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Accessory

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2nd Edition

SPELJAMMER®

Official Game Accessory

Rock of Bral

by L. Richard Baker III

E. OLSON



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Introduction

Rock of Bral is designed as an accessory to SPELLJAMMER® campaign settings. It is a "kick-off" point for adventurers heading into Wildspace and a place to come home when the party has vanquished its foes. Much of the information in this book is meant for the Dungeon Master, and a fair amount is privileged information that DMs might not want their players to have access to. If you are a player in a SPELLJAMMER campaign setting, you may want to check with your Dungeon Master before you read this book in its entirety.

Rock of Bral is organized into four parts: *The Crossroads of Wildspace*, a basic description of the city and life on the Rock; *A House Divided*, a portrait of the personalities and rival organizations of the city; *The City Among the Stars*, a detailed description of the city itself; and *Adventuring in Bral*, a collection of information and notes concerning adventures on the Rock. Part One, *The Crossroads of Wildspace*, is not particularly sensitive and Dungeon Masters may allow their players to read it. Parts Two and Three reveal a lot of information that most DMs might want players to discover for themselves. Part Four, *Adventuring in Bral*, is designed for the use of both players and Dungeon Masters. It does, however, contain a special section for the DM's eyes only.

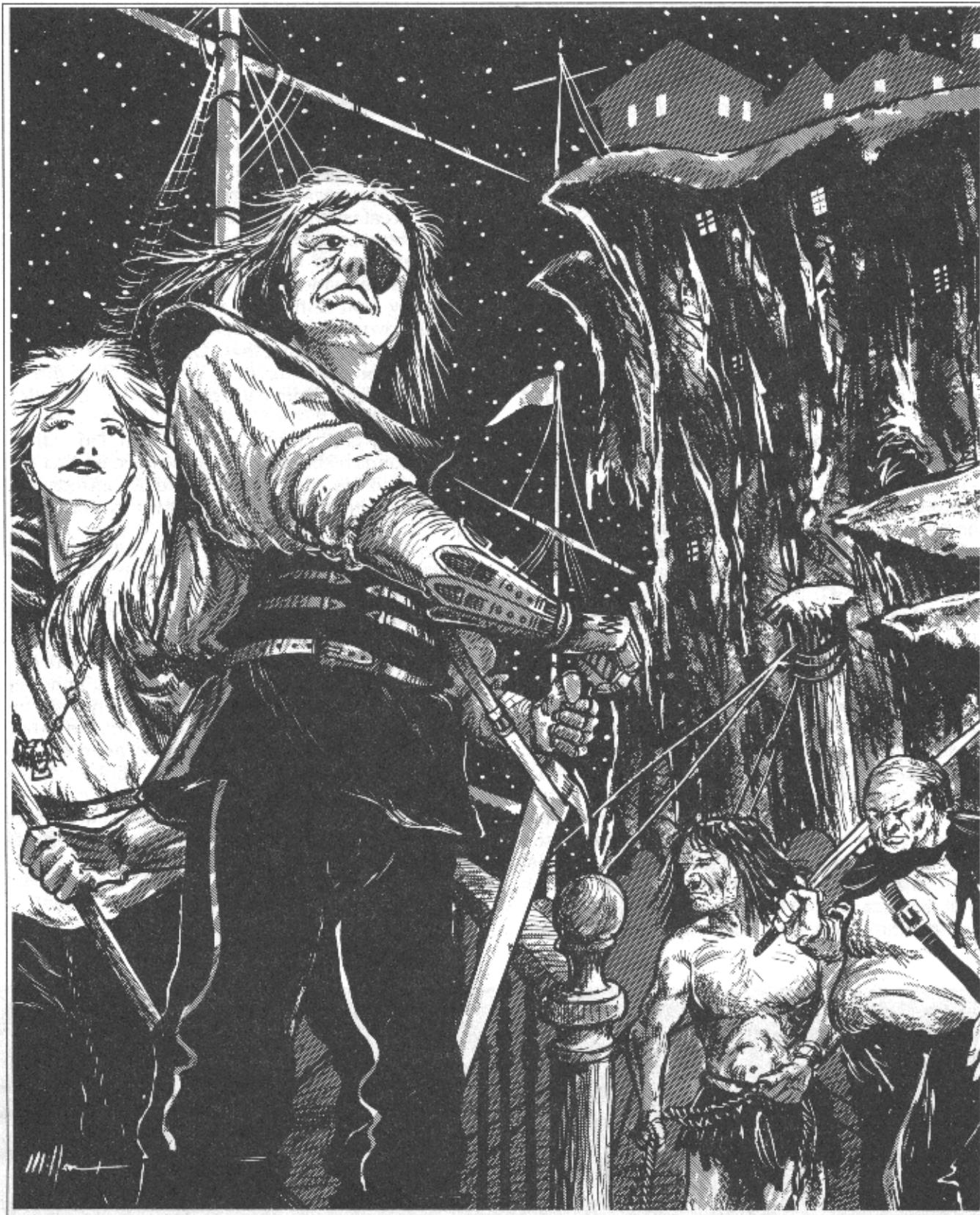
Rock of Bral is specifically designed to have no particular location. It fits well with virtually any

crystal sphere of the SPELLJAMMER adventure universe, and can be placed in the Dungeon Master's own campaign space with little or no impact on the substance of this book. If you are campaigning in one of the Known Sphere accessories of the SPELLJAMMER adventure universe, there are a few places that are particularly appropriate. In Realmspace, the Rock of Bral fits well in the Tears of Selune or the Rings of Glyth. In Greyspace, Bral is perfect for the Grinder. The Rock may also be placed in Krynnspace, among the moons of Zivilyn. In fact, Bral is a fairly good description of any solitary port and could even be placed in a conventional gaming world as a water port instead of a spacefaring city.

It goes without saying that the descriptions of personalities, places, and organizations of the Rock are far from exhaustive. Bral is one of the most cosmopolitan fantasy cities imaginable, and literally any character may logically be found here. Any of your favorite NPCs can become citizens of the Rock with a change of name, and players would never notice. Most of your favorite taverns and shops can be transferred easily, as well—simply pick an unnamed building on the map and label it. There are few things that would not be consistent with such a chaotic and ramshackle city at the center of crowded trade routes. I sincerely hope that you enjoy this product and trust that you and your fellow gamers will enjoy exploring the Rock of Bral.

Where is Bral? Anywhere you want it to be. The Rock is designed to be placed in any crystal sphere without affecting the contents of this book. It can be stationary, or it may drift from place to place. Decide what works in your campaign and tailor the Rock of Bral to fit.

Part One: The Crossroads of Wildspace



Part One: The Crossroads of Wildspace

The weathered deckhand leaned back in his creaking chair and drained the mug of ale. "Bralian ale is the best in the Known Spheres," he declared, drawing the back of one hand across his mouth. "Course, it's not Bralian, but then I suppose nothing is. Best part o' living in Wildspace is choosing from the very finest groundling lagers. And I'm sure we're all appreciative of somebody's care in their brewing." He straightened up and signalled for another round for his table.

The barkeep, a rogue beholder, caught the spacefarer's gesture (the advantage of 11 eyes: they rarely miss a patron's call for service) and sent a freshly drawn mug bobbing through the air, to the old regular. "My thanks, Luigi. Where'd you get this fine brew, anyway?"

"It came in on the last neogi trader," the beholder said, not actually speaking, but making its thoughts known.

The spacer choked and spat. "Neogi!"

"Well, not really. A groundling galleon brought it in yesterday."

Staring at the dark ale in his mug, the spacefarer shuddered and finally resumed drinking. Who said beholders didn't have a sense of humor? he thought blackly.

'All things come to those who wait, and especially to those who wait upon the Rock of Bral,' or so the elven saying has it. The merchants and traders of a dozen spheres meet at the Rock to exchange their wares, and none return home without a tidy profit. With the markets of a hundred worlds to choose from, it's hard not to find someone who is willing to buy almost anything. Metal poor worlds trade silks and rare spices for steel and iron. Dwarven miners purchase food and wood by the shipload. Mind flayers buy the wretched and broken of a dozen lands for cattle. There is a buyer for anything on the Rock of Bral.

Of course, where there are buyers, there are bound to be sellers. If you can't find what you want

on the Rock, you can always find out where to get it. Free trade dominates the city, and everything has its price.

It is hard to say whether the Rock of Bral thrives because of the trade that comes to it, or if the trade flourishes because the Rock of Bral is there. Whichever is true, money is power in the asteroid city. Just 100 years ago the city was a pirate haven, a backwater of the spaceways. Now it is one of the greatest mercantile centers and known to any number of races. Perhaps its diversity and the simple policy of "check your vendettas at the docks" have made the Rock as successful as it is. Certainly, you don't find many places where illithids, dwarves, beholders, and elves all rub shoulders with each other. On the Rock of Bral they have an opportunity to set aside their differences and profit from each other—a rare thing for ancient foes.

Courtesy is king in the city of Bral. No matter what wrongs a spacefarer may believe he has the right to redress, he will not pursue his hatreds and vengeance in Bral. If you have always wanted to talk to a mind flayer, go ahead! Unless you do something very stupid, it won't eat your brain. You may want to find something of import to discuss, since most illithids consider being bothered for trivial conversation a very stupid act.

Life on the Rock is a matter of the survival of the fittest. If a person, of any race or background, observes some common sense guidelines and can turn a profit, he, she, or it can stay as long as they desire and do whatever they wish. On the other hand, anyone—prince or pauper, beholder or gnome—who cannot live under the Rock's rules is not welcome in Bral.

So, keep your hands off your sword hilts, don't poke around in dark alleys, and get ready to meet the Rock!

"I hate Bral. It's dirty, noisy, crowded, and dangerous. There aren't more than 10 honest men in the whole city. But I wouldn't miss it for the world."

—Mordreggan Zudrik, dwarven veteran and miner

Part One: The Crossroads of Wildspace

Chapter One: The History of the Rock

The Rock of Bral has not always been the trade center that it is now. In fact, humans have been living here for less than 200 years. Most residents of the city have little or no idea of the history of the place; only the most learned scholars and mages would know about anything before the reign of Cozar. Even if such a sage can be found, he is likely to demand quite a sum for the trouble of his researches.

Ancient History

The history of Wildspace and spelljamming is an arcane subject of which little is known to be factual. Many races preceded the current space-faring races into Wildspace; the thri-kreen flourished in space before most human societies had even mastered agriculture. Rumors persist of an elder race whose symbol was a three-petaled flower. In any event, mankind is a very late arrival in Wildspace.

The current population of the Rock has occupied the asteroid for only a small fraction of its inhabited history. The oldest and most superstitious Brilians insist that the city is destined to be razed by the return of some previous owner. So far, no one has appeared to press a claim.

Expeditions into the caverns and tunnels beneath the Rock's surface have revealed both illithid and beholder artifacts, but no member of either race now admits to any past presence on the Rock. However, the evidence would seem to indicate that the mind flayers had an outpost on the Rock about 800 years ago. The beholder artifacts are more recent; in many places supplanting the illithid constructions. Scholars have concluded that the mind flayers were exterminated by a powerful beholder nation which was in turn wiped

out in the perpetual race wars of that evil kind.

More recent dwarven excavations and construction have also been found in the tunnels. These ruins appear to be about four centuries old. Oddly enough, not a single dwarfish tomb or message has been left to memorialize these folk. Homes were found with pots still on the hearth, their meals unfinished. Forges had partially finished sword blades laid across their anvils, as though set down for only a moment. A clan of dwarves numbering at least 200 simply vanished without a trace.

The dwarves were apparently the last inhabitants of the Rock for some time, although the elven navy occasionally stopped by to replenish air and water. No one else had permanently colonized the Rock until the pirate Bral founded his base here, 170 years ago.

The Pirates' Haven

The Rock was rediscovered by Captain Bral, a notorious pirate in need of a secure hideout. Ignoring the rumors of "haunted space" in the area, he selected the Rock as an ideal lair. Air and water were plentiful, and he seeded the topside and underside with trees and crops. The caverns that form the modern docking caverns were his first home.

A charismatic leader and brilliant tactician, Captain Bral soon assembled a small fleet of corsairs known as the Black Brotherhood. A town grew up around the port as more people and races came to settle and to build. Many were rogues and thieves, but some were merchants and entrepreneurs. The Rock was a lawless town of endless revelry and unchecked duelling.

Bral himself came to a bad end, leading a raid of five ships against a groundling city. Although the raid went well, the elven fleet was waiting for him in orbit. Eight men o' war attacked and only one ship of the pirate flotilla escaped. Bral himself

"Who were the elder ones? I do not know—no spacefarer alive today does. Deep space is littered with their artifacts: monstrous artificial asteroids, with nothing left but their three-armed symbol graven in the stone."

—Gamalon Idogyr, addressing the Seekers at the Library of the Spheres

Part One: The Crossroads of Wildspace

perished as his vipership, the *Starwind*, fell in a glorious blaze to the world he had just raided. In honor of the great pirate, the citizens threw a wild wake and promptly named the city for him. The city became known as Bral, and its asteroid as the Rock of Bral.

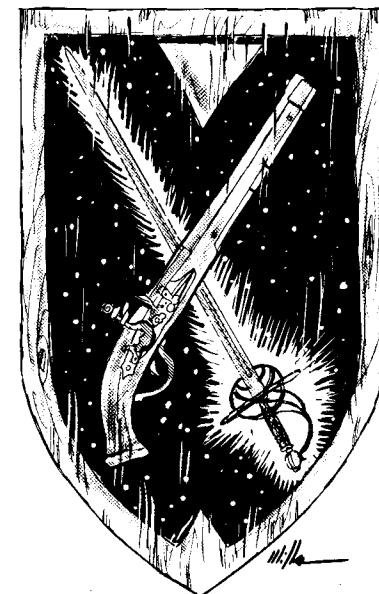
For almost 60 years after Bral's death, the Rock remained largely unchanged in character. The city grew slowly, climbing up the topside from the old pirate lairs. No one tried to impose order on the town, and most people were content to live that way. The pirate captains ruled the city by popular consensus.

Cozar's Rule

Even as Bral continued to grow, the city was changing. About 100 years ago, there came a time when the majority of the citizens were not pirates any longer, but merchants and tavern keepers who lived off the looted gold spent in their establishments. With these permanent residents came increased tensions between the pirate crews and the shop owners. Most pirate captains laughed at the "lubbers' wailing." One did not.

This was a captain named Cozar, a clever and ambitious man who sensed that times were changing on the Rock. He saw that the days of the pirates were numbered, and he acted. Cozar systematically and quietly bought every square foot of land on the Rock. Those who opposed the partitioning of the Rock into lots were simply bought out, with promises of free leases continued in perpetuity to their descendants. Some powerful or influential holdouts were granted land ownership privileges, forming the basis of the city's later nobility. In a matter of months, Cozar owned the Rock.

Then he evicted any pirate who could not produce a legitimate business or lease. There were several clashes, but most of the townspeople were tired of the endless brawling in their carefully built ale houses or inns. Many sided with Cozar out-



right, and the crafty pirate captain had his own crew to fall back on. The other pirates were forced to accept Cozar's generous terms or leave. The pirate turned prince produced a Royal Charter with which he claimed lordship over the Rock and set forth the basic rules under which Bral would now be governed. Thus the House of Cozar was born.

Prince Cozar ruled long and wisely, building the Rock into a legitimate center for trade. To keep the pirate captains happy, he formed a Council of Captains as the chief governing body of the city. To their surprise, many found that it was more profitable to turn their ships to trade.

Cozar also established the Rock's first code of law and formed a militia as a common army of defense. Although the small town was hard-pressed to make the transition from pirate's haven to trade center, it was in a great location and oriented itself to easing trade barriers. The old pirate lords

The bitterest opponent of Cozar's rule was the captain Gadar Skullbreaker. In the now famous fight at the Broken Lantern, Skullbreaker and six of his crew were killed in a confrontation with Cozar and the city leaders. Some people still claim that Skullbreaker was ambushed while drunk.

Part One: The Crossroads of Wildspace

founded new merchant houses. The great companies of Wildspace began to seek representation on the Rock. By the time of Prince Cozar's death, Bral had been tamed.

Frun's Rule

Cozar's son was not the man his father was. During the 35 years of his reign on the Rock, the city flourished and grew threefold. Unrestricted trade drew the great companies and houses of a dozen spheres to the Rock, all to Bral's profit. Frun did not have the strength that characterized Cozar and he allowed the authority of the crown to slide, nearly into nonexistence. He concerned himself only with the accumulation of wealth and comfort.

Whatever else might be said about Frun, he knew architecture and engineering. The prince delighted in the expansion and rebuilding of his father's palace. His greatest projects, the Citadel and the Donjon, proved to be superb fortresses, although they sorely taxed the royal coffers. Frun's foresight saved the city several times during sporadic raids.

During Frun's rule the neogi first surfaced in the Rock's sphere. A neogi trader who put in and demanded to see the prince was kept waiting for more than a week. It was finally insulted and driven off the rock by Frun's order, since Frun found the creature too arrogant for its own good. The neogi returned about six months later with a small fleet of its kinsmen and an abandoned dwarven citadel, bent on demolishing the Rock. The citadel was dropped on the Rock, leveling a part of the Middle City, but it did not wreck the city as hoped. The neogi left in disgust, and Frun promptly seized on the demolished quarter as the perfect site for a festival ground.

Frun died as he had lived, collapsing in the middle of a soiree commemorating Cozar's birthday. His sons, Calar and Andru, were left with the unenviable task of restoring the royal fortunes.

Calar and Andru

Frun's eldest son was prince Calar, a decadent man who took after his father. Spoiled and pampered his entire life, most people assumed that under his rule the royal house of Cozar would eventually pass into insignificance. This was, however, tragically erroneous. Six days after taking the throne, Calar was found in the jettisoned rubbish trailing the Low City. Prince Andru, Frun's second son, stepped up and assumed the throne. He was a man cut from a different bolt of cloth than his father and brother, a quiet leader who seized the reins of power within hours of Calar's death. Calar's wife protested, claiming that her young son Aric should inherit his father's throne but Andru, firmly entrenched in power, altered the rules of succession.

After securing his throne, Andru launched a thorough inquiry into the circumstances of Calar's death. In time, a powerful Underbaron was accused of collaboration with the illithids and sent to his death, along with a small group of his closest henchmen. It was never made clear why the Underbaron would have wanted Calar, an ineffectual and uncaring prince, removed from the throne, but the evidence uncovered in Andru's investigation was irrefutable. If any Bralians had doubts about Andru's role in the whole affair, they wisely remained silent.

Andru is a serious, intelligent man who is often compared with his grandfather Cozar. He has struggled to reestablish the power of the royal house of Bral. During the 15 years of his reign thus far, Bral's army has doubled in size and its navy has tripled. The government is returning to the role of regulating commerce and of maintaining law and order in the city. Some feel that Andru's rule heralds the end of Bral's lawless period, but most of the citizens feel that a little peace and quiet would be a welcome change.

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Chapter Two: Life on the Rock of Bral

The Rock of Bral is a bustling, dirty, port city filled with the most outlandish collection of traders, rogues, mercenaries, pirates, and thugs imaginable. Law and order are virtually nonexistent; there is no City Watch to keep order in the streets. There are two rules you need to remember when visiting Bral: one, mind your own business; and two, enough gold can fix anything.

Bral is somewhat overcrowded, but there are few who are truly poor. Enough money flows through the town in the hands of merchants and adventurers to profit everyone. For example, there's always work to be had as a longshoreman down on the docks, and it's a rare day when a passing ship isn't taking on crew. There is money to be made in Bral.

If courtesy is king in Bral, then gold is queen. Trade is the life of the city, the sole reason for its existence. People who do not work for a merchant house or trader company cater to those individuals who do. Of course, wherever gold is found, there are all the kinds of rogues you care to mention: con men, swords-for-hire, mountebanks and charlatans, and, of course, the honest thief.

A typical stroll along Grand Street or Lamp Street is a breathless affair, as the milling crowds swirl and chatter endlessly in the cacophony of a hundred languages. Vendors hawk their wares, bold spacefarers strut down the street seeking taverns and less reputable places to squander their hard-earned gold, and entertainers and minstrels plead with passersby to pay a couple of coppers for a song.

As you pass from the Low City to the Middle City the streets clear a bit. The taverns and ale houses of the lower regions are replaced with shops and inns of greater quality. From here Andru's palace can be seen, rising above the noise and grime of the city, just beyond the green fields of the noble villas.

Trade and Currency

There are four distinct classes of traders operating in the city of Bral: the trading companies, the merchant houses, small merchants, and independent captains. Each class fills its own special niche in the cutthroat world of bargaining and competition that is trade on the Rock.

The trading companies, such as the Smith's Coster, are large firms with bases of operation on several worlds. They are ruled, not by a family, but by a council which sets policy or by a board of directors. Most are large enough to be able to move material in massive quantities, extracting a profit from the bulk cartage of such materials as lumber or textiles. The loss of the occasional ship, or even the loss of a world-base, can be absorbed by these solid firms. On the Rock of Bral, each trading company is represented by a group of warehouses and an emporium, or exchange, where their goods can be bartered.

Merchant houses are usually smaller than their publicly owned rivals, and often tend toward more exotic cargoes—high risk ventures that will turn a substantial profit with a single ship. The untimely loss of a ship and its cargo can break a small merchant house, but, more often than not, they manage to survive such mishaps. A merchant house is always run either by an individual or by a small family that makes all the key decisions. Merchants usually work from a noble villa where deals are made, and maintain a warehouse where the goods are actually stored and transferred.

The small merchants of Bral are the thousands of shop owners, store keepers, and entrepreneurs who operate the inns, taverns, restaurants, chandleries, shops, and varied services of the city. The fortunes of the larger companies and houses set the standards for the rest of the Rock—when trade is booming and large numbers of ships are calling at Bral, the small merchants do a fine business from the hordes of spacefarers and travellers who pass through the streets of the city.

Independent captains are daring speculators

"Never trust anyone you meet in Bral. In fact, never trust anyone at all. Anywhere."

—Burkag Axethrower, mercenary and importer of undeclared goods.

Part One: The Crossroads of Wildspace

who usually pull into the Rock with a ship full of rare or exotic commodities. They sell to a trading company or merchant house that in turn transports the material to another market and takes its profit from the trade. In many cases it is better not to worry too much about how the captain may have acquired his cargo.

The currency of exchange on the Rock of Bral is a topic open to debate. The gold coins of at least 30 nations are honored, but the paper currency of a dozen or more powerful, stable realms is not. Generally, the traveller will find that most everybody will honor most any coinage, but perhaps not at the advantageous rate of exchange one might have hoped to receive. This tends to inflate prices in Bral by as much as 50% over groundling prices, which can be a rude shock to many newcomers and tourists.

At the intersection of Grand Street and Sailmaker Street is the Royal Exchequer, the only establishment in Bral which may legally exchange currency. Of course a service fee of 5% is included, but many spacefarers find it worth the small expense to ensure that they have the proper coinage for their destination. It is not known how much gold this generates for Andru's coffers, but on the typical day the Royal Exchequer handles more than 20,000 gp from more than 100 different lands.

Wages and Prices in Bral

Common Wages

Carpenter	24 gp/mo	Ale, Tankard
Clerk	30 gp/mo	Arrow, Flight
Laborer	12 gp/mo	Arrow, Sheaf
Longshoreman	24 gp/mo	Backpack
Mercenary	10-30 gp/mo	Boots, Leather
Merch. Agent	25-40 gp/mo	Breeches and Tunic
Regular Inf.	20 gp/mo	Board
Sailor	24 gp/mo	Horse, Riding
Shipwright	36 gp/mo	Lantern, Hooded

Common Prices

1 sp	Meal, Poor	2 sp
2 gp/12	Meal, Good	1 gp
4 gp/12	Oil, Flask	2 sp
5 gp	Quarrel, Light	5 gp/12
5 gp	Quarrel, Heavy	7 gp/12
4 gp	Rent, Low City	5-30 gp/mo
7 gp/mo	Rickshaw, Ride	1 sp
250 gp	Room, Cheap	3 gp/mo
12 gp	Room, Good	8 gp/mo
17 gp	Staples, Poor	1 sp/day
	Staples, Good	2 sp/day

At the intersection of Grand Street and Sailmaker Street is the Royal Exchequer, the only establishment in Bral which may legally exchange currency. Of course, a service fee of 5% is assessed on each exchange.

Government

On paper, the Rock of Bral is an uncharted monarchy. The ruling prince is basically unfettered in the levying of taxes, regulation of trade, waging of war, and in the administration of justice. Since this is a lot of work for one man to handle, several different government bodies have come into being to address different issues.

The typical citizen makes his voice heard through the Council of the City, which is a body of 30 individuals appointed for life. These people are referred to as "Councilmen," and each represents a different neighborhood or barrio of Bral. On occasion the membership changes to reflect the fluid population of the Rock. Surprisingly, each Underbaron sends a representative to the Council of the City.

In theory, the Council of the City advises the Prince on civic affairs and can, through a unanimous vote, overturn any royal decree. Unfortunately, the members of the council are all royal appointees and, oddly enough, Andru (or Frun or Cozar, for that matter) has never been overruled by his civic leaders.

A more powerful body is the Noble Council, which consists of all the landowners in the city. However, there are only 37 chartered landowners on the Rock of Bral and they rarely have much to

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discuss. The Noble Council can, by majority vote, disenfranchise any landowner on the Rock. Andru, however, sits on the council, and he has a 49% vote by definition. The Bureau of Land Distribution and Collection is an instrument of the Noble Council and supervises the various charters and leases that form the Bralian real estate market. The Noble Council has not bothered to convene in the last three years.

The last body is the most powerful. This is the Council of Captains, which is made up of all individuals or firms that own five or more ships and that lease or own property on the Rock. The Council of Captains is responsible for regulating trade, setting tariffs and exchange rates, and enforcing the rules of fair trade. Andru sits on this council too, but possesses only a tie-breaking vote and a veto. It is common for representatives to be sent to sit in the place of the captain of the house or company.

The ruling prince routinely governs by royal decree making laws and decisions, and then appointing bodies to enforce them. For example, if a wave of street crime were to strike the city, Andru might order the penalty for a first offense raised from imprisonment to imprisonment plus the loss of a hand. The magistrates and their watches would be duly advised of the change in the law and would proceed to enforce it. Such a change may or may not be accompanied by the posting of notices and the hiring of criers to advise the general populace.

Theoretically, the Council of the City could overturn this decree by casting a unanimous vote against it. On the other hand, some members of the council are likely to have been robbed themselves. In any event, Prince Andru rarely appoints council members who might not support him.

If the average citizen of Bral does not have much say in his government, at least the government does not often interfere in the citizen's life.

Law and Order (Or the Lack Thereof)

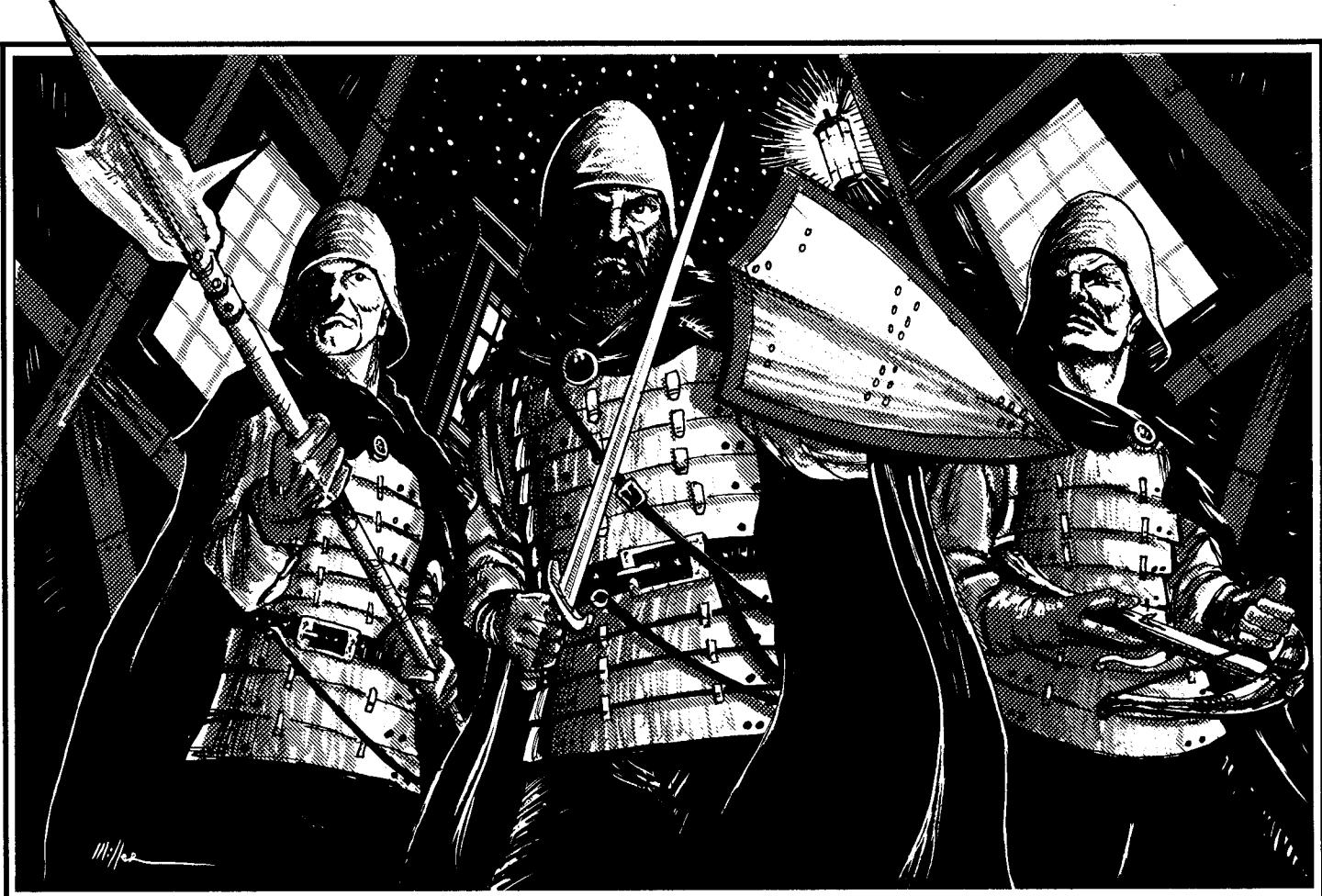
The average lawbreaker has to go out of his or her way to be taken into custody on the Rock. Most citizens believe in policing themselves; tavern keepers will have a couple of stout lads nearby to break up fights, market vendors trust to their own eyes to spot potential shoplifters, and every person on the Rock is expected to have enough sense not to be taken in by a con or victimized by pickpockets.

If a person discovers a very serious crime, such as arson or murder, he would go to the magistrate for the part of the city in which the crime occurred. If the magistrate or his representative agreed that the situation warranted the intervention of the crown, a small force of men known as the Magistrate's Watch would be dispatched to begin an investigation or to take the offender into custody. Please note that if murder, armed robbery, or other heinous crimes do not alarm you, there is no law that requires you to report the affair to the local magistrate. Many citizens of Bral simply do not bother, since the resulting investigations and testimonies would probably take up their valuable time for weeks.

There is one notable exception to the rule: arson. A person who intentionally starts a fire on the Rock and risks fouling or depleting the atmosphere, as well as destroying the city, is deemed the worst kind of felon. A mage casting a *fireball* in the town would be extraordinarily lucky to escape a lynching on the spot. Even the inadvertent setting of a fire will probably be worth 10 years of hard labor for the idiot who started one.

There are three magistrates for the city, one each for the Low City, the Middle City, and the High City. The sizes and compositions of the Magistrate's Watch vary from area to area. In the High City, a couple of gentlemen swordsmen and mages usually suffice, but in the Low City a tough force of 30 or more crossbowmen and halberdiers

The entire Rock is owned by the Crown, and the residents of Bral are merely tenants. The only exceptions are the 37 chartered landowners of the city, who have actually purchased their lands from the House Cozar. These are the nobles of the city.



is on call. The Underside does not have its own magistrate, as all properties there are under direct military supervision.

The magistrates are busy people and do not like being forced to act. A person who has committed a crime shocking enough to warrant a complaint has caused a lot of trouble for the magistrate, and his sentencing practices will reflect this fact. Some of the general guidelines the magistrates use in sentencing follow:

Offense	Punishment
Burglary	One year of labor Underside
Armed Robbery	Five years of labor Underside
Piracy	Jettisoning
Arson	Jettisoning
Negligent Arson	10 years of labor Underside
Murder	Jettisoning

Manslaughter
Smuggling

Treason
Common Theft
Second offense
Third offense
Provocation

Five years of labor Underside
Confiscation of goods and five years of labor Underside
Impalement
One year of labor Underside
Five years of labor Underside
Jettisoning
30 day's Underside

These definitions are open to some interpretation by the magistrates. For example, few people are ever convicted of smuggling—but neglecting to declare customs is quite a common mistake. Many of these sentences can be bought off with "fines", ranging from perhaps 5 gp for provocative behavior in the Low City to 500 gp for burglary in the High City. Bribing a magistrate is a matter best broached delicately, to say the least.

Jettisoning is the favored form of execution in Bral. The felon is simply loaded into one of the city's jettisons at sword's point and flung into space. Most die for lack of air after 10 or 12 rounds, but a fortunate few are devoured by scavvers before they suffocate.

Part One: The Crossroads of Wildspace

The Underbarons

Unfortunately, Bral is a city with more than its fair share of criminal activity. Although the streets are generally safe, a great deal of racketeering and extortion goes on underneath the deceptively still surface. Every shopkeeper pays some amount of "insurance" to one or another thieves' guild. Every captain who puts in with an illicit cargo requires some assistance in getting his wares to market. These roles are filled by a small group of powerful people collectively referred to as the Underbarons.

The Underbarons are the criminal lords of the city, each sitting at the center of a web of theft, extortion, gambling, drinking, and any number of other illicit activities. They are the fences, financiers, and the neighborhood patrons. The Rock of Bral is divided into their territories, and they constantly scheme and maneuver to keep their own positions secure while attacking those of their rivals.

The Underbarons can be valuable resources or deadly enemies, depending on how a person approaches them. Poor families in need often get interest-free loans from the local crime lord, because he knows that someday the goodwill of the citizenry might be all that stands between him and the jettison. On the other hand, a wealthy merchant looking for a partner in a shady venture must be prepared to deal with the devil.

In any given area of the city, the stores, shops, and craftsmen are under the protection of one or another of the guilds. This is a fact of life on the Rock of Bral, and for the most part, the "insurance" fee is a reasonable part of the monthly upkeep on a shop. On occasion, foolhardy entrepreneurs have bucked the system and found their shops to be "open territory," subjected to the depredations of all thieves' guilds. By the time they come to their senses, they often find that the once reasonable fee is now doubled or tripled. Most people on the Rock consider "insurance" to be a part of their business overhead and leave it at that.

While many merchants may rebel at the galling

thought of bribing criminals not to commit crimes on their premises, buying insurance is often a good idea. The Underbaron guaranteeing the safety of the business not only places the store off-limits to his own men, but also guards that business against the attentions of the other Underbarons. Some crime lords even reimburse shops under their protection for losses sustained when a rival guild slips through and pilfers the shop, in spite of their protection.

There are four basic districts claimed by the Underbarons. The Shou crime lord Ozamata controls the docks and most of the Low City. Smuggling and shanghais are his province. The halfling Underbaron Meredin rules the district of the craftsmen, watching over common burglaries and extortion. A human Underbaron, known as The Juggler, supervises the activities of the various swindlers, minstrels, and con men throughout the city, and provides a security service for the noble estates. Finally, a faceless Underbaron is believed to operate in the Rock's underdark, monitoring the illegal slave trade.

Each Underbaron is the master of a thieves' guild, but as stated above, their activities extend much further than the simple organization of thievery. The dark web of the Underbarons includes warriors, rogues, nonhumans, and the occasional mage.

Living in Bral

The basic necessities of life are not as readily available in Wildspace as they may be on the ground. Air, water, food, clothing, and shelter all pose distinct problems for a large population in space.

Air on the Rock is free to citizens, but all ships pay an air tax when they dock. Generally this is calculated at 2 sp per ton of vessel. Docking with a fouled atmosphere incurs a 100 gp fine, and docking with a poisoned atmosphere incurs a 500 gp fine. While the Rock is large enough to make the effect of an individual ship negligible, Bral is a city

The Underbarons are not merely thieves and guildmasters; they control large networks of fighters, merchants, informants, and government officials. In many areas of the city, their word is law.

Part One: The Crossroads of Wildspace

of more than 12,000 people. There is a fragile balance between the oxygen consumed by the population and the oxygen produced by the vegetation of the noble villas and the Underside fields.

Water is plentiful on Bral, due to its large lake. Lake Bral is abnormally clean and cold, and water is drawn from the lake by large gravity driven pumps located on the gravity plane. Public water service has been installed in most of the High City and the Middle City, but large areas of the Low City must get their water from the few central piped wells. The docks actually feature fresh water piped right up to the ship, which decreases the time and expense of watering tremendously. Water service at the docks is available for the modest fee of 1 sp per 5 tons of vessel.

While water is not normally a concern for Bral, the lake itself is not eternal. After four to seven years of normal usage, the lake becomes depleted. At that point, the Bralian Navy has the task of lassoing one of the nearby ice asteroids and bringing it back. Outside Bral's gravitational plane, the asteroid's ice is broken up into manageable pieces and carefully dropped, one ton at a time, into the lake. The entire process can take up to three months, but the lake is usually filled to its topographic limits and will provide water for years to come.

Food, on the other hand, is expensive on the Rock. The carefully tended fields of the Underside can support no more than 3,000 people, so many merchants import large quantities of foodstuffs. Some companies operate asteroid farms in the nearby belt, while others buy inexpensive groundling fare and transport it to the city. Both are costly and risky propositions. The average citizen trying to save on grocery bills and still eat decently will have to spend about 2 sp per day per household member. This adds up to about 6 gp per person, per month, or almost 25 gp per month just to feed a family of four! Meat of any kind is especially expensive because no livestock is kept on Bral—the cost of importing feed would be too much to turn a profit. Because of the high cost of living, wages are far higher in Bral than in most

groundling cities.

Clothing on the Rock is available at reasonable prices, since many of the merchants import textiles and leather in large quantities. Any desired item of any desired quality can be purchased at the price listed in the *Player's Handbook*, plus 50%. Clothing is considered to be a means of identifying a person's allegiances or origins, a way of standing out in the melting pot of the city. Groundlings proudly wear their respective national costumes, emphasizing their different origins. On the other hand, native Bralians prefer somber and restrained dress. You can often pick out the real denizens of the Rock; they are the most plainly dressed people in any group.

Land is valuable on Bral; it's never going to get any bigger, so there is a very real ceiling on the number of buildings which can be built upon the Rock. Many very successful people live out their entire lives on Bral and never own their own land. A player character would have to do something truly remarkable to gain the opportunity to purchase land from the crown, and even then, the price would be enormous.

The alternatives to owning your own land are leasing land from the crown or boarding with someone who does. Leasing costs depend on the size and the location of the lot to be rented from the crown.

Low City	5 gp to 30 gp per month
Middle City	10 gp to 100 gp per month
High City	Not leased

Very large structures, such as warehouses or temples, could double or triple the cost of a lease. Agents of the Bureau of Land Distribution come around every month to collect rent. One month's grace is extended for the first incident of nonpayment, after that the occupants are evicted.

Boarding may be a better option for people who are not planning on staying long enough for property from royal leases to become available. Renting a room can cost anywhere from 10 sp to 50 gp per month for a fine inn.

Air is free to the citizens of Bral, but all ships must pay an air tax of 2 sp per ton when they dock. A vessel docking with a fouled or depleted atmosphere incurs a 100 gp fine, and docking with a poisonous atmosphere will incur a fine of 500 gp.

Part One: The Crossroads of Wildspace

Chapter Three: Matters of State

Bral is not a powerful state in terms of military power. It is instead a neutral city, capable of fending off the raids of pirate fleets and patrolling the space nearby, but it is generally unable to extend its influence by conquest. Prince Andru realizes this and in his day has tried to change the character of the Rock from that of a simple free port to a center for diplomacy, dialogue, and negotiation for the spacefaring races. In many ways he has been successful, for Bral's central location and nonalignment have made it attractive to many races who might otherwise refuse to meet with their enemies. Of course, Andru profits from all of this, acting as a mediator and a treaty-maker. He has built himself into a powerbroker for all of Wildspace.

The Court of the Prince

Andru's court is a very somber and subtle assemblage by the standards of his father's entourage. The sybarites and hedonists have been replaced by scheming merchant lords and intriguing noblemen. The word "court" is in many respects inaccurate; those familiar with the groundling monarchies will fancy a glittering body of lords and ladies, the nobility of the realm. Andru's court consists of those who hold the real power on the Rock. Many noble families who own little more than their own villa, or who purposely do not include themselves in the balance of power, are not included in Andru's court. On the other hand, three of the four known Underbarons are frequent callers at the palace of the prince.

Prince Andru rarely holds audiences or sits in state. He has a cadre of loyal and well-paid retainers to deal with mundane matters and he generally follows their advice. If the magistrates inform

him of a rise in crime, he will ask them what they think should be done about it and issue the appropriate decree. He will then send messengers to the Underbarons and discreetly advise them of the need to curtail their activities for awhile. Many people mistake Andru for a weak or unconcerned ruler, but this is not the case. He simply prefers discretion to muscle.

Any person who desires an audience with Prince Andru must first pass through the appropriate bureaucracy or chain of command. A captain, carrying word of piracy in the area, would first be directed to the Royal Navy before being allowed to see the prince. Even someone carrying a message specifically for Andru's ears would be first be intercepted by the Chamberlain or Proconsul to determine if their business was truly worth Andru's time. This organization is not due to any Bralian love for bureaucracy, but rather grows out of the desire of individual bureaucrats to increase their power and influence, or at the very least, to prevent its erosion. The admiral who was the last person to hear of pirates in the area would look like a fool.

Although Prince Andru is far more businesslike than his predecessors, he is not made of stone. On the appropriate occasions he will host banquets and balls where all of the powerful and wealthy of Bral can be seen elbow to elbow. However, the Prince reserves his greatest charm for such delicate diplomatic matters as negotiating treaties and receiving official embassies.

Characters who boldly walk up to the front gate of the palace to see Prince Andru have several hurdles before them. At the high end of the Stonebridge the access to the barracks and palace grounds is controlled through the Gatehouse, which is guarded by a watch company of 20 soldiers. Most seekers are asked to state their business there. A messenger is then sent to the major domo of the palace, who determines whether or not the visitors should be turned back at the gate.

**There is an 18 month Crown waiting list for rental property.
Fortunately, the Bureau of Land Management and
Distribution is notoriously corrupt and the affluent immigrant
rarely has to wait his turn.**

Part One: The Crossroads of Wildspace

If the party is permitted to continue, they will be escorted to the nearby Palace Gate, which is guarded by eight members of the Royal Guard. Any armed characters will be asked to check their weapons. Then they will be shown into the palace itself, where the major domo will greet them and determine who it is that the party really needs to see. Assuming that their business is important enough, the major domo will advise the Chamberlain, who will have the Proconsul, the captain of the Royal Guard, the spymaster, or perhaps even Andru himself, advised of the business at hand. It is a very rare occasion when strangers are led directly into the presence of the prince.

Foreign Affairs

The foreign relations of the Rock are a tangled web of deceit and misdirection. The city of Bral is not a great power by any means and its survival depends upon the delicate ties of shifting alliances and agile statesmanship. Most Bralians have no idea of the kind of diplomacy needed to keep their city free from the conquest of one or another starfaring empire. If Prince Andru's domestic agenda is sometimes less than perfect, no one can complain about the skill he displays in maintaining the Rock as a free city.

There are several major power groups that Andru must deal with constantly: the Elven Imperial Navy, the illithids, the various dwarven blocs, the neogi, the Shou, and the several human kingdoms and republics in the stars.

The Elves: The spacefaring elves are cold and distant, recognizing Andru as a manipulative double dealer. Still, they respect his skill in maintaining Bral as a haven for all spacefaring races. The Imperial Navy recognizes the value of preserving a neutral ground like the Rock, even if they are disappointed in Andru's failure to form an outright alliance with them. The Imperial Navy, as a general rule, is granted landing rights at Bral's na-

val base and access to its ship repair facilities. In return, the elves will give assistance in the common defense of the city.

The Dwarves: The dwarves do not have a single unified front such as that of the elves, but the various citadels keep in constant touch with each other. When you deal with one citadel, you deal with all dwarves everywhere, a fact that is unfortunately lost on many people. It is not, however, lost on the prince. He demonstrates courtesy and respect for the dwarven embassies and maintains good relations within the dwarven district of his own city. Though the stubbornness and quick temper of the dwarves taxes his diplomatic skills, Andru has successfully kept dwarvish goodwill without giving them any concessions.

Mind Flayers: The illithids are frighteningly polite to the people of the Rock. In general, Andru enjoys about the best human—mind flayer relations to be found anywhere. Most Bralians agree that this is because even the mind flayers need a neutral ground on which to conduct dialogues with other races, and Bral is one of the few places that will allow them to peacefully conduct their business.

The Neogi: The neogi do not maintain formal relations with the Rock, but on occasion they will contact Prince Andru and convey their desire for a meeting with another race or party. Andru is very cautious in dealing with the neogi, he fully expects that someday they will decide to add Bral to their list of enslaved worlds.

There are many other realms, both human and nonhuman, with whom the inhabitants of the Rock maintain contact. Shou and Wa from Toril are just two examples. In general, Bral is too far and too well-defended to be a target for invasion, and these distant lands have little to offer the asteroid city in return. Andru though, sees no need to anger them without cause and generally maintains a cordial correspondence with any realm that wishes to communicate with the Bralians. It is

Royal Guards: Int Average; AL N; AC 3; MV 12; 50% are 0-level men at arms, d4 + 4 hp; 50% are 1st level fighters, d8 + 4 hp; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 15. Plate mail, halberd, long sword, and wheel-lock pistol. 1 in 3 have a + 1 to hit or a + 1 on AC.

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rumored that the Shou are negotiating for basing rights similar to those granted to the elven fleets.

Military Matters

A human sage once observed that war is the ultimate expression of diplomacy. Wildspace is a hostile realm of evil empires and terrifying monsters; the Rock stands prepared for raids, piracy, and outright invasion. No realm in Wildspace can afford to ignore the military preparations Bral has made to greet any such attempt.

The Army of Bral consists of three major components: the Royal Guard, the Regulars, and a drilling militia. The Royal Guard is an elite battalion of five companies of 60 men each, quartered in the palace barracks. They garrison the palace and its surrounding fortifications. In Frun's time, the Royal Guard was largely decorative, but Andru has spent a great deal of time and effort in the creation of a tough, loyal body of warriors. The typical Royal Guardsman is a 1st-level fighter in plate mail, armed with a halberd and a long sword.

The Regular army is composed of four battalions of five companies each. Half of these companies consist of archers in studded leather with long bow and short sword, while the other half are heavy infantry in chain mail, armed with shields and battle axes. The Regulars garrison the Donjon and the Citadel in wartime and form the defensive skeleton garrisons of the towers and interior walls in times of peace. They occasionally patrol the city, although they are only permitted to apprehend criminals caught in the act.

The militia is formed of all able-bodied people of fighting age who wish to participate. Most are artillerists and sharpshooters who gather once a month or so to practice with their ballistae and catapults. Others stand ready as fire brigades, scattered through the city to counter incendiary attacks. These drills often become festive parties, since most Bralians do not take such practice very

seriously. Surprisingly though, the volunteer militia have drilled enough to become deadly warriors with their siege engines.

The Royal Navy of Bral is a small but efficient force composed of six hammerships, armed to the teeth, eight squidships, and two lamprey ships which have been reconfigured with blunt rams. In addition there is a single vipership, and three armed tradesmen. The Navy numbers about 600 officers and men. At any given moment a hammership, two squidships, and one of the other vessels is patrolling in the immediate vicinity of the Rock. In addition, from one to four ships will be out on longer patrols or missions, often in another sphere entirely. The Navy is as strong as it has ever been and represents a force potent enough to prevent most small raids. The Imperial Elven Navy usually has one to three men o'war in port as well, and will assist the Royal Bralian Navy against any real threat.

A key part of Bral's defenses lies in the system of fortifications that protect the city. While it would be impossible to wall the city itself, or at least pointless to do so, there are several strong points of note: the ballista tower system, the palace, the Donjon, and the Citadel on the Underside.

The ballista towers are scattered along the edge of the Rock, guarding the city. There are nine sites scattered throughout the city, each consisting of a hexagonal, 25' stone tower. The weapons mounted on the roof are modified heavy ballistae built especially for the city by dwarven engineers (although the gnomes really wanted the job). The ballistae are in special universal mounts to fire in any direction (even straight up!) and have the range of a light ballista (6 hexes). The towers themselves contain counterweight mechanisms to aid in the reloading of the weapon, bringing the rate of fire to one bolt every round. Each tower also contains a store of 50 heavy crossbows and several hundred bolts. About 15 militiamen operate the ballistae, and the rest arm themselves with

Bralian Regular: Int Average; AL N; AC 4 or 7; MV 12; 0-level men at arms, d6 +2 hp; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 12. Heavy infantry: chainmail, shield, battle axe, short sword; Archers: studded leather, longbow, short sword.

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crossbows or great shields to cover the crossbowmen. The crossbowmen are trained to fire in volleys of 25 and their usual formation is in spaced, regular ranks in order to present the most powerful concentration of fire.

The palace is not fortified *per se*, but it does have a concentration of seven ballista towers and it is walled against ground assaults. The strongest point topside is the Donjon, a walled keep commanding the Middle City. Although it is primarily used as a prison, there is also a garrison of Regulars stationed there. No less than six medium catapults are mounted in the sheltered turrets along its walls.

The Underside is much more fortified than the topside, with a powerful base for the Navy in the caverns and the sprawling Citadel for the defense of the Rock. The Citadel can house up to 2,000 soldiers and civilians in time of war and contains vast reserves of food and water. One of the strongest fortresses in Wildspace, the Citadel serves as the primary barracks for the Regular Army. Several catapults, bombards, and modified ballistae make shipboard bombardment a risky proposition at best for an attacker. More significantly, the Citadel has several batteries of bombards that are reserved for such emergency situations.

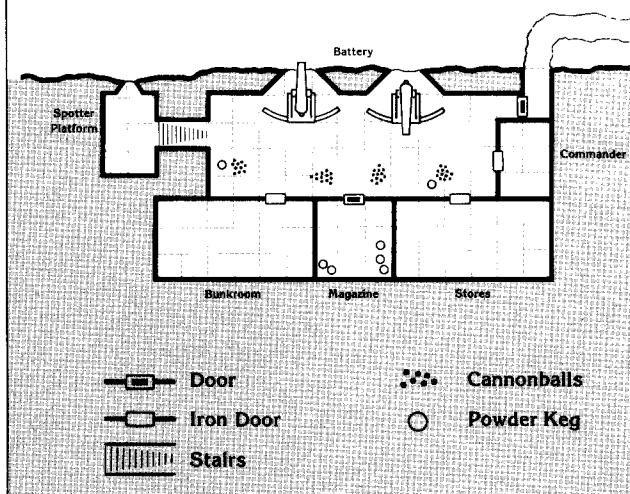
In addition to the formal defenses, 10 bombards are hidden around the Rock in excavated entrenchments. Most of these are located on the Edge, protecting the flanks of the fortifications. Bral possesses a thorough civil defense system in the form of tunnels which are located in various places throughout the Rock. Few citizens are more than a couple of hundred yards from deep, secure shelter.

Mercenaries and Privateers

While the Rock of Bral may not be a major military power, the city is a center for the arrangement of war by proxy. Bral's location and reputation as a

BOMBARD EMPLACEMENT

1 square = 5 feet

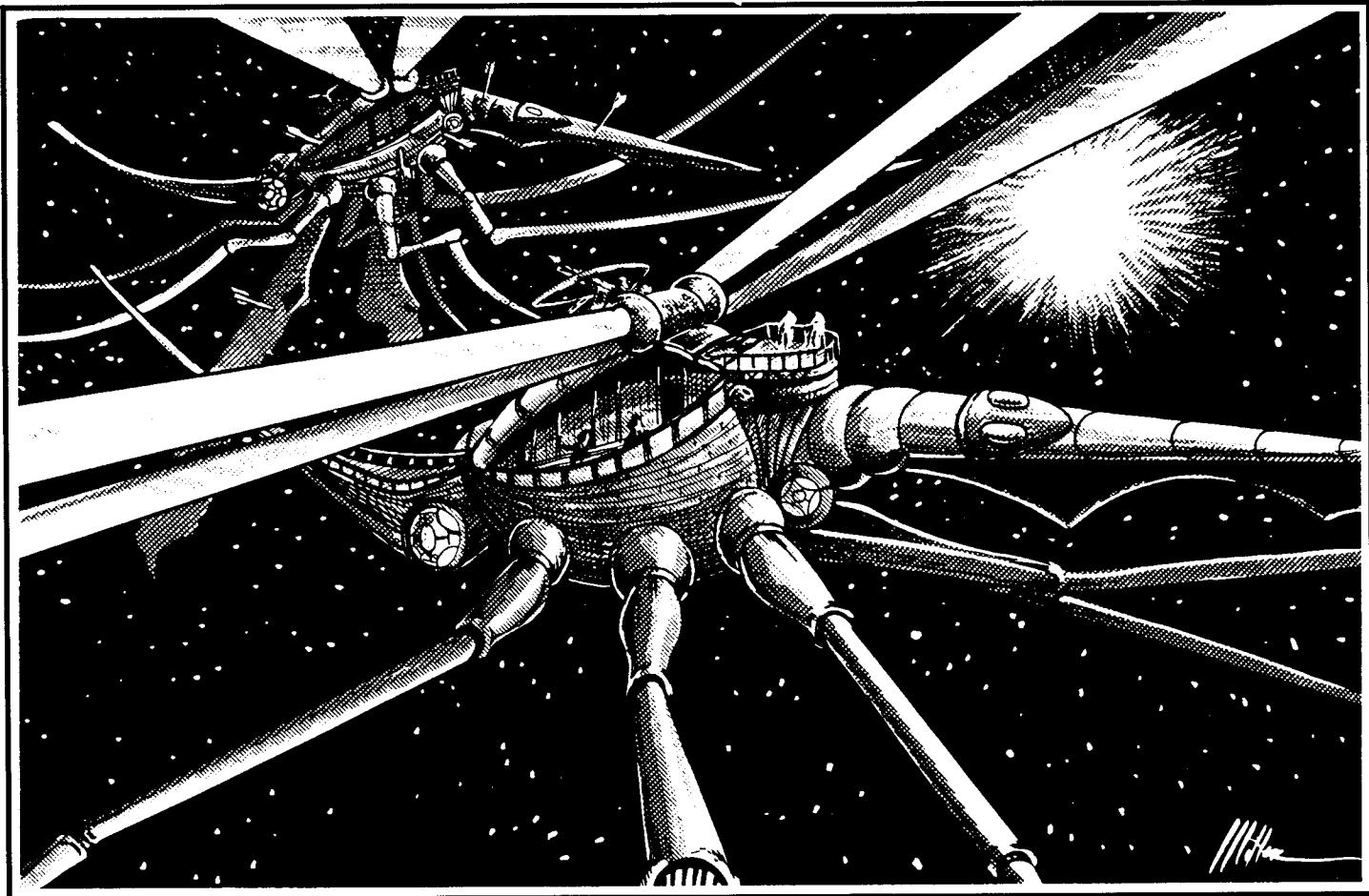


neutral territory have led to the establishment of two time-honored, military institutions: mercenary companies and privateers.

While most of the large mercenary companies familiar to the inhabitants of Wildspace are represented on the Rock, there are many local companies which operate from Bral. Some of the more famous are the Dwarven Boarding Company, professional space marines, and the elite Valkan Legion, a small force of heavily armed and armored cavalry.

Prince Andru does not exert much control over these swords-for-hire, but there is an agreement between the mercenary companies and their host: if Bral declares war, all mercenaries present on the Rock must enlist in the service of the crown. Of course, they are compensated for their participation at their usual rates. In effect, this means that anywhere from one to ten companies of hardened

Modified Heavy Ballista: Cost 8,000 gp; Range 4 hexes; Damage 3d10 hit points or 3d2 hull points; Crew 8; Rate of Fire 1/2; THAC0 12; Critical Hit on 19 or 20. Cannot be mounted on a ship, requires a 25' tower for counterweights.



space mercenaries are available to assist in Bral's defense should the Rock come under the threat of invasion or bombardment. The Prince is said to be very concerned about the numbers of professional fighting men in his city who are not a part of his army, but the mercenaries are usually under tight discipline. Their commanders recognize that the Rock is an excellent place in which to conduct business and they are careful not to jeopardize their investments in the city.

Another breed of professional fighter is the privateer. A privateer is a captain who accepts a letter of marque enabling him to conduct attacks on the shipping of an enemy nation during wartime.

This is so profitable that several of the shipowners on the Rock wait for news of war and then offer their services as commerce raiders to one side or the other. These privateer captains are hardly more than pirates seeking some legitimization of their trade, but on the Rock of Bral at least a dozen independent captains ply this trade.

As with the mercenary companies, Andru retains the right to enlist the privateers in the defense of the Rock, although this rarely occurs. While their ships vary widely in quality and size, at least two hammerships and three squidships are included in the ranks of the privateers.

A mercenary company typically consists of 30-120 (3d4 × 10) men. Hiring rates are usually 20 to 40 gp per month per man, plus a similar sum for the commander. Mercenaries vary greatly in quality, equipment, and morale.

Part Two: A House Divided



Part Two: A House Divided

Steel gleamed in the dark alleyway. The assassin waited patiently, back pressed to the cold stone of the ancient building behind him. Cloaked in black, he knew he was nearly invisible as long as he remained perfectly still.

Voices rang out in the eternal twilight of the city, and footsteps sounded in the alley. His mark was approaching, escorted as promised by the halfling who had solicited the killer's services. Two figures, one tall and gaunt, one short and thickset, came into view.

"I do not like your secrecy in this, Taldan," growled the taller one. The assassin smiled, recognizing the clear voice of the wizard he was to kill.

"I apologize, but you must understand that the person you wish to meet has to take steps to ensure that your association does not become common knowledge," replied the halfling. She grinned up at the mage, her face flushed with the effort of keeping up with the long strides of her companion.

"Nevertheless, I do not care for being brought through these filthy back alleys." The mage and the halfling passed the shadowed doorway where the assassin waited. Right on cue, the halfling stumbled and fell with a cry. The mage whirled, his long staff glowing with power. And at that moment the assassin took one measured step from the darkness and hammered the point of his dagger between the wizard's shoulder blades.

The mage staggered, then reeled in rage. The killer stared stupidly at the knife's broken blade, shattered as surely as if he had struck stone.

"A fatal mistake, my friend," said the mage in a voice cold as iron. "Taldan, you should have known I would not be unprepared for your treachery."

In the space of a moment, the tall wizard stepped gingerly over a pile of smoking ashes, and carefully ground the life from a slimy slug which had

suddenly appeared on the street. Then he continued on his way.

The Rock of Bral is not a city for the weak of heart or the meek of manner. The hands of every man, woman, halfling, dwarf, elf, and all other kinds, are turned against each other. In some cases this is a friendly rivalry, but most of the time ruthless competition is the way of life on the Rock. Assassins stalk their victims in the crowded barrios of the Low City and in the marbled palaces of the High. Merchants hire spies to discover what cargo is due next at the docks. Thieves engage in bloody street wars over the rights to one small block.

Everyone in Bral has his own agenda; each has his own plots and plans to overcome his rivals and advance his own cause. Even the priests of the few small shrines of the city scheme to make their gods the leading deities of the city. You will soon learn how to stay afloat in the dangerous currents of give and take—or you will soon find yourself where you do not belong, and likely will be discovered in the next day's jettison. In Bral there are no innocent bystanders.

Although life on the Rock is played hard and fast, the city is not without a sense of honor nor of compassion. Nobody preys on the wretches who live in the shantytowns of the docking edge. A walk down the street will not always involve witnessing a murder or execution. People who do not wish to play are rarely drawn into the game and, as long as the rules are followed, even the players are relatively safe. Bral is an exciting city with many shifting alliances; it is not a haven for murderers.

You have already explored some of the Rock and gained a glimpse of the character of life in the city; now get ready to meet the people of the city in the sky!

"I hatesss gnomesss. Pesssty little devilsesss. Make Hashtak want to kill, sss, yesss, they do."

—Hashtak Ironclaw, noted lizard man mercenary, on the conclusion of his voyage aboard the sidewheeler Whizbang Starwonder.

Part Two: A House Divided

Chapter Four: Personalities of Bral

This chapter details a few of the bewildering varieties of people the average adventurer is likely to encounter on the Rock. Some, like the nobles of Prince Andru's court, may only be visited once or twice during an adventuring career, while a favored tavern owner may become a very important NPC if the characters befriend him and ask him for advice or unusual information.

You should not consider this to be an exhaustive listing of all of the unusual people in the city. Dozens of powerful thieves, mages, and mercenaries do not appear simply because of lack of room. With a little effort, almost any NPC can be adapted to fit in Bral.

If the need arises to pit the characters against one of these NPCs, you are encouraged to tailor the personalities listed here to your own campaign. If you wish to send the party against one of the Underbarons and need to tone down his bodyguards, feel free! The stats given for each of these personalities are approximations to give the DM an idea of how tough they ought to be.

Prince Andru's Court

Prince Andru surrounds himself with a small group of highly trusted advisors, each with their own responsibilities. An elite group who command most of the military, judicial, and statutory power, they also control a great deal of the wealth of Bral.

Prince Andru. Human, AC -2 (*bracers of defense AC2, ring of protection +4 and +2 on saves*); MV 12; W4; hp 14; #AT 1; Dmg 1d4+3 (*dagger +3*); Str 9, Dex 13, Con 10, Int 17, Wis 16, Cha 16; Spells: *color spray, magic missile, message, mirror image, web*; AL NE; THAC0 19 (+3 to hit with

dagger); rod of beguiling, four beads of force, brooch of shielding.

Andru is a tall, slender, graceful man of 44 years. As a youth he studied some magic, but soon took up the study of statecraft and intrigue. When Frun died, Andru arranged the murder of Calar and lives in fear of a similar fate. He is rarely found without powerful protective magic and numerous bodyguards.

Andru is a self-serving, devious man who has come to believe that the end justifies the means. His chief goal is the consolidation of his own power and the subjugation of all who live on the Rock to his authority. However, as matters stand, he is but one of the many powers of Bral.

Prince Andru's unscrupulous nature does not mean that he is a tyrant, nor does he lack a sense of humor. He is considered to be one of the most talented and charming diplomats in all of Wildspace, and he is rarely hostile or threatening to his callers.

Lady Cerena. Human, AC 7 (*ring of protection +3*); MV 12; 0-level; hp 4; #AT 1; Dmg by weapon; Str 7, Dex 14, Con 10, Int 15, Wis 9, Cha 15; AL N; THAC0 20.

Cerena is a beautiful, dark-haired woman of 28 who has schemed her way to Andru's side. Quiet and reserved, she is never far from him. Andru is capable of loving few besides himself, but he cares for Cerena. She is primarily interested in maintaining her position as Consort and carefully plays Andru's moods. Cerena is rumored to have been a "professional" before coming to the palace. She skillfully avoids court intrigue.

Lord Diadan Cartan. Human, AC -4 (*eleven chain-mail +4, cloak of displacement*); MV 12; F16; hp 82; #AT 7/2 (attacking with two weapons—specialized with sabre and using main-gauche in off hand); Dmg 1d6+10 (sabre) and 1d4+6 (main-gauche); Str 18/23, Dex 17, Con 11, Int 14, Wis

Prince Andru's Bodyguards: Int Very; AL N; AC 3; MV 12; 4th-level fighters, 4d10 hp (minimum 20); THAC0 17 (+1 to hit with halberd); #AT 3/2; Dmg 1d10+2 (halberd); SA Halberd specialists; SZ M; ML 16. Plate mail, halberd, short sword. 2d4 bodyguards are with Andru constantly.



10, Cha 15; AL CE; THAC0 5 (+6 to hit w/sabre and +2 to hit w/main-gauche.); *sabre* +4 defender (specialized; bonuses used all on attacks), *main-gauche* +3, *boots of flight*, *potion of fire giant strength*.

Diadan is Andru's most capable and least trusted henchman. A witty, elegantly roguish man with a heart as black as night, he is the iron fist inside Andru's velvet glove; the schemer and arranger who carries out the prince's darkest orders. Diadan is descended from Bralian nobility, but spent many years off-Rock pursuing "a prosperous career in property redistribution."

Diadan is also the head of the Bralian sect of the Tenth Pit, a secret that only Mardan Rhom suspects. Of course, Diadan plans to murder and overthrow Andru, but his plans are subtle and his

masters will wait for the right time to strike. Andru plays Diadan against the Proconsul with remarkable skill.

Proconsul Gadaric Main. Human, AC 0 (*robe of the archmagi*, *staff of power*, *ring of protection* +2); MV 12; W17 (invoker); hp 41; #AT 1; Dmg 1d6+2 (staff); Str 11, Dex 15, Con 16, Int 18, Wis 10, Cha 10; Spells: *color spray*, *comprehend languages*, *magic missile* (x3), *shield*; *ESP*, *knock*, *know alignment*, *mirror image*, *stinking cloud*, *web*; *clairvoyance*, *dispel magic*, *fireball*, *lightening bolt*, *vampiric touch*, *wraithform*; *dimension door*, *ice storm*, *improved invisibility*, *minor globe of invulnerability*, *shout*, *wall of fire*; *advanced illusion*, *cloudkill*, *cone of cold*, *passwall*, *telekinesis*, *wall of force*; *chain lightening*, *death fog*, *Otiluke's freezing sphere*, *true*

Major affairs of the prince's court include diplomatic receptions, Cozar's birthday, Andru's birthday, Charter Day (the anniversary of Cozar's coronation), and Sunstill, the spring equinox (the traditional 'coming-out' for débutantes).

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seeing; Bigby's grasping hand, delayed blast fireball, limited wish, teleport without error; Bigby's clenched fist, mind blank, polymorph any object; AL CN; THAC0 15 (+2 to hit with staff); boots of speed, amulet of life protection.

The Proconsul of Andru's court, Gadaric acts as the chief advisor to the prince. He is a native of Bral, born and raised in the city. Gadaric spent many years adventuring before joining the court of Frun as the court wizard. He was Andru's tutor when the prince was a young man and has served him well ever since.

Gadaric appears to be the epitome of the classic court wizard—a stooped, well-dressed old man with a flowing grey beard. His true age is unknown. Cold and cheerless, knowledge and magic are his only loves. He is unpredictable and rash and often acts on whim. A brilliant, but unreliable Proconsul, he often seeks conflict merely to unleash his firepower.

Mahaxara Khal. Human, AC -3 (banded mail +4, cloak of the bat); MV 9; F13; hp 88; #AT 5/2; Dmg 1d10+8 (two-handed sword) and 1d6+5 (short sword); Str 18/08, Dex 15, Con 16, Int 11, Wis 13, Cha 14; AL LN; THAC0 8 (+5 to hit with two-handed sword or +3 to hit with short sword); two-handed sword +3 (specialized), short sword +2, light crossbow with two bolts of illithid slaying, one bolt of beholder slaying, six bolts +3, potion of invisibility.

Mahaxara is the Captain of the Royal Guard. She arrived in Bral some eight years ago from a far groundling realm on a privateer. A skilled fighter, she joined the Royal Guard and worked her way up through the ranks. A tall, athletic woman of barbaric appearance, she bears serpent tattoos on her arms and sports a shaven head with only a queue of dark hair.

Mahaxara is utterly loyal to House Cozar and is always within a step or two of Andru. She possesses inhuman vigilance (+2 on all surprise rolls). A

taciturn warrior, she keeps her opinions to herself, but privately detests Diadan as a brutal murderer. She sees through his masks and longs for the opportunity to meet Andru's "fist" in a fair fight.

Mardan Rhom. Human, AC 0 (leather armor +3, ring of protection +2, cloak of the arachnida); MV 12; T15; hp 48; #AT 1; Dmg 1d6+2 (short sword) and 1d4+1 (dagger); Str 8, Dex 16, Con 10, Int 16, Wis 15, Cha 11; Standard thief abilities for 15th-level; AL NE; THAC0 13 (+2 to hit with sword and +1 to hit with dagger); short sword +2 of quickness, dagger of venom, gauntlets of dexterity, potion of speed.

Mardan is a balding, potbellied man of middle age with short arms and legs. He is a native of Wildspace who drifted to Bral many years ago and settled there. Rather unassuming in appearance, he is Andru's spymaster and maintains a network of contacts and informants unparalleled in the city. His organization, known as The Watchers, consists of trained observers, scrying mages, and professional spies (thieves of levels one to seven with appropriate skills.) Mardan means to move against Andru himself some day, but for now is carefully tracking Diadan's plots, hoping the swashbuckler will make a fatal mistake.

Tiendor Alian. Half-elf, AC -2 (bracers of defense AC3, ring of protection +1); MV 12; B10; hp 45; #AT 1; Dmg 1d8+3 (long sword), 1d4+2 (dagger); Str 13, Dex 18, Con 12, Int 14, Wis 11, Cha 16; Spells: charm person, magic missile, sleep; mirror image, web; haste, invisibility 10' radius, spectral force; confusion; Standard bard abilities at 10th-level; AL NG; THAC0 16 (+3 to hit with sword or +2 to hit with dagger); long sword +3, dagger +2, ring of warmth, potion of flying.

Tiendor is a handsome, rakishly dressed half-elf, who is one of Andru's closest advisors and friends. He has known Andru since the prince was a young lad and he has recently returned to Bral



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after an absence of many years. He thinks of himself as Andru's conscience and always tries to get the prince to do the right thing. Tiendor is grieved by the prince's undisguised callousness and self-serving rule. He gets along with all the members of Andru's court except Diadan.

Other Personalities of the Court

General Dairbad. (Human, F9) Mors Dairbad is the leader of the Bralian military, commanding both the Army and the Navy. He is a hale graybeard of 55 years with a blunt manner and a gruff good nature. He intensely dislikes the character of Andru's reign but will fight to the death to preserve it. Dairbad spends most of his time in the Citadel or the Naval Base.

Morika Ashan. (Human, F5) Morika is the Majordomo of the palace, a position she won through perfect performance in the Royal Guard. She runs many of the day-to-day functions of the palace. Morika is a small but muscular woman of about 35 who maintains a cool demeanor in the performance of her duties.

Lord Ostric. (Human, 0-level) A tall, regal man showing his seventy years, Ostric is the Chamberlain of the palace. He is responsible for scheduling Prince Andru's audiences and for observing the formalities of the court. He hides a keen mind behind a facade of musty decorum.

The Noble Council

The nobility of Bral is a fractured group of wealthy landowners each pursuing his own goals. Some are powerful merchants, while others are dilettantes living off their ancestors' hard-earned fortunes. Many engage in classic intrigues to advance their own purposes while hindering those of their peers. Noble fops and dandies, at first glance, they wield a lot of power.

Aric Cozar. Human, AC 0 (*cloak of protection +4, staff of power, ring of protection +3*); MV 12; W12 (transmuter); hp 35; #AT 1; Dmg 1d6 +2 (staff); Str 9, Dex 15, Con 11, Int 18, Wis 13, Cha 13; Spells: *burning hands, charm person, gaze reflection, magic missile, phantasmal force; continual light, ESP, rope trick, web, wizard lock; blink, fireball, fly, haste, slow; detect scrying, dimension door, polymorph other, polymorph self, stoneskin; cone of cold, passwall, telekinesis, teleport, transmute rock to mud; death fog, Tenser's transformation; AL NG; THAC0 17 (+2 to hit with staff); eyes of charming, ring of spell turning, amulet of proof against detection, potion of water breathing*.

The son of Calar and nephew of Prince Andru, Aric has grown into a strong young man who, like his uncle, resembles Cozar far more than he does Frun or Calar. Aric does not have his uncle's temperament however, and prefers to spend his time studying or voyaging to other spheres. He plans to unveil Andru's role in his father's death someday and to restore the legitimate line of succession to the throne, but that time has not yet come. A marked man whose every move is closely watched by Andru, Aric has survived several assassination attempts. He rarely receives visitors or goes abroad in the city because of the threat of attack.

Hastain. Reigar, AC 2 (-7 with shakti); MV 12; HD 14; hp 95; #AT 2; Dmg 1d6 +8 +fire for 1d6 +4; Str 18, Dex 19, Con 20, Int 20, Wis 15, Cha 19; Spells as 15th-level wizard; AL CN; THAC0 2 with shakti.

Lord Hastain is a reigar who lives in a noble villa by the Edge. His home is an endless party of bizarre entertainments and undisguised depravity. He arrived on the Rock about six years ago and obtained an immediate audience with the prince, who granted the reigar his title. It is commonly supposed that Hastain is slumming it for awhile to escape his ennui.

Few people know that Hastain was one of the

The unacknowledged heir apparent, Aric is the son of Calar and Andru's nephew. A marked man whose every move is closely watched by Andru, Aric has survived several untraceable assassination attempts.

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reigar who destroyed their homeworld or that he has directed dozens of wars since. Hastain's artistic passion was the art of war, and he served as a bitter mercenary leader for centuries before coming to Bral. His shakti is a salamander wielding a burning mace that ignites those struck for 1d6+4 additional damage. Its special power is a fiery gaze inflicting 3d10 damage on opponents in a 10' radius.

He is unconcerned with Bralian politics.

Basa Lianin. Human, AC 3 (*bracers of defense AC6*); MV 12; W8 (illusionist); hp 28; #AT 1; Dmg 1d4+2; Str 5, Dex 17, Con 9, Int 16, Wis 13, Cha 12; Spells: *color spray, change self, phantasmal force, sleep, ventriloquism; improved phantasmal force, Melf's acid arrow, mirror image, Tasha's uncontrollable hideous laughter; hold person, spectral force, suggestion, wraithform; improved invisibility, phantasmal killer, solid fog*; AL CG; THAC0 18 (+1 to hit with dagger); *dagger +3, potion of fire breath, ring of shocking grasp*.

Basa is a tall young woman of about 25 with an abrasive manner. She is the lady of the House Lianin, a thriving merchant family founded by a pirate captain who was bought off by Cozar. She owns four tradesmen and prefers to trade in high value freights: silk, spice, rare woods, ales and wines. Basa is a constant champion of the cause of the Rock as a city. She often commissions adventurers to undertake special missions.

Kiade Ellodan. Elf, AC 3 (*elven chainmail +2*); MV 12; F4/W4; hp 20; #AT 1; Dmg 1d8+3 (sword); Str 17, Dex 13, Con 8, Int 16, Wis 10, Cha 14; Spells: *charm person, friends, sleep; blur, stinking cloud; AL NG; THAC0 17 (+3 to hit with sword); long sword +2, ring of feather fall*.

Kiade is the head of the only house of elven nobles on the Rock, the House Ellodan. He is a young elf, impetuous and emotional, who manages his affairs in a haphazard manner. The wealth

of the family Ellodan lies in the ownership of four fine taverns and three excellent Middle City inns. Kiade speculates in importing, as well. He is close to Basa, whom he considers to be a kindred spirit among the nobility. Kiade dresses in garish colors and affects elegance.

Morgan Kullek. Human, AC 10; MV 12; 0-level; hp 3; #AT 1; Dmg by weapon; Str 7, Dex 11, Con 6, Int 17, Wis 13, Cha 8; AL LE; THAC0 20; *potion of invisibility, potion of flying*.

The House Kullek is the most powerful and wealthy of the noble houses of Bral, owning eight tradesmen and two hammerships. The lord of Kullek is Morgan, a small, withered old man who always wears black. Morgan is a brilliant merchant and hides his formidable mind behind a sour attitude of bickering and complaint. Morgan is happy with the Rock just as it is and opposes both the Prince's efforts to centralize, and the popular factions demanding equal representation. He has neither wife nor children and a fierce battle for the house is shaping up between his nephews.

Arkan Nobrodukk. Dwarf, AC 4 (*leather armor +3*); MV 6; F6/T7; hp 36; #AT 3/2; Dmg 1d8+4; Str 16, Dex 15, Con 11, Int 14, Wis 12, Cha 9; Standard Thief Abilities of 7th-level; AL NG; THAC0 15 (+2 to hit with axe); *battle axe +1 (specialized), potion of invisibility, potion of climbing*.

Arkan is the only dwarvish member of the Noble Council. A retired adventurer, he has held his position since Cozar's day. He is a good-hearted rogue with a long, white beard. Unlike most other nobles, he owns a comfortable home in the Dwarven District and owes most of his wealth to the subleases he has granted in the district. Arkan considers himself the voice of the dwarven community and often storms up to the palace to harangue Andru. He is 195 years old, but he has seven strong sons to carry on his house.



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Isandra Calanda. Human, AC 2 (*bracers of defense AC5*); MV 12; T7; hp 30; #AT 1; Dmg 1d6+3 (rapier), 1d4+3 (dagger); Str 9, Dex 17, Con 12, Int 13, Wis 6, Cha 14; Standard thief abilities at 7th-level; AL CG; THAC0 17 (+2 to hit with rapier or +3 to hit with dagger); *rapier +2, dagger +3, cloak of flying, slippers of climbing, potion of gaseous form, potion of healing*.

Isandra is a trim woman of 40 years with clean good looks and a warm personality. She made her money the old fashioned way—she inherited it. One of the finest hostesses on the Rock, she has spent the last 20 years squandering her family's fortune. Her soirees are only for the elite—the swankiest affairs in the city.

Secretly, Isandra is a skilled burglar who defies all of the Thieves' Guilds and steals small trinkets from the wealthy just to see if she can pull it off. She is rash and daring, and it is not known how much longer the Calanda family fortunes will hold out under her management.

Other Personalities of the Nobility

Ellana Cozar. (Human, 0-level) Ellana is a tall, beautiful woman in her fifties. She habitually dresses in black and is known for her regal bearing. She was the wife of Calar, and is Andru's sister-in-law. Ellana has very strong suspicions concerning Andru's role in Calar's death, but she is wise enough to let it pass. She dreams of seeing her son Aric on the throne of Bral. Ellana has largely withdrawn from public life and rarely leaves her estate.

Tareo Mosantas. (Half-elf, 14th-level fighter) Tareo is a slender half-elf at the height of his physical prowess, graceful and strong. He is the heir of the House Mosantas, a descendant of pirates and scoundrels. Tareo is cut from a different log though, and is known on Bral as the leader of the local chapter of the Pragmatic Order of Thought. He supervises the order's efforts and offers refuge to any members in

need of assistance. Tareo is determined to root out the slavers who operate in the city, and has been successful enough that several assassination attempts have been made on him.

The Council of Captains

The Council of Captains is formed by representatives of those companies and houses that own five or more ships and lease or own land on the Rock. In reality, the Council is the most powerful of the civic bodies, controlling about 80% of the wealth of Bral. The Council convenes once a month to discuss issues of trade, but most choose to send a proxy instead of attending.

Valkan Riogan. Human, AC -3 (*chainmail +4, ring of protection +2*); MV 24 (*boots of speed*); F15; hp 80; #AT 5/2; Dmg 2d4+13 (broad sword); Str 14(20), Dex 16, Con 15, Int 13, Wis 15, Cha 17; AL LG; THAC0 6 (+7 to hit with sword); *girdle of stone giant strength, broad sword +3, frost band (specialized), boots of speed, potion of diminution*.

Valkan is an extraordinary individual who has led a long and colorful career. He is a burly man in his early forties with a stern face and salt-and-pepper hair. He is a fallen paladin who took to Wildspace after a tragic love affair. He never speaks of his past.

Valkan does not own five ships, but he does own and operate the largest and most successful mercenary company on the Rock—Valkan's Legion. He chooses his causes and has never sided with an evil power. His men are utterly loyal, and Valkan selects only the finest, most disciplined warriors, to join his ranks. He is one of the few who takes his council duties seriously.

Niesse Hurnoc. Human, AC 10; MV 12; 0-level; hp 2; #AT 1; Dmg by weapon; Str 7, Dex 8, Con 10, Int 16, Wis 11, Cha 13; AL LN; THAC0 20.

Niesse is the senior representative on the Rock

Valkan Riogan owns the largest and most successful mercenary company on the Rock, Valkan's Legion. He carefully chooses his causes and has never sided with an evil power. Valkan's Legion numbers nearly 500 experienced and loyal warriors.



of the company known as the Smith's Coster. She is a stout woman of middle age, who is rather loud and overbearing. Part of this is an act to keep competitors off balance. She manages the affairs of the company with considerable skill and is likely to be advanced to a directorship soon, as Bral is one of the most prestigious postings for the Coster. Niesse adheres to the unwritten rules of trade that prevail on the Rock, and she is capable of ruining many of her rivals who might stray from the same path.

Vasgar Eirenfezt. Human, AC 2 (*bracers of defense AC2*); MV 12; F8; hp 68; #AT 2; Dmg 2d4 +5 (broad sword); Str 16, Dex 10, Con 16, Int 13, Wis 8, Cha 12; AL NE; THAC0 13 (+3 to hit with sword); *broad sword +2 (specialized)*, *ring of*

jumping, potion of frost giant strength.

A tall and bony man, Vasgar is the Senior Agent for the Chainmen. Since slavery is frowned upon on Bral, Vasgar has been ordered to present himself as an independent merchant trafficking in silks and spices. House Eirenfezt is just a facade, and hidden beneath the mask of ordinary trade, Vasgar supervises the selling and transport of slaves from secret pens in the Underdark of Bral. Vasgar is a man of endless suspicions and few, if any, real friends.

Tarilia Moune. Human, AC -2 (*chainmail +3, ring of protection +1*); MV 12; F11; hp 63; #AT 7/2 (attacking with two weapons, specialized with rapier and using main-gauche in off-hand); Dmg 1d6 +7 (rapier) and 1d4 +3 (main-gauche); Str 10, Dex 17,

Vasgar Eirenfezt's Guards (ogres): Int Low; AL CE; AC 4; MV 9; HD 4 + 1; THAC0 17; #AT 1; Dmg 2d4 (morningstar); SA +2 to damage; SZ L; ML 12. Equipped with banded mail and morningstars. Four to eight guards accompany Vasgar. Six to eight guard his property at all times.

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Con 14, Int 13, Wis 14, Cha 13; AL CG; THAC0 10 (+5 to hit with rapier and +3 to hit with main-gauche); *rapier +4 defender, main gauche +3, potion of fire breath, rope of climbing*.

Tarilia was once a famous adventurer, a dashing swashbuckler with a lightning-quick rapier and an even quicker wit. A small, slim woman in her late fifties, age has scarcely touched her. Tarilia retired from adventuring and bought a couple of asteroids near Bral, setting them up as farming worlds to feed the sky city. Other merchants were importing food from groundling realms at that time, and Tarilia's brilliant move nearly wrecked several powerful houses. She is a woman of good heart who has amassed a colossal fortune; she freely gives to the needy. Tarilia is known to harbor an intense dislike for Lord Diadan, whom she considers a swashbuckling travesty. House Moune is one of the most powerful houses, numbering 11 tradesmen.

Talosa Baniasar. Elf, AC 5 (*leather armor +1*); MV 12; T5; hp 23; #AT 1; Dmg 1d8+1 (*long sword*), 1d4+2 (*dagger*); Str 8, Dex 16, Con 10, Int 15, Wis 11, Cha 14; Standard thief abilities at 5th-level; AL CE; THAC0 18 (+1 to hit with sword or +2 to hit with dagger); *long sword +1, dagger +2, potion of flying, potion of extra healing*.

Talosa is a handsome young elf with a checkered career in crime and treachery. He is exceptionally slight and graceful, even for an elf, and possesses a sharp wit and even sharper tongue. Talosa is the Senior Agent for The Trading Company, an organization that recruits mercenaries of any quality and sells soldiers and weapons to any buyer. The Trading Company maintains its own small fleet of ships. Talosa handles the mercantile end, buying weapons and armor. Other agents beneath him recruit raw amateurs, fit them out, and send them into bloody wars. Most other mercenaries consider The Trading Company to be a blot on their profession.

Daargaz. Arcane, AC 5(3); MV 12; HD 10; hp 52; #AT 1; Dmg 1d8+special (*short sword*); Str 15, Dex 15, Con 16, Int 18, Wis 15, Cha 12; *dimension door* (3 x per day), *invisibility at will*; *magic resistance 40%*; AL LN; THAC0 11 (+2 to hit with short sword); *short sword +2, shocks for 1d10 on any hit unless save vs. rod, staff, or wand is made*.

Daargaz is the leading representative of the Arcane on the Rock of Bral. While most cities are only briefly visited by the traders of Wildspace, the Arcane maintain a permanent presence on Bral. The individual Arcane, charged with this duty, appear to rotate at intervals of about three to six years. Daargaz is a typical Arcane, aloof and concerned only with trade. As a courtesy to his people, he is invited to sit as a member of the Council of Captains. Daargaz is always accompanied by a bodyguard of five to ten seasoned fighters and is known for displaying an especially distrustful and arrogant attitude toward everyone.

Ozamata Ku Murawa. Human, AC -3 (*bracers of defense AC2, obi of protection +1*); MV 12; T16; hp 52; #AT 1; Dmg 1d8+3 (*wakizashi*), 1d3+3 (*war fan*); Str 11, Dex 16, Con 9, Int 15, Wis 14, Cha 13; Standard thief abilities at 16th-level; AL LE; THAC0 13 (+2 to hit with wakizashi and +1 to hit with war fan); *wakizashi +2, war fan +3, oil of slipperiness, dust of sneezing and choking* (three pinches).

Ozamata is an Underbaron who is the head of the powerful trading family of Murawa. He is a Shou who came to Bral during the first explorations of Wildspace by that people and elected to stay. Ozamata started two great enterprises: a trading house, and a brotherhood of Yakuza. In time he fought his way to prominence on the Council of Captains and as one of the city's Underbarons. Ozamata is a harsh man of 50, short and potbellied, who still wears his hair in the traditional Shou style. Many of the Shou regard him as the leader of their community. In any event, Ozamata

Arcane Guards (giff): Int Low; AL LN; AC 2; MV 6; HD 4; THAC0 17; #AT 1; Dmg by weapon +7; SA head butt for 2d6; SZ L; ML 14. Equipped with giff plate mail, wheel lock pistols, and maces.

No less than 10 giff mercenaries guard Daargaz while he is in Bral.

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is the most powerful and wealthy Shou in Bral.

Other personalities of the Council of Captains

Kurishi Otobe. (Human, W7) Kurishi is a Shou who competes against Ozamata's organization. She is sometimes referred to as the Dragon Lady, a mysterious figure who remains in the shadows during most of her business encounters. Kurishi is primarily a speculator and moneylender who purchases unusual cargoes and sells them later for a hefty profit. She has at her beck and call dozens of loyal rogues.

Nolan DeVries. (Human, W12) Nolan represents the small company of Gaspar's Reclamations, supervising the activities of the dozen or so employees who staff the office on the Rock. He is Gaspar's lieutenant and often journeys with the mage. Nolan is a very short man with a fiery temper and a brilliant mind for business.

Bianca Micharle. (Human, 0-level) Bianca is the Secretary to the Council of Captains, and acts as Andru's representative in the Council meetings. She sets the agenda for the Council and heads the Bureau of Trade, a small agency of revenue agents and customs inspectors. Bianca is a tall but frail woman in her late sixties, with a mind as sharp as a razor. She is not afraid to shout over any delegate of the council and does not hesitate to use the prince's authority to silence opposition to unpopular moves.

Envoy and Emissaries

The Rock of Bral is home to one of the most diverse populations in all of Wildspace. Its open nature makes Bral the ideal site for dialogue and exchanges between all manner of races. Because of its size and importance, most known races maintain permanent delegations in the city. It is not unusual for races engaged in bloody struggles

elsewhere in the multiverse to attend functions in Andru's palace and politely discuss the possibilities of ending the war.

Most of the diplomats who are stationed on the Rock maintain a certain amount of respect for the city's ways and distance themselves from incidents that may result in the revoking of their privileges. For example, the mind flayer embassy generally avoids eating the brains of common passersby, recognizing that this is an act frowned upon by most Bralians. There have been severe transgressions in the past, such as the small beholder race war that broke out a few years ago, but for the most part the envoys show remarkable self control.

Marianon Silmara. Elf, AC -3 (*elven field plate +4, cloak of displacement*); MV 9; F12/W13; hp 50; #AT 2; Dmg 1d8+4 (sword); Str 17, Dex 12, Con 10, Int 18, Wis 13, Cha 15; Spells: *charm person, color spray, comprehend languages, magic missile, phantasmal force; alter self, blur, detect evil, forget, web; clairvoyance, dispel magic, fireball, haste, suggestion; charm monster, dimension door, fire shield, shout; advanced illusion, cone of cold, passwall, wall of force; globe of invulnerability, mass suggestion; AL CG; THAC0 9 (+5 to hit with sword); long sword +3, helm of brightness, potion of flying, potion of undead control.*

Marianon is an admiral of the Elven Armada and the current ambassador to the Rock of Bral. She is a tall, powerful elf with a beautiful face and raven-black hair. A hero of the Unhuman Wars, she finds her current posting to be beneath her, although she recognizes the importance of Bral. Marianon has been on Bral for two years and is fed up with Andru's selfishness and, in her view, his shortsightedness. At this point, there is nothing she would like better than to bring in a couple of heavy warships and place the Rock under elvish rule for its own good. If encountered outside the cares of her duties, Marianon is a charming and

Elven Guards: Int Very; AL CG; AC 4 or 8; MV 12; 5th-level fighter, 5th-level mage, or 4th/4th fighter-mage; THAC0 varies; Dmg by weapon; SA +1 to hit with sword or bow, magic use; SD 90% resist charm or sleep; SZ M; ML 14. *Elven chainmail and shield.* Three to six guard dignitaries and the embassy.

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vibrant woman with a keen mind and a quick wit. She can be somewhat brusque and condescending, especially to humans.

Gaeredan Celedir. Elf, AC 3 (*bracers of defense AC5*); MV 12; W10; hp 29; #AT 1; Dmg 1d6+1; Str 9, Dex 16, Con 11, Int 18, Wis 13, Cha 13; Spells: *burning hands, friends, magic missile, message, ESP, glitterdust, Melf's acid arrow, stinking cloud, hold person, lightning bolt, wraithform, confusion, improved invisibility, domination, hold monster*; AL CG; THAC0 17 (+1 to hit with staff); *quarterstaff +1, wand of frost, ring of truth, potion of speed, potion of healing*.

Gaeredan is the chief aide to Admiral Silmara. He is a silver-haired elf of great age who has lived on Bral for more than 40 years. He is quiet and withdrawn and he uses his considerable talents to assist the envoy in making decisions and determining what the intentions of other parties might be. He is usually found near the admiral.

Ishathrandra. Mind Flayer, AC 3 (*cloak of protection +2*); MV 12; HD 8+4; hp 50; #AT 4; Dmg special; Str 10, Dex 14, Con 15, Int 20, Wis 16, Cha 11; *mind blast, suggestion, charm monster/person, ESP, levitate, astral projection, plane shift*; AL LE; THAC0 11; *wand of magic missiles*.

Ishathrandra is the head of the illithid embassy to the Rock of Bral. This duty is considered extremely distasteful by most spacefaring mind flayers, and Ishathrandra is in disfavor. Ishathrandra appears as a "typical" illithid, but wears robes of the finest quality with exotic trappings. Most of the mind flayer's time is spent in contemplating the end of his servitude in Bral, and he rarely emerges from the illithid embassy. The various mind flayer nations that employ Ishathrandra do not often feel the need to communicate with other races. About a half dozen mind flayers of lower rank also work in the embassy, and there are between 80 and 90 of them included in the population of Bral.

Stakahlla. Dracon, AC 2 (*ring of protection +3*); MV 18; HD 10; hp 60; #AT 2; Dmg 1d8+6 (long sword) or 1d4+4 (claws); Str 18/76, Dex 8, Con 19, Int 14, Wis 15, Cha 13; AL LG; THAC0 11 (+2 to hit with sword); long sword +2.

Stakahlla is an old and powerful dracon and he is the voice of the dracon in Wildspace. He is a very formal and deliberate creature, cautious and crafty. Like the illithids, the dracon do not often have reason for discourse with other races. Unlike Ishathrandra, this does not leave Stakahlla with nothing to do; on the contrary, he is the kaba of all dracon on Bral. This is a herd of about 150, broken into about 20 family groups. While Stakahlla rarely speaks for all dracon, he often speaks for the Dracon Enclave in Bral.

Saerlg Tomojak. Giff, AC 2; MV 6; HD 7; hp 44; #AT 1; Dmg 1d8+7 (battle axe) and 1d4+7+special (gauntlet); Str 19, Dex 6, Con 18, Int 11, Wis 6, Cha 14; *magic resistance 10%, head butt for 2d6*; AL LN, THAC0 15; *gauntlet of Tamus* (5d8 fireball in 5' radius, half damage to wielder), battle axe.

General Tomojak is a hero of legendary proportions to most giff, a leader to be followed and admired. He is a rather poor diplomat, but the considerable giff community follows his orders without hesitation. Tomojak supervises the organization and employment of the various giff platoons that are always being formed in Giff-town. He also represents the Giff barrio in Andru's court, which occasionally creates comic scenes. Tomojak will storm up to the palace prepared to threaten Andru's life unless he complies with the giff wishes. Andru will disarm him by offering the giff a relatively meaningless concession, and Tomojak will march back to Giff-town believing he got the better of the prince again. Saerlg Tomojak is known for the Gauntlet of Tamus he wears, an exploding glove that he uses cestus-fashion in combat.

Lord Chan Fu Wi. Human, AC 4 (*bracers of*

Gauntlet of Tamus: This magical glove can be used to punch an opponent for 1-2 damage. Three times a day it can create an explosion, centered on the glove, causing 5d8 damage to all within 5 feet. Victims may save vs. spells for half damage. The wielder must save or take half damage.

Part Two: A House Divided

defense AC4); MV 12; F6 (Samurai); hp 24; #AT 3/2; Dmg 1d10+5; Str 13, Dex 13, Con 13, Int 14, Wis 15, Cha 15; AL NG; THAC0 15 (+4 to hit with katana); *katana +3* (specialty), *dust of disappearance, potion of flying*.

Lord Chan is the Shou emissary to Bral. He is a dignified old statesman in his late seventies who was once a formidable warrior. Chan is quite aware of the power wielded by Ozamata and Kurishi, but chooses to disregard them. As the Emperor's envoy to the stars, he feels that quarreling over the leadership of the Shou community is beneath him. In some respects, he is correct. While the Yakuza leaders are well known and are obeyed by the residents of Shou-town, Lord Chan is the only noble Shou on the Rock. If he wished to, he could order almost anything and the Shou would follow him. Lord Chan is one of the most important Shou in Wildspace, often visited by people seeking to learn his nation's position on numerous issues.

Other People of Note

Many other interesting personalities of the city cross the boundaries between High City and Low, or do not belong properly in any of the clusters mentioned so far. Some of the people the player characters may encounter follow.

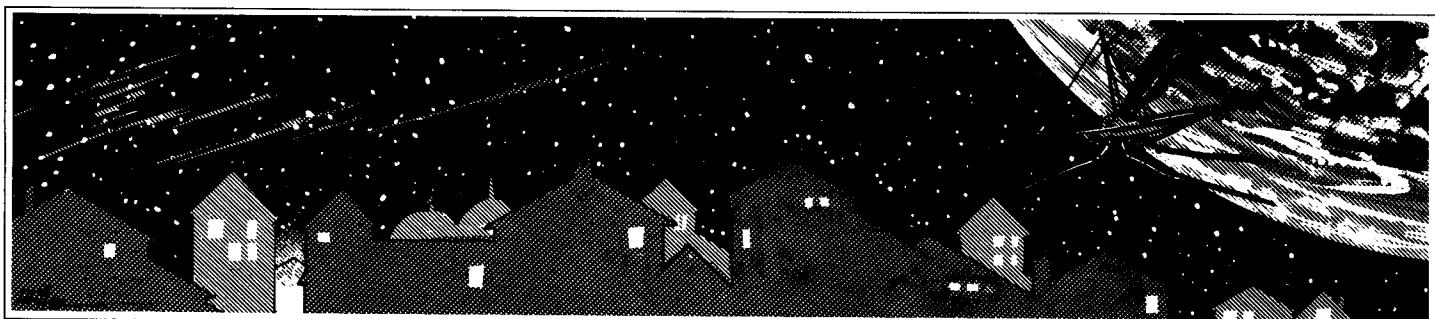
Irdana Shipwright. (Human, 0-level) Irdana is one of the most skilled shipbuilders in all wildspace. She is a human woman of about 60, tall with grey hair and an air of calm nobility about her. The Yards are her kingdom, and no one who builds or repairs ships in Bral would think to disregard her advice. She is a skilled naval architect as well, and personally designed and built the first of the Battle Dolphins.

Meredin Sandyfoot. Halfling, AC -3 (*leather armor +3, cloak of displacement, ring of protection*



*+2); MV 6; T15; hp 55; #AT 1; Dmg 1d6+1 (short sword), 1d6+2 (dagger); Str 9, Dex 18, Con 15, Int 13, Wis 11, Cha 14; Standard thief abilities at 15th-level, +4 on saves vs. magic and poison; AL NG; THAC0 13 (+1 to hit with short sword or +2 to hit with dagger); *short sword +1, luck blade (2 wishes), dagger +2 longtooth, ring of invisibility, potion of flying, potion of giant control*.*

Meredin is a hale halfling of about 50 years with an infectious smile and an endless store of good cheer. He is one of the city's Underbarons and leader of the halfling thieves' guild. While his good nature may seem to make him unfit to lead a criminal organization in Bral's shadowy underworld, Meredin's simple tactics of never making an enemy unless he has to and dealing squarely with everybody have worked well. He is loved by the sizable halfling community on the Rock, who view him as a hero.



Part Two: A House Divided

Andaclesia. Human, AC 0 (*scale mail +4, shield +1*); MV 6; P13; hp 60; #AT 1; Dmg 1d6+5 (mace); Str 11, Dex 13, Con 15, Int 16, Wis 18, Cha 14; *magic resistance 65%, teleport 1/day, teleport without error 1/day*; (See section on the worship of Ptah at the back of this book); Spells: *bless (x 2), detect evil, command (x 2), detect magic, detect poison, light; augury, chill metal, enthrall, find traps, fire trap, hold person (x 2), know alignment; continual light, create food and water, locate object, meld into stone, protection from fire, speak with dead, starshine; circle of privacy, detect lie, quench fire, reflecting pool, tongues; air walk, plane shift; blade barrier, find the path*; AL LG; THAC0 12 (+4 to hit with mace); *mace +4, ring of warmth, staff of command, philter of love.*

Andaclesia is one of the most powerful priestesses in the hierarchy of Ptah. She has journeyed far and wide across the spheres and knows many great travellers. A tall, dark woman with an aura of command about her, Andaclesia is in her early forties. The Temple of Ptah on the Rock of Bral is one of the newest and most important of the deity's temples anywhere, and Andaclesia's careful management is expanding the temple's influence even farther.

Gamalon Idogyr. Human, AC 1 (*bracers of defense AC3, cloak of the bat*); MV 12; W19; hp 48; #AT 1; Dmg 1d6; Str 7, Dex 12, Con 17, Int 19, Wis 11, Cha 12; +2 on all saves vs. magic (staff); Spells: *charm person, identify (x 2), magic missile, shocking grasp, esp, improved phantasmal force, invisibility, web, wizard lock; dispel magic, fireball, fly, non-detection, suggestion; charm monster, dimension door, fear, shout, stoneskin; chaos, cone of cold, contact other plane, major creation, teleport; chain lightning, geas, true seeing; forcecage, monster summoning V, prismatic spray; mass charm, symbol, Otiluke's telekinetic sphere; wish*; AL CG;

THAC0 14; *staff of the magi, gem of infravision and detect magic, boots of starstriding.*

Gamalon is the most powerful mage in Bral. He is a man of indeterminate age, marked by old scars across his face and a green gem which replaces one of his eyes. Once a great adventurer and explorer, Gamalon is more of a family man now, and prefers to spend his time at home. He is a landowner who also owns and operates a small shop of magical curios.

Gamalon is a friend and correspondent of Elminster's, and maintains friendly relations with several other mages and archmages in as many spheres. Haughty and self-assured, Gamalon loves nothing as much as a challenge.

The Juggler. Human, AC -1 (*leather armor +3, ring of protection +2*); MV 12; T14; hp 51; #AT 3 or 1; Dmg 1d4(x 2)+3 (thrown dagger) or 1d6+4 (short sword); Str 15, Dex 18, Con 11, Int 16, Wis 10, Cha 15; Standard thief abilities at 14th-level; AL CG; THAC0 14 (+5 to hit with thrown dagger or +4 to hit with short sword); *three daggers of throwing +3, short sword +4, wings of flying, gauntlets of dexterity, potion of levitation.*

The Juggler is one of the city's Underbarons; a mysterious figure who seems to dance and tumble her way through nobility and commoners alike. She is the master of the thieves' guild known as the Juggler's Men, a band of mountebanks, swindlers, and catburglars who claim the High City and parts of the Middle City as their territory.

The Juggler herself is a slender, human woman who seems to be relatively youthful, although she was seen, on occasion, 20 years before. She always appears with a painted face. Her skill as an entertainer, in tumbling, acrobatics, legerdemain, and clever wit, is legendary. Many people speculate that she is, in actuality, a member of the nobility or a wealthy merchant.

Gamalon is a friend and correspondent of Elminster's, and maintains friendly relations with several other mages and archmages in as many spheres.

Part Two: A House Divided

Chapter Five: Guilds, Societies, and Orders

Bral is a city of countless factions and shifting alliances. The streets are crowded with swaggering mercenaries wearing the devices of any one of a dozen employers. Rogues, bearing secret tattoos or the brands of their guilds, seem to leer from every alleyway. Even the most innocuous shopkeeper seems to be fronting for some larger organization.

You will quickly learn that one of the most important rules of survival in Bral is to avoid entanglements with the guilds. Each has its own agenda, both open and hidden, and most are powerful enough to brook no interference with their greater plans. The faceless dead, found every day in the jettison, are evidence enough of this. If you are wise, you will avoid embroiling yourself in the endless cycle of intrigue and double-dealing that marks life in Bral.

The Pragmatic Order of Thought

The Order, sometimes referred to as "The POTS" by its detractors, is one of the few organizations on Bral motivated by something beyond crass gain. Membership is open to any good-aligned individual, although the Order's business tends to attract chaotic good and neutral good types. The Pragmatic Order of Thought is a society dedicated to the advancement of individual rights and liberties in the face of oppression and slavery. In Bral, they run a network of safe houses to assist escaping slaves.

The Bralian chapter of the Order is one of the largest and most powerful anywhere. They are led by Tareo Mosantas, a young and influential half-elf noble. Tareo's efforts have driven slave trading and piracy on Bral into the underground.

Symbol: A torch held aloft.

Membership: Open to any good individual.

Agenda: End slavery on the Rock.

The Tenth Pit

The Pit is an elite evil group dedicated to the covert conquest of all the spheres. A secret dark sphere is rumored to contain a Black Citadel where the leaders of this heartless alliance plot the subversion of all Wildspace. Dire messengers carry the will of the leaders to the various chapter heads throughout the universe. Power is the chief goal of the Tenth Pit, and only those people capable of acquiring and wielding it, without moral qualm, are selected for possible membership.

The Bralian chapter of the Tenth Pit is led by none other than Lord Diadan Cartan, the prince's aide. Doubtless he plans to betray his black masters once he gains the throne.

Symbol: An X (branded behind ear)

Membership: Any evil persons of note, lawful preferred. Prospects are carefully watched before the Pit approaches them.

Agenda: Overthrow Andru's weak rule and replace him with Diadan. Obey the orders of the Black Citadel without question.

The Seekers

The Seekers are an organization of knowledge-seekers who try to amass information about the spheres and peoples of Wildspace. The process of learning has become its own reward for them. Any student or scholar is on good terms with the Seekers by definition. The Rock of Bral is a large base for their operations, centering on the Library of the Spheres. The Seekers do not have a central organization, but the different Schools (as their chapters are called) communicate their findings with each other. On Bral, the School is led by a Council of Sages that determines which questions require the order's attention.

Symbol: Eye before a sword.

Membership: Open to any who can remain objective and who wish to learn.

Powerful, ambitious, and unscrupulous creatures of all races are recruited by the Tenth Pit. The typical member is a fighter, thief, or mage of 5th- to 10th-level. Many 0-level characters in positions of influence are seduced by the Tenth Pit as well.

Part Two: A House Divided

Agenda: Learn the identity of the Arcane and where they are from. Learn.

The Fireball Alliance

The Fireball Alliance is a small organization of native Bralian mages who have sworn to use their powers in the defense of the Rock. In return, the Prince provides funds for spell research and rare components, fine townhouses courtesy of the state, and free bodyguards from his own Royal Guard. Many mages, settling down in the city, find this to be a comfortable arrangement. They enlist in the Prince's service, but they are rarely called upon to perform their duties. Mages who adventure or who for some other reason do not spend the majority of their time on Bral may join, but they receive only salaries and free leases—the townhouses and guards are reserved for full-time members. Proconsul Gadaric Main is the President of the Alliance, which numbers from 12 to 15 at any given time.

Symbol: None.

Membership: Any mage of note (usually 7th-level, at a minimum).

Agenda: None.

The Shipwrights' Guild

The Shipwrights' Guild is made up of the carpenters, ironworkers, fitters and craftsmen who operate the yards and repair docks on the Trailing Edge. There are few exceptional individuals in the ranks, although a couple of mages do belong to the guild. The Guild is an important society because it possesses a great deal of power. Merchantmen who do not play by their rules will find that their ships never receive the maintenance they require. The Guild is headed by Irdana Shipwright, and operates from the Cuttle Tower. The Guild's only purpose is to protect the wages and status of the shipfitters of Bral.

Symbol: Hammer and Angle.

Membership: Any shipwright.

Agenda: None.

Shou Thieves' Guild (the Yakuza)

The Yakuza are a well-organized guild under the leadership of Ozamata Ku Murawa, one of the city's Underbarons. They are the undisputed masters of Shou-Town and most of the Low City and prefer to operate through extortion and racketeering, rather than burglary or territorial wars. The Yakuza of Bral number about 40, and Ozamata, as an Underbaron, can easily muster 50 to 60 thugs and fighters should things get ugly. No Shou will willingly betray the Yakuza. (DM's note: standard AD&D® game thieves can be used to represent the Yakuza. Consider the Yakuza to develop the non-weapon proficiencies of gaming, local history, tumbling, and information gathering and intimidation from the *Complete Thief's Handbook*.)

Symbol: Tattoos.

Membership: Bralian-born Shou.

Agenda: Maintain status quo.

Halfling Thieves' Guild

The Underbaron of the Middle City is the halfling Meredin Sandyfoot. He gained his position through his leadership of the halfling Thieves' Guild, a sophisticated network of smugglers, burglars, and fences that can lay their hands on anything on the Rock and then quietly sell it again. The halfling thieves' guild is not without its power struggles and occasional knifings, but on the whole it is not an evil organization. Opponents of the guild are more likely to wake up with their pants missing than they are to wake up with their throats cut. Because of this simple respect for life, many people shrug off the halfling depredations as a fact of life.

The Guild consists of about 35 halflings of various origins, and maintains a mercenary force of several dozen humans, dwarves, and elves to guard its operations. Most of the members are idolized by the halfling community, and it would

Yakuza: Int Average; AL LE; AC Varies; MV 12; 1d6 level thief or 1d4 level fighter; THAC0 varies; #AT 1; Dmg by weapon; SA thief abilities; SZ M; ML 14. Leather or studded leather, dagger, club, crossbow.

Part Two: A House Divided

be very difficult to prove that any specific halfling was actually a member. The Guild defends a large domain including most of the Middle City and some sections of the Low City.

Symbol: Sling bullet.

Membership: Any halfling thief.

Agenda: Defend their territory from other incursions. Embarrass the Crown.

The Red Masks

The Red Masks are the third of Bral's thieves' guilds. They are a desperate and violent band, fighting for a territory they can claim as their own. Currently, they manage to maintain a tenuous hold over the blocks surrounding the Greater Market, an area claimed by both the halflings and the Juggler's Men. The Red Masks specialize as pickpockets, cutpurses, and burglars. Many of the merchants in the area are becoming fed up with having to pay off two separate guilds.

The Red Masks represent a group of about 20 thieves of all races and descriptions, although most tend toward evil. The Guildmaster dreams of carving himself a niche as an Underbaron, but the Red Masks have neither the popular support nor the strength needed, yet. The Guildmaster himself is a mysterious figure who at this time remains faceless.

Symbol: A red veil.

Membership: Any thief.

Agenda: Consolidate the Greater Market as their territory. Win confidence of local merchants and begin protection rackets.

The Juggler's Men

The last of the thieves' guilds of Bral, the mysterious Juggler's Men, are an elite band of mountebanks and swindlers who control portions of the Middle City and all of the High City. The Juggler is counted as one of the Underbarons and is often seen on the estates of the nobility. Her true identity is unknown, since she always appears con-

cealed as a painted jester and entertainer.

The Juggler's Men are fighting to retain control of the Greater Market, which is under assault by the newer Red Masks. The Juggler herself seems unconcerned by this, and many people speculate that she feels her fortune is assured in the High City. The Juggler's Men are mostly human thieves, but also include bards and nonhumans as well.

Symbol: Three balls.

Membership: Any thief or bard.

Agenda: Unclear.

The Watchers

The Watchers are the spies of Bral, a small and select group of thieves, warriors, and scrying mages, in the service of the Crown. They are under the direct supervision of Mardan Rhom, Prince Andru's spymaster. The Watchers are divided into two groups: observers and commandos. In general, the Prince is content with the information amassed by the network of observers, but on occasion it becomes necessary to strike in the name of the Crown. These silent strikes are usually carried out by the commandos, deadly veterans who are known for their skill and speed.

One of the chief functions of the Watchers is to monitor the activities of the Underbarons. Mardan Rhom is perfectly aware of how things work in the city, so daily extortion, bribery, and theft are ignored. Only the most heinous of crimes are deemed sufficient for the crown's covert action.

Symbol: None.

Membership: Contacts and observers, any; commandos, proven fighters and mages who have served the crown well.

Agenda: Maintain the status quo.

The Honored Mages' Guild of Bral

Relatively large by groundling standards, the mages' guild is a loose federation of all the wizards of the city. Alignment is generally set aside at the door, and all practitioners of the Art enjoy

Watcher: Int varies; AL any; AC varies; MV 12; 1d6 level thief, 1d8 – 1 level fighter, or 1d6 + 1 level mage; THAC0 varies; #AT varies; Dmg by weapon; SA possible spell use or thief abilities; SZ M; ML 10 to 15. Thieves: leather armor, short sword, and light crossbow. Fighter: chainmail, long sword, light crossbow.

Part Two: A House Divided

the benefits of the guild, which supplies spell components, research facilities, and professional discourse. Mages wishing to join will be considered under one of three categories: magisters (levels W1 to W6), wizards (levels W7 to W13), and mages (levels W14 or higher). Generally, any mage will be considered once a brief demonstration of skill is presented to a council of membership.

Dues for the Honored Mages' Guild are high; magisters are required to pay 10 gp per month, wizards 20 gp per month, and mages 50 gp per month. This money is used to help procure spell

components and research facilities. Any spell component or potion ingredient has a base 60% chance to be in stock, modified for rarity. In general, magical supplies are available at 80% to 130% (d6 + 7) of their listed cost. Many wizards also advertise for spells they wish to learn. In exchange, the mage who gains access to a spell in this way usually trades two spells and several hundred gold pieces as a token of gratitude.

Symbol: Orb and staff.

Membership: Any mage.

Agenda: None.

Organizational Preference Chart

	Po	Se	10	Ya	Ha	Re	JU	WA	MA	Ar	Pt	D	E	G
Pots	P	G	H	A	N	A	A	A	T	N	G	G	P	T
Seekers	G	P	A	N	T	N	N	N	G	G	P	T	G	T
Tenth Pit	H	A	P	A	A	N	A	H	A	A	H	H	H	N
Yakuza	A	N	A	P	H	H	A	H	N	N	T	A	H	T
Halflings	N	T	A	H	P	H	A	A	T	T	G	G	G	G
Redmasks	A	N	N	H	H	P	H	H	N	N	N	N	A	T
Jugglers	A	N	A	A	A	H	P	A	T	T	T	A	G	N
Watchers	A	N	H	H	A	H	A	P	T	N	T	N	N	T
Mages	T	G	A	N	T	N	T	T	P	G	G	A	P	T
Arcane	N	G	A	N	T	N	T	N	G	P	T	N	G	N
Ptah	G	P	H	T	G	N	T	T	G	T	P	T	G	T
Dwarves	G	T	H	A	G	N	A	N	A	N	T	P	N	G
Elves	P	G	H	H	G	A	G	N	P	G	G	N	P	T
Giff	T	T	N	T	G	T	N	T	T	N	T	G	T	P

P Preferred: Groups consider each other allies and often cooperate.

G Goodwill: Groups regard each other with respect and consider each other as potential allies.

T Tolerance: Groups are not at odds and occasionally cooperate.

N Neutral: Groups have cool, slightly suspicious relations.

A Antipathy: Groups do not like one another and actively avoid association.

H Hatred: Groups are enemies, and will seek out confrontations. Enemies of the opposing group may be considered as allies by extension.



Part Two: A House Divided

Chapter Six: Houses and Companies

Bral's principal fame stems from its role as a free port and as a crossroads in the glittering realms of Wildspace. It is only natural that many of the great companies of the Spheres would have chosen Bral as a base for their operations. Many of these companies have survived and prospered for hundreds of years and the history of their presence on the Rock is but a brief chapter of their chronicles. There are new companies arising in Bral that were only founded a few brief decades ago. Only time will tell if these upstart merchants will survive and flourish in the cut-throat markets of Wildspace.

The houses and companies described below are not an exhaustive listing of the mercantile undertakings of the Rock. They are only a small sampling of some of the more famous names which appear.

The Long Fangs

One of the most notorious mercenary organizations of Wildspace, the Long Fangs are a brotherhood of chaotic and evil warriors who sell their swords to the highest bidder. They are principally interested in looting groundling realms and always ensure that generous looting clauses are included in all of their contracts. In general, only a small cadre of professional warriors is kept on the payroll between contracts; when the Long Fangs are hired, the company men will then assemble a mercenary force from whatever sources are available—including undead.

There are only eight to ten salaried members of the Long Fangs on the Rock, but there are hundreds of veterans and adventurers who have served beneath their black banners. The Long Fangs have little or no discipline or even military justice, though they are well-known, far and wide,

as fierce fighters.

Symbol: Sword over a world.

Sphere: Mercenary contracting.

The Trading Company

A staunchly neutral mercenary organization which provides both soldiers and weapons to various conflicts. The Trading Company, as a matter of ethical policy, only aids one side of a struggle. They maintain a small number of ships, preferring to lease additional vessels as they are needed. The Trading Company keeps a large warehouse on Bral, stockpiling weapons of all descriptions for export to war zones. In addition, a small cadre of trained mercenaries is kept on hand for recruiting and training. If a war were to occur on a world within Bral's crystal sphere, the merchants would start hoarding weapons and hiring ships while the mercenary commanders would begin a massive recruiting drive.

The Senior Agent for the Trading Company in Bral is the half-elf Talosa Baniasan. He prefers to handle the hardware and let the experienced soldiers take care of the recruiting and training.

Symbol: Infinity within a sphere.

Sphere: Mercenary and weapons trade.

The Smith's Coster

The Smith's Coster, one of the largest and most successful companies of Wildspace, owns and operates a fleet of dozens of tradesmen with a few warship escorts. Bral represents one of their largest markets, and there are rumors that the Coster will move its headquarters to the Rock in the near future. For now, between one and five Smith's Coster ships can be found in Bral at any time. Their several warehouses are constantly active.

The Smith's Coster specializes in weapons of all kinds, but particularly in advanced weaponry. They trade iron blades to savage races for valuable furs and crafts, crossbows to bronze cultures, and flintlocks to worlds without firearms. Few

Trading Company Veteran: Int varies; AL varies; AC varies; MV varies; 2d4 level fighter; THAC0 varies; #AT 1; Dmg by weapon; SZ varies; ML 13. May be of any race, most are human.
Veterans: chainmail, halberd, light crossbow. 1 in 4 are specialized with one weapon.

Part Two: A House Divided

people question the morality of introducing killing technology in this fashion.

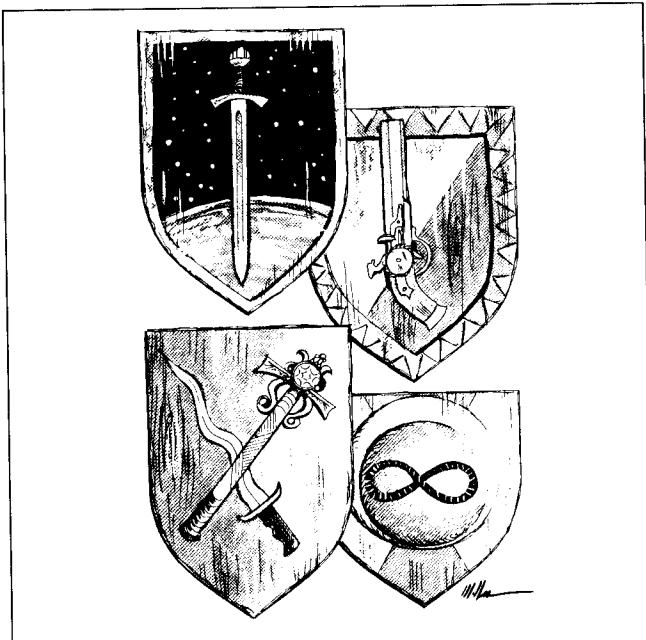
The Coster's Senior Agent on Bral is Niesse Hurnoc. She is a competent leader and has significantly increased the Coster's business on the Rock in recent years.

Symbol: Wheel-lock and shield.

Sphere: Arms trade.

Gaspar's Reclamations

A small company of elite treasure seekers, Gaspar's Reclamations is a relatively young firm specializing in the recovery and sale of magical items. While the company adheres to the highest ethical standards, many of the special agents from whom they purchase do not feel quite so constrained. Many a groundling hero has discovered that his favorite enchanted sword has been sold to a skyfaring merchant. On occasion, Gaspar's Reclamations actually finds itself confronted by the



original owner of some valuable item and then has to compensate the individual for his loss.

The Bralian office of the company is very small, since they set up shop after the archmage Gamalon Idogyr opened his own business. Gaspar's does not fare well in direct competition with Gamalon's Curios, since the mage usually offers to beat Gaspar's best price on similar items. The office itself is managed by Nolan DeVries, a mage in Gaspar's service. Gaspar himself visits Bral on occasion, and in any given month there is a 25% chance that he may stop by.

Symbol: Staff and dagger.

Sphere: Magical items and art treasures.

The Sindiath Line

The Sindiath Line, specializing in the operation of passenger liners, has only recently opened an office in Bral. In some spheres the company runs regular passenger service between large cities, but Bral's sphere is relatively isolated and desolate and the operation of a regular route is not profitable. The Sindiath instead charters small eelships and tradesmen to those passengers willing to pay. On occasion, a whaleship passes through Bral's sphere and runs a long route through some of the more common stops.

The Bralian office owns and operates two tradesmen and two eels fitted out with passenger facilities. At any time, 0 to 3 (d4-1) are chartered out. Under no circumstances will the charter captains ever endanger their vessels.

Symbol: Golden 'S' on white flag.

Sphere: Passengers.

The Chainmen

The Chainmen are human slavers who are, at this time, banned from Bral. However, they do operate clandestinely through the front of the merchant house Eirenfezt. This house masquerades as a silk and spice trader owning several tradesmen and whaleships. The standard procedure for

Trading Company Recruit: Int varies; AL varies; AC varies; MV varies; 50% are 0-level men-at-arms, d4 + 4 hp; 50% are 1st-level fighters, d8 + 4 hp; THAC0 20; #AT 1; Dmg by weapon; SZ varies; ML 10. May be of any race, most are human. Recruits: leather armor, pike or long bow, hand axe.

Part Two: A House Divided

effecting the transfer of slaves and goods is simple: ships of House Eirenfezt sail out to a convenient and secluded meeting place in some dark asteroid belt and rendezvous with the Chainmen merchant ship. The cargoes are exchanged and then the House Eirenfezt ship returns to Bral "after a short mercantile voyage."

The building which houses the Eirenfezt house rests atop a warren of tunnels and slave pits where the Chainmen's goods are bartered and stored. The senior agent for the Chainmen on Bral is Vasgar Eirenfezt, a weathered human working under an assumed name.

Symbol: Shackles.

Sphere: Slave trade.

The Arcane

The Rock of Bral is one of the few places where the Arcane seem to maintain a permanent presence. At least one of the Arcane is on the Rock at any given time, though on rare occasions as many as five or six may cross paths on Bral. They usually lease a warehouse and a fine store site, but some of the Arcane have been known to prefer living at one of the city's better inns.

The Arcane supply rare and valuable spelljamming equipment. In general, they meet with a prospective buyer, agree on a price and take an order. Anywhere from a day to a month or more may pass, and then the buyer will be advised that his purchase has arrived at the warehouse. The Arcane warehouse is extremely well guarded, but on one occasion a skilled burglar broke in only to find it entirely empty. The thief mysteriously vanished, but not before he had a chance to tell his tale to a few people, enhancing the legend.

Symbol: None.

Sphere: Spelljamming equipment.

The Dwarven Boarding Company

One of the finest mercenary companies in all Wildspace is the fabled Dwarven Boarding Com-

pany, a group of warriors-for-hire who specialize in naval combat. The Boarding Company consists of between 80 to 100 of the toughest dwarven veterans to be found anywhere. In game terms consider any given member to be a fighter of levels F2 to F5, with a 50% chance of specialization in battle axe or crossbow. All are equipped with dwarven plate mail, crossbow, shield, and battle axe. Hiring the Company is expensive, but if you need seasoned marines to help protect one or two precious cargoes, these are the dwarves for the job. The Dwarven Boarding Company can be contacted in the Dwarven District.

Symbol: Axe.

Sphere: Dwarven mercenaries.

Valkan's Legion

Valkan's Legion is simply the best mercenary company for hire in Wildspace. They are led by Valkan Riogan, a fierce fighter and a bold and clever commander. The Legion includes approximately 500 fighters of all descriptions and about 20 mages, priests, and rogues, hired on for special functions. Valkan musters five companies: two companies of archers, two companies of heavy cavalry, and a company of artillerists. All Valkan's men are elite mercenaries who are quite aware that they are simply the best in the business. The typical member is a human of level 0-2, but many unusual types have joined as well.

Valkan Riogan has made his fortune and can afford to be choosy about his contracts. When his company is between engagements, he allows his men to stand down with only occasional drills on the Underside. When news comes of a possible assignment, the Legion musters and rents out a couple of warehouses to use as barracks. Naturally, Prince Andru is not happy with the idea of a force of elite, professional fighters on the Rock who are not under his command. Valkan has agreed, however, that in times of trouble, the Legion will muster with the Bralian Regulars as part of the Rock's forces.



Part Two: A House Divided

Symbol: None.

Sphere: Elite mercenaries.

House Kullek

A powerful and wealthy noble merchant house, Kullek has become a major force in the silk, spice, and lumber trades. The House also operates a nearby asteroid farm, importing food to the city daily via whaleship. Morgan Kullek, the leader of the house, is a grim old man who has ruthlessly squashed competitors for years. He employs powerful mercenaries and wizards to pry the weaknesses out of his enemies. He will then exploit those weaknesses to his own maximum benefit.

Symbol: None.

Sphere: Merchants of silks, spices, lumber, and food.

House Zudrik

Mordreggan Zudrik is a scarred dwarven veteran who founded a mining house some 45 years ago. House Zudrik specializes in asteroid mining, seeking out high grade ores with specialized tradesmen and survey equipment, and then operating short-lived mines. The house has grown into a powerful company employing more than 300 dwarves, mercenary guards, and spelljammers. Zudrik operates two survey ships and three whaleships, modified for dwarven use and fitted out as portable mining camps with living quarters, kitchens, and refinement facilities on board. When an asteroid mine is established, the camp is set up and the empty space on the whaleship is converted to bulk ore stowage. Mordreggan himself is considered to be one of the patriarchs of the dwarven community.

Symbol: None.

Sphere: Mining.

House Daxault

Owned by the nobleman Gerard Daxault, House Daxault is one of the largest firms on the Rock. The arch-rivals of House Kullek, they operate six tradesmen, two shrikeships, and two hammer-ships. Gerard is descended from a line of pirate captains who realized that Cozar had a good thing going, and anticipated the future growth of the city by buying up three nearby asteroids for farming purposes. Gerard does not bother to operate these himself, but instead leases them to other merchant houses, preferring to use his vessels in the lumber and commodities trade. Of course, the House collects a tidy income from the companies leasing its asteroids.

Symbol: None.

Sphere: Leasing asteroids for farming, and trading commodities.

Xenotermination, Ltd.

A very unusual company composed of hardened veterans and powerful mages, Xenotermination exists to provide one valuable service—the hunting and elimination of dangerous Wildspace creatures. Most large companies or houses eventually run across a situation where tough native lifeforms are endangering their profit margins. The Xenterminators then negotiate an extremely lucrative contract to go in and eliminate the problem. Xenotermination is led by a tough, dwarven veteran, Uriksedda Ulfand. She is a one-eyed fighter with a whole crew of the most outrageous mercenaries and out-of-work mages this side of Vodonispace. Uriksedda specializes in the rapid removal of stray witchlight marauders.

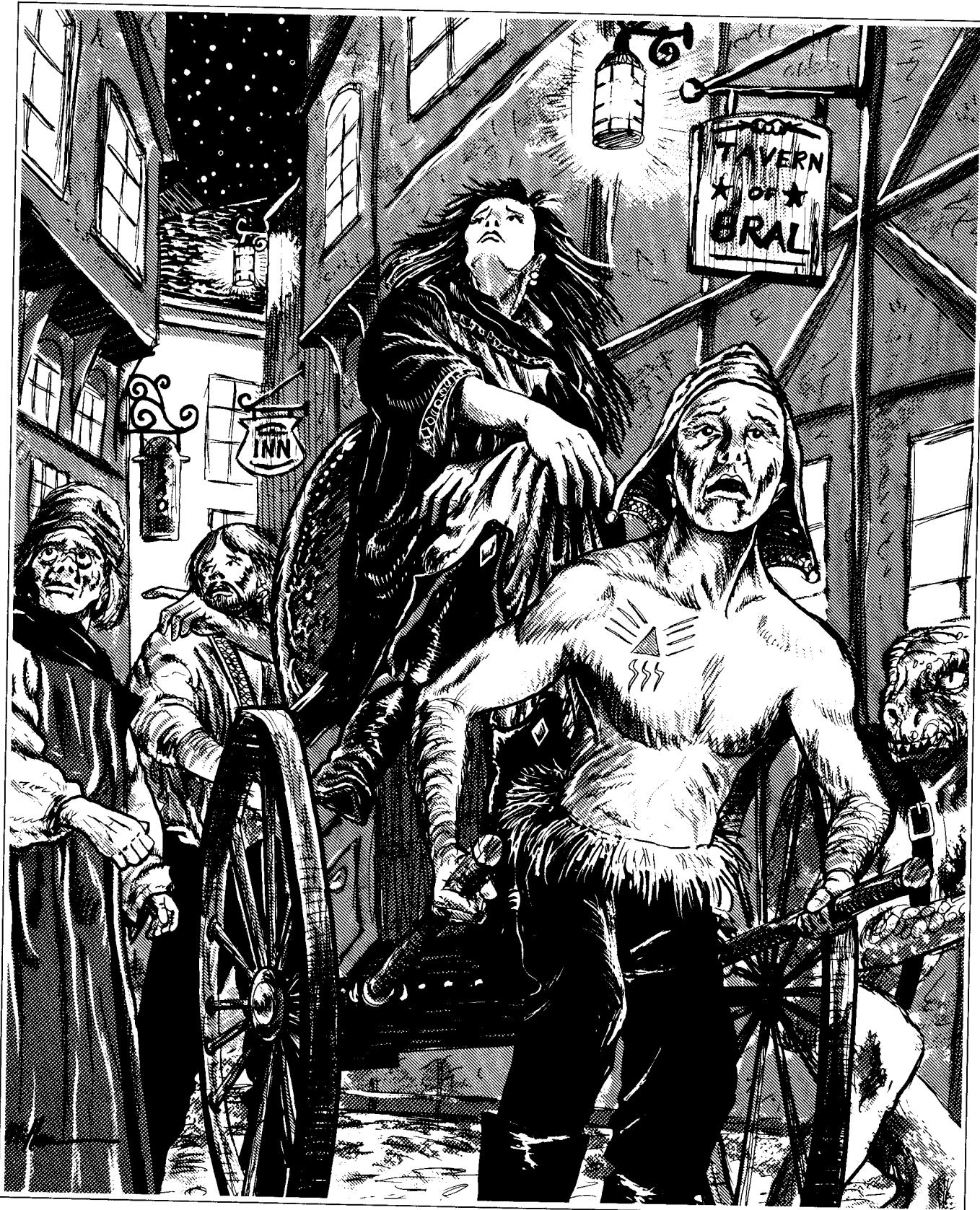
Symbol: None.

Sphere: Eliminating Wildspace creatures.

Typical Xenterminator: Int very; AL CN; AC 3; MV 12; d6 +2 level fighter; THAC0 varies; #AT varies; Dmg by weapon; SZ M;

ML 16. Plate mail, two-handed sword, short sword, light crossbow. Most Xenterminators are specialized in their favored weapon.

Part Three: A City Among the Stars



Part Three: A City Among the Stars

The stars drifted by lazily, turning in their eternal circles as the Rock tumbled through Wildspace. A splendid group of well-dressed rakes and ladies stood at the Trailing Edge, admiring the view. Before them, the powerful springs and weights of the Jettison crouched ready, resembling some fantastic skeleton in the dim light. Many of the elegant ladies held pomanders to their faces against the reek of the garbage.

"Let us have done with this, Juggler!" called one slender man. "The smell of this place offends my lady's delicate nostrils!"

One figure who stood apart from the rest now turned away from the stars to face the others. A small, athletic woman, her features were hidden by the black and white face paint of an entertainer. "Indeed, Raidos, let us have done with it," she said softly. She smiled, and from her billowing sleeves five bright knives appeared. Her eyes flickered from face to face as her hands blurred in a graceful dance, lofting the knives into tiny, perfect, orbits.

"One among you has not been an honest thief," she said quietly. The gathered rogues and rakes grew still, listening. "A most rare treasure has been withheld from us. And I will not tolerate it."

With that, her hands flashed and each knife winked through the air in succession. The gentleman rogue named Raidos cried out and then toppled. One knife had found each arm, each leg, and the last had buried itself in his midriff, just above his belt. The Juggler nodded, and two of the other rogues stepped up and dragged the dying man to the Jettison.

"Remove the knives, please, gentlemen."

Silently each blade was wrenched from the rake's body, cleaned, and returned to her. Raidos groaned. The Juggler returned the daggers to their hidden sheaths and delicately stepped up beside the hulking Jettison. "Dear Raidos," she sighed, "how shall we handle this? If you tell me where you have hid-

den the jewels you thought to secret from me, I shall jettison you with your throat mercifully cut. If not, you shall be jettisoned in your present condition. In that event, you shall be fortunate indeed if you perish from lack of air before the scavvers have you." She smiled sweetly, the expression exaggerated by the clown's paint on her face. "Which shall it be?"

The dying man smiled and insulted her.

The Juggler's face grew hard, and she turned away. One of her men stepped up to the machinery and released it with a flourish. The powerful springs hurled the accumulated garbage, and the dying Raidos, from the Rock. They all applauded politely as his weakly struggling form tumbled from sight.

"How shall we find the gems now?" complained one of the ladies.

"Don't worry, dear Atalia," replied the Juggler. She smiled brightly. "The Rock is only so big. They will turn up."

The Juggler and her men capered off, dancing and laughing.

In the pages that follow, you will see a few brief glimpses of a fascinating and dangerous city. There are many sides to Bral, each one as different from the other as Wildspace is different from the mundane realms of the groundling worlds. From the glittering palace of Andru to the Cuttle Tower of the Shipwrights, the Rock is never still.

Only a few small locations are given here, but you can assume they are typical of Bral. One noble estate is much like another; any tavern can be changed by placing it somewhere else and putting up a new sign. If you have a favorite inn from another campaign, there's room enough on the Rock at one of the locations numbered on the map but not detailed here—those locations are yours to do with as you wish. Feel free to rename any establishment and place it on the map of Bral.

"We don't know why the lizard man was so upset. It was only a little explosion."

—Diniaroc Diadem, captain of the sidewheeler Whizbang Starwonder.

Part Three: A City Among the Stars

Chapter Seven: The High City

Rising above the crowded mayhem of the rest of Bral, the High City is a green, spacious area of marbled palaces and noble villas. To most Bralians it is a realm beyond their own, a place where the average citizen may set foot only a dozen times in a lifetime. There are few actual restrictions that make this so; it would appear that the separation of the elite and the masses is a natural development.

At the highest point topside Andru's palace crowns the Rock. Enclosed behind white walls, the seat of the ruling prince is a rambling building of elegant domes and climbing vines. Few indeed are the commoners whose business takes them into the prince's demesnes.

Traffic in the High City is light, and includes servants of the nobility, hurrying this way or that, on some errand of their lords. Occasionally a lady and an escort of gentleman-rakes may sally forth for a day of shopping in the Greater Market. The streets are watched by small contingents of Royal Guards who maintain a discrete presence in the High City.

Should a party of adventurers wander into the High City, they will be watched by the guards. If they show no signs of going anywhere, the guards will eventually approach them and escort them back to the Middle City. In addition, the High Magistrate's Watch is on call to dispatch troublemakers. This consists of four gentleman swordsmen (levels F3 to F7 in leather armor with rapier and buckler) and a mage of levels W4 to W8. Also note that almost all noble estates are guarded by well-paid mercenaries and the occasional house-mage. Unlike the rest of Bral, trouble is not tolerated in the High City.

The High City is also home to a few of the most expensive restaurants and inns in the entire city. If you have the money, the sign of the Man O' War is one of the finest hostels in any sphere. While you

are staying in the High City, be sure you take in one of the performances of the Royal Theatrical Company.

Places of Interest in the High City

The Royal Enclosure

This is the highest point of Bral, a broad area protected by walls of white granite. The Royal Enclosure refers to the palace of the ruling prince and the Royal Barracks, and anything else that is on the high side of Lake Bral. Persons found wandering in the Royal Enclosure are taken into custody and accused of espionage, burglary, or worse. Should a ship approach this region of the city, the guards manning the towers will open fire without warning. A ship trying to land on the palace grounds from directly overhead is exposed to the concentrated fire of six of the modified heavy ballistae. A ship approaching from the gravity plane must pass within range of at least two bombard emplacements.

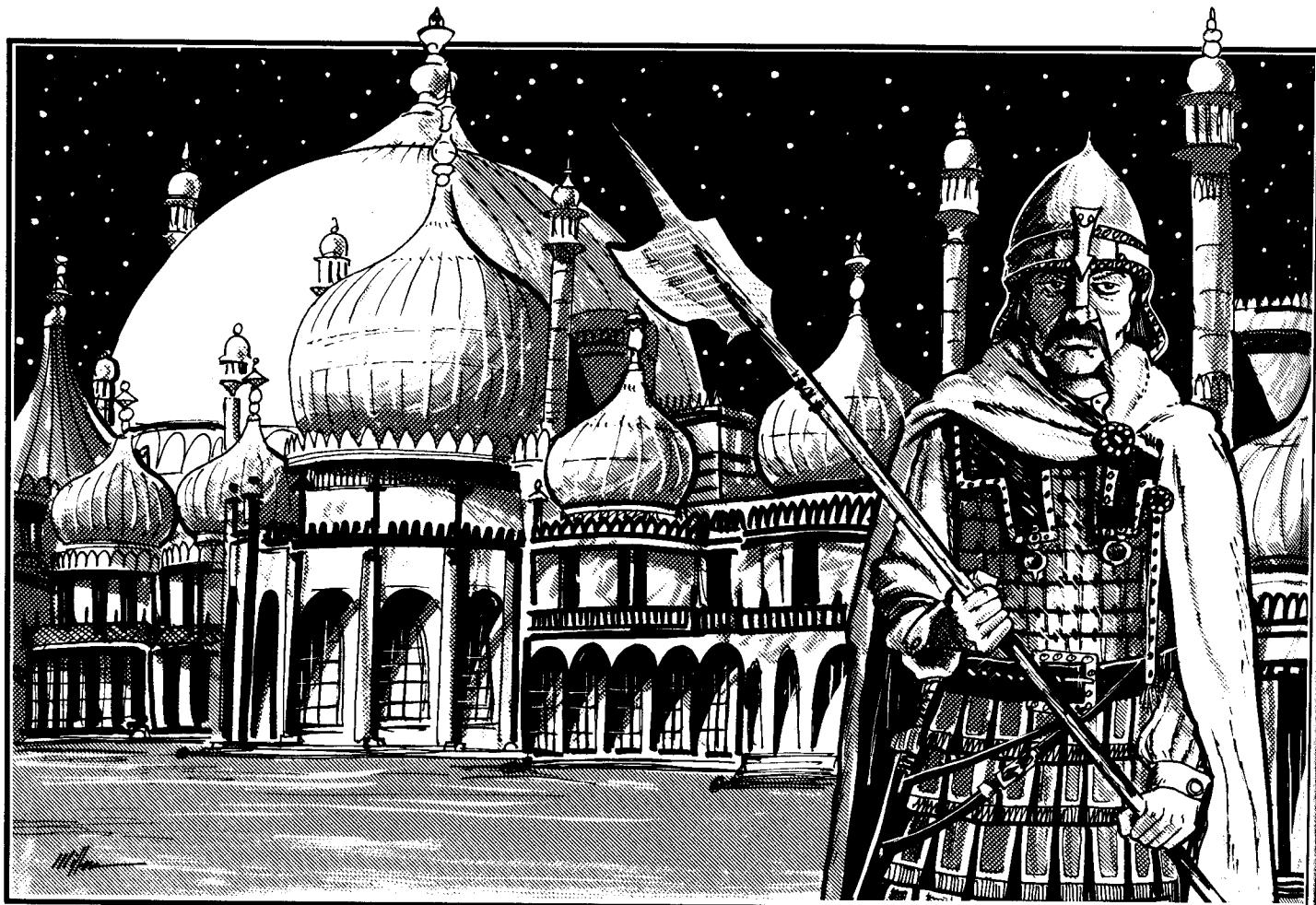
1. The Palace:

Andru's palace crowns the Rock like a white jewel. During Cozar's day, only one wing of the current structure stood. Frun expanded the palace tremendously, adding on the magnificent Grand Dome and the Leading Wing. Starhaven, as the palace is named, is the center of Bralian diplomacy and intrigue.

If someone has business at the palace, they are usually summoned by a courier who presents them with a small golden scepter. This scepter allows passage into the palace, but it must be surrendered at the gate. A few of the nobles and some powerful merchants possess silver scepters, allowing passage into the palace at any time. Silver scepters are not surrendered. Lastly, copper scepters are given to people who arrive at the palace gate with urgent business.

Player characters being player characters, sooner or later they are going to want to storm up to the palace and see the prince. There are a few

Persons found wandering about in the Royal Enclosure are taken into custody and accused of espionage, burglary, or worse. Should a ship approach this region of the city without prior clearance, the guards manning the towers will open fire without warning.



obstacles in their path, however. At the top of the Stonebridge, the adventurers will be halted at the Gatehouse. They will be questioned by the Captain of the Watch, an officer of the Royal Guard. He has a watch of 20 Guardsmen to ward the gate. If the PCs are especially convincing, the Captain of the Watch will send a messenger to the palace Majordomo, who will decide whether or not she wishes to see the visitors.

If the Majordomo sends back word to admit the guests, the party will be escorted to the nearby Palace Gate. Eight more Royal Guards are posted there. Armed persons will be asked to surrender their weapons to the watch. They will then be escorted to the palace and met in the portico by the Majordomo, who will determine exactly who it is the party really needs to talk with. The palace has at least 40 crack guards on duty at all times, and

troublemakers are summarily dealt with in a harsh manner.

The interior of the palace is a marvelous display of wealth and elegance. Antique furniture and rare and valuable works of art are tastefully arranged in every room. The floors are of gold-veined marble or polished teak. There are many windows, all made of glasssteel. Footmen, in impeccable livery, attend all the nonservant chambers of the palace, resplendent in their white, gold-braided waistcoats. Guards in polished armor stand at parade rest, ever vigilant.

All of the chambers of state and the common receiving rooms are on the first floor of the palace. The ceilings are generally 15 to 25' high. Some of the palace towers have more than one floor, but any space above the first floor is generally used for storage or additional servant hous-

Royal Guards: Int Average; AL N; AC 3; MV 12; 50% are 0-level men at arms, d4 +4 hp; 50% are 1st-level fighters, d8 +4 hp; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 15. Plate mail, halberd, long sword, and wheel-lock pistol. 1 in 3 have a +1 to hit or a +1 on AC.

Part Three: A City Among the Stars

ing. Some specific areas of interest include:

A. The Portico. The chief entrance to the palace is through this grand, open porch. Four 30 foot columns support a magnificent overhanging roof, leafed with gold. The center doors are a full 12 feet in height, and emblazoned with the seal of the House Cozar. Four footmen are in constant attendance, and the door is guarded by six Royal Guardsmen. The Majordomo often receives uninvited visitors here.

B. The Great Hall. This stunning chamber is used for balls, soirees, state dinners, and official state audiences. The ceiling is 70 feet above the floor, and arches overhead into the Grand Dome. The crown of the Grand Dome is a 40 foot circular window of glassteel, affording the fortunate a breathtaking view of the stars overhead.

C. Armory. This room is reserved for the use of the Captain of the Watch and those Royal Guards who are on duty. At any given time, two to eight

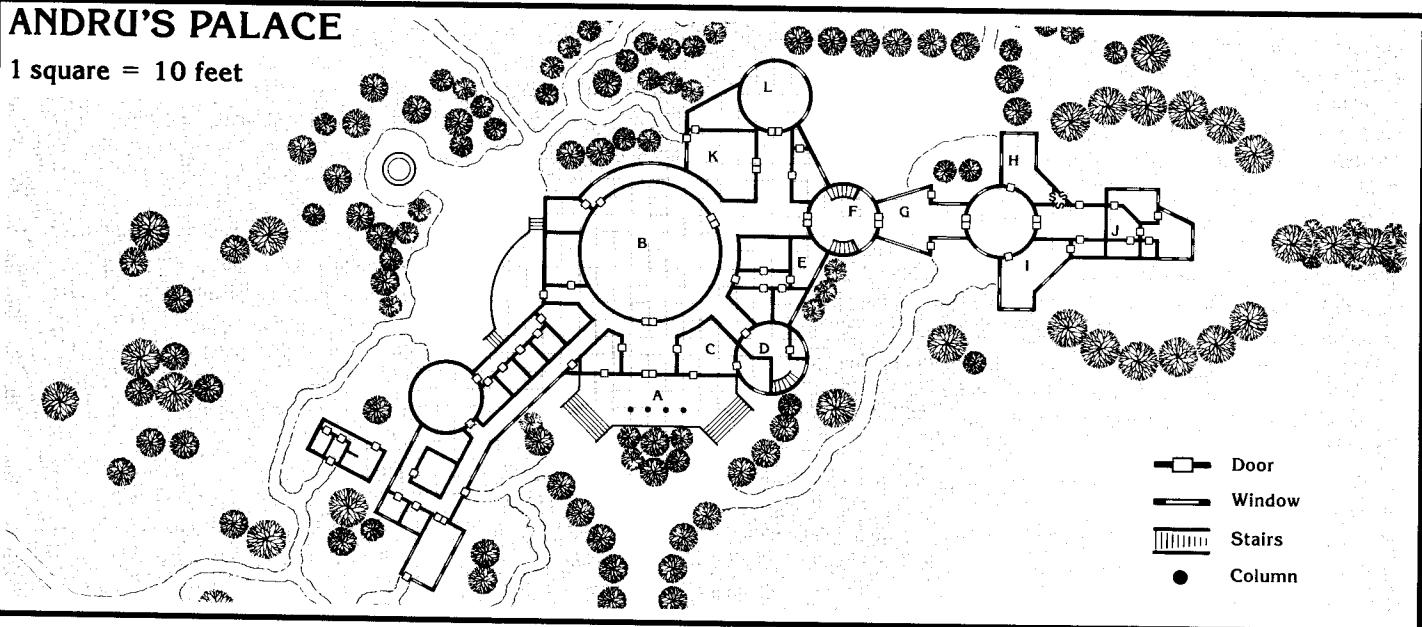
guards are present. The room is furnished in a spartan fashion, but the walls are decorated with suits of field plate and an assortment of heraldic shields and exotic weapons. Most are decorative, but some are quite functional.

D. Majordomo's Tower. This is a three story tower capped by a majestic dome. The lower floor contains the offices of the palace Major Domo, Morika Ashan. A small receiving room and accounting office are included in the floor plan. A flight of stairs leads up to the second story, which includes the quarters of Morika and also the rooms of Tiendor, the half-elven bard. The majestic dome itself contains only empty space which is used for storage.

E. Chambers of the Captain of the Guard. These are the private quarters of Mahaxara Khal, the Captain of the Royal Guard. She prefers to maintain her space in impeccable condition with few creature comforts. Mahaxara should not be confused with the Captain of the Watch, which is an honorary title given to the officer of the Royal

ANDRU'S PALACE

1 square = 10 feet



The Great Hall of the palace is considered the crowning achievement of Prince Frun's architectural career. The majesty of open space and the magnificent glass dome above stuns visitors. It is often illuminated, solely by the light of the stars themselves.

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Guard who is standing duty. Mahaxara is rarely found here, as she usually stays near Andru.

F. The Chamberlain's Tower. This three story tower is similar to the Majordomo's tower. The first two floors are occupied by a high-ceilinged hall with a grand staircase which sweeps up to the upper story. The upper story itself contains the Chamberlain's quarters, as well as those of the Proconsul. The dome holds an elven flitter equipped with a major helm, and is designed to open from the inside. This is Andru's emergency exit from the Rock. A pair of Royal Guards stand at the doors leading into the Chamberlain's tower and the solarium.

G. The Solarium. This room is completely walled with glassteel and filled with tropical plants and exotic blooms. Andru is fond of taking breakfast in the solarium, and often uses the room for informal meetings with his personal staff. The doors leading to the garden are *wizard locked*.

H. The Library. Panelled in rich teak and furnished with comfortable reading chairs and writing desks, this chamber is one of Andru's favorite places. He keeps a large desk and leather chair by a set of high windows opposite the door. The walls are lined with bookshelves. One of these bookshelves contains a hidden trigger that swings a small section aside, allowing access into a small secret passage. Only Andru knows about this passage.

I. The Drawing Room. A comfortable parlor and living area, the drawing room is plushly furnished. It is served by a small attached kitchen, since Andru often dines here. There is an exquisite statue of a nymph in the room, which is actually a stone golem, programmed to obey the prince.

J. The Prince's Quarters. This is a large and exceptionally comfortable suite of rooms used by Andru and Cerena. Very few people are ever admitted here, as Andru prizes his privacy. The

rooms are tastefully decorated and a pair of Royal Guardsmen stand watch just outside the door. The quarters contain a sitting room, two large closets, a bedchamber and a bath. Hidden in a concealed compartment, in the bed's headboard, is a Cubic Gate, Andru's second emergency escape device. The Prince has explored each side and has marked them, so that even in complete darkness he can select the specific gate he wishes to open. The side Andru would prefer to use leads to an island in the Ethereal Plane.

K. The Dining Hall. An airy chamber floored with oak, the dining hall is typically used by the palace staff. Prince Andru prefers to dine in his drawing room or the solarium. On official occasions, when the Great Hall would be too large, state dinners are held here as well. The walls are hung with gorgeous tapestries and proud banners.

L. The Conservatory. This tower is similar to the others in the palace, but has only one floor. The entire interior forms a high aviary, featuring trees and ledges full of birds of paradise and songbirds. A horizontal *wall of force* covers a winding walkway and a sitting room in the tower's center.

Needless to say, there are many other areas of the palace into which an enterprising player character might find his or her way. These are left to the Dungeon Master's imagination.

2. The Royal Docks:

This landing area is reserved for the use of the prince's yacht, a Shrikeship called the *Princess of Bral*. The crew is a crack detachment of the Royal Bralian Navy, and the ship is fitted with all the creature comforts one could possibly imagine. Andru often entertains on board, and an escort of Navy warships stands by to ensure his safety. A small mosquitoship, the *Sunfarer*, is kept here as well and used as a launch for the prince. The *Sunfarer* often carries him to the Underside or to the Docking Edge, or to any of the large ships in orbit.

"Not bad, for a human. We could have built a real palace, of course. Sturdy walls, strong halls underground, none of this light-airy-dome business."

—Arkaddun Stonewer, dwarven engineer and architect.

Part Three: A City Among the Stars

that he may need to visit.

4. The Royal Stables:

Horses are enormously expensive on the Rock, since they require large quantities of food and even larger quantities of space. Both commodities are very precious in an island city. Andru maintains a small stable of 12 horses of outstanding quality. He has two well-appointed carriages that are kept in immaculate condition. The prince often chooses to go by carriage when he enters the city.

5. The Royal Barracks:

Quartering all five companies of the Royal Guard, the barracks is a combination living area, drill field, and parade ground. At any time, one company is standing palace duty, two more are assigned garrison duty, and the remaining companies are off-duty. Many of the Guardsmen have families in the Lower City.

6. The Gatehouse:

A strong and graceful structure of white granite, the Gatehouse controls access to the Royal Enclosure. The gates themselves are never shut, save during times of war. A watch of 20 Royal Guardsmen man the Gatehouse continuously. Every six hours the watch is changed in a ceremonial Changing of the Guard. Visitors are halted here and asked their business.

The gates themselves are constructed of stout, iron-bound, oak.

7. The Stonebridge:

A slender arch of stone spanning Lake Bral, the Stonebridge is a natural formation whose upper surface was levelled and filled to support a roadway to the Royal Enclosure. From the road it is almost 250 feet to the surface of the lake, at this time. Lake Bral is due for refilling soon. When it is full, the drop is only about 150 feet. A small stone parapet lines the roadway.

10. The Man O' War:

One of the finest restaurants and inns of any sphere, the Man O' War affords a spectacular view over Lake Bral. The dining room enforces a strict dress code—arms and armor are definitely forbidden. A typical dinner could run as high as 8 to 12 gp per person. The service is excellent and the food is the finest on the Rock.

The Man O' War also boasts 10 plush suites that cost anywhere from 10 to 30 gp a night. That price includes a bottle of fine wine and breakfast in the morning. An elite guard of highly paid mercenaries ensures the safety of the guests. In fact, the Man O' War is considered safe and elegant enough for the Crown to send visiting diplomats when the palace is full.

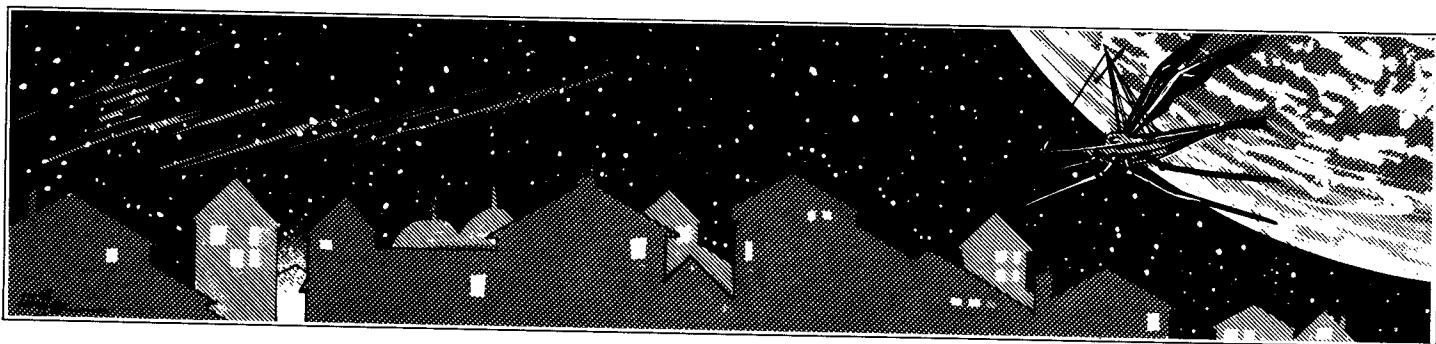
11. The Royal Theatrical Company:

This theater has been in continuous operation for over 60 years. Their lavish productions often feature magical illusions and pyrotechnical special effects. The Company usually runs two productions simultaneously, employing two separate casts. Each cast presents four to five plays during the course of the five month season. The off-season is spent in preparation for the difficult schedule of performances. The Company is run by a half-elven woman named Kiria Evensong; she acts occasionally, but spends most of her time directing and producing. Kiria is in fact the notorious Juggler, but no one knows this.

Currently, the Royal Theatrical Company is presenting *The Fallen*, a tragedy about an elven bard who seduces a human princess; and *Starward Sail*, a musical farce about an inept pirate captain. Seats cost 1 gp each, but they are great shows and well worth the rate.

13. The Noble Council:

This majestic building is one of the principal landmarks of the city. Rising above an open floor that seats nearly 200 people, the great dome, with its pointed steeple, is one of the first things the spacefarer can pick out when approaching the



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Rock. Although the Noble Council has not met in three years, Prince Andru does address the citizens of the city from the podium, on those rare occasions when he speaks directly to the people. The chambers surrounding the council dome are used as the offices for the Bureau of Land Distribution and Management.

14. The High Magistrate:

Another impressive building, the High Magistrate's offices are little used. The High Magistrate is the aging Lord Michel Donobar, a dignified man whose mind is not what it once was. The High Magistrate holds the power of review over the actions of all other Magistrates, and he is also the appeal authority for the city. These days, Lord Michel is content to allow his small and capable staff to attend to all business.

The High Magistrate's building also houses the Magistrate's Watch for the High City. About a dozen gentlemen swordsmen of levels F3 to F7 and four mages ranging from levels W4 to W8 are quartered in the building. It is now fashionable for young nobles to serve for a short time as part of this force.

15. House Kullek:

The largest and grandest of the noble estates, House Kullek rivals the palace of the prince in size and grandeur. Many feel that it is a sad thing that such a lovely home is wasted on a miserly old man like Morgan Kullek. Beautiful stone sculptures adorn the wide lawn, and carefully tended apple trees flank the house.

Kullek rarely receives visitors in his home, preferring to conduct business in his sizable offices in the Middle City. The grounds of his house are patrolled by crack security troops with orders to kill any intruders.

16. The Library of the Spheres:

The headquarters of the Seekers, in this crystal sphere, as well as an impressive collection of books, tomes, scrolls, and manuscripts of all de-

scriptions are in the Library of the Spheres. The city of Bral is too young to have accumulated a library of this size, but the Seekers were forced to move two of their smaller collections to Bral about 30 years ago. These two collections account for the majority of books to be found in the library.

The library is open to any patron and never closes. To become a patron of the library, one need only pay 1 gp per year. Limited check out privileges are granted to patrons, usually three books at a time for no longer than a month. Honored patrons donate 50 gp per year, but gain unlimited check out privileges as well as access to the Special Collection, a room of extremely rare and valuable books.

The Seekers who staff this library are happy to conduct research for patrons. Consider any researcher to be a sage with a general knowledge of any topic, requiring 3d10 days to find the answer to a general question. An additional 2d6 + 3 days are required to answer specific questions, and 2d6 above that for an exacting question. The standard research fee is 50 gp per day. Any researcher has a sage proficiency of 10 + 1d8.

Magical books and scrolls are unavailable at the Library of the Spheres.

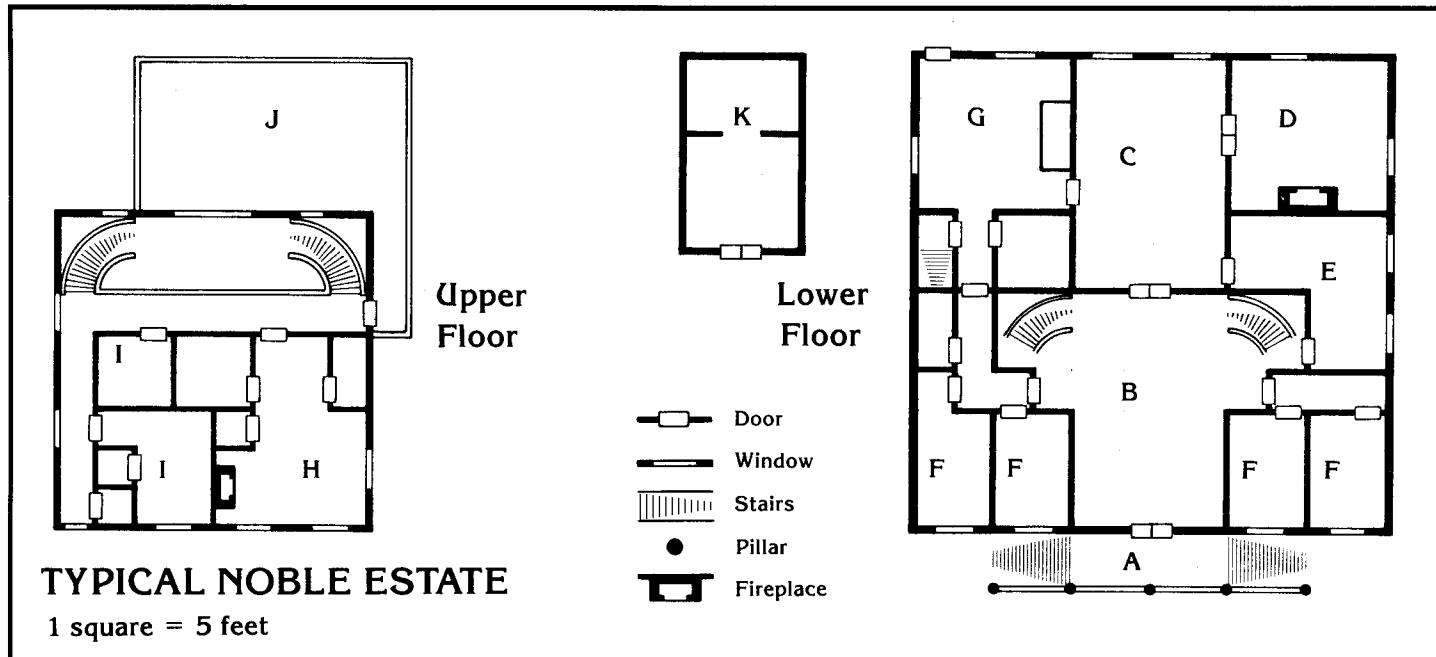
17. The Trailing Jettison:

This area is located at the gravity plane and is reached through a series of tunnels or by a path down the cliffs from Park Street. Out of sight of the noble households above, the jettison is used to discard trash and garbage. The jettison is run by a neo-otyugh who leads a clan of a dozen or more otyughs. They quietly collect the wastes of the High City, sort through the rubbish, and discard the rest. The Jettison is an especially powerful device that easily flings up to 1,000 pounds of garbage 1,000 yards or more. The waste then drifts out along the gravity plane until it leaves the atmospheric envelope. A great number of scavengers constantly circle the drifting rubbish.

The otyughs are known to turn a blind eyestalk

High Magistrate's Watch: Int varies; AL N; AC 6(7); MV 12; fighter of level d4 + 2; THAC0 varies; #AT varies; Dmg by weapon; SZ M; ML 14. Studded leather armor, rapier or sabre, main-gauche or buckler. 50% specialize in weapon or two-weapon fighting style.

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or three to the occasional misuse of their jettison.

19. A Noble Estate:

This is included as an example of the floor plan and staff of a representative noble estate. The DM can use this as a basic layout for any noble's house the players may visit. Although no one person mentioned in this book specifically lives here, feel free to place any nobleman or captain here if, for example, a PC thief decides to break into the home of Valkan Riogan or Lord Diadan Cartan.

A. Portico. Two footmen are usually in attendance here during normal visiting hours. Visitors arriving at odd hours will have to knock for admittance. The footmen will also tend to any mounts or carriages of the guests.

B. The Hall. A tall, airy room, the entry hall features several fine works of art: paintings, tapestries, and statues. At the far end of the hall, a dual staircase sweeps up to the upper floor. On the right, a panelled door beneath the stair leads to the den. Both servants and family pass through often.

C. The Dining Hall. This is a large, comfortable room which can adequately seat up to 40 guests. The large table in the center of the hall may be cleared to make room for a good-sized dancing floor. The nobles usually dine here, using only a few of the place settings at the colossal table.

D. The Parlor. One of the most popular rooms in the manor, the parlor is where the nobles gather to talk, read, or simply to pass the time together.

Noble Estate Guards: Int Average; AL LN; AC 5; MV 12; 0-level man-at-arms, hp d4 + 4; THAC0 varies; #AT 1; Dmg by weapon; SZ M; ML 11. Chain mail, long sword. 50% are fighters of d4 level. Most estates have four to eight guards by day and six to twenty by night. War dogs are commonly used as well.

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This is a cozy, well-lighted room with plush couches and having an intimate feel. A manservant commonly attends the family when they are in the parlor.

E. The Library. Panelled in dark oak, this room is rich with the smell of old books. A small writing desk occupies one corner, and a couple of comfortable reading chairs are near the windows. The master of the house is fond of reading a book while smoking his pipe, and often uses the library for informal visits with his friends and associates.

F. Servants' Quarters. These chambers house the servants who live here. The rooms near the kitchen are shared by four servants each, while those off the den are single rooms. The family's Head of House, or chief servant, occupies one of the singles, and the House Captain, or bodyguard, occupies another. Many of the servants and mercenary guards do not live on the premises but instead work in shifts.

G. The Kitchen. The kitchen is large and well equipped, more than adequate to serve a very impressive table. Having a good chef is a sign of status in the noble community. Adjoining the kitchen are the pantry and a small stairway leading down to the cellar. The cellar contains an excellent wine vault and also doubles as a shelter during times of crisis. The servants usually take their meals in the kitchen.

H. The Master's Chambers. This roomy suite is the bedchamber of the noble and his or her spouse and few people are admitted here except the immediate family. When the master of the house is in his chambers, a manservant waits at the door, ready to respond to any call.

I. Children's or Guest Rooms. Small but comfortable, these chambers are kept in good condition.

J. The Veranda. A small rooftop garden is a com-

mon feature of many noble households. Some nobles prefer to do their entertaining on the veranda.

K. The Stables. Only a few Bralian manors have stables, since horses are very rare on Bral. Those estates with stables usually have no more than one or two stalls and a like number of rather pampered horses. Owning a horse is a display of considerable wealth, since an average riding horse can cost as much as 400 gp on the Rock.

This estate would probably belong to a noble family without a great deal of wealth, or to a successful merchant. Approximately 10 to 12 servants would be employed by the family, and a small guard of between two and six mercenaries would keep an eye on the grounds. Larger estate owners require increased numbers of retainers and guards in order to maintain their households.

24. House Calar:

This comfortable villa occupies one of the finest pieces of land on Bral, commanding a marvelous view of the Trailing Edge. Princess Ellana Cozar, the widow of Prince Calar, lives here with her son, Prince Aric. They maintain a small, subdued household and receive few visitors. Princess Ellana is supported at the expense of the crown.

25. Hastain's Palace:

A magnificent, rambling villa, the palace of Hastain the reigar is a constant hive of activity. The grounds are haunted by the most outrageous entertainers and artists imaginable. Many poets and painters of dubious skill and shocking subject material, find a patron in Hastain. His wealth appears inexhaustible, despite the virtual horde of sycophants who cling to him. Hastain tolerates their antics with an amused smile, but rarely joins in. The latest fad consists of painting weird designs on one's body and leaping into Lake Bral with the greatest possible flair. Needless to say, some severe injuries have resulted from the practice of this new 'art form'.

Horses and carriages are emblems of tremendous wealth on the Rock. Only the wealthiest of nobles can afford to maintain a stable. People of high breeding often travel by rickshaw, a wheeled bench drawn by a sturdy footman.

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Chapter Eight: The Middle City

Encompassing crowded market streets and quiet neighborhoods of well-kept townhouses, the Middle City is an area whose borders are defined differently by each Bralian. Most people agree that the old wall separating the High City is a good trailing edge boundary for the Middle City, but on the leading edge, no one can say where exactly the Low City stops and the Middle City begins.

The financial and mercantile center of Bral, the Middle City is also home to thousands of Bralians who can afford to move away from the Low City but do not belong in the elite High City. It is more quiet and orderly than the Low City; street brawls are relatively rare here, the taverns are more expensive but somewhat safer, and the shopkeepers and craftsmen are more honest. Despite this, the Middle City is still Bral; anything can happen.

Adventurers wandering through the Middle City will find their progress unimpeded. The streets are crowded but are not choked with masses of people as they are in the Low City. Street peddlers and con men are not found in great numbers here, and the Magistrate's Watch is rarely seen. There are some regions of the city where adventurers are unwelcome, however. The residential blocks trailing the Festival Grounds do not care for bands of ruffians menacing their streets, and often will summon the Magistrate's Watch to remove intruders.

Places of Interest in the Middle City

There are far too many unique shops, taverns, and personalities in the Middle City to give even a brief description of each. The map marks over 50 named locations; these are given for the use of the DM, to ignore or flesh out as he sees fit. A few of the more interesting locations are described in the following pages.

30. The Elven Forest:

Perhaps the most beautiful place on the Rock is the elven district, commonly called the Forest. As the elven center of Bral, the Forest is a mystical grove of birch, laurel, ash and oak. Many of the trees are several hundred years old, which seems to contradict the known history of the Rock. There is a strange, silvery shadow beneath the eaves of the wood that seems to wall off the elven district as surely as any fence of iron.

Few elves actually live in the Forest. Several dozen adventurous or mercantile types maintain fine townhouses in the city, but no visitor to the Forest has ever seen a dwelling inside the silver wood. Most Bralians assume that perhaps two or three dozen elves sleep and eat under the trees' cloaking shadow, and the rest just drift in and out.

In actuality, the Forest conceals a stronghold built deep into the Rock. Elegant panelled hallways and high, lamplit chambers wind deeply into the asteroid's heart. Over 300 elves of the Imperial Navy live and work here, garrisoning the Rock as an outpost of the Armada. Very few non-elves have been here, and none without blindfolds. Less than a dozen humans in Bral suspect that there is more to the Forest than meets the eye.

Elves in shining mail stand guard at the various entrances to the Forest, discouraging the curious from wandering into the elven retreat.

31. Holstoi and Gavich, Barristers:

This is the oldest and most prestigious of Bral's companies of the bar. Holstoi and Gavich themselves passed away many years ago, but Maynard Holstoi still operates his father's firm. They do not represent criminals before the magistrates, but instead specialize in mercantile and admiralty law. Companies requiring binding contracts or advice on salvage rights often consult the firm, at the rate of 100 gp per hour.

A *geas* spell is often used in conjunction with contracts of great importance. A contract written



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in this manner would cost 300 to 1800 gp, plus the cost for the spell. Note that people signing a party of adventurers on for some task (like recovering an item for Gaspar's Reclamations) might consider this step to be a wise precaution.

33. Aldaric Blackstaff:

Currently the Secretary to the Fireball Alliance, Aldaric lives in a comfortable brownstone townhouse on Park Street. His large and spacious home is provided gratis by the Crown in return for his service as a member of the Alliance. Aldaric's home is mentioned here because it is typical of the homes allowed powerful mages in return for joining the Alliance. Aldaric himself is a cheerful fellow who enjoys company.

34. The Arena of Frun:

An impressive stadium of the same white granite used in the palace, the Arena seats 500 people comfortably. The facility is rarely used, but once a year a set of races, jumping contests, and mock gladiatorial combats takes place and usually attracts some interest. Most of the more blood-thirsty citizens of the city prefer to patronize the illegal pit fights of the Low City. The Arena is occasionally used by duelists as a neutral ground for the resolution of differences.

36. The Raised Cup:

One of the many taverns and small inns of the Middle City, the Raised Cup is a battered old hole that belongs in the dirty surrounds of the Docking Edge. Although humble in appearance, the Raised Cup caters to a special group of patrons—the Pragmatic Order of Thought. The Order has long used the Raised Cup as a secret safe house and as a meeting place. The Raised Cup offers excellent food and drink at good prices, belying its ramshackle exterior.

37. The Edge:

One of the largest and busiest taverns of Bral is the Edge, an establishment catering to starfarers. It is considered fashionable for the elite to gather here, as the Edge is known for its dangerous and colorful clientele. Some rogues, con men, and professional duelists earn their living from this wealthy crowd. The proprietor maintains a quiet force of six talented bouncers.

40. Elmandar's Starcharts:

The half-elven mage Elmandar is Bral's most famous astronomer. He retired from adventuring some years ago and took up surveying and charting as a career. The demand for accurate starcharts is great, and Elmandar employs a small staff of cartographers and navigators who regularly take passage on tradesmen to log changes to charts in service. Elmandar's charts sell for 300 to 800 gp each, but they are guaranteed to be as accurate as possible. In addition, the owner of an Elmandar chart can bring it back anytime for an update at no extra charge.

41. Valkan's Legion:

These buildings are the barracks, offices, stables, and armories of the mercenary company known as Valkan's Legion. Most of the legionnaires live elsewhere in the city when the company is between contracts. When the legion takes a job, they move into the barracks and begin rigorous recruiting and training programs. To hire the entire legion of five companies plus priestly and magical support would cost about 60,000 gp per month, plus transport and upkeep. High risk ventures can drastically increase the cost of employing them.

43. Dal's Locks and Keys:

The only lock and keysmith in Bral, the gnome Dal (short for Daliddin Nimblefist) is an incredibly well-organized and foresighted businessman, for

The Arena is rarely opened to the public. Once a year, on Charter Day, a series of games and races are held for the public in celebration. Private theatrical or musical companies will occasionally rent the Arena to present lavish productions; ventures of some financial risk.

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a gnome. She sells three varieties of locks: the standard, actually crafted by her apprentices (good lock, no modifier, 30 gp); the superior, made by herself (excellent lock, -20% to pick, 60 gp); and the special, a large and diabolically complex lock (superior lock, -40% to pick, 240 gp). Dal also sells picks and many special thieving supplies such as pitons, spring daggers, and other nifty devices.

Dal keeps a unique lock in her store with a standing 20 gp reward to the thief who can pick it. The lock is a masterful piece with a -60% modifier to pick.

45. Gaspar's Reclamations:

A shop stocking magical items and other rare and unusual treasures, Gaspar's Reclamations occupies a fine position at the intersection of Grand Street and the Great Market. There is a 30% chance that any given magical item of 2,000 or less xp value is available for sale. The price is usually two to twelve times the xp value. There is a 5% chance that a magical item of 3,500 or less xp value is present and these are sold for five to twenty times their xp value. As a rule, five to twenty potions are available at any time, priced at twice their xp value. Anything else may or may not be in stock.

DM's Note: Offering magical items for sale is a fine way to rapidly upset the balance of a campaign. If the players decide to go shopping at Gaspar's, make sure that you come up with a small and very expensive inventory of items of low to moderate power. Take a look at the items a player really needs or wants and keep them out of their hands until the character earns them. Scale the prices so that even a wealthy player character has to make some serious decisions when he tries to buy a magical item.

46. Frada's Provisioning:

Owned by the renowned dwarf Frada Ironhead,

this company specializes in the outfitting of ships with supplies of all descriptions. Frada's Provisioning also acts as a large neighborhood grocery as well. Prospective starfarers are well advised to stop here before sailing. The store carries nonperishables such as salted meats, dried fruit and grains, hard tack, flour, sugar, and spices as well as necessities like barrels, sacks, trunks, some clothing, rope, nets, and tools.

A good rule of thumb when outfitting a ship for a long voyage is to allow 500 gp per 10 crewman for eight months. This may sound high, but it includes extra rope, sewing needles, hand tools, spare canvas and leather, and any of a number of other items that ships require in space. These stores would take about one ton per 10 crew members. Bare minimum stores can be purchased at half-price, but no extra materials or tools of any kind will be carried.

47. Red Mask Guildhouse:

Fronted by a small tavern, the guildhouse for the Red Mask thieves is a series of linked cellars beneath the streets. Many patrons of the ale house above do not even suspect the establishment's true purpose—concealing the movements of the Red Masks. The guild has managed to keep the location of their guildhouse a secret from most observers, but nothing in Bral can remain secret for long—already the Watchers and the Juggler's Men suspect the tavern.

The Red Mask is a young and violent guild fighting to carve a territory for itself. They are currently warring with the Juggler's Men and are taking extra steps to ensure the safety of their guildhall. Patrons of the ale house will not be disturbed, but if someone were to go poking around in the back...

Hanging in front of the tavern is the sign of the Red Bull.

49. Morweg's Arms and Armor:

Starcharts typically map one Crystal Sphere, indicating the location of the major bodies inside and landmarks on the inner surface of the sphere, such as stars or constellations.

Large scale charts often detail an asteroid cluster or the moons of a giant air-world.

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One of the finest weaponsmiths of the city, Morweg is a short but powerful man of about 60 years. He specializes as a gunsmith and offers a wide range of firearms. In addition, he employs several bladesmiths and armorers who turn out sabres, rapiers, daggers, main-gauches, broadswords, cutlasses, bucklers, and mail of outstanding quality. Morweg's prices are reasonable for Bral, which means that they are only 10-40% above the listed weapons prices in the *Player's Handbook*.

50. Juggler's Men Guildhouse:

Hidden by the facade of a small backstreet playhouse, the guild of thieves known as the Juggler's Men actually doubles as an acting company and puts on bawdy comedies here to maintain their disguise. It is so successful that no one has ever discovered the location of their guildhouse, let alone the identities of the actors and performers who comprise its membership. The Juggler's Men prefer to earn their living from the wealthy, but they have been known to brutally murder any person who comes too close to fingering them.

It is entirely possible that an enthusiast of the theater might patronize this company for years and never suspect that they were anything else except an assortment of raggle-taggle actors, clowns, and acrobats.

52. Balic's Blades:

Old Balic is one of the greatest artists to ever set foot on Bral. As a young and talented swordsmith, he left his world behind to take his trade into the stars. Settling in Bral, he set up shop and began turning out some of the finest swords the pirate haven had ever seen. Balic forges weapons of quality about once every two to three months, yielding a +1 to hit or a +1 on damage. These blades are priced at 20 times normal value. Balic's sons and apprentices turn out a fine selection of standard weapons, priced at normal value +10%.

Balic has occasionally worked with odd materials such as crystal, silver, mithril, and adamantite. If provided with the materials, he will forge a weapon for 500 gp plus 30 gp per day of forging time.

54. The Great Market:

A chaotic area of small vendors, open air street performers, beggars, orators, merchants and buyers of all descriptions, the Great Market is perhaps the most vital and exciting place in the city of Bral. No other place carries the same broad shouldered love-of-life and gold nor conveys the Rock's mercantile spirit in quite the same way. The Great Market attracts the curious and the greedy of dozens of spheres and it is said that anything can be bought, or sold, in the Great Market of Bral.

In the stalls and alleyways of the Great Market, you can find armorers, astrologers, bakers, barbers, barristers, beggars, blacksmiths, bookbinders, brewers, butchers, carpenters, carters, cartographers, chandlers, clerks, clockmakers, cobblers, cutlers, dyers, embroiderers, fullers, furriers, gilders, girdlers, glassblowers, glaziers, grocers, haberdashers, horners, hosiers, joiners, limners, mercers, painters, pipers, porters, scribes, tailors, tanners, tinkers, and weavers of every description. Several hundred people constantly throng the square during business hours. Pickpockets and beggars are a recognized hazard of the Great Market.

In general, any item the players care to buy or sell can probably be moved somewhere in the Great Market. If the PCs are buying, they can find everyday items at 70-120% of listed cost (d6+6). Rare or unusual items or services can cost 100-150% normal (d6+9). If they are selling, there is a 75% chance that they will find a buyer willing to take their goods off their hands for 60-110% of its real value (d6+5).

One of the unusual characters of the Great Market is Ren the Wretched, a hideous old beggar

Stores for starjammers include spare tools, rope, sail material, metal joiners, water, fresh fruits and vegetables (rapidly consumed), and nonperishables such as salted meats, potatoes, and onions. One ton of stores costs 500 gp and will last 10 crewmen eight months.

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despised and reviled by all. If the players can tolerate his whining and wheedling, they will discover that Ren is an excellent guide to the market. He can direct the players to any particular merchant or service in half the time it would take otherwise.

55. House Moune:

A relatively average example of a Bralian merchant house, the Mounes are a wealthy and powerful company on the rise. Founded by the retired adventurer Tarilia Moune, the company appears stable and strong enough to survive for several

generations. House Moune derives a large portion of its profits from the import of foodstuffs, operating two farming asteroids. The steady flow of capital, generated by this safe and lucrative trade, has allowed Tarilia to purchase a couple of fast packers for exotic trade.

This is a fairly typical merchant establishment in Bral, and can be used any time the players need to know the exact layout of a trading emporium or mercantile house. Tarilia herself does not live on the premises, but instead maintains a fine townhouse along Park Street.



The Great Market attracts the curious and the greedy of dozens of spheres; it is said that anything can be bought, or sold, in the Great Market of Bral.

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A. The Floor. This is the heart of the house; the retail floor where goods are displayed and sold. About half of the floor is used for the display of agricultural products, which are usually purchased by grocers, bakers, tanners, and cobblers. Few people buy their food directly from House Moune. The rest of the area is used to display other wares, which range from cords of lumber to lime for use in mortar, to casks of groundling ales. On rare occasions, House Moune deals in exotica like pets, fine rugs, or artwork.

B. The Stockroom. A room filled with crates, boxes, and barrels of all descriptions, the stockroom is used to ready goods for display and to hold material that will be shown later. A large iron trap door slides aside to reveal a cold cellar, which Tariolia has had enchanted to remain permanently iced. Perishables are kept in this frigid cellar.

C. The Storeroom. Unusual goods are kept here under lock and key. The storeroom is sometimes used to contain the overflow from the stockroom.

D. Guardchamber. Also used as a meeting room to discuss bulk deals and terms, this room is usually occupied by four watchmen during off-hours. The watchmen are supposed to patrol the building by twos, constantly.

E. Storeroom. Currently, this storeroom is filled with mahogany and oak for sale to carpenters and cabinet makers. Wood is rare and expensive on Bral.

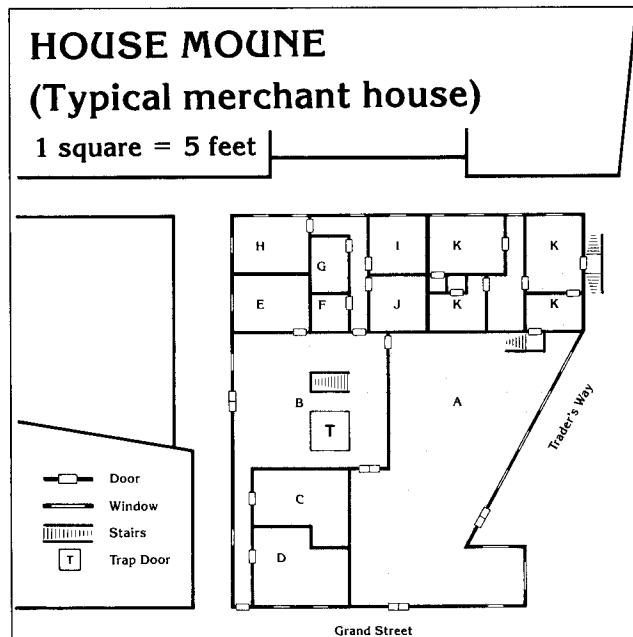
F. Supply Room. This is a space used for the storage of any cleaning materials or miscellaneous supplies required to run the house.

G. Accounting Office. Most large companies hire professional clerks to keep accounts. This small office contains a large floor-vault for a safe, well

protected with locks, traps, and magical wards. The office contains the ledgers for accounts receivable and accounts payable, and also acts as the pay office for employees of the House Moune.

H. Owner's Office. Tarilia keeps a large, comfortable office here, complete with an immense mahogany desk and a small wine cabinet. She often discusses the business of the house here with her lieutenants or with important clients.

I. Shipping Office. This room is dedicated to the control of the shipping assets of the house. All 11 vessels, operating under the flag of House Moune, are scheduled months in advance in order to avoid trip duplication or conflicts with other houses.



Watchmen: Int Average; AL N; AC 8; MV 12; 0-level human, d6 hp; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 7. Leather armor, club or short sword. Usually patrol in pairs.

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J. Storeroom. This room is currently full of crates containing oiled crossbows. Tarilia rarely engages in the arms trade, but she took the crossbows in payment for a shipment she delivered, and now she is trying to figure out how to move the merchandise profitably.

K. Senior Agent's Quarters. A separate building adjoining the rest of the House, this small townhouse is a comfortable home for the senior agent of the house. He is expected to live here, mostly to keep an eye on the warehouse and the workers.

Many of the larger trading houses are comparable to House Moune in general layout and staffing. About 15 purchasing agents, sales agents, stockboys, and accountants run this house. Heavy cargoes such as loads of lumber often require the hire of temporary extra hands from the Longshoremen's Guild.

Smaller houses and shops often combine the store and the living areas of the family in the same site. Many of Bral's buildings are constructed in this manner.

56. Dredar's Mail and Arms:

Dredar is a human merchant who does not make his own weaponry, but instead purchases arms and transports them here for sale. Dredar exacts a tidy profit on this, so any item in his store costs 20% more than the listed cost in the *Player's Handbook*. However, his selection is unbeatable. He carries every standard weapon, as well as the occasional exotic item, such as a magical shield or a sword with a silver blade. A small staff of well-paid armorers and leather workers are maintained on the premises for fitting and tailoring.

Noble fighters may be disappointed to learn that the heaviest armor commonly available in Wildspace is plate mail. Full or field plate is quite rare.

57. The Royal Exchequer:

Rising above the intersection of Grand Street and Sailmaker Street, this impressive building dominates the street. The Royal Exchequer exists to regulate the currency used in Bral. Many coinages, and most paper currencies, are simply not honored by the merchants of Bral. Visitors holding any of these currencies are left with the option of bartering goods without money, or of exchanging their money for coinage more acceptable to the merchants of Bral.

The exchequer changes currency for a fee of 5% on the coinage exchanged. You may be surprised to learn that Bral has never bothered to mint its own currency, as the crown finds it more profitable to keep its monopoly on the exchequer.

58. The Middle Magistrate:

A small complex of connected buildings between Trader's Way and the Great Market, the offices of the Middle Magistrate are hardly as impressive as the High Magistrate's building. However, they are far more active. The Middle Magistrate's Watch patrols the streets sporadically, but they are frequently summoned to apprehend a criminal or intercede in a dispute.

The Magistrate's Watch in the Middle City consists of about 20 well-armed guardsmen of level-0 to F3 (d4-1), with chainmail, long swords, and light crossbows. Several mages are available to assist in the apprehension of dangerous criminals; they usually range from about levels F3 to F8 (d6+2.) The Middle Magistrate herself is Lady Terissa Ketal, a hard and bitter human of 50 with a reputation as a "jettisoning judge."

The buildings here include a courtroom, a watch barracks and office, and a small jail of six cells to hold dangerous criminals until they can be removed to a safer area.

59. Gamalon's Curios:

One of the most famous small merchants of



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Bral is the archmage Gamalon Idogyr, a famed traveller and scholar. He collects and sells unusual magical items, favoring any item that assists the space traveller or the spelljammer. His store is usually well stocked with such items as *rings of warmth, free action, jumping, or feather fall; wands of flame extinguishing or illumination; necklaces of adaption; boots of levitation; decanters of endless water; Murlynd's spoons*; and other mystic devices. There is a base 30% chance that any one of the above items is available, but exceptionally rare pieces may be reduced to 10%. The price is usually three to eight times the xp value listed in the *Dungeon Master's Guide*.

Gamalon is unusual in that the Arcane often deal with him and have taught him some of their spelljamming dweomorcraft. There are several rare items which only Gamalon offers, such as *sails of maneuverability, rings of enhancement, or boots of starstriding*. The DM is encouraged to develop these items if he wishes, or to keep them out of the players' hands if he feels they are not strictly necessary.

Gamalon's home with its broad courtyard and several buildings, is behind his shop. He is a noble by virtue of land ownership, since he purchased the grounds of his home from the crown some years ago. Gamalon generally does not welcome visitors into his home, but he does enjoy a good story and the company of steady customers in his curio shop.

60. The Smith's Coster:

A dignified brownstone building bearing the sign of the wheel-lock and shield, these are the offices of the Smith's Coster. There are no retail facilities here per se; the company deals entirely in mass quantities and sells directly to distributors in their various markets. However, if the players ever need to equip an army rapidly, this is the place to go.

The interior of the building features several spa-

cious conference areas suitable for discussing terms with buyers or sellers. No arms or armor are actually kept on the premises, since the company rents large warehouses on the Docking Edge for storage.

61. The Bralian Mercer:

The largest and finest of Bral's clothing stores, the Mercer buys and sells bolts of any kind of fabric as well as finished clothing. The variety of styles and tastes on the Rock is staggering; virtually any garment listed in the *Player's Handbook* is available here, with a mark up of 10-30%.

Interestingly enough, most native Bralians prefer subdued, conservative, clothing to set them apart from the garish costumes of the sailors and mercenaries who throng their city. A well-dressed craftsman will usually be found with cotton breeches and a long sleeved tunic of cotton or wool that hangs to mid-thigh. Merchants and tradesmen often wear tabards over their tunics, emblazoned with the emblems of their company.

62. The White Galleon:

This quiet inn and tavern is located off the major streets, between Armada Street and Man O' War Street. The exterior is rather nondescript, but inside you will find a roomy, comfortable hostelry with fine service and good rates. The White Galleon is especially noteworthy because it is the home of Daargaz the Arcane. The Arcane has rented the top suite of rooms for six months now, and shows no sign of moving soon. Players actively looking for an Arcane in Bral will eventually end up at The White Galleon.

Daargaz has hired a small squad of very capable bodyguards, and several clerks and messengers. The entire upper floor of the White Galleon has been absorbed by his operation. The tavern owner, a halfling named Bardilac, is quite happy with the situation: Daargaz pays him a small consideration every week for the time and the trouble of

Middle Magistrate's Watch: Int average; AL N; AC 5; MV 12; human fighter of d4-1 level; THAC0 varies; #AT 1; Dmg by weapon; SZ M; ML 11. Chainmail, long sword, light crossbow.

Encountered in groups of four to twelve.

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hosting the Arcane, and the merchants and adventurers seeking Arcane aid usually buy a round or two in the tavern.

63. Town Apothecary:

A strange old store buried in the back alleys, the Town Apothecary appears at first glance to be abandoned. It is open for business at odd intervals and features a bizarre selection of spell components, musty old tomes, various roots and herbs, and potions and elixirs of all kinds. The proprietor is an aged woman known only as Mother Greda. Her eyesight is poor, but she possesses an uncanny sense of intuition and a flawless memory.

There is a 50% chance that she has any root, plant, or herb required for a spell or potion in stock. Other substances, such as mineral powders or rare animal parts, have only a 20% chance of availability. At any time, Mother Greda has 1-6 random potions for sale. Unfortunately, her potions work only 75% of the time.

65. The Donjon:

The strongest point Topside, the Donjon is a walled keep that dominates the Middle City. Surrounded by a 25-foot-high curtain wall and four 50-foot towers, the central keep is a powerful, yet graceful, building. The Donjon's central tower soars nearly 110 feet above the streets below.

A battalion of the Regular Army garrisons the Donjon, comprising five companies of 60 men each. Only two companies are here at any time, though. One of the companies is split into garrisons of the ballista towers and patrols of the city, while the other two companies are off duty. The Lord Donjon commands the garrison and is the second ranking officer in the Bralian armies.

The Donjon serves another purpose besides simple protection: it is also Bral's prison. Most people convicted on the Rock are sent Underside for hard labor in the slave-tended fields. Those who are too dangerous, or who personally run

afoul of the Prince, end up here. The central keep sits above a complex underground prison four levels deep. Over 300 cells are available, although most are unoccupied. There are rumors of a magical tunnel leading to a cellar of Andru's palace from a secret room in the Donjon's prisons, and it is said that there are special prisoners here who are regularly visited by Andru. The wilder rumors claim that Prince Calar is not dead, but is instead being held in a special room in the Donjon.

Mounted on each of the Donjon's four towers is one of the modified ballistae used in the ballista towers. In addition, six modified medium catapults are located in sheltered turrets around the walls of the central keep. Each catapult is made of steel, and enchanted to a +2 value.

66. The Council of Captains:

Another of Frun's architectural achievements, the Council of Captains contains a large hexagonal council chamber and two grand wings. The wings contain the offices of the Bureau of Customs and the Bureau of Trade. The Council of Captains meets once a month, but most members prefer to send their votes by proxy.

The offices of the Secretary to the Council of Captains are here as well. The Secretary herself, Bianca Micharle, is often found in her office. She is the head of both Bureaus, under the Council, and she has recently attracted a lot of attention by arming her customs agents and instituting a crackdown on smuggling.

68. The Planar Church of Olympus:

Dedicated to all powers inhabiting the plane of chaotic good, the Planar Church of Olympus is one of the most powerful and popular of the planar churches. The Church venerates almost all deities of the Greek pantheon, most elvish deities, and a few of the other Olympian powers. Because of this, priests of the Church are in contact with their deities in almost any crystal sphere.

Medium Catapult +2: Cost 14,000 gp; Range 4 hexes; Damage 3d10+2 hit points or 2d2+2 hull points; Crew 3; Rate of Fire 1/2; THAC0 15 (counting enchantment); Critical hit on 19 or 20.

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The Bralian sect is on the small side, since the city only recently turned away from rampant piracy and lawlessness. The Planar Church is gaining popularity rapidly; just about anyone can find something about Olympus worthy of worship. One of the few truly benevolent organizations of the city, the priests of Olympus spend a lot of time and energy tending to the poor and the common folk of Bral.

Any character with a patron deity inhabiting Olympus can expect to receive a reasonable amount of aid from the Planar Church. Note that, while planar priests have few problems with priests of individual powers, a priest who worships only one of the powers of Olympus would have a hard time accepting the worship of the entire plane and would not be inclined to turn to the Church for aid.

69. Planar Church of the Seven Heavens:

Venerating all deities who make their home on the plane of lawful good, the Church of the Seven Heavens is a newcomer to the city of Bral. It is similar to the Planar Church of Olympus in the scope of its powers and in the extent of its influence across the spheres. In general, the two organizations share a good natured rivalry and sometimes even cooperate against evil causes. The Bralian sect is growing slowly, as the Church appeals to the more wealthy and organized of the Rock's many citizens.

Any character with a patron deity inhabiting the plane of the Seven Heavens can expect support and aid from the Church, provided he supports the Church in turn. A priest of a specific deity will be put off by the generic nature of the Church's belief and will probably have to commune with his or her deity to find out if the Church is an acceptable form of worship to that specific deity.

The chief pantheons of the Seven Heavens include elements of the dwarven and halfling pantheons, as well as deities from the Indian and

Chinese mythos. Many other pantheons place their supreme beings in the Seven Heavens.

70. Pantheistic College of Celestian:

One of the more popular deities among spacefarers is Celestian, the Star Wanderer. The worship of Celestian spread from Greyspace about 300 years ago and now spans a half dozen spheres. (Bral can be in Greyspace or in one of the spheres to which Celestian's worship has spread, whichever you prefer.) The priests of Celestian tout him as one of the chief patrons of spelljamming and enjoy a bitter rivalry with Ptah.

The college of Celestian worships the deity in any form he chooses to take in other spheres, usually a good deity with the stars as his area of concern. One of the oldest buildings on the Rock, the temple of Celestian was built in the city's piratical days. Even now, many captains stop here before setting sail, seeking his blessing.

Celestian appears in the GREYHAWK® campaign setting. He is a wandering deity who was drawn to the stars and the astral plane, roaming the wondrous depths of space. The Star Wanderer is revered by astronomers, astrologers, philosophers, navigators, and dreamers and poets. His symbol is a circle of seven stars. Priests of Celestian are described in *Part Four, Adventuring in Bral*.

71. Barduk's Smithy:

A rambling, open craftsman's shop and forge, Barduk's Smithy features a goldsmith, a silversmith, a pewtersmith, several blacksmiths, and one or two bladesmiths and armorers. Barduk herself is a stout dwarven matriarch with arms like tree trunks. She and her four sons do most of the smithing, having taken on several journeymen and apprentices for light work. Barduk's husband fell in battle almost 45 years ago; since then, she has built her small home forge into a powerful business.

Almost any metal goods can be had at Barduk's

One of the most popular deities among spacefarers is Celestian, the Star Wanderer. Many captains stop at the temple of Celestian before setting sail, seeking the blessing of the deity.

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for a fine price—usually 10-20% less than normal. Weapons, however, require a great deal more work and are at the usual price. Barduk is a sensible businesswoman, but she cannot tolerate the sight of elves—her husband was a pirate whose ship was destroyed by a Man O' War of the Imperial Navy.

72. Yarnak's Dwarven Arms:

Without question, Yarnak is the finest weapon-smith and armorer in the city of Bral. His work is exceptional, and he rigidly enforces the highest standards of quality in his shop. Yarnak himself usually works on special orders, creating weapons of quality suitable for enchantment. At any given time, there is a 30% chance that a desired weapon is available as a weapon of quality, yielding a +1 to hit or a +1 to damage, at a cost of ten times the normal rate. If a weapon is not available, Yarnak will be happy to make it for you. Dwarven smiths work half again as fast as human ones.

Armor made by Yarnak has a +4 on material saves versus any attack form and is 20% lighter than normal, but costs three times as much. He carefully measures the wearer and his armor is famous for its comfort and flexibility.

73. Fine Armors of Bral:

Operated by a dwarven rogue named Cudrekken Goldfoot, Fine Armors of Bral is a small shop in the Dwarven District. Cudrekken is not a famous smith like Yarnak, but instead specializes in the recovery and repair of powerful weapons and damaged armor scavenged from battlefields or floating wrecks. Most of the dwarven community find Cudrekken's lack of craftsmanship and his exploitation of honored dead to be ethically intolerable, and Cudrekken is ostracized by his own race.

Fine Armors of Bral has about a half dozen suits of armor of various descriptions on hand at all times, with a 30% chance of a magical set being

present. In addition, they have anywhere from 20 to 30 swords, axes, and other instruments of destruction, with a 50% chance for one to three magical items. Cudrekken is not careful with what he recovers and he has been known to sell cursed or defective items "by mistake." Let the buyer beware...

75. Pantheist Temple of Tyr:

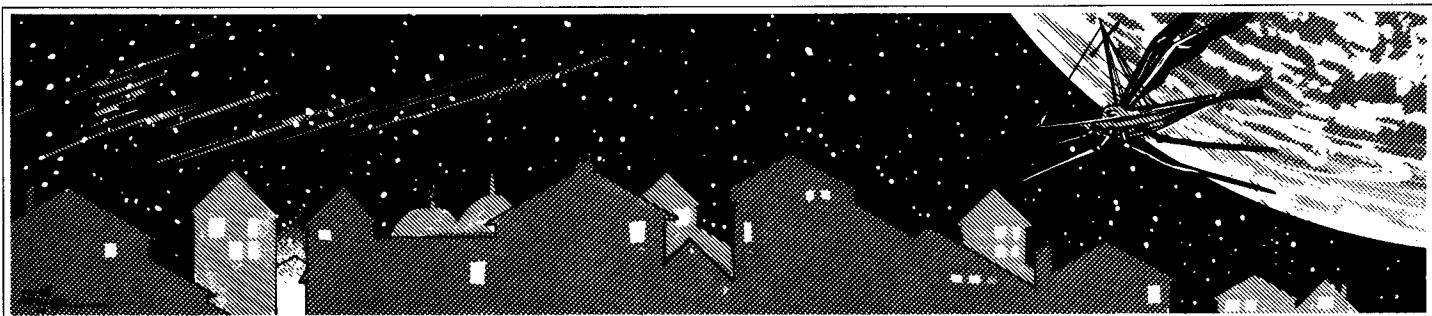
Venerating the god of justice from the Nordic and FORGOTTEN REALMS® campaign setting pantheons, the Temple of Tyr is relatively young. It is likely that the worship of Tyr has spread to Bral from the FORGOTTEN REALMS campaign setting, as the clergy and ceremonies seem to conform to the standards of the Torilian faith. Pantheistic priests of Tyr recognize any lawful good deity of justice or war as an avatar of their deity and often gain access to spells in many spheres that do not know Tyr by that name.

As a deity of justice, Tyr is not very popular in Bral, although he is gaining in power. The priests of the temple feel obligated to take on crime and injustice wherever they find it, and this has led to several small, crusading, wars with underbarons or thieves' guilds. On the bright side, the priests of Tyr have learned much after a couple of bloody reversals and now overcome their evil foes as often as not.

Tyr is described in FORGOTTEN REALMS Adventures and in *Legends and Lore*. His priests are described in *Part Four, Adventuring in Bral*. PC priests of Tyr from other spheres will find a warm welcome here, although they may have a hard time adjusting to the idea that Tyr goes by different names in different places. Lawful good warriors are usually well received, too.

76. Polyglot Shrines:

This building is dedicated to all the deities of one pantheon. The DM can introduce his own pantheon here, or select an appropriate one. If you are



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stumped, the Chinese pantheon with a Shou congregation would work well, possibly with a couple of name changes. The polyglot shrine includes small altars or sanctums for each of the major deities of the pantheon, as well as common areas dedicated to the pantheon as a whole.

The priests of the polyglot pantheon will look favorably on any character who already worships one of the deities included in the mythos. Again, it may be difficult for a PC priest to take advantage of this, as the polyglots show equal respect to their own patron deity and their deity's worst rivals. For example, a priest of Athena should be angered to hear Ares and Aphrodite mentioned in the same breath as the goddess of wisdom.

In general, you should feel free to use this area to bring an important mythos of your campaign to the Rock. If your campaign is truly space-based, you can make the polyglot faith available as a choice of deity for a PC priest. Generally, the polyglots are rarely encountered in a sphere where none of their deities are recognized.

77. House of the Path and the Way:

A small, humble shrine, the House is not so much a place of organized worship as a place of contemplation and enlightenment. The priests of the Path and the Way worship all deities everywhere, claiming that each and every one has his or her own place in the great Celestial Bureaucracy. Unfortunately, the priests often disagree about just what that place is.

True followers of the Path and the Way gain spells as normal clerics do, but never specialize in the worship of one deity or another. They are never cut off from their patron powers, unless they enter a sphere entirely without gods. Any priest of any deity is welcome here, but they will find that the priests of the Path and the Way will try to correct their erroneous view of the multiverse by explaining where their deity fits in the Celestial Bureaucracy.

The House of the Path and the Way is attended by less than a half dozen priests and priestesses, who spend most of their time in meditation or study. They do not seek new converts, confident that even the most fanatic devotee of one specific power is, in fact, correct in that worship, even if a little ignorant of the higher issues.

78. The Honored Mages' Guild of Bral:

Taking the form of a slender tower of dark stone, this mystic place seems to be set apart from the city around it. The lower floor contains a reception area and a few meeting rooms; the upper floors house libraries, laboratories, and small private chambers which members may rent when conducting research on the premises.

Non-mages are halted at the door by a furnace golem of some intelligence, who does not allow visitors inside without the prior permission of the mage they came to meet. Mages who are not members are permitted into the guild tower to join, if they wish. The golem is polite, but insistent, in the performance of its duties.

79. Temple of Ptah:

This powerful temple is without question the most influential and the wealthiest on the Rock. The worship of Ptah has been around as long as humans have been spelljamming, and has been present in Bral since its first days as a pirate haven. Travellers and spacefarers of all descriptions are welcome here, and will receive comfort and aid in return for small donations.

The temple itself is a grand old building with a distinctly ancient cast to it. When it was built, the stones were aged to simulate weathering and the interior was filled with archeological treasures and relics. While the groundling worship of Ptah is usually found in Egyptian-like societies, the demands of the spelljamming cultures eventually won out, and Ptah's priests began to use conventional vestments and ceremonies. A groundling

Furnace Golem: Int Very; AL N; AC 2; MV 6; HD 20 (90 hp); THAC0 5; #AT 1; Dmg 3d10 + 12 (halberd); SA hurl boulders for 3d10, grasp and crush for 6d6; SD +3 or better weapon to hit, immune to all spells save magical cold, magical fire repairs; SZ L; ML 20.

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priest of Ptah would find these rites to be rather shocking.

The temple features a large hostelry for travellers, as well as a shrine that holds regular observances and services. A small force of warriors-templar guard the grounds. The worship of Ptah is especially popular with Seekers, and many of them belong to this congregation.

81. The Golden Helm:

A typical tavern of the Middle City, the Golden Helm is described, in detail, as a sample tavern setting. Feel free to use the floor plan and the description for any particular inn and ale house the player characters may wander into. The Golden Helm is located in the back alley of the block between Tower Street and Mizzenmast Street, a relatively middle-class area of the city.

A. The Common Room. Used as a sitting room, dining room, and general place to relax by the occupants of the inn, the common room is also a popular tavern. A bartender and a couple of barmaids are on hand during meal hours, and into the night, to wait on the customers. At the busiest of times, there might be two to three dozen people here, including sailors, craftsmen, merchants and rogues of all kinds. A mug of good ale costs about one silver piece.

B. The Kitchen. The Golden Helm proudly serves good, hearty food, in addition to wine and ale. A couple of roasts are slowly cooking almost anytime a patron of the tavern cares to order something to eat. A decent meal costs about 4 sp, including a hunk of roast and a couple of boiled potatoes.

C. The Pantry. Stores of food and tableware are stored here.

D. Hall. A warm, cozy room with a couple of com-

fortable chairs, the hall is occasionally filled with customers overflowing from the common room. A staircase leads up to the rooms above. One wall holds a row of pegs for coats and cloaks.

E. Servant Quarters. Employees of the tavern are often put up in the servant quarters, receiving room and board as a good portion of their pay. Each room usually has double or triple bunks.

F. Cold Room. Well insulated with earthen filled bags, this small room holds kegs of ale. One wall is devoted to a couple of casks of wine, as well. Large hunks of ice are brought in about once a week and allowed to melt.

G. Ostler's Rooms. The owner of the Golden Helm lives on the premises, reserving a few small rooms for himself and his family. Everybody is a part of the enterprise; his wife runs the kitchen, he tends the bar, and his children clean rooms or help in the kitchen.

H. Lord's Suite. The priciest room in the establishment, this suite lets for 5 gp per day. When it is occupied, the tenant is guaranteed the best service in the inn.

I. Common Rooms. Each of these small rooms contains a chest and one to three rather bare bunks with a straw filled mattress. The rooms are clean and free from vermin, but do not offer much in the way of luxuries. They let for 1 gp per night.

J. Common Baths. Featuring running water and small fireplaces and kettles, these two baths are used by all tenants of the common rooms. The tubs themselves are made of wood, fastened with iron bands, and caulked against leakage. Many guests also wash their clothes in the baths.

The Temple of Ptah features a large hostelry for travellers. Any creature is welcome to stay for one day and one night, and a fine meal may be had for a small contribution to the temple.

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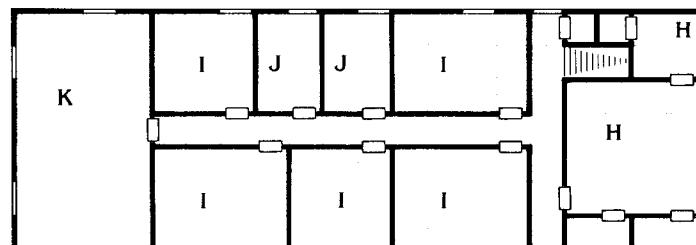
K. Private Room. Reserved for private dinners or meetings, this room can be rented for 5 sp a night. When the room is rented, the hostler happily provides full tavern service, and revelers have been known to run barmaids into exhaustion as they hustle up and down the stairs to keep them in drink.

The Golden Helm is just one example of dozens of similar inns and taverns throughout the city. There are many people who cannot find a place to rent from the Crown and who are forced to take up residence at an inn. Weekly and monthly rates are usually available at a decent discount.

85. Halfling Thieves' Guildhouse:

Taking the form of a large mercery on the outside, the interior of this building is the guild hall for the halfling thieves' guild and the center of operations for the halfling Underbaron Meredin Sandyfoot. Many people come here to buy bolts of silk or bales of cotton and never realize that only a few feet away small, silent watchers are observing their every move.

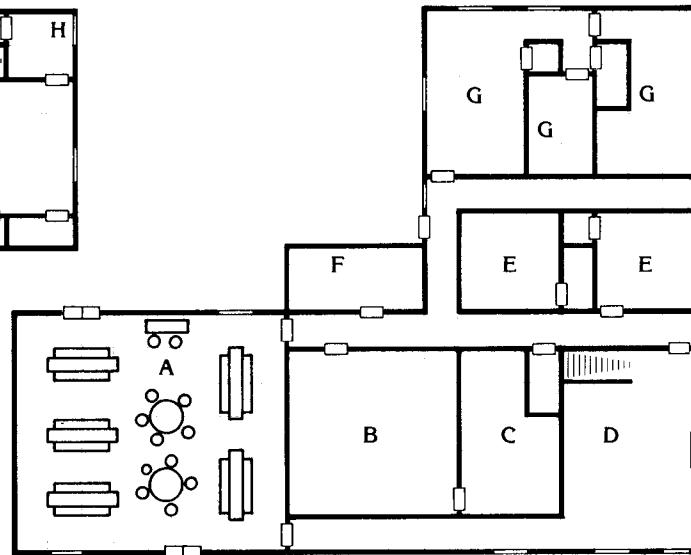
While these halflings are the least violent and most benevolent of the Rock's underworld groups, they are not stupid and they are quite able to defend themselves. Should any intruder be foolish enough to disregard their subtle warnings and invade the halfling hall, he will find himself in a deadly maze of traps and ambushes. The halflings have at least 10 secret exits from this building.



THE GOLDEN HELM (Typical Inn)

1 square = 5 feet

- Door
- Window
- Stairs
- Table



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Chapter Nine: The Low City

The vital, beating heart of the Rock is in the warren of streets and crowded markets of the maze known as the Low City. Alive with activity at all hours, the Low City never sleeps. Entire communities breed and grow in the byzantine squares and alleyways, pressing against each other in an endless struggle for light and space. The streets are choked with shouting, pushing peddlers, beggars, and thieves. You can turn a corner and find yourself in the middle of someone's home, standing amid the huts and lean-tos of the wretched leaseless of Bral. Or you can stumble onto a battlefield of rival guilds or gangs, where dozens of rogues brawl for the rights to a few more alleys or tenements.

The Low City may be dirtier and poorer than the rest of the Rock, but to most people it captures the rugged soul of the city. It is a crowded waterfront of Wildspace, a melting pot of incredible diversity. It may be one of the few places in any world where one's race or creed makes no difference at all. There is room for everyone in the Low City.

Lacking the powerful financial institutions and orderly shops and stores of the Middle City, the Low City makes up for its shortcomings with thousands of small merchants and peddlers. The treasures and goods of a hundred worlds trickle through the Lesser Market and the hands of the city's thieves. The well-ordered neighborhoods of the Middle City are replaced here by crowded barrios, neighborhoods of people with common origins or professions.

In the endless swirl of crowds and crime, the unwritten rules of the Rock are the only thing that lies between livable chaos and a squalid pit of eternal warfare and slavery. Don't ask questions. Don't go back on your word. Don't get involved. Never trust someone you don't know. They are hard rules, but if you stay within the guidelines, you will survive and possibly even flourish in the

Low City.

The Low City is far more raw and violent than the Middle City. The Magistrate's Watch has no gentlemen or disciplined soldiers here, but brutal thugs, whose only concern is preventing a brawl from becoming a riot. Pickpockets and mountebanks might plague the Middle City, but in the alleys of the Low City lurk muggers, cutpurses, and murderers. Unless you wish to end in the Jettison, stay on the major streets and never go anywhere alone.

Places of Interest in the Low City

The Low City has an uncounted number of taverns, inns, ale houses, and unique stores and craftsmen. Many of these even change from day to day as entrepreneurs shift their operations from one place to another, to avoid official attention. Only a few of the areas that would appeal to adventurers are described here. Feel free to import almost any personality or place you wish; there's plenty of room, and you would be hard pressed to find something that wouldn't fit in the Low City of Bral.

88. The Dwarven District:

One of the city's largest and most well-defined barrios, the Dwarven District is actually one of the more prosperous areas in the Low City. The dwarves are, on the whole, a skilled and hard working race, and their presence on the Rock dates back to the first pirate havens. While dwarves are by nature a taciturn and clannish folk, living in such close proximity to other races has made the Bralian natives far more tolerant of outsiders than their groundling kinsmen. It is not uncommon for the alleys and streets to be crowded with non-dwarves seeking goods of matchless dwarven quality and craftsmanship.

The dwarves generally police themselves, and the Magistrate's Watch is rarely called into the Dis-

Halfling Thieves: Int varies; AL NG; AC varies; MV 6; thieves of d6 level; THAC0 varies; #AT 1; Dmg by weapon; SA +1 with slings or thrown weapons, thief abilities; SZ S; ML 13. Leather armor, dagger, sling, or club. Encountered in groups of five to fifteen.

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trict. Troublemakers are set upon by large numbers of dwarven veterans and rarely heard from again.

89. The Dwarven Boarding Company:

These are the offices and barracks of the mercenary company known as the Dwarven Boarding Company. They are specialists in ship-to-ship combat and are often sought after as marines, by both merchants and privateers. The leader of the company is a grim old veteran by the name of Threndur Icehewer. His mercenaries have several large forges and armories in the immediate vicinity and maintain their own armor.

90. The Burrows:

A small and quiet neighborhood that climbs down the slope of the Rock, the Burrows are the barrio of the halflings. Visitors of other races are relatively scarce, but do occasionally patronize the fine restaurants and taverns of the Burrows. The broad hillside here is perfect for halfling dwellings, and almost every home is a comfortable burrow with several windows looking out over the Edge.

Most halflings, thieves included, prefer to keep their business out of their homes and own or rent buildings in the Low and Middle Cities. With few shops or merchants in the Burrows to attract visitors, the halflings do not see the kinds of crowds that are common in the Dwarven District and are likely to react poorly to armed people wandering around without looking like they're going anywhere. All the halflings on the Rock are under the protection of the Underbaron Meredin Sandyfoot, and acts of intimidation or violence against the small folk will not go unpunished.

91. Illithid Embassy:

Actually comprising a complex of several buildings with covered walkways and boarded windows, the illithid embassy is a quiet, brooding

building which radiates menace. Very few Bralians ever find a reason to set foot in here, and are quite happy to keep it that way. Several dozen mind flayers live in the Low City, and their relationship with the official embassy is unclear—they seem to be living independently of their native lands, but the ambassador Ishathrandra appears to command their respect and obedience. In any event, very few beings, of any race, cross the illithids and live to tell the tale.

Rumors persist of a large cavern or underground facility beneath the mind flayer compound, where human slaves are kept as cattle for the mind flayers' unspeakable appetites.

93. Agamour's Platoon:

More properly known as the Eighteenth Detached, Light Dismounted Horse, Reinforced, of (Brevet) Sergeant-Major Tomogan Shaul Agamour, this is a platoon of giff mercenaries which makes its home on Bral. A force of nearly 70 professional soldiers, Agamour's platoon has served with distinction for many years. The giff are expensive to hire, but usually worth the price. Once on the payroll, they embrace almost any cause with dedication and pride. Sergeant-Major Agamour is an aging giff who hides a keen mind (for a giff) behind stuffy formality and overbearing pomposness.

94. Gifftown:

The giff do not come close to filling this block of the Low City, but they are easily the dominant race of this neighborhood, and certainly its most remarkable feature. The giff have but one occupation—soldiering. Every household features a sign proclaiming the availability of its occupants for military duty, and few giff remain between jobs for very long. The rest of the houses and stores in this barrio belong to the armorers, smiths, and weaponeers who make a living keeping the giff in business. The head of the giff com-

One of the city's largest and most well defined barrios, the Dwarven District is actually one of the more prosperous areas in the Low City.

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munity is the short tempered General Saerlg Tomojak, and it is widely supposed that he could mobilize all 300 giff of Bral into a single army, if he so wished.

Gifftown is rather a dangerous place, as the giff are constantly drilling and setting off charges of smoke powder.

95. Krunz Kanonwerks:

Owned and operated by the legendary gunsmith Adelphus Krunz, the Kanonwerks is one of the few plants which make bombards. Each cannon is lovingly crafted with skill and expertise, decorated with beautiful scrollwork and detailed with silver or gold etching, and then taken to the Edge and fired dozens of times. The giff love this, and all work stops for days whenever Adelphus is testing a new design or trying new ammunition types.

Adelphus is pioneering new casting techniques, trying to develop a simple process for mass producing cheap, but safe, cannon. So far he has been unsuccessful, since the only manufacturing technique that can produce a barrel of the required strength involves numerous heating and cooling cycles, as steel reinforcing bands are shrunk on to the cast iron barrel. Fortunately, the casting technology he needs is still decades away.

Adelphus works only on order and requires two to four months to make a bombard. He never has extra pieces laying around which can be sold off the shelf.

96. The Rockrat:

Perhaps one of the four or five dirtiest and most dangerous taverns in Bral, the Rockrat is a ramshackle old building decorated with battered old nautical gear. Catering to the cheapest sailors and tradesmen calling at Bral, the Rockrat also enjoys a fair amount of local flavor—it is a favorite among the giff, for example.

The Rockrat's bouncer is a famous ogre named

Grinder, who is actually a rather decent fellow (for an ogre). No one is allowed in with weapons, but the bare knuckled brawls that occur from time to time are sufficiently dangerous even without arms. The tavern's bad reputation and questionable clientele has led to its general boycott by decent and honest folk—which makes it a fine place for meeting rogues and thieves.

A draft of ale at the Rockrat costs 5 cp, and a meal of disappointing quality runs about 2 sp.

98. Zada's Mounts and Harness:

Occupying a small group of buildings and a tiny patch of open ground by the Edge, Zada's Mounts is operated by the famous Zada Doshioskov. Zada is a small human of middle years dressed in preposterous finery. His business is the trade of mounts of any descriptions. He is the only horse trader on the Rock, and his prices reflect this monopoly.

Zada's animals are, without exception, poorly bred sickly nags, with broken spirits and vicious natures. It is frankly amazing that he manages to find, in any single beast, so many damning faults. At any given time he has 1d10 horses, 1d6 dogs, 1d4-1 camels, 2d6 mules or asses, and 1d3-1 yaks. As a general rule, the prices for any animal are three times higher than those listed in the *Player's Handbook*, and the animals are of poor quality.

On the bright side, Zada cannot tell a prized charger from a dying nag, and on occasion a fine animal comes into his possession. He will part with one of these excellent mounts for the same price. Also, Zada occasionally acquires a bizarre animal, such as a lion, a dinosaur, a pegasus, or griffon.

Zada sells harness and tack at the listed prices.

100. Master of the Docks:

This large building houses the Harbormasters, the Longshoremens' Guild, and the Royal Cus-

The leader of the giff community is the short-tempered General Saerlg Tomojak. It is widely supposed that he could mobilize all 300 giff of Bral into a single army should he wish to do so.

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toms Officers. The Harbormasters are agents of the Master of the Docks. The Customs Officers, who are under Bianca Micharle's Board of Customs, are also under his direct supervision. In turn, the Master of the Docks is one of the chief bureaucrats in the service of the Council of Captains. It is his job to schedule space in the landing caverns or along the docks, to supervise the customs inspections of cargoes being brought into the city, and, generally, to carry out the orders of the Council of Captains.

Players wishing to dock in Bral will eventually have to speak to one of the Harbormasters and arrange to rent landing space—usually assessed at 1 sp per ton, per day. It may be expensive, but then again, space is at a premium on the Rock. Anytime the players pull into Bral, they will also have to undergo a customs inspection and fill out a lengthy declaration of cargo. It would be wise for players with ships to ensure that accurate manifests are kept.

As an aside, the Customs Officers and Harbormasters are notoriously corrupt and often collect “expedition taxes” to quickly finish their inspections and dock the ships.

Once the ship is tied up, or cradled, the longshoremen come on board. Generally, two longshoremen per five tons of ship, will suffice to unload the vessel's cargo in short order (about half a day). Longshoremen are paid 6 sp per day, with an additional 2 sp surcharge per worker, which goes into the guild's coffers. Captains refusing to pay their longshoremen will find that crucial parts of their cargoes mysteriously disappeared during unloading and they will also find that they will never be able to hire on help from the guild again.

101. The Lesser Market:

While it pales in comparison to the Great Market of the Middle City, the Lesser Market is still quite a fascinating place. There are far fewer

craftsmen and artisans here, and most of the stalls are run by peddlers and small merchants. Quite a few fast talkers make this their home as well, and many of the booths are simple shell games or ring-around-the-bottle scams designed to separate the spacefarer from his hard earned gold. Because of this, the Lesser Market tends to have a more festive and less mercantile atmosphere.

Most common trades and services are represented here, including astrologers, beggars, carters, cobblers, cutlers, dyers, glaziers, grocers, hosiers, joiners, limners, mercers, tinkers, weavers, and thieves of all kinds. With a little patience and some bargaining, the careful shopper will find almost any goods or services at 60-110% (d6+5) of their normal value. It is quite possible to find a fine wheel-lock pistol for 400 gp, or a diamond brooch worth 300 gp for half price. Of course, bargains like these are obviously fenced goods, and the shopper who takes advantage of these deals had better be prepared for any eventuality. Then again, in Bral possession is the entirety of the law.

The Lesser Market is plagued by skillful pickpockets and cutpurses. Every person who walks into the Lesser Market has a 1 in 4 chance of being the target of a pickpocket attempt, or 1 in 8 if they are taking obvious and sensible precautions.

Players hoping to sell their unusual belongings here will find that most people assume they are fencing stolen goods and only offer 30-80% (d6+2) of the item's retail value.

102. The Red House:

A fairly typical boarding house of the Low City, the Red House is owned and operated by a stout, gnomish matron, by the name of Gertreid. Her husband is a retired pirate who still tinkers with variations on the heavy crossbow. The Red House is a large, decrepit building that is surprisingly comfortable and well-kept on the inside. Gertreid cooks three meals a day, and charges her tenants at the end of the month based on the number of

The Master of the Docks is one of the chief bureaucrats in the service of the Council of Captains. It is his job to schedule space in the landing caverns or along the docks, to supervise the customs inspectors and to carry out the orders of the Council.



meals they sat down to eat—figured at 2 sp per three meals. Rooms let for 5 gp per month.

The Red House has a total of 12 rooms, three of which are doubles and occupied by families. The rooms are comfortable and clean, and adventurers passing through Bral could do far worse than to end up at Gertreid's Red House.

104. Marshall's Smithy:

A small but prosperous blacksmith, Marshall is a tall, gaunt young man. He specializes in metal fittings for ships, including bolts, nails, iron plates and joining pieces. He also forges hammerheads, axeheads, and adze for outfitting vessels and for sale to the shipwrights of the city. Marshall occasionally forges weapons such as arrowheads or war axes, but he derives his principal income from

tools and nails.

105. Strombardi's Carvings:

A strong old man, Strombardi is an artistic carver of wood. He has carved and painted dozens of fine figureheads in his time, and also prepares decorative work for use in new buildings; staircases, newels, and eaves in particular. Strombardi has a couple of talented young apprentices to whom he is teaching his art, and it seems likely that they will continue on in his footsteps, in time.

107. The Sign of the Black Bull:

Well-known as the favored tavern of mercenaries and assassins, this is actually a quiet ale house of quality. A distinctly martial decor includes proud heraldic arms on the walls and ban-

Ring-Toss Game: Players wager at 5 to 1 odds and receive three chances. To win, one ring must land around the neck of a bottle. To hit with a ring, make a dexterity check at -7 and then roll a d6 to see if it bounces off. On a 5 or 6, the character wins.

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ners hung from the ceiling. The Black Bull attracts many professional soldiers and retired veterans who like to come here and reminisce of past battles.

Despite the militant character of the clientele, the Black Bull is a very subdued establishment. People who pick fights in here are killed, not just bludgeoned or bruised.

108. Cap'n Gyudd's Nautical Goods:

This fine business in Bral reconditions and sells nautical antiques. One of the largest such enterprises, it is run by the redoubtable dwarven veteran, Cap'n Gyudd. He carries some authentic nautical supplies, such as tools, rope, sail mending kits and such, but mostly caters to the lubbers who always fancied themselves starfarers, but never left port. Polished harpoons, lamps made from belaying pins, and figureheads salvaged from wrecks are the nautical goods that make money for the Cap'n.

Gyudd has a great store of tall tales and naval lore. He loves to sit down with a real sailor (not one of the polished fops who buy his belaying pins) and trade a story or two. Gyudd captained a pirate ship a few decades ago and can be a valuable source of information, if the players don't mind the occasional long winded sea story.

109. The Holy Keep of Bane:

The Rock is not without its fair share of cults and hidden temples, and the Holy Keep of Bane is one of these lesser shrines. Founded about eight years ago by Halwarin, a Zhentarim adventuring priest, the Holy Keep of Bane is housed in a rundown and decrepit building, with a following of only a few dozen evil mages and warriors. If the Rock is in Realmspace in your campaign, the temple of Bane is somewhat more important and prosperous. Otherwise, the priests of the Holy Keep are cut off from their dark master and cannot gain spells above the 2nd-level.

Halwarin is determined to bring the worship of Bane to Wildspace and has been contacted by the Tenth Pit, who view the worship of the dead god as an excellent way in which to gain secular power. Of course, Halwarin refuses to subjugate the cause of Bane to the purposes of the Tenth Pit.

Most Bralians view the Holy Keep as just another collection of crazed cultists and ignore them.

112. Council of the City:

Housed in an old, but dignified building, the Council of the City is a relatively meaningless body that tends to rubber stamp the prince's edicts with little debate. Each major guild or race is represented, as well as territorial areas of the city. There are dwarven, elven, and giff delegates as well as shipwright, merchant, and noble representatives. Although the Council has the power to overturn the prince's laws, the current membership has been appointed, in its entirety, by Prince Andru or by Prince Frun, and the appointment is for life.

The Council is often called upon to resolve disputes between communities or organizations. For example, if the halflings complain that the giff have been blowing things up again, the council would resolve the matter with a debate and an injunction to the giff not to blow things up. Of course, the giff disregard the council's will, since there is no means by which the council can enforce its resolutions, and promptly begin to blow things up again.

Many citizens feel a day at the Council of the City beats a day at the theatre for entertainment value.

113. The War-Drakes:

The War-Drakes are privateers and one of the most successful fleets-for-hire in all the Known Spheres. This elegant brownstone building is their headquarters and main office. The War-Drakes



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consist of four ships: a hammership, two squidships, and a shrikeship. Unlike most privateers, they do not just settle for a letter of marque, but demand mercenary salaries as well. The War-Drakes are led by the rogue elven captain Celestia Silverfist. She is known to have served for many years with the elven armada, but now commands this small flotilla of freebooters.

The War-Drakes seek out wars between star-faring powers and offer to join a side—for a price: a letter of marque and a sum of gold. The four ships then function as a pirate flotilla, cooperating in coordinated attacks of towns and convoys. When they are between jobs, they practice relentlessly, perfecting their cooperative tactics. They have destroyed more than one squadron sent to halt their maraudings.

Hiring the War-Drakes is very expensive, but many governments consider contracting privateers to be cheaper than buying and maintaining a fleet. The War-Drakes are always looking for good fighters and skilled mages and priests.

114. The Rampant Lion:

The Rampant Lion is one of the better taverns and inns of Low City. It is hidden in one of the alleyways surrounding the Lesser Market, and caters to the itinerant spacefarer, specializing in taking rooms in advance; that way, a celebrating sailor is guaranteed to have a place to go when he spends what gold he has left.

Although the Rampant Lion is clean and cheap, it is avoided by native Bralians. Guests at the inn have an unnerving tendency to disappear, never to be seen again. The owner, a portly human hostler named Warris, claims that the vanished guests have merely shipped out again in the early hours. Some people claim that the site of the Rampant Lion is above a secret slave pit where drunken sailors are sold to the mind flayers as cattle. Of course, these wild rumors are unsubstantiated.

115. Temple of Odin:

One of the oldest and most respectable of the small shrines of Bral, the Temple of Odin was founded more than 50 years ago. A group of viking spacefarers and their spelljamming priest were swept to the Rock by a odd space storm, and they were unable to find their way home. The warriors eventually took wives and started families, forming a small nordic community that was eventually reabsorbed by cosmopolitan Bral. In the meantime, the temple actually began to attract a few scattered worshippers besides the vikings and their families. The current priest may or may not be in contact with Odin, depending on where the DM wishes to place Bral. Even if the All-father is not known in Bral's sphere, he will be soon, if the congregation grows much larger. Its numbers are now about 100.

117. The Arcane Warehouse:

Perhaps the single most mysterious structure on Bral, this was an abandoned warehouse until 11 years ago, when the Arcane decided to establish a permanent presence in Bral. Working through middlemen and agents, the Arcane purchased the building from the Crown for an exorbitant sum and proceeded to completely remodel it. An elite force of skilled and loyal mercenaries guard the building, posting sentries on each wall and on the roof, but even they have never been inside. Somehow, the Arcane make major helms, or receive them from smuggled cargo, because this is where purchasers are taken when the new helm is carried out.

There is some speculation that a gate or an extradimensional doorway is hidden inside the warehouse, and that the Arcane homelands lie beyond—no one knows for sure.

120. Eirenfezt Warehouse:

This isolated warehouse is full of silk, cotton, and spices. However, the careful observer might

The War-Drakes are one of the most successful fleets for hire in Wildspace. They function as a pirate flotilla, all four ships cooperating to attack convoys and towns. The company is always looking for skilled swordsmen and mages.

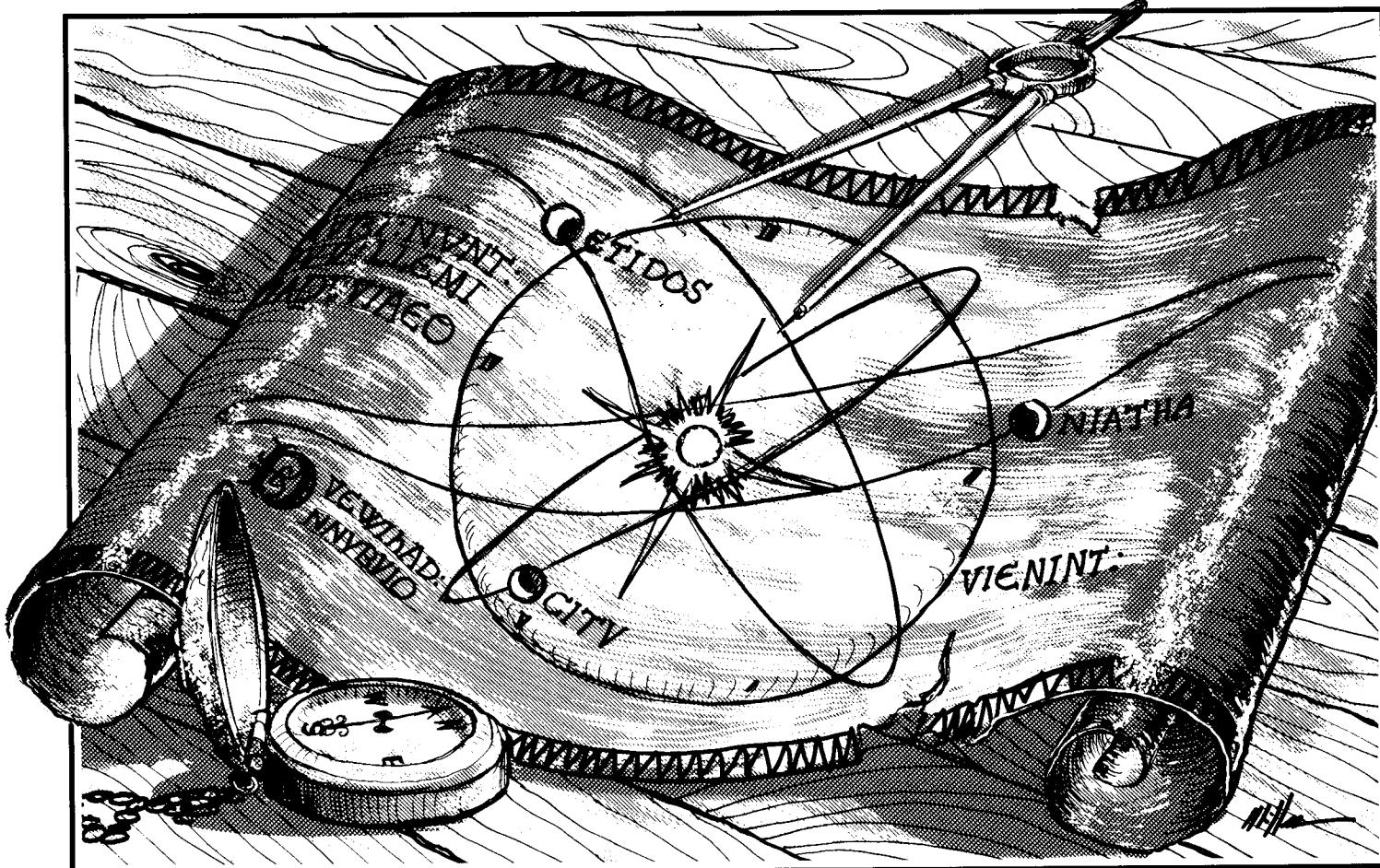
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note that the inventory never changes. This is because the real trade of House Eirenefzt is in slaves, who are kept in secret pens beneath the warehouse and beneath the house offices in the city. Ships, flying the Eirenefzt flag, sail out to meet Chainmen slavers and transfer slaves and goods in some hidden location. They then repaint the ship and bring it back into port, making it appear that it is different from the ship which just left. Again, a careful observer would notice that the crew has not changed. Of course, this is Bral, and careful observers rarely publicize their findings.

Truly ignorant buyers have occasionally bought substantial quantities of Eirenefzt's bogus goods, forcing the Chainmen to rapidly restock the warehouse in order to avoid suspicion.

123. The Shou Embassy:

A stately building in the Shou style, the Embassy seems almost jarringly out-of-place on Bral's docking edge. Golden dragons crouch at the cornices and snarling bronze foo beasts guard the doors. Inside, the embassy is composed of many small but elegant chambers, where the ambassa-



"Where do the Arcane come from? Who are they? Why do they sell their helms? Surely profit is not their only motivation. Who among us has ever even learned how a helm works, let alone manufactured one?"

—*Gamalon Idogyr, addressing the Seekers at the Library of the Spheres*

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dor receives his visitors. Lord Chan Fu Wi is the current emissary of Shou to the Rock, and is one of the most important Shou in Wildspace. He is in direct contact with the Emperor's court through the aid of a wu jen assistant.

Lord Chan does not seem to care about matters so base as yakuza or strong-arming the Shou community of Bral; he is far too busy representing his government in space. His restraint and quiet manner conceal the vast scope of powers of policy and diplomacy with which he is invested. If Lord Chan had good cause, he could hurl the Shou space-faring navy into a war and expect the court to back him up. He also holds the power of high justice, in the Emperor's name, and at a word, could have Ozamata Murawa taken into the street and decapitated. He simply thinks that these things are undignified and prefers not to exert his power.

124. Shou-Town:

A closely knit community that seems to spread a little farther every day, Shou-Town is composed of several hundred Shou who have emigrated to Wildspace. Most were fleeing strife at home, signing on with the occasional spelljammer calling in Shou Lung, and working for passage for themselves and their families. It did not take long for the cultural patterns of Shou to reestablish themselves, and in no time at all the yakuza were again running things.

Unlike the realm of Shou Lung they left, there is no nobility or class of warriors in the Shou-Town of Bral. Almost without exception, the Shou are craftsmen and artisans, pursuing their trades. A walk through Shou-Town is a relatively noisy affair, with industry and activity on all sides. In the shadows, the tattooed yakuza eye visitors warily, watching over their selected territories.

125. Yakuza House:

Small and nondescript, this ramshackle old building seems to leer and lean drunkenly with

age. One of the first warehouses of the city, it was converted into a boarding house in later years. When that was abandoned, the yakuza moved in and renovated the structure for their own purposes. At first glance it appears to have become a warehouse again, but inside there are locked doors and watchful guards. The yakuza are growing stronger every day, as Shou-Town continues to grow, and have already fought bitter wars to extend their territory. Already the greater part of the Low City is under their sway, and even now they plan to drive the halflings out of business.

Most people would walk right past this building without suspecting that it concealed the house of the yakuza. Should someone be so rash as to attempt to enter by force or stealth, they will be dealing with several dozen of the most dangerous rogues of Bral.

126. Nautical Charts of Bral:

A large and prosperous business, Nautical Charts of Bral offers a wide range of starcharts and navigation essentials such as instruments and tables of precession. To outfit a ship with a basic selection of charts for nearby spheres and the bare bones of navigational gear costs about 4000 to 7000 gp (d4+3). This would include from 10 to 15 charts, a set of books containing the tables of precession, an astrolabe (a mechanical device that can be adjusted to mimic a crystal sphere), sextants, dividers, parallel rulers, and similar paraphernalia.

Nautical Charts of Bral is run by a young, grey elf who was once a pupil of Elmandar's. Teledir Sunstrider is a radical innovator in the field of navigation and has already introduced several new techniques.

127. The Crooked Square:

The favored ale house of Bral's large and powerful Shipwrights' Guild, this tavern is a rowdy place with frequent good natured brawls and service un-

The yakuza followed the Shou immigrants into Wildspace, rapidly reestablishing themselves as the principal criminal element of Shou-town. Their time honored methods have proven to be highly successful in Bral, and the yakuza now dominate large sections of the Low City.

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til the break of day. Its emblem is a carpenter's square with the tee set askew. Most of the shipwrights are normal human artisans, but there are a few unusual types among them, including a couple of giants and several thieves and guild thugs. Those not shipwrights, drinking in here, have an excellent chance of being drawn into a fight, but for the most part, the brawlers remain unarmed.

128. Xentermination, Limited:

A very unusual firm with a small, ill kept office, Xentermination consists of about a dozen proven veterans and battle-mages. The leader of the company, Uriksedda, will occasionally take on extra hands for a big assignment, but she views anyone beyond her own picked crew as expendable and is actually rather surprised when a temporary survives an assignment.

Xentermination pays very well, but its employ is perhaps the most dangerous occupation in all Wildspace. Uriksedda and her men hunt down and remove dangerous Wildspace creatures, endangering the profit margins of large trading companies, such as a witchlight marauder preying on an asteroid base or a radiant dragon threatening a space lane. At first glance, they don't look like much, simply a bunch of scarred old veterans with attitudes, lounging around the run down office. But when Xentermination goes into action, they work together with a speed and precision that is legendary.

Uriksedda generally charges 100 gp per man, per day, plus a bounty on the creatures to be hunted and guaranteed reimbursement for healing or burial expenses.

130. The Low Magistrate:

Easily the busiest of the three magistrates, the Low Magistrate has a small staff of watch commanders who act as sub-magistrates and refer only the truly heinous felonies to the Magistrate himself. The building is rather old and run down,

with overcrowded cells and a dingy barracks for the Magistrate's Watch. The place is a pandemonium of shouting, arguing creatures of a dozen races and grim guardsmen trying to sort out who stabbed whom, and when.

The Low Magistrate's Watch is a heavily armed force of around 50 tough fighters ranging from level-0 to F3 (d4-1), armored in banded mail with halberds, short swords, targes, and light crossbows. In addition, half a dozen mages of levels W3 to W8 (d6+2) are available to aid in the apprehension of dangerous criminals. The Low Magistrate's Watch patrols the streets at random intervals, but it is more likely that they will stumble across a felon in the act while on their way to apprehend someone else.

132. House of Tempus:

Another of the small sects struggling to flourish in Bral, the House of Tempus is dedicated to the lord of battle and glorious war. The worship of Tempus is very new on Bral, dating back only 11 years. The current commanding priest, Taval Hammerfist, brought the worship of Tempus to Bral from the Forgotten Realms. If you have placed the Rock in Realmspace, the priests of Tempus have full access to their spells. If not, it is fairly likely that this particular branch of the temple is becoming a polyglot faith that will venerate any deity of battle, such as Ares, Tyr, or even Thor.

The House of Tempus is growing in popularity, as more and more mercenaries and fighting men and women are drawn into the congregation. It is possible that the worship of Tempus in many spheres could begin from here. As an interesting aside, Taval Hammerfist is forming a templar military brotherhood known as the Guards of Tempus.

133. Saakharr's Exotic Mails:

Owned by the famous lizardman warrior Saakharr, this armory caters to a nonhuman clien-

Ships require a sextant (500-1,000 gp), a set of precision navigational implements (200-600 gp), an astrolabe (1,000-2,000 gp), and a chart (100-600 gp) to successfully navigate an unknown sphere. Accurate piloting in the phlogiston requires additional charts and tables.

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tele seeking good armor. Fine arms and mail tailored to lizardmen, ogres, giff, draconis, grommants, hadozee, and other nonhuman races may be found here. In general, armor made to fit one of these races is two to five times more expensive than similar armor made for a human and weighs 50-100% more than the human equivalent. Lizardmen need extra protection for their tails and they are fond of strapping a couple of nasty spikes to the tip. Ogres need oddly cut, oversize pieces. Dracons require a combination of bardings and regular armor.

There is a base 50% chance that a suit of chain-mail or banded mail is on hand that can be fitted to the nonhuman purchaser. If it is not available, measurements will be taken and a new set made for the purchaser. This will take four to eight weeks, but the service does not increase the price.

134. Dracon-Town:

The smallest and newest of the barrios, Dracon-Town consists of only 20 or so extended families in the area immediately surrounding the Dracon enclave. Dracons do not live anywhere else in the city since their affinity for their own kind will not allow them to live anywhere but in the company of their own race.

Dracons are relatively quiet and maintain a fair amount of calm in their immediate vicinity. Few people come here looking for trouble. All of the draconis consider themselves to be members of the same extended herd, led by the powerful kaba called Stakahlla. He considers it imperative to keep the draconis at a dignified distance from the disorderly chaos of the Rock, and guards his herd with wisdom and compassion.

135. The Dracon Enclave:

A new building of distinct draconian architecture, the Enclave was raised as a kind of community center and embassy. It acts as a consulate, offering shelter and aid to any dracon passing

through Bral, as well as a diplomatic mission. The old kaba, Stakahlla, is the senior dracon representative on the Rock, and is empowered to speak on behalf of all draconkind. Realistically, he would not presume to do so unless the matter was both grave and urgently required dracon action. Messages would then be sent to the largest dracon worlds advising the leaders of what had been done.

136. The Golden Brotherhood:

Some Bralians view this club as an anachronism, a relic of days-gone-by. The Golden Brotherhood is a loose organization of privateers and mercenaries, open to any who fight for gold and glory. This building contains a fine tavern, a roomy inn, a small hall, and a set of offices. The Golden Brotherhood is the direct descendant of the Black Brotherhood, a piratical organization founded by old Captain Bral himself. Many people do not bother to distinguish between the two groups and consider a member of the Golden Brotherhood the next best thing to a declared pirate.

Members usually receive a tattoo of a serpent-twined dagger on the left forearm. Within the organization any man can challenge another for rank or belongings. The weapons are usually knives, with the off-hands of the combatants tethered by a foot long length of cord. These duels can occur even between defeated prisoners and members of a victorious boarding party; more than one captain won his command after losing his ship and then challenging the fellow who had just beaten him.

On Bral, about half the sailors or marines on any given privateer belong to the Golden Brotherhood. A pirate vessel, encountered in the area, will include 20-50% (d4+1) Golden Brothers, and a Bralian merchantman or naval vessel about 5-30% (5d6).

The Golden Brotherhood has no agenda and no

Low Magistrate's Watch: Int average; AL N; AC 3; MV 12; fighter of d4-1 level; THAC0 varies; #AT 1; Dmg by weapon; SZ M; ML 13. Banded mail, targe, short sword, halberd or light crossbow. Usually found in groups of six to twelve.

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organization, beyond providing a common ground for buccaneers and brigands of all kinds.

138. Keep of Gond:

A small and out of the way shrine, this building is dedicated to the worship of Gond, a deity of the Forgotten Realms. Three gnomish priests of the Wonderbringer brought Gond's worship to Wildspace, and the deity is a favorite with the local gnomish community. Gnomes bring their own special perspective to Gond's temple, and the building is filled with strange and irritating inventions of all kinds.

A small number of human worshippers of Gond attend ceremonies here as well, but Gond is not yet well-known in Wildspace, and with any luck the gnomes will not be able to change that for a while. A member of Gond's clergy from Toril would find this temple alarming and heretical, as the gnomish priests have chosen to depict Gond as an exceptionally short and gnarled old gnome. Worse yet, the image is articulated and can get up to collect its own offerings.

139. Royal Sailmakers of Bral:

One of the many fine canvasworkers of Bral, the company known as the Royal Sailmakers purchased a Royal Endorsement some years ago in order to gain their trademark. They are the largest sailmakers in Bral and the chief outfitters for new vessels built by the Shipwright's Guild. Rigging costs 100 gp per ton of ship when the vessel is first built, but this is generally figured into the contract and is not directly paid by the purchaser. Replacement sails, lines, and tackle cost half as much if a ship is to be refitted. Most ships carry at least one spare of every sail they have, and often two or three spares of sails that are subject to frequent damage. Single sails vary widely in price, depending on whether or not it is a standard cut or size, what special attachment points it may have, and decorations or embroidery. A safe average might

be 100 to 1000 gp to replace a sail lost in battle or storm.

140. The Shipyards:

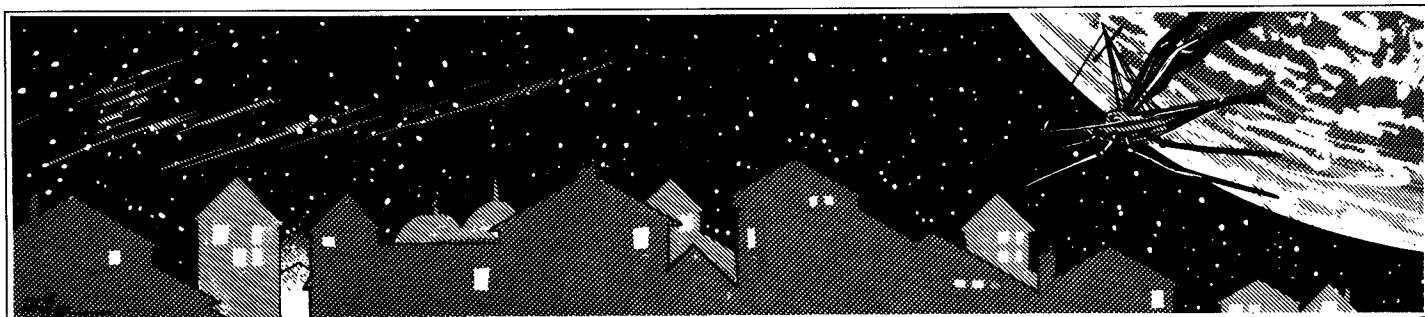
Also referred to as the Drydock, or simply the yards, this area is occupied by construction and repair facilities for ships of almost any size. The Shipyards do not belong to any particular merchant or noble house, but are instead owned by the Crown, which grants the Shipwrights' Guild a license to carry out their business here. The real effect of this is a monopoly, since the only organization that builds or repairs ships is the Guild. The shipyards include the Guild Hall, several large cradles for supporting vessels not designed for dry landings, a large ironworks, and a couple of vast repair caverns where ships can be worked beneath the cover of the Rock.

The yards are the exclusive domain of Irdana Shipwright, an ingenious designer and builder who leads the Guild. She seems to oversee half a dozen projects at once and still finds the time to help a young child repair his toy boat. From a business perspective, ship construction or repair costs are held at 10% above normal value, but the workmanship is excellent. With an additional 10% surcharge, the shipwrights can rush a repair or construction job, cutting one-third off the normal time required for the job.

Treating the shipwrights rudely or pushing them around is a very poor idea. They will simply refuse to work on the offender's vessels ever again. Presently, there are two battle dolphins under construction, a hammership in for repairs, and two tradesmen in for maintenance and repainting.

141. The Ironworks:

One of the largest casting and cold forge facilities known in any sphere, the Ironworks of Bral are operated by the Forgemen. The Forgemen are an ironworkers guild, a sister organization to the Shipwrights'. They produce iron plate and cast-



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ings for use in hull construction and repair. The Ironworks does no smelting, but instead, buys refined ore. Their forges are powered by magical fires which are periodically renewed by members of the Mages' Guild.

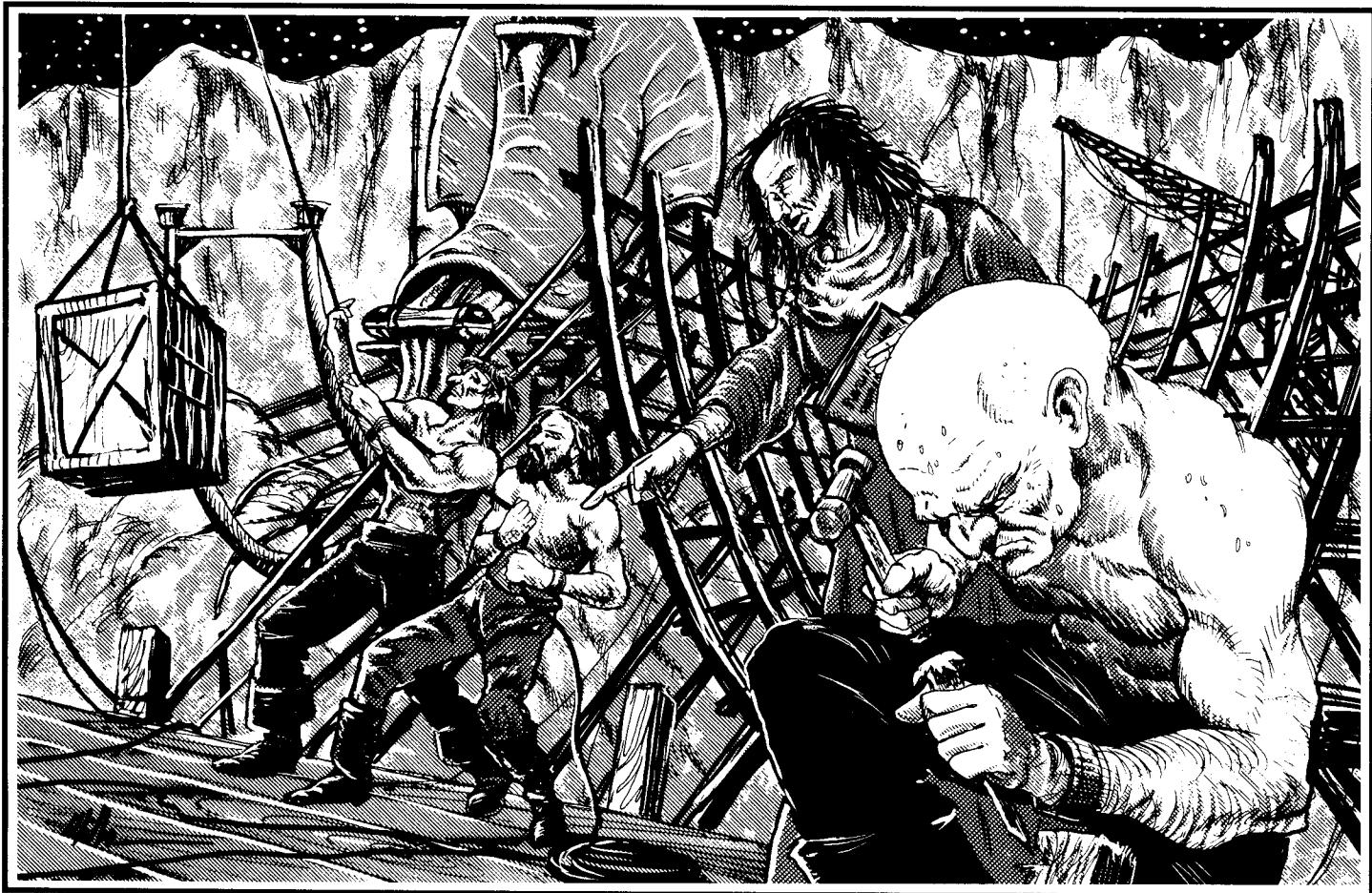
Prices for ship repair and construction include the cost of iron plate and fittings.

142. The Shipwright's Guildhall:

The Guildhall is nearly 100 feet tall and was constructed from a grounded cuttle command ship. Most of the tentacles have been removed

and replaced with permanent structural supports, and the ship has served well for 60 years or more. The towering, curved shell is one of the unique features of Bral's Low City.

Inside the Guildhall are meeting halls, taverns, spare rooms, and the business offices of the guild. Captains wishing to build and commission a new vessel will meet with guild representatives here to agree on price, method of payment, delivery times, and, most importantly, what is to be included with the ship. Captains having ships repaired will also meet extensively with naval architects



Damage to spelljamming ships can be repaired at a cost of 2,000 gp per hull point, or 5,000 gp per hull point if the ship has taken more than 50% damage. Five skilled shipwrights repair one hull point per day, or one per three days in the case of heavy damage.

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and shipwrights to discuss progress and any problems that may arise.

Most customers with a basis for comparison, consider the shipyards of the Rock to be among the best in the Known Spheres. The shipwrights are fiercely proud of their work and reputation. They would never allow a shoddy piece of workmanship to leave their yards.

143. Houwe's Ballistae and Catapults:

An armorer who specializes in making heavy weapons, Ilian Houwe is human, a tall and gaunt woman of about 55; a very serious person who rarely smiles. She is very demanding of the half dozen journeymen and apprentices she employs, and her excellent work reflects this. Houwe's rents a couple of buildings in the vicinity and in them she occasionally has on hand a couple of ballistae or light catapults which can be sold off the shelf. Otherwise, most of her work is already committed by order. Ilian Houwe obtained an exclusive contract recently to provide armaments to ships constructed in the yards.

Given a month or two for completion, Ilian's great skill and careful craftsmanship can result in heavy weapons with a +1 to their THAC0 or their damage. These weapons are finely balanced and made from more expensive materials than normal, and are three times as expensive as a regular piece.

144. The Laughing Beholder:

A small but prosperous tavern, the Laughing Beholder is owned by none other than Large Luigi, the famous beholder and tavern keeper. Luigi is an extremely wise and knowledgeable beholder who is one of the very few members of his race to understand the beholder destiny—to learn and to teach. Luigi is a civic minded and well-liked citizen of Bral, and spends most of his time listening to the rumors of far spheres and great adventures. Very few people realize that Luigi's

knowledge is godlike in its scope—that he is a vision of the potential of the beholder race. He has, at one time, known everything there is to know about anything in the entire multiverse. Chances are good that he realizes that all of existence is contained within the imaginations of a weird class of beings beyond gods who call themselves role-players.

Luigi is more than happy to share information with anyone who cares to seek the answers from him, but he has an infuriating tendency to withhold vital knowledge. He cannot reveal knowledge that would upset the balance of the cosmos and on many occasions that could depend on something as simple as an adventurer knowing where to find a fabled ruin or a reclusive hermit. All he asks in return is a story or song for his many patrons.

The Laughing Beholder is rarely troubled by bullies or hoodlums. Large Luigi's powerful magical abilities quickly put an end to trouble virtually before it starts.

149. The Leading Jettison:

Similar in design and function to the Trailing Jettison, this device serves the Low City and parts of the Middle City. It is operated by a small band of otyughs who scour the city for rubbish to bring to the jettison and root through. Occasionally their street sweeping removes a few drunkards and beggars as well, but nobody complains. A clever, sarcastic neo-otyugh leads the band and directs their actions.

Ships approaching the docks are sometimes targeted and fired on with loads of stinking ordure, and many of Bral's rogues love to place bets on whether or not the vessel can avoid the fetid missiles.

150. The Docking Caverns:

A series of natural caverns, widened and smooth floored for use as cargo handling areas,

The shipwrights of Bral build excellent hammerships, squidships, tradesmen, battle dolphins, mosquitos, or dragonflies. All other designs are foreign to them, and may be beyond their skill. The customer will usually provide the spelljamming helm.

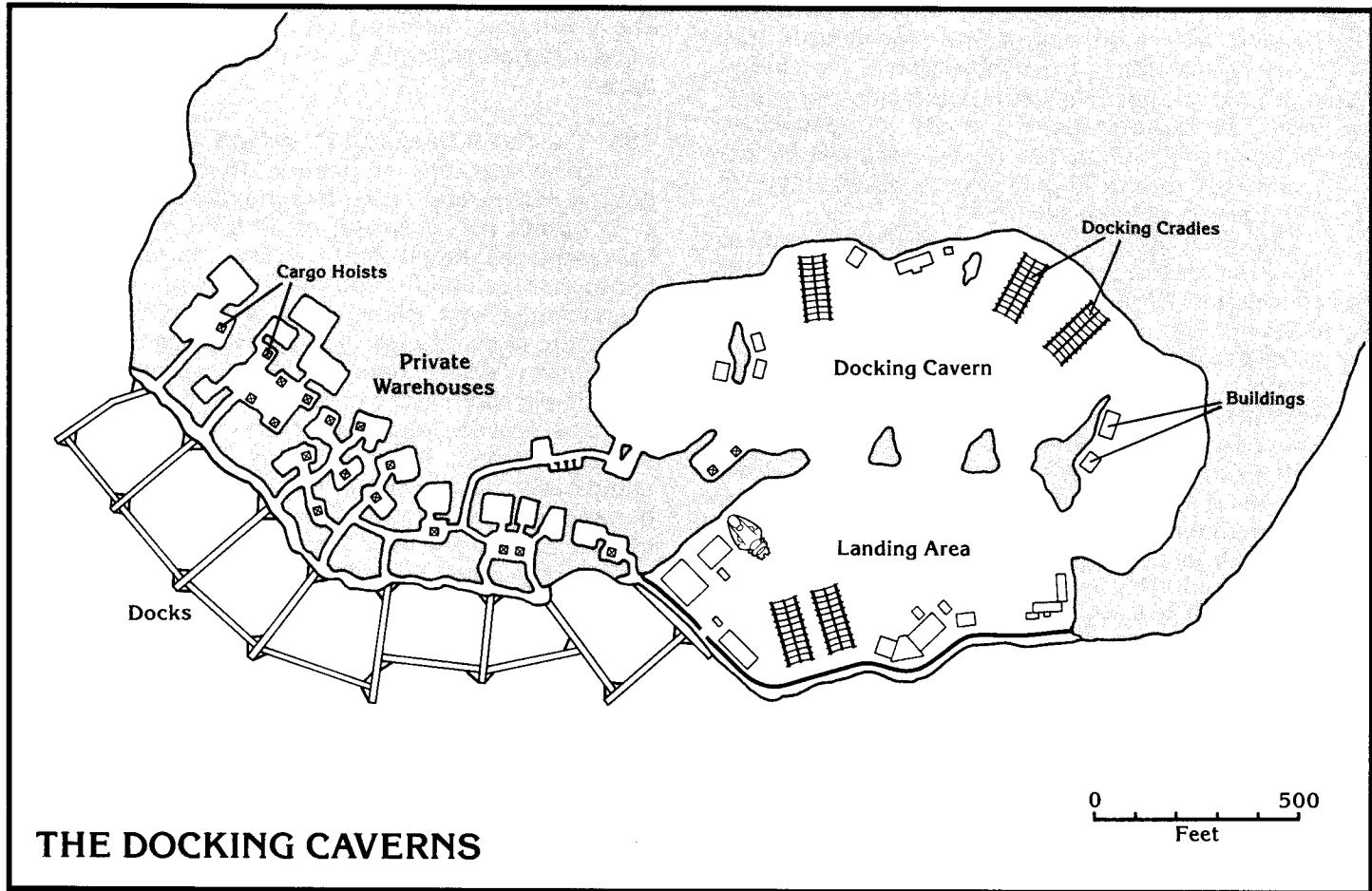
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the docking caverns can only accommodate the smallest of vessels—a wingspan of 50' or less is required to actually pass within. The caverns are far more important as an area in which to unload ships and store cargo while lift service is arranged.

The caverns feature a set of cargo lifts that pass through shafts in the Rock to the Topside. The lifts are simply wooden platforms that ride on vertical tracks, lifted by stout cables. Each lift emerges in

one of the warehouses along the Docking Edge. Some of these shafts may be rented from the owner of the warehouse for private use, but most merchants who do not own one find it cheaper to hire porters to carry goods topside.

The caverns also have a small business district where cargoes are traded right on the docks and vendors sell ale and food to the many sailors and longshoremen there.



The Docks are nearly 100 feet below the Low City, and cargo must be either carried up winding ramps or hoisted from the Docking Caverns by means of the cargo lifts.

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Chapter Ten: The Underside

The city of Bral rambles and sprawls over just one side of the Rock. The opposite side of the Rock accommodates fortifications and the prisoner work fields of the Underside. Separated from the rest of the city by sheer vertical cliffs nearly a thousand feet high, the Underside is reserved for the use of the Crown. With the exception of the convicts who are sent to work the largest farms on the Rock, few people outside the army or navy of Bral have ever had reason to visit the Underside.

The Underside is strikingly different from the Topside. Where the city of Bral crowds itself into every square foot of available space, the Underside enjoys spacious fields and rambling buildings. The lawlessness of the city is replaced by regimented labor in the fields, enforced by detachments of the Regular Army. Even day and night are reversed here.

Unauthorized visitors are generally assumed to be either spies or criminals planning an escape for an imaginary friend among the convicts of the Underside. The grounds are patrolled irregularly, since escape from the prisoner farms is pointless (there is no place to go). Too, the terrain is bare enough for a keen lookout in the towers of the Citadel to spot potential trouble. A patrol is usually half a dozen soldiers of the Regular Army with a couple of sturdy warhounds for ferreting out hiding prisoners.

It is almost inconceivable that a band of adventurers would find anything here worth exploring. However, it is likely that sooner or later, during a stay on the Rock, a PC may run afoul of the law and find himself sentenced to five years hard labor on the Underside. Or players may become involved in planning a war and visit the Citadel in the company of the Prince. A fiendish DM might place an entrance into the Underdark on the Underside, requiring players to somehow sneak past the Bralian army just to begin their adventures in

the Rock's interior.

Places of Interest on the Underside

There are very few landmarks or places of note on the Underside. Fortresses, barracks, and carefully tended fields predominate this region of the Rock. The Vanes and their tending towers rise above the rest of the Rock, their glittering sails shining in the starlight. At the center of the Rock, the dark towers of the Citadel command the view. Few Bralians visit the Underside, and people who are used to the stink and the clamor of the city above will find the empty fields and silent towers to be a remarkably quiet and peaceful change of pace.

151. The Naval Base and Docking Caverns:

A large complex of landing caverns, above-ground berths, and repair facilities, the Naval Base is one of the strongest of its kind anywhere. Currently, the Royal Bralian Navy numbers six hammerships, eight squidships, two lamprey ships armed with blunt rams, a vipership, and three armed tradesmen. In addition, one to three eleven men o'war are here at any given time. There is sufficient room in the caverns to dock every one of these vessels, plus four heavy warships and eight additional light warships. Dozens more could easily be accommodated on the level landing and parking area outside the caverns without interfering with the base's operation.

Generally, one hammership, two squidships, and one of the lighter vessels is patrolling the immediate area at any given time. In addition, one to four ships will be out on long missions of diplomacy or exploration. Half of the warships remaining in port are either being refitted or undergoing repair work, others are crewed by sailors who are on liberty. These vessels would not be available to scramble in response to a sudden threat, but could be ready on 24 to 72 hours notice. The rest

The "sides" of the Rock are very sheer, and effectively prevent ground movement from the Topside to the Underside.

The Edge ranges from 500 to 1,000 feet in height, and is plagued by scavvers and other dangerous creatures.

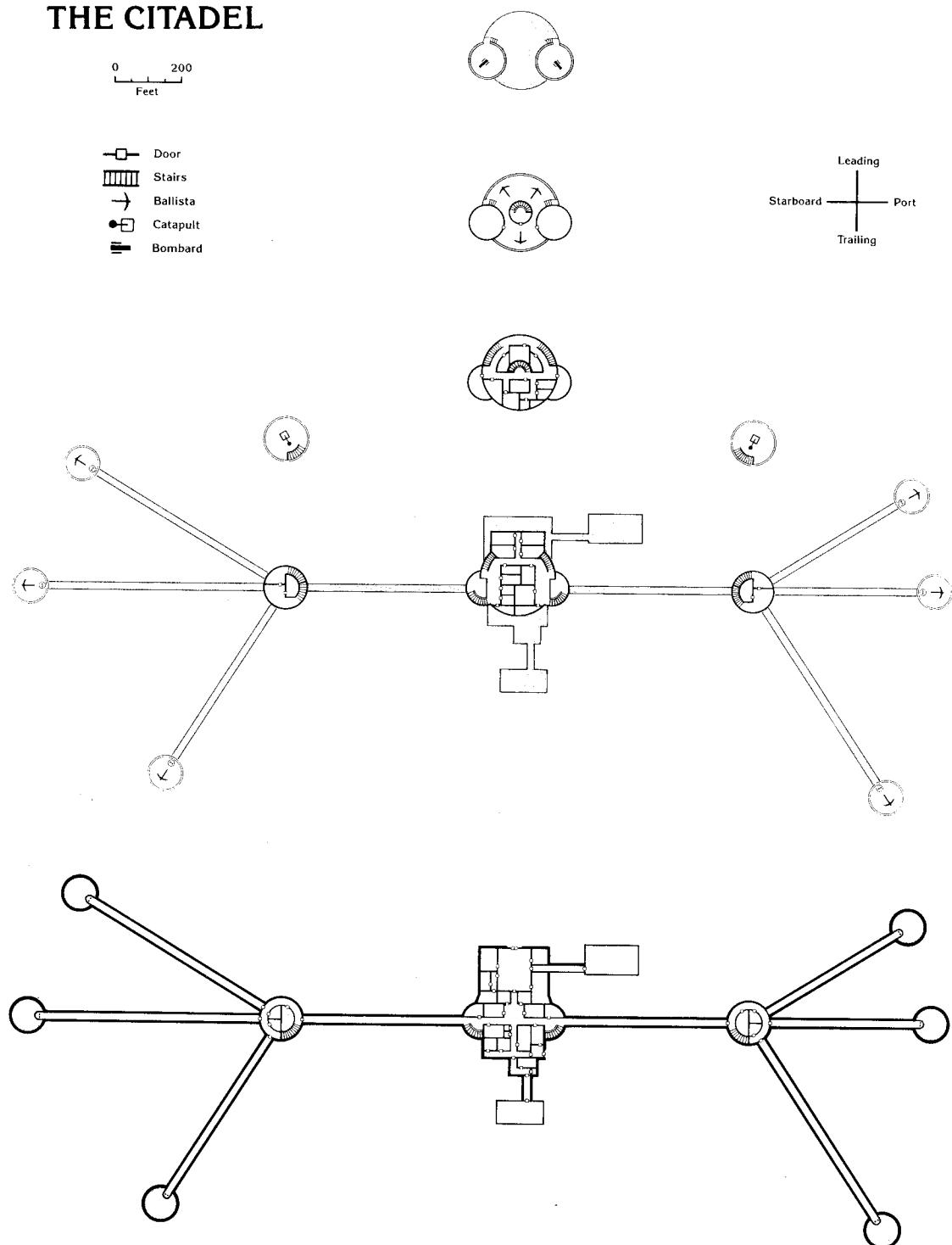
Part Three: A City Among the Stars

THE CITADEL

0 200
Feet

- Door
- Stairs
- Ballista
- Catapult
- Bombard

Leading
Starboard ————— Port
Trailing



Part Three: A City Among the Stars

of the fleet could be underway in as little as 10 to 30 minutes after the alarm sounds. In fact, the navy often has practice alerts to ensure the fleet can sortie in rapid order.

The Royal Bralian Navy numbers about 600 officers and men. This is sufficient to provide crews to all the ships of the fleet, but not enough to bring them up to their maximum complement. Several hundred sailors and retired veterans are maintained as a naval militia, occasionally called to duty to bring the fleet to full battle status. In addition, a full battalion (five companies) of the Royal Army has been trained in shipboard combat and often sails with the Navy.

The naval base has several large barracks, a mess hall, and numerous storerooms and supply warehouses. Spare naval artillery pieces such as catapults are kept on hand, as well as tools and mounting pieces, so that weapons, damaged in battle, may be quickly refitted. The naval base also features war chambers, planning rooms, and comfortable apartments for the use of the prince and the admirals in charting naval actions.

152. The Citadel:

Towering over the Underside, the Citadel is a radical departure from typical fortress designs. It includes a series of towers and walls, but the walls enclose no space; they simply link the towers and provide covered areas for the movement of troops from one part of the Citadel to another. The Citadel's primary design maximizes the fields of fire for several powerful weapons and provides a secure shelter where the Royal Army can prepare to repel invaders.

There are four major parts to the Citadel: the Central Tower, the Port Tower, the Starboard Tower, and the Undertower. The Central Tower is the largest and strongest of these. It accommodates three modified heavy ballistae similar to the weapons of the ballista towers, plus two flanking turrets housing *great bombards* +2. These weap-

ons can be fired straight up and into enemy ships. The Central Tower also contains most of the barracks and mess facilities for the garrison.

The Port and Starboard Towers are identical, each linked to three smaller flanking towers by covered walls and to the Central Tower by a strong gallery and wall structure. Each flanking tower houses a modified heavy ballista identical to those used in the ballista towers Topside, and the Port and Starboard Towers each contain an enchanted *medium catapult* +2, like those in the Donjon. In the smaller towers are storerooms and armories, but the larger ones contain auxiliary barracks and mess facilities.

The strongest portion of the Citadel lies underground. The Undertower is a large complex of passages and halls underneath the Central Tower and contains vast storerooms. Passages from the Undertower allow access to Lake Bral. In addition, several shafts pierce through the Rock to locations in the Middle City. Topside is not expected to withstand a major assault, but the leaders of the Royal Army hope to be able to counterattack through these tunnels, should it become absolutely necessary.

The Citadel is the home of the Regular Army of Bral, housing three battalions of five companies each. At any given time, two companies of each battalion are standing down, one company is detached for prison guard work, one forming marine contingents for the warships of the navy, while two companies garrison the Citadel. The remaining five companies are on alert standby or detached duty.

Prince Andru has special headquarters within the Central Tower, a deep shelter which is his last refuge in the event the Topside falls to an enemy attack. Underground passages link the Undertower with the landing caverns of the naval base, and can be barred with massive portcullis and gate arrangements.

The Citadel is equipped with two *great bombards* +2, two *medium catapults* +2, and nine modified heavy ballistas. All the weapons possess sufficient range to reach beyond the atmospheric envelope and strike ships attempting bombardment of the Citadel.

Part Three: A City Among the Stars

153. Prisoner Barracks:

Consisting of two similar buildings divided by the Citadel, the prisoner barracks house convicts who are sentenced to hard labor Underside. The Magistrates of Bral favor this punishment over simple confinement in the Donjon. The felon at hard labor produces some useful work, while the imprisoned felon does nothing but consume precious air and food.

The prison population ranges between 100 and 300 creatures of all descriptions. The vast majority are human, but elves, dwarves, gnomes, orcs, goblins, and ogres all are confined here together. The barracks has few provisions for separating the prisoners, and the forced mixing of so many differing races and traditional enemies produces a shocking amount of violence. The jails of Bral are among the roughest and cruelest of any world.

People who have had some basis for comparison find the prison barracks very loosely run. The guards do not really care if the prisoners choose to riot, or if an elf who wanders into an orcish block becomes a dietary supplement. The guards simply make sure that the prisoners cannot get out at night to cut their throats while they are sleeping. Beyond that, they have few concerns. A clever individual could escape from the prison in a matter of days, but the fugitive is still faced with the question of where to go. The Underside is divided from the Topside by the sheer vertical faces of the Rock; a thousand foot climb in an area plagued by scavvers and worse.

In the event of a complete loss of control over the prisoners, the Regular Army can be called out to restore order. This has happened on several occasions in the past. The preferred procedure is to offer the prisoners a chance to surrender. Those who do are spared. After one call for the prisoners to surrender themselves, the prison is stormed and all within are put to the sword.

154. The Vanes:

Towering over the empty Underside, the Vanes are enormous sails used to maneuver the Rock. Built by Frun, early in his reign, the Vanes are adjusted only once or twice a year. Usually they are set to provide a slow rotation to the Rock, creating the illusion of a 24 hour day as the Rock tumbles slowly through Wildspace. In times of danger the Vanes can be rapidly deployed to turn or slew the Rock to present the Citadel to an attacking force. This tactic is not terribly effective, since most ships can maneuver faster than the Rock can spin to follow them.

The Vanes incorporate slender towers supporting hinged booms. The booms are linked by the wing leather of radiant dragons, a remarkably strong and light material. They are nearly 600 feet tall and 600 feet long. The booms are held in place with iron castings weighing several thousand pounds, and the lower boom is supported at its outward end, by an attachment, on the wing leather itself. The towers are filled with winch machinery, which require 20 men to operate.

155. Bombard Emplacements:

A recent addition to the defenses of the Rock, the bombard emplacements are located far down the vertical slope of the Underside. They range from 100 to 200 feet above the gravity plane and are intended to discourage the movement of enemy vessels from Topside to Underside during an assault. Each emplacement houses two bombards in secure stone shelters. They are manned by detachments of the Royal Army under the command of the Citadel.

The emplacements are reached by narrow paths winding down the cliffside. Each contains a large supply of smoke powder, stone and iron shot, as well as enough basic rations and water for a two week siege. The emplacements are locked and left unattended most of the time.

Day and night are simulated in Bral by setting the Vanes for a slow spin on the Rock's long axis. The Rock is so small that its horizon is nonexistent; twilight lasts for almost six hours in both the morning and the evening.

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The dwarven warrior scowled and spat with studied deliberation. He was tall for a dwarf, powerfully muscled, and his black chainmail gleamed in the starlight. "I don't like this place," he announced. "Look, they don't even have the decency to run the ogres and the rest of the scum out o' town." He gestured at a group of the hulking brutes who were manhandling large crates off the deck of the hammership which was berthed next to his ship.

"Patience, my friend," advised the elven mage standing behind him. "You'll have to become used to such sights if you stay long on Bral." He clapped the dwarf on the shoulder, smiling. Few elves and dwarves enjoyed a friendship as close as theirs, but years of shared dangers and mutual hardships had gone a long way towards breaking down their instinctive rivalry.

"I can't believe they let ogres out on the street!" The dwarf snorted and shook his head. "Well, they'd damn well better stay out of my way."

"I imagine the ogres say the same thing of axe-totting dwarves," chuckled a slender woman, approaching the two companions at the rail. "From what I've heard, Bral is a place where you lay aside your differences and do your best to get along."

"This is a city of cowards, then." The dwarf swore and stormed down the gangway, determined to find a quiet tavern somewhere with the company of his kind. They'd understand.

"Actually, I should think it would take quite a bit of courage to fly in the face of everything one has been taught," the elf laughed.

"Our sturdy friend may not see it that way. It's a rogue's courage at best." The woman adjusted the scabbard of her scimitar and placed a hand on its hilt. "Well, speaking of rogues, I believe I'll go find out what the competition is like in this town."

The mage smiled and let his gaze roam over the teeming docks and rambling buildings of the space-port. In the corner of his eye he spotted a pair of sullen humans watching them. Thieves, no doubt, he thought. "It seems, my lady, that you will not need

to look very far for your competition," he said, nodding at the two cutpurses.

She followed his gaze and smiled. "At least this town shouldn't be dull," she laughed. "Come, mage, let's see what this fabled Rock is all about. Perhaps we may stop our dwarven friend from splitting ogrish skulls while we're at it."

The Rock is a dirty, dangerous nest of thieves, rogues, and conspirators. By definition it attracts the very worst characters of dozens of nations and races, including that ill represented class of troublemakers known as adventurers. This last section of *Rock of Bral* is intended as an aid to both players and the Dungeon Master. It includes information relevant to each of the player character classes and role-playing notes to aid players in the arts of surviving and prospering in Bral, as well as some information for the DM on encounters and adventure ideas.

The players' section of Part Four follows. This includes information for creating characters native to the Rock as well as setting up house with the existing characters. Information for each of the character types concludes the players' information section.

Player Characters in Bral

There are two kinds of campaigns which may be based around the Rock of Bral: campaigns featuring characters native to Bral, and campaigns importing PCs from another setting. This may seem unnecessary, but it will have a major impact on how a given character will handle himself in Bral. A native halfling thief is probably a member of the guild and has the entire halfling community to count on for support and shelter when things get tough. A groundling halfling thief, on Bral for the first time, will have to decide whether or not to seek guild membership. These distinctions are vital to understanding what happens on Bral and

"Problem with most groundlings is, they've been big fish in a small pond. Well, there ain't no bigger pond than Wildspace, friends, and the fish out here get big. Mighty big."

—Mordreggan Zudrik, dwarven veteran and miner

Part Four: Adventuring in Bral

why, and will help players improve the portrayal of their characters.

Beginning a Bral-Based Campaign

Characters of a campaign starting on Bral have the enormous advantage of a network of contacts and resources. As in the example above, thieves will belong to one of the guilds. Similarly, clerics and specialty priests will have a local temple venerating their deity, fighters may belong to a military brotherhood, and mages may have masters or a guild membership in the city.

A campaign starting in Bral should feature low-level characters. The *SPELLJAMMER*® campaign setting tends to be somewhat more dangerous than normal AD&D® campaigns, and the DUNGEON MASTER™ may wish to allow characters to start at the 2nd or even 3rd level. At these levels, characters will be stuck on the Rock for some time; they won't have the toughness or the resources to gain control of a spelljamming ship. On the other hand, ships are always hiring extra hands...

Moving an Existing Campaign to Bral

The first consideration in moving an existing campaign to the Rock is simple: is it a *SPELLJAMMER* adventure, or a traditional campaign? Moving a *SPELLJAMMER* campaign setting is easy: the player characters encounter the Rock while exploring a new sphere, or they are contracted to take a cargo there, or they may even be dragged to Bral in chains by neogi slavers. In any event, they are discovering a major new city.

Moving a ground-based campaign requires a little more thought. The *SPELLJAMMER* boxed set describes several excellent methods by which you can take a campaign into Wildspace. After that, it is much the same as moving space-based charac-

ters. In either case, experienced characters arrive on the Rock with few or no previous contacts or resources.

These characters are not likely to be fledglings, but should be seasoned veterans. They may or may not have a good grasp of Wildspace and the realities of the *SPELLJAMMER* adventure. The most important thing to remember is this: they are new in town. They don't know who to see to get things done, or which parts of town to avoid. Depending on the circumstances of their arrival, the party could be a band of penniless wanderers, slaves in chains, or a renowned band of heroes and pirate hunters.

Player Character Races on the Rock of Bral

Humans are still the prevalent race of spacefarers, and easily outnumber all other races of the Rock combined. They get along well with most of the other races, tolerating just about everybody. Even the greenest groundling will find that Bral's people are a lot like people everywhere.

Dwarven natives of Bral will find a large and prosperous community to support them. Most will not have a great deal of underground experience, but will instead know more about space mining or their own craft. Spacefaring dwarven characters, new to the Rock, will find the Bralian dwarves to be fairly typical of their kind, though a little too careless with whom they do business. Groundling dwarves will be shocked by the open-minded tolerance shown by their Bralian cousins to all kinds of disreputable creatures, but may find that these skills are rare and valuable in Wildspace.

Elven natives of Bral are almost nonexistent. The Elven Forest is populated exclusively by elves in the service of the Elven Armada, and these diplomats and soldiers rarely stay long enough to raise children here. A few independent elves live in the city, but they are comparatively rare.



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Spacefaring elves could be members of the Armada who have left the service and taken up adventuring, or perhaps they are members of an elven space nation. Groundling elves will find that other elves of a Wildspace origin are remarkably tolerant and helpful (if somewhat condescending) to those of their kind who were not raised in the vastness of Wildspace.

Half-elves are found in greater numbers in Wildspace than anywhere else, and Bral is no exception. The presence of the Elven Armada on the Rock has ensured a steady amount of mixed marriages (or affairs, anyway) and the half-elf is a common sight in Bral. Half-elven characters arriving in Bral for the first time will be delighted to find that their mixed heritage means little here.

Halflings have a substantial community on Bral, but there are few true spacefaring nations of the little folk. Most halflings of a spacefaring origin probably came from cities like Bral, where halflings live among other races. Groundling halfling characters receive a warm welcome from the halfling community, unless they are thieves competing with the halfling thieves' guild.

Lizard men are relatively rare on Bral. There is no particular community or barrio of the creatures on the Rock, and without a safe community, they do not mate. However, there are a considerable number of freebooters, rogues, and bodyguards who are currently seeking their fortunes on the Rock. There are no true native lizard men in Bral; almost every character would have come here from somewhere else.

Gnomes are present in considerable numbers. Like the lizard men, they have no particular neighborhood to call their own. Unlike the scaly ones, they have a strong sense of community regardless, and thrive on the Rock. Both tinker gnomes and illusionist gnomes thrive in Bral, but they function as separate communities. Native-born characters can select which variety of gnome they represent.

Warriors on Bral

The various classes of fighter are very common on the Rock, forming the dominant type of adventurer. A strong hand and a swift sword are never lacking for work on Bral. Mercenary companies are always hiring replacements who show skill, and lords and captains always require loyal bodyguards. Even the thieves' guilds occasionally hire extra muscle for special jobs. A player running a warrior character will never lack for excitement.

At higher levels, players may find it challenging to form their own mercenary company or to take their own ship out in search of plunder and glory. These enterprises will require wit and bravery, as well as a good nose for business and common sense. Unfortunately, there is little room on Bral for keeps, castles, and large numbers of retainers; fighter characters at level F9 will find little support from the Crown if they attempt to clear a city block and raise a fortress in its place. Powerful characters who insist on taking titles and levying men-at-arms will be encouraged to take their ambitions elsewhere.

Paladins are rare people anywhere, and especially scarce on Bral. Few of the native Wildspace religions harbor warrior orders that would produce paladin characters. A paladin coming to Bral would be appalled by the graft and greed of the city, and would likely launch grand crusades to clean up a city that doesn't want to be cleaned up. Such rabble rousing wins few friends among the powerful of Bral.

Rangers are also scarce on Bral. A large city without any significant hinterland is hardly the environment for a skilled wilderness warrior, and most rangers will feel crowded and dirty in a city like Bral. The typical ranger could take it for about two weeks before deciding he had to get off the Rock. However, the scarcity of rangers also makes them valuable—not to the Rock, but to expeditions in wilderness groundling areas.

A strong hand and a swift sword are never lacking for work in Bral.

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Warriors of all types will be pleased to discover that any weapon imaginable can be bought or made in Bral. All forms of armor are available as well, but field plate and full plate are not often manufactured in Wildspace and are correspondingly more expensive than they would be in a groundling realm. Artillerists are in great demand, and a character who invests a proficiency slot in ballista or catapult use may find that it will pay off in the long run.

Warrior kits that are especially appropriate for the Rock of Bral include myrmidons (which works well for mercenaries, too), noble warriors, pirates, and swashbucklers. Particularly inappropriate are the beast-rider, cavalier, samurai, and savage. Any other kit is likely to be found, as groundling adventurers can come from literally anywhere to take up residence on the Rock.

Wizards on Bral

The Rock is a haven for magic-using characters of any kind. Wizards are respected and well-liked in Bral, and they will find that their services are greatly in demand—both as spellcasters and spelljammers. Any wizard running low on funds need only walk into the nearest merchant company and offer his services, and within days he will be shipping out as a helmsman with a lucrative contract.

Any sort of traditional spell-caster is generally well-received in Bral. Mages and the specialist wizards of almost all schools are considered equals in the eyes of the magic-using community of the Rock. One exception is the necromancer-specialist wizard, but then again, necromancers generally are not popular anywhere. All mages and specialist wizards are strongly encouraged to join the Mages' Guild, but none are ever coerced; it is simply the professional thing to do.

Elementalist and wild mages will be regarded with suspicion and may find that their departures

from the more traditional schools of wizardly learning have effectively cut them off from the resources and support of the Guild. On the bright side, mages are the only people on Bral who care to make this distinction, and merchants hiring spelljammers, or commissioning spellcasting, frankly could not care.

Bral's encouragement of the magical arts allows any user of magic to earn a handsome living by casting spells for pay. *Walls of stone* are very useful in building, and divination spells are always in demand. The only laws governing the use of spells specify that scrying on another person or using magic to control another's actions are illegal. Lastly, the law makes no distinction between killing or injuring someone with a spell or with a more mundane weapon.

Powerful characters (usually 11th-level or higher) may be asked to join the Fireball Alliance or to assume an office in the Mages' Guild. More commonly, mages often join the households of powerful merchants or lords to act as advisors and bodyguards. These house mages are well-paid and receive free room, board, and research facilities, but they are required to stay near their masters. The particular advantages or disadvantages of any offer are left to the DM to decide.

Good kits for wizards on Bral include acamedician, militant wizard, mystic, and patrician. Anagakoks, savage wizards, wu jens, and witches are very inappropriate for native characters. A groundling character, transported into the SPELLJAMMER® campaign setting, could be of almost any origin, however. One last note for wizardly characters: enough gold can get almost any spell, scroll, potion, or magical item for you. Similarly, almost any item can be sold or traded in the marketplaces of Bral.

Priests on Bral

The most challenging character class of this

Hiring on as a spelljamming mage with a merchant house pays well—usually on the order of 500 to 2,000 gp per month.

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setting is probably the priest. Groundling priests have an excellent chance of wandering outside their deity's sphere of influence and losing their most valued asset—high-level spells. In addition, they are probably going to be faced with the problem of creating converts to their faith in a city notorious for its irreverent attitude and lust for gold.

Native characters should choose a temple from among the following choices: Ptah, the Path and the Way, the Planar Church of Olympus, the Planar Church of the Seven Heavens, Celestian, Tyr, or a polyglot (pantheon) faith. Of course, groundling characters could venerate any deity. The DM must be careful, however, when deciding whether or not a specific deity is present in Bral's sphere.

The priests of the Path and the Way, the Planar churches, and any polyglot faith must be clerics. There are no specialty priests for these religions. Priests of Ptah, Tyr, and Celestian may choose to be either clerics or specialty priests. The specialty priests of these deities are detailed below.

Regardless of which deity the priest venerates, he will find that most Bralians have little time for gods of any sort. The DM is perfectly within his rights to demand that the character spend the majority of his or her time attempting to add converts to the faith. Like wizards, priests are also sought for spelljamming, and it is not unusual for a temple in financial trouble to lease out some of its priests to various merchant enterprises in return for a "contribution." Most deities seem to favor their priests travelling around the cosmos and carrying the faith forward into new spheres.

Priest kits appropriate for Bralian characters include the nobleman, the outlaw, the pacifist, the peasant, the prophet, and the scholar. Of course, groundlings could be of any kit.

Celestian (Lesser Power)

AL Neutral Good; WAL Any good; AoC stars, space, wanderers; SY black circle with seven stars; PN astral.

Celestian is a deity of Oerth (the World of Greyhawk) whose worship was brought to Bral many years ago by a wandering priest. As a deity of the stars, his worship has flourished in Wildspace and is now one of the chief religions of the Rock. He is revered by astronomers, astrologers, navigators, and poets. In Wildspace, many sailors and spacefarers of all descriptions honor the Star Wanderer.

Specialty Priests of Celestian: AB Intelligence 12 or better; AL any good; WP spear, short sword, staff, dagger, long or short bow; AR none; SP *all, astral, creation, sun, healing, numbers, summoning, necromantic (minor), guardian (minor), divination (minor), protection (minor); PW 1) feather fall 1/day; 3) jump 1/day; 5) levitate 1/day; 7) spider climb 1/day; 9) fly 1/day; 11) dimension door 1/day; 16) teleport 1/day.* All powers function as if cast by a wizard of level equal to the priest.

Both priests and clerics of Celestian spend much of their time away from their home temple. In fact, they are expected to travel extensively in Wildspace. Most are skilled navigators and astronomers and are highly sought as crew members of ships exploring new areas. The priests of Celestian are on very good terms with the Seekers and often cooperate closely with them, but they are rivals of the priests of Ptah. Since Ptah's worship is far more widespread, Celestian's priests often come out on the wrong side of any altercations.

Celestian's priests affect a total lack of concern for worldly matters. Travelling and learning are their only aspirations.

Tyr (Greater Power)

AL Lawful Good; WAL any good; AoC justice, war; SY sword; PN Seven Heavens.

The worship of Tyr was brought to Bral from the FORGOTTEN REALMS® campaign setting, but it has evolved somewhat due to contact with the more conventional Norse pantheons. On Toril, Tyr is known as a god of justice; but in Wildspace

Wildspace priest characters who choose a planar church, a polyglot faith, or the Path and the Way must be clerics; they cannot be specialty priests. Priests of Ptah may choose to be clerics or specialty priests.

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he assumes his original designation as a god of war, in addition to justice. He is the patron of all good warriors and his temple includes numbers of skilled fighters who confront injustice wherever they find it. They are not terribly popular on Bral.

Specialty Priests of Tyr: AB Strength 9 or better; AL Lawful Good; WP long sword, bastard sword, hammer, staff, or mace; AR any; SP *all, combat, divination, war, protection, guardian (minor), healing (minor); PW 1) hold person, 1/day; 10) detect lie, at will; 15) detect invisibility, at will.*

Priests and clerics of Tyr have plenty of injustice confronting them on Bral. In the past, they have taken on such targets as civic corruption and the Underbaron networks. These actions win few friends among the powerful of the city, but there is a growing groundswell of popular support for them among the lower classes of the city. In addition to their efforts to clean up the city, the temple of Tyr also sends representatives on crusades against injustice elsewhere. It is not at all unusual to see a priest of Tyr leading a party of lawful good warriors against an outpost of neogi slavers or human pirates. The priests of Tyr are often on excellent terms with organizations like the Pragmatic Order of Thought and the powerful Company of the Chalice.

Ptah (Greater Power)

AL Lawful Neutral; WAL any; AoC travellers, artists, and artisans; SY mummified hand; PN Nirvana.

Ptah is a deity poorly represented in groundling faiths, but who is venerated by spelljamming cultures everywhere. His priests claim that he is the creator of the universe, and Ptah has not contradicted them. Ptah represents the artistic inspiration, the fire of creation, as well as the cosmos as a creative force. He is a clever, dynamic god who encourages works of art and beauty and smiles upon their creators.

Specialty Priests of Ptah: AB Intelligence of 16

or better; AL any; WP any; AR any; SP *all, astral, creation, divination, travellers, elemental, charm (minor), sun (minor); PW 1) 5% magic resistance per level, maximum 50%; 5) teleport 1/day; 10) teleport without error 1/day; 15) plane shift 1/day.*

Priests venerating Ptah can be from any space-faring nation, and are hardly unique to Bral. Ptah's religion is well-organized, and his priests may expect a warm welcome in any of Ptah's temples in Wildspace. The large and efficient hierarchy of this temple spans all the known spheres, and it is not unusual for a minor priest from one location (for example, Bral) to be ordered and transferred to a temple half the universe away. All priests of Ptah cherish artistic skill, not only in works of art but also in crafts like smith-work, carpentry, and pottery. Ptah's worship is very popular among the skilled craftsmen of Bral, and is almost the religion of default for large regions of Wildspace.

Ptah's clerics are scholars and artisans who are responsible for the creation of many powerful artifacts. They often journey through Wildspace for the sake of the journey itself.

Rogues on Bral

The Rock is a rogue's paradise. Countless opportunities for the separation of fools and their gold exist for the clever and resourceful thief. Four competing thieves' guilds literally rule the city, exacting a tribute from all the merchants under their sway. Bral is the reason player characters took up thieving.

Native thief characters may decide if they wish to be a member of a guild or not. The advantages of belonging to a guild include safe shelter from the law, easy supply of expensive thieving equipment, easy fencing of stolen goods, and a limited ability to call on their guild brothers for assistance in any dastardly enterprise.

The chief disadvantages of belonging to a guild are the considerable demands on the character's



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time ("Sorry, Sly, but you can't leave town. You have to help Fingers with the job next week."), the requirement to split most of the take with the guild, and the guild itself—a dangerous collection of ambitious and unscrupulous men with several other guilds as declared enemies.

Individual operators are perhaps the most romantic of rogues, but they are also short lived. The hands of both the law and the underworld are raised against the lone wolf, and rogues of this type lead hunted lives. While they can keep all of their loot, finding a reliable fence is expensive and

time consuming.

PC rogues who are coming to Bral from another setting may be of any kit and may attempt to join a guild. Appropriate kits include acrobat, assassin, beggar, burglar, cutpurse, fence, investigator, smuggler, spy, swashbuckler, swindler, thug, and troubleshooter.

Bards flourish in Bral, as well. Entertainers are eagerly sought on the Rock, and more than one minstrel has supplemented his income with a little burglary or swindling on the side.



Bral is divided between four competitive thieves' guilds: the halflings, who control most of the Middle City; the yakuza, who control most of the Low City; the Juggler's Men, who control the High City; and the Red Masks, who are fighting to carve out a territory of their own.

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The DUNGEON MASTER™ and the Rock of Bral

This section is directed to the DUNGEON MASTER™ running a campaign in Bral. The Rock was originally conceived as a place for a group of player characters to go and rest, a town to relax in after visiting the dungeon—regardless of the fact that the “dungeon” is all of Wildspace and the “town” is an asteroid city. The Rock of Bral will work very well on that level if you choose to use it that way. Every band of adventurers needs someplace to rearm and reequip, after all.

However, the Rock can assume a much larger role in your campaign. All players reach a point in their character's careers when they start to wonder about things like, “where does this guy crash when he's in town?” and “I really hate it when the Thieves' Guild makes off with the dragon's hoard I just recovered. I'm going to get even with those guys if it's the last thing I do!” The town ceases to be a rest stop between other adventures and becomes an adventure in and of itself. This is what this book was designed to do—to give players who have gone past the flat statistics on the character sheets, and who are now exploring their characters, a place to advance themselves.

Launching Adventures from the Rock

The Rock is one big adventure waiting to happen. Competing thieves' guilds, villainous royalty, unscrupulous merchant lords. . .these are the ingredients of a great campaign. Players using Bral as a base of operations from which to explore Wildspace will find that a spelljamming ship and a fearless heart are commodities in demand on the Rock.

Adventurers are frequently hired by powerful merchants or wealthy collectors to recover lost artifacts, treasures, and works of art. The Seekers

and Gaspar's Reclamations are two organizations who often contract with adventurers to locate and recover items and artifacts. As an option, the players could be seeking a person instead of an object; a noted diplomat who disappeared, or a sage having knowledge that somebody needs very badly.

Heroic characters will find plenty of grand crusades against evil in the immediate vicinity of the Rock. A campaign against piracy or an evil race like the neogi can keep the players occupied for quite some time. Characters who are not as concerned with issues of good and evil could actually launch a piracy campaign, seeking plunder and glory amid the stars.

Within the city of Bral, thief player characters could have a field day planning burglaries or swindles, or even plotting their advancement in the guilds. Noble minded heroes might take on the Chainmen and their illicit slaver operations. Ambitious DMs could even set up adventures in which the players assist Aric Cozar's attempt to regain the throne.

The interior of the Rock has never been fully explored. Dangerous monsters are known to lurk in the Underdark, and even more dangerous bands of slavers and illithids are rumored to guard secret slave pens deep in the Rock's heart.

Naval Engagements Around the Rock

For purposes of ship-to-ship combat, the Rock is five hexes in area. Its gravity plane and atmospheric envelope extend three hexes in every direction from the edge. The Rock possesses an infinite number of hull points. Any given building will have 3-60 hull points, depending on its size and strength, and an armor class and saving throws equal to the material of its construction. The central tower of the Citadel would have at least 150 to 200 hull points.

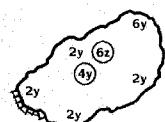
The interior of the Rock has never been fully explored, and dangerous monsters are known to lurk in the Underdark.

Part Four: Adventuring in Bral

THE ROCK IN TACTICAL COMBAT

1 hex = 500 yards

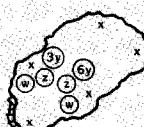
Topside



- x bombard emplacement (two bombards)
- y modified ballista
- z medium catapult +2

shaded region = extent of gravity plane
and atmospheric envelope

Underside



- w great bombard +2

circled weapons may fire in any direction
other weapons cannot fire through a hex containing the Rock

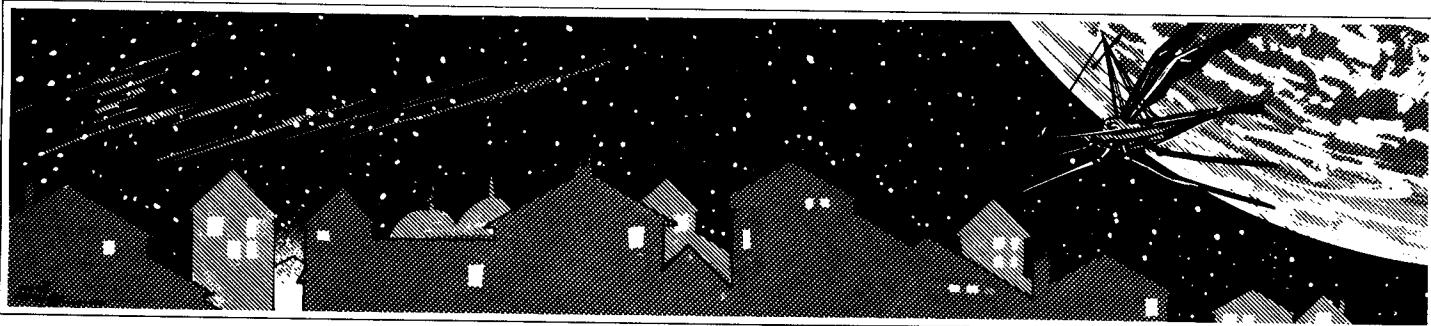
The above diagram shows the location of the heavy weapons that comprise Bral's defenses. A ship attacking from the Topside is exposed to fire from four *medium catapults* +2, and 16 modified heavy ballistae (range as light ballista, rate of fire 1 per round). Ships attacking the Underside face nine modified ballistae, two *medium catapults* +2, and two *great bombards* +2. Ships not directly above or below the city also face two bombards in each hex of the Rock. The Bralian Navy prefers to fight beneath the cover of the many shore batteries.

The Rock does not move during a naval battle, but can pivot in place or turn over, at a maneuverability class of G. As with any other ship, the weapon crews of Bral may declare their fire at any time. Note that all weapons, except bombards, can fire

over any hex of the Rock during combat, since they are all elevated.

Random Encounters in the City

In general, players should not be accosted with role-playing situations at every turn if they are just going out to find an armorer or a gunsmith. The Rock is crowded and it can be assumed that the characters are rubbing shoulders with people, stopping to watch a street show, or spurning beggars with a kick as they wander about the town to take care of business. It would be pointless to force a player to role-play his way down a busy city street—and it would take all day. The DM can get away with a simple statement: "The streets are crowded, but you know the way and find the shop



Part Four: Adventuring in Bral

with little trouble."

On occasion, the DM™ might feel that a random encounter is in order. In a city setting, random encounters should not be major plot-affecting devices. Use them as minor adventures to keep the players on their toes—they were warned this tavern was in a bad neighborhood, right? Few things can shake up a player like sudden danger in a place where he customarily feels safe.

A 1 in 6 chance of an unexpected encounter when PCs go abroad in the city is reasonable, especially if they are just "seeing what's happening" or attending to business. A sample chart follows.

2d6 Encounter Result

- 2 Thieves, 1-8. Encountered in the pursuit of their vocation. Half are 0-level ruffians, with a 20% chance of one fighter of d4+1 level. The rest are thieves of 1d4 level. There is a 30% chance that they are leaving scene with loot. One thief is a burglar or cutpurse; six or more have made a major heist.
- 3 Priests, 1-10. Half are 0-level men-at-arms, with a 40% chance of a fighter of d4+1 level. Priests are of d6 level. Randomly determine alignment; good priests will sermonize the party and ask for contributions, evil priests may be looking for human sacrifices.
- 4 Rakes, d4+1 young gentlemen swordsmen. Rude, aggressive, sarcastic. Each is a fighter of level-0 to level F5 (d6-1).
- 5 Drunks, d4. 1 in 8 are exceptional individuals, an NPC of a random class and d10 level. Roll a reaction on the Encounter Reactions table. This will indicate how the drunks approach the party. (Hostile drunks pick fights; friendly drunks hail their new found "friends.")
- 6 Magistrate's Watch as appropriate for this part of city. Refer to Chapters Seven through Nine. 30% chance of mistaking party for criminals and attempting an arrest.

- 7 Beggars, d2. If PCs give alms, 0-9 nearby beggars take note and flock to the benefactor. There is a 30% chance that a beggar is a thief of d4 level who attempts to pickpocket a character. Beggars also sell rumors.
- 8 Peddler. The random PC is accosted by a shouting vendor selling worthless junk. If the PC buys, 0-5 nearby peddlers notice and assault the character.
- 9 Pickpocket. A Random PC is the target of a thief of d6 level. Use standard thief abilities from the *DMG* to determine skill of pickpocket.
- 10 Harlot. A random PC is loudly propositioned by a lady of ill breeding and repute. 1-3 ruffians are on hand to "protect her honor."
- 11 Ruffians, d6+4. Shady characters will attack the party with clubs and knives, intent on killing and robbing the PCs. The ruffians are of level-0 to F2 (d6-4), 30% chance of a fighter of d6 level.
- 12 Special. Refer to the chart below.

1d8 Special Encounter Result

- 1 2d4 Ogres pick a fight with a random PC.
- 2 A press gang of d6+6 ruffians shanghai the PCs. 10% chance that a mage of d4+2 level assists.
- 3 Brawl. A fight spreads into street and involves the PCs. Watch arrives in d4+1 rounds.
- 4 A 1d4 Giff playing with a wheellock pistol shoots a PC. The Giff think it's hilarious.
- 5 Screams from nearby house. The PCs find a mind flayer and d4 bodyguards. The mind flayer is about to dine on a human...
- 6 A random PC steps on the tail of a lizardman. The lizardman backhands offending character in anger.
- 7 A Band of d4+6 drunken soldiers of the Brazilian Regular Army stumble down street. Trouble.

"Mostly we favor a double-bump technique. One man bumps the mark, while an accomplice picks his pockets. Even if the mark suspects us, the 'bumper' can protest innocence—the second man has the goods."

—Grandal Lighthand, thief of the Juggler's Men

Part Four: Adventuring in Bral

8 1d4 scavvers become overly bold and swoop into the town for an easy meal. 90% are grey scavvers, and 10% are night scavvers.

Adventure Ideas

These ideas are presented as brief plot sketches to aid the DM in devising adventures on the Rock. Some are springboard plots designed to take the players into Wildspace, and others are local adventures which the characters could resolve without leaving Bral.

Honor Among Thieves: A PC thief is required, of low to middle levels. A power struggle is brewing inside the guild to which the thief belongs. The second in command of the guild (the lieutenant) has secretly decided to depose the Guildmaster and take over. To do this, he has arranged to betray those loyal to the Guildmaster to weaken the faction of the old order.

The PC thief is assigned a job which goes well until the Watchers arrive. If arrested, the other PCs will have to break him out of prison. When he escapes, the thief will realize that he was set up, and the thieves of the lieutenant's faction will be trying to prevent him from "singing" to the Guildmaster. His friends would have quite a challenge keeping him alive.

And a Star to Steer Her By: One PC must be capable of spelljamming. The players observe an advertisement, offering a substantial sum for skilled explorers and a spelljammer. If they answer the ad, they find that the Seekers (or a maker of star-charts) is planning a voyage to an unknown sphere. A dragonfly or mosquitoship will be provided, fully outfitted. The players will be well-compensated for their service on board, and may get a chance to make history.

What the players don't know is that not everybody wishes this new sphere to be explored. On

board the ship there is a traitor among the crew, an agent of the Tenth Pit. The new sphere is beneath the domination of the Tenth Pit, and they don't want their home sphere known. The party will not have any trouble getting there, but getting out of the sphere and returning to Bral alive are an entirely different matter.

Broken Chains: At least one PC should be a member of the Pragmatic Order of Thought or a good-aligned temple. An escaped slave brings word to the PC's organization of the existence of extensive slave pits beneath the Low City. The slave offers to show a war party the way into the pits, provided they free the slaves.

The escaped slave is a traitor, bait for the good-hearted heroes. He leads the party straight into a deadly ambush. If the party is defeated, they are taken as slaves themselves. If they survive the ambush, they discover the true extent of the Undercity of Bral. The rumors of an Underbaron of the caverns beneath the city are true; an illithid lord holds the Underdark with an iron fist. Even if the party overcomes the evil slavers, they will find that they have become marked men in the streets of the city.

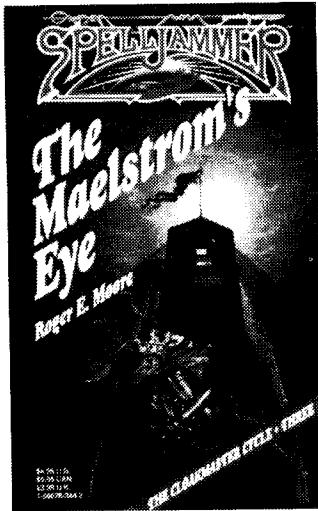
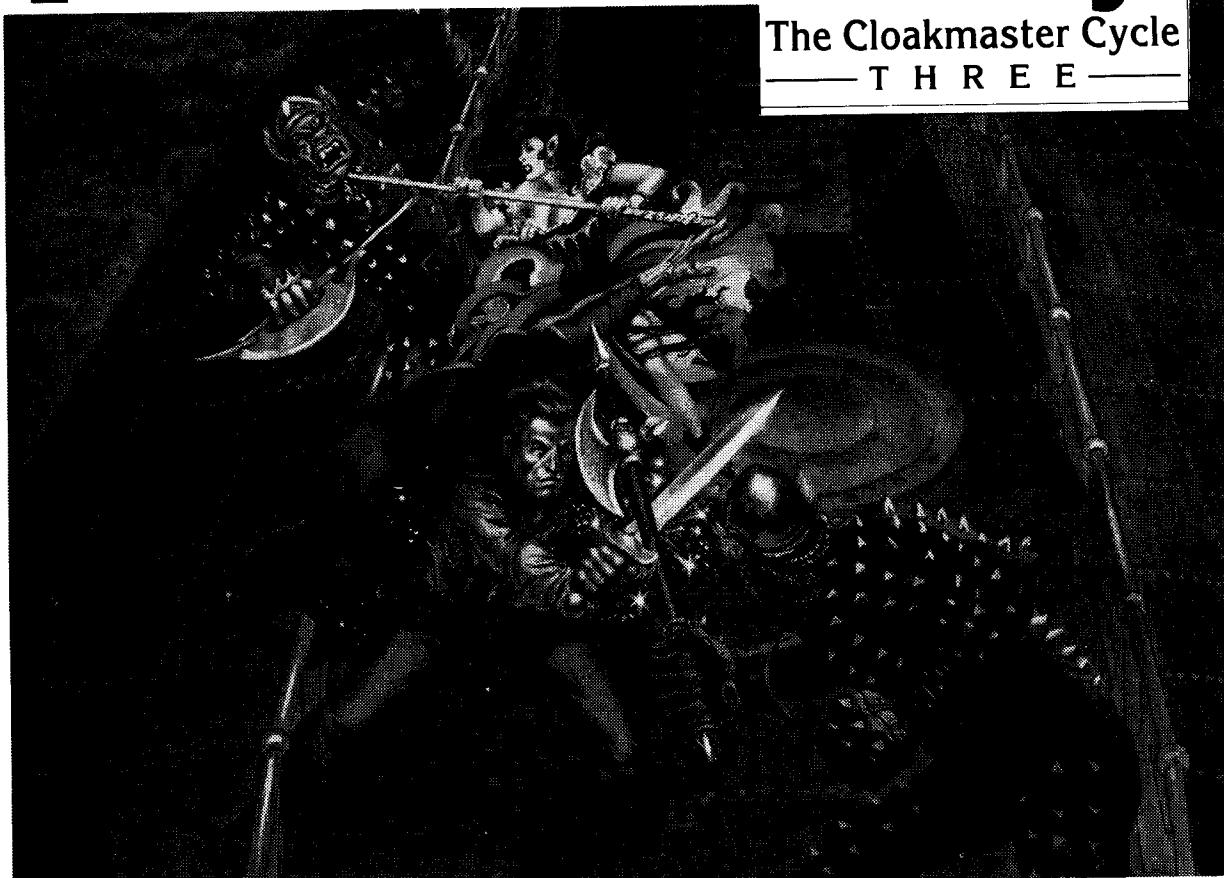
In the Service of the Prince: One PC should be a member of a good-aligned temple or organization. Aric Cozar, the nephew of Prince Andru, has disappeared. The character's parent organization comes across a piece of startling information, brought to them by a guardsman loyal to Aric's cause: Andru has imprisoned his nephew in a high tower of the Donjon, sealing the young mage in a comfortable cell; there to live out the rest of his days. The PCs will have to carefully plan a break-out from the Donjon. . .and what if the guardsman was mistaken?

The rumors of an Underbaron of the caverns and dungeons beneath the city are true; an illithid lord holds the large areas of the Underdark with an iron fist.



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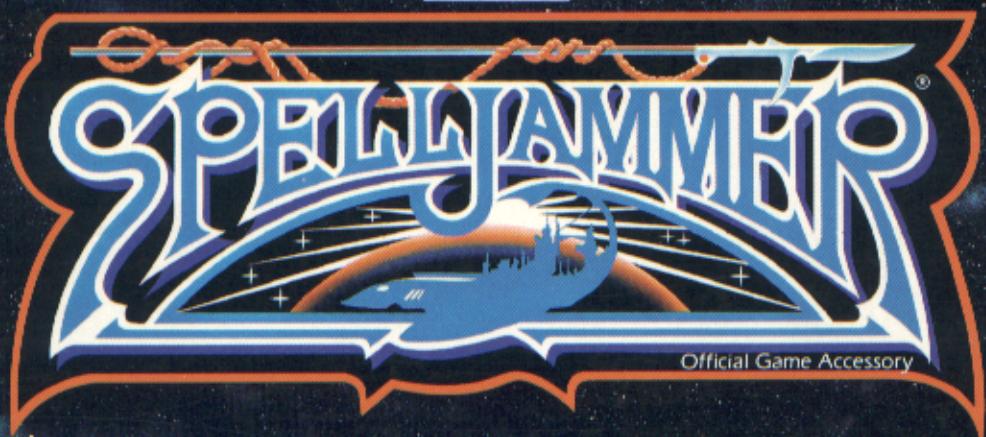
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Advanced Dungeons & Dragons®
2nd Edition



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Rock of Bral

by L. Richard Baker III

Welcome to the city of twilight, the city of thieves, the city among the stars. Founded by pirates, Bral is now a prosperous city of rogues and merchants, adrift in the vast realms of Wildspace. Its docks are crowded with graceful ships, its streets are teeming with intrigue and adventure, and its population includes shining heroes and dark villains. The Rock of Bral is a haven for any adventurer with a quick wit and a dash of

greed—opportunity only awaits the hand bold enough to seize it!

Rock of Bral is an accessory to the SPELLJAMMER® campaign setting and is intended to provide a ready guide to this most fascinating of cities. Your character will find the Rock to be the perfect base from which to explore the magical reaches of Wildspace.

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