heading or speed requires a Sailing check with a +1 penalty for each *web* spell.

Third Level Spells

Call Lightning Alt

Range: 360'

Duration: 1 turn per level of caster

Effect: calls lightning bolts from storm

This spell is identical to the 3d level druid spell.

Tactics: Used offensively in shipboard combat.

Dispel Fog Alt

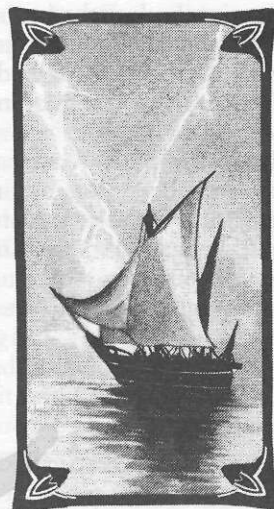
Range: 20' per level of caster

Duration: permanent

Effect: removes fog from area

This spell eliminates normal and magical fog from a spherical area with the diameter indicated by the spell's range. Only fog and mist is affected, not bodies of water, rain, or other precipitation. The fog dispelled is gone permanently, but the empty volume may be filled in again by new fog if there is a sufficient quantity in the area. However, a dispelled area stays clear for one turn per level of the caster regardless of other conditions.

Tactics: Used to avoid navigation hazards and locate hidden vessels, and to counter magical fogs such as those caused by *obscure* spells.



Fire Ball Evoc

Range: 240'

Duration: instantaneous

Effect: explosion in a 40'-diameter sphere

This spell is identical to the 3d level magic-user spell.

Tactics: Used in sea combat only when an enemy ship is intended to be destroyed, not captured.

Lightning Evoc

Range: 180'

Duration: instantaneous

Effect: lightning bolt 60' long, 5' wide

This spell is identical to the 3d level magic-user spell.

Tactics: Used to destroy selected parts of a ship.

Water Breathing Alt

Range: 30'

Duration: 1 hour per level of caster

Effect: allows person to breathe underwater

This spell permits one person to breathe under water at any depth. It does not affect movement in any way nor does it interfere with the breathing of air.

Watery Form Alt

Range: 0 (merchant-prince only)

Duration: 1 turn per level

Effect: gives caster a watery form

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When affected by this spell, the caster and anything he wears turns into what appears to be a puddle of water. This form cannot be absorbed or divided into smaller parts. It has the same hit points and strength of the spellcaster and moves at one-third his movement rate on land or in the water.

While in this form, the spellcaster blends undetectably with a body of water, wet spots on deck, and so on. The form does not drown in water and can swim at any depth the spellcaster chooses. If desired, the form can flow out of the ocean, up the side of a ship, and onto deck. This is as exhausting to the spellcaster as if he had climbed that distance in his regular shape.

If the form is attacked it remains in one piece but the spellcaster suffers damage. Weapons inflict normal damage and other objects injure as determined by the DM.

Tactics: This spell is excellent for concealment or for approaching a target unseen.

Fourth Level Spells

Ball Lightning *Evoc*

Range: 180'
Duration: 1 round per level of caster
Effect: one or more balls of lightning

This spell creates one ball of lightning for every five levels of the caster. Each ball can be sent to a different target. A ball of lightning flies through the air to strike its target. Once there, it moves rapidly (120 feet per round) along surfaces in random directions: up masts, along the deck, down stairwells, etc. A ball of lightning inflicts one point of damage per level of the spell caster each time it touches a living object. There is a 10 percent chance that each ball will come to rest in a certain spot, such as the top of a mast or the end of a yardarm. If so, it starts a small fire in that place on a roll of 1 or 2 on 1d6.

Tactics: Creates a nuisance and has some offensive value when it doesn't matter if the ship catches fire.

Protection from Lightning *Abj*

Range: touch
Duration: 1 turn per level of caster
Effect: protects against electrical attack

This spell is identical to the 4th level druid spell.

Tactics: Cast onto a ship if magically-produced lightning might be used against the vessel.

Talk to Sea Creatures *Div*

Range: 30'
Duration: 2 rounds per level of caster
Effect: caster can communicate with sea creatures

Under this spell the caster can talk with and understand the language of any animal, fish, or shellfish of the sea. The spell does not bring any creature to the caster, though: the creature must already be near the caster.

Tactics: Useful for learning information about local waters or events.

Transmute Water to Ice* *Alt*

Range: 160'
Duration: 1 turn per level of caster
Effect: freezes water to ice

Both sea water and fresh water are affected by this spell, which freezes 10 cubic feet of water per level of the caster. A 16th-level merchant-prince can freeze enough water to bind a 50-foot-long vessel in ice. The reverse, *ice to water*, is permanent unless the natural temperature is cold enough to refreeze the water.

Tactics: Used to block inland waterways with ice or render a vessel icebound.

Fifth Level Spells

Control Winds *Alt*

Range: 10' radius per level of caster
Duration: 1 turn per level of caster
Effect: calms or increases winds

This spell is identical to the 5th level druid spell.

Tactics: Used to aid maneuvering in combat or to avoid sea hazards. Does not last long enough to be used on long journeys nor to affect travel times.

Summon Sea Creatures *(Summon)*

Range: 360'
Duration: 3 turns
Effect: calls and befriends normal sea creatures

This spell works as the 4th level druid spell except that only normal sea creatures are summoned to the spellcaster. Water elves never use this spell while fishing or harpooning for food.

Tactics: Used to gain information about local waters or ships.

Summon Weather* *Alt*

Range: 5 miles or more
Duration: 6 turns per level
Effect: brings weather to merchant-prince's area

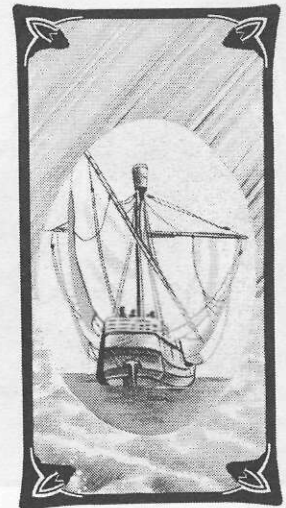
This spell is identical to the 6th level druid spell. The reverse form dispels stormy weather within the area of effect: dispersing clouds, ceasing rain, etc. The spellcaster can select the type of weather he wants (refer to Weather Conditions under *Sailing Rules*).

Tactics: Often used in conjunction with *predict weather* spell.

Sixth Level Spells

Calm Water *Alt*

Range: 360 yards
Duration: 1 turn per level of caster
Effect: calms ocean and inland waters



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This spell reduces wave action in the area of effect to the equivalent of calm seas (see Weather Conditions under *Sailing Rules*). Chop, whitecaps, and violent storm waves are eliminated, although there might be a noticeable swell in the calm water if the sea itself is storm-tossed. The reverse creates waves in the specified area that are up to 1 foot tall per level of the caster. A 20th level merchant-prince, for example, can create 20-foot waves.

Tactics: Used when ships are damaged and some respite from weather is needed. The reverse is used to aggravate the problem for a damaged ship. Movement rates are affected as explained under *Sailing Rules*.

Calm Wind AIR

Range: 360 yards
Duration: 1 turn per level of caster
Effect: calms winds

The spell creates an "eye of the storm" effect, reducing even gale-force winds to a breeze within the area of effect. Ocean waves are unaffected by this spell, and storm-tossed waters will continue to batter a ship even though the wind has ceased. The spell has no effect on fog and precipitation, only on the wind that accompanies it.

Tactics: Used for respite from storms or to steal the wind from another ship.

Weather Control AIR

Range: 0 (merchant-prince only)
Duration: concentration
Effect: all weather within 240 yards

This spell is identical to the 6th level magic-user spell.

Seventh Level Spells

Summon Air Elemental (Summon)

Range: 240'
Duration: 6 turns
Effect: summons one 16 HD elemental

This spell is identical to the 7th level druid spell, but summons only an air elemental.

Tactics: Used to help or hinder a vessel's sailing.

Summon Water Elemental (Summon)

Range: 240'
Duration: 6 turns
Effect: summons one 16 HD elemental

This spell is identical to the 7th level druid spell, but summons only a water elemental.

Tactics: Used when the spellcaster wants to effect local water conditions or move a vessel in the water. Water elementals have been used to help ships escape from whirlpools, for instance.



Merchant-Prince Magical Items

There are some rare items encountered in Minrothad and on guild ships that have been enchanted with merchant-prince sea or weather magic. They are sometimes given as gifts to friendly traders and foreign sea captains, but are hardly ever for sale.

Pouch of Winds

This looks like an ordinary leather pouch, tied tightly shut and bulging at the seams with its contents. It weighs no more than the leather it is made of, for the pouch contains enchanted air. Once the pouch is

opened, a magical wind escapes that does one of three things.

A *fair breeze* blows a steady wind in the direction the user wants to travel, lasting until his journey is complete. This wind improves the vessel's movement rate by 10 to 60 percent for the duration of the voyage. A *contrary wind* decreases movement by the same amount, blowing in the opposite direction from whatever the ship's heading might be. It lasts until the user puts ashore and waits one week to continue his voyage.

Finally, the pouch may contain a *storm wind* that immediately surrounds the user and his vessel with gale force winds and stormy weather lasting 1d6 hours (treat as a hurricane for weather effects, as explained under *Sailing Rules*). The content of the pouch is determined when it is made. A pouch that is found has randomly-determined contents.

Flask of Vapor

This looks like a simple, stoppered brass flask. When opened, fog pours out until the flask is sealed once more. The flask creates a disk of fog that is 100 feet across and 10 feet high (the same as an *obscure* spell cast at 10th level). Once that volume is filled, the flask stops emitting fog, but if wind or magic clears the mist away, the flask once again pours forth vapor until the total possible volume of area is obscured.

Oil of Stillness

This is a one-pint flask of oil. When the enchanted oil is poured onto water, it stops violent seas and reduces wave action around one ship to the equivalent of calm water. The effect lasts for one hour. *Oil of stillness* calms normal waves as well as magically-agitated water.

Guild Trade

—Some observations by Zeno Ironfist, dwarfapprentice smith, Guild Hammer

"Thought I'd travel to Rockhome and see where my grandfa' come from. But I'm a 'prentice with no skill to trade for passage. So I stowed aboard the *Egret* the night they finished loading Guild Hammer swords.

"I got caught when we were right outside of Vorloi harbor. Captain Elsan lectured me in his cabin, but forgot me quick when we made port. Customs inspectors come aboard, the guild port agent followed them, and three buyers for nobles come right behind.

"I hunkered quiet in the corner and took it all in. What a whirl! They shouted bids and counterbids, talked percentages and discounts and freight costs and warehouse fees—and I crept out when they started wavin' letters o'credit. They weren't even dealing in good, hard coin. That tradin' business is enough to give an honest dwarf a headache."

International trading is a complex affair. The basic steps are simple but the variations that have developed are too many to detail here. Nevertheless, it is possible to give an overview of the trading procedures followed by the Minrothad Guilds.

Basic Trade

Guild ships crewed by the Merchant Sailor's Guild leave Minrothad with guild cargos for foreign ports. At their destinations, the cargos are sold or traded for other goods. The ships return to Minrothad or sail to other ports where cargos not destined for the guilds can be sold.

Captain and crew are more often paid in shares than in wages for their work. The share system is explained under *Pirates of Minrothad*. A ship's owner, whether guild or individual, takes a cut off the top before the shares are calculated. (Individuals may own ships, but they are crewed by guild members and the Merchant Sailors Guild still takes a percentage of profits.)

Transport for Hire

Roughly half of the cargo carried by guild ships is transported for hire. That is, a merchant (whether guild or otherwise) pays the guild captain to ship his goods to a specific port. Minrothad Guilds merchants pay only 40 percent of the ptime charged to other traders. A variable amount is charged, based on the volume, weight, and value of goods carried. Shipping fees are reasonable and competitive with the rates charged by other merchant freighters.

Many guild ships specialize in the transport for hire trade, especially those ships run by junior captains. The Merchant Sailors Guild takes 60 percent of the shipping fee paid and the remainder goes to the ship's crew as shares. Although it makes money with little risk, this is the least profitable type of guild trade for a captain and crew.

Transport runs usually follow a predictable schedule, and those that cross the high seas and shipping lanes regularly are often bothered by pirates. A typical transport run might follow this sort of pattern: take bricks from Fortress Island to Minrothad; exchange bricks for dyed cloth and lumber to be carried to Vorloi; offload goods and pick up iron for dwarves on Fortress Island.

Consignment Trade

About 20 percent of the business done by guild ships is carrying guild goods on consignment. In this semi-speculative venture, a captain takes a cargo to a market suggested or preferred by the owner of the cargo. The port is usually a place where this type of cargo has done well before. There, the captain or the guild's representative sells the cargo for the best possible price. Anywhere from 10 to 40 percent of that amount is retained by the ship, with the remainder of the profit paid to the cargo's owner when the ship returns to Minrothad.

Moving Up in the Guilds

The guild system assumes that a character starts out as an apprentice. After two to seven years, he demonstrates skill in his craft and becomes a journeyman. When a journeyman shows mastery of his craft, he becomes a master. This can take as little as one year, or the journeyman might work at it all his life.

Here is a simple system for rating NPC skill mastery and guild rank. It can also be used to gauge approximately where Minrothad PCs might fall in the guild hierarchy. If used for PCs, the DM should adjust ages to reflect time spent in the guild system.

First, determine what guild the character belongs to. Select one skill which will be his craft specialty (skills are given under *Races* and *Guilds* in the *Adventurer's Guide*). Find the character's Ability score with the chosen skill. That Ability score corresponds with his guild rank according to the following table.

Guild Rank	Guild Skill	Typical Caste
Ap	7-9	1
JJm	10-12	2
Jm	13-14	2
SJm	15-16	3
M	17	4
CM	18	4
GM	18-19	6

Abbreviations: Ap = Apprentice; JJm = Junior Journeyman; Jm = Journeyman; SJm = Senior Journeyman; M = Master; CM = Craft Master, meaning head craftsman of his skill in his guild; GM = Guildmaster.

An NPC guildsman rolls 1d20 and compares the result to his Intelligence score once every five game years. If the roll is equal to or less than his score, he gains another Skill choice, which can be used to improve existing skills as described in the *Adventurer's Guide*.

This table is meant to be only a general guideline to the relationship between craft skill and guild rank. NPC age can be adjusted as needed to reflect rank. For example, someone with an Ability score of 17 is a master, and will be much older than a beginning apprentice. Alternatively, if the DM decides the NPC must be a certain rank and his score does not suit it, adjust the score as needed to reflect training and advancement in the craft. Remember, too, that not all qualified craftsmen are promoted as they deserve. It is entirely possible to have a junior journeymen with an Ability score of 17 in his specialty.

There is some risk in this type of venture, but the Merchant Sailors Guild takes only 30 percent of the ship's profit, and a good trade can put a large sum of money in the pockets of captain and crew. Too, once the consigned goods are sold, there is empty hold space for the captain to fill. If the guild port agent has goods which must move somewhere, the captain is obligated to take them. If not, he may fill free hold space with speculative cargo or transport cargo for hire. If a profit is made on the former, it belongs solely to him and his crew.

On a typical consignment venture, a ship might carry Guild Quickhand pottery to Thyatis. After the pottery is sold, the ship is hired to carry Thyatian olive oil to Specularum. The captain fills out what's left of the hold space with a speculative cargo of local wine. The olive oil is delivered to the Thyatian port agent in Specularum and the wine sold for a profit which remains with the ship's crew. When the ship finally returns to Minrothad, the captain pays the Quickhand Pottery Guild the profit from the sale of their cargo, minus the consignment fee.

Speculative Cargo

Whenever a captain buys cargo of his own choice and sells it someplace he thinks it will make a profit, he is engaging in speculative trade. Thirty percent of

the shipping carried by Minrothad ships is speculative cargo bought and sold by captains on behalf of themselves and their shipping guild.

Speculative cargos are the riskiest kind to carry. There is a good chance that money will be lost on the deal. There is also a good chance of making excellent returns on the money invested, and that is why the fortunes of most merchant-princes have been founded on clever speculative trade. The Merchant Sailors Guild takes only 20 percent of the profit, and the rest belongs solely to the captain and crew.

Transport for hire has made the Minrothad Guilds famous, but speculative trade has made guildsmen rich. Clever traders keep aware of these things before, during, and after a trade:

- The farther away goods are sold from their port of origin, the more they are usually worth because they are rare.
- Avoid ports that trade heavily in the same goods as those being carried. They will bring a low price or lose money.
- Listen for events that affect trade. Wars drive the price of goods up; famine makes cheap grain a costly food import.
- Know the political climate before port is made. Some places charge prohibitive tariffs; others have customs agents who like to issue fines or turn away ships of a certain nationality.
- Know the local customs. Ierendi port authorities can't be bribed and arrest those who try. Thyatians expect to be bribed, and won't clear a ship until they are.

Minrothad Guild Port Agents

—Comments by Cpt. Saroso Elsan, merchant-prince, the Egret

"Some call them port agents, some call them factors. I call them bothersome.

"A factor is the Minrothad Guilds representative in a foreign port or city.

How tedious, to live in one place so long! His life consists of nothing but paperwork. Shipping manifests, caravan schedules, drafts for funds, special orders from merchants who want Minrothad goods. And the paperwork doesn't stay with the factor, of course. He has to share it. Usually with a captain who has better things to do with his time.

"True, a factor can help sell a cargo, or find one to ship. Even if you don't want to ship it. He can demand you take aboard the latest batch of pickled hogsfeet and carry them to Vestland, and there's nothing you can do about it. If you don't have a prior commitment, off you go with hogsfeet to Vestland. Bah!

"At least they know their warehouses fairly well. Things are stored there while awaiting shipment, or until a slugabed merchant decides to pick them up, or until customs clears them . . . all kinds of reasons. But the warehouses are a wonderful place to browse, and the factor is the one who can show you around. A lot of sales are made directly out of the warehouse—of bulk goods, that is, and only customs-cleared.

"I will admit, though, that there are three things a factor is good for. One is cash for operating expenses. Another is help with bothersome port authorities. The third is waterfront news and trade information. Taxes, quarantines, cheap goods, outbreaks of war—they're up on it all. They even know which sailor got drunk and drowned in a puddle last week.

"Yes, they're usually there when you need them. Though I don't much care for their paperwork or their hogsfeet."

The Minrothad Navy

With so much attention focused on the trading capabilities of the Minrothad Guilds, little is said about the Minrothad Navy. The Navy is a small force, intended primarily for coastal patrol and protection of Minrothad's fishing banks. It seldom leaves local waters and is not considered to be a serious naval threat by foreign countries.

In the past the Minrothad Navy has served a useful purpose by discouraging colonial powers, such as Thyatis, from extending into Minrothad territory. The Navy has seldom had to confront foreign vessels with force of arms, since the treacherous Minrothad waters are sufficient to discourage most intruders. These naval ships ignore the Privateers Guild unless they stumble upon privateers attacking or looting another vessel.

The Minrothad Navy consists of 10 ships, each armed with two catapults and one ballista. Each is AC 7, with 100 hull points, a crew of 15 sailors and 30 marines. The ships move 120 feet/round or 72 miles/day. They are crewed by marines of the Mercenary Guild, and by sailors of the Naval Associate Guild of the Merchant Sailors Guild.

Guild Merchant Ships

The statistics given for merchant ships under *Pirates of Minrothad* are those which might be encountered in an average merchant vessel. Minrothad Guilds merchantmen, however, are better built than those of most nations. Today there are three types of guild vessels which commonly ply the waters of the Known World.

Harbortown Trader: The Harbortown trader is a heavy cargo vessel most often used on scheduled routes and transport-for-hire runs. The ship is built to maximize cargo space, with extra clearance in the cargo holds and wider hatches than normal in the upper deck. Traders are preferred for the transportation of bulk cargos such as timber and grain. Fifty percent of Minrothad ships are Harbortown traders.

The two-masted version of this vessel moves as swiftly as a common large cargo ship, while the three-masted version is even speedier. It is found either without artillery or with one piece mounted in the bow or stem. It is stable in rough weather but requires an experienced crew for optimum performance. The Harbortown trader is ideally suited for long-distance voyages. When speed is not the overwhelming consideration, this is the ship most often seen far from the Minrothad Isles.

Minroth Clipper: The Minroth clipper is a small cargo ship, the latest refinement in the square-rigged, water-elf-built vessels produced by the Minrothad Guilds. This ship is longer in the keel and more

narrow of beam than any other merchant vessel constructed today. The extra length gives it great speed and compensates for the hold space lost with the narrower beam. There is an increasing trend to build these vessels larger and larger, but they do not yet match the Harbortown trader for size and cargo capacity. Thirty percent of Guild ships are Minroth clippers.

Minroth clippers are used primarily in speculative trade which takes vessels away from the regular sea lanes. They carry three or four slim masts, and almost always have one or two pieces of artillery mounted fore, aft, or in the waist. They are less stable than the Harbortown trader in rough weather and an experienced crew is essential even for commonplace maneuvers. These ships are occasionally refitted and used by privateers because of their speed.

Seahome Schooner: The Seahome schooner is a smaller ship than the common cargo vessels of the Minrothad Guilds. It is used primarily in coastal waters and on short cargo runs; it is also quite popular with the Privateers Guild and the Minrothad Navy. Twenty percent of Minrothad ships are Seahome schooners.

The Seahome Schooner is a fore-and-aft rigged vessel, the newest innovation in water elf ship design. The two-masted design is exceptionally fast for its size. The schooners used by the privateers and the Navy accommodate one, two, or three pieces of deck artillery.

Ship Construction

Ship construction costs and times given in the table below are for ships ordered and built in Minrothad Guilds shipyards. The guilds build ships only for guild members. However, their vessels are sometimes for sale in foreign ports, usually a badly-damaged ship that was captured in a pirate attack. Minrothad designs are copied by a few continental shipyards, but the price is 50 to 100 percent higher and the quality inferior to the real thing.

Construction costs given are for the minimum number of artillery pieces. The price is increased by 3,000 gp for each additional catapult or ballista installed. Artillery adds 3 percent to maintenance and repair costs.

Type:	Harbortown Trader, 2 masts	Harbortown Trader, 3 masts	Seahome Schooner	Minroth clipper, 3 masts	Minroth clipper, 4 masts
AC	7	7	8	7	7
HP	170	170	80	100	100
Speed: feet/round miles/day	120 72	140 84	140 84	120 72	160 100
Arty	0-1(1)	0-1(1)	1-3	1-2(1)	1-2(1)
Crew*	20	35	10	25	35
Marines	50(2)	30(2)	10	25(2)	25(2)
Food Storage	2-3 months	2-3 months	3-4 weeks	1-2 mos.	1-2 mos.
Cargo Capacity (cu)	300,000	300,000	40,000	100,000	100,000
Cost	35,700	42,800	14,400	21,000	24,000
Construction Time	20 +1d8 wks.	22+1d8 wks.	5+1d6 wks.	30 +1d8 wks.	30+1d8 wks.

* Minrothad crews fight if they are attacked and act as marines during a sea battle. Since pirates do not expect this, the number of combatants aboard Minrothad Guilds ships is often underestimated.

- (1) plus one additional artillery piece on privateers and naval vessels.
- (2) Found 100 percent of the time on privateers and Navy vessels, 50 percent of the time on guild merchantmen.

Guild Trade

Caravan Trade

The Minrothad guilds have made their fame and fortune carrying cargo on the sea. But commerce has taken Minrothad merchants far from the seashore as well. A natural outgrowth of Minrothad's port agent network are the caravan and freight concerns that have sprung up to haul goods to and from inland destinations.

The Minrothad Guilds Caravan Combine

—comments by Harmon Caetros,
Guild Port Agent, Specularum "As
senior port agent, I have a luxury my
underlings do not. I have the privilege
of overseeing the speculative end of
MGCC business.

"The MGCC is Minrothad's overland trade freight business. We take orders for guild products, fill them in the islands, carry the goods on our ships, and provide our own transportation to the point of sale. Then we buy cheaply in the hinterland and ship goods back the same way to Minrothad. It's a very lucrative business, providing there's a good spokesman up front to coordinate the guild trading agents and give a good sales pitch when needed. Ahem. That is the part I play. Naturally.

"Caravan Captain Osner oversees the daily details of the caravan organization, but I'm the one who decides where MGCC caravans go in this part

of the continent. There's hard travel involved in what I do, for I sometimes go along to confer with the guild agent in Alfheim, buy at a trade fair in Thyatis, and so on. We haul freight and make deliveries in local areas as well—those within 50 miles of a port, say. But it's the long distance caravan trade that makes the money. And that makes it all worthwhile."

Most guild trade goes to a destination where a guild agent knows there are buyers for the goods. However, as with sea-borne cargos, much caravan trade is done on speculation. The *Speculative Trade* system which follows details trading in ship's cargos. It can be easily adapted to overland trade by determining the amount of cargo (measured in coins) a pack animal or wagon can carry and using the *Speculative Trade* procedures to buy and sell that amount of cargo.

Characters can find employment with caravans as guards or drovers. They may also want to accompany a caravan because it carries some trade goods of their own. Finally, they may wish to travel with a caravan because it is going to their destination. Caravans are usually well-guarded and are less likely to be waylaid by bandits than are smaller parties of travelers.

Alfheim Caravan

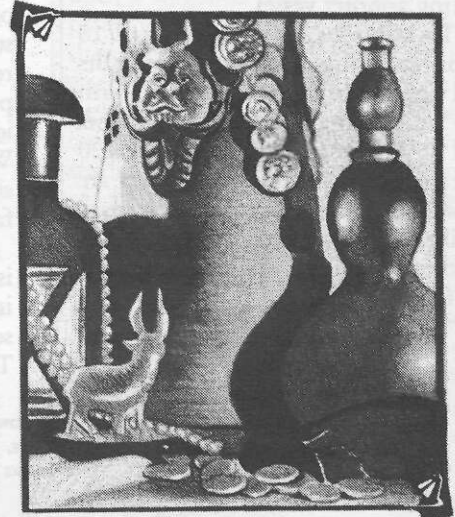
—comments by Cpt. Osner,
MGCC caravan leader

"I warned Caetros we needed more guards. 'Oh no,' he said, 'we'll do fine. We're only going to Alfheim, after all.' He was watching his pursestrings, tight-fisted guildsman that he is. I work for them, but I don't have to like them.

We were into the forest there, not far from Alfheim Town. It was then that things left out at us ... don't ask me what. Some abominations like they have, creeping around that wood. Dark and furry they were, and they stank of carrion. Everyone fought, even the drovers, and Caetros was forced to pull out a magic wand no one knew he had and put it to use. He was white as a sheet by the rime we drove away those creatures. It was only his magic that saved us that day, and he knew it. He's no fighter, and he'd had quite a scare.

"He turned to me afterwards. 'When we get to Alfheim, look around,' he said. 'I want you to hire more guards.'

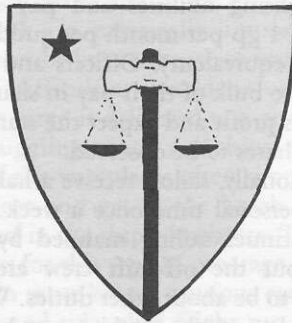
"It was all I could do not to say, 'I told you so.' We've never been short-handed since.



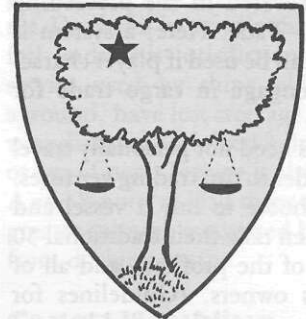
Shields and Devices of the Minrothad Guilds



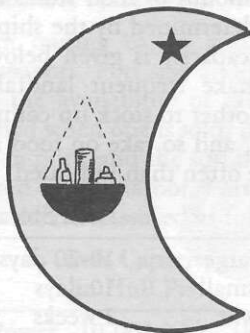
Minrothad Guilds
(Ruling Guild Master)



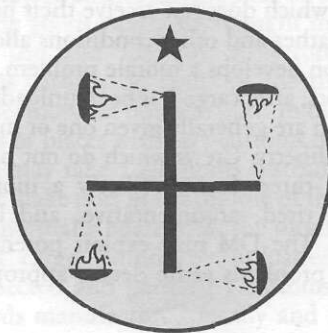
Guild Hammer



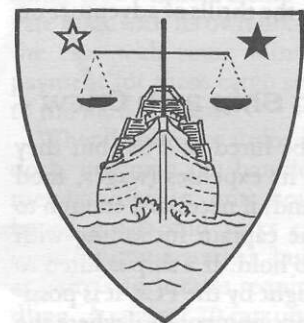
Guild Verdier



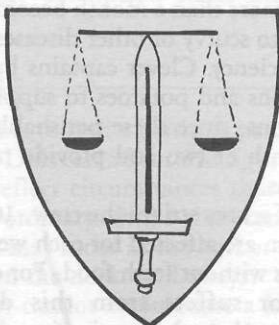
Guild Corser



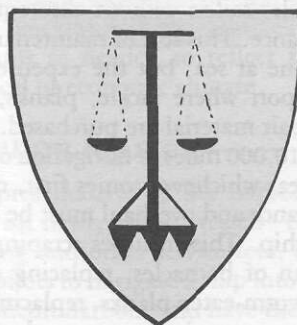
Guild Quickhand



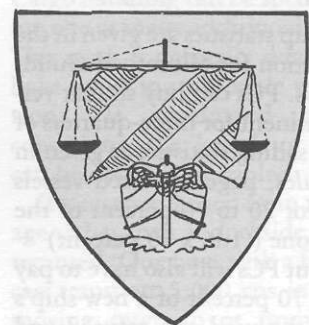
Guild Elsan



Home Guard Unit 1 or 2
Mercenary Guild
(Unit's number is placed
below sword pommel)



Merchant Sailor Guild



Mercenary Guild: Marines

Speculative Trade

Some of the ins and outs of merchant shipping are covered in the preceding section, *Guild Trade*. Here, a system is outlined that can be used if player characters want to engage in cargo trade for themselves.

Adventurers need not personally travel on a ship in order to run trading ventures. They might choose to buy a vessel and hire a crew, then take their traditional 50 percent share of the profits—and all of the losses—as owners. (Guidelines for ship and crew costs are included below.) It is also possible to simply buy a cargo and hire a *Minrothad* or other merchant ship to carry it to another place for sale. Alternatively, characters who want ocean-going adventures might find this the perfect opportunity to buy their own ship and experience the thrills of adventure on the high seas.

Acquiring Ship and Crew

A ship can be hired by PCs, but they will pay all of its expenses (wages, food supplies, etc) and, if necessary, enough to recompense the captain for sailing with an empty cargo hold. If a ship is hired to carry cargo bought by the PCs, it is possible to work a consignment deal where the vessel receives a percentage of the cargo sale (see *Guild Trade*) and thus save on shipping charges. But if PCs plan on moving cargo with any frequency, the most cost-effective method in the long run is for them to purchase their own ship.

Costs and ship statistics are given in the preceding section for *Minrothad* Guilds merchant ships. PCs can buy similar vessels on the continent for three-quarters of the cost, with sailing statistics as given in the *Expert Rules*, page 43. Used vessels are available for 20 to 70 percent of the cost of a new one ((1d6 x 10 percent) + 10 percent), but PCs will also have to pay another 20 to 70 percent of a new ship's price to have the used one refitted and made seaworthy.

Even if nonguild crewmen are signed on, it is worthwhile for the DM to determine their level of abilities according to the Rank and Level table under

Privateers. That enables the DM to determine fighting abilities and pay scale, based on 1 gp per month per guild skill level (or equivalent). Officers and crew receive the bulk of their pay in shares of the ship's profit and expect the standard scale of shares to be observed.

Traditionally, sailors receive a half-day off for personal time once a week. The ship continues sailing manned by one watch, but the off-shift crew are not required to be about other duties. When watches change, the working watch then takes their half-day of free time. Sailors use this time to mend clothes, do laundry, write letters, and occupy themselves in similar ways. Since crewmen are otherwise on call for work in all weather and at any hour, they value this free time highly. A crew which does not receive their half-day, weather and other conditions allowing, soon develops a morale problem.

In port, after cargo has been unloaded, crewmen are generally given one or more days of liberty. Crews which do not have at least three days of liberty a month become tired, argumentative, and lose morale. The DM may exploit potential morale problems as he deems appropriate.

Ship Maintenance and Expenses

Regular upkeep on a ship costs 1 gp per 1,000 miles traveled per hull point. A vessel loses 10 percent of its speed for each 1,000 miles sailed without the requisite maintenance. This sort of maintenance is often done at sea, but the expenses are paid in port where tackle, planks, and other repair material are purchased.

After 10,000 miles of navigation or one year at sea, whichever comes first, major maintenance and overhaul must be done on the ship. This includes scraping the hull clean of barnacles, replacing damaged or worm-eaten planks, replacing the rudder or resteepping masts, and so on. The work is done in port where drydocks can be used during major repairs on the hull. Drydocks are also used when possible for careening the hull; this reduces the time required by 20 to 80 percent.

Maintenance work takes one day for every 100 gp of expenses paid. See the Service Fee table for drydock costs.

Food

Food is another unavoidable expense for an ocean-going vessel.

Standard rations, which are perishable and unedible after one week, cost 1 gp per crew member per week. Iron rations, such ashardtack and salt or pickled meat, last for months. This sort of food is cheap; it costs 1 sp per crewman per day. Water is stocked in the amount of one barrel of water per week for every five crewmen. The space taken up by crew food supplies does not count as part of the cargo space of the vessel.

The amount of food stores a ship can carry is determined by the ship's design. Storage capacity is given below. Vessels which make frequent landfall do not always bother to stock up completely on supplies, and so take on food and water far more often than indicated.

Ship	Food Storage
Galley, large	10-20 days
Galley, small	10 days
Galley, war	2 weeks
Longship	10 days
Sailing ship, small	1 month
Sailing ship, large	2-3 months

Scurvy

A crew living on a diet of iron rations for more than a month becomes susceptible to scurvy or other diseases of vitamin deficiency. Clever captains buy stocks of onions and potatoes to supplement iron rations, since these perishables last for a month or two and provide needed vitamins.

If scurvy strikes the crew, 10 percent of them are affected for each week the crew goes without fresh food. For each week a sailor suffers from this disease, his Strength and Constitution drop by one point each. When either one reaches zero, the crewman dies of the disease. A scurvy-stricken crewman regains three points of Strength and Constitution each week he consumes fresh food.

Edible cargo can be consumed if a ship is faced with scurvy or starvation. Doing so reduces the cargo value by 10 percent per week (or fraction thereof) that the cargo is eaten.

Livestock

Horses, cattle, monsters, or other creatures carried on shipboard must also be fed. A horse or cow consumes fodder weighing 200 cns per day, and this feed takes up cargo space. If supplies for the livestock are exhausted during a voyage, fodder can usually be bought from coastal villages if no port is found enroute. Otherwise parties can scavenge fodder wherever landfall is made.

Port Classifications

Merchant trading begins and usually ends in a seaport. Port size and location influences the availability of cargo, the prices fetched when one is sold, the types of services in port, and the sort of vessels accomodated in the harbor. Ports in the Known World are classified as follows.

Class	Port Capacity in Hull Pts.	Dock Size*
A: Trade Power	10,000(+)	180 HP +
B: Major Port	5,000-9,999	180 HP
C: Large Port	2,000-4,999	160 HP
D: Port	1,000 - 1,999	140 HP
E: Minor Port	500 - 999	120 HP
F: Anchorage	499 (-)	80 HP

* Unless port description states otherwise.

Moorage

It is possible to find a berth 80 percent of the time. DMs can adjust this figure as needed to reflect circumstances that are out of the ordinary. Ships that cannot find a berth may moor in the harbor at a distance from the docks and quays.

If the port cannot accomodate a large vessel, it is forced to moor in the harbor and use boats for cargo transportation. These and other ships are not required to use dock facilities for cargo handling, but loading and unloading takes longer if the

crew is forced to ferry cargo back and forth in boats. Too, some cargo, such as livestock, is practically impossible to transport by boat either to or from a ship. These difficulties should be considered before cargo is delivered to a port.

Smuggling vessels and ships calling in our-of-the-way places often simply moor off-shore and get to the beach through the surf in the ship's rowboats. There are no fees for this type of moorage, but the captain must keep a cautious eye out for winds and tides that might run the ship aground. Moving cargo in boats through surf further increases loading or unloading rime. See *Cargo Handling*, below.

Customs

Most countries impose a tax on foreign-made goods which are brought into harbor and sold. Customs inspectors board ships within 1d6 hours of the time the vessel moors or docks in port. In busy harbors or places with lazy customs officials, this may take 1d20 hours instead. Ships that make port in the middle of the night are normally boarded in the morning.

A cargo cannot be unloaded until inspected and passed by customs. Only goods manufactured locally and foreign goods bearing a tax stamp can be unloaded and sold or traded legally in a port. Customs officials generally have Appraisal skills of 10 + 1d8; after evaluating a cargo, they assess a tax which can range from 1 percent to 100 percent or more of the goods' value. An average customs fee is 2d10 percent, but the DM may adjust amounts as needed to reflect the local political or economic climate.

Harbor Master

Representatives of the harbor master also visit newly-arrived vessels. They levy docking and other service fees, can provide pilots to navigate a ship into and out of difficult harbors, and have the authority to quarantine or turn away undesirable ships. Average fees charged by these port authorities can be found on the Service Fee table.

Drydocks are used to effect large-scale

ship repairs and are sometimes part of the port facilities overseen by the harbor master. Drydocks in private shipyards do not fall under his jurisdiction. Towage is a service used by ships which have run aground, have lost steerage, or are otherwise disabled and need help moving into or out of port. Towage is also used in class A and B ports to lead ships of 160 HP and greater through congested harbors to and from docking berths.

Cargo Handling

Most ships rely on their crews to supply the manpower for loading and offloading cargo. Dock workers are available in the larger and busier ports to supplement or speed the cargo-handling done by a ship's crew. Unless a ship is using a private dock with its own dock workers, as is the case with some *Minrothad* vessels, payment for these cargo services is made to the harbor master.

When loading or unloading cargo at a dock, one man can handle 2,000 cns of merchandise in one hour. Although boxed goods and sacks can be moved more quickly than that, bulky goods such as barrels and crates require special handling. A crew of 10 can unload the cargo of a small sailing ship in five hours of steady work, providing the cargo is not exceptionally awkward to handle. Loading a vessel takes 50 percent longer than unloading it because goods must be carefully stowed and secured for the voyage. Cargo handling can be sped along by hiring one or many additional dock workers. This work is normally done during daylight hours in reasonable weather conditions. If conducted under other conditions, the length of time needed can be doubled or tripled.

If a cargo is moved from a port anchorage rather than at dockside, rowboats are required. One boat with a four-man crew can transport 5,000 cns in one hour. If moving cargo to or from an offshore anchorage where boats must be unloaded on the beach, a rowboat with four-man crew transports 5,000 cns in two hours.

Speculative Trade

Service Fee Modifiers by Port Class:

Port	Moorage	Dry Docks	Pilot	Towage	Longshoremen
A	+ 50% / day	+ 50% / week	+ 30%	+ 30% / tow	+ 50% / ship
B-C	—	—	—	—	—
D-E	- 30% / day	- 30% / week	- 10%	- 10% / tow	- 20% / ship
F	- 60% / day	none	- 20%	- 20% / tow	none

Service Fees, Base Prices:

Port Entrance: 10-20 gp; one-time fee.

Moorage: 1 gp per day per 10 hull points for dock space; 5 gp per day flat rate to anchor in harbor.

Dry Docks: 10-15 gp per day per 10.

Pilot: 10-60 gp flat fee, depending on difficulty of route and time involved.

Towage: 1 gp per 10 hull points for berthing; 10 gp per 10 hull points for emergency tow.

Dock Workers: 10 cp each per hour; one man moves 2,000 cns per hour.

In addition to these fees, there is a special toll for ships passing through the Thyatis Strait. Ships 60 HP or larger are charged 10 gp per vessel for passage.

Trading Skills

Once a ship is secured, a cargo must be procured to fill it. A combination of skills are required for successful buying and selling of cargos, whether conducted by NPCs or PCs. Broker points, a new aid to trading, are explained below. Appraisal and Bargaining skills are described in the *Adventurer's Guidebook*.

Appraisal: NPCs who engage in trade as their primary business can be assigned an Appraisal skill of $12 + 1d6$. Minrothad Guild agents in foreign ports have skills of $14 + 1d4$, while merchant-princes have scores of $15 + 1d4$.

When a character wants to evaluate the worth of a cargo, the DM secretly rolls $1d20$ against that person's Appraisal skill. If the result is equal to or less than the character's score, he has made an accurate value estimation. If the roll is greater than the score needed, he fails.

If the failure is an odd number, the character's evaluation of worth is low. If an even number, it is high. The character is off by 5% times the difference between the roll needed and the roll made. For

example, Cosger has an Appraisal skill of 12. When evaluating a cargo, his roll is 16. Cosger's estimate is low by 20% ($16 - 12 = 4$, $\times 5\%$).

An NPC merchant who sells goods usually sets his price 10 to 40 percent (roll $1d4$) above the appraised value of the merchandise. An NPC buyer makes an offer 10 to 40 percent below what he appraised goods at. An NPC rarely sells for less than half his perceived profit margin, nor pays more than his estimate of an item's worth.

Bargaining: The Bargaining skill as explained in the *Adventurers' Guide* is intended for quick NPC encounters. More important negotiations, like those affecting the price of a cargo, should be role played. However, the DM can use a PC's Bargaining skill to modify price negotiations at any time in the following manner. This method is especially useful for summing up the bargaining effect when many loads are haggled over.

Step 1. Determine the difference in Bargaining skill between NPC and PC. If one character has no Bargaining skill, treat it as a skill level of 0.

Step 2. Multiply that difference by 5 percent. The result is the Price Adjustment.

Step 3. If both characters have Appraisal skill, use the evaluation of the superior bargainer to determine the price which is adjusted. If only one character has Appraisal, use that price. If neither party has that skill, the DM should arbitrarily set a "fair market value" and use that as the base price to be adjusted.

Step 4. The superior bargainer improves the price or decreases the cost over a cargo's perceived value by the indicated Price Adjustment. That is, if he is buying goods, the price is lowered by the amount of the Price Adjustment; if he is selling goods, his agreed-on selling price is increased by that amount.

Step 5. When used for the price of multiple items, total the value of the goods (as perceived by the superior bargainer) and add or subtract the percentage as determined above.

For example, Captain Saroso Elsan bargains for a load of wine with the Thyatian merchant Alekos. Elsan has appraised the wine at 1,000 gp, but Alekos has no Appraisal skill; Elsan's estimate is used for the basis of calculations.

Both characters have Bargaining skill, but Elsan's 18 is better than Alekos' 13. The difference between the two scores is 5, which equals a 25 percent adjustment in final price. Captain Elsan buys the cargo load of wine for 25 percent less than its value, or 750 gp. If he were selling it to Alekos instead, he would receive 1,250 gp for it ($1,000 + 25$ percent).

If the price indicated by Bargaining skill exceeds what an item is worth according to an earlier Appraisal roll, the character with the inferior Bargaining skill makes a Wisdom check. If the roll fails, he is carried away by a good sales pitch and agrees to the exorbitant price (or deep discount). If the roll is a success, the Appraised value is adhered to regardless of the inspired bargaining.

Broker Points

Broker points are unlike other skills acquired by characters. A broker point is a dice roll modifier used in the speculative trade system described in the following pages. It is used to reflect the difference that experience makes in the success of merchant trading ventures.

Broker points are awarded by the DM to characters and NPCs according to the following criteria. Once received, points are never used up; they can be applied any time a modifier is needed. Each point counts as a + 1 modifier to a speculative trade dice roll.

No character can ever have more than five broker points, which are normally gained only after years of game time and much trading experience. PCs may also receive them as rewards for good role-playing or spectacular trading coups. Broker points awarded are cumulative.

Points are based on the following:

Merchant-prince	+ 1
Master (in any guild)	+ 1
Character Level 10-20	+ 1
Character Level 21 +	+ 1
Minrothad Guild Agent	+ 2
5-15 years of trading experience	+ 1
16 + years of trading experience	+ 1
Character has both Bargaining and Appraisal skills and has raised each at least 1 point	+ 1

Pont Agents

Port agents, also called factors or brokers, can be used as middlemen in the buying or selling of cargos. If an agent is used, PCs are not personally involved in cargo negotiations and pay the factor a percentage fee for his services.

The advantage to this is that agents usually have better Broker, Bargaining and Appraisal skills than do characters. Adventurers are likely to receive a better price for their goods or get a cargo more cheaply than if they made the arrangements themselves. On the negative side, PCs can never be certain if an agent got them the best deal and the fees that are charged are sometimes substantial.

NPC port agents (except those of the Minrothad Guilds) have Bargaining and Appraisal skills of 10 + 1d8 each, and 1d6-1 broker points. If an agent sells a cargo for PCs, he takes 2d10 + 5 percent of the profits and passes the remainder on to the characters. If he buys a cargo on their behalf, he pockets 2d10 + 5 percent of the money paid by PCs for that cargo.

Buying and Selling Cargo

The following procedure is used to buy or sell cargos.

Step 1. Determine port's classification.

Major trading ports are listed on the Sale and Purchase Table. Ports not on the table should be assigned a classification by the DM.

Step 2. Find the number of merchants and cargo loads available.

Use the table below to find the number of merchants and cargo loads in port.

Broker points can be applied to rolls on this table, but the results should be kept secret by the DM.

The number of merchants does not show the total that are in a port, but rather how many are interested in doing business with the PCs. "Cargo loads" is a convenient measure for quantities of goods, and are further defined in the Trade Goods Table. If PCs are buying, the number of loads shows how much cargo they can purchase. If they are selling, the number of loads shows how much of their cargo a merchant is interested in buying.

Port Class	Merchants	Size of Transaction
A, B	1d6 + 2	3d8 loads
C, D	1d6 + 1	2d8 loads
E	1d6	2d6 loads
F	1d6 - 1	2d4 loads

The DM is free to modify results that conflict with what he knows about a port. If, for instance, the addition of broker points results in 10 merchants in a class F port and the DM feels that is too many merchants for that type of port, he can reduce the result to a reasonable number.

One half of the merchants appear the first week a ship is in port (round fractions up). One quarter of them appear during the second week. The remainder trickle in at the rate of one a week for each additional week the ship spends in port. Sixty percent of these merchants deal in only one type of cargo.

For example, if there are eight merchants who will do business with the PCs in a particular port, four appear the first week, two the next, and one each subsequent week. If the PCs hope to deal with all possible merchants, they end up spending four weeks in port. Additional efforts to locate more merchants or cargo may be made at the end of this time, but the dice roll takes a modifier of -2 for each week a vessel has been in port.

Step 3. Determine types of cargo.

The Trade Goods Table lists specific types of goods that can be purchased or sold in a port. DMs are welcome to change items if they wish. For instance, a result of "smoked fish" might become

"smoked ham" in one port, or "pickled hogsfeet" in another.

The DM can select cargo from this list or settle on goods with a random die roll. If a random result is desired, broker points can be applied to the roll.

If player characters are in search of a specific type of cargo, there is a base 20 percent chance that it will be available in a particular port. This percentage is increased by 5 percent for each broker point applied to the roll. Chances can also be increased or decreased by the DM to reflect how rare or common a type of merchandise might be in that port. If the DM decides that a certain cargo is not available at all, not even broker points can help locate the goods.

Step 4. Find the adjusted price of cargo.

Once the nature of a cargo load has been determined, use its base price to derive its adjusted price. The base price is an arbitrary, relative value placed on an item before its value is adjusted for supply, demand, and random economic and political factors. These factors are modeled with a simple system of die rolls and situational modifiers that lead to the adjusted price—the "real" value of the goods at a specific place and time. The adjusted price must be determined before cargo negotiations can begin.

- Find the cargo's base price on the Trade Goods Table (or the Precious Merchandise Table, if appropriate).
- Consult the Supply and Demand Table to find out whether there is unusually high or low demand for this commodity at the port in question. This is indicated by a dice roll modifier.
- If the port is class A or B, there is an + 1 modifier. If the port is class E or F, there is an automatic - 1 modifier.
- Roll 3d6, adding or subtracting modifiers for supply and demand and port class, and consult the Base Price Adjustment Table. Players can also modify the roll with broker points (if characters are selling, adding broker points results in a higher sale price; subtracting results in a lower purchase price).
- Multiply the cargo's base price by the adjustment percentage to arrive at the adjusted price.

Speculative Trade

Trade Goods Table

Roll	Merchandise	1 Load	Encumbrance per Load (cns)	Base Price
01-04	Wood, common	1 cord(1)	8,000	50 gp
05-08	Oil	5 jars	3,000	100 gp
09-12	Textiles (2)	4 bags	2,000	100 gp
13-16	Salt	150 bricks	7,500	100 gp
17-20	Beer, ale	1 barrel	800	100 gp
21-26	Grain & vegetables	20 bags	8,000	150 gp
27-30	Fish, preserved	10 barrels	8,000	150 gp
31-35	Hides, furs	10 bundles	4,000	150 gp
36-39	Tea or coffee	2 bags	1,000	150 gp
40-43	Animals	roll on Animals Table, page 34		
44-47	Pottery	2 crates (3)	1,000	200 gp
48-51	Wine, spirits	1 barrel	800	200 gp
52-54	Meat, preserved	10 barrels	8,000	200 gp
55-60	Metals, common	200 ingots	10,000	200 gp
61-63	Dye & pigments	5 jars	2,500	250 gp
64-68	Cloth	20 rolls	8,000	200 gp
69-73	Weapons, tools	1 crate (3)	1,000	varies (4)
74-75	Monsters	1 monster	varies (5)	varies (5)
76-80	Glassware	2 crates (3)	1,000	400 gp
81-85	Semiprecious stones(6)	1 box	100	200 gp
86-00	Roll on Precious Merchandise table.			

Precious Merchandise Table

Roll	Merchandise	1 Load	Encumbrance per Load	Base Price
01-10	Mounts (7)	see Animals Table, pg 34		
11-21	Wood, precious	1 cord;	8,000	500 gp
22-33	Porcelain, fine	2 crates	1,000	1,000 gp
33-41	Books, rare	1 box	300	1,000 gp
38-53	Armor (3)	1 crate	1,000	varies (4)
54-61	Ivory	1 tusk	1,000	800 gp
62-67	Spices	1 jar	600	800 gp
68-75	Silk	5 rolls	2,000	1,000 gp
76-85	Furs, rare	1 bundle	500	500 gp
86-94	Metals, precious	2 ingots	400	600 gp
95-00	Gems	1 box	50	3,000 gp

(1) A cord contains either: 15 12-foot-diameter, 10-foot-long logs, or; 400 board-feet of 2-inch by 6-inch planks.

(2) Textiles include rope, sacking, and any woven goods other than cloth.

(3) The encumbrance of a crate is 200 cns. To find the quantity of goods contained within it, divide the remaining encumbrance (800 cns) by the weapon or armor weight given in the rules. Round the number down; any remaining fraction is part of the crate and packing weight.

(4) Use prices given in the rules multiplied by the quantity in the crate. Quantity is calculated as explained in (3).

(5) Monster encumbrance is set by the DM. The suggested value for a monster is 100 gp per HD, times 10 for each asterisk. A 2HD** monster would be worth (100 X 2) x 20 = 4,000 gp. Monsters worth 1,000 gp or more are considered precious merchandise. Fodder must also be carried to feed live monsters.

(6) Semiprecious stones include amber, turquoise, alabaster, agate, geodes, etc.

(7) The mounts are either warhorses (80 percent) or elephants (20 percent). The DM can substitute other beasts as appropriate.

Supply and Demand Table

Port	Class	Modifiers to Percentile Roll
Aasla	A	Gems -5, Spices -5, Glassware -2, Ivory -2, Common metals -3, Fish +4, Monsters +5, Books +5, Precious Metals +6, Silk +5
Alpha	C	Grain/Vegetables -3, Meat -3, Ivory +6, Coffee +5, Wine +5
Athenos	D	Meat -2, Gems -2, Spices -3, Ivory -3, Glassware -3, Monsters +2, Animals +1, Porcelain +3, Precious wood +2
Cubia	E	Pottery -3, Dye/Pigments -4, War Horses -3, Grain/Vegetables +3, Meat +3, Hides +3
Dunadale	B	Porcelain -3, Weapons -4, Monsters -4, Gems -2, Tea +5, Ivory +5, Grain/Vegetables +5, Glassware +3
Fabia	F	Dye/Pigment -2, Wine -2, Silk -3, Fish +2, Common Wood +2
Filtot	E	Oil -3, Salt -2, Grain -3, Books +4, Meat +2, Monsters +2
Freiburg	D	Animals -3, Porcelain -2, Weapons +2, Armor +2, Oil +3
Helskir	D	Dye -3, Salt -2, Fish +3, Hides +2, Coffee +4, Pottery +1
Ierendi	C	Fish -2, Precious Metals -2, Dye +2, Cloth +2, Animals +3
Jaboor	E	Coffee -3, Oil -3, Glassware -3, Meat +3, Spices +4, Wine +2
Kerendas	D	Meat -2, Wine -2, Beer -2, Common metals -3, Dye +2, Common wood +3, Oil +2, Grain/Vegetables +3
Kobos	E	Hides -2, Monsters -2, War Horses -1, Ivory +3, Silk +3
Landfall	E	Hides -3, Monsters -3, Grain/Vegetables +4, Tea +4, Dye +3
Newkirk	B	Dye -4, Armor -3, Coffee +3, Gems +4, Porcelain +3
Norrvik	C	Silk -3, Salt -3, Weapons -2, Ivory +3, Pottery +3, Cloth +3
Oceansend	D	Books -2, Common wood -4, Dye +2, Salt +2, Silk +4
Shireton	D	Grain/Vegetables -2, Wine -3, Beer -3, Fish +3, Coffee +2, Tea +2
Soderfjord	C	Common wood -4, Grain/Vegetables -2, Wine +3, Armor +3
Specularum	C	Common wood -3, Animals -2, Hides -3, Common metals -2, Fur +3, Weapons +2, Armor +2, War Horses +3
Surra-Man-Raa	F	Precious metals -3, Pottery -2, Books -3, Monsters -4, Weapons +3, Cloth +2
Tameronikas	E	Tea -3, Cloth -2, Animals -3, Glassware +1, Porcelain +2, Salt +2
Tel Akbir	D	Coffee -2, Oil -2, Beer -2, Hides +2, Cloth +2, Dye +2
Thyatis	A	Silk -2, Weapons -3, Armor -3, War Horses -2, Fur +3, Gems +3, Precious Metals +3, Spices +3, Oil +2
Zeaburg	C	Fish -3, Cloth -3, Textiles -1, Common wood +2, Meat +4
<i>Minrothad Ports</i>		
Minrothad	B	Coffee -2, Tea -2, Beer -2, Fish -3, Dye -2, Pottery +3, Cloth +2, Precious Metals +2, Gems +2, Common wood +2
Harbortown	C	Fish -2, Dye -2, Animals -3, Spices +2, Meat +2, Wine +2
Malfton	E	Spices -2, Oil -1, Pottery -1, Grain/Vegetables -2, Common wood +2, Meat +2, Beer +3, Cloth +2
Stronghold	E	Weapons/tools -3, Grain/Vegetables +1, Common Metals +2
Seahome	D	Common/Precious Woods -2, Silk +3, Dye +4, Hides/Furs +2
Verdun	D	Common/Precious Woods -2, Cloth -2, Books -2, Fur +3, Dye +4, Silk +3, Salt +2
Cove Harbor	E	Wine -2, Cloth -2, Common Metal +2, Common Wood +2
Gapton	F	Textiles -1, Tea -1, Rare Books +2, Spices +1, Pottery +3

The adjusted price represents the true value of the goods in that particular marketplace. When broker points are applied to the roll, the result also reflects the benefits of canny business dealings. Customs taxes are based upon this figure, which is also the basis for Bargaining and Appraisal rolls and price negotiations.

The adjusted price is calculated when a cargo load is bought and again when it is sold in a different port. If several merchants buy or sell the same type of goods in the same place, the adjusted price need only be calculated one time.

Base Price Adjustment Table

3d6 Roll	Percentage
3	30 percent
4	40 percent
5	50 percent
6	60 percent
7	70 percent
8	80 percent
9	90 percent
10	100 percent (no change)
11	110 percent
12	120 percent
13	130 percent
14	140 percent
15	150 percent
16	160 percent
17	180 percent
18	200 percent
19	300 percent
20	400 percent

Step 5. Determine the final price.

Characters next conduct any Appraisal or Bargaining that they are entitled to do, as explained under *Trade Skills*. The final price is the sale or purchase price agreed on after these skills have been used. If characters do not have Bargaining skill, the final cost remains the same as the adjusted price. If Bargaining skill results in a price change, the adjusted price is altered by that amount, yielding the final price for the goods. Any fee due a port agent for his services is deducted from the final price of a cargo.

Speculative Trade

Step 6. Exchange goods.

Goods exchange hands after the final price is agreed upon and paid. Loading or unloading times and expenses should be calculated according to the guidelines under *Cargo Handling*. Unless other agreements are made, a seller pays unloading expenses if the goods must be taken out of a ship and the buyer pays loading costs.

Passengers

When a harbor master inspects an arriving vessel, he asks its port of origin and next destination. This information is posted at the port authority offices and sometimes at the docks as well. Once a ship has made port and its next destination becomes known, passengers might attempt to book passage to that place.

Use the Passenger Table to determine how many passengers present themselves. Adjust the dice roll according to port classification. Results lower than 0 are treated as 0. If a ship is soliciting paying passengers, broker points can be applied to the Passenger Table dice rolls. Each broker point increases the dice roll by 1.

For example, in *Minrothad*, a class B port, 2d6 minus 1d4 passengers apply for passage aboard the *Egret*. Captain Elsan is not searching for passengers, and so does not add his broker points to the dice roll. His destination is *Fabia*, a class F port, so the number of passengers is reduced by two. He is approached by (8-2)-2 passengers, or a total of four people seeking passage to *Fabia*.

There is a 5 percent chance per port visited that one or more passengers traveling together want to hire the ship to go to a destination of their choice. If this occurs, they wish to sail to the most remote port within 2d20 x 100 miles (consult the map of the Known World). Standard charges for hiring ships are given under *Travel Fees*.

The Players and the DM together should determine how many passengers can be accommodated on a PC-owned ship. Space limitations might force a voyager to sleep in a hammock in the cargo hold,

but he will want to pay considerably less for his passage than a traveler who is lodged in an officer's cabin. A general rule of thumb is that a vessel can accommodate 20 percent more people (round fractions down) than the normal crew complement (including marines if the vessel carries any). That is, a ship with a crew of 10 has room for two passengers, while a vessel with a crew of 20 and 50 marines (70 total) has room for 14 passengers.

Animal Table

This table gives information on common animals that might be shipped as cargo. The feed they require is an additional expense paid in advance of the voyage. Fodder is not edible by humans nor is it included in the basic load. The encumbrance of any load of fodder is 1,000 cn.

Roll	Animal	Encumbrance per Animal	Animals per load	Fodder cost per load	Base Price
1	Rabbit, hen	50 cn	100	20 gp/wk	25 gp
2	Goat, hound	500 cn	20	20 gp/wk	100 gp
3	Pig, large	1,000 cn	10	20 gp/wk	100 gp
4	Cow	10,000 cn	5	20 gp/wk	125 gp
5-6	Horse, bull	15,000 cn	2	20 gp/wk	200 gp
7	Warhorse	20,000 cn	2	30 gp/wk	1,000 gp
8	Elephant	100,000 en	1	20 gp/wk	1,500 gp

Passenger Table

Class of Port	Port of Origin	Destination
A	2d6	+2
B	2d6-1d4	+1
C	2d4-1d4	0
D	2d4-1d6	0
E	1d6-1d4	-1
F	1d6-1d6	-2

Travel Fees

Travelers are usually charged 20 gp per 500 miles traveled. Passengers do not count against a ship's cargo space, but extra food stores must be bought for them. The cost of the food is added to the price of their passage.

If passengers hire the ship to go to a destination of their choice, they pay as if

they shipped enough to fill the cargo hold. This fee is a common transport-for-hire charge of 1 gp per 500 cn of cargo space per 500 miles of distance. Fractions are rounded up. The minimum fee is 100 gp.

For example, a small cargo ship with 100,000 cns of cargo space would charge 200 gp for a 500-mile voyage (100,000 cn/500 cn = 200 gp per 500 miles). This cost is usually shared by the party of passengers. A round-trip fee can be charged if the captain believes he won't find much cargo to ship back from that destination.

Shipping Contracts

There is a 5 percent chance per port visited that one NPC offers to hire a vessel to transport 1d12 cargo loads of goods to another destination. If PCs state that they are actively soliciting such work, they increase their chances of being hired to 25 percent, plus 5 percent per broker point applied to the effort. The number of NPC shippers and their cargo loads are found by rolling on the Merchant and Cargo Load table.

A shipper is charged the same transport-for-hire fee explained above: 1 gp per 500 cn of cargo space per 500 miles of distance, with a minimum charge of 100 gp. Normally, half the payment is made in advance and the remainder is paid by the shipper's agent when the destination is reached. Bonuses for early delivery and hazardous travel conditions are negotiable.

Space allowing, it is customary to provide free transportation for a merchant representative who takes care of the goods and tax payments. Merchants do not always disclose the nature of the cargo being shipped, for security reasons. Many captains go along with this and ask no questions.

Once a PC accepts a shipping contract, it is not possible to charge the shipper for unfilled hold space aboard the vessel. Therefore, characters often buy their own merchandise to fill out cargo space and make the voyage more profitable.

Voyaging from one port to another requires expertise and knowledge of the sea. Galleys are sometimes encountered in ocean trade, but they are traditionally used for coastal transportation and military purposes. Sailing ships are most often employed to carry large quantities of cargo great distances across the ocean. The following rules assume that the characters use a sail-powered cargo vessel and that one or more persons with Ship Sailing skill are directing the operations of the vessel. A character without this skill has no chance of sailing the ship; a character with only Boat Sailing skill succeeds in Ship Sailing only on a roll of 3 or less on 1d20 (15 percent).

Voyages can certainly be glossed over if the DM wishes travel time to pass quickly. However, seafaring offers plenty of opportunity for danger and adventure. Those who want to play the voyage out in greater detail can use these procedures, along with the Map of the Known World on the back of the Minrothad Guilds map. For tracking weekly ship movement on the map, distances can be rounded off to the nearest 50-mile increment. The DM or players may also want to figure actual distance more precisely in order to keep track of how long food supplies will last.

Preparations for the Voyage

Distance: Before embarking for a distant port, the captain determines the distance his vessel will travel along his planned route of travel. This should account for any intermediate stops that will be made in the total distance for the voyage. Keep accurate track of this figure, since it is referred to many times to resolve the progress of the voyage.

Time: The total distance of a voyage is divided by the ship's movement rate to give the expected travel time. This is an average figure under fair weather conditions. Captains usually add at least 20 percent to the estimated travel time to allow for contrary winds, stormy weather, and other delays. This revised estimate is the basis for decisions about how much

food to buy for the journey and how often the ship will have to be resupplied. However, optimistic captains and those making a sales pitch about speedy cargo delivery may estimate a faster travel time because they expect, or hope, that they will have favorable winds and currents for the voyage.

Some spells and magical items, such as a *pouch of winds* (see *Merchant-Princes*), can directly affect travel time. Such magic usually improves or hinders a ship's movement rate by 10 to 60 percent. Although the effects of most spells last only a brief period, an item like the *pouch of winds* affects a vessel for the duration of its voyage and the ship's estimated travel time should be revised accordingly.

Navigation Charts: Charts are usually available in a seaport for destinations and waterways along established sea lanes and coastal areas. When a vessel uses charts as a navigation aid, it is less likely to become lost on the ocean. Ships which do not carry the appropriate charts are at risk when they navigate, especially if the vessel travels out of sight of land for any distance and must calculate its position without visible landmarks. This is explained further under *Navigation*. Of course, charts may not exist or may not be of much help if the PCs voyage into distant and unexplored waters.

Chart Availability Table

Port Class	Chance to Locate Proper Chart(s)*	Cost of Chart**
A	98 percent	2d20 gp
B	90 percent	3d10 gp
C	75 percent	2d12 gp
D	60 percent	2d10 gp
E	45 percent	3d6 gp
F	30 percent	2d8 gp

* These chances of finding a chart are reduced by 10 percent for every 500 miles of distance between the port of purchase and the area depicted on the chart. For example, charts for a sea route to a destination 2,000 miles away are 40 percent less likely to be

available. A Class A port has a 58 percent chance of carrying one, but a Class F port won't have any at all. However, a natural roll of 01-02 always locates the needed chart, regardless of other modifiers.

** The base price of a chart is increased by 5 percent for every 500 miles of distance between the port of purchase and the area the chart depicts.

There may already be a library of charts and maps on board the characters' ship, especially if they bought a used vessel already equipped for sailing. The DM should determine if these are adequate for the forthcoming voyage. Otherwise, appropriate charts should be bought before embarking on the journey. Use the Chart Availability Table to locate and buy navigation charts and maps.

The DM should decide how many charts are needed for safe navigation; a captain buying fewer than that number suffers penalties to navigation rolls for the ship. A recommended minimum number of charts is one for every 1,000 miles of distance to be traveled, minus whatever adequate charts are already aboard the vessel.

Cash for Expenses: Even if nothing goes wrong on a voyage and unexpected repairs and related expenses do not become necessary, a ship's cargo will almost certainly be taxed by customs before it can be sold at its destination. For this and other contingencies, a captain normally puts aside one or several strongboxes with enough cash to cover foreseeable expenses. Although it is tempting to spend the last bit of ready cash to procure a cargo, experienced traders always leave themselves a reserve of ready money. Cashboxes are often stowed in the captain's cabin and are likely to bear mundane or magical protections against theft.

Ship Maintenance and Repair: As noted under *Speculative Trade*, a ship must be periodically maintained or its sailing efficiency suffers. The DM should keep careful track of the state of the ship's repair. If the vessel has not been kept up,

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reduce its base movement rate as explained on page 40 and alter the travel time estimate as needed. Roll secretly against Ship Sailing skill for the captain (or other characters in charge of ship repair or sailing) to notice in advance that the ship will be traveling more slowly than it ought to. If crew characters become aware of this before the voyage, they can allow for the longer travel time by stocking extra provisions.

Similarly, if the characters fail to pay regular maintenance costs in port, they will be short on supplies needed for repairs and maintenance at sea. If the ship is damaged by weather or battle, the Damage Table on page 40 is consulted but the damage effects can only be reduced by one-half while the ship is at sea.

Provisions: A ship is normally completely stocked with food stores before a voyage begins. As a cost-cutting measure, a captain sometimes buys less than a full quota of food for the voyage. This is a risky practice, especially on long voyages where weather and other hazards might delay a ship and cause food supplies to run short.

The DM should carefully note the quantity of food stores that are purchased before a voyage and determine how many weeks or days they will last. Depending on the ship's expected travel time, the vessel may have to put into port to resupply in the course of a voyage.

The quartermaster or cook keeps the captain informed of the state of the ship's food stores. It is not unheard of for a ship to run out of food or water when delayed too long at sea. A crew faced with thirst or starvation speedily develops a critical morale problem. A mutiny is likely to take place, with the result that the voyage is abandoned and the nearest landfall—and food supplies—are made for.

Provisions do not count against the ship's cargo capacity as long as they don't exceed the standard provision capacity listed for the ship under *Ship Maintenance and Expenses*.

As described on page 29, it is possible to consume edible cargo to feed a hungry crew. Crewmen can also try fishing while

at sea, but fish population drops off considerably the farther the vessel is from a coastline. On the sealanes or high seas there is only a 10 percent chance per week of netting enough fish to feed the crew, increasing to 50 percent within 100 miles of a coast.

Weather

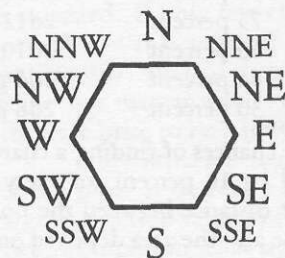
Weather affects a ship's movement rate, and extremes of weather can endanger a vessel as destructively as pirates of sea monsters. The following method is used to keep track of weather effects during a voyage. Sea effects, including wind and waves, are simplified in the following tables. Weather and its effects are determined by the DM once each week (or fraction of a week) during a voyage.

Weather Effects on Movement

Weather effects on movement are determined by following these steps:

Step 1, Determine which hex face the vessel is sailing through.

Refer to the map of the Known World. Minor variations in a ship's path of travel are ignored; the ship is assumed to travel in the same general direction throughout a hex. For long voyages, simply find the most direct route between two points and see which hex face a ship must pass through to head toward its destination. This hex face corresponds with one of the compass directions (according to the diagram).



As each hex represents 50 miles, there is plenty of room for maneuver in each hex. A ship can leave a hex through any face with no penalty, even reversing direction completely if desired. If the vessel moves through a hex corner rather than a hex face, decide which compass direction best reflects its overall heading, and use that as a reference for the following steps.

Step 2. Determine which direction the wind is blowing from.

Choose a prevailing wind direction or roll 1d8:

- | | |
|---------------|---------------|
| 1 = North | 5 = South |
| 2 = Northeast | 6 = Southwest |
| 3 = East | 7 = West |
| 4 = Southeast | 8 = Northwest |

Step 3. Find which quarter of the ship the wind strikes.

Depending on the ship's heading and the wind direction, one of eight portions of the ship are struck by the wind as it blows. When the wind hits, it speeds the ship along or slows it as indicated in the table.

To find where the wind strikes a vessel, compare the ship's heading to the compass direction (hex face) from which the wind is blowing. For example, if a ship is heading east, and the wind blows from the north, the wind strikes the ship on the port side.

No sailing ship unaided by magic can move directly into the wind. Any result which shows the wind dead ahead assumes the vessel is tacking—moving at angles to the wind—to make forward progress.

The ship's movement rate is modified by the percentage shown on the table, depending where the wind hits the vessel. This movement modifier is combined with any modifier that resulted from Step 4.

Wind from	Modify Speed
Bow	-25 percent
Port or Starboard	
Bow	-10 percent
Port or Starboard	+20 percent
Port or Starboard	
Stern	+10 percent
Stern	+/- 0

Step 4. Find the current **weather** conditions and their effects.

Roll 1d6 and refer to this table. Numbers 0, 7 and 8 are the result of modifiers explained under *Weather Changes*.

D8 Roll	Movement Rate	Weather Description	Missile Fire Penalties
0	0 mvmt	Becalmed; no wind	0
1	-20%	Calm wind, flat seas	0
2	-10%	Gentle wind, small waves	0
3-4	+/-0%	Moderate winds, medium waves	-1
5	+/-10%	Brisk winds, choppy seas	-3
6	+/-20%	Strong winds, high waves	-5
7	+/-40%	Squall, high waves	-7
8	+/-60%	Storm, heavy seas	no missile fire

These results further modify a ship's movement rate. A roll of 1 or 2 (calm or gentle winds) slows a sailing ship down regardless what quarter the wind strikes because such light breezes do not provide enough motive power for efficient sailing.

A roll of 5 or greater increases a ship's speed if wind impacts on the starboard, port, or rear quarters. If it blows from any of the bow quarters, however, it produces a lot of drag and slows the ship down by a similar amount.

Missile fire penalties apply to archery fire or ship's artillery. Results of 0, 7 and 8, (becalmed, squall, and storm), are explained under *Unusual Weather*. Such effects are not necessarily in force for the entire week of travel time, but their impact can be devastating nonetheless.

Step 5. Adjust ship's movement rate.

The results from Steps 3 and 4 are combined into one movement modifier and the ship's base movement rate is increased or decreased by that amount. Unless the DM chooses to alter these results, they hold good for one week of travel or each fraction thereof.

Weather Changes

Weather conditions are determined at the start of a voyage as explained above. After each week of travel or fraction thereof, the weather is likely to change. These changes can be checked at more

frequent intervals if desired.

Changes in Wind Direction: To find out if the wind direction shifts, roll 1d6. On a result of 5 or 6, the wind remains the same. On a 1, 2, 3, or 4, the wind shifts that many hex faces left or right. To find out which direction, roll 1d6 again. On an even number, the wind moves to the right; on odd, it moves to the left. Refer to the compass diagram to see where the wind blows from after it has shifted.

Changes in Weather Condition: Roll 1d6 and refer to this table.

Roll	Change in Weather Condition
1	-2
2	-1
3	0
4	0
5	+1
6	+2

The result of this dice roll can shift the current weather up or down the scale. For example, suppose the weather for the first week of a voyage was found to be 5, brisk wind. After a week of travel, the DM rolls 1d6 for a possible change and gets a 2. The resulting change is a -1, and the weather drops to condition 4, moderate winds.

A ship can be becalmed or caught in a squall or a storm by a weather change. For example, in the above example, if a 6 had appeared on 1d6, it would have changed the weather by two steps. The brisk winds would have been storms instead.

Modifiers which result in a weather condition higher than 7 or less than 0 mean the phenomenon continues for twice its normal duration (as explained under *Unusual Weather*). These and other results can be ignored or modified to reflect local climatic conditions.

Unusual Weather

The weather conditions table can produce squalls, storms, and complete calm. There is, however, a 10 percent chance during each full week of voyaging that those or other unusual weather phenom-

ena are encountered. The DM should check weekly for such occurrences. If one takes place, roll on the following table to discover its nature. These weather conditions are explained further below.

Roll 1d100	Unusual Weather
01-04	Becalmed
04-29	Clouds
30-54	Fog
55-57	Frozen Precipitation
58-79	Squall
80-93	Storm
94-95	Hurricane
96-98	Waterspout
99-00	Whirlpool

Becalmed: When the wind fails, a sailing ship is becalmed and its movement rate reduced to zero. It cannot sail under its own power, although it can be towed by a galley or kedged. This result is ignored if the current wind condition is strong or greater or if a ship is traveling a trade wind sea lane (marked on the Map of the Known World).

A lack of wind is a temporary condition, but one that can last many days. In most places, a vessel is becalmed for 1d100 hours. In equatorial waters in summer this condition can last much longer. In such waters, roll 1d12 to find the number of days a ship is becalmed. When the wind finally returns, determine its new direction and force as described under *Weather Conditions*.

Clouds: If the sky is clear, it becomes overcast and cloudy. If it is already cloudy, the condition clears up.

If the sky becomes overcast it completely obscures stars used for celestial navigation and shortens the distance at which objects can be sighted by 50 percent. (In clear weather a lookout on the deck of a ship can see a distance of 10 miles; 30 miles if he is up a mast.) Thick overcast (DM's discretion) can also obscure the position of the sun during the daytime, producing a diffuse, indefinite light which gives no hint of the sun's location in the sky, also increasing the difficulty of navigation. This condition lasts 1d10 days unless cut short by another roll

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on the Unusual Weather Table. It does not affect travel time but penalizes navigation rolls by a modifier of -2, as explained under *Navigation*.

Fog: If the prevailing weather is brisk or better, ignore this result. Otherwise, a fog bank rolls in and envelops the ship. Vision is reduced to 20 to 80 percent (2d4 x 10 percent) of normal. *Reveal*, the reverse of the *Obscure* spell, can clear this type of fog away from a local area.

Fog effects are experienced for 1d4 days. It is customary to reduce speed by up to 50 percent or more to avoid collisions under these foggy conditions. When sailing within 50 miles of a coast or in busy sea lanes, there is a 2 percent chance of colliding with another vessel; within 1 mile of a coast, there is a 10 percent chance of hitting submerged rocks or a reef. The DM may wish to increase these chances for ships which do not reduce speed in fog. A player character statement or a failed Ship Sailing skill roll can indicate that this is the case. When ships collide in fog, each damages the other, inflicting 2d10 points of damage to the other ship's hull for each 50 hull points of its own. Submerged rocks or reefs cause from 1d10 to 1d100 points of damage, at the DM's discretion.

Frozen Precipitation: Frozen precipitation refers to three specific kinds of precipitation: hail, sleet, and freezing rain.

Hail or sleet occurs between 30 and 50 degrees Fahrenheit, when it rains and the upper atmosphere is colder than the lower atmosphere. If the DM decides these conditions do not exist, ignore this result. Otherwise, there is an 80 percent chance of encountering either hail or sleet. Hail or sleet lasts 1d4 hours, reduces vision to one-fourth of normal, and coats the deck with ice pellets or slippery slush. If the waves are high or storm-tossed, the DM can require Dexterity checks from characters attempting even ordinary maneuvers on this slick footing.

Freezing rain occurs when rain falls through a cold air layer that is not deep enough to turn the rain to snow as it falls. Instead, the rain freezes and turns to ice when it lands. There is a 20 percent

chance that this sort of precipitation is encountered if the air temperature is below freezing. It lasts 1d6 hours.

Freezing rain coats decks, rigging, and even sails with ice. It is especially hazardous to sailors who must work in ice-coated rigging. Dexterity checks should be made for ordinary maneuvers both on deck and in the rigging. If the ship's speed is relevant to game events during the short term of this phenomenon, movement is reduced by 10 percent because of the difficulty adjusting sail and working the rigging.

Squall: A squall is a sudden rain storm which catches a vessel and passes over it relatively quickly. It is recognizable as a line of black clouds on the horizon, moving rapidly closer. In cold weather a squall can precipitate snow instead of rain.

A squall lasts for 1d100 + 10 minutes. If the final result is 90 or greater, it lasts for 1d4 hours instead. If ship movement is relevant to game events during this phenomenon, adjust the movement rate accordingly. Otherwise, a squall has a negligible effect on movement and travel time.

If a squall is sighted while still on the horizon, it reaches the vessel in 1d3 turns. If it is not sighted in advance due to fog, darkness, or other conditions, the first clue to its approach is the sudden shift in wind force and direction 2d8 rounds before the squall arrives. Randomly determine which compass direction the squall is approaching from. That becomes the new wind direction for the duration of the squall.

Roll 1d4 to find the force of the squall. On a result of 4, it is an especially violent squall which can endanger an unprepared ship. A ship prepares by clearing decks, securing gear, and heading directly into or away from the squall if it is expected to be a forceful one. A successful Ship Sailing check allows a mariner to recognize the approach of this weather if it can't be seen. A second check allows the captain or helmsman to judge its probable force and change the heading of the ship if necessary to ride it out.

If the ship is unprepared to weather the squall, the DM must decide if unsecured

items on deck are blown, tossed, or washed overboard. If a squall of force 4 strikes from any direction except dead ahead or astern, there is a 10 percent chance that ballast shifts or cargo breaks loose below decks.

Ballast, often in the form of sand in heavy bags, is carried in the bottom of a ship to improve its balance and handling characteristics. When it shifts, ship movement is reduced by 20 percent and Ship Sailing rolls related to vessel maneuvers are penalized by -4. It requires one day to correct a ballast problem.

Loose cargo in solid, bulky containers (crates, barrels, etc.) inflict 1 point of hull damage per loose load during the squall. If the cargo is not secured by the end of the squall, it does the same amount of damage each hour it is left loose below decks.

One of five squalls are accompanied by lightning. There is a 5 percent chance that lightning strikes the ship in a random location at a random time during the squall. Damage effects are determined as per the *lightning* spell; the Damage Table can be used to determine the location of damage to the vessel.

Storm: A storm brings rain or snowfall, high seas, and forceful winds. As with a squall, storm clouds can be sighted on the horizon. Storms move more slowly than squalls and can occasionally (5 percent chance) be outrun or avoided by changing course.

A storm strikes a ship 2d6 turns after it is sighted on the horizon. Wind veers to the direction the storm is coming from, affecting movement and waves as described under *Weather Conditions*. A storm lasts one day, with a 20 percent chance of continuing a second day and a 10 percent chance of continuing each subsequent day. Lightning accompanies 20 percent of storms, with a 5 percent chance per day of hitting the ship. Resolve damage as per the *lightning* spell.

Roll 1d6 to determine the force of the storm. On a result of 5 or 6, it blows with great fury and is a particular danger to unprepared ships. A vessel in a storm pre-

pare for bad weather in the same manner as for a squall. The crew is allowed the same Ship Sailing skill checks to notice the approach of bad weather and put the ship on an appropriate heading if needed.

Persons on deck in a force 5 or 6 storm also check against Dexterity once each day of the storm. Failure means a fall or mishap, and the character must make a second Dexterity check. A second failure indicates that that person is washed overboard in the storm. The DM can decide what happens afterward.

If the ship is unprepared for the storm, the DM determines whether items are lost overboard. If a force 5 or 6 storm strikes from any quarter except dead ahead or astern, there is a 10 percent chance for ballast or cargo problems as detailed under *Squalls*. However, cargo which is loosened during a storm does 2 points of hull damage per load rather than 1.

The captain must make a Ship Sailing skill roll for each day of the storm to avoid storm damage and again for each hex-face of turning if he alters the ship's heading. These rolls are modified by -1 if the storm is force 5, -2 if it is force 6, and -2 for every 1,000 miles traveled without proper maintenance. If a natural 01 is rolled during the skill check, storm damage occurs anyway, reflecting natural wear and tear, and nothing the captain's skill could have avoided. Use the Damage Table to find the nature and effects of storm damage. An additional roll is made in a force 5 storm, and two extra rolls are made in a force 6 storm.

For each day a storm lasts, the ship is blown 1d10 x 10 miles offcourse, or more if the DM wishes. (*Navigation* explains how to get back on course.) Some sailing tactics are intended to minimize this problem and hopefully also prevent excessive storm damage to a ship.

One common tactic is to run before a storm, hoping that it will blow itself out before it completely overtakes the ship. When this tactic is used, the captain does not have to check for storm damage. The vessel sails its maximum movement in a straight line in the same direction the

storm is headed. If this full movement takes the ship into a hex which contains land or an island, the captain must make a Ship Sailing roll to avoid wrecking his ship. This roll is penalized by -1 in a force 5 storm and -2 in a force 6. A natural 01 means failure in spite of the captain's best efforts, due to circumstances of weather and currents. If a ship grounds itself, the DM decides how damaged it is and how much of the crew and cargo, if any, can be salvaged.

On a successful Ship Sailing roll, the ship continues its full movement left or right along the coastline. If the coastline bends so that the ship must turn back into the storm, another Ship Sailing check is made at a penalty of -4. If failed, the ship is wrecked. If not it can continue its progress or use the following tactic.

A second storm tactic is to face into the heavy weather and ride it out. This is common practice within 200 miles of a coast, where the land limits the distance a ship can run before a storm. A vessel in this circumstance is pushed backward by the storm at a rate equal to 20 percent of its base movement rate per day. Obviously, it is dangerous to attempt this too close to land. Ships moored offshore which see a storm approaching often move out to open sea to ride it out. Vessels using this tactic often employ a sea anchor, consisting of spars, canvas, barrels, and similar flotsam tethered to a cable and let out behind the ship. The extra drag helps keep the vessel headed into the wind and waves, and helps slow its backward movement by 5 percent.

Finally, magic can be used to counter the effects of a storm. Merchant-princes excel in this, typically calming the wind and water around their vessel and creating a magical wind to blow them out of the stormy area.

Hurricane: A hurricane brings four days of incredibly powerful stormy weather. It cannot be outrun or avoided except by the use of magic. It is preceded and followed by 1 or 2 days of regular storms as described above.

A hurricane doubles the ship's normal movement rate. Modifiers for storm dam-

age rolls are doubled, as are the effects of storm-related damage. For example, loose cargo in a hold causes 4 points of hull damage per load rather than 2.

A ship that tries to maneuver normally during a hurricane runs a great risk of being capsized or heavily damaged. A vessel generally heads straight into a hurricane storm or runs directly before it, as explained under *Storms*. Each time the ship maneuvers or alters course, the captain must make a Ship Sailing skill check, modified by -4 for every hex face he changes the heading. If the roll fails, there is a 25 percent chance that the ship capsizes immediately and sinks within 1d12 turns. If the ship does not capsize, roll four times on the damage table. Damage results are doubled in severity.

Characters on deck make a Dexterity check each day of the hurricane. The rolls suffer a penalty of -4 unless characters are tethered to safety lines. A failed roll indicates a mishap or a fall, and a second Dexterity check must be made. Failure indicates that the person is washed overboard in the storm. The DM can decide what happens next, but persons lost in a hurricane are hardly ever rescued unless they were wearing safety lines.

Waterspout: A waterspout is a tornado that forms over water and follows a completely random path across the sea. Most last for 1d20 turns, but 10 percent of them last for 1d10 hours. There is a 5 percent chance that a waterspout will hit a vessel regardless of the ship's maneuvers to avoid it.

A waterspout has a 50 percent chance of lifting a sailboat out of the water, but only a 5 percent chance of doing this to a ship. A vessel that is lifted by a waterspout takes 1d10 x 10 points of hull damage and is dropped 1d10x10 yards away in a random direction. When the vessel drops, it suffers another 1d6 x 10 points of hull damage.

If a ship is struck by a waterspout but does not leave the ocean's surface, roll four times for storm damage on the Damage Table and double the severity of the effects. Persons on deck save against Dexterity. Failure means they are plucked up by the watery wind, suffer 3d10 points of

Sailing

damage, and are dropped 1d10x1 yards away in a random direction.

Whirlpool: Ninety percent of the whirlpools encountered are natural phenomena found in coastal areas in relatively shallow water (100 feet deep or less). They are usually the result of strong tide and current effects through unusual ocean bottom configurations. The remaining 10 percent of whirlpools have magical origins and can be encountered anywhere in the ocean.

If a whirlpool is already in motion, it can be avoided with a successful Ship Sailing skill roll. Otherwise, the water begins its swirling rotation while the ship is in its area of effect. A Ship Sailing roll at a penalty of -2 must be made in order to escape, or the ship is swept around in a giant circular path. Another escape attempt can be made each hour, but with a cumulative penalty of -2 for each hour the whirlpool swirls. A whirlpool lasts 1d6 hours. A ship caught in the watery funnel at the end of that time takes 2d10x10 points of hull damage, either from being dashed on the ocean bottom or flooded.

Damage

Use the Damage Table to find the nature and degree of storm or battle damage to a ship. Battle damage is usually inflicted by enemy artillery fire. The location of magical damage, although not its severity, can also be found on the chart. Storm damage is checked as noted under *Unusual Weather* or at the DM's discretion. Nonsensical results should be ignored: a ballista attack from the front of a ship will not snap the rudder cables, for instance, nor can a ship with already-broken masts lose another. In such cases, either roll again or assign the damage to the hull.

Damage and Movement: Find the percentage of original hull points remaining in a damaged vessel. The ship's base movement rate is reduced by the amount indicated below. A sailing ship with only 25 percent of its hull points remaining is too severely damaged to sail. It drifts with the wind and current until it is repaired.

Damage Table

Roll	Damage	HP(1) 2d12	Location	Lost Description
2-3	Mast	-10		Mast snaps, tearing away rigging and sails. When all masts are gone, ignore yardarm or sail damage and roll again.(2)
4-7	Yardarm	-1d4		Yardarm breaks, taking sail and rigging with it.(3)
8-10	Sail	-1d4		Sail rips or blows out, becoming useless.(3)
11-18	Hull	-1d1		Planks above the waterline are sprung
19-21	Hull	-2d10		Planks below the waterline are sprung
22-23	Hull	-3d10		Major structural damage: broken planks, splintered timbers, etc.
24	Steering	-10		Rudder cables snap or wheel is disabled.(4)

(1) Hull damage is doubled if it results from a hurricane.

(2) A ship's base movement is reduced each time it loses a mast. The speed reduction is based on the original number of masts, as follows.

Percent of Original					
Hull Points Remaining	Base Movement Rate Reduced by				
100	—				
75	-20%				
50	-50%				
25	-100%				
10	check for wave dmg				
No. of Masts:		1	2	3	4
Loss of Mast cuts speed by:		1/1	1/2	1/3	1/4

A ship blown before a storm will still move even with no masts (see *Weather Conditions*) because it drifts with the storm wind, but it cannot maneuver except to turn directly into the wind.

(3) After 6 points of yardarm or sail damage is done, one mast no longer holds sail. Treat vessel as if it has lost a mast for movement purposes.

(4) A ship with disabled steering drifts until the bow points into the wind. If the weather condition is "strong" or worse, the ship may be hit broadside by waves and capsized if it does not turn into the wind quickly and stay there precisely. Roll against Ship Sailing skill to avoid this problem. A force 5 storm penalizes the roll by -2, a force 6 storm by -4, and a hurricane by -8.

A sea anchor is usually employed to accomplish this steering maneuver. If the ship is already using a sea anchor when the steering is lost, the Ship Sailing modifiers above become -0, -2, and -4, respectively. A capsized ship sinks in 1d12 turns.

When a ship has only 10 percent of its original hull points left, violent wave action can break the weakened structure up, inflicting additional damage until repairs put the ship above the minimum 10 percent.

Brisk	1d2 hull points/day
Strong	1d4 hull points/day
Squall,	
Storm	1d6 hull points/day
Storm (force	
5 or 6)	1d1 hull points/day
Hurricane	2d10 hull points/day

A ship reduced to 0 HP sinks.

Navigation

The Navigation skill described in the *Adventurer's Guidebook* is important for safe and accurate sea travel over any distance. When navigation rolls fail, a ship goes off course or becomes lost at sea. A vessel is off course when it is following a heading other than the one it needs to arrive at its destination. It is lost when the navigator is no longer certain what heading is needed to get it to its destination. However, even when a ship is lost, navigators and captains usually have a general idea of where the nearest large land mass might be. If all else fails, a voyage can be interrupted to find that land mass and pinpoint the ship's location.

If there is no one with Navigation skill directing the ship's travel, there is a far greater chance for the vessel to become lost at sea. A character with Ship Sailing skill can apply that ability to navigation attempts but each roll is modified by -10. A character with only Boat Sailing skill is successful only on a die roll of 2 or less, and a character with none of these skills navigates correctly by mere luck on a

roll of 1. Water elves add +1 to their Navigation skill rolls for each of their senses (direction and navigation) that is working correctly at the time. Navigators without the correct sea charts suffer a -2 modifier to their rolls.

All navigation rolls are made secretly by the DM. Failure means wrong conclusions, which the DM should impart to the character as if he were navigating correctly. Characters who suspect they are off course or lost can save vs. Intelligence or Wisdom, whichever is greater. A successful roll confirms the truth of the matter and permits a second Navigation check at -5 to the roll. If successful, course is corrected or the ship's position pinpointed. When characters are off course, the DM must keep track of two ship positions: the true one, and the false one where the characters think they are.

Navigation checks are made in the following circumstances. After every week of travel with brisk or strong winds, the vessel is likely to drift downwind of its course. A successful Navigation check keeps it on course. Failure means the ship has moved one hex downwind of its former position. If this would put the vessel in sight of land, inform the crew what they see.

During a storm or hurricane, keep track of the distance traveled by the ship, the direction it is blown in by the storm, and the amount, if any, by which it is blown off course. After the bad weather, a Navigation check is made. Success pinpoints the ship's current hex and heading.

If this roll fails, the character's estimate of the ship's position is one hex off for

every point by which the roll failed. This false position is in a randomly selected direction downwind of the storm and the ship's original position. If the ship was already off course at the start of the storm, the navigator's new position estimate is based on where he thought the ship was.

Finally, navigation checks are made any time the ship encounters fog or overcast skies. If the check fails, the ship drifts into a new heading, turning 1 hex face for every 2 points by which the roll failed. When the weather clears, another check can be made to get back on course. The DM can assign modifiers to the roll to reflect the ease or difficulty of realizing the ship is off course.

Sea ENCOUNTERS

There is a 10 percent chance per week of travel of having an encounter that is not weather related. There are two sets of encounter probabilities. One is for coastal waters and sea lanes—places heavily traveled by ships. The other is for uncharted waters and the high seas, the latter being those ocean areas away from sea lanes and land masses.

Coastal and Sea Lane Encounters

01-33	Ship, merchant
34-40	Ship, pirate
41-50	Ship, smuggler
51-60	Ship, navy
61-70	Islet/reef
71-00	Monster

Uncharted Waters and Seas Encounters

01-20	Ship, merchant
21-30	Ship, pirate
31-50	Islet/reef/island
51-00	Monster

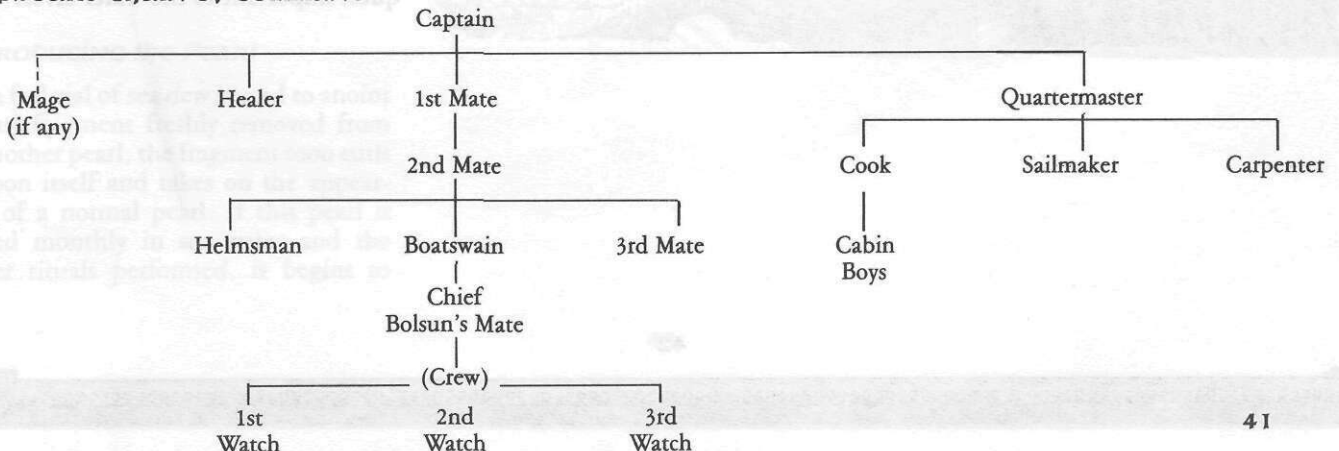
The details of sea encounters are for the DM to set, but these guidelines apply.

Merchant ships are generally on the lookout for pirates, especially when other ships are encountered. Pirates often disguise themselves as merchant vessels. Navy ships sometimes stop and inspect vessels they suspect of being pirates or smugglers. Smugglers avoid other ships. Their craft tend to be fast so they can outrun others, and they carry rich cargos. Rules for chases and evasion are given in the *Expert* rulebook on page 44. Ship-to-ship combat is further discussed under *Privateers*.

Islets and reefs encountered are navigation hazards. They can be avoided with a successful Ship Sailing skill roll, but if they are hit they inflict from 1d10 to 1d100 points of hull damage. Many small uncharted islands are scattered across the ocean; they are not normally a navigation hazard, but offer a chance to explore and forage.

Monsters abound in the ocean. From sirens luring sailors to their deaths on rocky islets, to the formidable kraken of the deep sea, the DM should have no problem finding challenging monsters in the D&D® rule books. Sea creatures are usually sighted at normal distances (40-240 yards), with modifiers as needed for weather and sea conditions. Even such ordinary things as kelp beds and icebergs can be treated as monster encounters if they are close enough to endanger a ship. Additional encounter information is given on page 44 of the *Expert* rules.

Shipboard Chain of Command



Secrets of the Minrothad Elves

Water Elves

When Calitha Starbrow ascended to immortality in Evergrun, she created as her test the Pearl of Power, a living relic that is the close-kept secret of the water elf clans of Minrothad.

The original pearl was left in Evergrun when some of Starbrow's followers migrated with Ilsundal out of that land (see *GAZ 5*). A fragment of the pearl was secretly taken by Poladan Meditor, at that time an assistant keeper of the relic. The original pearl has since become lost to history and is believed destroyed.

The relic is a semi-sentient creation, growing over the ensuing centuries from a fragment into an entire Pearl of Power. (The method for doing so is explained below.) At first Meditor was secretive about what he had done. For a long time the water elves had no relic at all to speak of, and when the fledgling pearl began to develop, the new keeper and his assistants kept the news to themselves. When the power of the off-shoot relic became noticeable, the keeper was confirmed in

his office, but the elves kept news of their clan relic from their human neighbors. These old habits of secrecy die hard. The Pearl of Power is seen by few in Minrothad, and spoken of by fewer.

The relic appears to be a massive iridescent pearl 3 feet in diameter. It glows with a gentle golden-pink light, illuminating all within a 40-foot radius. It is warm and smooth to the touch, and rests on a giant shell lined with mother of pearl. The shell came from a giant oyster in local water, and has nothing to do with the pearl's powers. The relic is located in the hidden Grotto of the Pearl in the sea caverns beneath Seahome on Alfeisle.

If a hand-sized layer of the pearl is chipped off the relic, the scar left where the fragment was removed heals over the course of one year. These fragments are used to craft various magical items, as explained below. Removing more than one fragment a year reduces the pearl's turning range by 5 feet. When that range drops below 300 feet, it loses one spell-like ability (randomly determined) for each 5 feet the range is further reduced.

As with other relics, this range returns at the rate of 5 feet per day.

The Pearl of Power can cure *blindness*, *cure disease*, *neutralize poison*, *cure serious wounds*, *identify magical items*, and *turn undead* in the same way as other clan relics. The pearl is also used to make several magical items valued by the water elves. Through the medium of this relic, the immortal Calitha bestows unique spells on the keepers. These spells are marked with (K) on the *merchant-prince* spell list.

Relic Crafts

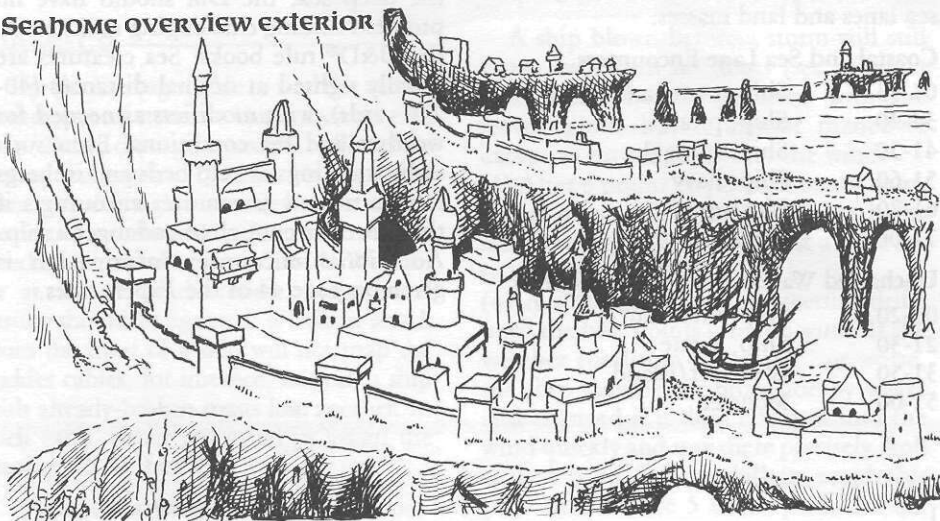
Pearl fragments are used to create special magical items.

A pearl fragment ground up is the primary ingredient in a *potion of water movement* made by the water elves. This potion allows the imbiber to move underwater or on the Elemental Plane of Water as easily as if he were surrounded by air. The effect lasts for one day. It does not, however, enable him to breathe underwater; some other method is required to gain that ability.

A *ring of water walking* can be crafted from a pearl fragment. Not only can the ring's wearer walk on water, but so can anyone in physical contact with him when he exercises this spell effect. Some water elf merchant-princes are gifted with these rings in thanks for their services to the elves of Seahome.

For special purposes, three fragments of the pearl are sometimes used to create a *staff of air and water*. This staff also provides the ability to breathe water, and its effects on the Elemental Plane automatically extends to a 10-foot radius. A staff of this type cannot be bought, but is sometimes given to a hero to aid in a quest important to the water elves.

Seahome overview exterior



Ship of Pearl

The keeper and his assistants can use the Pearl of Power to create a ship of pearl. The vessel is made in this manner.

Once each month the pearl is ritually bathed in the seawater of the grotto. When all the seawater but one drop has evaporated, the keeper captures that droplet in a vial made of pearl fragment. This is repeated throughout the years until the vial is full of *sea dew*, a process which takes 100 years to complete. Meanwhile, a layer of pearl the width of one hand is chipped off each year and set aside for the future construction of the ship. More fragments can be collected if desired, but each in excess of the first reduces the pearl's power as noted above.

When enough fragments are collected, they are mortared together into the shape of a ship. The cement is made of ground mother-of-pearl with half the *sea dew* mixed into it. Finally, at the right moment of the year, the *ship of pearl* is anointed with the rest of the *sea dew*, and the magical craft is ready to be used.

The *ship of pearl* holds 10 elves. Obeying verbal commands, it travels on water to any place named, moving 360 feet per round or 215 miles per day. The ride is smooth to those within the ship, regardless of wind, weather, or wave conditions. The ship can travel on fresh as well as salt water, and magically avoids navigation hazards such as islets and reefs. If such lie unavoidably between the ship and its destination, it stops short near the obstacle until told where to proceed.

The Minrothad water elves have never made a *ship of pearl*, although the keeper knows how it is done. Now, for the first time in centuries, they have enough of the required materials to create one if they wish.

Reproducing the Pearl

If a full vial of *sea dew* is used to anoint a pearl fragment freshly removed from the mother pearl, the fragment soon curls in upon itself and takes on the appearance of a normal pearl. If this pearl is bathed monthly in sea water and the proper rituals performed, it begins to

grow. After 1d4 centuries, the pearl reaches maturity and its sentience awakens, whereupon it gains the same abilities as the original Pearl of Power.

Wood Elves

The Verdier clan of elves left their clan tree behind when they emigrated from their homeland. Some say that tree was the inspiration for Ilsundal's later creation, the Tree of Life, familiar to so many mainland elves (see GAZ 5 and CM7, *Tree of Life*). However this may be, the Verdier elves arrived in the Minrothad Islands without any relic at all. Whatever sprig or offshoot of the clan tree went with them had perished during their long travels.

When these elves isolated themselves from their water elfkin in the early days on Alfeisle, they withdrew into the forests heartsick for the woodlands they had left behind. Alawyn Verdier was keeper at that time, although no relic existed for her and her assistants to guard. Discontented with her useless existence, Alawyn

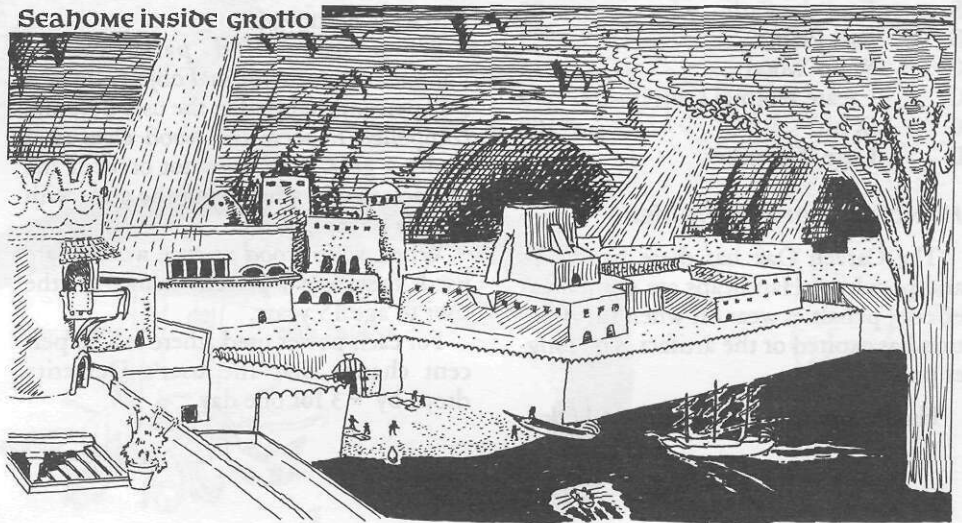
and a few brave companions went on a quest to find a new relic for the Verdier wood elves.

The keepers were gone for five years. After adventures which took them to the planes of the Immortals, Alawyn and her friends returned, much aged and fewer in number, but with a relic of sorts for their isolated clan. They had brought with them the Carven Oak, a powerful artifact given to the wood elves by the immortal they follow.

The Carven Oak is a life-sized carving of an oak tree. It stands 30 feet tall and is made of solid wood, of a type even the forest elves cannot identify. The trunk and branches are carved to look like bark, the leaves resemble leaves down to the finely-detailed veins. Besides the leaf-covered branches, the Carven Oak was made with 100 separate branchlets standing starkly alone.

The Carven Oak stands in a heavily guarded sacred grove not far from Verdun on Alfeisle. Mahogany grows in this island forest, but the Carven Oak stands alone in a clearing 200 feet across. The

Seahome inside Grotto



Secrets of the Minrothad Elves

artificial tree is deeply rooted, originally with the base of its trunk set deeply in the ground. It appears that the trunk has taken root in the past century. Although the rest of the artifact is clearly dead wood, its keepers are hopeful that it may be turning into a living tree.

Artifact Powers

The Carven Oak is a greater artifact created by an immortal of the Sphere of Time. It possesses none of the powers of traditional elf clan relics, although its powers are great enough in their own right. Only the current keeper, Rewen Verdier, and his senior assistant, Hani Oliwn, understand all the powers, uses, and dangers of the artifact.

The artifact is charged with 500 power points. It recharges at the rate of 20 points per turn, or 120 an hour. The artifact has these powers:

A	Control Plants	35
A	Control Animals	60
A	Turn Wood	45
A	Blight	10
B	Speak with Plants	30
B	Find the Path	80
B	Pass Plant	35
C	Warp Wood	15
C	Create Normal Object	75
C	Wish	100
D	Cure Wounds	15

Handicaps and Penalties

The Carven Oak has these handicaps and penalties. Handicaps are permanent effects; penalties wear off when the duration has expired or the artifact is no longer possessed,

Handicaps: The junior immortal Oley-

an is imbedded in the Carven Oak and bound to serve the wood elves, the result of a dispute he lost with the creator of the artifact. This is unknown to any but the keeper himself. It is because of Oleyan's presence that the Carven Oak has begun to take root. He has 1,500 years of service left, or until the artifact is destroyed. Oleyan will help anyone who comes to destroy the Carven Oak, for he has long since become bored with this existence. He can communicate telepathically with anyone touching the Carven Oak, but does not do so unless he senses that person might be sympathetic to his desire for freedom.

When *control plants*, *speak with plants*, or *pass plant* is used, there is a 20 percent chance that the user loses 1 hit point permanently.

If two powers are used in a single day, the user suffers -50 percent to attack ranges for missiles and spells for the next 24 hours.

Penalties: When *wish* is invoked, there is a 90 percent chance that the user will die. There is no saving throw, and this effect does not reverse itself if the artifact is destroyed.

When using *find path*, *control animals*, or *create normal object*, there is a 60 percent chance that the user becomes compelled to serve the wood elves as if under a geas. This does not occur if the character is already serving the elves with his use of these powers.

When *warp wood* or *cure wounds* are used, there is a 5 percent chance for the user to age 15 years.

For each power used, there is a 50 percent chance that the user's Dexterity drops by -3 for one day.

If a power costing more than 50 power points is used, there is a 50 percent chance that the user's next saving throw is penalized by -1d12.

Activation

These powers can be activated in two ways. The most common is to touch the Carven Oak and invoke the name of the power. The second way is to break off one of the leafless branchlets of the artifact. At any later time, the user can break that branchlet in half and invoke the name of the desired power. The power then takes effect as if the user were touching the artifact. If a branchlet is broken without a power being named, it is not wasted; each lesser length retains its power until one artifact ability is invoked. This ability can only be used once per branchlet, no matter how many twigs it is broken into.

This latter method of activation in effect makes each branchlet a one-time magical device that can be used at any distance from the carven oak. These branchlets are given on rare occasions to adventurers or heroes working in the cause of the Verdier clan. When the keeper gives a branchlet for this purpose, he tells the recipient what spell effect the branchlet has. He does *not* mention that any branchlet can invoke any power, nor what the full range of powers are. If a person receives more than one branchlet, they are painted or tied with colored string so that the supposedly separate spell effects can be told apart. There are currently 82 branchlets remaining on the Carven Oak. Once they are gone, they cannot be replaced. No other pieces of wood from this artifact have the same remote power effect.

TOWNS AND CITIES: A TRADER'S TOUR

—with commentary by wood elf Elgis Carver, Master Trader, Guild Verdier

It be a life-long matter to learn each town and village of the Minrothad Islands, Each has its own look and feel, its own specialties to trade, its own interests to protect in politics. I been plying these waters over four hundred years, taking Guild Verdier business atween the various guild islands. No mainland trade for me! There be enough people here in this vasty territory to keep an honest trader busy for hundreds more years.

The islands of the Minrothad Guilds occupy 6,552 square miles. They are inhabited by a population of mixed races totaling 280,000. The ocean's bounty and the quantities of food imported by Minrothad allow this nation to support the densest urban population found on any islands of the Known World.

The geography of the Minrothad Isles is described in the *Adventurer's Guide*. The products and businesses in towns of interest are dictated by the race and guild found there, which are also detailed in the *Guide*.

TRADER'S ISLE

Trader's Isle is a misty, foggy place, especially along the north shore where the largest settlements be. It takes a canny navigator to work through the shoals outside of the harbors. When the Dragon's Breath trade winds blow clear, you can see the peaks of Trader's two extinct volcanos: Landfall Peak in the north, and Immortal's Home to the south. The first colony leader, Minroth, disappeared on Trader's Isle when he hiked to the top of the southern volcano. Minrothians believe he be there still, awaiting for a good time to return.

Nithian Reef guards the entrance to Harbortown. Gornly Shoals outside the city of Minrothad both protects the capital and offers good fishing for local fishermen. Under most conditions, Minrothaddans can navigate these hazards without difficulty, but foreign sailors do so with a penalty of -6 to Ship Sailing skill rolls. For a fee (see *Speculative Trade*), the harbor master provides pilots

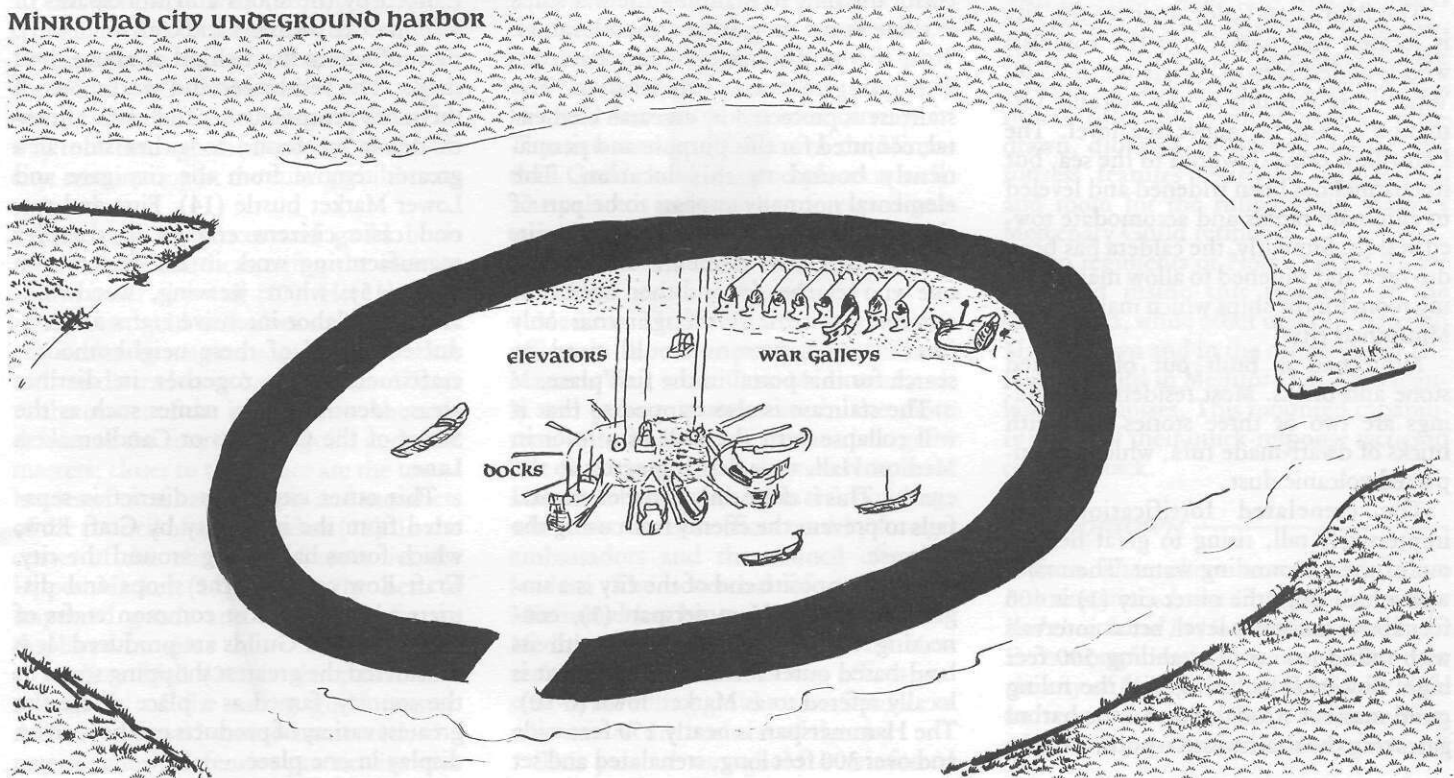
to guide foreign ships into these ports. Pilots meet incoming ships in rowboats or navy patrol ships, but in winter storms and at night time most vessels—including those of the guilds—wait for better visibility before attempting to make harbor.

The humans of Trader's Isle have been plagued with lycanthropy in the past; outbreaks continue today. Lycanthropes might be encountered anywhere on this island. This problem is not mentioned abroad, and should come as a surprise to PCs who encounter werereatures.

MINROTHAD

Our capital be Minrothad, on the northeast side of Trader's Isle. We sometimes call it the city of Minrothad, or simply "the city," so as not to confuse it with the name "Minrothad Guilds." It's bigger than many a continental trade city. The sea port has plenty of moorage for ships, bat them that come to trade and not just take on supplies sail up the Lithwillow River or get towed the

MINROTHAD CITY UNDERGROUND HARBOR



TOWNS AND CITIES: A TRADER'S TOUR

quarter-mile to the city proper.

Minrothad stands mostly on a fortified island inside the Alpathian Caldera. That be what little is left of an old volcanic cone that blew itself up, filled now with a lake formed by the Lithwillow River. The Lithwillow drains down from Landfall Peak, into the caldera, then downhill again to the sea. Ah, the city be a grand sight in the sunrise—like a fairy city, afloat on the misty water, ringed about with high towers of white stone. Ship captains say there are few places that look as grand when they're first seen,

The city of Minrothad has a class B port and shelters a population of 25,000. It is the seat of government for the Minrothad Guilds, the busiest trade city and largest port in the islands, and is the base of operations of the oldest trading houses in the nation. Any sort of character can be encountered in Minrothad and almost any type of good can be purchased here. Strong dwarf-built fortifications and its peculiar geographical location make this one of the most impregnable settlements of the Minrothad Islands.

The Alpathian Caldera where the city is located was named for the colonists who founded New Alpathia on this site. What little remains of the volcanic formation is not far above sea level. The Lithwillow flows downhill to the sea, but its channel has been widened and leveled to eliminate rapids and accommodate towed vessels. Similarly, the caldera has been dredged and widened to allow maneuvering room for the ships which make port at Minrothad city.

Minrothad is built out of quarried stone and bricks. Most residential buildings are two or three stories tall, with bricks of dwarf-made tufa, which is compacted volcanic dust.

The crenelated fortifications are impressively tall, rising to great heights out of the surrounding water. The major wall which rings the outer city (1) is 400 feet above the water level, set at intervals with round towers (2) standing 500 feet high. Towers (3) which guard the ruling guild master's stronghold and the harbor gates ring the southwestern portion of the

city. These stronghold towers have a 600-foot-high base and are surmounted with a second, narrower tower which rises an additional 100 feet. The stronghold towers flanking the sea gate have catapults, but other towers are topped with ballistae, easier to use in the relatively short ranges within the caldera.

The river gate (4) to the inner harbor is hung with two sets of butterfly gates. This gives admittance to a broad, protected lagoon, an artificial harbor beneath the fortifications of Meditor Hall (20), the palace and stronghold of the ruling guild master. Opposite the river gate are docks for six fighting galleys, Minrothad's reserve naval force for defense against enemies who might make it as far as the Alpathian Caldera. In the center of the lagoon is a man-made island ringed with docks. Water-powered elevator platforms descend from overhead to hoist goods up to the level of the city. In this way enemies are prevented from easily entering Minrothad in time of war.

One staircase is concealed at the rear of the galley storage sheds, but it is intended for use only in manning the war ships if there is no time to use the elevators. Treat this as a secret door for characters attempting to discover its location. The staircase is protected by an earth elemental, conjured for this purpose and permanently bound to this location. The elemental normally appears to be part of the stone wall next to the concealed staircase entrance. The elemental attacks anyone who searches for and then opens the entrance, since it is thought that only unauthorized persons would need to search for this portal in the first place.

The staircase is also trapped so that it will collapse with the pull of a lever in Meditor Hall, thus denying egress to the enemy. This is done only if the elemental fails to prevent the enemy from using the staircase.

At the opposite end of the city is a single bridge, the Hammerspan (5), connecting the city of Minrothad with its land-based outer fortifications in what is locally referred to as Market Town (6-10). The Hammerspan is nearly 150 feet wide and over 300 feet long, crenelated and set

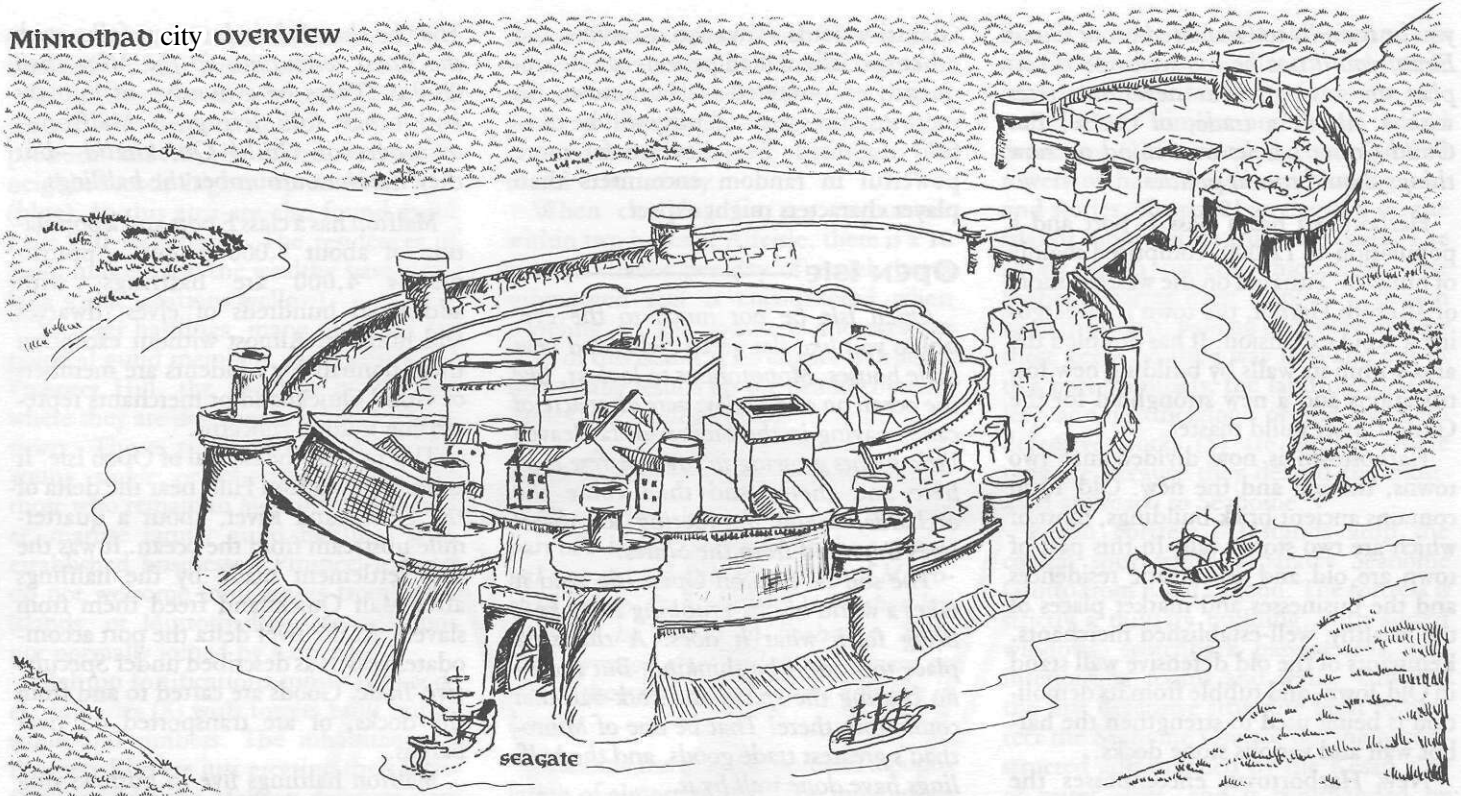
at intervals with statues commemorating famous figures in Minrothad history. The bridge is supported by a single massive center pylon, resulting in two tall, wide arches under either half of the roadway. These arches are high enough that galleys, most sailboats, and ships with their masts unstepped can pass beneath.

At the landward end of the Hammerspan is a 400-foot-tall bridge barbican (10). It opens into the Outer Market (7) of Market Town, where farmers, fishermen, and Trader's Isle inhabitants bring their goods to trade. Livestock is kept in the pens and stockyards (8) while laborers and many members of the first caste reside in districts near the wall (9). The main gate of these outer fortifications (6) stands 400 feet above the water and 250 feet above the surrounding land.

On the island side of the Hammerspan is the Minrothad city gate (11), an elaborately-carved ediface which towers 500 feet above the water level. The city gate opens into the Lower Market (12), where local crafts, produce, and cheap imports are sold. The Lower Market is flanked by the shops and workspaces of second caste peddlers and craftsmen (13), most of whom live behind or above their shops. The residences and workshops of the more prosperous second caste Minrothaddans are found to either side at a greater remove from the city gate and Lower Market bustle (14). First and second caste citizens engage in complex manufacturing work in the factory districts (15), where weaving, woodwork, and other labor-intensive crafts are conducted. In all of these neighborhoods, craftsmen group together in distinct areas, identifiable by names such as the Street of the Oilsellers or Candlemakers Lane.

This outer city crafts district is separated from the inner city by Craft Row, which forms half a ring around the city. Craft Row connects the shops and districts where the most common crafts of the Minrothad Guilds are produced. It is considered the greatest shopping street in the country, famed as a place where the greatest variety of products can be seen on display in one place.

Minrothad city overview



The defensive wall (16) of the inner city stands 550 feet above water level and 125 feet above the crafts district. The wall is pierced by Guild Master's Gate, which opens onto the Guild Master's Way. The way runs through the center of the inner city, terminating at the ruling guild master's palace.

Merchant residences and guild businesses of the third caste ring the interior of the inner city wall (17). Here are silk merchants, gold and silver smiths, jewelers, dealers in magical supplies, and other well-to-do traders in luxury goods. Closer to the center of the inner city are the residences of the fourth caste guild and craft masters; closer to the palace are the townhouses of merchant-princes and members of the council of guild leaders (18). In the center of this elite pan of town lies the Upper Market (19), where the best of imported goods and uptown crafts are displayed for sale.

Meditor Hall (20) is the palace and stronghold of the ruling guild master. Although carved and ornamented, the exterior shows defensive practicality with

narrow windows and solid walls. Within, the interior is decorated in a style reflecting the eclectic Minrothad taste. Alphanian lacquered tables stand on costly Vestland furs and hold exotic carvings in Thyatian marble. Products of the Minrothad Guilds hold honored places as well. The palace is impressive to foreign dignitaries, as much for the unusual collector's style in which it is decorated as for the wealth the materials represent.

Meditor Hall contains government offices in the outer portions near Guild Master's Way, while Oran Meditor's family and private quarters are in the more remote sections closer to the river gate. The first consort oversees state receptions and other functions held in this building, which also houses offices used by foreign ambassadors and the council of guild leaders. The seneschal of the city of Minrothad has his residence just outside Meditor Hall at the head of Guild Master's Way. The seneschal uses offices and staff in the ruling guild master's palace to take care of the business of the city.

This palatial stronghold is reinforced

with defensive walls (21) which connect to the stronghold towers (3). If these towers are overrun the defenders escape across removable bridges (23) to the interior fortifications. The bridge is withdrawn, dropped, or burned. Inside, the fortress features courtyard stables (22) and room for the ruling guild master's Mercenary Guild retinue.

Two regiments of Home Guard #1 are stationed inside this segment of the stronghold, while other units are based in Market Town and in the countryside. The Home Guard in Meditor Hall drills regularly with horses. This mounted capability is part of their quick-response tactics in case of attack.

Harbortown

Even when there were a sight more humans around, the Cotser family always had their hand in Harbortown's business. Even though Harbortown be smaller than the city of Minrothad, Guild Cotser trade be very prosperous. But I warn ye this: plots be fast and thick in Harbortown. If

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you be friendly to Oran Meditor Guild Elsan, you'll not be too welcome if you plan on staying. That never interferes with a sale or a trade, of course. But Guild Corser has its own mind on how things should run in politics.

Harbortown has a class C port and a population of 12,000, comprised mainly of humans. Situated on the western shore of Minroth Harbor, the town is undergoing a rapid expansion. It has doubled the area within its walls by building new fortifications and a new stronghold for the Guild Corser guild master.

Harbortown is now divided into two towns, the old and the new. Old Town contains ancient brick buildings, most of which are two stories tall. In this part of town are old and aristocratic residences and the businesses and market places of the wealthy, well-established merchants. Remnants of the old defensive wall stand in Old Town, and rubble from its demolition is being used to strengthen the harbor wall and various stone docks.

New Harbortown encompasses the dwellings and workshops of common craftsmen, but the walls go far beyond them to enclose much open ground currently used as pastureland. A second high-class merchant district is coming into existence near the outer walls as the well-to-do of Old Town build new homes and businesses on this land.

Guild Corser dominates Harbortown. Their goods and products are seen most often in the town's markets, and their political interests are carefully protected as well. Persons who are known to support the ruling guild master, the political guilds, or Guild Elsan have a very difficult time uncovering sensitive or valuable information in Harbortown.

Harbortown's waterfront district has a reputation of being tougher than most. Fights and worse trouble are common there between locals and non-Corser visitors. Persons with political differences are popular targets of harassment and muggings or robberies are not uncommon.

Guild Corser is clandestinely bringing in specially skilled mainlanders to disrupt the rule of Oran Meditor. For this reason,

Glantri wizards, Thyatian assassins, and other specially skilled persons can be frequently encountered in Harbortown. In most instances their identity will be carefully disguised, but they are far more powerful in random encounters than player characters might expect.

OPEN ISLE

Open Isle be not much to the eye, unless you like flat green fields and neat little houses. Monotonous to look at, like the ocean on a calm day: acre after acre of cane, waving in the breeze, or fat-leaved little plants growing in rows. A few trees here and there, and then come the orchards, many numbering all dwarf trees imported from the Shires.

The soil be thin on Open Isle, and it takes a world of dirt-grubbing to make it bring forth what it does. A thankless place to work, I be thinking. But there's no beating the spices and cork-oak that come from there! That be one of Minrothad's greatest trade goods, and the halflings have done well by it.

Open Isle supports one town and many scattered farming villages of halflings. It is the largest producer of spices and sugar in the Minrothad Isles, goods which are one of the guilds' most profitable trade items. A surplus is produced which meets the needs of Minrothadans, and leaves a large quantity for export.

Storms hit Open Isle with special force. Winds are unbroken by hills or woodland and blast across the open expanse of fields unmercifully. Human houses suffer periodic disasters from this onslaught of weather, which leaves the traditional burrow homes of the halflings untouched. Out of necessity many humans of Open Isle have adopted the halfling style of housing, making them the only men and women in the world to live in burrows in the halfling manner.

MALFTON

Malfton be the pride of the halflings. Outside of the Five Shires it be the biggest and onliest halfling town with port and trade run completely by halflings.

They be cheerful, industrious folks, with the finest restaurants in the Minrothad Guilds. There be a number of humans and other folk living in Malfton—members of Guild Quickhand—but they'll never outnumber the halflings.

Malfton has a class E port and a population of about 5,000 people. Approximately 4,000 are halflings, with additional hundreds of elves, dwarves and humans. Almost without exception these nonhalfling residents are members of Guild Quickhand or merchants representing trading concerns.

This town is the capital of Open Isle. It is built on Malfton Hill, near the delta of the Quickhand River, about a quarter-mile upstream from the ocean. It was the first settlement made by the halflings after Malf Quickhand freed them from slavery. At the river delta the port accommodates vessels as described under *Speculative Trade*. Goods are carted to and from the docks, or are transported on river barges.

Malfton halflings live in burrows dug into the lower hillside (1), marked at the contour lines on the map. On the upper slopes of the hill are the halfling shops, manufactories, and warehouses (2). A market field (3) occupies the center of Malfton, along with a complex of guild offices and meeting halls (4). Halfling buildings are rustic in design, made of rough-hewn stone and wood, and are set in a parklike environment.

Human (5) and elvish (6) dwellings and shops are built of wood and plaster, while dwarves (7) prefer those made of brick or stone. Compared to larger communities the human structures are clean, well-built, and spacious. To the halfling's eye, however, the dirt roads, lack of extensive gardens, grass yards, and narrow alleys are very unappealing.

Malfton is laid out in districts according to the Guild Quickhand crafts pursued in each area. The leather district (pink) includes a large number of the elvish guild members. The fuel-makers district (red) is dominated by halflings and dwarves while the cottage industries such as basket weaving and pottery

(white) account for the humans and the remainder of the halflings.

Merchants who carry import goods and traders who export Guild Quickhand products are in the more well-to-do neighborhoods higher up Malfton Rise (blue). In this area are also found guild halls and restaurants. The residences of guild masters and the wealthy have similarly scenic locations (yellow).

Younger halflings, many of whom are political guild members, have purchased Prospect Hill, the rise east of Malfton where they are developing a new halfling town. These town pioneers are the young, single, or poorer halflings, while those who remain in Malfton are the older, mature family guild halflings with established businesses. Prospect-towners do not welcome immigrants from other islands, or Minrothaddans from guilds not normally joined by halflings.

Malfton fortifications consist of wooden palisades (8) with towers built out of stone and timbers. The inhabitants of Prospect Rise are just erecting their fortifications, but the Malfton defenses were completed ages ago and are now in poor condition. There is not enough need to warrant continuous repairs. Three fortified wooden bridges span the river and barbicans guard two approaches to town. Prospect-towners have constructed a fort at their end of the bridge.

Alfeisie

Alfeisie be the longest of the islands, ridged with high-bucked mountains and covered with forested slopes. She be mote rugged than she looks offshore from a ship, with mountain valleys well hidden from the wanderer and submerged reefs for the unwary at sea.

Alfeisie be home to the elves of Minrothad. We Verdierelves have harvested her trees since we first came here. We're the only elves we know of who reforest the woodlands. If you look, you can see the latest cut on the side of GregusRidge.

Gregus Ridge is the central mountain spine that runs the length of Alfeisie. The inactive volcanic peak of Mount Olwin to

the north is its highest point. The steeply-sloped ridge gives way to fertile highland valleys and forested hills. The forest grows so densely in these heights that even native elves have not explored the island exhaustively.

When checking for sea encounters within two hexes of Alfeisie, there is a 10 percent chance per day of travel that a submerged reef is encountered when traveling on the southern and western sides of this island. This chance is in addition to any results on the Sea Encounters Tables (see *Sailing Rules*).

Seahome

Water elves live in the northeastern part of Alfeisie. Seahome be their principal city, second only to the city of Minrothad in size. Only the best Minrothad has to offer be found in Seahome. Even wealthy wood elves and some humans go out of their way to retire there and live in luxury.

Seahome has a class C port and a population of almost 20,000. The inhabitants consist predominantly of water elves, with a minority of the other Minrothad races represented. The city has a reputation as the wealthiest and most luxurious in the Guilds. It surpasses even the city of Minrothad in architectural grace and quality of living.

The section of coast where Seahome is located is basalt rock that has weathered into vertical columns. Columns farther from the coast form isolated islands, while closer inland they are covered with volcanic rock and topsoil which provides a solid base for construction. Plentiful groundwater runs off from nearby hills and supplies the city with drinking water.

Seahome appears deceptively small for the numbers which live there. Only scattered cottages, mansions and a few fortresses are visible on the rocky coast and columnar islands. Most businesses, defensive works, and many residences are out of sight in the grottos which have been worn out by wave action beneath the basalt cliffs.

There are several eye-catching structures noticed by a visitor to Seahome. The

homes of the well-to-do are impressive affairs built on isolated columnar islands—the farther out to sea, the better. Built of timber and stone, island mansions (1) are round, multi-storied towers or nouses with overhanging second stories. Keeps (2) are located on the islands most distant from the coast. The strong ocean current which flows past Seahome forces most ships to approach from the north, passing unavoidably near these keeps on their way into and out of this port. Similarly, the land-based artillery and fortifications of the northern defensive works (5) are located where they are because they defend the most-used approach to Seahome.

Kesan Fortress (4) stands atop the coastal spur which separates Seahome Grotto from Elsan Lagoon. The fortress is strictly a military building, with slitted windows, switchback passageways, and interlocking rooms and walls. This was the first defensive structure built to protect the Seahome Grotto, originally constructed and manned by the Kesan clan of water elves, and is commanded by their family still. Today it guards the entrance to the lagoon in combination with the defenses of the Summer Palace.

The Summer Palace (3) is both palace and fortress, intended to strengthen Seahome's sea defenses while providing pleasant living for its residents in the open air and sun—an enjoyable change from the Palace of Pearl and Ivory, located within Seahome Grotto. Within the defensive walls the Summer Palace grounds are parklike in appearance. Light, airy buildings are set amid gardens and landscaped open spaces, designed to conceal the defensive works from the sight of those within the palace.

Two naval harbors (6) are located on the north and south sides of the Seahome Grotto entrance. Additional mooring for war ships is found in natural harbors beneath the central and southern basalt spurs. These harbors can be entered from the sea, or descended to through either Kesan Fortress or the Summer Palace.

The ships which defend Seahome are not part of the Minrothad Navy. They are galleys which are the property of Guild

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Elsan. The vessels are manned by a volunteer naval force of experienced water elves, some of whom were trained in Ierendi in the art and science of galley warfare. If attacked, these ships move to block the entrance to the grotto (8) and utilize side tunnels as sally ports (7) and waterways (9) for counterattacks. The currents and wave action in these constricted spaces are tricky; captains not familiar with Seahome naval waterways negotiate these passages at -4 to their Sailing Skill rolls.

Seahome Grotto (10) is the largest of the two ocean caverns which comprise the water elf city; Elsan Lagoon (13) is about half its size. Both caverns together serve as the port of Seahome. Basalt columns, carved in the likeness of gigantic trees, support the ceilings far overhead. Ships moor near these pillars when not docked at a landing zone handling cargo, Seahome Grotto shelters residences and businesses which produce high class or high cost items, while common items and some export goods are manufactured in Elsan Lagoon.

Both grottos are ringed with an almost solid wall of pueblo-like commercial and residential buildings. The structures are interconnected, presenting limited access from the sea, but joined in the rear by roads and passages. The buildings are interrupted by landing zones (11), flat water-level docks where ships can moor broadside and load or deliver cargo. Heavy defensive gates of wood and metal open onto the landing zones to give admittance into the complex of grotto buildings.

The daily catch of fish is processed and sold at the Fish Market (14) in Elsan Lagoon. This section of cavern has additional docks to accommodate the many fishing boats which come and go there.

In the roadways behind the waterfront buildings are lines of fortifications (12) consisting of interlocking gates and passageways. If a fight goes against the elves they can seal the passageways as they fall back, thus slowing down the attack and buying time for defensive preparations in the citadel.

At the rear of Seahome Grotto looms

the Palace of Pearl and Ivory, a monumental work completed centuries ago with the elves' profits from trade. The citadel contains the palace as well as homes and residences of the water elf elite.

Long before they became rulers of the Minrothad Guilds, the Meditor clan lived in this citadel and led councils of elvish government. Since the creation of the guilds, the Meditors have left the palace to the water elf family guild, currently the Elsan clan. The Meditor family retains residences in this part of the grotto, as do other leading elvish clans.

Access to the citadel is limited to a handful of steep stairways, designed so that defenders can easily attack from above with missiles, rocks, or boiling fluids. The citadel is usually only lightly occupied, but is designed to shelter civilians and become the final battleground in case of an overwhelming attack.

Against the grotto wall, at the rear of the defensive outworks, is the palace, a masterpiece of decorative architecture. It is built of elaborate and expensive materials like ivory, mother of pearl, and gold, and is brilliantly illuminated with permanent light spells.

Unknown to most outsiders, the Grotto of the Pearl is located beneath the palace. There the Pearl of Power, the water elf clan relic, is kept. The keeper and his assistants who tend it live in the palace, so their comings and goings are unnoticed by most. The grotto can be reached from within the depths of the palace or by entering the correct water-worn passage in the basalt sea cliffs one-quarter mile north of Seahome. The passage is nondescript; it and the grotto were discovered only by accident, but it is now constantly guarded by assistant keepers. The tunnel can be entered by a small rowboat or by a swimmer strong enough to beat the unpredictable rip tides which flow there.

The ship-building which is the the water elves' claim to fame is conducted at various shipyards built along the coast south of Seahome. Simple repairs and maintenance are often carried out in the Seahome caverns, but vessels requiring major repairs or drydock work go to the coastal shipyards instead.

VERDON

Verdon be unlike other Minrothad settlements—praise the Tree for that! We don't care to be trapped behind city walls, or cornered by the sea like the water elves. Living in Verdon be like living in the woods, with trees and living things all around. Some fools think our town is undefended, but raiding pirates have found out differently, to their sorrow. Verdon has defenses, all right. They are merely more subtle than most.

Verdon has a class D port and a population of 13,000, most of whom are wood elves. It is the only large Minrothad settlement which does not have walls or obvious defensive works. This is partially because the town was built at a time when the Minrothad Islands were a consolidated group under the control of the guilds; inhabitants of Verdon did not need to be as concerned about pirates or hostile foreign colonists as the folk of earlier settlements. Too, the wood elves for a long time lived in scattered villages and tree-dwellings in the southern woods of Alfeisle. They founded Verdon only when trade increased to the point that centralized services became needed. When the town was built, their woodland living habits carried over into its design.

Verdon is designed around a central cluster of buildings which include warehouses, shops, guild businesses and some residences. This trade center is in turn surrounded by trees, meandering paths, and park-like expanses with shops scattered about. Most of the elvish residences and many of their workshops are in the treetops overhead. The trees are primarily mahogany and teak, adapted to dwelling purposes with the addition of wooden platforms in the branches and interconnecting rope bridges. Some oak trees have been imported from the mainland in hopes of using them as eventual dwellings, but they do not flourish in this island climate and are now used only for decorative landscaping.

Ringling the town off the main pathways are concealed trenches to slow attackers. In the trees overhanging the

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pathways are a multitude of nets. They serve to keep broken branches and other debris off of the paths, yet can be dropped at a moment's notice on anyone moving along the walkways. The elves of Verdon rely on their ability to live and work in the trees to surprise any attackers.

Verdon is almost a quarter mile away from the harbor and sea port which serves it. Between the town and the port are many lumberyards, where logs are seasoned, sawed into appropriate lengths, and stored or shipped. Near the lumberyards, also outside of town, are work yards where noisy and heavy woodwork and construction are done.

Just as there are no conventional fortifications, there is no fortress or palace in Verdon. However, the guild master of Guild Verdier lives in a palatial estate of rare woods built in and around several large teakwood trees. The estate stands near a hilltop on the northern edge of Verdon. It doubles as guild hall for Verdier clan business and becomes the property of whoever is guild master of the wood elf clans. This is the most impres-

sive dwelling in the area, but is not generally noticed by visitors since it blends so well with the trees and vegetation.

The Carven Oak, the artifact which serves as pseudo-relic for these elves, is five miles distant from Verdon in an obscure forested valley. The wood elves were unwilling to keep this powerful relic in Verdon where tourists and foreign merchants might blunder across it or somehow learn of it. Since it is not a proper relic, they had no qualms about guarding it at some distance away from town. Keeper Rewen Verdier and his assistants spend most of their time in the Vale of the Oak, where the relic is secreted. They carefully guard the area and turn away any nonelf visitors who get too near. Elves on personal or official business to see the keeper meet and talk with him in the keeper's village at the mouth of the vale.

North Island

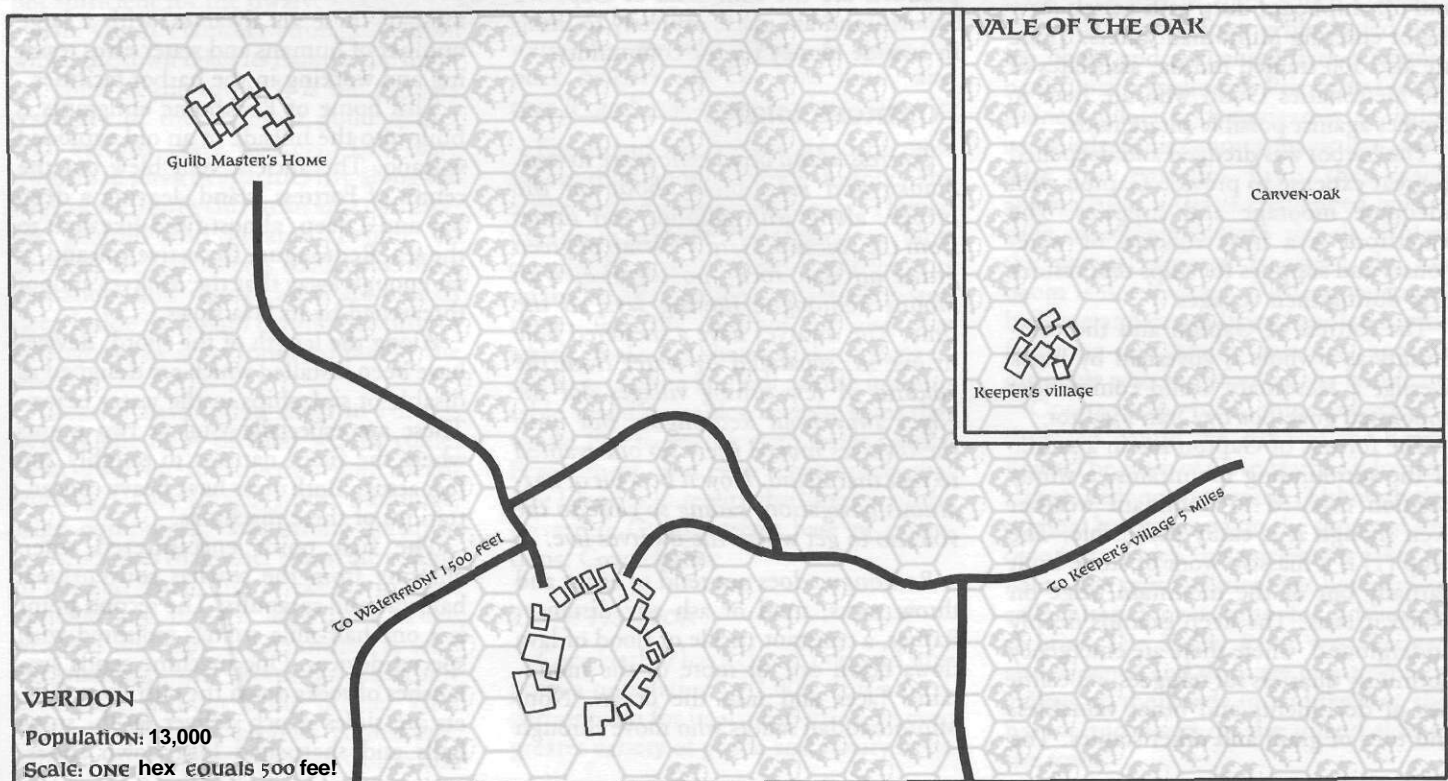
North Island be a pleasant place. Green and forested it is, with a single sharp line of mountains across it's back.

But the island lacked a good harbor, and it were bypassed for that reason for centuries. It were only after we built the fortress of Gaptonon it that there were cause to stop there. Now North Island be popular for resupply and refitting, and quick shelter when it blows on a mainland run.

North Island has many coves, but the water level in them was too shallow to be of much use to most trading vessels. However, this northernmost of the Minrothad Isles is situated conveniently close to the mainland. It has a reliable fresh water supply and ships in need of water often stopped there to refill their barrels. Once Gapton was built and a harbor created, North Island became a popular stop for ships unexpectedly in need of supplies or repairs.

Gapton

Elves and other long-lived folk remember the Rain of Fire and other disasters that have changed the land and the sea. Minrothadans never forget that catastrophe could strike at any time. Should we



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ever need refuge, it were thought it would be wise to have a safeplace to go—someplace without a volcano, well-fortified and supplied. Someplace where we'd be safe.

Gapton was the answer. We built it on North Island, close enough to the continent and sea lanes for help should tragedy strike the islands. It be a special community—not much a one for tourists or business, 'cept what ships might need help enroute elsewhere, but a well-made one regardless. We hope we never need to use it, but if we do, our refuge is there.

Gapton has a class F port and a mixed population of about 5,000. This town was envisioned as a community of refuge, and created solely to serve that purpose. As well as being a stronghold with extensive housing for refugees, it holds reserves of grain and other staple foods as well as duplicates of irreplaceable Minrothaddan records and writing.

The population here is mixed, with a large number of clerics and scholars of all races. An armed force of 1,000 Mercenary Guild marines are based here, rotating on and off shipboard duty with vessels leaving or entering Minrothad waters. There are also 500 trained militia, associates of the Mercenaries Guild who are here to protect against possible pirate raids.

The harbor was dredged and deepened at great expense to provide Gapton with adequate moorage and supplies. The waterfront is a busy concern of warehouses and supplies for ships that restock here during their voyages.

The fortress of Gapton and the community as a whole is governed by Jerick Wessig, a Mercenary Guild commander appointed governor by Oran Meditor.

The fortress of Gapton sits in a saddle of the surrounding mountains, a windy position exposed to dominant weather even though it is easily defensible. The keep (1) is a massive work of stone built partially out of the mountain ridge on which it rests. The keep extends deeply underground, where there are emergency dormitory quarters for refugees, repositories of documents and other valuables, and tons of grain and other staples. The

food is sold periodically and replaced with a fresh supply.

Market fields and carefully tended pasturage surround the keep's outer wall and break up the blocks of buildings within the town walls. These clear spaces are kept as security against a rime when refugees might have to camp there or use the ground to grow supplemental food crops.

Clerics of various faiths reside along with scholars (2) in what has become an informal community of learning and philosophical discussion. Guild offices and service businesses (3) cater to visiting travelers, merchants and ship captains, while craftsmen and laborers (4) offer a variety of products for sale. Most of these goods are for local consumption, but some are for export as described below.

Streams are diverted into and through the town for drinking water and sewage control, then are redirected and utilized for field irrigation. On the steep slopes below the town walls grow acres of tea. Goats graze in the lowlands and their hair is woven into yarn. Besides fresh vegetables sold for ship's stores, these two products are the sum total of Gapton's exports, and are made expressly to bring in outside money for the community.

Fortress Island

Fortress Island be an eerie place to visit. Smoke and mist blow about on the breeze, along with sulphur and fumes from the volcano. Hardly a scrap of green grows on that rock—no surprise, with Mount Redtongue flowing lava all the time. The dwarves have a sheltered hole to live in, separated by water from the volcano. A few fishing villages dot the edges away from Redtongue, but until the dwarves moved there no one wanted to visit that island. Now it be a bit of hazardous navigation, sailing so close to the volcano to get where the dwarves live.

Redtongue does not tend to erupt and throw rocks, mud or ash any distance. Rather, a constant trickle or flood of lava flows down one or more of the mountain's faces and into the ocean. Non-Minrothaddan sailors who move through

the hex immediately south of Mt. Redtongue on Fortress Island must make a Ship Sailing skill roll. There is only a 10 percent chance that Minrothad sailors will have to make this skill check. Failure indicates that a navigation hazard from the volcano is encountered, such as submerged lava rock formations in unexpected places. Such a hazard should be treated as an encounter with a reef or islet as described under *Sailing Rules*.

Stronghold

We thought the dwarves were preparing for war when they built Stronghold. They crafted their homes quick enough, but the work on their defenses went on for years and decades. It still continues, now and then. At least they've never used their devices on guildsmen, and they do have a right to make their home secure. I feel sorry for the raider who be fool enough to try and take Stronghold. Or for that matter, the ship that tries to sneak past Stronghold's Harbor Master!

Stronghold has a class E port and supports a population of almost 10,000. Most of those are dwarves, with a large number of humans and water elves residing and working in the harbor facilities.

This home of Rockhome emigrants is built into the hillside of an old exploded volcano. The ancient vent blew out the center of Fortress Island, leaving a deep bay and a deep, almost fjord-like cleft to the sea. Redtongue, the active volcano, is far enough away that the dwarves are not threatened by its lava flows.

Along the length of the fjord, devices have been installed which are designed to disable or sink ships in the water below. These are especially vital at two points where the fjord narrows to roughly 200 feet across. Both areas have heavy concentrations of these machines.

The first point encountered when entering from the sea has conventional ballistae and catapults. The second point is a one-half-mile stretch mounted with special devices. One machine sends avalanches of rocks down the cliff face. Others are slides which deliver 60-lb. stone balls and sharpened logs down slides,

shooting them with ballistae-like accuracy at targets below.

These defenses are designed to let an attacking fleet past the first defensive point with mild casualties, then really maul it at point two. If the intruders retreat then point one does its best to sink all survivors. If the fleet gets past point 2 it faces the dwarf-owned, water-elf operated ships in the bay, manned with dwarf marines and backed up by stout dwarvish defenders on the docks.

Stronghold itself has few fortifications, relying on its location for protection. The town nestles into the cliff face 200 to 300 feet above the bay, and is accessible only by one switch-back road. There are a few ballistae and catapults on town battlements to ward off flying attackers.

The structures of Stronghold are two to three stories tall, carved and built out of the existing rock face and piled in a confused jumble atop each other. Easily visible are sun-dried and kiln-dried bricks coated with lime or plaster. These supplement the primary stone building materials where tunneled-out spaces alone are not sufficient for the dwarves' needs.

The Guild Hammer stronghold from which the town takes its name is the highest point of the town. It is the primary residence of the Hammer guild master and various craft masters. Low-caste dwarves in service capacities live along the edge of the south cliff in an area of unstable ground and greater erosion. In between are craftsmen's residences. Most workshops and storage areas are located deep inside the island behind the cliffs of Stronghold in areas tunneled out by the dwarves.

Dwarves have found silver in Fortress Island, but most of their wealth comes from dwarven construction and metal-working. They make stone buildings, siege equipment, and strong fortifications, services that other towns are willing to pay for. Their tufa bricks are in great demand and bring a high price. Their weapons and tools are renowned as solid workmanship that keeps an especially keen edge without being brittle. They also sell alchemist supplies (brimstone, sulphur mercury etc) to Guild Corser and

fertilizer from lava dust and other nutrients cast off by the volcano.

Guild Hammer dwarves have begun to experiment with the use of iava in their manufacturing techniques, since Guild Master Thor Stronghold hates to let this supply of tremendous and inexhaustible heat go untapped. In their deeper tunnels the dwarves have come across a volcanic vent that oozes lava slowly. With this vent they are experimenting with applications for smelting metals and forming the cooling lava into volcanic bricks. This work is conducted with great secrecy because Thor suspects it might revolutionize manufacturing techniques and product quality. Only time will tell.

Fire Island

Steer clear of Fire Island. That's a deadly one. You'd think it a long chance that volcano would pop off and debris from it catch you when your ship is miles out to sea. But worse than one ship has been set afire and some even sunk when exactly that happened, unlikely though it seems. Then, if you go in near the island, she's cloaked in mist most times, and the waters be very treacherous. At times the peak belches out ash and mud, and that'll catch you if you be near.

Fire Island has been avoided by most sailors throughout its long history. The active volcanic peak of Mount Thymas lives up to its dangerous reputation. Most captains believe there are no settlements on the island, and hence no reason to stop there. Too, the constant fog and mist which cloaks her shores make it dangerous to attempt a landfall, so the inhospitable island is avoided even by ships that would like to restock their water supply. Few suspect, and even fewer know, that Fire Island is in reality the location of the Privateers Guild's secret base of operations, Cove Harbor.

Cove Harbor

Cove Harbor has a class E port and supports a population of 7,000. It is a prosperous town for its size, sporting an even greater variety of goods and luxury items

than are found in most legitimate settlements. Not all inhabitants are pirates or Privateers Guild members; many work in ship construction, maintenance or repair, while others do handicrafts to provide needed goods in the community. Many are captured passengers held for ransom, or new guild recruits. Most residents never leave Cove Harbor, except perhaps to sail on a buying expedition to the continent. Karendas is a favorite port of call for Cove Harbor residents: near enough to be reached quickly, yet far enough from Minrothad that there is little risk or temptation to talk about the hidden privateer's town.

In spite of the vagaries of Mt. Thymas, Cove Harbor has existed for over 200 years as a settlement. Parts of the town burned in earlier times, with the result that most buildings are now made of brick or stone and a well-drilled volunteer fire brigade exists to deal with flames ignited by volcanic rock. Ash falls periodically on the town, but it is shoveled clear and dealt with as an expected event.

Cove Harbor is reached by passing through a narrow inlet which connects with the sea. The inlet is blockaded by a log boom and enchanted with a permanent *obscure* spell; only Privateers Guild-trained pilots and navigators of ships using adequate counter-magic can navigate the passage. Even then each approaching vessel is challenged with a code of colored lantern signals. Unless the proper response is given, the log boom is not lowered. Well-camouflaged ballistae and catapults on headland fortifications are there for use against intruders who run afoul of the boom.

Once past the inlet, ships sail across a sheltered bay to the delta of the Reedy River. The town of Cove Harbor is located a short distance upstream. Although the original harbor stood on the shores of the cove from which this settlement takes its name, the port facilities have been drastically altered over time for additional security. The Reedy River was dredged and widened and ships are now towed by galleys up the Reedy to Hidden Bay, the harbor and docks on the inland side of the town.

TOWNS AND CITIES: A TRADER'S TOUR

Ships entering the delta of the Reedy are towed by boats from the harbor master's village (3) past grassy dunes and Anchor Marsh (2) to Hidden Bay (1). The bay is an artificial lagoon created with elemental magic and manual labor. It has facilities to handle ships of 180 hull points, though most privateer vessels average less than 100 hull points. The harbor master does not charge for the use of facilities, nor does a privateer captain personally pay for repair or maintenance expenses while in Cove Harbor. The guild covers these expenses instead, since they receive 30 percent of the take from pirate missions anyway. This port should be treated in other regards as a class E port for the purposes of determining cargo, chart, and passenger availability.

Cargo handling is done on the southeastern docks near the Harbor Gate, while shipyards and repair facilities are found on the northwest shore. The shipyards here produce three pirate vessels a year of Seahome schooner design, modified with the addition of full artillery, boarding planks, and similar equipment. If three vessels are under construction at one time, as they usually are, only two additional ships of no greater than 150 hull points can be drydocked for repairs. This is problematical when pirate ships urgently need repairs, so plans are underway for new expansion of Hidden Bay and the repair facilities. On the average, 3 to 12 pirate vessels are in port at any time. In addition, there is a fleet of seven large galleys captured in various naval encounters. They are pulled up on the shore of Hidden Bay, with plans for use should the town be attacked.

The town of Cove Harbor stands on a hill behind defensive walls, but otherwise is not well fortified. The privateers feel that anyone winning past the inlet defenses will have to confront the large number of pirates that are in the port, and that is adequate defense. Besides, they don't really expect to be bothered. Cove Harbor is well hidden and, aside from the fact that the island is off-limits, they are not doing anything illegal by being here in Minrothad waters.

Cove Harbor fortifications are stone

walls which stand 50 feet high. The Reedy River runs around the hill at the base of the walls along two-thirds of the town, with a dry moat for extra protection around the remaining third. Two gates give entrance into the town: the Land Gate to the south and the Harbor Gate which opens onto Hidden Bay.

Three main sewage tunnels run under the streets of Cove Harbor, entering and exiting the town under, or near, towers in the wall defenses. Guild Master Hamilyar Kasan resides in the guild hall (4), the heart of which is fortified. It is the closest thing approaching a keep to be found in this pirate town. Guild business of a general nature is handled in the outlying wings of the hall where Belina Nacory, the Thieves Guild representative, also has her offices.

The guild hall is not far from Shantytown (6), the remnants of the original Cove Harbor settlement. Today Shantytown is a rundown collection of crumbling brick buildings with mazelike alleys. It is a favorite haunt of carousing sailors, with many drinking establishments and cheap flop houses. There is little crime in Cove Harbor, which is run strictly by the Privateers Guild, but Shantytown is acknowledged as the one place best avoided after dark.

Warehouses and businesses catering to ship supply are found near the harbor gate. These give way to practical crafts and everyday services in the center and southeast of town, and the homes of the wealthy to the southwest. The guild masters' mansions (5) are the most spectacular buildings in Cove Harbor. Each is a complex of buildings with a main entry garden and one or more secluded pleasure gardens, all concealed behind thick walls for privacy and defense.

The grassy area south of the guild hall is informally called Auction Field. Weekly or monthly auctions of stolen cargos are held there, after buyers have a chance to inspect the goods either on shipboard or in privateer warehouses. Cargos are sold or traded in this manner when a captain does not care to sell it elsewhere or when the guild has a surplus of something it wants to get rid of quickly. This is espe-

cially common when a pirate ship was damaged in an encounter and must put in for repairs. If the captain cannot work a consignment deal, he may auction off the cargo instead. A number of the privateers of Cove Harbor function as regular merchants and trading captains in this regard; after acquiring an auction cargo, they load it on their ships and sail to a distant port to sell it. Captured vessels may be sold the same way.

Blackrock Island

Blackrock be a desert hulk of an isle, with an angry volcano waiting to murder any who spend much time in her waters. There be little water or greenery there. We use it as a landmark, and some fishermen have a village at one end.

Halfpeak, the active volcano of Blackrock Island, is enough cause for most Minrothaddans to stay away from the island. The small fishing village of Hermitian at the eastern end thrives on catches of exotic sea creatures drawn to the volcanically heated waters near the island. However, the true point of interest on Blackrock Island is the Larril Hermitage, which houses a community of six mystics and the 12 brothers (clerics of 1st-5th level) who attend them. The hermitage stands where the sparse greenery of the island gives way to barren lava fields, and is supplied with food by the fishing village. Although the existence of the hermitage is not a secret, villagers seldom have reason to talk about it, and so word of its presence has not traveled far.

The mystics of this community are followers of Darrin Posman, a Minrothad human who was once a guild port agent in Alphatia. When his interests turned to Alphatian mystic traditions, he left guild service. Now Darrin is a 9th level mystic of Lawful alignment. Since he has attained the level of a Lesser Master, Darrin has returned to Minrothad in his old age and founded this hermitage to share his knowledge with others.

Personalities of the Minrothad Guilds

Many of these nonplayer characters have been mentioned in the preceding text, while others appear in the *Adventures* section. They are arranged here in alphabetical order with their game statistics and recommendations for play.

Spells are not detailed for magic-using characters. Spell choices can be filled out with magic-user spells from the D&D® rulebooks or merchant-prince spell lists if appropriate. Likewise, only the most important magical items owned by a character are noted. The DM can assign to NPCs other spells, equipment and abilities as needed for his campaign.

Bailey, Marden

Human/devil-swine lycanthrope (St 15, In 13, Ws 9, Dx 9, Co 18, Ch 9; AC 3 (9), HD 9, HP 68, #AT 1 gore or blow, D 2-12 or by weapon, Save F15, M11, AL C; Has a +1 longsword and a potion of human control).*

Marden is a portly, muscular veteran with a shaven head and a permanent frown. Verdier elves know that Bailey is a devil swine and have blackmailed him

into working for them. This former guild master of the Mercenary Guild is now forced to undertake assassination missions to farther Verdier political plots.

Marden Bailey lives in the city of Minrothad just inside the gates of the inner city. He continues to associate with guardsmen from his old command, using his lycanthropic *charm* ability to undermine their loyalty to their new commander, the dwarf Warheart Cleaver. Bailey persuades them to desert the Mercenary Guild for fear of their lives, offering them the alternative of losing themselves in the crowds and byways of the city of Minrothad. Those who accept end up joining Bailey's group of murderous weres, helping in the brutal assassination attacks carried out by them.

At any one time Marden has 2d4 weres available for an assassination. Two are devil swine like himself; the rest are wererats. In their human form they live in the low-caste areas near the Lower Market of the city. As assassins, these fellows observe their victim's habits in human form, then stalk him or her at night as

were-creatures.

Poul and Tomas, devil swine (AC 3 (9), HD 9, HP 40, 43, Move 180' (60'), human form 120' (40'), #AT 1 gore or blow, D 2-12 or by weapon, Save F9, M10, AL C, XP 1,600).*

Beldan, Nosmo

Human merchant-prince, Captain of the Agate: F14; St 13, In 12, Ws 14, Dx 17, Co 15, Ch 17; AC 7, HD 14, HP 93, Move 120' (40'), #AT 1, D by weapon, M9, AL C; Casts spells as 7th-level merchant-prince. Has oil of stillness. Abilities: Ship Sailing (In +4), Rigging Combat (Dx), Bargaining (In + 2), 2 broker points).

Nosmo is one of the wealthiest and most unscrupulous of all Minrothad merchant-princes. Other captains know about him and avoid dealing with him. The Merchant Sailors Guild reprimands him regularly because of the harm he does guild reputation in some foreign ports, but the tremendous profits he makes keeps their rebukes down to a slap on the wrist.



Personalities of the Minrothad Guilds

Nosmo is an oily-looking fellow in early middle age, with a sincere smile and intense gaze. He relies on his charisma to hoodwink and charm foreigners with whom he has business dealings. He is not above adding rocks to cargo loads to increase their weight and apparent value, mixing sawdust with flour, and so on, although he does this only in out-of-the-way ports he doesn't expect to return to for a long time.

Caetros, Harmon

Human Minrothad Guilds Port Agent, Specularum (St 9, In 14, Ws 15, Dx 11, Co 9, Ch 12; AC 9, M3, HP 12, Move 120' (40'), #AT 1, D by weapon, Save M3, MIO, AL L. Has a wand of polymorphing. Abilities: Appraisal (In +2), Bargaining (In+2), 4 broker points).

Harmon is a pompous, portly man with neatly trimmed beard and gray hair. Affable and easy going, this merchant drives a hard bargain and is justifiably proud of his trading expertise. As senior port agent, Harmon has represented Minrothad in the port of Specularum for over 20 years, and is nearing retirement age.

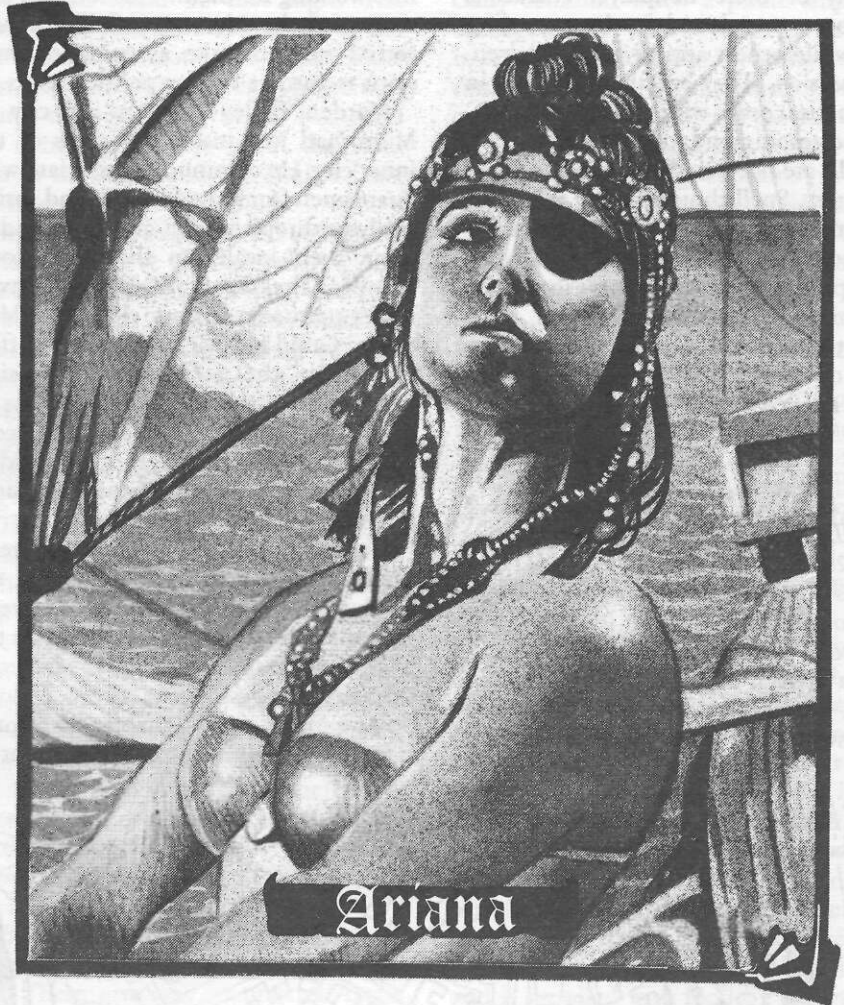
Harmon knows a lot about politics and trade on the continent and in the Grand Duchy of Karameikos. He might be encountered in town, or on the trail in the company of a Minrothad Guilds caravan. Caetros sometimes hires adventurers to assist with overland trade concerns. He is also on the lookout for likely persons to refer for hire as agents of the ruling guild master in Minrothad.

Corset, Ormun

Human cleric of Minroth, Harbortown: (C15; St 10, In 10, Ws 13, Dx 9, Co 13, Ch 15; AC 9, HP 52, Move 120' (90'), #AT 1, D by weapon; AL L. Has a staff of striking).

Ormun is a hardworking cleric and a fanatical follower of Minroth. His suspicious nature drives him to question the motives of people around him. He is vocal about his doubts and has alienated many potential friends.

Ormun is on a quest to find the last earthly abode of Minroth. He plans an expedition to the top of Immortal's



Home, the volcanic peak to the south of Trader's Isle where Minroth was last seen. There he hopes to find signs of the departed immortal, something that will rally people to the church of Minroth. If successful, the cleric will gain secular influence which he will use to further the interests of the Minrothian church and Guild Corser. PCs might be recruited by Ormun to aid in his expedition of discovery, or may encounter him in the wilderness of Trader's Isle.

Demerick, Ariana

Human Privateer, Second Mate of the Radiant (F7; St 12, In 13, Ws 11, Dx 13, Co 11, Ch 14; AC 9, HP 41, Move 120' (90'), #AT 1, D by weapon, MIO, AL N;

Has a sword +1. Abilities: Long-Sight (In), Rigging Combat (Dx), Ship Sailing (In), Boat Sailing (In), Artillery (In +3)).

Ariana is a one-eyed female pirate, a friendly, garrulous character to be encountered in mainland ports and taverns. On shipboard she is a stern taskmaster who takes her responsibilities seriously. Ashore she spins tall tales and is always on the lookout for likely additions to the crew.

Ariana does not have hiring authority, but introduces recruits to Captain Erundal Kelar, master of the *Radiant*. Kelar welcomes persons with specialized skills, especially magic-users, who are hard to come by in Minrothad. If someone seems useful but is reluctant to sign on, Ariana

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leads the crew which ambushes and kidnaps the tempting prospect.

Elsan, Saroso

Water elf merchant-prince, Captain of the Egret (E10; St 11, In 16, Ws 12, Dx 14, Co 9, Ch 13; AC 6, Attack Rank E, HP 71, Move 120' (40'), #AT 1, D by weapon, M11, AL N; Has a ring of protection +3, sword +1, and a pouch of winds; casts spells as a 15th level merchant-prince; Abilities: Ship Sailing (In+2), Boat Sailing (In+1), Rigging (In+2), Bargaining (In+2), 5 broker points).

Captain Saroso Elsan is one of the most successful of Minrothad's merchant-princes. At heart he is a sensitive elf who exercises his mischievous sense of humor on his friends. There is talk of him eventually becoming guild master of the Merchant Sailor's Guild.

Saroso's ship, the *Egret*, is a Harbor-town trader equipped with three artillery pieces and three masts, crewed by 40 sailors and 20 marines. Speculative trade is this merchant-prince's forte, and the *Egret* might be encountered in any port in the Known World. When at home in his Seahome island mansion, Saroso has a burning interest in Minrothad politics. He firmly supports the ruling guild master and allows government agents to travel on the *Egret* if they need to go someplace along its route of travel.

In the next few years, Capt. Elsan is considering a voyage of exploration to the south and west, and he is looking for adventurers to accompany him.

Fairhair, Jesamin

Halfling Lottery Shopkeeper in Malfton (H3; St 8, In 14, Ws 9, Dx 11, Co 13, Ch 12; AC 9, Move 90' (30'), #AT 1, D by weapon, M8, AL C; Abilities: Bargaining (In), Appraisal (In)).

Jesamin is a young halfling with a freckled complexion and curly blond locks. She is well-spoken and cheerful with customers, but moody and lazy when left to herself. Her small Lottery Shop sells nothing but tobacco and lottery tickets and produces only a modest income, but hidden in a hillside burrow behind her store is a small gambling hall

where illegal games of chance are played. Jesamin is the contact point for smugglers bringing goods into Malfton and her Lottery Shop is also a source for magical items sold without the knowledge or control of the Tutorial Guild. It is one of the very few in operation, since the ruling guild master's agents manage to close down most unauthorized sales. PCs who do illegal business here risk harsh penalties from the law if caught.

Forster, Ulard

Wood elf, Guild Verdier Guild Master (E12; St 9, In 14, Ws 11, Dx 13, Co 9, Ch 14; AC 7, HP 61, Move 120' (40'), #AT 1, D by weapon, M9, AL N; Has ring of protection +2 and a scroll of spell catching; Abilities: Woodworking (In+3), 2 broker points).

Ulard is an old wood elf. Ulard resents the power that Oran Meditor has stripped from him and the rest of the guild leaders. Forster is one of the leaders of the malcontents in Minrothad and the originator of the plot to assassinate Meditor.

Ulard lives in the guild master's estate in Verdon. Convinced Meditor will move openly against him, he has had extensive traps and magical protections added to the guild master's estate, and almost ruined the clan treasury by doing so. Verdier elves are becoming unhappy with these and other eccentricities of their guild master but do not yet want him out of office. Ulard has no suitable heir to succeed him, and the question of who will follow him as guild master is a topic of hot debate in Verdon.

Forster suspects that the Carven Oak is capable of granting wishes and wants to use that power to wish the council of guild leaders back in control of Minrothad. He is scheming for a way to confirm whether that power exists and, if so, how to use it without the keeper's cooperation. Rewen Verdier, keeper of the Carven Oak, refuses to help Ulard.

Ironfist, Zeno

Dwarf apprentice smith, Guild Hammer (D2; St 18, In 11, Ws 7, Dx 10, Co 14, Ch 13; AC 9, HP 16, Move 90' (30'), #AT 1, D by weapon, M11, AL N).

Zeno is a daring and able young dwarf,

but his argumentative nature and defiance of orders gets him in trouble with his superiors. He is presently working on the Stronghold docks instead of at the forges in punishment for his latest escapade: stowing away on the *Egret* on a short trip to Karameikos.

Zeno is completely familiar with Fortress Island, having spent hours wandering and exploring where he was expressly forbidden to go. In the same way he knows a lot about secret guild affairs from eavesdropping on conversations that were none of his business. PCs visiting Stronghold encounter him at dockside. Zeno can offer pointers, tips, and secret information about dwarvish affairs. He does not intend to tell about these things, but he is indiscreet and his mouth runs away with him once he gets started.

Kasan, Linias

Former water elf family guild master (E6; St 9, In 14, Ws 12, Dx 15, Co 11, Ch 16; AC 9, HP 33, Move 120' (40'), #AT 1, D by weapon, M10, AL C; Has shell armor +1 (when worn, treat as plate mail with the encumbrance of leather); Abilities: Boat Sailing (In+3), Piloting (In+2), 1 broker point).

Linias is an ambitious, embittered, and hateful elf of early middle years. Oran Meditor deposed him as head of the water elf family guild after Linias's involvement in an assassination plot was proven. Since then the Kasan family has lived in disgrace, their authority usurped by the Elsan family. Linias has dedicated himself to the removal of Oran Meditor and the restoration of his kin to power among the water elf clans.

Linias lives in the northernmost keep on the Seahome coastal islands. He has gone into seclusion there since his removal from power—or so it appears. Linias has consolidated a network of spies paid out of his family's private purse and built up mainland contacts with a specific purpose in mind.

Oran Meditor is hiring foreigners to work as government agents and infiltrate family guilds in search of treachery. To counter this threat, Linias and his kin search out likely mainlanders, buy their

Personalities of the Minrothad Guilds

loyalty, then try to get these double agents hired by the ruling guild master. In this way they put spies close to Meditor and neutralize the ruling guild master's threat to Kasan plots.

PCs may be sought out and recruited by Linias as agents if they are at Companion level or higher. The pay is extremely generous. Linias paints Oran Meditor as a blackhearted despot. If PCs turn against him, Linias attempts to have them put to death before they can betray him.

Meditor Clan

The water elf family which rules the Minrothad Guilds is the guiding light of progressive Minrothaddans, and the thorn in the side of the conservative guild factions. Four Meditors are especially notable in Minrothad.

Oran Meditor

Ruling Guild Master (E5; St 11, In 15, Ws 17, Dx 13, Co 10, Ch 14; AC 5, HP 36, Move 120' (40'), #AT 1, D by weapon, M11, AL N; Has a ring of protection +4, silver dagger +2, and elven boots; Abilities: Navigation (In +2), Swimming (St +1), Bargaining (In +3)).

Oran Meditor is a forceful personality who has taken firm control of Minrothad government. His insightful mind has enabled him to attack the problems of his country with a capability far beyond his youthful years. This authoritarian exercise of power has taken guild masters by surprise, inspiring either applause or hatred among the power elite.

Oran realizes that he treads a fine line between successful reform and civil war. Guild unrest and repeated assassination attempts have brought this home to him. The ruling guild master is resolved to discredit and neutralize his opposition.

To this end, Meditor is recruiting agents from foreign countries to serve him within Minrothad. Such agents can enter Minrothad intrigue by posing as guildsmen born overseas. They will have no ties to the guilds and, it is hoped, will not sympathize with the opposition. Oran's priorities are for these agents to stop the next, inevitable, attempt on his life, and to get proof of the treasonous

plots of the Corser, Kasan, and Verdier guild masters so that they can be permanently neutralized.

Astra Meditor

First consort (E2; In 14, Ws 12, Dx 14, Co 9, Ch 13; AC 9, HP 7, Move 120' (40'), #AT 0, M8, AL N; Wears a scarab of protection).

Astra is a Verdier wood elf whose marriage to Oran was arranged to bring additional influence to the Verdier clan. Instead, Astra has fallen in love with her husband and turned her back on plots intended to manipulate her marriage.

Astra is diplomatic and soft-spoken, a gracious hostess admirably suited for her role as first consort. Terribly concerned over Oran's welfare, she has decided to secretly hire bodyguards for additional protection. Player characters of medium to high levels may meet the first consort in this capacity.

Ginol Meditor

First advisor (E7; St 9, In 11, Ws 14, Dx 12, Co 13, Ch 14; AC 9, HP 46, Move 120' (40'), #AT 1, D by weapon, M9, AL N; Has displace cloak; Abilities: Ship Sailing (In +1), 2 brokerpoints).

Ginol is Oran's uncle, a quiet, taciturn elf who considers long before voicing his opinion. His years of experience enable him to see through guild machinations and deduce what intrigues are afoot. This water elf is an excellent follower and advisor, but makes an uninspired regent. He hopes that Oran will father an heir soon. He dreads the possibility of being saddled with the rulership if his nephew dies without an heir.

Brendel Meditor

Keeper of the Pearl (E7; St 9, In 17, Ws 13, Dx 10, Co 6, Ch 14; AC 9, HP 44, Move 120' (40'), #AT 1, D by weapon, M9, AL N).

Brendel is keeper of the water elf clan relic. Other clans have attempted to persuade him to misuse his power as keeper and sway political events, but he refuses to do this. Although he does not openly support Oran, neither does he hinder him. Brendel is truly concerned about what is best for the water elves in the long

run, and is willing to wait and see what happens.

Verdier, Rewen

Wood elf, keeper of the Carven Oak (E6; St 13, In 13, Ws 14, Dx 16, Co 11, Ch 12; AC 8, HP 39, Move 120' (40'), #AT 1, D by weapon, M10, AL C; Has a sword +2, +3 vs humans; Abilities: Climbing (Dx), Leatherworking (In +2)).

Rewen is a coldly calculating and self-serving elf, interested solely in his own quest for power. He is in the frustrating position of having the use of an extremely powerful relic, but dreading to use it because of its penalties and handicaps. Rewen is not sympathetic to Ulard Forster's political intrigues and will be happy to see him gone from authority—whether from old age or because of his treasons, it is all the same to Rewen.

Because of the *wish* ability of the Carven Oak, the keeper is confident that he can shape Minrothad as he would like to see it. He believes he can do this by duping an adventurer into using a branchlet to utter a specific wish, without informing that hero of the great risk of death when that effect is invoked. With this method, Rewen could make himself the most powerful person in the Minrothad Guilds, a temptation the wood elf is gradually giving in to.

Vlaardoen, Murl of

Human Glantri Earth Elementalist (M26; St 13, In 15, Ws 13, Dx 14, Co 8, Ch 8; AC 9, Move 120' (40'), #AT 1, D by weapon, M9, AL C; Has a ring of invisibility and a flying carpet).

Murl of Vlaardoen is in his late 30s and is related to the Vlaardoen family of Glantri. He is a master of earth elements. Murl has been hired for a large sum by Hildric Vendor, guild master of Guild Corser, to kill Oran Meditor. This amoral and greedy wizard was seen in the palace gardens during the last attempt on Oran's life, but not identified. He remains at large, looking for a way to get close to the ruling guild master and circumvent the magical protections he believes Meditor must now have.

Most of the following adventures can be staged in any Minrothad town or city, although a suggested locale for play is usually given. Some of these scenarios may be started on the continent, and offer ways to get characters to travel to the Minrothad Guilds.

Basic

IMMORTAL'S HOME

Ormun Corser (see *Personalities*) is ready to begin his journey of exploration to the top of *Immortal's Home*, the inactive volcano of southern *Trader's Isle*. Player characters are hired to accompany the expedition as guards, or perhaps as guides if they are native *Minrothaddans*.

Minrothad wilderness is not known for its dangers, but persons ascending *Immortal's Home* encounter hazards placed there by *Mmroth the Immortal* to discourage exploration of the mountain. Five encounters of increasing difficulty are suggested, with the most dangerous one at the edge of the fog on the mountain peak. A typical selection of monsters might begin with one to six spitting cobras, then go on with one to three black widow spiders, one to four wereboars, one to three horned chameleon lizards, and end with a green dragon.

Corser is a coward at heart. In spite of his relatively high level, he hangs back in every confrontation, preferring to let his "artow fodder" take the brunt of the exchange. This, of course, is the PCs, and any additional low-level characters the DM might like to include in the expedition.

The peak of *Immortal's Home* is obscured with thick fog that limits sight to 10'. This was created by immortals and no earthly magic can dispel it. In the center of the cloud is a formless glow, as of sunlight through mist. This marks the location of a planar gate to the *Sphere of Matter*, the home plane of *Mmroth the Immortal*.

Aside from this gate, *Ormun Corser's* quest produces no evidence that *Minroth* was ever here. The cleric does not explore beyond the gate because he feels his party is too low in level. Instead, he makes

plans to return at a future time and see what lies beyond the gate. If PCs like, they may explore on their own, but should wait until reaching higher levels to do so.

PURSER PURSUIT

Elgin Weafer, a Verdier elf, has been caught making a new style of cloth-and-leather purses and satchels with contraband leather from Guild *Quickhand*. This is not his first offense; irate halflings took things into their own hands and smashed his shop last night, and now they are looking for the illegal leather-user so they can smash him too. *Personalities* are behind the conflict as much as abused guild regulations, and the wood elf wants to get out of town until tempers cool down. He approaches *Jesamin Fairhair* (see *Personalities*) to ask if she can smuggle him out of town. A great hue and cry is on for him, with halflings actively searching *Malfton* and the sea port for Weafer.

On such short notice *Jesamin's* regular smuggling connections are not at hand. She turns to the PCs for help, making a plea that Elgin Weafer is in fear for his life. No matter what alternatives the PCs propose, she makes it sound like this is truly the only solution possible, since she badly wants the fat fee Elgin is paying for this emergency assistance.

If needed to entice them, *Jesamin* offers the characters a potion or other useful magical item, bought and paid for as part of Elgin's smuggling fee. If PCs accept, they are in possession of contraband. In addition, when Weafer is smuggled out, he is taking a supply of stolen halfling leather with him, so he can set up shop at his cousin's place in the city of *Minrothad*.

Once Elgin vanishes, halflings are certain he is sneaking out of town and increase their security precautions. If PCs agree to help, they should be left to devise their own plan how to get Weafer out of *Malfton* and across the water. If they are caught, the book is thrown at them for aiding and abetting a smuggler and a thief.

THE HARBOR INHABITANTS

Thirty nixies have suddenly taken up residence in the enclosed harbor within the city of *Minrothad*. Although they pose no threat to the city, they are already wreaking havoc among ship's crews. They have charmed several sailors into the water, including some who went in to kill the nixies. The PCs are asked to help deal with this menace.

If the characters talk with the nixies, they learn that the water sprites are here because their home upriver was destroyed by a landslide. Fleeing the rubble and murky water, their first impulse was to escape downstream. The nixies soon wandered into *Minrothad's* river harbor in search of a suitable place to live, where they are overjoyed at the prospect of so many men they can charm into service. This is a pleasant diversion, but sooner or later they want to continue on and find a nice part of the *Lithwillow River* to dwell in.

The sprites see no reason why they should leave the harbor immediately. They can be tempted into this only by fast talking on the PCs' part and generous offers of help in locating a new home. The best location is someplace upriver beyond the region destroyed by the landslide and away from *Minrothad* river shipping.

If they leave the harbor, the nixies want to take along the sailors charmed into their service. They may petulantly agree to leave them behind, but only if they are bribed with services or treasure that are as appealing as the sailors were.

If the nixies are dealt with through negotiation, this scenario is ideal for Basic-level play. If characters want to fight the nixies to expel them from the harbor, this adventure should be considered an Expert-level scenario instead.

Expert

What You Don't Know Won't Hurt You

As PCs walk down a busy shopping street, a teenage girl races out of an alley and barrels right into one of the characters. A gang of youths appears right behind her, in hot pursuit. The girl tries to run on; if PCs let her go, the youths chase her away into the crowd. If the characters protect her, her pursuers are verbally abusive but soon disappear, not willing to risk a fight with the PCs.

The girl is Eliza, a Tutorial Guild apprentice. She was carrying an official message to be delivered to Arven, a local Guild Corser spice dealer. The youths chasing her are apprentices from Guild Elsan interested in the contents of the "valuable message" they have been tipped off to. Realizing she was about to be caught, she ran into the PC intentionally and slipped the sealed paper inside his or her tunic or pouch. The message states, "We know about your unauthorized purchases. Stop before it becomes an official matter." This is a veiled warning to Arven to stop buying magical items on the sly from foreigners. The girl is ignorant of its true meaning.

Eliza recovers the paper and goes her way as soon as possible. If the PCs protect her, they are dogged by the Elsan youths for several days as the apprentices try to figure out what business the PCs have with Eliza. If the toughs catch Eliza and find she does not have the paper, they quickly discover what she has done with it. The characters then become the target of ambushes in alleys as Elsan apprentices and journeymen try to steal the paper.

If the paper is taken from the characters and its seal is found broken, guildsmen think that the PCs have read the message. In that case they are in much greater trouble. The Tutorial Guild assumes they are spies of some kind and does its best to make them leave the city: they are followed constantly, the party magic-user is denied permission to cast spells, Tutorial Guild shops will do no business with them, and so on.

The greatest threat, however, is the spice dealer. Arven leaps to conclusions about what the PCs might say. Desperate to protect his good name, he hires moonlighting Thieves Guild members to kill the characters. These murder attempts are done as quickly and discreetly as possible, before the PCs can talk to anyone about the message.

Ware the Rats!

Out for an evenings' entertainment in the city of Minrothad, the characters hear sounds of a scuffle down a side street. Turning the corner they see a man completing a transformation from some kind of were-creature into human form. For a stunned moment the man stares directly at them and everyone has a clear look at each other. Then his eyes widen in fright and he vanishes, leaving a dead and mutilated body in the street.

This man is Louin, a wererat with ties to Marden Bailey's band. He was surprised by the characters in the act of killing a victim and pilfering the corpse. Louin vanishes with the aid of a *ring of invisibility*. This man is no ordinary wererat: in human form, he is the craft master of the city's Brewer Guild. As a public figure his face is well known and he is certain that the characters recognized him.

Turning invisible, he flees for a short distance down the street, but lingers and follows the characters until he finds out where they are staying. Louin returns at night within the next 24 hours accompanied by 2d4 wererats from Marden Bailey's group. Louin has convinced his fellows that they can curry favor with Bailey by infecting the PCs with lycanthropy and bringing them into Marden's band.

Louin makes the best use of his ring or the prestige of his human form to gain access to the PCs. If wererats alone are not enough of a challenge for the party, the creatures might be accompanied by one or two devil swine as well (see Bailey under *Personalities*). If PCs capture and question any of the werereatures, they learn about Bailey's group and may take any further action as they see fit.

If Looks Could Kill

Calavar, a local magic-user, strongly resembles the party's magic-user or a spellcasting elf. Calavar strikes up a friendly acquaintance with the PC, perhaps on the basis of business that's been done between them. Failing this, the mage approaches the party with a vague business proposition of some sort. Calavar invites the party spellcaster to his home for dinner, to be followed by a discussion of business. If this invitation is declined, he invites the party, charming the PC leader to ensue acceptance.

During dinner, Calavar glances at a waterclock, then excuses himself for a moment. His absence stretches into long minutes, when suddenly the house door bursts open. Government agents rush inside and arrest the party's magic user, mistaking him for Calavar. Protests of mistaken identity are ignored.

This is an elaborate set-up planned by Calavar and Ellin Kasan of the Tutorial Guild. Ellin is involved in Kasan intrigues. She has (quite illegally) hired Calavar to charm selected guild masters into helping Kasan plots. Recently some charm spells wore off, and the victims made complaint to the authorities. With warrants filed against Calavar, Ellin tipped him about his imminent arrest. The scapegoat PC will be brought to trial, where Ellin is the legal examiner. She will lie about the results of her truth spell and say the PC's protestations of innocence are false.

The best way to help a PC out of this dilemma is to locate Calavar, now hiding somewhere in the city, or to find enough evidence to cast doubt on Ellin Kasan's veracity as a legal examiner and truth-spell interpreter.

The hunt for Calavar can take PCs through waterfront taverns, to the Tutorial Guild where doors are shut in their faces, and to the seediest dwellings in the worst part of town. Hostile encounters are had with drunks and guildsmen who don't like snooping outsiders. Calavar's location can be betrayed by a street urchin, but Calavar fights to the bitter end before he is taken or arrested.

Companion

Too Hot to Handle

Stubborn dwarves of Stronghold have a problem they're too proud to talk about and get help with. Fire elementals have emerged from the lava in the experimental molten manufacturing area deep inside Fortress Island. The elementals can do little harm in those passageways of volcanic stone, but they are now wandering about the other Stronghold work areas. Soon they will set fire to the residences and make the island uninhabitable. So far the dwarves have not been able to stop them.

Fortunately, loose-lipped Zeno Ironfist (see *Personalities*) is on hand to blab about these problems when PCs make port at Stronghold. If the characters fail to see the opportunity to offer their services, Zeno boldly suggests this to them. He himself will introduce characters to guild master Thor Stronghold.

Thor is upset that outsiders have learned of this problem, especially since Zeno has also mentioned the secret lava manufacturing process. But the guild master figures he should make the best of a bad bargain. Since characters have learned too much, he asks them to stop the fire elementals. If they succeed, that is more than the dwarves have done; if they die, at least they won't be able to talk about the secret manufacturing process.

The first monster encounter takes place with one elemental in the residential area amid smoldering furnishings. The elemental retreats before it is slain. The second encounter is in the forge workshop area with one or two elementals, who are also driven further underground. The final encounter should be in the lava vent area with enough elementals to make this a tough fight.

Successful PCs are rewarded with exceptional dwarf-made weapons as a bonus. Also, Zeno asks if he can join the PC party. He is suddenly very unwelcome in Stronghold because he talked about the lava manufacturing. If he doesn't go with the PCs, he will be sent away in disgrace for one year anyway.

Welcome Aboard

The *Radiant*, a Privateer Guild ship, is in port any place on the continent. Second Mate Ariana Demerick (see *Personalities*) is doing her usual tour of taverns and entertainment establishments along with several privateer companions. Along the way, Demerick and friends meet the PCs. This is a friendly encounter: the pirates buy drinks, do some gambling, and swap tall tales. They say their ship is a merchant vessel of Ierendi design with a crew of many nationalities. If the topic comes up, they do not claim to be Minrothadan, although the accent is clear in many of their voices.

Ariana draws the characters out about what they do. As soon as it becomes obvious that one or more of the PCs is a magic-user, cleric, or thief, she takes that person aside and asks if he or she would like to join the crew of her ship as an officer. They are short-handed and in need of someone with this PC's special abilities. If there is no character with these class skills in the party, Ariana makes the offer to the burliest fighter of the group without mention of officership.

If one or more characters accept this offer, they are introduced to Captain Erundal Kelar on board the *Radiant* shortly before the vessel sails. These obliging characters are put to sleep with spells by the captain or with a potion in their refreshments (save vs Poison at —4); they awake when out to sea.

On the other hand, if no PC is interested in the offer, Ariana and her friends leave, only to return later and shanghai their object of interest late in the night. Ariana lures the character outside, or waits until the PC of interest is out of sight of the party. In this encounter, the DM should allow the pirates to have the numbers, spells, and whatever else it takes to overcome the PC after a fair but short fight. The point of this adventure is for the party to rescue their kidnapped companion, not just kick pirates around in an alleyway.

The kidnapped character awakes on the *Radiant* after it is far out to sea and out of sight of land. The ship is indeed

short-handed and plans, for the Minrothad bounty, to attack Thyatian pirates lurking around North Island. One to four other common sailors have also been pressed into service for this voyage. The PC can fight alongside his captors or be killed by the Thyatians. The Minrothad Privateers Guild is never mentioned unless Captain Kelar is sincerely convinced the PC wants to join his crew. In that case, the *Radiant* returns to Cove Harbor when done with its voyage. Otherwise, the captive PC is put ashore at Gaptown on North Island after one to three months searching for and fighting both pirates and merchant shipping.

The PCs left behind can easily discover what happened to their missing friend(s): the abduction took place without great subtlety and the vessel sailed immediately afterward. Further questions reveal that the *Radiant* is rumored to be a pirate ship. It is known that she is en route to North Isle in Minrothad Guilds waters.

If the characters can get a ship to follow within 24 hours there is a good chance of catching up to the *Radiant*. Since the pirates sail directly for North Island and patrol there for an extended period of time, there is a 10 percent chance per day of searching that PCs cross paths with the *Radiant*. This is reduced by 1 percent for every day of delay in getting a pursuit vessel. Even if PCs have never seen the pirate ship, their captain will recognize it.

If characters have willingly joined the pirates, the highlight of this encounter should be a sea battle with Thyatian pirates. If instead the PCs have come to rescue their companion, they may use any tactics they like to do so. A common pursuit vessel is reluctant to engage the pirates in battle unless it is owned by the PCs or offered a reward worth the risk of losing the ship and being killed. If captured, the pirates will under no circumstance lead the PCs to Cove Harbor.

Captain Erundal Kelar (water elf—E8; St 14, In 13, Ws10, Dx 17, Cn 9, Ch 14; AC 7, HP 42, Move 120' (40'), #AT1, D by weapon, M10, AL C; Has a sword +1, +3 vs sea creatures, potion of speed, and shell armor (treat as plate mail with the

ADVENTURES

encumbrance of leather); *Abilities: Ship Sailing (In + 2), Navigation (In + 3), Artillery (In + 1), Appraisal (In), 1 broker point*).

The *Radiant*, small sailing ship: AC 7, HP 90, Movement 90 miles/day, 150 feet/round. Crew 40 (all combatants); Mounts one catapult and two ballistae; Artillery Skill 16.

In the Ruling Guild Master's Service

Characters are hired as government agents of the ruling guild master. They might be recruited on the continent for this or accepted once in Minrothad. An additional plot twist may happen if PCs have been first contacted by Linias Kasan, who is hiring double agents (see *Personalities*). If such is the case, the DM may alter the following events as desired.

In this scenario, PCs are assigned to infiltrate Guild Corser and get proof of treason committed by guild master Hildric Vendor. Such proof will probably not be obtained- The real adventure takes place when PCs run afoul of Murl of Vlaardoen, a Glantrian wizard who will make the next attempt on Oran Meditor's life.

Characters pose as children of Minrothad guildsmen born on the continent, disguised with magically-applied Guild Corser tatoos showing ranks of journeyman or better. They arrive at Corser Guildhall in the city of Minrothad with letters of referral from a master magic dealer on the mainland. That person is a supporter of Oran Meditor, happy to provide the false endorsements for the agents. PCs are put to work in the guild hall learning the Guild Corser trade administration.

Journeyman newcomers to Corser guild hall do not quickly get into the confidence of a treasonous guild master. Intelligent spying lets the characters discover the following clues, which lead them to thwart the latest assassination plot against Oran Meditor.

- PCs notice there is a senior journeyman alchemist of this family guild who

meets with the guild master frequently in back rooms. The fellow has a Glantrian accent and goes by the name of Murl.

- Explaining his accent, the alchemist once said that he has done extensive trading in Glantri. Another time he explained that he grew up there.
- A character observes the alchemist apparently casting a spell when he thinks he is unobserved. PCs know that only members of the Tutorial Guild may learn magic and cast spells in Minrothad.
- In a local tavern, PCs hear the tale of the last attempt on Oran Meditor's life directly from Kabel Grassroots, who witnessed it. His description of the wizard matches that of Murl the alchemist.
- If a successful effort is made to eavesdrop on conversations, PCs hear Murl and Hildric Vendor talking about Oran Meditor's next public appearance and how good or bad the layout of the area is.
- If Murl is tailed, he is seen talking with accomplices who in turn are seen keeping Meditor Hall under observation. These accomplices also follow Meditor and his retinue any time the ruling guild master goes out in public.
- Interrogation of Murl's accomplices reveals they are Glantrians, some disguised as guildsmen, some not. Most say they were hired to watch the ruling guild master. There is a 10 percent chance of an accomplice confirming that Murl is out to assassinate Oran Meditor after a failed first attempt.

Red herring clues can be thrown in to sidetrack characters, such as meaningless but suspicious papers passing between Murl and Vendor, or Vendor openly dealing with a member of the Thieves Guild. Snooping around the busy guild hall is difficult and can arouse the suspicion of the guild master. If the guild master's office is searched, nothing incriminating is found. There is a 75 percent chance of triggering a magical trap that alerts guild

guards and Hildric Vendor to the presence of intruders.

If Hildric develops doubts about the characters, the NPC checks against a Wisdom score of 12. Success means he thinks the characters are spies. In that case, Murl and accomplices join in a surprise attack to kill them.

Accomplices are an assortment of character classes of levels comparable to the PCs'. It should be difficult to waylay individuals and get them to talk. Most of the clues about Murl are circumstantial. If the characters wait for the wizard to make an attempt on Meditor they will likely be too late to stop him: the wizard magically disappears from sight until he is close enough to attack Oran, then does his spellcasting quickly from concealment.

The pacing of this investigation should be timed so that most clues are discovered shortly before Meditor's next public appearance, where the wizard makes another attempt on his life. If Murl succeeds, the ruling guild master should be injured but not killed. The best way to prevent this attempt is to confront Murl beforehand and force him to betray himself by spellcasting.

If Murl is attacked and taken by surprise, he reflexively defends himself with magic. Once he realizes that he has betrayed himself, he attacks the PCs to kill, employing all his most powerful magic to do so. If characters are a match for Murl alone, he may be aided by one or more Glantri accomplices of any class. Murl's magic concentrates on the summoning of earth elementals and the manipulation of earth (*wall of stone, flesh to stone*, etc). If it is available, use the earth elemental magic described in *GAZ 3* to determine the wizard's spells. In other regards the wizard is described in detail under *Personalities*.

The wizard fights to the death. If he escapes, he returns to kill Meditor later, in a different disguise. If Murl is captured alive, he can be forced to admit that he was hired by Hildric Vendor. Short of this confession, there is no proof of Guild Corser's treason. Hildric will claim, truthfully, that Murl came to him referred by a

continental Minrothad guildsman—in the same way the player characters did. In fact, Murl was referred as an assassin, but Hildric neglects to mention this and truth-magic will not reveal his omission.

After the confrontation with Guild Corser and the wizard, the PCs' faces are too well known to continue as incognito agents in the city of Minrothad, although they might be assigned elsewhere.

Master

A Simple Wish

Ulard Forster, head of Guild Verdier, approaches the PCs with a sensitive mission. He explains that he and Rewen Verdier, keeper of the clan artifact, have had a falling out. Rewen refuses to let the guild master use the artifact in a matter of vital importance to the Verdier elves. Although Ulard refuses to divulge what this matter is, he solemnly vows that it affects the welfare of the entire Minrothad Guilds. *ESP* or similar spells reveal that this is true, or at least that Ulard believes it is. Because of this reason, Ulard asks the PCs to go to the Carven Oak and bring him back one or more of its branchlets.

The "vital matter" Ulard refers to is Oran Meditor's supposed mismanagement of government and the reforms he has instituted in the Minrothad Guilds. Ulard wants a return to the old way of things. He is so certain that the Carven Oak can provide him with a wish to accomplish this that he offers anything within his power if the PCs will do as he asks. Ulard's influence is like that of a prince in a different country: he can bestow domains, ships, wealth, magic, guild tank, or any other reasonable reward.

The PCs are the only ones Ulard can approach with this request. Wood elves would be outraged and demand his resignation from office, while most Minrothaddans are outmatched by the defenses of the keeper's Village and the Carven oak grove. As final justification, Ulard insists that Rewen has grown power-hungry and unbalanced, and is no longer

fit to be keeper. Characters interacting with or using spells on the keeper can see that this is mostly true. If they remain reluctant to do this, Ulard has a magic-user bespell one or more of them with a geas.

Keepers do not allow characters past the village. If PCs fight the keepers, there should be enough resistance for this to be a challenging fight. PCs who kill keepers and are caught are charged with heinous crimes, and Ulard can do nothing to protect them.

If the characters sneak into the grove instead, they must make their way past giant lizards, dryads, treants. Within 200' of the Carven Oak keeper's assistants are encountered. Whether or not adventurers come away with branchlets, any PC who touches the Carven Oak is immediately communicated with by Oleyan, the Immortal trapped within. In a flash Oleyan explains his plight (see *Secrets of the Elves*), begs the PCs to destroy the artifact and release him, and promises an Immortal's reward for their help.

If Ulard gets the branchlets, his first, experimental, wish is that he is young again. If the invocation of this power kills him, that is the end of his plotting. If the wish succeeds, the sloppy wording results in his transformation into a baby elf who cannot walk or talk yet. The DM must decide what happens about the leadership of Guild Verdier afterwards.

The challenge before the PCs at this point should be the question of whether or not to free the Immortal. Oleyan can be of any Sphere of power which might induce the PCs to help him. If they decide to help, they must undertake a quest to learn the method in which the artifact can be destroyed.

It is suggested that PCs do three things to accomplish this quest. The first is that they petition an Immortal whom they follow and ask how to destroy the Carven Oak. Use the method detailed on pg 14 of the *Master* rules. Second, characters must somehow travel to the Sphere of Time where the Carven Oak was made. Once there, they must locate one of the lesser Immortals who helped gather materials for the Carven Oak, and find

out from that power how to destroy it. The Immortal who imbued the artifact with power kicks the PCs out of this Sphere if she discovers what they are up to.

Once the method of destruction is known, it is up to the PCs to implement it and destroy the Carven Oak. One suggested way is to uproot the artifact and take it to the Plane of Fire where it must be immersed in the lava of an elemental volcano. Any other method of the DM's choice can be used instead.

Oleyan's reward for this service is appropriate to an Immortal's gratitude. Also, the PCs may attract the wrath of the Immortal who imprisoned him in the first place.

Quest for the Tree of Life

The Carven Oak has been destroyed, either by the PCs or by some other party or Immortal event. The adventurers are approached by the wood elves and asked to help their keeper quest for a new relic for their clan. They want to have a proper relic this time, and will not be satisfied with another artifact.

This quest can take PCs to the planes and spheres of power, and to the farthest corners of the earth. This situation is perfect for a quest for one of the lost Trees of Life (see *GAZ4*). The Tree would be a proper clan relic that satisfies the Verdier elves. It might be possible instead to acquire a cutting from one of the existing trees. The quest then revolves around doing something for foreign elves that is worthy of such a reward.

Adapting Gazetteers to AD&D® Campaigns

Many of you may be avid players of the **ADVANCED DUNGEONS & DRAGONS®** game. For your convenience, we included this section to help you use this gazetteer in your AD&D® game campaign.

The differences between the D&D® and the AD&D games are small enough that the adaptation should not be much of a problem. However, for those of you who are not familiar at all with the D&D game, there are a few details that need to be clarified. For ease of reference, topics appear in alphabetical order.

When adapting adventures, keep in mind that AD&D characters are slightly tougher at low level, but D&D characters can deliver much more damage at mid to high level.

The D&D game is designed to handle very high levels of play, up to a maximum of level 36. It is suggested that you keep the same levels of experience in the two games up to level 20. Beyond, assume that each two D&D game levels equal one character level in the AD&D game, rounded up. In this way, a level 36 wizard would turn out to be a level 28 arch-mage in the AD&D game.

Gazetteer nations can now be set up in other game worlds, such as those described in the **FORGOTTEN REALMS™** Campaign Set or the **WORLD OF GREYHAWK®** Fantasy Game Setting. This offers interesting alternative developments to regions not yet charted, allowing you to continue your campaign without having to switch to another game.

Movement between the **Minrothad** Guilds and other campaign worlds is possible through the planar gate atop the mountain **Immortal's Home** on **Trader's Isle** (see *Adventures*). Likewise, a previously undiscovered power of the elvish **Carven Oak** artifact could be used to send characters elsewhere in the **Known World** or to other dimensions.

Alignments: D&D game characters have only three alignments—**Lawful**, **Neutral**, or **Chaotic**. In the AD&D game, assign **Good**, **Evil**, or **Neutral** alignments, depending on the context.

Armor Class (AC): In the D&D game,

the highest (worst) armor class is 9. In the AD&D game, the highest AC is 10.

Classes: In the D&D game, elves, dwarves, and halflings actually are character classes. D&D game elves correspond to AD&D game **elven fighter/magic-users**. D&D game dwarves and halflings are fighters. At high levels, D&D game **demi-humans** use **Attack Ranks**, which reflect better fighting abilities. Ignore these in the AD&D game. Human fighters, clerics, magic-users and thieves are unchanged.

Coins (cn): The abbreviation "cn" stands for "coin" and is a measure of weight equal to the AD&D game *gp*.

Dominions: Dominions are lands under a character's rule, like AD&D game baronies. Rulers receive taxes from inhabitants as well as income from natural resources and services. D&D game dominion populations grow an average 15 percent, or 5d10 people per month. At 50 inhabitants per square mile, the growth tops out at 1d5 percent, or 5d10 people. Use AD&D game taxation.

Equipment: The terminology in the D&D game is very similar to the AD&D game. Equipment cost, encumbrance, damage in combat, or AC protection are slightly different, but not enough to be worth mentioning. Use the AD&D game statistics.

Encumbrance: See *CD* or coins.

Experience: Total accumulated experience for characters is also different between the two games, but again, not enough to have a substantial effect on play. Everybody understands the difference between a level 1 magic-user and a level 15 wizard...we hope!

Immortals: They are equivalent to the AD&D game deities. Immortals often are NPCs who reached level 36 and completed a heroic quest of some son. Immortals belong to various spheres such as:

Matter: usually related to lawful beings, fighter types, or the earth element. Opposed to the Sphere of Time.

Energy: usually related to chaos, magic-users, or the element of fire. Opposed to the Sphere of Thought.

Time: usually related to neutral

beings, cleric types, or the element of water. Opposes the Sphere of Matter.

Thought: usually related to any alignments, thief types, or the element of air. Opposes the Sphere of Energy.

Entropy: not related to anything except destruction, it opposes all other spheres. It corresponds to AD&D game lower planes. Lords of Entropy are demons.

Morale: Whenever NPCs or monsters run into difficulties, especially during combat, there is a possibility they will surrender or flee. Use the AD&D game **reaction/loyalty** system.

Monsters: Some monsters mentioned in this supplement do not exist in the AD&D game. Simply replace them with another appropriate creature. Keep an eye on play balance; differences in HD and special abilities may occur at times, calling for adjustments.

Movement: Movement rates in the D&D game are given in **feet/turn**, and then in parentheses in **feet/round**. In the D&D game, 100'/turn equals 10"/round in the AD&D game.

Ranges: All distances are expressed in feet, rather than inches. Assume 10 feet are equivalent to 1" in the AD&D game.

Rounds: Rounds and turns are used the same way in both games. The D&D game does not use segments. A D&D game round equals one minute; a D&D game turn equals 60 rounds. For more simplicity, use the AD&D game equivalents without converting.






















Spells: Some D&D game spells have slightly different names than their AD&D game counterpart. Simply use what comes closest. Modify the number of memorized spells listed for spellcasters to match the AD&D game rules.

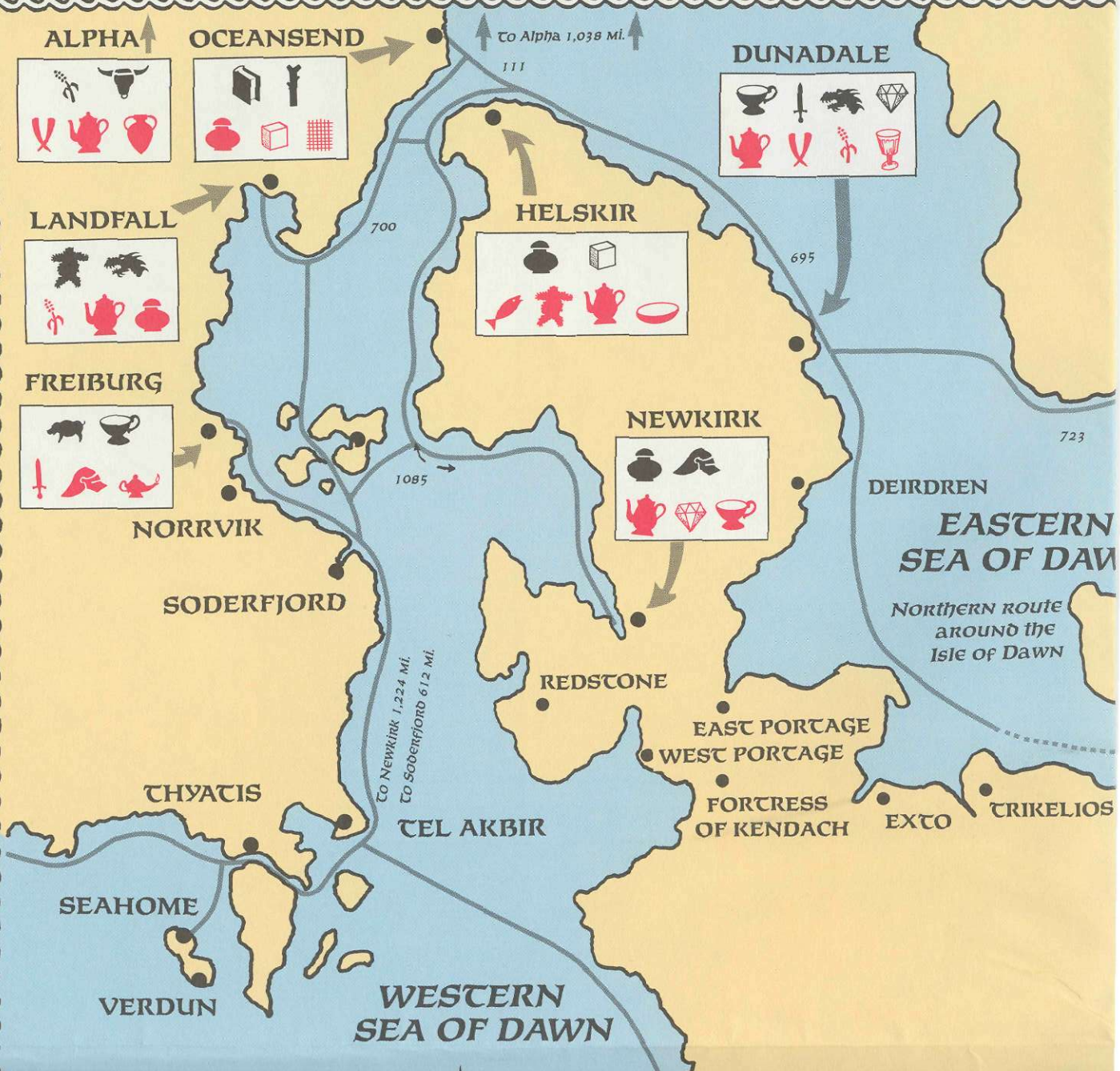
War Machine: This is a mass combat system developed in the D&D game, that has no equivalent in the AD&D game. BR stands for **Battle Rating** and is only used for the War Machine. We suggest use of the **BATTLESYSTEM™** Fantasy Combat Supplement, which works for both games.

Weapon Mastery: Ignore details for D&D game weapon mastery and replace with the AD&D game equivalent.

MAJOR KNOWN TRADING

Trade Goods

-  Wood, COMMON
-  Oil
-  Textiles
-  Salt
-  Beer, ale
-  Grain & vegetables
-  Fish, preserved
-  Hides, furs
-  Tea or coffee
-  Animals
-  Pottery
-  Wine, spirits
-  Meat, preserved
-  Metals, COMMON
-  Dye & pigments
-  Cloth
-  Weapons, tools
-  Monsters
-  Glassware
-  Semiprecious stones
-
- Precious Merchandise**
-  Mounts



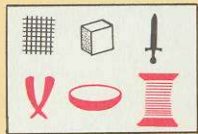
IG ROUTES

AASLA



To UNKNOWN lands

NORRVIK



DOVEFELL

SATI

STORMBAY

PORT SWENSON

TROMSO

SHIPTON

ZEABURG



SUDORN

To Zeaburg 213 Mi.

NAMSEN

SUDDPONT

DREMEN

SALT SHORE

313

HOSTPORK

HELEGA

VANGER

To Zeaburg 267 Mi.

RANWOOD

DORNA

240

BACKWATER

SODERFJORD

WILMIK



• EDAIRO


SURRA-MAN-RAA





ROUTES


 Semiprecious stones


Precious Merchandise


 Mounts


 Wood, precious

 Porcelain, fine


 Books, rare


 ARMOR

 IVORY

 Spices

 Silk

 FURS, RARE

 Metals, precious

 GEMS

SEAHOME

VERDUN

WESTERN SEA OF DAWN



Southern route around the Isle of Dawn

CAERDWICCA

FURMENGLAIVE CASTLE

AEGOPOLI










Symbols in black sell at less than market value.
Red symbols sell at MORE than market value.

*The mileage given is FROM port to port following the trade route.
ONE INCH EQUALS 222.5 MILES*










ATHENOS

SHIRETON

SPECULARUM

PORT TENOBAR

TOCHMEER

RUNDEGOS

BURNY

THANTABBAR

FORT DOOM

MARILENEV

SULESCU

CALATUPOS

KOBOS

*Rarely traveled trade routes
To the Atruaghin Tribes*

To Specularum 233 Mi.

To Minrothad 173 Mi.

Shireton 247 Mi.

To Stronghold 100

NULA

VLAAD

● EDAIRO

Rarely traveled trade routes



SURRA-MAN-RAA



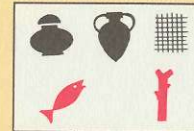
87

JABOOR



53

FABIA



47

CUBIA



33

TAMERONIKAS



207

TEL AKBIR



KERENDAS



THYATIS



RUGALOV

GAPTON



280

DMITROV

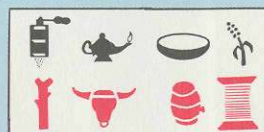
ORLOI

MINROCHAD



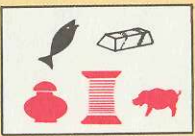
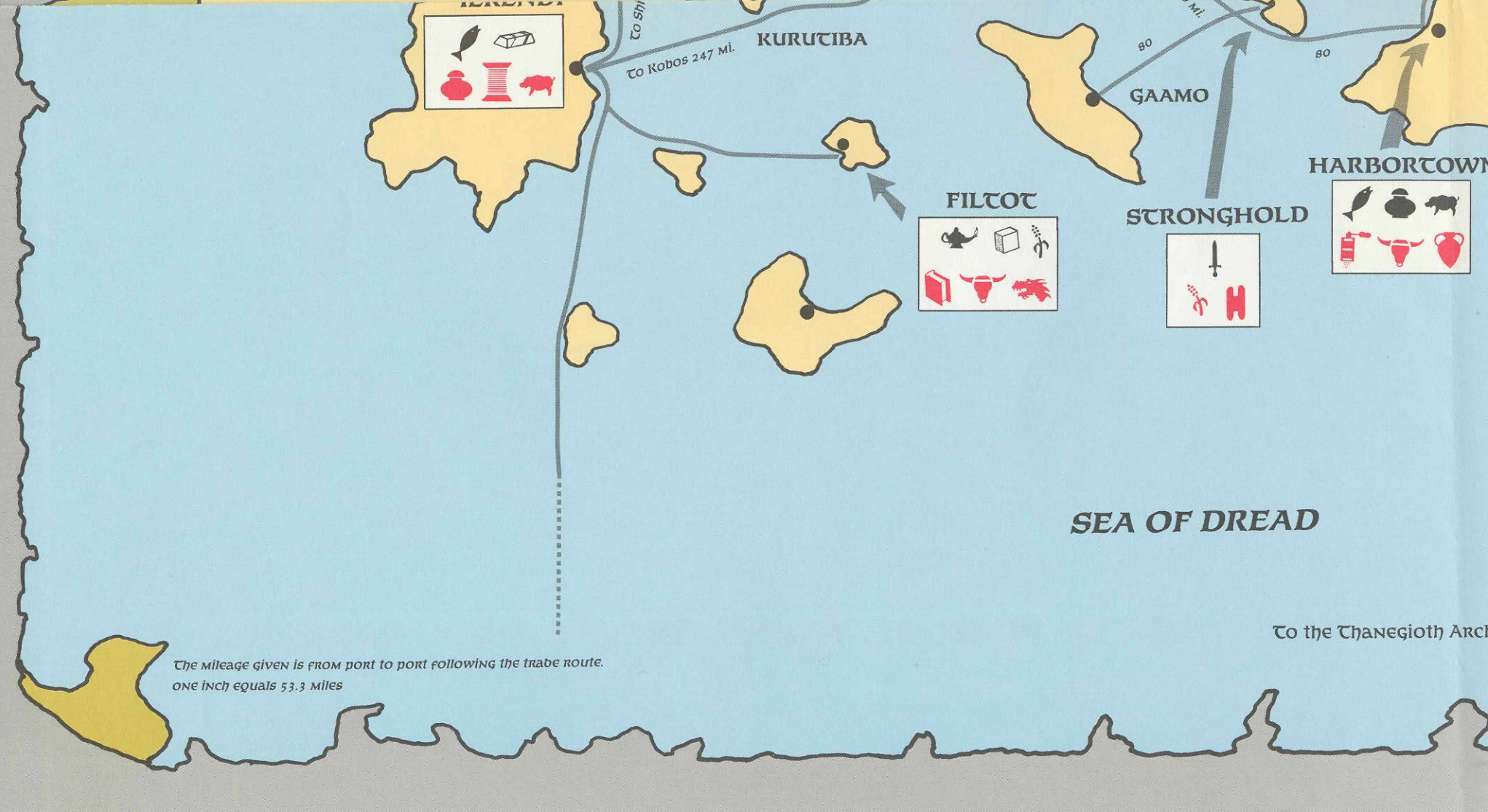
To Sea

MALFTON



240

To the Southern Isle of Dawn
sea route



To Robos 247 Mi. **KURUCIBA**

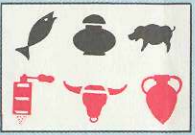


GAAMO

STRONGHOLD



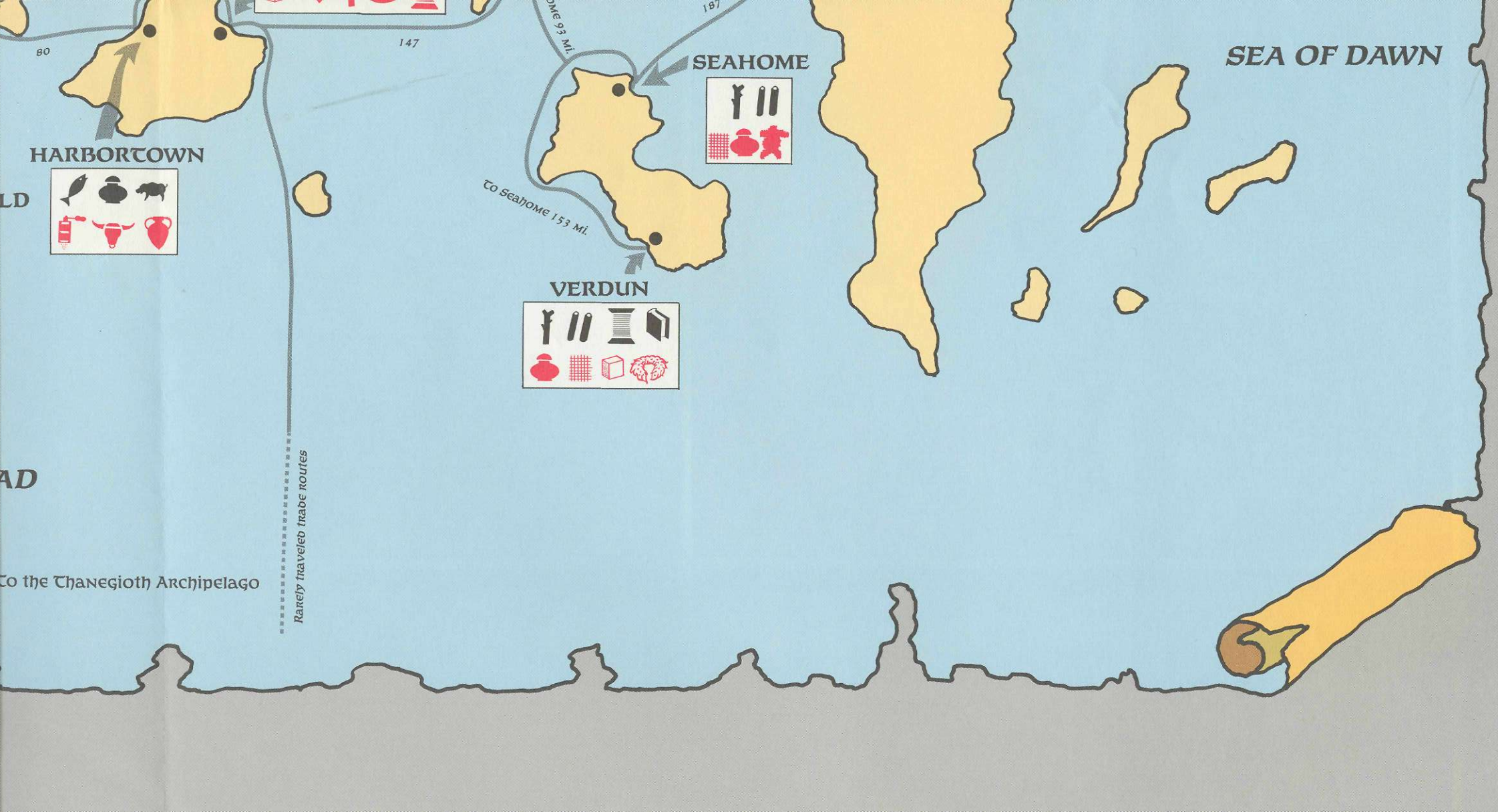
HARBORTOWN



SEA OF DREAD

To the Chanegioth Arch

The mileage given is from port to port following the trade route.
ONE INCH EQUALS 53.3 MILES



SEA OF DAWN

SEAHOME

VERDUN

HARBORTOWN

to Seahome 153 Mi.

to Seahome 39 Mi.

Rarely traveled trade routes

To the Chanegioth Archipelago

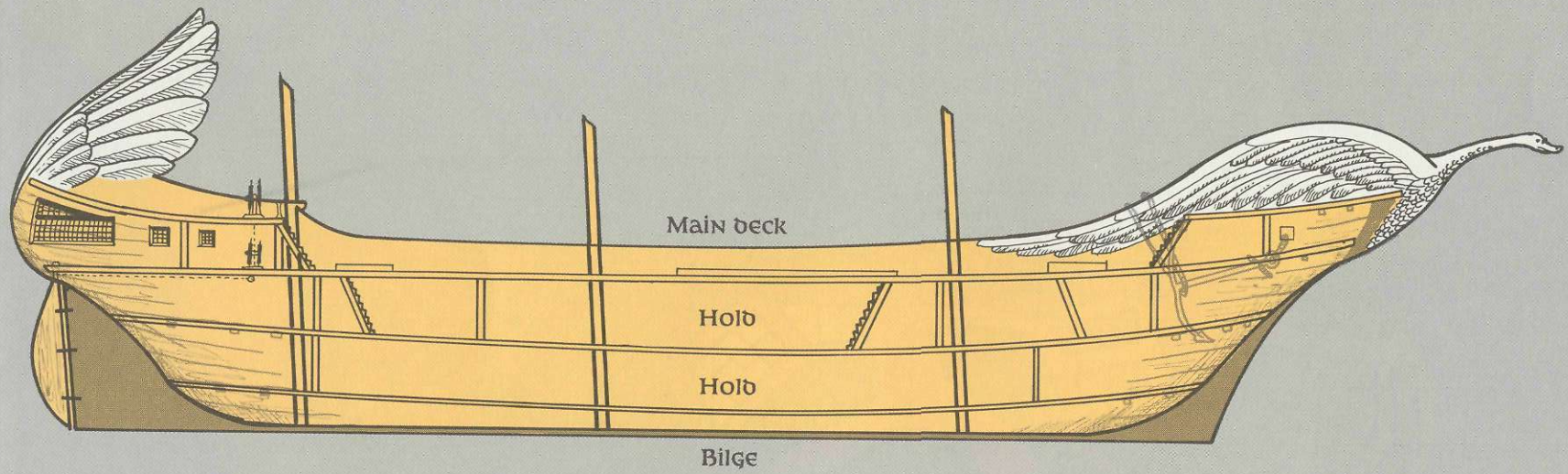
80

147

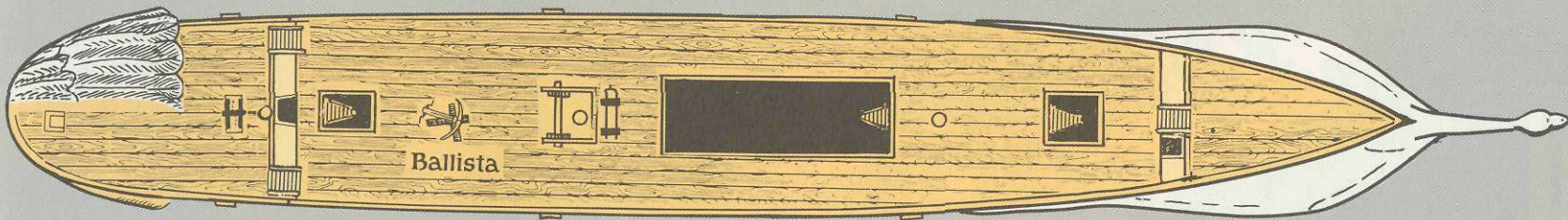
187

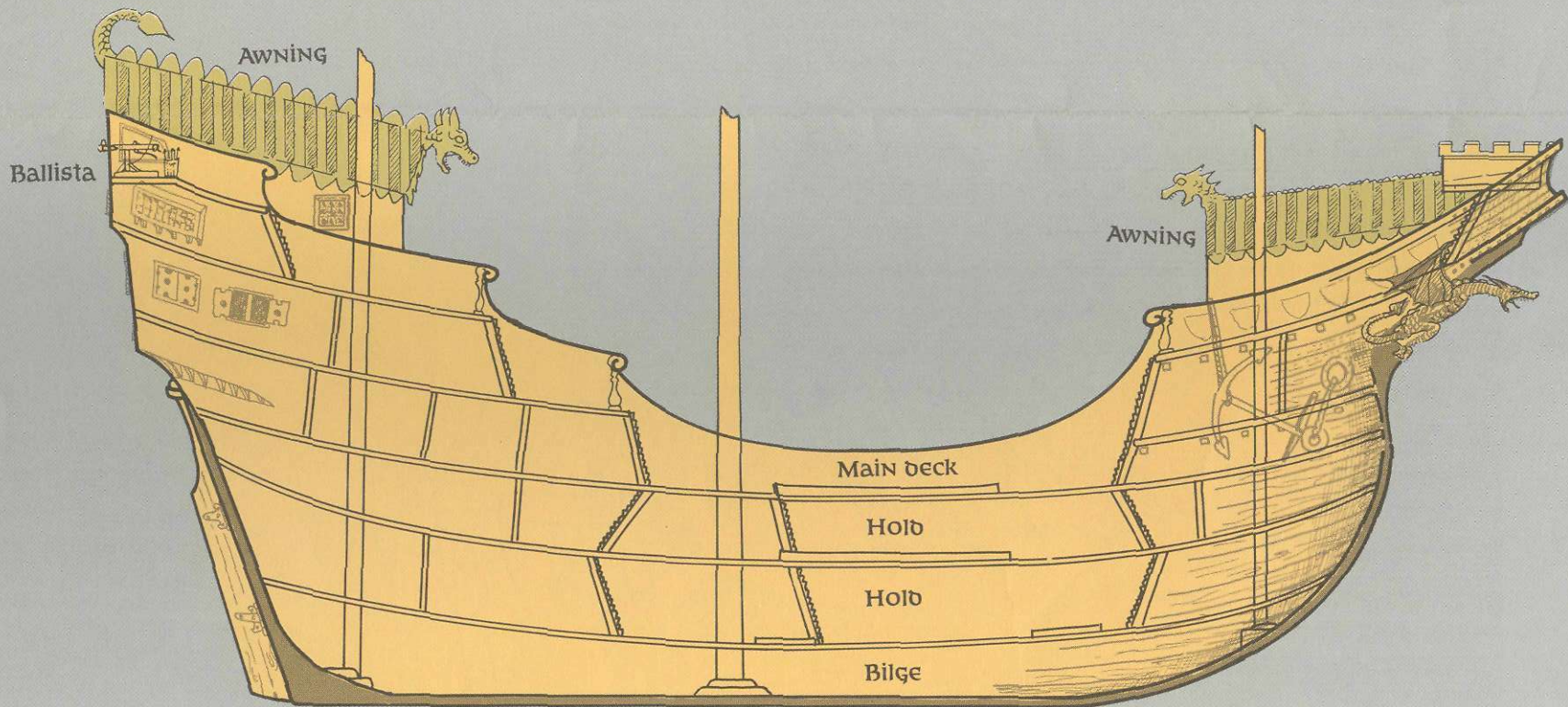
LD

AD



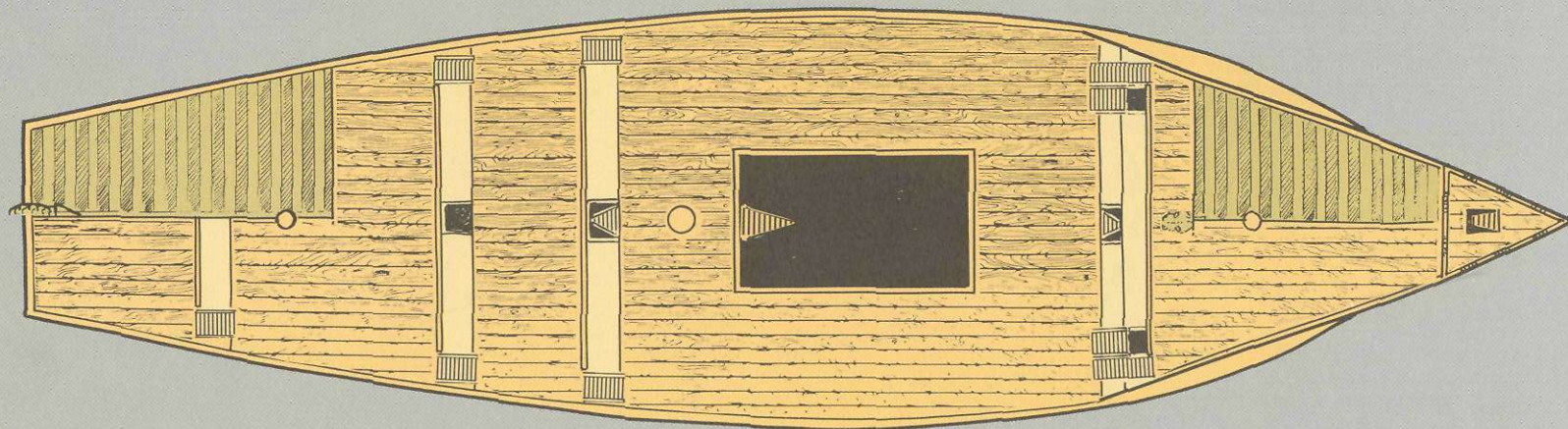
MINROTH CLIPPER
Overall length 91 feet, beam 13.5 feet.





HARBORTOWN TRADER

Overall length 100 feet, width (beam) 27 feet.



MARILENEV

GRAND DUCHY OF KARAMEIKOS

SULESCU

VORLOI

DMITROV

FORTRESS ISLAND

STRONGHOLD

HARBORTOWN

CITY OF MINR

TRADER



THE MINROTHAD GUILDS



North Island

WN

Fire Island

Cove Harbor

Open Isle

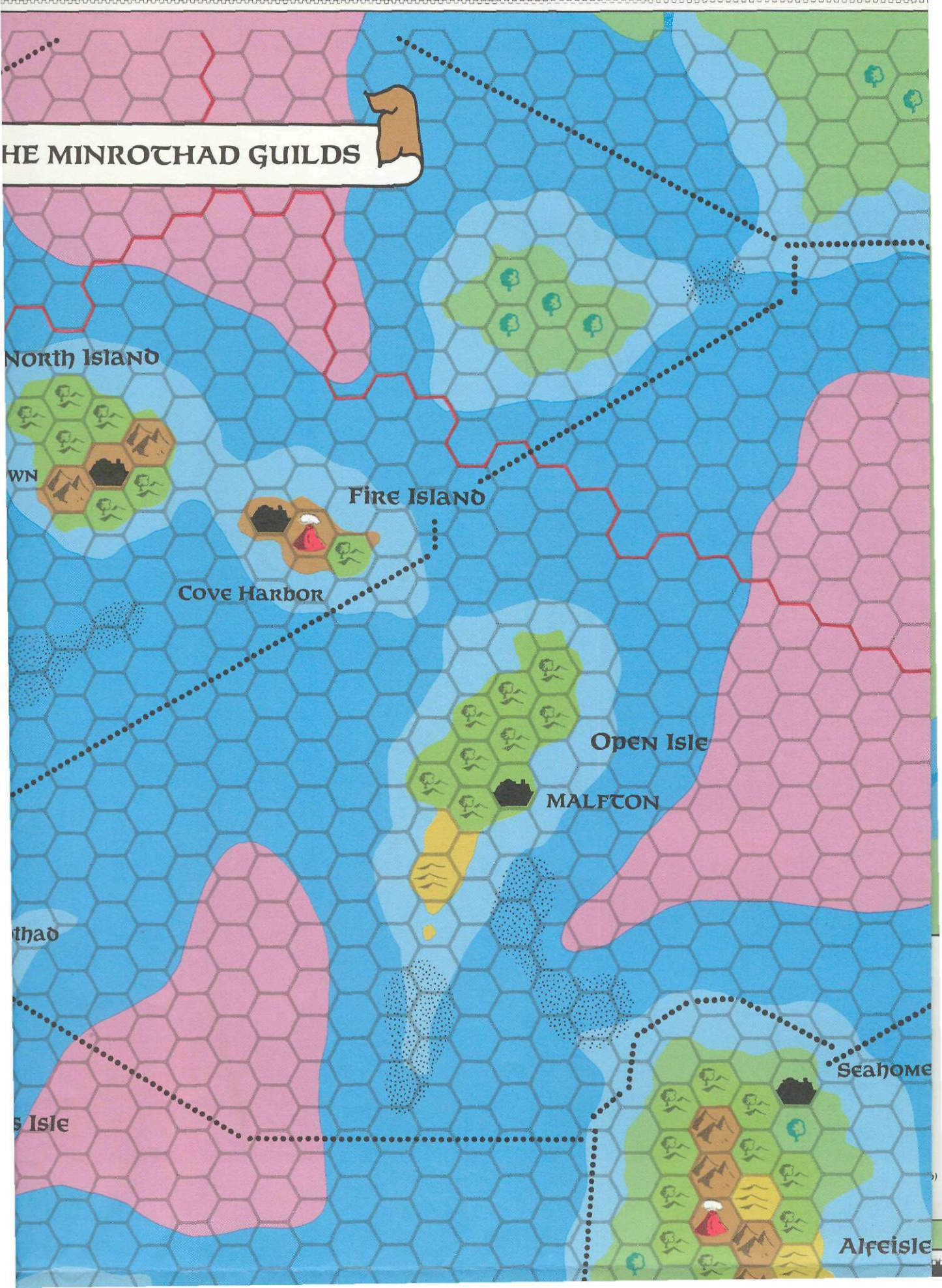
MALFTON

thad

s Isle

Seahome

Alfeisle



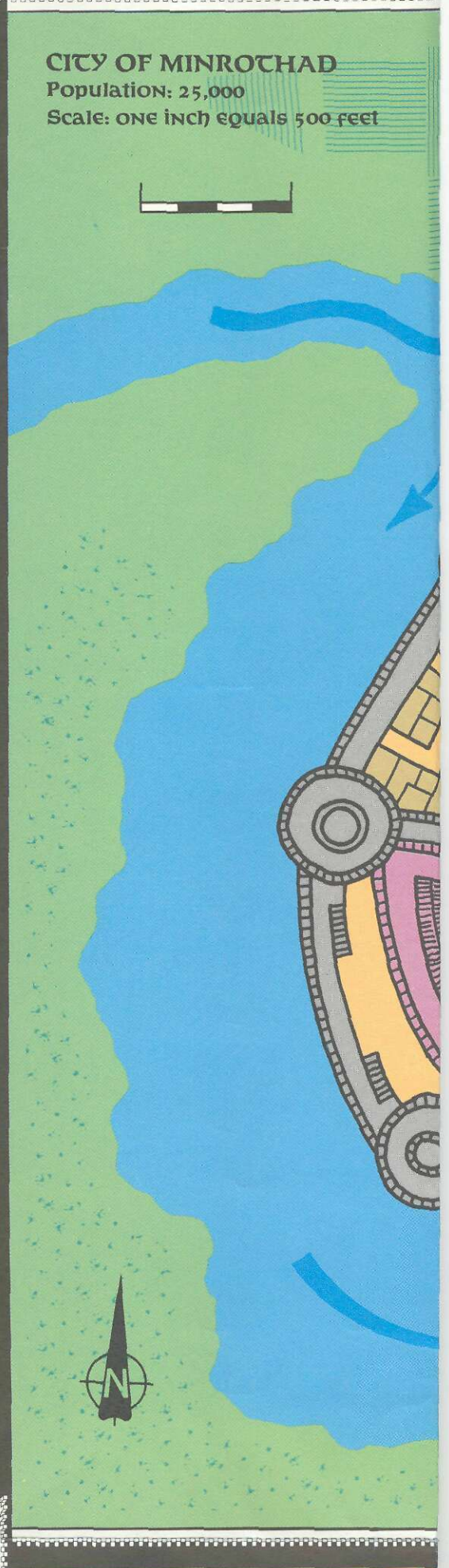
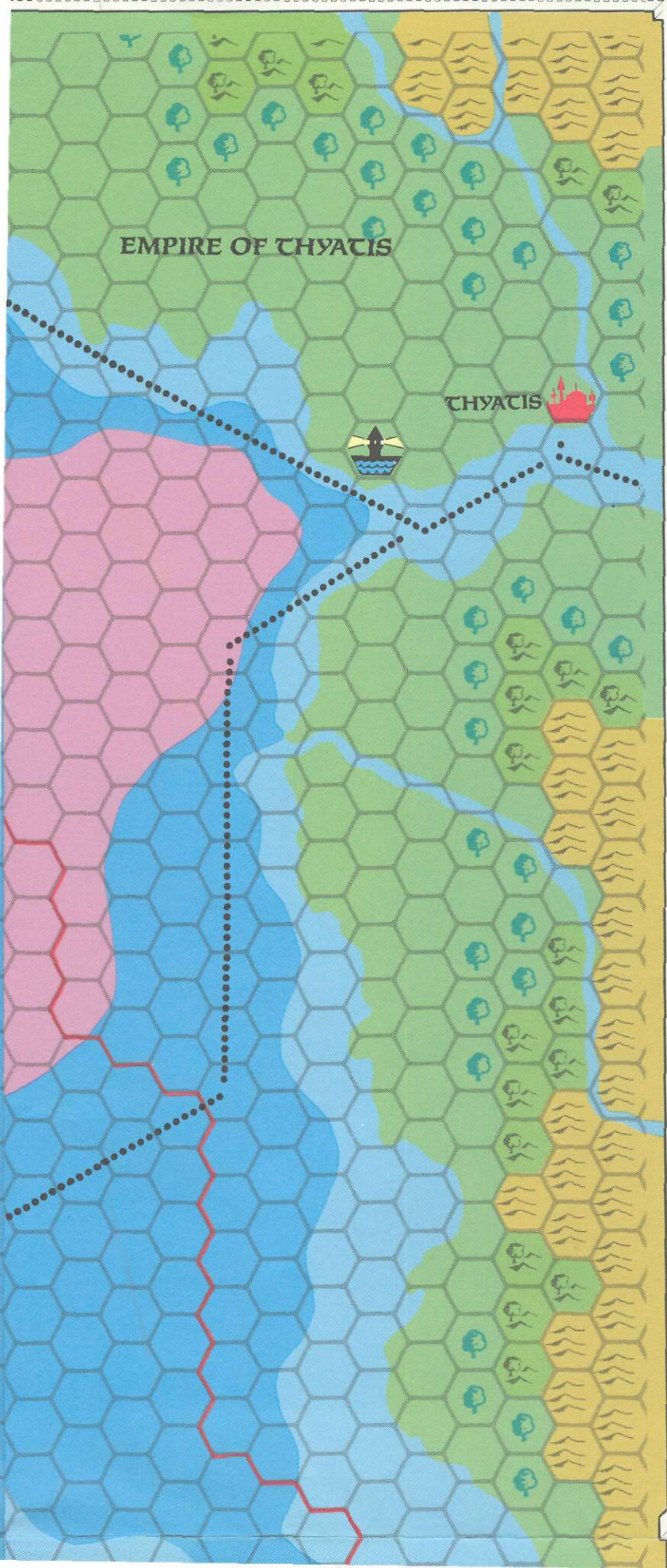
EMPIRE OF THYACIS

THYACIS

CITY OF MINROTHAD

Population: 25,000

Scale: one inch equals 500 feet





1. Outer wall
2. Outer wall towers
3. Outer stronghold towers
4. Sea gate to harbor
5. Stone bridge
6. Main gate of the outer fortifications
7. Outer market
8. Livestock pens
9. 1st caste living quarters
10. Bridge barbican
11. City gate
12. Lower market.
13. 2nd caste pebbliers and shops
14. 2nd caste residences and craft shops
15. 1st and 2nd caste manufactories
16. Inner city defensive wall
17. 3rd caste merchants and guild businesses
18. 4th caste residences (masters)
19. Upper market
20. Mebitor Hall (ruling guild master's palace and stronghold)
21. Mebitor Hall fortifications
22. Stables
23. Removable wooden bridges

Black

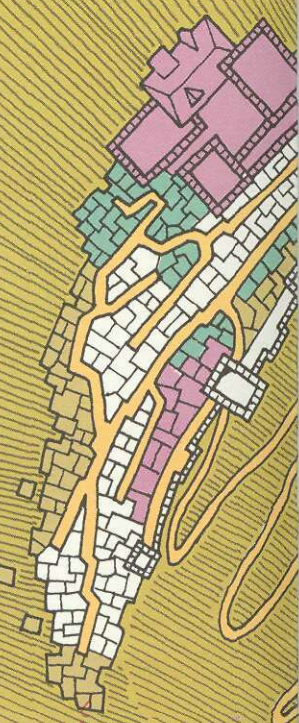
SEA OF DREAD

Scale: one hex equals 8 miles

Scale: one hex equals 8 miles

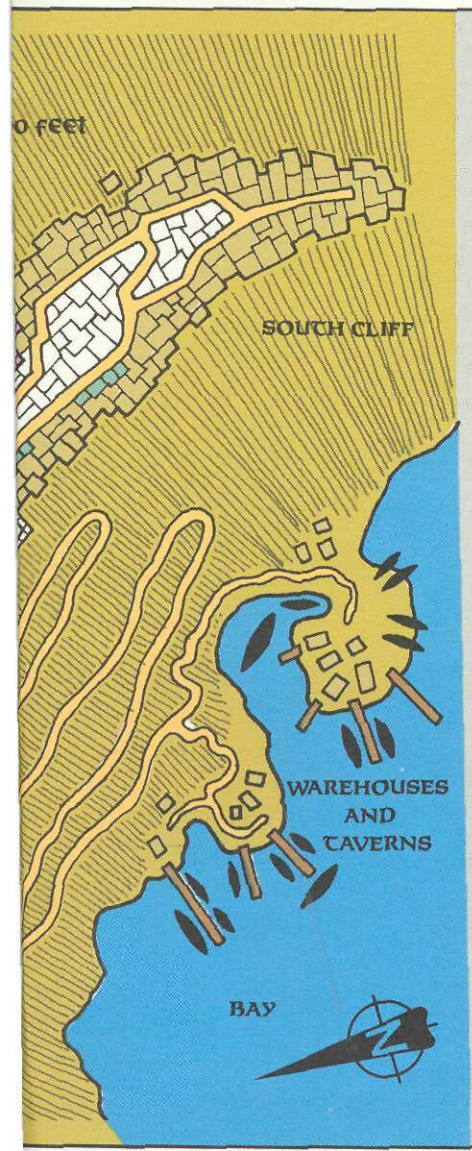
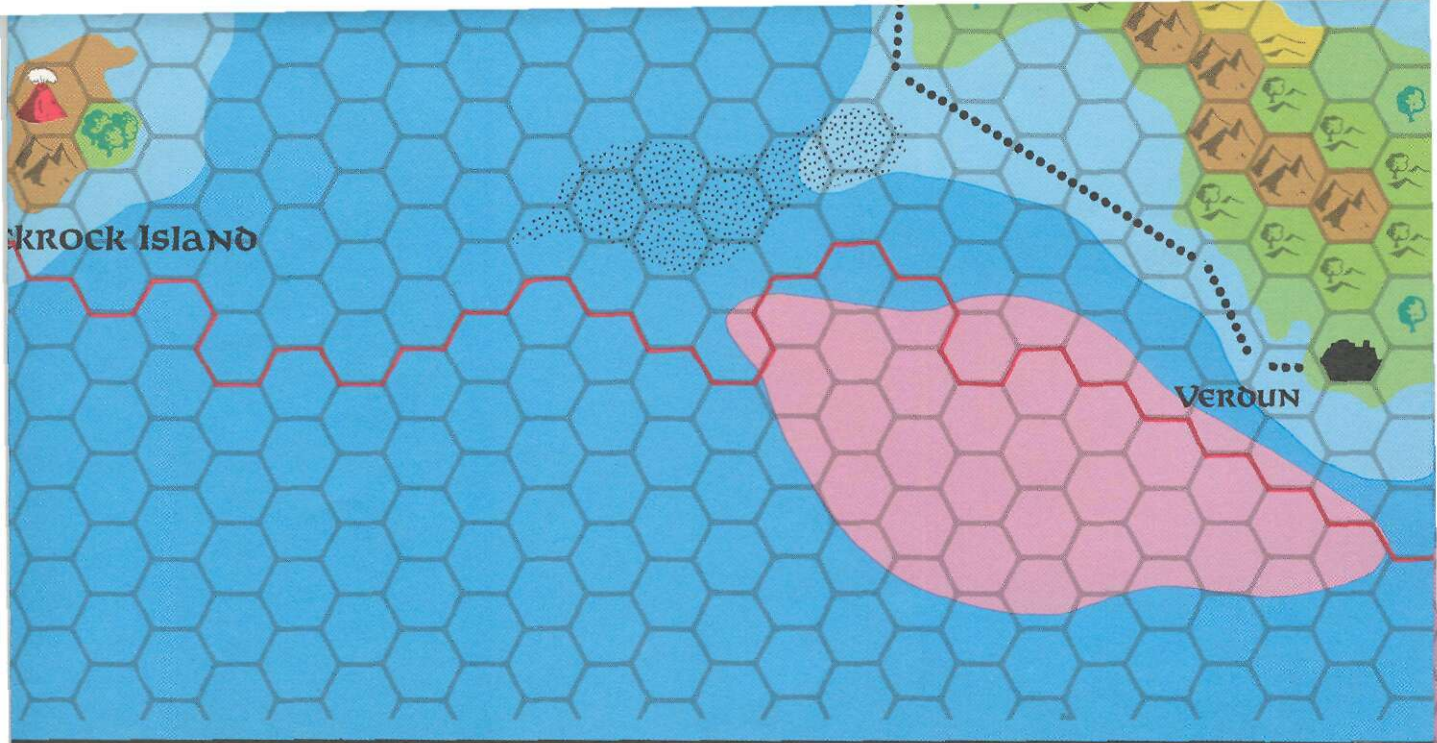
STRONGHOLD
Population: 10,000
Scale: one inch equals 50 miles

	PALACE		LIGHT HOUSE		HILLS WITH FOREST		REEF		TRAIL SHIPPING LANES
	CASTLE		VOLCANO		GRASSLAND OR STEPPE SAVANNA VELD'T		COAST LINE		BRIDGE
	FORC		MOUNTAINS		SWAMP OR MARSH		RIVER		FORD
	TOWER OR KEEP		CLEAR PASTURELAND FARMLAND		MOOR OR BOG		STREAM		MOUNTAIN PASS
	RUINS		HILLS		DESERT OR SEA SAND		WATER FALL		EXT. BORDER (KINGDOM, NATIONAL, COUNTRY)
	CAPITAL		BARREN OR BROKEN LAND		ROCKY DESERT		GREATER CATARACT (RAPIDS)		INT. BORDER (FIEF, DISTRICT, DOMINION)
	CITY		PLATEAU OR CLIFF		OASIS		MEDIUM CATARACT (RAPIDS)		SNOW FIELDS
	TOWN		LIGHT FOREST		BADLANDS		LESSER CATARACT (RAPIDS)		GLACIERS
	VILLAGE		HEAVY FOREST		WATER		CANAL		ICE FLOE
	CAMP		JUNGLE		SEA FLOOR OR LAKE CONTOURS		ROAD		BATTLE FIELD

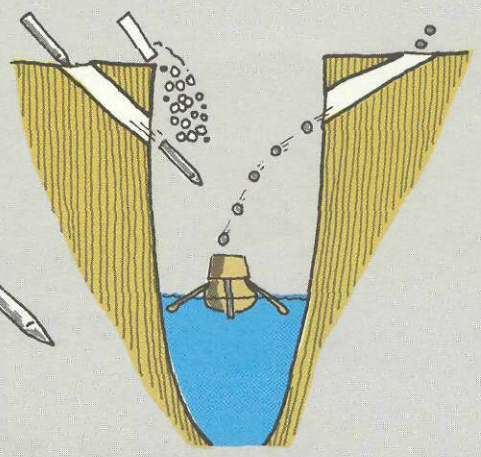
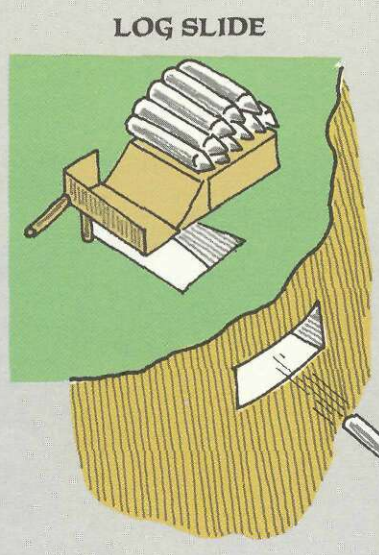
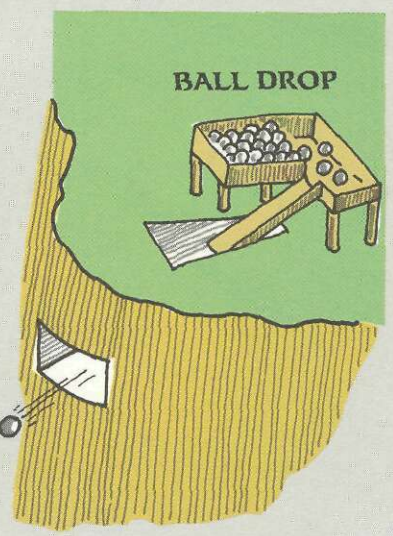
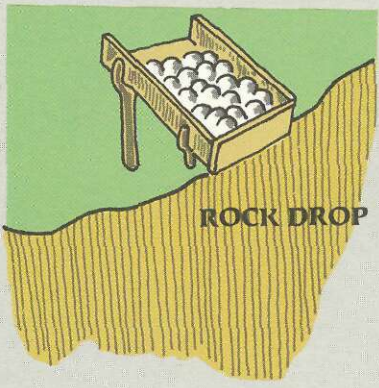


NORTH CLIFF

9296xxx0701



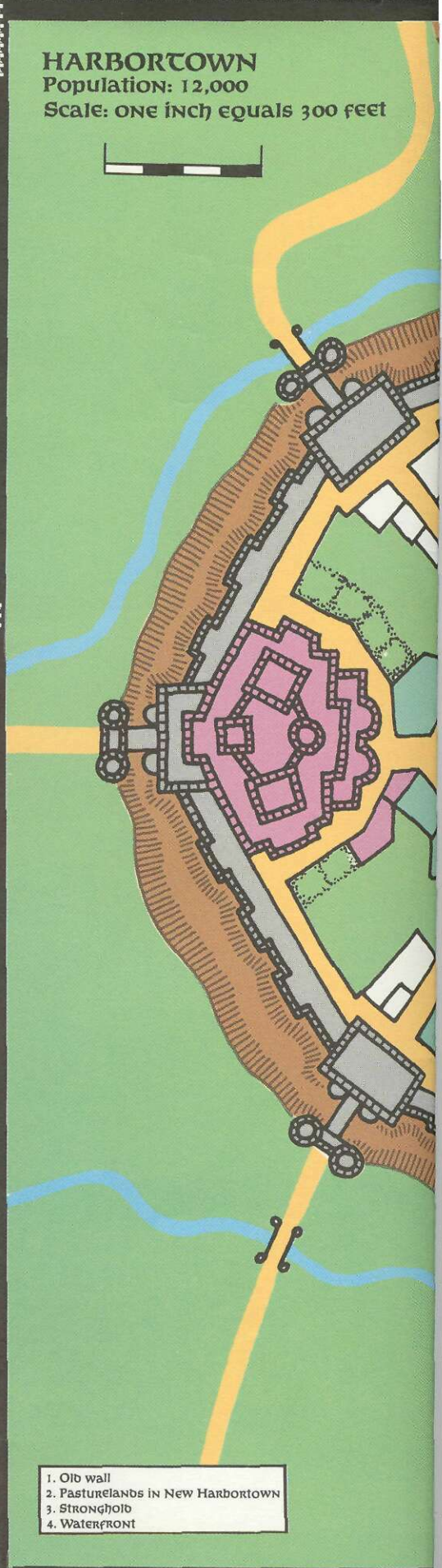
NEW DEFENSIVE WEAPONS



HARBORTOWN

Population: 12,000

Scale: one inch equals 300 feet



- 1. Old wall
- 2. Pasturelands in New Harbortown
- 3. Stronghold
- 4. Waterfront

FORTRESS ISLAND

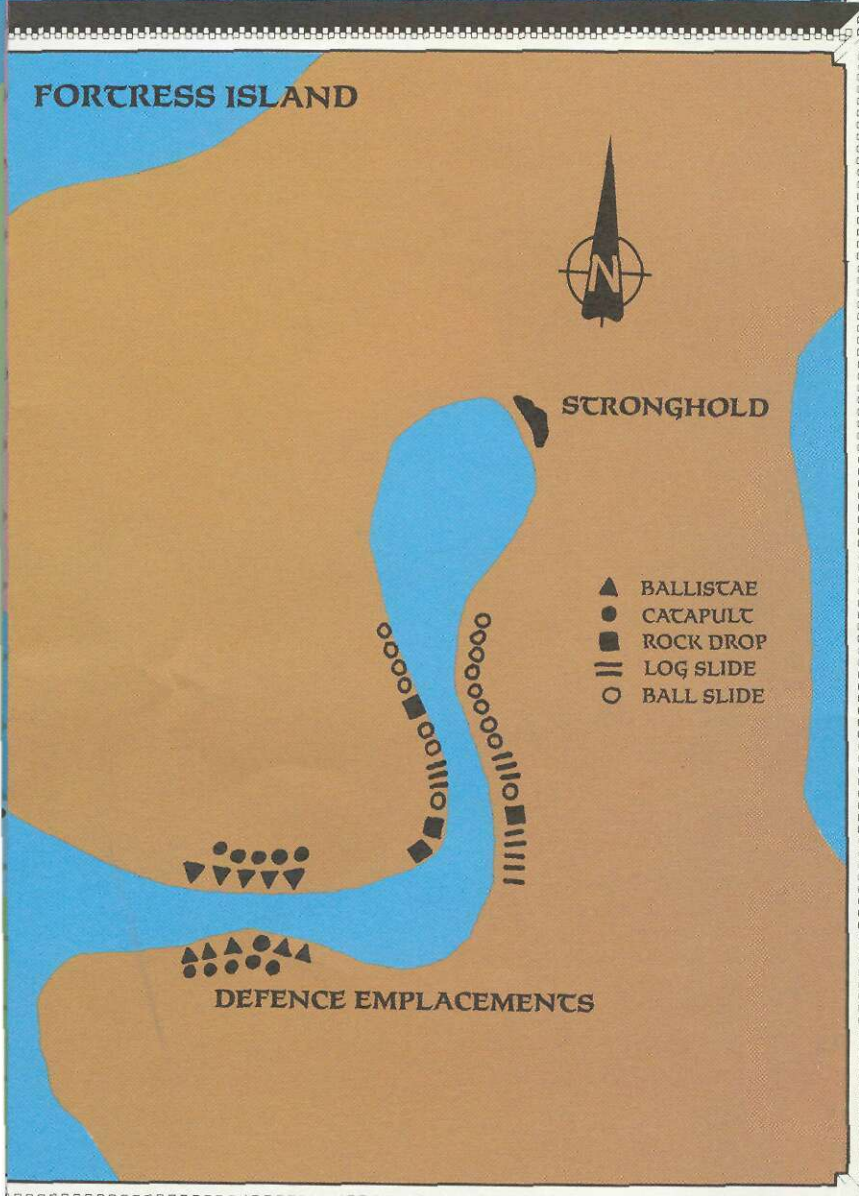


STRONGHOLD





- ▲ BALLISTAE
- CATAPULT
- ROCK DROP
- || LOG SLIDE
- BALL SLIDE



DEFENCE EMBLEMENTS





-  Low-caste residences, craft shops, warehouses
-  Merchants, restaurants, services
-  High-caste residences and shops
-  Mid-caste manufactories

IERENDI

12 5 Foudroyant	12 5 Defiant	5 7 Arrogant	5 7 Valiant	5 7 Formidable	5 7 Sovereign	6 7 Glorious	7 7 Inflexible	6 6 Superb	6 6 Flamboyant
6 6 Gallant	7 6 Illustrious	9 6 Thunder	3 8 Fearless	6 7 Dauntless	11 6 Invincible	3 8 Intrepid	3 8 Adamant	3 8 Courageous	5 7 Victorious

MINROTHAD GUILDS

6 7 Silver	3 8 Emerald	3 8 Jade	3 8 Gold	3 8 Ruby	3 8 Obsidian	3 8 Opal	3 8 Ivory	5 6 Amber	5 6 Pearl
6 7 Sapphire	4 7 Zephyr	4 7 Carnelian	4 7 Zodiac	4 7 Platinum	4 7 Garnet	5 6 Diamond	5 6 Coral	5 6 Alabaster	7 6 Agate

PRIVATEERS & MERCHANTMEN

3 7 Sheik	3 7 The Rose	3 8 The Swan	3 8 Unicorn	4 7 Medusa	4 7 The Siren	5 7 Savage	5 7 Bartolomeo	6 7 Mermaid	6 7 Triton
7 7 Arrow	5 6 Cutpurse	5 6 Seasteed	6 6 Vigilant	6 6 Alvarez	7 6 Isabella	7 6 Challenge	8 6 Consuelo	9 6 The Devil	8 6 Defender

9 6 Dos Amigos	10 6 Hillsbury	11 6 Monarch	3 7 Amazon	3 7 Willoway	3 8 Vixen	3 8 Fjordvall	4 7 Valkyrie	5 7 Sea Dragon	6 7 Oswult
2 7 Crusader	2 7 Goodhope	2 7 Premise	2 7 Brandywine	2 7 Moon	2 8 El Chico	2 8 Harpoon	2 8 Herald	3 7 The Eagle	3 7 Fortuna

YLARUAM

3 7 Flower	4 7 Esperanza	4 7 Pilgrim	5 7 Peregrin	5 7 Princess	4 6 Cormorant	4 7 Ali Pasha	4 7 Abu-Pasha	6 7 Al-Kalim	4 7 Bir Karim
4 6 Griffin	4 6 Manuela	5 6 Providence	5 6 Rainbow	6 6 Radiant	7 6 Cristobal	3 7 Mahmudieh	3 7 Nefud	3 7 Sinbad	3 7 Muktar

THYATIS

4 7 Olivia VI	4 7 Adriana X	4 7 Constantin	4 7 Aetius	4 7 Augustin I	4 7 Stefan II	4 7 St. Valen	4 7 Alexander	4 7 Andronicus	4 7 Octavian
5 7 Aurelian	5 7 Basil XV	5 7 Belsarian	6 7 St. Callana	6 7 Diocletian	6 6 Gallen	6 6 Eugene	6 6 Emillian	6 6 Theodore	8 6 Sophia

7 6 Irene III	7 6 Julian XVII	10 6 Justin	4 7 King Leo	4 7 Marcus I	5 6 Michael	5 6 Lucas	5 6 Clement	5 6 Raphaena	6 6 Diogenes
3 7 Nicomede	3 7 Zenobia	3 7 Tiberian	3 7 Anatole	3 7 Alexis III	3 7 Nicephore	3 7 Ephesian	3 7 Cleo	3 7 Daphne	3 7 Tamerlane

DAROKIN

4 7 Markuri	4 7 Akorros	4 7 Akesoli	4 7 Corunglain	4 7 Athenos	4 7 Bjorndall	4 7 Gustavson	4 7 Hellstrom	4 7 Raegnald	4 7 Gunnbjorn
3 7 Illefarn	3 7 Selenica	3 7 Alfheim	5 6 Malpeggi	6 6 Darokin	4 7 Eirikson	5 7 Bjorgsen	5 7 Beowulf	5 7 Wilfred	6 7 Thorfinn

VESTLAND

OSTLAND

KARAMEIKOS

3 7 Fyodoroski	3 7 Sergeiev	5 7 Ilyana	6 7 Ivanovitch	10 6 Dmitrov	3 7 Raknar	3 7 Olafson	3 7 Svenson	3 7 Harald	5 7 Knutvald
7 6 Ecaterina	7 6 Anyavitch	4 7 Yakovski	4 7 Stefanov	4 7 Irenescu	5 6 Tatiana	4 7 Hallad	4 7 Thorvald	4 7 Sigurd	5 7 Saknussen

SODERFJORD JARLDOMS

FIVE SHRES

7 7 Barracuda	7 7 Swordfish	3 8 Blackbeard	3 8 Buccaneer	4 7 Swashbuckler	7 6 Cutlass	7 6 SeaHawk	9 6 Revenge	3 8 Thorgrim	3 8 Sigtrygg
3 7 Nixie	3 7 Nautilus	4 7 Sea Lion	3 7 The Pride	3 7 Sea Hag	4 7 Bounty	4 7 Tortuga	5 6 Renegade	5 6 Barbarossa	3 8 Magnussen

PIRATES

THYATIS

2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged
4 3 Damaged	3 3 Damaged	3 3 Damaged	3 3 Damaged	3 3 Damaged	3 4 Damaged	3 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged
3 3 Damaged	2 3 Damaged	2 3 Damaged	2 3 Damaged	2 3 Damaged	2 4 Damaged	2 4 Damaged	5 3 Damaged	3 3 Damaged	3 3 Damaged	3 3 Damaged
1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged

KINGDOM OF IERENDI

3 3 Damaged	3 3 Damaged	4 4 Damaged	3 4 Damaged	3 4 Damaged	3 4 Damaged	3 4 Damaged	3 4 Damaged	3 4 Damaged	6 3 Damaged	6 3 Damaged
3 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	6 3 Damaged	3 4 Damaged	2 4 Damaged	5 3 Damaged	4 3 Damaged	3 3 Damaged	3 3 Damaged

MINROTHAD GUILDS

2 3 Damaged	2 3 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	3 4 Damaged
3 3 Damaged	2 3 Damaged	2 3 Damaged	2 3 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	3 4 Damaged	3 4 Damaged

OSTLAND

VESTLAND

2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged
3 4 Damaged	3 4 Damaged	3 4 Damaged	3 4 Damaged	2 4 Damaged

DAROKIN

2 4 Damaged	3 3 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged
3 3 Damaged	2 3 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged

PRIVATEERS & MERCHANTMEN

3 4 Damaged	3 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged
4 3 Damaged	4 3 Damaged	4 3 Damaged	3 3 Damaged	3 3 Damaged	3 3 Damaged	3 3 Damaged	3 3 Damaged	2 3 Damaged	2 3 Damaged	3 4 Damaged

SODERFJORD

JARLDOMS

3 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged
3 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 3 Damaged

KARAMEIKOS

5 3 Damaged	3 4 Damaged	2 4 Damaged	1 4 Damaged	1 4 Damaged
2 4 Damaged	2 4 Damaged	2 4 Damaged	3 3 Damaged	3 3 Damaged

3 4 Damaged	3 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	2 4 Damaged	6 3 Damaged	5 3 Damaged	5 3 Damaged
1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged

PIRATES

2 4 Damaged	2 4 Damaged	5 3 Damaged	3 3 Damaged	3 3 Damaged	2 4 Damaged	1 4 Damaged	1 4 Damaged
2 4 Damaged	2 3 Damaged	2 3 Damaged	2 4 Damaged	2 4 Damaged	1 4 Damaged	1 4 Damaged	2 4 Damaged

FIVE SHIRES

3 4 Damaged	3 4 Damaged
2 4 Damaged	1 4 Damaged

YLARUAM

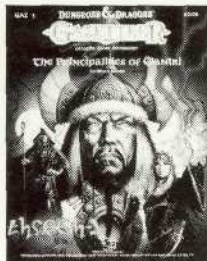
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1 4 Damaged	1 4 Damaged	1 4 Damaged	1 4 Damaged	4 3 Damaged	3 3 Damaged	2 3 Damaged	2 3 Damaged	2 3 Damaged	2 3 Damaged	2 3 Damaged

GAZETTEER

OFFICIAL GAME ACCESSORIES



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January 1989



The Principalities of Glantri
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May 1989



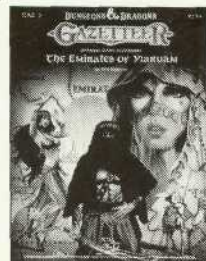
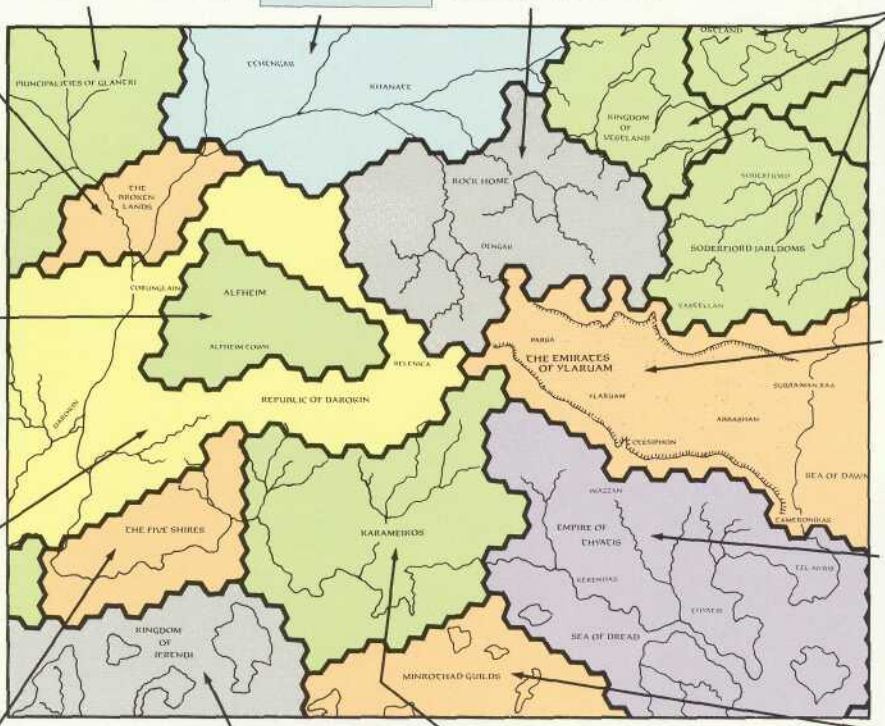
The Dwarves of Rockhome
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The Northern Reaches
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The Republic of Darokin
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March 1989



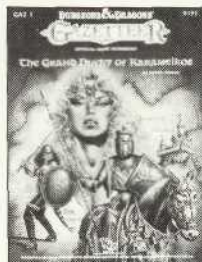
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Campaign Set.



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The Five Shires
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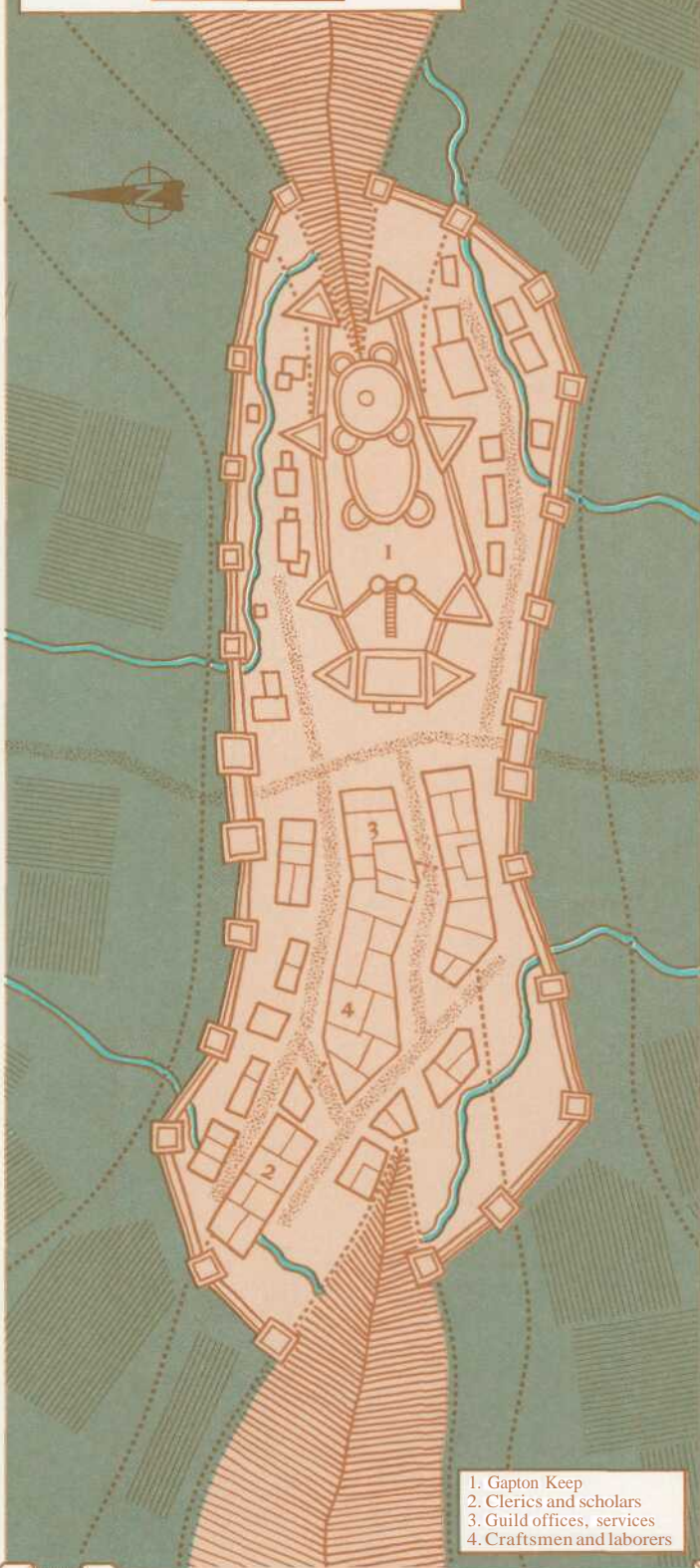
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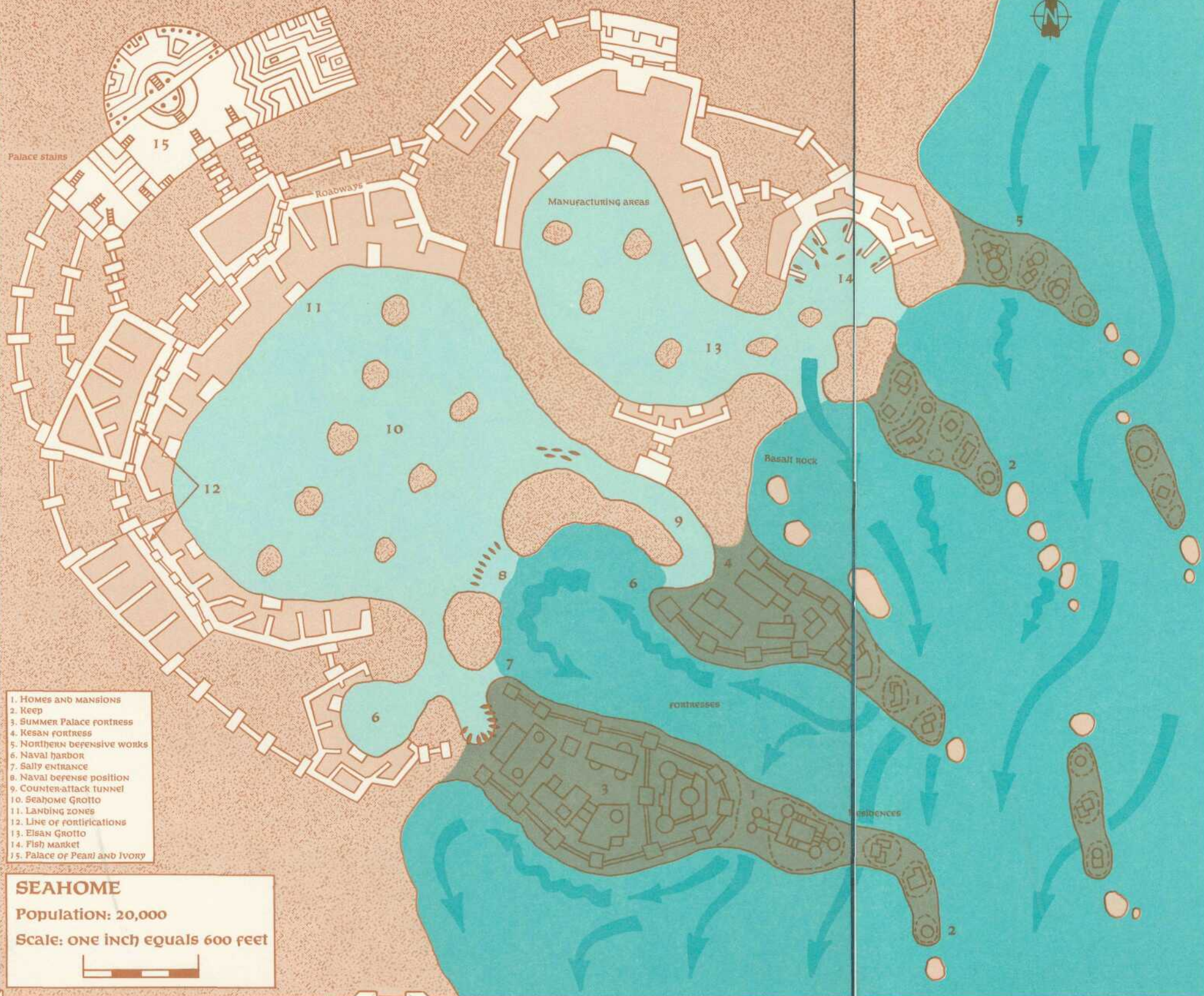
GAPTON

Population: 5000

Scale: ONE inch equals 300 feet



1. Gapton Keep
2. Clerics and scholars
3. Guild offices, services
4. Craftsmen and laborers



DUNGEONS & DRAGONS®
GAZETTEER

OFFICIAL GAME ACCESSORY

The Minrothad Guilds

by Deborah Christian and Kim Eastland

Life in Minrothad is one of the sea. The vast oceans are tied up in everything the people do, from their livelihoods to their recreation to their stories and songs.

The sea is also their defender. Surrounded on three sides by Ierendi, Karamaikos, and mighty Thyatis, Minrothad has developed the art of naval trade to its highest form in the Known World.

The Minrothad Guilds, the latest Gazetteer for the DUNGEONS & DRAGONS® game system, gives you an in-depth, complete look at the people and traditions of Minrothad, including:

- A new Sea Merchant character class
- A tactical ship-to-ship combat system
- New sea-oriented magic spells & trading rules
- Everything you need to know about all kinds of guilds
- Large sea trading map, with common routes marked
- Exciting adventures in Minrothad and on the high seas

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GAZ 2: *The Emirates of Ylaruam*

GAZ 3: *The Principalities of Glantri*

GAZ 4: *The Kingdom of Ierendi*

GAZ 5: *The Elves of Alfheim*

GAZ 6: *The Dwarves of Rockhome*

GAZ 7: *The Northern Reaches*

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