



HANGING OUT IN THE CITY STATE

by Brian Hinnen



The City State of the Invincible Overlord and the City State of the World Emperor, two fantastic walled cities which dominate Bob Bledsaw's fantasy role-playing campaign here at Judges Guild, have been the subject of many Judges Guild playing aids. Some of the play aids based on this campaign are *City State of the Invincible Overlord*, *Tegel Manor*, *Modron*, *Wilderlands of High Fantasy*, *Fantastic Wilderlands Beyond*, *Wilderlands of the Magic Realm*, *The Mines of Custalcon*, *The Book of Treasure Maps*, *The City State of the World Emperor*, *Witches' Court Marshes*, and *Glory Hole Dwarven Mine*, to name just a few. Most of these playing aids contain some historical background for the campaign; this information is given from the point of view of the scholars and scribes of the two City States using their fantastic calendar system. Many questions have been raised by Guildmembers and other Judges concerning this calendar system and the history of the Lands of the City States. This article is offered to answer these questions and provide some additional information.

The calendar system used in the City States and their tributary villages, as well as in the Town of Thunderhold, the Town of Warwick, and several other settlements which have interacted with the City States, is Balozkinar's Corrected Commoners' Calendar (BCCC). This calendar is progressive, as our own Anno Domini (AD) system; it is not regressive, as in the Before Christ (BC) dating system. Thus, the year 100 BCCC would come before the year

101 BCCC just as 100 AD came before 101 AD. The similarity between the acronyms BCCC and BC may have misled some Judges; this was unintentional.

All playing aids based on the City States campaign are set in the year 4433 BCCC. The discovery of an ancient obelisk recording the Chronology of the Dragon Kings in 52-year and 104-year cycles forced the revision of the existing calendar after its study by several Sages and scholars of the City State of the Invincible Overlord (CSIO) as mandated by the Warrior-King, Balozkinar.

It is generally accepted that the CSIO was founded on the ruins of an ancient city in 3075 BCCC, 5,466 years after the Uttermost War and 11,683 years after the creation. The Commoners' Calendar is based on a false creation date of 0 BCCC proposed by the Temple of Pegana clergy which was upheld by Balozkinar.

The CSIO was founded by a unification of nomad tribes whose leaders felt that they needed a permanent, easily-defended stronghold. The governmental hierarchy, an hereditary monarch (the Overlord) and his Senate, evolved over a period of many years. The citizens of CSIO are primarily members of a race with high cheekbones, a tall, lean anatomy, red-brown skin, and black hair. The Overlord receives tribute from several villages and from the tribes of Barbarian Altanis, whose members' physical appearance and language are very similar to that most common in the CSIO; the citizens of the CSIO disdain the Bar-

barians and would be appalled if they learned how closely they are related.

The City State of the World Emperor (CSWE), also known as The Immortal City, the City of Vinas, and Viridistan, was founded in 101 BCCC. It, too, was founded on the ruins of an ancient city that was destroyed in the Uttermost War. Its founders, the Viridians, were a short, stocky people with green skin and yellow hair. They defeated and subjugated the mermaids and mermen of Trident Gulf and the Wild Men of the Confederate Tribes. The Wild Men call themselves Tharbarians and have since withdrawn to the north of the CSWE to frequent the Plateau of Bendigroth and points north and west; they are tall and lean of build with red hair, white skin, and blue eyes. They pass down hereditary titles with no holdings but with great pomp and circumstance; today (in 4433 BCCC), the Tharbarians consist of nomadic horse tribes in the north and the isolated community of more advanced and cultured (and less titled) inhabitants of the CSWE. The Viridians have continued to hand down the Imperial title from father to son over the long years, but there are only two true Viridians now known to exist (the Emperor and his wife), for they have dwindled greatly from their days of splendor. The CSIO pays tribute to the CSWE, but the Overlord has repeatedly "tested" the powers of the Emperor. However, the Imperial Vasthosts and the Emperor's coven of Wizards always rise to the occasion with sufficient chastisements of the Overlord Vast-

hosts to forestall an uprising. Actually, the World Emperor and his armies have faded to a mere shadow of their former glory; though immediately surrounded by splendor and convinced of world-wide power, the Emperor, in fact, has very little influence beyond his own holdings and is repeatedly suppressing petty rebellions in his outer provinces.

The Emperor's holdings are divided into six provinces, each ruled by a Padishah. Within the city walls, his own word is supreme law. The six Padishah, plus one viceroy and two Suzerain, form the High Council which meets twice a year for official reports, information sharing, and the setting of mutually beneficial policies to recommend to the Emperor; however, they have no voice in any final decisions.

To the north of the CSIO lies the Overlord's one trustworthy ally, the Dwarven Town of Thunderhold. Since Thunderhold is land-locked, trade and communication must go overland by the Rorystone Road which is patrolled and maintained by Overlord troops up to the village of Byrny and by Thunderhold troops from there, north. The King of Thunderhold is a valuable ally, for his troops hold in check, to some extent, the raiders from the Town of Warwik and allied villages. Thunderhold prevents any overland threat from Warwik due to its position astride the peninsula on which Warwik lies, but the evil men of Warwik have for many years turned to coastal raiding and piracy, and, in this regard, the Dwarves can offer little except their sympathy. Thus, the Overlord has been forced to maintain a large fleet of war galleys to keep the Estuary of Roglaroon and the coastal trade routes open.

South of the CSWE are the five Holy Cities of the Mycretians. The title, "Mycretian", means "follower of Mycr," and refers to the religion and not to the race of the individual. Most Mycretians are of the red-skinned race of the Altanians and the CSIO, but there are many who are white-skinned Tharbrians and even a few half-breeds from unions between these two races. (Half-breeds are almost universally despised in the Lands of the City States, often so venomously that, upon the slightest infraction of legal, social, religious, or moral codes by a half-breed, he and his entire family are slain, usually in a slow and painful manner. The fact that half-breeds will

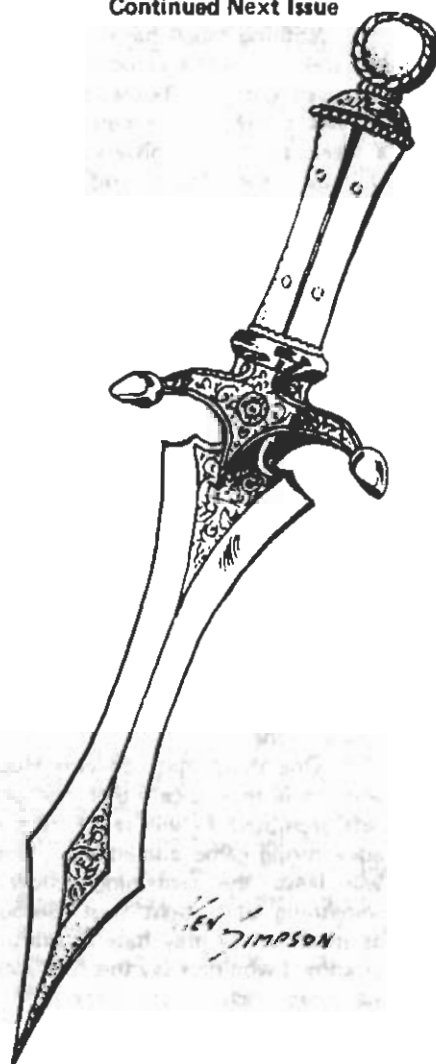
openly circulate through the Holy Cities as Mycretians indicates the tolerant and progressive customs of this Lawful Good religion.) The Holy Cities were totally incinerated in the Uttermost War of 1589 FC but have been rebuilt. The Mycretians are one of the four major religions of the CSWE even though it is technically illegal for Mycretians to live within the city walls. The Confederation of the Holy Cities also pays tribute to the World Emperor.

The wilderness areas of the Lands of the City States are just that: wilderness. If one discounts the populations of the two walled cities themselves, the total number of humanoids (Humans in their many races, Orcs, Goblins, Kobolds, Elves, Dwarves, Halflings, Half-Orcs, Hobgoblins, and Gnolls) forms a population less dense than that of the Sahara Desert. Almost all of these are huddled in isolated communities, villages, citadels, and castles where the primary consideration is survival. The average life expectancy is fifteen years unless one lives in a walled city or town such as CSIO, CSWE, Thunderhold, Modron, and Warwik, in which it is only a little higher. Almost all Human families produce at least ten children, of whom, two or three may live long enough to have children of their own. In the wilderness villages, wandering monsters and the raids of nomads, brigands and various humanoid species which are inherently evil are the bane of many. A bad year for crops will usually result in several villages being entirely wiped out and others decimated by starvation; the wilderness is so thick with monsters and hostile Humanoids that, even if the ideal grain market of a starving village were only fifteen or twenty miles away, merchants would feel that the profits were not worth the risk of the trek across the wilderness even though grain in their own village was plentiful and the price cheap. Only goods which are extremely valuable per unit weight such as jewels, spices, and the ores of precious metals will command enough profit to hire a large enough guard for a trading caravan.

Rampant, unchecked disease is common to both walled city and wilderness village; so is infant mortality. The dangers of wandering monsters are lessened in a walled city or town, but the concentration of people in a small

area leads to a high crime rate and poor sanitation; therefore, instead of being slain by a marauding Dragon, a city dweller may have his throat slit for the contents of his purse. Disease, should it take root in a city, will spread like wildfire; many cities have been gutted by plagues. The very walls of the city indicate another threat to the common man living there: they were raised by the taxes levied by a ruling oligarchy that looks upon war as an enjoyable pastime; this is because they usually view the battles which they instigate, in which the armies take 40% casualties as a matter of course, from safe vantage points. Therefore, the city dweller has a greater chance of being impressed into his sovereign's armies and getting killed. Few men manage to live past the ripe old age of thirty-five, and the fact that a man is fifty or sixty years old indicates great wisdom on his part (or an incredible run of luck).

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Many of the more noteworthy (disastrous) events in the history of the Lands of the City States have begun as population migrations from the north-west; hordes of wanderers of a certain species or race pour into the area.

According to the ancient legends or tomes, in or around 971 BCCC, a horde of winged Apes flew into the Lands of the City States. They crossed the Aves Sanctuary, the Plateau of Bendigroth, Willowmead Valley, Swarthlad Plain, the Ered Cantref (Cloud-wall Mountains), and the Mermist Marshes (near what is now the CSIO). They then turned south and wandered throughout the lands of Barbarian Altanis for many months before going back to whence they came by way of the Grimlon Plains, Tric and Trac Islands in the Trident Gulf, the Plain of Eba Aba, and the Starrcrag Mountains. Through their entire circuit, they left a broad swath of death and destruction: burned fields and villages, massacred armies, fouled springs and streams where once sweet water flowed, and slaughtered herds.

For over a thousand years since the victory of the Viridians over the Tharbrians (Wild Men) at Freeman Fields in 101 BCCC, the Tharbrians had gradually withdrawn from their ancient homelands of the Tagnol and Zirzus Plains and the hills between, leaving them to a patchwork-quilt of succeeding races, Human and otherwise. In that time, the culture of the Tharbrians had gently adapted to the life of the horse-nomad. Lesser hordes of Tharbrians have periodically swept through the Lands of the City States

in a non-belligerent manner, grazing their vast herds of horses and avoiding any contact with settlements. However, if challenged outright, they proved to be savage and skilled with the horse-bow, asking no quarter and giving none. Such lesser migrations occur about seven or eight times every hundred years and follow predictable routes along lines of least resistance.

However, every few centuries, a great leader arises to unite the Tharbrian tribes in a great confederation and lead them all south into the Lands of the City States. At such times, the Tharbrians will be far greater in number and in a far less benevolent humor; they will destroy everything that lies in their path in this year-long rage. Anything that moves is killed and usually eaten; anything that doesn't move is burned to the ground. Villages in the wilderness have repeatedly gone through the cycle of being razed by the Wild Men, rebuilt by a pitiful handful of survivors, growing back to a subsistence level over the next few centuries, and being wiped out by the Wild Men again just when things start to look prosperous.

The first of the invasions of the Northern Horsemen came in 1333 BCCC. Since the northerners were unfamiliar with the lay of the land, they were caught in an awkward position on Bendigroth by two Imperial Vasthosts and were slaughtered by the thousands. A portion of Bendigroth is known as the Plain of Skulls since one cannot walk for more than ten paces on it without encountering Human bones. (At the east end of the Plain are

row upon row of skulls, Human and otherwise, facing east; this is said to be part of some local religious ritual.)

These were the days of the strength of the World Emperor, and, upon hearing word of the great victory, he commended a ten-day festival. The battle was loudly heralded in many heroic songs, and legends grew of the awesome might of the Vasthosts.

The Tharbrians returned in 1759 to 1760 BCCC but followed a different path: on this journey, they followed the north coast, burning one quiet fishing village after another. They encountered a teeming port city on whose ruins the Town of Warwik now stands and laid patient siege to it. When supplies continued to come into the city by sea, the Wild Men stormed the walls. The city was taken at frightful cost due to the Tharbrians' inexperience in such matters, and it was destroyed so completely that, when the horde trotted off to the south, not one stone lay on top of another. Yet, the horde had lost too many men to be much of a further threat, and, upon being found and decimated by Dwarves from Thunderhold, they turned and withdrew down the ancient Emperor's Way through the Majestic Mountains and Silverwood Valley.

In 2097 BCCC, the Wild Men came again in even greater numbers. They encountered one Vasthost in the Eleph Territories near Pac Cave and destroyed it, pursuing and murdering the fleeing survivors all the way south to Shimmertree Vale where they gave up the chase and turned back. They found themselves caught in the night

of the Sharryn River and a river which has since been called Flee. There, in Glint Valley, they turned back to find another way east and were converged upon by three Imperial Vasthosts and entire Vastthongs of crack mercenaries, and the once-beautiful valley became a killing ground. There are five great and ugly hills in that valley now, each consisting of ten thousand charred skeletons. The valley gained its name because a light-cavalry scout from the Imperial forces first detected the Tharbian horde by spotting reflected sunlight from their arrayed Helmets. After that terrible slaughter, it was the Tharbrians' turn to flee before a vengeful, pursuing army. The greater portion of the Wild Men fell back to the north; their pursuers broke off at the Plain of Lethe. Another group of Tharbrians fled south, harried at every turn by Vasthosts that seemed to them to rise out of the ground: through Brotbuckle Briars, along the eastern foothills of the Starrcrag Mountains, through the Berserker Wilds and Bestial Barrens, through the Haunting Range at the Pass of Dyta, and on into the Blistering Dunes.

By this time, most scholars estimate, this faction of Tharbrians numbered less than a thousand. They scattered into the desert and, upon finding that they were no longer pursued, turned back into the southern foothills of the Haunting Range. In the narrow strip of grasslands between mountain and desert, they formed a new tribe, the Nashurpalseiddes Tharbarres, and became peaceful and prosperous. They eventually adopted a matriarchal hierarchy among local, sedentary communities; they integrated agriculture and magic into their culture, and they eventually founded four villages, Athelsward, Nashurpalseiddes, Nydad, and Hothme. Were it not for common physical characteristics and language and the histories of the Bards and scholars, one would not know that the peaceful Tharbarres and the fierce Tharbrians have the same origins.

In the twenty-fourth century BCCC was the first League of Altanians formed. Over the course of that century, a common effort by the Altanian tribes to make economical use of their grazing lands was noticed by the City State of the World Emperor's spies and duly recorded by his scholars. In 2398 BCCC, one of the many tribes of Altanis migrated north under the 26 Pegasus

leadership of its young Chieftain, Larsandrow.

Since the Barbarians keep no written records, little is known of the career of Larsandrow Longsword except through the legend lore of the tribes and heroic songs of the Bards; these sources have been known to build a man into a demi-god with words. However, if half the legends told of him are even half-truths, then he was the match of any Warrior-Lord now living. His blade carved a legend that echoes in many religions, for many call him god and many others angel, and his name is known in every waterfront inn in every port in the known world.

Larsandrow approached the ford of the Nurn River at Ruppín Athuk, preparing to cross and proceed north; there, he encountered the Tharbian horde wishing to cross and go south to besiege Viridistan. There, at Ruppín Athuk, the Tharbian horde was fought to a standstill by a force half its size. The Tharbrians and Altanians each decided, independently, to move west to the headwaters of the Nurn and cross there. At the Battle of Yakin Ley, Larsandrow again met the Tharbrians and, this time, defeated them soundly. Larsandrow chose to ride after the Wild Men as they withdrew from the Lands of the City States; the path led across the Sharryn at the Pebble Straits and ended at a place now known as Bone Hollow; there, the Altanians caught the fleeing Tharbrians and mauled them. Those Tharbrians who still lived ran to the north in disorder, while the Altanian tribe turned west. The adventures of Larsandrow and his people in the lands to the west are a matter of legend and cannot be proven by Sages of the City States, but an Imperial Vasthost assigned to thwart the Tharbrians found the dead at Ruppín Athuk, Yakin Ley, and Bone Hollow and followed the tracks between the battlefields; the Tharbrians had been turned back without ever having encountered the Imperial forces.

In 2490 - 2503 BCCC, a great plague struck Viridistan, slaying eight of every ten of its inhabitants. This was the beginning of the decline of the Viridian race from its position of world dominance because it greatly weakened the fighting strength of the Vasthosts in many ways.

In 2817 BCCC, the Tharbian horde came south again, larger than ever before. It crossed the Sharryn at

Quiff, skirted the Gigabolt Mountains to the north, and swept down into the South Mantle of the Plateau of Bendigroth. There, near the village of Havocia, they were met by five Imperial Vasthosts, but it was near sunset, and the two armies set up camp, preparing for a long fight the next day. The Vasthosts set up camp in a great crescent with one Vasthost in the center and somewhat isolated from the others. This proved to be their undoing, for the crafty Tharbrians' camp was only a ruse; they deserted it at midnight and attacked the lone Vasthost in its tents. The clamor of battle was heard in the other camps, but, by the time help arrived, the Vasthost had already been completely crushed. Rather than be converged upon from both sides, the Tharbrians turned against one side of the crescent and then the other, and the Imperial Army was destroyed. By the time the sun rose, the Tharbrians were killing prisoners.

The defeat of the World Emperor at the Dark Battle of Havocia had its roots in the earlier plague because the Vasthosts were never again as well trained or equipped or of such high morale as they were before the plague. After the battle, the Wild Men roamed at will, burning, killing, and plundering; there was no longer any army to meet them on the field of battle; the Emperor had withdrawn what was left of his forces to man the city walls. However, many formerly faithful tributary villages, having had their protector fail them, no longer paid tribute or supplied recruits, even after they had been rebuilt. Without recruits to rebuild a sufficient army to go out and beat them into submission or money to equip recruits or hire mercenaries, the World Emperor lost the greater portion of his power base. Viridistan itself had not fully recovered from the plague; half the city's buildings still stood empty. When a fire struck later that year, the army was there to fight the blaze; still, most of the city burned. It was said that a Tharbian spy set the fire, and a great purge of the guildsmen and commoners began. At least two thousand died in the fire, and there were 1,420 executions for treason in the ensuing winter. Thus, Viridistan itself had to rebuild as a result of a Tharbian invasion just as so many villages had to do so many times.

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PART THREE

When the City State of the Invincible Overlord was founded in 3075 BCCC, the Emperor hoped to find in it a strong ally against the Wild Men. He delayed the rebuilding of his own city in order to provide aid to the Altanian Tribesmen who were creating the new metropolis. In return, he called for the payment of annual tribute, as much money as if the subjects of the Overlord were living in Viridistan.

At first, the tribute was paid faithfully. The armies of the Overlord were patterned after those of the Emperor and had Imperial advisors and training; the red-skinned Barbarians, who had never before ventured upon the water, were sold war galleys and trained in their use by Imperial captains. The primitive crafts of the Altanians were refined by the training of their artisans as apprentices in Viridistan.

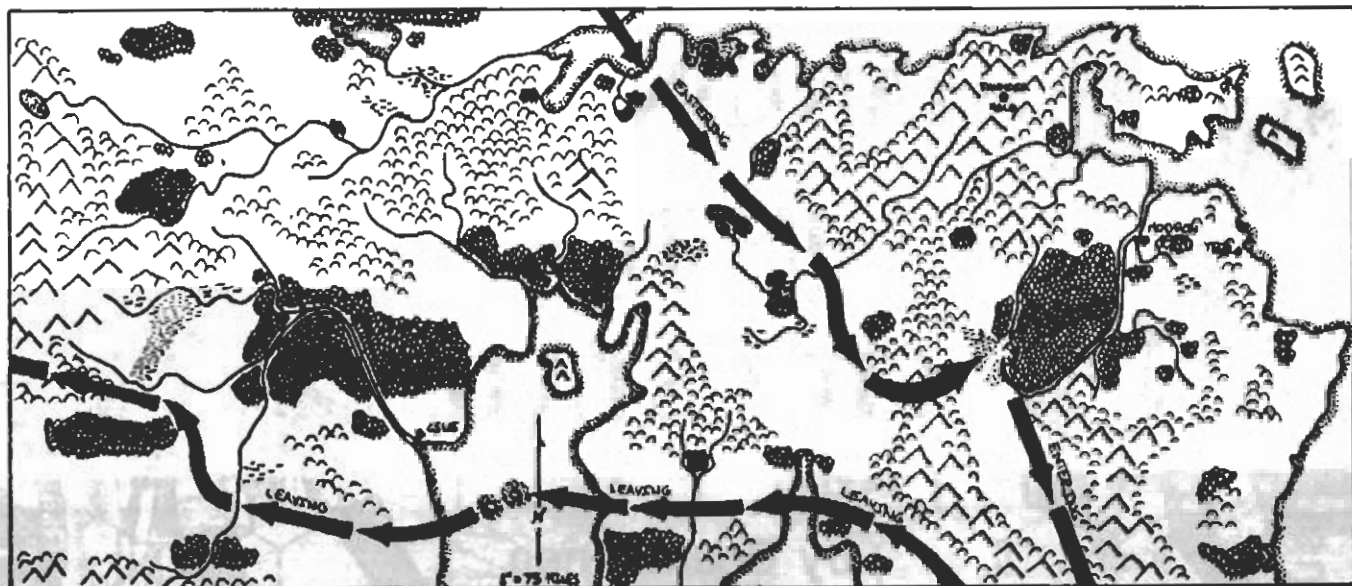
Unfortunately, many petty lordlings under the Emperor sought to take advantage of this new source of manpower and initiated devious means to keep those Altanians who were in Viridistan as permanent residents for various reasons. Some sought to repopulate the city; others sought the manpower to rebuild it. While training at Viridistan, many of the Overlord

soldiers were used as slave labor to rebuild the city. The simple minds of the artisans were influenced, by subtle bribery and smooth words, to stay in Viridistan after their apprenticeships were over.

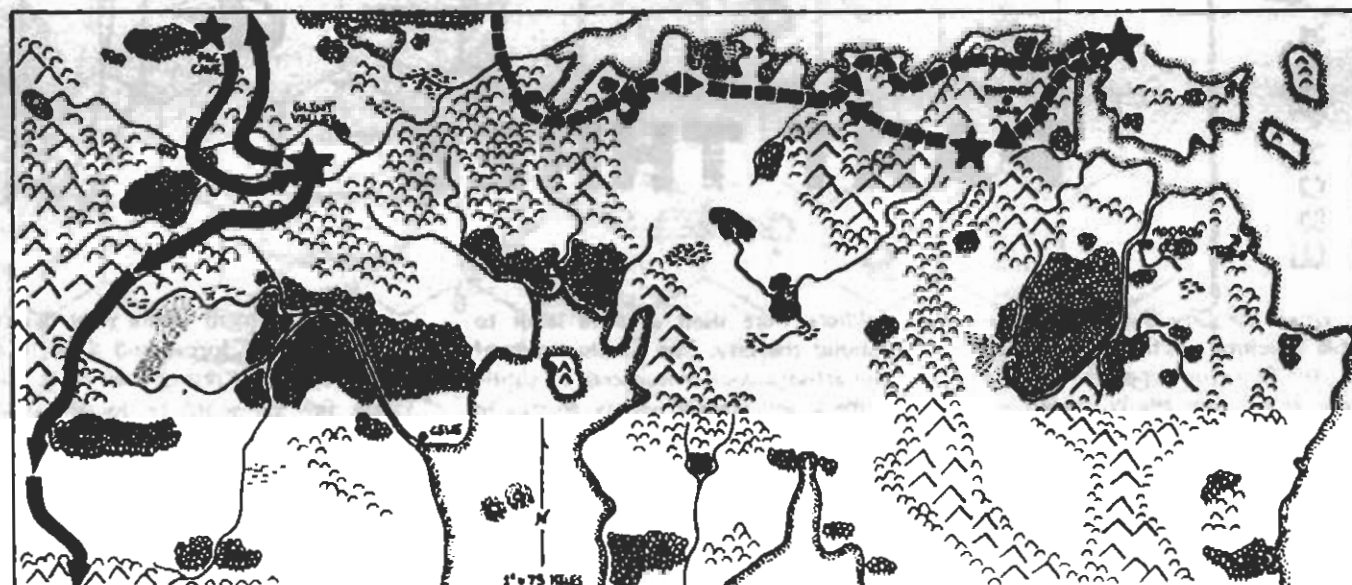
Any form of treachery incites far more violent reactions in an Altanian than in any other known race except the Dwarves. In 3227 BCCC, the emissaries sent to receive the annual tribute were sent back in the custody of their slaves; their heads had been hewn off and sewn on again, facing backwards. Close on the heels of this caravan was the army of the Overlord, far larger than the Emperor's and almost as well disciplined. An Imperial Vasthost met it on the Stonefold Plain and was engaged before its commanders realized that they were outnumbered ten to one. No survivor of the Imperial Vasthost was ever seen; as had been the custom among the Altanians even before the Viridians attempted to teach it to them, all prisoners were put to the Sword. Perhaps there were a few, scattered survivors, but these were either slain by the marauding animals that always seem to follow armies in the wilderness or, by some incredible stroke of luck, were able to find their way to

some settlement where they deserted the Imperial forces and lived in obscurity for the rest of their days. There are few bones to be found on that battlefield because the Overlord Vasthosts mounted the Imperial dead on poles and marched with them on their way to Viridistan.

Advance scouts of the Overlord encountered scouts from another Tharbian horde, but, this time, the former Altanians and the Tharbrians had a common goal: the destruction of the City State of the World Emperor. A bargain was reached between the emissaries from the two armies. After the Battle of Havocia, the fire, and the purge in 2817, the World Emperor was at his most vulnerable; had the Tharbrians chosen at that time to turn south and march upon his city, the dominion of the line of Emperors would probably have ended. Now, he had had a chance to regain some of his power, but he was faced by a foe which was three times as numerous and just as skillful because many of the attacking troops had been trained in his own camps and equipped by his own armories. Moreover, an Imperially-equipped Overlord fleet was rounding the tip of the many-fingered continent of Altanis to block any supply or escape by the sea.



971 BCCC: —————> = Winged Apes



1759-60 BCCC: —————> = Tharbrians
2097 BCCC: —————> = Tharbrians



3227 BCCC: —————> = Imperial Army; —————> = Tharbrians;
●●●●●●●●> = Overlord Army; ●●●●●●●●> = Overlord Fleet

The Emperor, with a fury born of desperation, united all the Vasthosts that remained to him at the Holy Mounds twenty miles north of the city. The great Elsenwood Forest blocked any direct approach from the north by an army; the Overlord Vasthosts were then passing through the Brigand Hills south of the Gigabolt range and would probably skirt Elsenwood to the east by following the coast of the Trident Gulf, and the Wild Men, at last report, were crossing the Kendhras River and would most likely go west of Elsenwood, seeking to approach Viridistan through the old battlefield of Freeman Fields. The Emperor marched north with his entire army to meet the Vasthosts of the Overlord.

This army differed from all others known up to that time; it relied heavily upon the works of spell-casters who worked both at long range and on the battle line to protect the troops and wreak havoc among the enemy ranks. Moreover, the Imperial archers were stocked with special carbellium Arrows made of a red metal which cuts through iron as if it were butter, and, to provide a major strategic advantage, the Emperor's forces knew of many trails that led through the heart of Elsenwood which would provide quick passage through the forest.

The two armies met near the village of Ukrak Morfut some eighty miles north of Viridistan. There, though outnumbered three to one, the Imperial forces fought the Overlord's to a standstill. The Wizard's especially-researched spells caused great disarray among the throngs of the Overlord, the baggage train, and other rear echelons. The Emperor left a crack Vasthost to delay the advance of the foe and sped south with his main army through the depths of Elsenwood to the Uiscur Bogs where the Tharbrians had forded the River Leander. The Tharbrians, too, became entangled in the web of sorcery woven by the Imperial Wizards, even though they were stronger than the Overlord's Vasthosts. The Emperor then fell back to Viridistan, having shown himself to be a master of strategy by staving off forces that totaled seven times his own.

He had given a second coven of Wizards, working day and night in Viridistan, the time they needed. When at last his many enemies converged upon his Immortal City, the World Emperor had gained command of some

reinforcements; sources disagree as to exactly how many there were, but all agree that they were Demons led by Demogorgon.

The battle was long and furious; the Overlord's generals had brought enough magical aid to combat any magical creature encountered in the wilderness and so were not entirely unprepared. However, the powers of the Demons and their awful Prince were great, and they proved to be greater than those of mortal men. The siege was broken, and the two armies fled in disorder to their homelands. Many speculations have been made as to the exact nature of the bargain struck with Demogorgon and what had been given him to persuade him to summon such power.

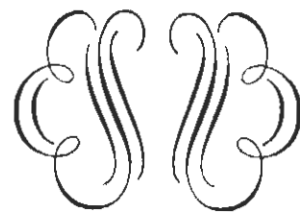
The City State of the Invincible Overlord resumed payment of tribute, though at a decreased rate, and the Tharbrians were apparently so filled with awe and terror that they decided upon other lands as their goals, for the great invasions ceased; only the more common, less warlike, grazing tribes have passed through the lands since, with the same frequency as before.

Until 3309 BCCC, the almost universal practice among the Human races concerning prisoners of war was immediate execution. This had always been considered the noble and just thing to do because the alternative was a life of slavery for the once brave and proud soldier. However, in that year, a commoner in charge of an Overlord equithrong out on patrol and known to be of indifferent morals, broke this long-standing tradition. His troops were ambushed by Amazons, but the lady-warriors had erred and had underestimated their foes. Following a practice that has long since been abandoned, the men of the Overlord had been carrying nets for hunting, and these were used to capture the Amazons, almost without bloodshed. The man in charge, Olgauf One-Eye, was preparing to order their execution when the men, stirred by the comeliness of the prisoners, requested that the order be stayed for a few hours. Olgauf's remaining eye had been distracted by one of the captives as well, and he agreed. The execution was held off again and again; eventually, Olgauf and his men returned to the City State with the prisoners. Olgauf had repeatedly displayed a disdain for tradition and authority and demanded that the

Amazons be kept as the slaves of the equithrong. Luckily for him, the reigning Overlord was less conservative than his predecessors and stopped to consider this possible new source of slaves; he finally decided to issue a decree to all military units stating that all prisoners of war became the property of the Overlord and were to be taken to the City State alive.

The new practice was first followed on a large scale in 3494 BCCC when the town of Warwik launched a campaign to crush the Overlord. The ruling faction of Warwik had been an allied group of noble families in the upper crust of the City State's society and possessed great power. When a coalition of these families sought to gain partial control of the City State through manipulation of the Senate, the Overlord reacted in a most violent manner and sent Assassins among these families to weaken them while tightening the economic stranglehold through the various Guilds and mercantile shipping companies. Eventually, the Overlord crushed his opposition through public humiliation and then banished them. They traveled north with their several hundred still-faithful followers, found the ruins of the port that the Tharbrians had razed, and built there the Town of Warwik, vowing one day to wreak vengeance upon the Overlord. The power struggle began in 3220 BCCC and culminated in the mass banishment in 3227 BCCC, the same year as the great campaign against the City State of the World Emperor. The inner dissent in the Overlord's power structure seriously weakened his war efforts; though a unified Overlord army may not have made a difference in the Demon Siege, it might have resulted in the destruction of the World Emperor at an earlier opportunity, on the field of Ukrak Morfut.

To Be Continued Next Issue





What follows is a playing aid I made to help run my City-State campaign. It made things a bit easier for me, and I hope it will be of help to you. It is a compilation of public establishments where certain types of people can always be found. In other words, it is a list of "partyng places" and the people who hang out there.

Note that a couple of places did not specify what type of clientel frequented the establishment, so I took the liberty of inserting the most logical type from those groups not already represented or having very little representation.

AMAZONS: She-Devil Tavern (Regal St.).

ANYBODY AND EVERYBODY: The Balor's Eye (Barter St.), Kick's Tavern (Beggar Street), Grocery (Murky St.), Open Market (Old South Road), Delphia's Delight (Ox-Cart Road), Royal Court (Prefect St.), Low Court (Prefect St.), Tax Collector (Royal St.), Ship Builder (Water Rat Road).

ARTISANS: The Wild Surf Tavern (Beggars St.).

ARTISTS: Potter (Sea Brigands St.).

BANDITS: Boot and Strap (Barter St.), Gaming House (Beggars St.), Starfish Tavern (Caravan St.), Bonnie Black Bear Inn (Alley south of Caravan St.), Wayfarer Inn (Street of Crafts), Silver Eel Inn (Cutpurse Row), Bellowdeck's Inn (Dead Broke St.), Naughty Nannies (Festival St.), Gouge Eye Inn (Guardsmen's Rd.), Root Hog Tavern (Guardsmen's Rd.), Seahawk Tavern (Regal St.), The Drunken Reveler (Regal St.), Dewy Dryad (Street of Shadows), Wild Boar Tavern (Street of Shadows), Barbarian Shop (Silver St.), Mindwarp Ale House (Temple St.), Crummy Crab Inn (Twilight Rd), Sailmaker (Water Rat Rd.), Sail Bar (Water Rat Rd.).

BARBARIANS: Green Goblin Inn (Regal St.), Sword-Rat Rest House (Street of Shadows), Wild Boar Tavern (Street of Shadows).

BEGGARS: Candle Maker (Wailing St.).

BERSERKERS: Cut-Throat Inn (Dead Broke St.), Last Ale Inn (Guardsmen's Rd.), Wild Boar Tavern (Street of Shadows).

BOWMEN: Root Hog Tavern (Guardsmen's Rd.).

BRIGANDS: Tripping Trident Tavern (Beggars St.), Prancing Ki-Rin Saloon (Cutpurse Row), Tanglebones Tavern (Dead Broke St.), Cut-Throat Inn (Dead Broke St.), Pig and Whistle (Old South Rd.), Seahawk Tavern (Regal St.), Wanderers Inn (Tempest St.).

BUCCANEERS: Tripping Trident Tavern (Beggars St.), Messy Massage (Beggars St.), Flipping Frog Tavern (By-Water Rd.), Guided Abyss (Caravan St.), Cut-Throat Inn (Dead Broke St.), Mermaid Tavern (Fog St.), Seahawk Tavern (Regal St.), Water Dog Flop House (Regal St.), Pirates Cove Inn (Sea Brigands St.), Sea Rover Tavern (Water Rat Rd.), Red Pearl Inn (Water Rat Road), Morkoth Saloon (Water Rat Rd.).

CARAVAN DRIVERS: Wanderer's Inn (Tempest St.).
CAVALRYMEN: Lancers Club (Constable St.), Mermaid Tavern (Fog St.).

CLERICS: Exotic Food Shop (Street of Crafts), First Born Inn (Water Rat Rd.).

CONSTABLES: Cook (Beggar St.), The Wild Surf Tavern (Beggars St.), Happy Harpy (Festival St.), Hot House (Street of Malestroms).

DEPUTIES: Dewy Dryad (Street of Shadows).

DWARVES: Ale Shop (Beggars St.), Werelord Tavern (Old South Rd.), Masher's Gaming House (Sea Brigands St.), Mindwarp Ale House (Temple St.).

ELVES: Baker (By-Water Road), Green Goblin Inn (Regal St.), Stronsa Saloon (Water Rat Rd.), Wine Shop (Caravan St.).

FIGHTERS: Wine (Street of Crafts), Pleasure Dome (Beggars St.).

FIGHTER TYPES (FTR, PAL, RGR, & MULTI-CLASS): Bloody Tusk Banquet Hall (Belfry St.).

FISHERMEN: Singing Squid Tavern (By-Water Road), Stronsa Saloon (Water Rat Rd.).

FREEMEN: Blue Dolphin Inn (By-Water Rd.).

FUGITIVE GOBLINS: Prancing Ki-Rin Saloon (Cutpurse Row).

GUILDSMEN: Mermaid Tavern (Fog St.), Mover Bath (Murky St.).

GENTLEMEN: Crystal Flagon Banquet Hall (Damp St.), Patrician Theater (Festival St.), Mermaid Tavern (Fog St.), Hot House (Street of Malestroms), Fur Shop (Plaza of Profuse Pleasures), Velvet Bed or Table (Plaza of Profuse Pleasures), Masher's Gaming House (Sea Brigands St.), Jeweler (Twilight Rd.).

GNOLLS: Prancing Ki-Rin Saloon (Cutpurse Row), Bellowdeck's Inn (Dead Broke St), Mindwarp Ale House (Temple St.), Beat-A-Slave (Hedonist St.).

GUARDSMEN: Gaming House (Beggars St.), Messy Massage (Beggars St.), Naughty Nannies (Festival St.), Gouge Eye Inn (Guardsmen's St.), Mover Bath (Murky St.), Red Axe Inn (Old South Rd.), Werelord Tavern (Old South Rd.), Cup and Dragon (Street of Shadows), Firedrake Mead Hall (Silver St.).

HALF-ELVES: Wine Shop (Caravan St.).

HALFLINGS: Ale Shop (Beggars St.), Baker (By-Water Rd.), Boar's Head Tavern (Street of Malestroms), Baker (Tempest St.), Cook (Wailing St.).



HOURIS: Park of Obscene Statues (Plaza of Profuse Pleasures).

HUNTERS: Boar's Head Tavern (Street of Malestroms), Red Axe Inn (Old South Rd.), Light Gale Inn (Sea Brigands St.).

INFANTRYMEN: Foot Soldiers Club (Street of Malestroms).

KOBOLDS: Gouge Eye Inn (Guardsman's St.).

KNIGHTS: Concubines (Constable's St.), Oarlocks Up (Cross Rd.), The Drunken Reveler (Regal St.), Masher's Gaming House (Sea Brigands St.).

MAGIC USERS & ILLUSIONISTS: Boar's Head Tavern (Street of Malestroms), First Born Inn (Water Rat Rd.), Pleasure Dome (Beggars St.).

MARINES: Stronsa Saloon (Water Rat Rd.), Sea Nymph Inn (Water Rat Rd.), Sea Food Hearth (Water Rat Rd.).



MERCENARIES: Wayfarer Inn (Street of Crafts), Silver Eel Inn (Cutpurse Row), Naughty Nannies (Festival St.), Green Goblin Inn (Regal St.), Sword-Rat Rest House (Street of Shadows), Barbarian Shop (Silver St.), Firedrake Mead Hall (Silver St.).

MILITARY TYPES (CATAPULTISTS, SAPPERS, CROSS-BOWMEN, et. al.): Mead Hall (Twilight Rd.).

MILITIA: Last Ale Inn (Guardsman's Rd.), Root Hog Tavern (Guardsman's Rd.), Light Gale Inn (Sea Brigands St.), Bloody Foam (Temple St.).

MINSTRELS AND BARDS: Bazaar (Slave Market Plaza), Patrician Theater (Festival St.), Noble Playhouse (Festival St.).

MERCHANTS: Exotic Food Shop (Street of Crafts), Oarlocks Up (Cross Rd.), Pig and Whistle (Old South Rd.), Light Gale Inn (Sea Brigands St.), Grub and Grunt (Slash St.), Courtesan (Tasso Garnet) (Twilight Rd.).

MONKS: Guided Abyss (Caravan St.).



NOBLES: The Silver Goblet (Beggars St.), Blue Dolphin Inn (By-Water Rd.), Exotic Food Shop (Street of Crafts), Oarlocks Up (Cross Rd.), Crystal Flagon Banquet Hall (Damp St.), Patrician Theater (Festival St.), Wigs (Haggle St.), Hot House (Street of Malestroms), Fur Shop (Plaza of Profuse Pleasures), Velvet Bed or Table (Plaza of Profuse Pleasures), The Drunken Reveler (Regal St.), Guest Manor (Twilight Rd.), Jeweler (Twilight Rd.), Courtesan (Tasso Garnet) (Twilight Rd.), Perfumer (Twilight Rd.).

NOMADS: Firedrake Mead Hall (Silver St.).

OGRES: Boot and Strap (Barter St.), White Wake Inn (Caravan St.).

PASSENGERS IN PORT: Sea Nymph Inn (Water Rat Rd.).

PILGRIMS: Pig and Whistle (Old South Rd.).

PIRATES: Tripping Trident Tavern (Beggars St.), White Wake Inn (Caravan St.), Bonnie Black Bear Inn (Alley south of Caravan St.), Wayfarer Inn (Street of Crafts), Bellowdeck's Inn (Dead Broke Street), Mermaid Tavern (Fog St.), Pirates Cove Inn (Sea Brigands St.), Sea Rover Tavern (Water Rat Rd.), Red Pearl Inn (Water Rat Rd.), Morkoth Saloon (Water Rat Rd.), Sail Bar (Water Rat Rd.), Sea Food Hearth (Water Rat Rd.).

POETS: Potter (Sea Brigands St.), Noble Playhouse (Festival St.).

ROYALTY: Mover Bath (Murky St.), Velvet Bed or Table (Plaza of Profuse Pleasures).

RUFFIANS AND DRUNKEN ROGUES: Park of Obscene Statues (Plaza of Profuse Pleasures).



SAILORS: Messy Massage (Beggars St.), The Wild Surf Tavern (Beggars St.), Blue Dolphin Inn (By-Water Rd.), Flipping Frog Tavern (By-Water Rd.), Singing Squid Tavern (By-Water Rd.), Starfish Tavern (Caravan St.), Mermaid Tavern (Fog St.), Water Dog Flop House (Regal St.), Pirates Cove Inn (Sea Brigands St.), Barbarian Shop (Silver St.), Bloody Foam (Temple St.), Sea Rover Tavern (Water Rat Rd.), Red Pearl Inn (Water Rat Rd.), Morkoth Saloon (Water Rat Rd.), Sea Nymph Inn (Water Rat Rd.), Sea Food Hearth (Water Rat Rd.).

SAGES: First Born Inn (Water Rat Rd.).

SLAVERS: Starfish Tavern (Caravan St.), Guided Abyss (Caravan St.).

STUDENTS: White Wake Inn (Caravan St.), Scholar's Inn (Street of Malestroms), Water Dog Flop House (Regal St.).

THIEVES: Boot and Strap (Barter St.), Silver Eel Inn (Cutpurse Row), Tanglebones Tavern (Dead Broke St.), Orator (End Gate St.), Wigs (Haggle St.), Scholar's Inn (Street of Malestroms), Park of Obscene Statues (Plaza of Profuse Pleasures), Cup and Dragon (Street of Shadows), Dewy Dryad (Street of Shadows), Sail Bar (Water Rat Rd.).

TRADERS: Last Ale Inn (Guardsman's Rd.), Scholar's Inn (Street of Malestroms), Werelord Tavern (Old South Rd.), Grub and Grunt (Slash St.), Wanderer's Inn (Tempest St.), Bloody Foam (Temple St.).

TRADESMEN: The Silver Goblet (Beggars St.).

TRAPPERS: The Silver Goblet (Beggars St.), Singing Squid Tavern (By-Water Rd.), Red Axe Inn (Old South Rd.).

TROLLS: Prancing Ki-Rin Saloon (Cutpurse Row), Tanglebones Tavern (Dead Broke St.), Park of Obscene Statues (Plaza of Profuse Pleasures), Beat-A-Slave (Hedonist St.).

URCHINS: Lantern Shop (Alley south of Caravan St.).

VIXENS: Park of Obscene Statues (Plaza of Profuse Pleasures).

WAYFARERS: Cup and Dragon (Street of Shadows).



The preceding listings are, more or less, open to the public. In addition to "hanging out" in public establishments, many people also "hang around" in the streets of the City-State. Following is a compilation of these "street people."

BEGGARS: Beggar St.

CARAVAN WORKERS: Caravan St.

CONSTABLES: Constables St., End Gate Rd.

GUARDSMEN: Guardsman's Rd., End Gate Rd.

HOURIS: Hedonist St.

HUCKSTERS: Brazier St.

LITIGATION TRICKSTERS: Shady St.

NOBLES: Festival St.

PAGES: By-Water Rd.

PEASANTS: Muggy St., Scud St., Silver St.

PIRATES: Sea Brigands St.

THIEVES: Cutpurse Row, Street of Shadows.

URCHINS: Barter St.

VENDORS: Brazier St., Silk Merchant St.

WERE-WOLVES: Damp St.

Also within the City-State are a number of private establishments which cater strictly to members. Those without a membership card (or its equivalent) are refused entry. Following is a listing of these establishments, excluding military and political installations.



ACROBATS, JUGGLERS, MINSTRELS, PRESAGERS, etc.: Minstrels' Guild (Slave Market Plaza).

ASSASSINS: Assassins' Guild (Dead Broke St.).

BANDITS: Rackateer (By-Water Rd.).

BARDS: School of Bards (Festival St.), Minstrels' Guild (Slave Market Plaza).

BEGGARS: Beggars' Guild (Beggars St.).

CAVALRY: Cavalry Club (Twilight Rd.).

CLERICS: Clerics Club (Twilight Rd.).

ELITE (SOCIAL LEVEL 12 AND UP): Bannarets Club (Twilight Rd.).

KNIGHTS: Bachelors Club (Twilight Rd.), Knights of the Realm (Twilight Rd.).

LITIGATION TRICKSTERS: Litigation Tricksters' Guild (Shady St.).

MERCENARIES: Mercenary Guild (Silver St.).

MERCHANTS: Merchants' Guild (Silk Merchant St.).

MONKS: School of Ancient Knowledge (Caravan St.).

NOBLES: Bachelors Club (Twilight Rd.).

SLAVERS: Slave Masters' Guild (Wailing Rd.).

THIEVES: Thieves' Guild (Cutpurse Row).

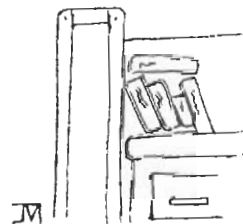
WITCHES: (the back rooms of the) Seal Maker (Beggars St.).



This information is available from the Thieves' and the Assassins' Guilds, for a slight charge. A random listing will cost only 2 GP; a specific listing costs 10 GP, and, if all the listings are desired, it **will** cost 800 GP.

Please note that I do not mean to imply that certain types of people can **only** be encountered in certain areas. Any type of person can be encountered just about anywhere in the City State, but, in certain areas, the population is mostly composed of 3 or 4 certain types, with other types of people composing a small minority. Next issue, I will detail one of the above establishments ("...the suspense builds..."), complete with floorplans, inhabitants, a mini scenario, and whatever else can be fit in.

So, until then, arrivederci!!



P.S. While rereading these compilations, I noticed a Gremlin running away with one of the listings. After a wild and crazy chase, I managed to retrieve it. It belongs with the list of public "partying places," and reads thusly:

HOBGOBLINS: Beat-A-Slave (Hedonist St.).



HANGING OUT IN THE CITY STATE

by
**EDWARD
R. G.
MORTIMER**

Here we are, again, at the City-State. In this issue, I have a very special treat for you Thieves out there - a special invitation to a party at The Slave Masters Guild. It promises to be a gala event with many rich folk attending. Here's your chance to rub elbows with (and pick the pockets of) the City-State's most influential citizens. But, please, be careful; if you should get caught, I shudder to think how long you would spend in jail.

So, without further delay - on to the party!

Judge's Notes

This scenario is designed to be used by Thief-type characters who have a high probability of success when picking pockets.

To begin this scenario, the player-character(s) must find the special invitation(s). This is very easy to do. If the character frequents a tavern, the following sequence of events will take place. They can either be narrated or acted out by the players. The choice is yours.

Tavern

One night, as you (the player-characters) are enjoying yourself at your favorite bar, some new people enter (as many as there are player-characters). These people are obviously drunk (from their ridiculous antics) and rich (from their expensive clothes and jewelry). They order drinks and sit at the table next to you. One pulls out

a deck of cards, and they start to play poker. Another asks you if you wish to join the game. You accept. As the night wears on, they get more intoxicated until, finally, only one is awake. He, too, then falls asleep. It is late at night; your group is the only one left in the tavern. You slyly reach over and cut the purse(s) off the one(s) next to you and calmly proceed to shovel the coins from the table. You look around; nobody is paying any attention to you, so you remove a couple of rings and the purses from the rest and say your good-nights as you exit into the cool night air of the City-State.

If your player-characters do not frequent a tavern, then the following sequence of events will take place. As with the preceding sequence, this can be narrated or played out.

Non-Tavern

One night, as you (the player-characters) are strolling through the streets of the City-State, a few drunken revelers approach from the other end of the street. As you watch, they stumble into an alleyway, and you can hear them making fun of someone who passed out. By the time you approach the alleyway, there are no longer any sounds emanating from it. You carefully peer into the darkness, and you see them sprawled about the alley, all "dead to the world." From their clothes, you can tell they are rich. You look around; no one is in sight, so you calmly walk up and rob them blind.

In either case, tavern or non-tavern, the loot garnered will be the following:

- 100 GP per person
- 70 SP per person
- 3 Amethysts per person
- 1 Ring per person (gold and diamonds worth 800 GP each)
- 1 Silver inlaid, mahogany square (3" x 3") which is an invitation to a party at the Slave Masters' Guild (one for each person) which is taking place "tomorrow" night

A Brief History of the Slave Master, Ragolet the Ruffian

Ragolet began his long career as a common ruffian, hence, his name. He was not to remain a ruffian for long! Quickly, he learned that selling people as slaves was very profitable. Some say he discovered this fact after being "kidnapped" and sold into slavery himself. He was astounded by the price that was paid for him, and the "little wheels inside his head" began formulating the start of a "brilliant" career.

After "losing" his new master, Ragolet gathered his ruffian friends together and started a kidnapping and selling business. Profits poured in, and, by exercising a little (ruffian) muscle, he eventually became the Guildmaster of Slave Masters.



As Guildmaster, Ragolet collects one slave a year (his choice) from each Slave Master. From these commissions, he has collected 20 of the most exotic female slaves from all over the world. They are his pride and joy, and he constantly looks to increase their number.

Physically, Ragolet is short and slightly stocky. He has a short, cropped beard that is salted by white whiskers, and his hair flows wildly from his head. His hands are large and gnarled and somewhat clumsy. He is bothered by a chronic cough which has affected his health a great deal. At one time, he was known for his talent at wrist-wrestling, but he has not accepted a challenge since he lost 13 straight matches 8 years ago. Ragolet is 49 years old.

Ragolet carries a magical +1 Broadsword at his side, encased in a silver-studded scabbard worth 75 GP. His clothes are made of the finest materials available, and he is partial to furs, especially marten.

One throwback to his ruffian days is his love of wild parties. Food, drink, and entertainment abound when Ragolet throws a party. Indeed, he even allows his prized slaves, the 20 exotic females, to serve and entertain his guests.

Each of his treasured slaves is at least an 18 CHAR, and he gives them jewelry to demonstrate his pleasure in them. Each slave wears 1,000 GP worth of jewelry (silver and Sapphires).

The Adventure

The adventure is detailed in the following manner: The rooms are numbered, and in the description will be listed all the people that are in each room. The personal descriptions of the people can be found at the end of this scenario. Also with the personal descriptions is a quoted sentence. These sentences are to be used by you, the Judge, to initiate and/or sustain a conversation with the player-characters. They indicate what is uppermost upon that particular person's mind and what he or she is most inclined to talk about.

There are two characters that need some clarification. One is Sylperi the Spellbinder, the owner of the Red Pearl Inn on Water-Rat Road. Sylperi is at the party uninvited, but nobody knows he is there because he is invisible when the adventure begins. He is sneaking around, picking pockets at his leisure, and enjoying himself as he

samples the fine food and drink that is available. He also loves to play harmless pranks on unsuspecting victims (and, to an invisible person, nearly everyone is an unsuspecting victim).

Sylperi does this sort of thing quite often. He is able to do these invisible adventures with the aid of a spell he created. By using this spell (*Sylperi's Marvelous Ensorcellment*), he is able to become and remain invisible for a length of 168 hours (1 week). He may voluntarily become visible at any time during the spell's duration, but can only be forced to become invisible by the use of some sort of magic-cancelling spell, magic item, or technological device. If he becomes voluntarily visible, he can become invisible again by simply wishing to do so. This is a very powerful spell, but it does have one drawback of which Sylperi is not aware. Each time the spell is used upon a person, there is a 50% chance that the person will permanently lose one point of LCK or WIS (determine randomly). So far, Sylperi has been lucky, but, sooner or later, he will pay for his many uses of the spell. If neither of the above ratings are used in your campaign, choose whichever ratings you think are most appropriate.

Remember that the player-character(s) are just as vulnerable as anyone to Sylperi's pranks and/or thievery. He almost never picks pockets, but steals items that are laid down by the owner; all items he wishes (that he is touching and is entirely within a 10-foot radius) to become invisible will be invisible and subject to the normal effects of the spell from there on).

The second character is Hippotier the Kind, the owner of the Bazaar on Bywater Road. Hippotier is a very clever "Japanese Ogre." This type of Ogre differs from normal Ogres in that they are very intelligent and can cast magic. They also have two special abilities. One is to become invisible at will; the other is the ability to assume the shape of any human-type being (e.g. Humans, Elves, Dwarves, Goblins, etc.). This second ability is particular enough that the Japanese Ogre can assume the shape of a specific person.

Hippotier masquerades as a kindly, old gentleman who loves to chat about nearly everything.

He is here to make new friends (all of his old ones have been eaten. . .), and, perhaps, buy another female Altanian slave or two. He will offer to

sell items from his shop at a 30% discount to his newly-acquired friends (the players).

The Party

Only information **not** available in the City State of the Invincible Overlord is given here.

The following table is for wandering encounters during the party. Every 15 minutes, one roll should be made. A roll of 1 - 3 on 1D6 indicates an encounter.



Encounter Table

Roll % dice to determine who is encountered. The following abbreviations are used:

G = Garb
TT = Tress Tints
C = Complexion
H = Height
VS = Vital Statistics
A = Age
PP = Platinum Pieces
GP = Gold Pieces
MP = Mithral Pieces
SP = Silver Pieces
GM = No./No. = Gems = Number of gems/total worth of gems in GP.
JW = No./No. = Jewelry = Number of pieces of jewelry/total worth of jewelry in GP.
FR = No./No. = Fur Clothes = Number of fur items/total worth of furs in GP
FTR = Fighter profession
LVL = Level of proficiency.

When Exotic Female Slaves are encountered, they will be acting as serving maids. Everything is available for the asking - this is a rich party.

- 01 Exotic Female Slave No. 1: G = Amazon, TT = Sky Blue, C = Ebony, H = 4' 9", VS = 37 - 25 - 35, A = 29.
- 02 Exotic Female Slave No. 2: G = Amazon, TT = Brunette, C = Milky White, H = 4' 6", VS = 35 - 23 - 33, A = 27.
- 03 Exotic Female Slave No. 3: G = Priestess, TT = Auburn, C = Red, H = 6' 6", VS = 39 - 28 - 37, A = 17.
- 04 Exotic Female Slave No. 4: G = Wood Nymph, TT = Brunette, C = Ebony, H = 4' 3", VS = 34 - 22 - 32, A = 17.
- 05 Exotic Female Slave No. 5: G = Wood Nymph, TT = Blonde, C = Ebony, H = 5' 0", VS = 33 - 22 - 31, A = 27.
- 06 Exotic Female Slave No. 6: G = Priestess, TT = Brunette, C = Bronze, H = 4' 3", VS = 34 - 24 - 32, A = 28.
- 07 Exotic Female Slave No. 7: G = Priestess, TT = Sable, C = Dusky Olive, H = 4' 6", VS = 35 - 25 - 33, A = 26.
- 08 Exotic Female Slave No. 8: G = Sea Nymph, TT = Silver, C = Milky White, H = 5' 0", VS = 38 - 26 - 36, A = 19.
- 09 Exotic Female Slave No. 9: G = Page, TT = Blonde, C = Bronze, H = 4' 9", VS = 36 - 25 - 34, A = 21.
- 10 Exotic Female Slave No. 10: G = Shepherdess, TT = Sable, C = Ebony, H = 4' 9", VS = 38 - 28 - 36, A = 19.
- 11 Exotic Female Slave No. 11: G = Sea Nymph, TT = Lilac, C = Bronze, H = 4' 9", VS = 42 - 30 - 40, A = 17.
- 12 Exotic Female Slave No. 12: G = Amazon, TT = Blonde, C = Downy Golden Fur and Feline Tail, H = 5' 0", VS = 32 - 22 - 30, A = 25.
- 13 Exotic Female Slave No. 13: G = Shepherdess, TT = Brunette, C = Dusky Olive, H = 5' 6", VS = 38 - 26 - 36, A = 20.

- 14 **Exotic Female Slave No. 14:** G = Beggar Girl, TT = Light Green, C = Pale Blue, H = 5' 3", VS = 40 - 28 - 38, A = 23.
- 15 **Exotic Female Slave No. 15:** G = Page, TT = Blonde, C = Feathery Down and Wings, H = 4' 3", VS = 35 - 25 - 33, A = 18.
- 16 **Exotic Female Slave No. 16:** G = Priestess, TT = Silver, C = Dusky Olive, H = 5' 3", VS = 38 - 28 - 36, A = 30.
- 17 **Exotic Female Slave No. 17:** G = Mermaid, TT = Iridescent, C = Scaled and half mermaid, H = 5' 9", VS = 33 - 22 - 31, Age = 17.
- 18 **Exotic Female Slave No. 18:** G = Beggar Girl, TT = Sable, C = Bronze, H = 4' 3", VS = 35 - 23 - 33, A = 21.
- 19 **Exotic Female Slave No. 19:** G = Priestess, TT = Sable, C = Yellow, H = 4' 6", VS = 32 - 22 - 30, A = 21.
- 20 **Exotic Female Slave No. 20:** G = Page, TT = Sky Blue, C = Milky White, H = 6' 6", VS = 39 - 27 - 37, A = Amazon.
- 21 **Hippotier the Kind** (Bazaar, Bywater Road): 20 PP, "I have just the right for you at my bazaar!"
- 22 **Muelash Bahdar** (Money-Lender, Silver St.): GM = 5/1,500, "Let's go take a gander at the slaves for sale; maybe we'll see one we like."
- 23 **Whelp Roarbek** (Firedrake Mead Hall, Silver St.): 10 PP, 50 GP, "This party ain't bad, but I put on a better show every night at my place."
- 24 **Knafar Ketil** (Money Changer, Silver St.): 50 PP, "Have you seen Muelash Bahdar around?"
- 25 **Tregardis the Thunderer** (Mercenary Guild, Silver St.): 47 GP, "I've got a good job available for Warriors such as yourself - as harem guards!"
- 26 **Llandwellan the Blue** (Wizard's Keep, Water Rat Rd.): GM = 20/6,000, Ring of Flight, Wand of Ice, "It's good to get away from the humdrum of guarding the City."
- 27 **Roenar Kavin** (Sea Captain, Water Rat Rd.): 100 GP, 3 MP, "Next week I sail across the Windark Sea for the Overlord!"
- 28 **Gruen Guffaw** (Laundry, Water Rat Rd.): 1 GP, 3 SP, "Wow! I never dreamed..."
- 29 **Demiol the Drunkard** (Ship Builder, Water Rat Rd.): 10 MP, 50 GP, "Come on over to my place next Thor's Day; I'm throwing a real party!"
- 30 **Varlik the Patriot** (Admiral, Water Rat Rd.): 100 GP, "...and then there's the time I held off an entire army of Goblins all by myself..."
- 31 **Pyom the Charlatan** (First Born Inn, Water Rat Rd.): 50 PP, "Hmm, let's see, you're a Leo, right?"
- 32 **Durdar Tawag** (First Born Inn, Water Rat Rd.): 50 PP, "So, you say you need a potion?"
- 33 **Flakis Boarck** (First Born Inn, Water Rat Rd.): 50 PP, "One time, as I was guiding a party through a mountain pass, a Roc..."
- 34 **Balinoika the Fay** (Shipping Magnate, Water Rat Rd.): 200 GP, Efreeti Bottle with an Efreeti inside, "My merchant fleet is growing fast. Pretty soon..."
- 35 **Plump Ponwer** (Perfumer, Wailing St.): GM = 7/350, "You need a false I.D.?"
- 36 **Tasso Garnet** (Courtesan, Twilight Rd.): 2,860 GP worth of Body Jewellery, 3 Dwarf Jugglers, 4 Halfling Guards, and 3 Hand Maidens, "You've been ogling me all night!"
- 37 **Dukas Prem** (Jeweler, Twilight Rd.): GM = 8/1,600, "Fine party..."
- 38 **Masher Meryl** (Masher's Gaming House, Sea Brigand's St.): 50 PP, "You like to gamble? I've got the best games in the City!"
- 39 **Atmiot the Tenth-Thane** (Government Bureau, Regal St.): GM = 5/750, 50 PP, "The Overlord can't get along without me!"

- 40 **Athelbrus the Affable** (Sorcerer's Supply House, Regal St.): GM = 2/200, 50 GP, Medallion of Magic Aura Detection, Ring of Fiery Bolts, "I heard you were interested in obtaining various monster parts. If so, I'm the man to see!"
- 41-50 **Cenachis the Bare, Ember Ochter, Jugs Karizna, and Fluttering Bizet** (Dancers, Plaza of Profuse Pleasures): JW = 8/60 each, "What are you boys doing?"
- 51 **Crackers Rastiknor** (Velvet Bed or Table, Plaza of Profuse Pleasures): 50 PP, "I've got 160 female slaves working in my establishment!"
- 52 **Herald Varklet** (Fur Shop, Plaza of Profuse Pleasures): FR = 4/480, 50 PP, "You'd look fantastic in a Leopard cloak!"
- 53 **Gnarling Guikarn** (Tax Collector, Slave Market Plaza): 50 GP, "Did you pay the Royal Tax on those slaves?"
- 54 **Hodatl of Altania** (Bazaar, Slave Market Plaza): 50 GP, Gold Key around neck worth 20 GP, "Hey, are you interested in a brass gong? Real cheap!"
- 55-60 **Amlith the Riotous, Slesbert the Intoner, and Buddredi** (Minstrels, Slave Market Plaza): 20 PP, 30 GP each, "Let us sing you a song of the forest."
- 61 **Zog the Mutant** (Brass Bazaar, Slave Market Plaza): 50 PP, "I got all kinds of metal ware at my shop..."
- 62 **Cetmiot** (Winery, Slave Market Plaza): 30 GP, "I gosh shum o da besh shtuff in da hhole City!"
- 63 **Veli the Rank** (Lust Shop, Slave Market Plaza): 22 GP, "I can guarantee..."
- 64 **Delphia the Tender** (Delphia's Delight, Slave Market Plaza): 30 GP, Amulet of Youth (10 years younger), "How about a late night snack at my place?"
- 65-75 **Wench Delfansa, Bumps Clorina, Brazen Belina, and Laychina the Bundle** (Dancers, Murky St.): JW = 3/70 each, "Hey, where have you been all night?"
- 76 **Gilamar and Merwina the Lithe** (Fortune Teller, Street of Maelstroms): 50 PP each and Merwina has JW = 1/350. Both have a jewelled magic Dagger, "Would you care to know what the future holds in store for you?"
- 77 **Beleroptar** (Boar's Head Tavern, Street of Maelstroms): 50 GP and wears a garlic necklace, "You haven't seen any Vampires around, have you?"
- 78 **Lady Amphisbia** (Hot House, Street of Maelstroms): JW = 10/1,250, "How'd you like a sauna?"
- 79 **Slavemaster Makcalet** (Slave Fire Brigade, Guardsmans Rd.): 60 GP, "That's a mighty fine weapon you have there, boy!"
- 80 **Sculitor the Miniaturist** (Artist, Festival St.): JW = 1/100, "My, my! You're the spittin' image of World Emperor! You better not let the Overlord see you!"
- 81 **Muliena the Lioness** (Happy Harpy, Festival St.): FR = 1/100, "Purrrrr!"
- 82 **Bergrin the Loafer** (Poet, End Gate Rd.): 45 SP, "Zzzzzzzzzzzzz!!!"
- 83 **Castig Sun-hiker** (Slaver, End Gate Rd.): 50 PP, 10 MP, "I heard you were looking for a Dwarf slave."
- 84 **Lampoon Tryfineri** (Crystal Flagon Banquet Hall, Damp St.): "Trash like you would never get into my place!!!"
- 85 **Rewang the Reconciler** (Magistrate's Residence, Cross Road): JW = 1/500, 50 GP, "Ahhh! nothing like good food, good people, and a good party!"
- 86 **Alobroge Ruta** (Slaver, Caravan St.): 50 SP, and a huge nose, "Hey! You leave my nose out of it!!!"
- 87 **Thestorina** (Courtesan, Caravan St.): JW = 4/480, "Hey, big boy! You have any deep, dark secrets you'd like to tell me?"
- 88 **Ragolet the Ruffian** (Your Host): JW = 4/400, "I hope you're enjoying yourself."

89-00 1 - 3 **Slave Guards** (Scimitar, FTR, LVL: 1): Whatever is appropriate, which is mostly silence.



The Maps

Below are the details of the keyed areas on the floor plans.

1 **Front Door:** Here stand two Slave Guards (see table above). They will demand to see an invitation and then will allow entry when one is produced. Exotic Female Slave No. 15 is here bringing wine to the guards.

2 **Main Reception Hall:** Here, the party is in full swing. The room is decorated in Early City-State (e.g. suits of armor, coats of arms, overstuffed chairs, elegantly carved furniture, 25 marble statuettes of mythical creatures worth 100 GP each, silver candle sconces which are too big to pocket, etc.), and many chairs, couches, and loveseats have been made available to the guests.

Currently in this room are 15 of the people listed in the table. Choose them randomly or specifically, whichever you prefer.

3 **Hallway:** Some of the party-goers are hanging around in the hallway. Choose 6 and place them here. The hallway is decorated with tapestries that depict different views of the City-State and are worth 50 GP each. There are eight silver candle sconces which provide light.

4 **Dining Area:** This area is decorated with carved oak tables and chairs, overstuffed chairs, ebony end tables, silver oil lamps worth 35 GP each, and tapestries depicting banquets, feasts, and festivals (worth 50 GP each).

Within the room, munching on all types of exquisite foods, are 11 party-goers (see 5 also).

5 **Stairway:** This stairway leads up to the second floor. There is a Slave Guard here, keeping an eye on things.

6 **Kitchen:** This kitchen is completely stocked with every imaginable utensil and exotic foodstuffs. Working here are four old cooks (females). They will cook anything desired by the guests.

7 **Upstairs Landing:** There is a Slave Guard here, keeping an eye on things.

8 **Private Room:** Used for guests, this room is an extravagantly furnished bedroom. Many silver knick-knacks are placed about (10/500). Two party-goers are currently here.

A secret compartment in the stone wall hides 430 GP in a sack.

9 **Private Room:** As No. 8 in all respects except that the gold is hidden under a loose floor board.

10 **Living Room:** This room is used by Ragolet and his Exotic Female Slaves when they are just relaxing. The ebony end tables hide a total of 10 gold plates on their undersides. Each plate is worth 100 GP.

There are 4 party-goers within.

11 **Hallway:** There are 5 party-goers standing about, talking.

12 **Hallway:** There are only 2 party-goers standing about, talking in this hallway.

13 **Stairway:** This stairway leads up to the third floor. There are 2 party-goers here.

14 **Hallway:** There are 4 Slave Guards here. They will prohibit anyone from entering Rooms 15 and 16.

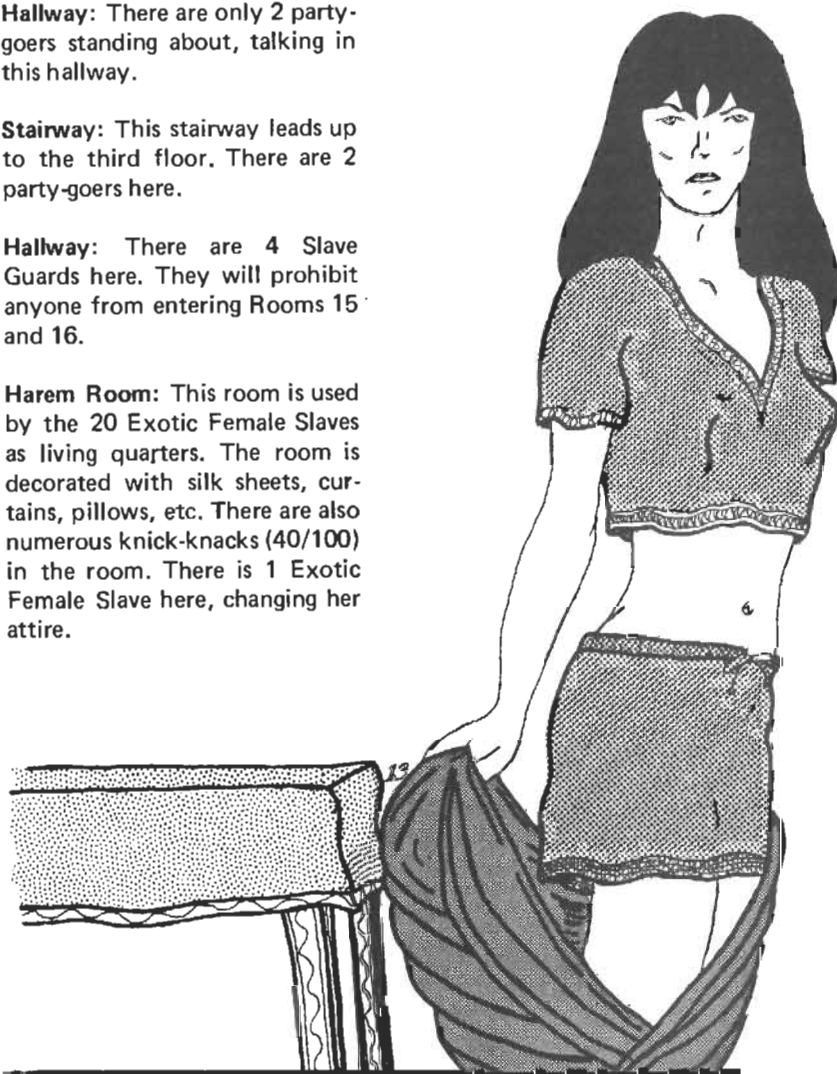
15 **Harem Room:** This room is used by the 20 Exotic Female Slaves as living quarters. The room is decorated with silk sheets, curtains, pillows, etc. There are also numerous knick-knacks (40/100) in the room. There is 1 Exotic Female Slave here, changing her attire.

16 **Master Bedroom:** Ragolet's room is furnished in mahogany, satin, and silver. He also has a wall-to-wall giant ram rug and several hunting trophies on the wall (Tiger, Baby Dragon, Griffon, Hippogriff).

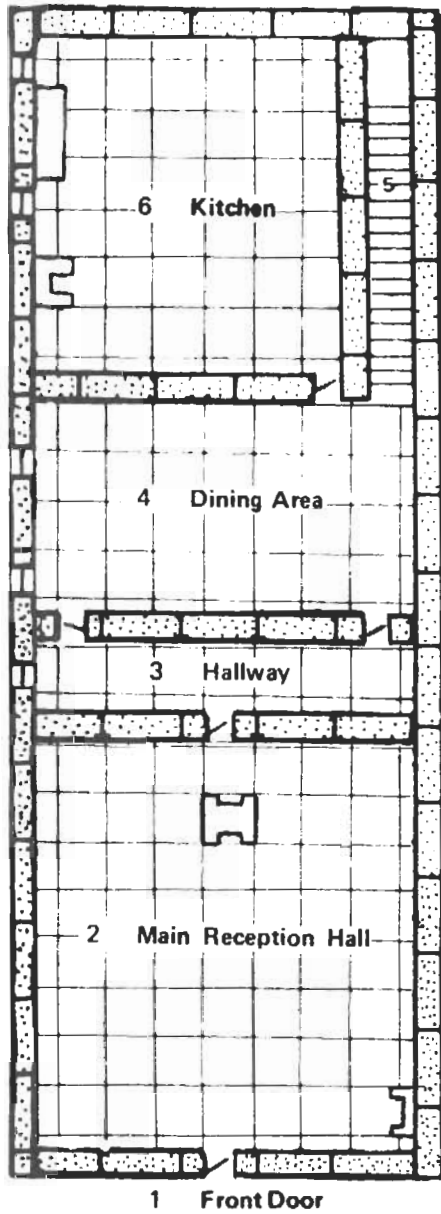
He has 10 gold plates hidden under loose floorboards, worth 100 GP each. A secret compartment in the outside wall hides 430 GP in a sack.

His clothes are stored in various mahogany chests and are mostly made of silk or leather.

17 **Library:** This room is chock-full of bookshelves, and the bookshelves are chock-full of books, scrolls, alchemical equipment, star charts, and silver knick-knacks (10/500). Ragolet used this room for a Wizard companion he once had. Ragolet hardly ever comes up here now because the Wizard died here of mysterious causes, and his ghost still wanders about the room reading books and making notes. The ghost does not like to be disturbed.

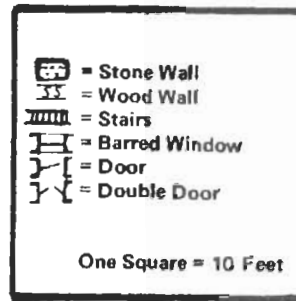
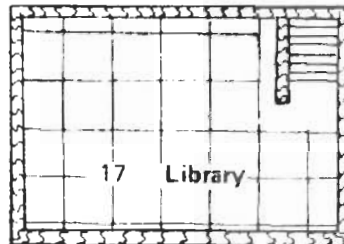


First Floor

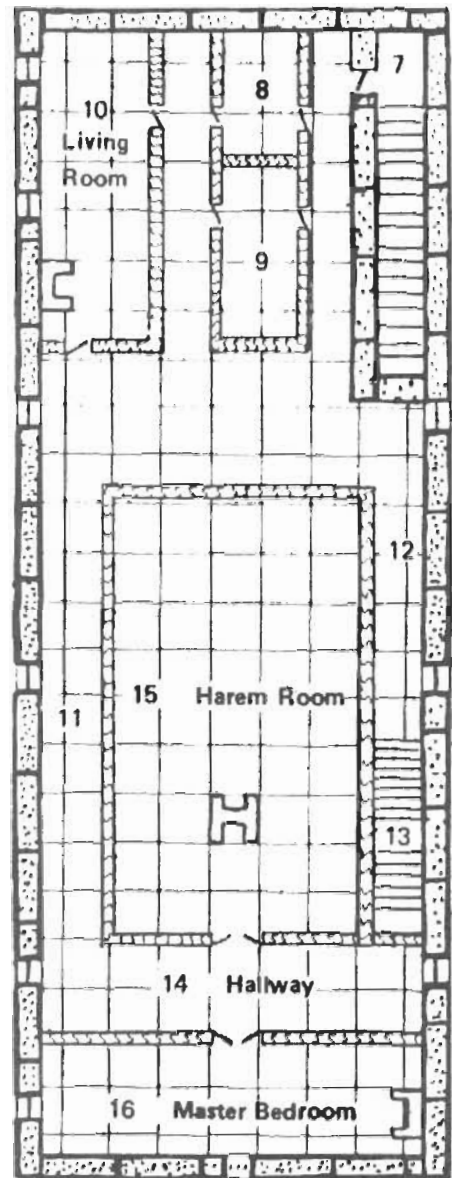


SLAVE MASTERS GUILD

3rd Floor



Second Floor





HANGING OUT IN THE CITY STATE

by
**EDWARD
R. G.
MORTIMER**

This issue unveils another aspect of this column - the discussion of City-State Installments and City-State related products from Judges Guild. This also means that, if you have any questions concerning anything related to the *City State of the Invincible Overlord*, send them to me at this address:

Imperial Pegasus
Hanging Out in the City State
1221 N. Sunnyside Road
Decatur, IL 62522-9709

Now, in this issue, we will take a backward look at last issue's *Hanging Out in the City State*. In it, you may have noticed that some things were different than that which appears in the *City State* booklet. This was done intentionally to show how the *City State* of the *Invincible Overlord* sets up the foundations of a campaign but not the entire structure. It allows the individual to tinker with the *City State* in order to merge it with his or her own campaign smoothly. It does not stifle creativity; rather, it promotes creativity. It has been designed to give each Judge a "nudge" as to which tangent to take on a particular aspect of the *City-State*, but it does not demand that the course be taken. The same can be said of the people described within the booklet.

For example, let's take a look at what was said in the *City State* booklet about Ragolet the Ruffian, the Guild-master of Slave Masters:

"Grizzly and given to wild banqueting, Ragolet's commission permits him to tax each Slave Master the 'pick of the crop' (best slave) once a year. Forty slaves guard a harem of twenty exotic women from distant lands. 860 GP hidden in private rooms. 20 gold plates. *Rumor: ambush by bandits set for drunks on Caravan Street. Barred windows.*"

From the line of statistics also given, we find out that Ragolet is Chaotic Evil, is a very proficient Fighter (9th Level) though he seems to have been remiss in practicing his art lately because he has a low amount of HTK (28), and his ability scores are not anything of which to boast. He does own a magic +1 Sword, however.



Okay. Once I decided to go with an adventure using this setting, it was rather obvious where to start - with a wild banquet! The ingredients for such are:

- 1 Food and drink
- 2 Servants
- 3 Guests
- 4 Entertainment

Item 1, food and drink, was not a problem. As this type of thing is quite common for Ragolet, I imagined he must have good connections in the food and drink business (e.g. "I'll give you one slave for every twenty bottles of exquisite wine."), so getting the shopping done would be no problem. Preparing the food needed only the inclusion of cooks - two old women, in this case.



Item 2, servants, was also handled without difficulty. Ragolet owns a harem of 20 exotic women, so I decided that he would have them serve his guests. In this way, Ragolet can show off his possessions and get some work from them as well. I envisioned that Ragolet was that kind of person - greedy for possessions and eager to show everyone just how much he has.

Along these lines, I decided to give Ragolet more wealth than was described within the City State booklet. I gave him what I thought a Guildmaster of such a profitable business should have. You may have different ideas, and you are free to change what I have written just as we both are free to change what has been written within the City State booklet. The new wealth was in the form of jewelry for his harem.



I moved on to Item 3, guests. Here, I encountered a slight problem. The description gives no hint of whom Ragolet associated with outside his professional life. However, it did say he was a Guildmaster, so most of his guests should be rich or influential. It also said that he was Evil, so there won't be too many "good guys" running around the place (though that does not preclude all good guys). Then it said that Ragolet's Social Level was 7, which is something to keep in mind when inviting guests. Other things to keep in mind included:

- 1 Who works in the slave-selling business?
- 2 Who owns a lot of slaves?
- 3 Who likes parties?
- 4 Who likes to socialize with the influential?

With all these things in mind, I began searching the City-State booklet, entry by entry, deciding whether or not to invite each person about whom I read and then deciding if he or she would accept the invitation. I quickly found that some people would have to have other plans for the evening, or too many people would be at the party. With this in mind, I decided

that such people as Paramsworn the Red (from the Southern Keep on Water Rat Road) and Garrick One-Eye (from the Wild Boar Tavern on the Street of Shadows) had made other plans or, as in the case of Paramsworn, knew that someone else was going to the banquet that he or she did not want to see (in this case, Llangwellan the Blue from the Wizard's Keep on Water Rat Road who just felt like unwinding for a night).

Now, I had a list of names. The next step was to determine how to get them into the party and to make their whereabouts flexible. I decided to place them on a Wandering Encounter Table along with the harem of 20 exotic women, the forty slave guards, and, of course, Ragolet, himself.

Placing all the guest on a Wandering Encounter Table enabled me to place a certain number of them already at the party (by using the map descriptions to also determine how many guests should be at the party at the start of the game) and be assured that the others would appear later in the evening as a result of the table.

I then decided not to include a provision for guests leaving the party because I wanted this particular party to be a BIG one so the players would have plenty of openings for whatever they wanted to do. I also figured that the players, if they were running Thief-type characters, would not want to stay until the end of the party. Rather, they would want to leave "while the going is good" (a bit of Thieves' Cant, there). However, if the player-characters have decided to stay for the end of the party, a provision to have guests leaving is no problem to include.

For example:

Going Home Provision

Roll once every hour on 1D6. If a 1 is rolled, it indicates that someone is leaving the party. Then roll 1D6 to determine how many leave; roll 1 die for every two hours that the characters have been at the party. Then roll the indicated number of times on the Wandering Encounter Table. These people are now leaving. If someone is rolled twice (or more), consider it representing the fact that he or she forgot

something, came back for it, and left again. You may want to work this in and have the player-characters find such a left-behind item.

If any slave of Ragolet is rolled, consider it indicating that he or she went to sleep. Half of the time, they will fall asleep in whatever room they currently are (determine randomly if necessary); otherwise, the exotic women will go to the Harem Room, and the slave guards will go to the Basement (which was not included as a map because I envisioned that there was nothing of importance there, just supplies of various kinds).

As a side note, I also envisioned that the party might last for a few days. Using the above **Going Home Provision** might result in the party lasting for such a length of time, and then, again, it might not. Whether or not it does doesn't matter. The party will either be a big social hit or a social wipe out; it is all up to the dice rolls.

As to Item 4, entertainment, I took care of this problem in two ways. The first was to have the 20 exotic female slaves dress in appealing costumes (taken from the "Hourly Garb" table in the "Women" section of the City-State booklet as were the other characteristics of these slaves). The second was to have Ragolet invite dancers and minstrels to the party. The dancers and minstrels would move about, plying their trades, and all would be well.



Even though all four items (food and drink, servants, guests, and entertainment) were provided, I sensed that something was missing. That something was the unexpected. After a bit of thought, I decided to include the two characters, Hippotier the Kind (from the Bazaar on By-Water Road) and Sylperi the Spellbinder (from the Red Pearl Inn on Water Rat Road) as surprises for all attending. Their roles were completely described in the scenario.

Still, something was lacking, so I decided to include something totally unexpected - a ghost. I put the ghost in the library (included just for him) and decided that he could not leave that place. In this way, only those player-characters that were either very bold or very lucky would ever run into him. I also decided not to assign statistics to the ghost so that each Judge could (and, indeed, would have to) make sure the ghost wouldn't be a pushover, but, on the other hand, he wouldn't be too powerful, either.

When all that was done, I believed I had created the basis for a good scenario, a scenario where the players could make excellent contacts (if they wished), enjoy themselves, pick a few bulging pockets, and have a bit of a scare thrown in "for dessert." All in all, I think it could be an enjoyable little scenario.

More importantly, however, I think it shows the correct way to approach the **City State of the Invincible Overlord**, which is this: use the booklet to provide a solid foundation for your campaign and change, delete, and add whatever you wish to personalize it for your players.

Remember, the last word in any campaign is the Judge's, and, in your campaign, you are the Judge. Judges Guild playing aids are there to advise you, not to command you.





HANGING OUT IN THE CITY STATE

by
EDWARD
R.G.
MORTIMER

Hanging out in the City State can be very dangerous if one doesn't have the right contacts. Many of the non-player characters detailed in the **City State of the Invincible Overlord** booklet qualify as important contacts. Perhaps the easiest contacts to make are those with tavern owners because almost all characters frequent taverns sooner or later (at least, in my experience, they do). Innkeepers are also prime candidates for friendship; in fact, a character should not stay at an inn if the innkeeper doesn't like that character for any reason, be it race, sex, religion, eye color, or fang length. One is never more vulnerable than when one is asleep.

Both tavern owners and innkeepers are excellent sources of rumor and aid. All such people tend to have many contacts throughout the city and in the countryside as well. Some of these contacts will usually be of the strong-arm variety. These can be useful to the player-character as protection or, possibly, as henchmen. They are also useful to the innkeeper or tavern owner as protection or to get revenge against player-characters for wrongs done them, be they real, imagined, or trumped-up. One should not make unnecessary enemies of those who have extensive contacts with Assassins, Brigands, Ruffians, Berserkers, or Fighters.

Another type of contact that an innkeeper or tavern owner usually has is the information source. Information

sources can take many forms, and you may be one of them. Sources of information may be Thieves, Spys, Beggars, urchins, constables, bureaucrats, adventurers, or little birdies. Innkeepers and tavern owners do not usually restrict themselves to one type of source, and they frequently employ a wide variety of contacts to keep their lines of information flowing. Information is, after all, good business.

Other information sources available to the innkeepers and tavern owners include other innkeepers or tavern owners as well as the local constabulary. Both of these sources tend to exchange more information about rowdies than they do about the quiet individual. It is never a good idea to cause any trouble in any establishment the owner of which might be a friend of the innkeeper or tavern owner with whom you are attempting to strike up a friendship. (Of course, it almost goes without saying that spending money is a good way to warm the cockles of any innkeeper's or tavern owner's heart and, thus, worm your way into his good graces.)

Another contact that could be invaluable for your player-character is the guard of the city gates. You never know when you might need a quick entry or exit, or when you would like to have a pursuer detained while you make good your escape. The gate guard can perform both of these tasks as well

as provide valuable information about who passed by recently, and he is backed by the whole of the city's military might.

Perhaps the most powerful contact an innkeeper or tavern owner can have is the regular customer that wields considerable power (i.e. high-level types). These people are usually not conspicuous to the casual observer because they do not wish to be bothered by every bum off the street. However, they will come to the aid of their friends if the situation demands it. This type of contact is also a good source of adventure for the player-characters because high-level types are usually always seeking to expand and enhance their powers by acquiring more magic items and greater monetary treasures. To acquire these treasures, however, they will undoubtedly need the help of lower level persons, and so may be persuaded to hire the player-characters to accompany them on a quest or an adventure if the innkeeper or tavern owner in which they repose trust advises them to do so.

Still another valuable contact is the Beggar. Nobody ever pays much attention to a Beggar, except to flip him a Copper or kick him in the shins. Because of this, Beggars sometimes overhear conversations meant only for select individuals. Nobody knows the

lay of the land within a city better than a Beggar. A Beggar must fight for his Coppers in order to survive. Beggars know of safe places to hide and secret exits out of town. They know who is generous and kind-hearted and who is evil, rotten, mean, and nasty.

Courtesans and Houris are other excellent contacts if you can make them. They can cause the tightest of lips to loose, the most steadfast to waver, and the most persistent of pursuers to be distracted. They are privy to the private quarters of man and are often present when he is most vulnerable.



There are those who might not seem to have much importance as contacts within a city, such as hunters, trappers, and fishermen. While it is true that they normally aren't much help **within** the city, they can be of immense help just **outside** the city walls. They know all the footpaths leading away from the city and all the little hiding places within a few miles of it. This knowledge can be helpful to the hunter as well as to the hunted.



And then, there is the type of person the player-characters are: foolhardy adventurers (Let's face it; who else would venture into an unfamiliar, dark cave known to be inhabited by death-dealing monsters and fraught with dangerous traps?). These people are always on the road and can be a fount of information about far away places as well as the best (and worst) routes to get there. Of course, they are inclined to want reciprocal information from the player-character!

Common food merchants can make excellent contacts for those characters that prefer to take revenge slyly (read: cowardly) if the shopkeeper is of the same ilk as the evildoer. Poisoned food can be sold to the intended victim quite easily, so, the next time your character patronizes the butcher, the baker, or the green noodle maker, watch out; he or she might be in for a nasty surprise when meal time rolls around!

In somewhat the same way, stable hands can be useful. For a few gold coins, someone of evil intent could have an enemy's mount poisoned, steal the beast, or have a poisonous spider or viper slipped surreptitiously into the saddlebags. Perhaps the stable hand could even sell the steed to an innocent (and gullible) third party. This sort of behavior, of course, presupposes that the character is not of a chivalrous background.

In addition, the armorer, weaponsmith, and bowyer can also be useful, both as sources of information and as accomplices in dirty deeds. These craftsmen can inform you of the condition or strength of your opponent's armor and weaponry, or, if he is so inclined and the price is right, he can sabotage these same items. For the more honorable, these people can also sell you the best of their stock if you are a friend, even allowing you the use of any special equipment that they may have stashed away for special occasions. They may also be able to inform you of any rumors or legends concerning the whereabouts of magical armor or weapons.

Another important contact in any port city is the sailor. Whether he is a lowly deckhand or the captain of the ship, the sailor is able to procure relatively safe passage out of the city. This is especially useful if you are en-

deavoring to avoid the minions of the law or other revengeful persons or if you just want to journey to a far-off land in search of adventure and treasure. In the same way, the caravan worker can perform the same function as the sailor in regards to passage out of the city.

Finally, there are those who are among the most important of contacts but who are the most difficult to cultivate - the influential citizens. Influential citizens can pull strings when nobody else can help to get you out of all kinds of tight spots with government or law enforcement officials. They have the ability to cut through red tape quickly. They know whom to ask for favors and whom to stay away from. They do not, however, readily make friends of strangers. The quickest way to get on the good side of an influential citizen would be to rescue him or her from a robbery or some other such inconvenience. Since that type of thing doesn't happen every day, you might have to engineer something, but don't get caught at it or it'll be the dungeons for sure!



What all this amounts to is that nearly anybody can be an ace-in-the-hole for the player-character. Don't overlook the obvious (e.g. commoners), and don't be picky. Above all, don't mistreat your contacts, or you'll never be able to put complete trust in them. Assemble a close circle of contacts (and protection), and walk the streets of the City-State as a citizen instead of a stranger.





HANGING OUT IN THE CITY STATE

by Edward R. G. Mortimer



Greetings once again, City-Staters. In this issue, I will answer one of the most frequently-asked questions about the City-State Campaign World: What is available, and how does it all fit together? I will do this by listing all of the campaign aids published so far by Judges Guild, as well as Pegasus installments, and provide information on each item. So, without further ado, on to the City-State!

First Fantasy Campaign by Dave Arneson: 64 pages, two 17" x 22" campaign maps (1 Player, 1 Judge), 12 levels of Blackmoor Dungeon, 5 levels of Blackmoor Castle, village of Blackmoor, Svenson's Freehold, citadels, much more!
JG 0037 \$7.98

Wilderlands of High Fantasy by Bob Bledsaw and Bill Owen: 32 pages, six 17" x 22" maps (3 Player, 3 Judge, two-sided), Campaign Maps 1 (City-State), 2 (Barbarian Altanis), 3 (Valley of the Ancients), 4 (Tarantis), 5 (Valon), villages, citadels, castles, creatures, adventure!
JG 0048 \$8.50

Fantastic Wilderlands Beyond by Mark Holmer and Bob Bledsaw: 32 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 7 (Desertlands), 8 (Sea of Five Winds), 9 (Elephant Lands), 10 (Lenap), villages, citadels, castles, creatures, adventure!
JG 0067 \$8.00

Wilderlands of the Magic Realm by Mark Holmer and Bob Bledsaw: 48 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 11 (Ghinor), 12 (Isles of the Blest), 13 (Ebony Coast), 14 (Ament Tundra), villages, citadels, castles, creatures, adventure, 300+ islands!
JG 0092 \$8.50

Wilderlands of the Fantastic Reaches by Judges Guild Staff: 32 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 15 (Isles of the Dawn), 16 (Southern Reaches), 17 (Silver Skein Isles), 18 (Ghinor Highlands), villages, citadels, castles, creatures, treasure!
JG 0300 \$8.50

Village Book I by Bill Davis, Marc Summerlott, Bob Bledsaw, and Mark Holmer: 64 pages, 48 village maps, 8 pages of pertinent tables, usable for any campaign but ideally suited for mapping out the many villages appearing in the Judges Guild Campaign World!
JG 0059 \$2.75

Village Book II by Bryan Hinnen, Mark Holmer, Mitchell Johnson, and Bob Bledsaw: 64 pages, 50 maps of villages and hamlets, 9 pages of heraldic generation tables, second in the Village Book series.
JG 0104 \$3.00

Island Book I by Bill Davis and Bob Bledsaw: 64 pages, 48 maps of island groups and atolls, 3 pages of essential tables, ideal for any campaign but extremely suited to the Judges Guild Campaign World!
JG 0061 \$2.75

Thieves of Fortress Badabaskor by Marc Summerlott, Mike Petrowsky, Craig Fogle, Bob Bledsaw, Bill Owen, and Tony Floren: 32 pages, adventure within a brigand stronghold carved out of a mountain, four Dragon dens within the five levels, suitable for addition to any campaign but perfect for many areas of the Judges Guild Campaign World!
JG 0052 \$3.00

Citadel of Fire by Marc Summerlott, Bob Bledsaw, and Peggy Keith: 32 pages, ancient stronghold of Yrammag, 6 Tower levels, 5 Dungeon levels, tables, Goblin tribe, Water Trolls, Demons, treasure, and more!
JG 0063 \$3.00

Portals of Torsh by Rudy Kraft: 48 pages, interdimensional adventure to a world of Lizardmen and Humans, villages, Mistress Naji, treasure maps, Lizard Wizard's Tower, wilderness, history, economics, suitable for any campaign.
JG 0260 \$3.98

Book of Treasure Maps by Paul Jarquay: 48 pages, 5 mini-adventures, Campaign Map 10 (The Lost Temple), Campaign Map 9 (The Tomb of Aethring), Campaign Map 4 (The Lone Tower), Campaign Map 12 (Willichida's Well), Campaign Map 1 (Crypts of Arcadia).
JG 0113 \$3.95

Book of Treasure Maps II by Daniel Hauflie and Rudy Kraft: 48 pages, 5 mini-adventures, Campaign Map 8 (Dragonspoke Geyser), Campaign Map 12 (Castle Potomd), Campaign Map 3 (Demon Temple of Thoth), Campaign Map 2 (Temple of Lizardmen), Campaign Map 3, 8, 9, 10, and 11 (Circle of Shifting Stones), Campaign Map 7 (The Tomb of Albascor).
JG 0320 \$3.95

Book of Ruins by Michael Mayesau: 32 pages, 10 mini-adventures perfect for the Campaign Maps but can be used in any campaign, many terrains featured, Yeti, new demigods, Elfreet, evil Wizard, Harpies, Gnomes, treasure, and more!
JG 0490 \$4.00

Castle Book I by Bob Bledsaw, Bill Davis, Mark Holmer, John Kiesel, and Marc Summerlott: 64 pages, 50 maps of myriad fortifications, six pages of tables, usable for any campaign but excellent for use in filling out the castles in the Judges Guild campaign world!
JG 0080 \$2.75

Castle Book II by Bob Bledsaw, Dan Hauflie, and Mitchell Johnson: 64 pages, 50 maps of numerous fortifications, pages of tables, usable for any campaign, second in the Castle Book series.
JG 0140 \$3.00

Temple Book I by Bob Bledsaw, Dan Hauflie, Rick Houser, Jerry Taylor, and Mark Holmer: 64 pages, 48 temple maps, tables, usable for any campaign but especially suitable for Judges Guild Campaign World, ideal idea starters!
JG 0440 \$3.00

Campaign Hexagon System by Bob Bledsaw, Bill Owen, Debra Bledsaw, Marc Summerlott, and Norma Bledsaw: 64 pages, 65 map grids for mapping wilderness area, 6 pages of invaluable tables for generating forests, wilderness encounters, flora and fauna, and many other subjects.
JG 0047 \$2.50

Unknown Gods by Bob Bledsaw, Mark Holmer, Paul Jarquay, and Mike Petrovsky: 48 pages, 83 deities from the Judges Guild Campaign World, ideal idea starters and a must for all Clerics!
JG 0420 \$6.00

Ready Ref Sheets by Judges Guild: a 56-page compendium of all the tables and reference charts of the first six Guild-member installments, many valuable tables for running the City State campaign or any campaign.
JG 0014 \$2.99

The Fantasy Cartographer's Field Book by the Judges Guild Staff: 98 pages, comprehensive map symbol key, pages of blank map grids, four types of grids, pages of Record Data sheets, ideal for any Judge or designer.
JG 0240 \$3.98

Portals of Irontooth by Rudy Kraft: 48 pages, interdimensional adventure to a world of Gnomes and Humans, new creatures, wilderness, history, second in the Portals series.
JG 0560 \$4.00

Portals of Twilight by Rudy Kraft: 48 pages, interdimensional adventure to Halfworld, a planet of half light and half shadow, varied new creatures, third in the Portals series.
JG 0770 \$4.98

Fantastic Personalities by Bill Paley and Edward R. G. Mortimer: 64 pages, 83 characters from all over the Campaign Map area, many different levels, classes, and races, histories, personalities, magic treasures, rumors, many excellent henchmen, associates, allies, enemies, rivals, and villains.
JG 0810 \$5.98

Glory Hole Dwarven Mine by Edward R. G. Mortimer: 48 pages, Campaign Map 9, City State of the Inevitable Overlord, 7-level Dwarven Mine outside the walls of the City-State, stream connected with a Lost Gnome Mine, interplanar nexus point, Demon prince, gems unlimited, intrigue, magic, and heart-stopping adventure!
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Wrath Overlord: Terror Beneath the City State by Scott Fulton and the Judges Guild Staff: 112 pages, Campaign Map 1, City State of the Inevitable Overlord, Hex 2623, ruins, sewers, tunnels, and complex beneath the City-State, 17" x 22" City-State Map, 22" x 36" two-sided Dungeon Map, myriad creatures.
JG 0680 \$12.00

Pray of Darkness: Quarterly, Gules and Sable by Edward R. G. Mortimer, John Mortimer, and Diane Mortimer: 48 pages, Campaign Map 9 (Elephant Lands) Hex 4417, 7-level brigand lair, ex-Orc lair, headless Ghost, Boggart, Rock Gnomes, secret tunnel network, rewards, treasure, the Black Axe Tavern, extensive NPCs, many creatures.
JG 0840 \$6.00

Tegel Manor by Bob Bledsaw and Bill Owen: 32 pages, Campaign Map 1, City State, 17" x 22" Judge's Map, 11" x 17" Players' Map, both two-sided, huge, haunted mansion, 240+ rooms, secret, four-level Dungeon, Magic Statues, Magic Portraits, Ghosts, Werewolves, Zombies, treasure, Tegel Village.
JG 0027 \$4.50

The Black Ring by Dan Hauflie: Pegasus 1 installment, 36 pages, Campaign Map 12, Isles of the Blest, Hex 3427, The Sentinel Keyes (Isle of Hestrin, Isle of Lonesome Shoulders, Isle of the Sentinel, Carasthian's Isle).
JG 0600 Pegasus 1 \$3.00

Revelshire by Scott Fulton: Pegasus 2 installment, 32 pages, Campaign Map 13, The Ebony Coast, Hex 4512, Revelshire, a Half-Elven city in the trees, Revelroot the Treant, Cima the Wizard and his Warbeast companions.
JG 0610 Pegasus 2 \$3.00

Isle of the Blest by Scott Fulton: Pegasus 3 installment, 34 pages, Campaign Map 12, Isles of the Blest, Isles of the Stain (Holy Isle, Isle of the Lake), Enlifen Underlake Society, city of Ratu, Undersea Temple, Undersea Labyrinth, Isle of the Blest.
JG 0620 Pegasus 3 \$3.00

Isle of Timanog by Scott Fulton: Pegasus 4 installment, 32 pages, Campaign Map 10, Laniap, Timanog Isle, Jynjirzo's Tower, villages of Calfat, Dalmaric, Talimander, Kalasa, Heratus, Lanka, and Marechal.
JG 0780 Pegasus 4 \$3.00

The Quest for the Silver Empress by Clayton Miner: Pegasus 5 installment, 32 pages, Campaign Map 6, The Copper Cup House (in the City State of the World Emperor), the ship, Nostratu, Campaign Map 3, Valley of the Ancients, underwater adventure!
JG 0830 Pegasus 5 \$3.00

The Azuresain Pirates by R. J. Baier: Pegasus 6 installment, 32 pages, Campaign Map 4, Tarantis, Hex 2327, hamlet of Biazania, the Azuresain Brotherhood, the ships, Golden Griffin, Tarantis Princess, Grim Reaper, 4-level Dungeon, the Demon, Cital-Nyar.
JG 0670 Pegasus 6 \$3.00

Axel's Tutoring Service by Charles Farnum: Pegasus 7 mini-installment, 3 pages, Campaign Map 1, City State of the Inevitable Overlord, Axel's Tutoring Service in the City State of the Inevitable Overlord, introductory learning adventure, possible mercenary type job.
JG 0970 Pegasus 7 \$3.00

The Tower of Mabeleds by Bill Prouty: Pegasus 7 mini-installment, 6 pages, Campaign Map 2, Barbarian Altaris, Hex 3042, 3-level Dungeon of ruined Wizard's Tower, Orc outcasts, Gnomes, Zombies, Ghouls, and treasure!
JG 0870 Pegasus 7 \$3.00

Kithen's Dark Rapoe by Conrad Heinicy: Pegasus 7 mini-installment, 6 pages, Campaign Map 1, City State of the Inevitable Overlord, Campaign Map 2, Barbarian Altaris, Hex 3022, 2-level Dungeon within a huge, black, petrified oak, deception, greed, the Undead Dark Elf, Kithen.
JG 0870 Pegasus 7 \$3.00

Pyramid of Suberus by Greg Woodcock and Christopher Weaver: Pegasus 7 mini-installment, 31 pages, Campaign Map 7, the Desertlands, Hex 1428, 4-level ancient pyramid, Undead, Elementals, the Death King, magic treasures, a Dragon.
JG 0870 Pegasus 7 \$3.00

Modron by Bob Bledsaw and Gary Adams: 16 pages, Campaign Map 3, City State, 18" x 17" Judge's Map, 18" x 11" Players' Map, both two-sided, Modron village, tavern, shops, open markets, shark and sea monster tables, NPCs, underwater adventure!
JG 0034 \$3.50

City State of the Inevitable Overlord by Bob Bledsaw and Bill Owen: 80 pages, Campaign Map 1, City-State, Hex 2623, City-State taverns, inns, shops, towers, palaces, parks, NPCs, rumors, tables, two 22" x 34" City-State maps (1 Player, 1 Judge), Thunderhold, the Dwarven city and mine.
JG 0042 \$8.00

City State of the World Emperor by Creighton Hippinhammer, Bob Bledsaw, Rudy Kraft, Clayton Miner, and Mark Holmer: 3 Booklets, Campaign Map 8, inns, taverns, shops, NPCs, rumors. NOT AVAILABLE AT THIS TIME

Mines of Cretalon by Bryan Hinnen: 48 pages, Campaign Map 1, City-State, 22 Hexes (550 square miles), villages of Byrny and Trollstone, inns, shops, taverns, wilderness encounters, 3-level Dungeon, lost civilization, Gnomes, adventure!
JG 0111 \$3.95

Spies of Lightelf by Bryan Hinnen: 48 pages, Campaign Map 1, City-State, 22 Hexes (550 square miles), villages of Lightelf and Palewood, inns, shops, taverns, histories, the Wood of the Gnomes.
JG 0270 \$4.95

Judges Guild plans to release new City-State Campaign items soon. Some of them are:

Golden Sands of Death by Edward R. G. Mortimer, Joseph Weingand, and Paul W. Vinton: Adventure in the Desertlands (Campaign Map 7), politics, history, the forces of the Holy Cities, battle the proud nomads, the Golden Lions, temple-fortress, wilderness.

Shield Maidens of Sea Run by Bryan Hinnen: 88 pages, details the western coast of Judges Guild Campaign Map One, 22 hexes (550 square miles), Amazons, unholy War Band, Skandis raiders, adventure and intrigue!
JG 1010 \$6.98

Pirates of Megrost by Bryan Hinnen and Dan Hauflie: 48 pages, 18 Wilderness Maps located on Campaign Map One on the River Hagon, 22 hexes (550 square miles) detailed, charts, tables, pirate stronghold, complete wilderness area.
JG 1030 \$4.98

Inns and Taverns by Bill Pixley, Joseph Weingand, Diane Mortimer and Edward R. G. Mortimer: Numerous Inns & Taverns set in varying terrains, from dense jungle to wide open desert. All are set in the City State Campaign World but easily adapted to any campaign.
Coming in July

Book of Treasure Maps III by Rudy Kraft and Edward R. G. Mortimer: 80 pages, 9 mini-adventures keyed to the Campaign maps, plus one large, self-contained adventure which includes the ingredients for many side-adventures, villages, wilderness, treasure.
JG 990 \$3.98

City State of Tarantis by Mark Holmer, Bill Pixley, Diane Mortimer, Ricky Randle, Edward R. G. Mortimer, and Dave Spring: Details another great City-State, inns, taverns, shops, adventure, and more!

Wondrous Weapons by Joseph Weingand, Ricky Randle, Bill Pixley, Diane Mortimer, Edward R. G. Mortimer, and Paul W. Vinton: 120 fantastic weapons to scatter through your campaign world, or go straight to the shop of Armarius, the Dwarven Armorer and buy one, also includes tables for generating new magic weapons, histories and characteristics, NPCs.

In addition, these working titles of projects in the works will soon be appearing on your hobby store shelves. More information on these soon.

Tulla, the City of Maps
Majestic Wilderness: Campaign Overview
Witches Court Marsha
The House of Eukidias

As you can see, we have quite a campaign world for your fantasy adventures, and we are always expanding it. Plenty of adventures await you within the City State Campaign World!

Next issue, I'll have an adventure for you; don't miss it!

IF YOU HAVE ANY SHORT CITY STATE ADVENTURES, SEND THEM TO THIS COLUMN