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## Key to the Map of Mine Docks

Because of the city's size, the images on the overall map are relatively small. Therefore, the full maps are followed by zoom views of the various districts. There also is an outer district. It consists of the structures outside the half circle formed by the city wall, which still is under construction. Streets and roads seldom are given names in Slovenia, but Mine Docks is an exception. All streets and roads have names.

### Streets & Roads

**A. Raft Roads.** Rafts that come to Mine Docks from South Docks to the north need to be drawn back upstream by teams of horses. Building horse roads along the Mill Channel would have been inconvenient. For that reason, a starting team of horses that belongs to the dock authority tows the rafts to the end of the Mill Channel from the Auðarhome side of the Fjörm. The long distance teams take over at the end of the channel.

**B. Mine Trail.** This dirt road leads up into the Midworld Mountains to the mining camps and also connects to the smuggling trails that run northward along the Fjörm's western bank.

**C. Island Street**

**D. Bridge Road**

**E. Channel Road**

**F. Tanners Street**

**G. Market Street**

**H. Dock Street**

**I. Temple Street**

**J. Castlegate Street**

**K. North Street**

**L. Miners Street**

**M. Traders Street**

**N. Eastgate Street**

**O. Outer Road.** This dirt road is outside the intended path of the city wall.

### Artisans' District

- **1. River Fjörm.** The Fjörm runs deep and swift through Mine Docks. The river averages about 100 feet/30 m wide. It has a descent of almost 1%, dropping 9 feet per 1,000 or 9 meters per kilometer. The average depth in the river's middle is about 20 feet/6 m. At flood season, the Fjörm's fast flow seldom causes a rise of more than 2 feet/60 cm.
- **2. Mill Channel.** The channel was cut to power the waterwheels of Blacksmith Albína's Hammer Smithy (Location No. 13), the South Fjörm Grainmill (Location No. 19) and the Mine Docks Sawmill (Location No. 21). The three dams on the channel usually are open, but they can be used when necessary to maintain a steady flow for each of the three bottom-driven waterwheels.
- **3. River Tannery).** Master Tanner Boris, a 52-year-old human male artisan, owns and operates the tannery. Because of the toxic fumes that it frees, the tannery has to stop operations on those days when the wind shifts to the north, northwest or northeast. Leathers that are tanned here are sold through much of southern Slovenia and also in Windland and by smugglers in the North Kingdom. Boris employs 6 journeyman tanners, all artisans, 4 apprentice tanners and 5 laborers, all commoners. All of the employees are human males and females.

- **4. Southland Tallow.** Master Renderer Jiřina, a 50-year-old human female artisan, owns and operates the rendering plant. Because of the noxious fumes that it frees, it too has to stop operations on those days when the wind shifts to the north, northwest or northeast. The tallow that is rendered here is sold through much of southern Slovakia and also in Windland and by smugglers in the North Kingdom. Jiřina employs 3 journeyman renderers, all artisans, 3 apprentice renderers and 2 laborers, all commoners. All of the employees are human males and females.
- **5. Chandler Alois.** Master Chandler Alois, a 44-year-old human male artisan, is the candlemaker for Mine Docks and environs. Alois and his wife, Ivona, a 42-year-old human female commoner, live in an apartment above the chandlery. Alois employs a journeyman chandler, a human female artisan, and a laborer, a human male commoner.
- **6. Firewood Dealer Jaromir.** It isn't necessary to do much heating in Mine Docks, but one still needs to cook, boil water and the like. Firewood makes that possible. Jaromir, a 32-year-old human male merchant, buys up the wood from lumber camps that isn't suitable for lumber and sells it as firewood. He employs two teamsters, both human male commoners.
- **7. Slovenian Trading.** This is a front for the assassins' guild. This operation claims to be a trade negotiator for middle-sized artisans and merchants in Slovakia. However, it has no customers. The building is owned by Baron Luboš, although official papers would indicate that it is owned by the head of Slovenian Trading, an alleged female merchant named Gizela. In truth, Gizela is a 39-year-old human female assassin who heads the Mine Docks assassins' guild. She, in turn, is subservient to Bronislav, the brother-in-law of the baron, who is in service to the baron. The only seeming sign of trading activity are hired wagons that travel empty to Václav's Mill in Grainland County and return with a publicly unknown cargo. The wagons carry small barrels and flasks of refined poisons made for the assassins' guild by a trio of blackwitches in the Grainland County part of the Dark Hills. Gizela and her four assassins from Windland live in the Slovenian Trading house, which also includes Gizela's office, a laboratory for working with poisons and a chamber of various, sometimes exotic weapons. Gizela and her four assassins occasionally slay targets with weapons, but in most cases, they employ poisons. After a target has been slain, the assassins usually dump it in the Fjorm and let it drift downstream.
- **8. Cobbler Artur.** Master Cobbler Artur, a 55-year-old human male artisan, makes shoes and boots for the folk of Mine Docks and the military. He employs three journeyman cobblers, all artisans, and two apprentices, both commoners. The employees all are human males and females. When shoes or boots are ordered, the waiting time after measurements have been taken is about a month. Artur and his wife Darina, a 52-year-old human female commoner, live in an apartment above the cobbler shop. Their two adult children no longer live at home.
- **9. Giant Spirits Distillery.** Baron Luboš owns the distillery. His manager is master distiller Karel, a 48-year-old human male artisan. It is the only licensed distillery in the barony. It operates on a basis similar to a mill. Owners of orchards outside of town bring their fruit to the plant, where it is distilled into fruit liqueur and schnapps. Karel also distills barley whisky. The farmer who brings fruit or grain to the distillery pays a fee of 15% of the resulting distillate. He or she may depart with 85% of the distillate for personal use or for resale or leave any portion thereof with the distillery to be sold on commission. Karel employs six journeyman distillers, all artisans, as well as three apprentice distillers, four laborers and two teamsters, all commoners. All of the employees are human males and females.
- **10. Communal Brewery.** Baron Luboš also owns the brewery, and it is the only licensed brewery in the barony. However, it does not brew its own beer or ale, but it does run the brewery's malting house. In return for a brewing fee, all of the inns and taverns that wish to brew their own beer or ale are assigned certain brewing days. On those days, they send their brewwives and alewives to the communal brewery, along with their helpers to brew their own beer. They are required to buy their barley malt from the brewery's malting house. Julie, a 38-year-old human female merchant, manages the brewery for the baron. She employs the 44-year-old human female master brewwife Valérie, who runs the malting house, and Valérie's two laborers, both human male commoners.
- **11. Weaponsmith Abrahám.** Master Weaponsmith Abrahám, a 55-year-old human male artisan, is the sole provider of weapons and armor in the barony. He also makes and repairs weapons and armor for the city watch and the military. Abrahám employs three journeyman weaponsmiths, two journeyman armor makers, an apprentice weaponsmith, an apprentice armor maker and two laborers. All are human males and females, the journeyman artisans, the other commoners.

Abrahám has a well-earned reputation for being proud and arrogant. He *never* will bargain for a price. If someone tries to haggle over a price, he will tell them to go to Albína at the hammer smithy (Location No. 13). Albína is a blacksmith. Abrahám views all blacksmiths with scorn, considering them to be crude craftsmen, where he, in his opinion, is an artist.

- **12. Judita's Woodworks.** Master joiner Judita, a 52-year-old human female artisan, owns this sizeable carpentry and joiners' operation. She is the main source of wooden products in the Mine Docks area. She also is the best customer of the Mine Docks sawmill (Location No. 21). Judita employs the master carpenter Lumír, a 48-year-old human male artisan; five journeyman carpenters, three journeyman joiners, four apprentices, three laborers and two teamsters. All of the employees are human males and females. The journeymen are artisans. The others are commoners.
- **13. Blacksmith Albína.** Master blacksmith Albína, a 57-year-old human female artisan, owns Mine Docks's hammer smithy, a blacksmith's operation with a large, waterwheel-driven hammer. She employs five journeyman blacksmiths, three apprentices, two laborers and a teamster. The journeymen are artisans, the others commoners. All are human males and females. Albína makes just about any imaginable item that can be fashioned of bronze. Her apprentice make horseshoe and shoe horses under the guidance of a journeyman. Albína solicits no commissions or repair work with weapons or armor, but she will not refuse to do such work. However, she will warn such customers that neither she nor the smiths who work for her are expert in weaponry or armor making. She will do weapon and armor work if a customer really wants that, but she makes no promises that the quality will be high. She will advise customers who are seeking quality work with weapons or armor to go to Abrahám (Location No. 11). Albína has considerable respect for Abrahám and his smithy's work. She knows that Abrahám holds her and other blacksmith's in scorn, but she dismisses his attitude as being silly.
- **14. Fjörm Valley Fish.** This fish-packing operation belongs to the Mine Docks Fishermen's Guild. Members of the guild, who fish on the Fjörm bring their daily catch here. Some of the fish are smoked, some are packed in wooden barrels with brine and others are prepared for fresh sale on the market square. The manager is Ljuba, a 36-year-old human female merchant. She employs four fish packers, two salespeople for the market and a laborer. All are human male and female commoners.
- **15. Midworld Mountains Foundry.** The foundry is owned by Count Arnošt, with his son, Baron Luboš. as the designated heir. The foundry is Slovania's biggest industrial operation and a key producer of bronze for many parts of the country and for some of northern Windland as well. The foundry's manager is the powerful 56-year-old human female merchant Blanka, who is believed to be one of Baron Luboš' closest and most trusted advisors. The operation is led by master smelter Bořivoj, a 50-year-old human male artisan. His assistant is master smelter Silvestr, a 39-year-old human male artisan. The foundry employs 12 journeymen smelters, all human male and female artisans, as well as five apprentice smelters, four laborers and four teamsters, all human male and female commoners. In the administrative office, Blanka employs four clerks, two bookkeepers and six sales representatives, all human male and female merchants, and two laborers, human male and female commoners.
  - ◆ **15a. Coal Pile**
  - ◆ **15b. Main Foundry**
  - ◆ **15c. Copper Ore**
  - ◆ **15d. Tin Ovens**
  - ◆ **15e. Cassiterite (*tin ore*).**
- **16. Tinsmith Petr.** Master tinsmith Petr, a 44-year-old human male artisan, is a special customer of the foundry (Location No. 15). For him, the foundry makes custom pewter, with 90% tin content and 10% copper to harden the alloy. The tinsmith then makes expensive pewter articles that are favored not only in the rich homes and castles of Slovania but also in Windland and among the vampire rulers of the North Kingdom. It is believed that Petr's pewter wares also decorate shelves in the Eagles Nest Fortress of the dark draug Duke práinn in the Dreadlands. The most popular items are pewter beer tankards and candleholders. Petr, a bachelor, lives alone in an apartment above the smithy. He employs two journeyman tinsmiths, both artisans, and an apprentice and a laborer, both commoners. All of the employees are human males and females.
- **17. Olivie's Spinning Mill.** The master weaver Olivie, a 44-year-old human female artisan, is the sole maker of textiles in Mine Docks.

Her weavers make linen of flax that is harvested in the farmlands west of town. Olivie and her husband Izák, a 45-year-old human male warrior who serves as a military officer, live in an apartment above the spinning mill. Olivie employs six journeyman weavers, all artisans, and 15 commoners, among them 12 untrained weavers, a teamster and two laborers. All are human males and females.

- **18. Stonemason Roland.** Count Arnošt's bridging of the Fjorm and opening of the Auðarhome trail made this business possible. Along the trail to the mines at the foot of the Midworld Mountains, master stonemason Roland, a 39-year-old human male stonemason, operates a quarry that provides the base rock used by his business in Mine Docks. In the city, he employs four journeyman stonemasons, all human male and female artisans, and six human male and female commoners, including two apprentice stonemasons, two laborers and two teamsters. In the quarry camp across the river, he employs camp master Marcela, a 42-year-old human female artisan who also is a master stonemason, and six human male and female commoners. The quarry supplies the basic rock, which the teamsters bring into the city on heavy duty wagons drawn by four-horse teams. The stonemasons in Mine Docks cut it into various products, predominantly stone block for buildings and walls and cobblestones.
- **19. South Fjorm Grainmill.** Master miller Rudolf, a 58-year-old human male artisan and widower, runs Mine Docks's large grain mill with twin waterwheels. The mill makes flour, animal feed and vegetable oil. Farmers bring their grain to the mill and pay a fee of 10% of the millage. They usually takes as much of the remaining 90% of the flour, feed and oil as they can use back to their farms. The remainder they leave with Rudolf to sell on commission. He employs a journeyman miller, a human female artisan, and three human male and female commoners, among them two apprentice millers and a laborer.
- **20. Toolmaker Štěpánka.** Master toolmaker Štěpánka is a 39-year-old human female artisan and refugee from Windland. She and her Slovenian husband Felix, a 42-year-old human male journeyman toolmaker artisan-merchant, run the shop and live in the apartment above the shop. They make all types of metal and wooden tools.



*Inside the South Fjorm Mill*

- **21. Mine Docks Sawmill.** Master sawyer Vavřinec, a 56-year-old human male artisan, owns and operates the sawmill together with his family. They include his wife Gita, a 55-year-old human female commoner; his son, master miller Bořek, a 35-year-old human male artisan; his wife and journeyman miller Ester, a 35-year-old human female artisan, and their apprentice miller daughter Vendula, a 15-year-old human female commoner. The only non-family employee is laborer and teamster Nikola, a 48-year-old human male commoner.
- **22. Butcher Marta.** Widowed master butcher Marta, a 64-year-old human female artisan, and her son and heir, the 36-year-old human male master butcher Zbyšek, own and operate the shop. Zbyšek's wife, the 34-year-old human female commoner Věra, handles the shop sales. The three of them live along with the son of Zbyšek and Věra, the 12-year-old human male commoner Závíš, in an apartment above the shop.
- **23. Tinker Zbyněk.** The 52-year-old human male commoner Zbyněk is the proverbial jack of all trades and master of none. Although he never has been master, journeyman or apprentice of any trade, the illiterate Zbyněk has an instinctive understanding of how things work. He'll try to repair anything that a customer brings to him and he usually succeeds, provided he has the necessary tools. That eliminates such things as smithing. Zbyněk never has married. He lives alone in a simple apartment above his shop.
- **24. Mountain Bridge.** The stone bridge connecting Mine Docks with Auðarhome is in two parts, crossing the mill channel and the River Fjörm.
- **25. Guardpost.** The guards control who is crossing the river and the goods that they are carrying with a particular eye upon whether taxes have been paid.
- **26. River County Wagons.** This sizeable operation belongs to master wainwright Bruno, a 60-year-old human male artisan. Bruno builds not only carts, wheelbarrows and farm wagons but also the heavy-duty wagons used to haul ore and stone from the mountains across the river, cargo wagons for traveling merchants and caravans and military supply wagons. He employs eight journeyman wainwrights, four apprentices, a teamster and three laborers. The journeyman are artisans, the others commoners. All are human males and females. Bruno lives in an apartment above the works with his wife, Verunka, a 57-year-old human female merchant, who also is the company's bookkeeper. Their children are adults who live elsewhere.

## Traders' District

The south part of the Fjörm Waterfront comprises the Traders District. Ordinarily, one could describe it as a relatively safe and trouble-free part of town. After all, its main concern is the movement of goods. However, the district really is safe only for those who have business there. For locals, that's no problem. They avoid the Traders District simply because there's nothing there of interest to them.

One might see the Fjörm House Tavern as an exception, but it isn't. The tavern draws lesser merchants and traders on the *"high"* side of its clientele and dock workers, raftsmen, teamsters and fishermen on the *"low"* side. Members of all of these groups know how to mind their own business and how to keep their mouths shut about things they see that don't concern them.

Strangers, on the other hand, need to be careful if they enter the Traders District. PC parties usually will be strangers there. If strangers enter the district and have papers authorizing them to pick up or deliver merchandise, one will assume that they have legitimate business and afterwards, locals in the district will ignore them. The same is true if strangers clearly have a legitimate business contact within the district.

On the other hand, if an unknown group of *nobodies* (*somebodies*, by their nature, are not unknown) wanders around the district and looks around – even innocently – the group may find itself in serious trouble. *"What,"* people will ask, *"are those people doing here?"*

In short order, someone else will add, *"Snooping, I tell ya! There up to no good. That's what I say!"*

From that point on, things tend to go downhill. Someone will hear or conclude that he or she was the target of the snoops. The next stop is the assassins' guild. After that, a one-way trip down the Fjörm is likely.



- 27. Fjörm House Tavern.** The Fjörm House is a pleasant tavern for those who are welcome there, but that's a somewhat select group of people. It caters to traders and many of those who are in the middle and upper levels of the transportation business. Raftsmen, dock workers, warehouse workers and teamsters seldom enter the Fjörm House. Their hangout is the Water Rat (Location No. 33). Tavernkeep and owner Ludvik, a 55-year-old human male merchant, treasures and respects his customers, those who are local and those who travel frequently to Mine Docks. He understands that they want their privacy and the ability to talk out of the reach of prying ears. If unknown strangers enter the building, even at a time when few customers are present, Ludvik will tell them that all tables are reserved; they should go elsewhere. It is not wise to challenge him on this point. Ludvik is a *somebody* who is under the baron's protection. Ludvik's kitchen man, Matej, a 44-year-old human male commoner, always is there but out of sight in the kitchen. If strangers make trouble in the house, Matej will slip out and get the city watch. If the troublemakers still are around when the watch arrives, they can plan on spending at least a week in the jail beneath city hall (Location No. 42). When their time in jail is up, they'll be tossed out of town. Ludvik's brewmaster is his wife Ingrid, a 52-year-old human female master alewife and artisan. In the communal brewing house (Location No. 10), she brews a top-fermented stout dark ale once weekly. It sells only in the Fjörm House, for 2 copper pieces per pint/half liter tankard. The Fjörm House serves no food, only ale. It has no waiters or waitresses. One must pick up one's tankard at the tap and pay immediately.
- 28. Vladěna's Chamber.** This is one of Mine Docks's more mysterious locations. It is owned by a woman who claims to be a refugee from Grain Meadows in the North Kingdom, one who calls herself Vladěna. She appears to be a human female, about 50 years old. However, she really is a female vampire merchant-sorceress, some 200 years old, who was sent to Mine Docks to serve as an agent of the North Kingdom's high vampire, Mstislav. Before becoming a member of Mstislav's small but powerful inner circle of vampires, Vladěna had been a highly talented human assayer and jeweler. As a member of the inner circle, she amassed substantial riches in the North Kingdom. She traveled in a coffin made to look like cargo and in this manner was smuggled into Slovania by Distant Trails Trading, which appears to be owned in part by Count Arnošt. However, there is no reason to believe that Arnošt or Baron Luboš know anything about this or about Vladěna's true history. In Mine Docks, she used a part of her fortune to establish her company. She also had what the baron considered to be the audacity to crown her large building with extremely expensive slate tiles that she imported from Windland. Luboš' dislike of Vladěna appears to have begun at the time when the slate roof tiles began being nailed in place. The baron decided to eliminate her and had Bronislav assign her death to the assassins' guild. Vladěna clearly survived whatever attack may have been made, but the assassin never was seen again. Luboš then gave the mission to the most talented assassin in his palace guard. Again, Vladěna appeared to have survived. There was no sign of the assassin for a fortnight, until an agent of the baron in Desert's End on the Fjörm in Grainland County sent back a report that a body which had been fished from the river there was that of the master assassin. Since that time, Luboš has been somewhat afraid of Vladěna. He issued no new assassination orders, instead making clear that the lady jeweler and assassin was to be considered a *somebody*. In Mine Docks, her company, simply known as Vladěna's Chamber, outfits would be prospectors willing to dare encounters with orcs in the Midworld Mountains. Many prospectors have found gold, silver and precious stones in the mountains. They bring them back to Vladěna's Chamber and sell them there. It should be mentioned that she pays a fair price for the goods of the prospectors. Her company uses precious metals and stones to make jewelry of the highest quality which then is sold throughout Slovania. Ironically, the caravans of Distant Trails Trading also smuggle her works into her native North Kingdom and the Eagles Nest Fortress of the draug Duke práinn in the Dreadlands. Windland Overland also buys jewelry from Vladěna, transporting it to Windland, where some things are sold domestically and others are exported to distant harbors in many parts of the western hemisphere. This makes up the main part of Vladěna's business, but it also has another branch. Vladěna is a master assayer. When Slovanians have valuable things and wish to know their true worth, they bring them to Vladěna's Chamber, where the vampire will estimate their value for a high fee. Vladěna's business, including the jewel making, is open only in the dark hours of the night. Vladěna claims that she was born with an eye impairment that makes her suffer in daylight. Therefore, she is active at night. This is inconvenient for her employees, but that is offset by pay that is well above average. She employs four master jewelers and four journeyman jewelers, all artisans; a wizard, 12 warriors who guard her complex around the clock and three laborers, all commoners. All of her employees are human males and females. Her building is surrounded by a stone wall 20 feet/6 m high. Vladěna serves her blood needs as a vampire by feeding on *nobodies* in the night. Local healers believe that the holes on the victim's neck are the result of a fungus disease, but their herbal cures have been unsuccessful. Seeing that the disease seems to take its toll only among *nobodies*, none of the city's *somebodies* have taken interest in it yet. Vladěna was sent by Mstislav to Mine Docks to begin building a vampire ring there, however, his orders were a bit ambivalent.

He told Vladěna that she should learn as much as possible about Mine Docks and Slovenia before she began making new vampires. He said he would send her new orders when he thought the operation should begin, but if she felt that the time and conditions were right, she was free to start before hearing from him. Since her first years in Mine Docks, she has heard nothing at all from Mstislav. In fact, she never will. Mstislav no longer is the least bit interested in Vladěna or her mission in Slovenia. He is preparing to flee to Escarland and to leave Vladěna and all of his other vampires to their own fate. A game master should assume that Vladěna one day will tire of waiting for word from Mstislav and decide that the time and conditions are right. At that time, a vampire plague might come to Mine Docks.

- **29. Mine Docks Bookkeeping and Export.** This is one of the few honest businesses in Mine Docks, and it is protected. It's owned by the nephew of Count Arnošt and cousin of Baron Luboš, Sáva, a 45-year-old human merchant. The company provides bookkeeping services to small and middle-sized businesses in Slovenia and it also negotiates export trade for such businesses. In Mine Docks, Ilja employs 10 bookkeepers and export advisors, all human male and female merchants. He also has six export advisors in various towns in Windland. They too are human male and female merchants.
- **30. Windland Overland.** Little is known about Windland Overland, a coster that claims to be based in the coastal town of Dark Mountains in northwestern Windland. Windland Overland does both honest and dishonest business in Slovenia. It is one of the main transporters of goods between Slovenia and Windland. It also is a customer of Distant Trails Trading for forbidden wares from the North Kingdom. The Mine Docks base consists of an administrative building, a stable, two warehouses, a woodshed and an outhouse. The manager in Mine Docks is Šárka, a 50-year-old human female merchant from Dark Mountains in Windland. She employs the bookkeeper and assistant manager Alexej, a 44-year-old human male merchant native to Mine Docks, and four teamsters and three laborers, all human male and female commoners.
- **31. Docks.** One usually finds fishing boats and large river rafts for cargo tied here. Because the current of the Fjorm is relatively strong in Mine Docks, the fishing boats, including those with sails, usually have double and triple sets of oars for movement upstream.
- **32. Royal Trading Co.** Slovenia's largest trading company is a national transportation operation jointly controlled by the crown, the four counties and the Border March, with the king, the burgomaster, the counts and the margrave all having a say in its dealings. Royal Trading's operations are strictly domestic. It is the main carrier of the county's agricultural goods. The Mine Docks complex includes an administrative building, a large warehouse, a combined stable and coachhouse, three storage sheds, a woodshed and an outhouse. The local manager is the 47-year-old human male merchant Pavel. He employs a clerk and bookkeeper, both human male and female merchants, and six teamsters and four laborers, all human male and female commoners. He also employs a trade representative, the 36-year-old Vojtěch, a human male spy who is a secret agent of the Society of Immortal Darkness.
- **33. Water Rat Tavern.** The Water Rat is the hangout of raftsmen, dock workers, warehouse workers, teamsters and other laborers who work in the district. It is owned by the 48-year-old Matylda, a human female spy who gathers information for various trade interests in Windland. *Sleazy joint* is a perfect description of the Water Rat. It's a dirty dive where the customers enjoy brawling with one another. The customers all are *nobodies*. As a result, the city watch has no interest in the tavern. It goes there only when it's seeking a suspect in a crime elsewhere or a fugitive. If a customer dies in a brawl, some of the other customers simply bring the corpse to the river and send it on its way downstream. Should anyone be foolish enough to report such a voyage to the watch, they will be told only, "*We'll look into it.*" At that point the case is closed. Matylda brews her own low-quality lager beer in the communal brewery (Location No. 10). She sells it only in quart/liter tankards at 3 copper pieces each. There is one unusual item in the Water Rat. A bronze golem stands at the door, one that has been ensorcelled to obey certain commands from Matylda. If customers cause damage in a brawl or otherwise and try to skip without paying for it, Matylda tells the golem to whack the deadbeats' heads off. The golem usually succeeds. It then sends the pulped heads and their formerly attached bodies downstream. The golem was created for Matylda by a wizard who was her sometimes lover. Unfortunately for him, he crossed her, and she told the golem to whack his head off. The dead wizard also went for a posthumous swim.
- **34. Distant Trails Trading.** Who owns Distant Trails is uncertain, but it does seem certain that Count Arnošt and Baron Luboš have a substantial interest in it. The local manager is the 51-year-old human male merchant Albert.

Ostensibly, the company transports ore and coal in heavy duty wagons from Mine Docks to Newhouse and bronze products and other wares back to Mine Docks on the return trip. However, there's more to operation than that. Distant Trails also runs illegal caravans up the Leipt River to the North Kingdom, trading merchandise from Slovakia and Windland for goods from the lands of the vampire draugs. It then smuggles the North Kingdom's goods into Slovakia, hiding them in false bottoms of the ore wagons. The complex in Mine Docks includes an administrative building, a coach and wagon house, a stable, three large warehouses, a woodshed and an outhouse. Albert employs two clerks and a bookkeeper, all human male and female merchants, and eight teamsters, five laborers and a stable boy, all human male and female commoners.

## **Noble District**

This also is known locally as the *Baron's Quarter*. All of the buildings within the district are expensive structures with clay tile or slate roofs. All have indoor jakes rather than outhouses, and all have and are required to have thick, evergreen hedges to serve as fences.

The Noble District, unlike the Traders District, is fully open to *Nobodies*, meaning strangers, if they have business there. It hardly could be otherwise. The Universal Temple is in the district; ancient royal law dating back to Aleksandra's time assures all persons free access to all temples. Count Arnošt and Baron Luboš deal loosely with most royal law, but this law is too sacred in Slovakia tradition for them to dare to disrespect it.

Beyond that, the baron's government requires special taxes to be paid and it requires permits for various activities. One must go to city hall (Location No. 42) to obtain such permits. *Nobodies* such as peddlers and small time market merchants must enter the district to obtain such permits.

In addition, the district also includes the sole house of healing in the city and three spellcasters for hire. Royal law, again dating back to Aleksandra, demands that healers' houses be accessible to all, and the three spellcasters are *somebodies* with a certain degree of power in Mine Docks. Baron Luboš knows better than to spark a conflict with them by restricting the access of potential customers.

Nonetheless, he is unwilling to allow spies and agents to roam the district at will. Therefore, he closely controls those who enter the quarter without preventing them from taking care of their legitimate affairs there. Members of the city watch are stationed in Market Street (Location G) at the points where Channel Road (Location E) and Castlegate Street (Location J) enter the district in the north and in Channel Road at the point where Temple Street (Location I) enters the district.

Recognized *somebodies* always have free access to the district. However, these guards question any *nobody* who wants to enter the district, asking what their business is there. If the *nobody* has legitimate business in the district, guards will take him or her to the desired location, wait until the person is finished conducting that business and then escort him or her back out of the district.

The Baron's Gate, also known as the Castlegate in the south (Location No. 36) also opens into the Noble District. Recognized *somebodies* may pass through the gate freely. *Nobodies* are asked whether they have business in the district. Those who do not are told to use the Eastgate on Eastgate Street (Location N) instead. Those who do claim to have business are escorted to their destination and afterwards escorted out of the district.

- **35. Seer Dorota.** Dorota is a 39-year-old human female seer who sells her services. She will work for almost anyone. Most of her contracts involve spying for competitors on the agents and caravans of the various trading costers. However, she also has worked for bands of adventurers. Her complex includes her house, her mage's tower and a woodshed. She employs six experienced guards, all human male and female warriors, and her housekeeper and cook Galina, a 51-year-old human female commoner. Both are single, and they live in the house. Two guards are on duty on the grounds at all times.
- **36. Baron's Gate.** See the general notes above.
- **37. Baronial Castle Complex.**
  - ◆ **37a. Servants Quarters**

- ◆ **37b. Administrative Building.** The baronial government has its seat here. The administration is headed by the 38-year-old human female merchant Adriana, who serves as the baronial steward. The human staff includes eight tax accountants, four bookkeepers and 12 clerks, all male and female merchants, and eight laborers, two teamsters and three stable boys. all male and female commoners.
  - ◆ **37c. Court Wizard's Tower.** Baron Luboš is served by the 64-year-old court mage Ivo, a human male wizard, whose domain the tower is.
  - ◆ **37d. Coachhouse and Stall.**
  - ◆ **37e. Castle.** Baron Luboš dwells here. The castle and the castle grounds are guarded by Count Arnošt's palace guard. The palace guard dwells on the second story of the castle. The commander is Nela, a 40-year-old human female assassin.
- **38. Wizard Horymir.** Horymir, a 56-year-old human male wizard, performs magical spellcasting and makes lesser magical items for paying customers. Horymir will not travel with customers, but he will hire out his two assistants, the 28-year-old human female wizard Jiřina and the 23-year-old human female sorcerer Radka. All work in Horymir's tower. Horymir has his quarters in the tower. The two assistants live in his house along with his servants, the 56-year-old Kazimír and his 55-year-old wife Klaudie, both human commoners. Horymir's complex includes the house, the tower and a woodshed.
  - **39. Universal Temple.** For many years, this complex was known as the Fire Temple and many locals still call it that. It was built as a temple to honor Svarožič (*Little Svarog*), a latter day spirit that after Aleksandra's death was "*discovered*" as a second son of Svarog and the "*true*" spirit of fire. However, with time, the clerics of Svarožič died out and the temple was abandoned, falling into a gradual state of ruin until some 20 years ago, when a heretofore unknown but well-heeled character came to town and identified himself as Vit, a cleric of Mokoš, the earth mother. The Aleksandreska always have identified Mokoš as a great spirit, but they also acknowledge that she pays no heed to the worship of men. Most Slovenians believe that the last of her clerics died long ago without successors. Vit claims that he, in fact, is the last of her clerics and has remained unknown because he spent much of his years in hermitage in the Dark Hills of Grainland County. There, he said, he studied not so much the lore of the earth mother herself but rather of the nature that she created, and from that study, he learned how to create positive and negative water and also how to draw out the magic within these waters. Positive and negative water are central elements in the Aleksandreska definition of the jörð. Therefore, these claims immediately were understood by the Slovenians. Through his studies, Vit told the Folk of Mine Docks, he came to the conclusion that the worship or honoring of individual spirits is fruitless, that within the realm of Mokoš, who allowed all known spirits to enter the jörð, one must honor all of the spirits collectively while simultaneously allowing the honor of any spirit individually. In that spirit, Vit said, he intended – if there were no objections – to move into the abandoned temple of Svarožič, restore it to its former glory and make of it a universal temple where one could honor either all of the Aleksandreska spirits as a whole or individual spirits. He also promised to create two pools, one of positive and one of negative water, that would be open to use by all. There were no objections to Vit moving into the temple, but Baron Luboš and Bronislav were quite curious about what kind of apparition this Vit might be. The baron decided to take things into his own hands at the start, ordering the palace guard to keep a close watch upon him. Vit did exactly what he said he would do. He had a seemingly endless supply of old Æsir gold pieces, and he began spending them in large quantities, seeing to it that the temple would be restored as quickly as possible and that luxurious pools were established on the temple grounds. The city's artisans were quite pleased with Vit; their own prosperity improved noticeably. The pools were the first works to be finished. Once they were filled with water, Vit did as promised and charged one as positive water and another as negative water. At this point, Vit was but a hair's width away from becoming a *somebody*. There is an old rule in Mine Docks. It goes like this: *A fool always is a nobody*. There is another rule that also is well known in our own real world. It goes like this: *A fool and his money soon are parted*. There also were some questions open. Vit never was seen entering the city, much less bringing a treasure with him. No one in Mine Docks knew how much money Vit had, but he certainly was being parted from it. Therefore Bronislav, in consultation with the baron, decided to test whether Vit was the fool he seemed to be. Bronislav had four of the thieves' guild's finest sent out to find out where Vit kept his money, how much he had, and, if possible, to steal it. The thieves did not return from their mission. The next morning, one of Vit's hired servants appeared very upset and startled, reporting that at daybreak they had found four dead bodies of unknown persons just beyond the threshold of the temple's main entry. These bodies later were examined by Ester, the city's healer, and then by the court wizard Ivo. Neither had the least idea what caused the death of the four thieves.

At that point, Vit became not only a *somebody* but also a very important *somebody* in Mine Docks. However, he also was a mystery to the baron and Bronislav. Therefore, the palace guard to this very day keeps an eye on the temple, ready to report anything unusual that Vit might be doing. The public sees things a bit differently. Few Slovenians *disbelieve* in the Aleksandreska spirits, but most don't put much effort into believing in them either. As well as they can recall, Vit's teachings don't seriously contradict those of Aleksandra. Therefore, they're fine. What really is important, however, is that Vit has and spends a lot of money, and he spends it in Mine Docks, where it goes mostly into local pockets. That makes him not only a *somebody* but also a very important *somebody*. And as a bonus, he did create the pools of positive and negative water that he had promised. In Slovenia, many healers know how to make good use of such waters. Therefore, this also is a contribution to the common weal. The baron and Bronislav are suspicious. They wonder why Vit is doing what he does. Therefore, the palace guard continues to keep a close eye upon Vit. The truth is, that Vit is neither a human nor a cleric. Vit is a refugee red draug from the fallen Æsir Empire. He is in his avatar form. His true draug form is well hidden in the depths of Martröð's Kaldspekhöll (*Hall of Cold Wisdom*), the fallen high draug's ice castle in the northern polar region. Vit is a male wizard of high level who was a direct servant of Martröð. He was bound to Martröð, but he never has been bound to any of the nine high draugs of Martröð who exist in the ruins of the Æsir Empire. He knows that any of the nine might succeed in dominating him, but he does not intend to give them a chance. He also knows that the greater Darkness one day might claim him. Until then, he intends to do what he did before he consented to Martröð's demands and agreed to become a draug. He continues to work within his quarters in the temple, researching magic. He considers the role he plays as a cleric of Mokoš to provide him with a cover that would cause the scrutiny of any of the nine dark draugs of Martröð to overlook him. It is known that clerics of Mokoš were given no clerical magic and that, as a result, many learned sorcery and wizardry. Vit has made clear to Folk of Mine Docks that as a cleric of Mokoš, he has no healing magic. Indeed, as a white sorcerer who earlier chose the path of dark magic, he also has no wizardly healing magic. However, he does support the local House of Healing (Location No. 44) when it needs his help, and the healers there make regular use of his pools of positive and negative water. Once in a great while, clerics of other Aleksandreska spirits pass through Mine Docks. True to his word, Vit always grants them full use of the temple.

- **40. Garrison.** Some 200 soldiers are stationed in the garrison. The commander is Commandant Ema, a 40-year-old human female warrior.
- **41. Granaries.** Grain is stored above ground and storage wares are kept in the root cellars below. The grain and produce stored here are a part of the tithe tax collected within the barony. At the end of their storage life, contents are sold on the market. Otherwise they are held in reserve for times of emergency and war. The granary manager is Medard, a 50-year-old human male merchant. He employs two laborers, both human male and female commoners.
- **42. City Hall.** The city government is housed in this complex. The head of the government is Burgomaster Erik, a 56-year-old human male warrior-merchant. The city watch has its headquarters on the second story. The 43-year-old human male warrior Jakub commands the other 31 members of the watch, all human male and female warriors and fighters.
- **43. City Hall Coachhouse and Stall.** The city's horses are in the care of three stall boys and girls, all human male and female commoners.
- **44. House of Healing.** The House of Healing is owned by the human healers Hanuš, 44 years old, and his wife, Ester, 45-years-old. Hanuš is responsible for the apothecary part of the operation, and Ester is in charge of patient care. The house heals and sells herbal medicines on the basis of advance cash payment only. Hanuš and Ester employ two apothecary healers and two patient healers, all human males and females, and four laborers, all human male and female commoners.
- **45. Wizard Vilém.** Vilém, a 66-year-old human male wizard, is a former adventurer from Windland who now performs magical spellcasting and makes magical items for paying customers. Horymir no longer travels, but he will hire out his assistant, the 26-year-old human female wizard Radana. For less demanding work, he also will send out one of his two human sorcerer apprentices, the 20-year-old male Michal or the 18-year-old female Karolina, as on-the-job training. All of them work in Vilém's tower, which is a part of the main building. Vilém, Radana and the apprentices live in the main building along with the servants, the 52-year-old Luděk and his 50-year-old wife Simona, both human commoners. Vilém's complex includes the main house with tower, a small shed and a woodshed.



**On patrol, the city watch**

Product Identity

## Market District

Just about anyone who wants to can move about freely in the Market District, as long as they don't get too nosy about anything in particular. In the modern world, this might be called the main retail zone. It's occupied by *somebodies* and *nobodies*.

- 46. Market Tavern.** Tavernkeep Běla, a 59-year-old human female merchant, has the only permanent building on the market square. It isn't hers, really. It belongs to the city. She rents it on a long-term contract. The small tavern serves no food and to drink only the bottom-fermented ale that Běla brews in the communal brewery (Location No. 10). She opens the tavern daily at 11 bells (11 a.m.) and closes in the evening at 19 bells (7 p.m.). Baron Luboš is not interested in whether some illegal items and contraband are sold by the market peddlers, but he wants the market square and the tavern kept trouble free. If someone begins to make trouble in the tavern, Běla simply pulls a cord that rings a bell in a second story dormer. After that, the watch will be in the tavern within a minute's time. People from all walks of life (the greater *somebodies* excepted) come to the tavern. Běla, a widow, lives alone in an apartment above the tavern.
- 47. Market Square.** At one time or another, one can buy almost anything non-magical on the market place. Magical items also might be found. Laws regarding illegal items are intentionally disregarded here. Merchants and peddlers who wish to do business on the market square must buy a permit in city hall (Location No. 42). Permits are based upon the amount of space occupied. They are calculated per square yard/meter. The rates per square yard/meter are 2 copper pieces daily, a bronze piece weekly or three bronze pieces per month. There always are three members of the watch patrolling the market during its open hours, from 7 to 19 bells (7 a.m. to 7 p.m.). Their job is to control whether peddlers have permits and to crack down on anyone who is disorderly.
- 48. Ore City Inn.** Locals have their own names for local things: They call Mine Docks *Ore City* and the Fjorm River the *Corpse Flood*.

Baron Luboš is not particularly happy with the latter nickname, be he knows it would be purposeless to try to outlaw it. However, the Ore City nickname pleases him so much that he named his inn after it. Although Luboš owns the inn, he has nothing to do with its day-to-day operations and, in fact, seldom is seen in it. Once a month or so, his brother-in-law Bronislav will look in for the baron to see how things are going. The boss in the Ore City is innkeeper Soňa, a 32-year-old human female merchant who is married to a captain of the city watch, Emil, a 33-year-old human male warrior. The two have an apartment on the inn's upper story. The inn's public room serves the finest meats, fish, vegetables and crops from the agricultural areas of the county, wines from Count Arnošt's prime vineyards in the south of the county and the inn's own light-colored but heady bock beer (7 % alcohol), brewed in the communal brewery. Meals run from 7 bronze pieces to 3 gold pieces. A quart/liter tankard (the only quantity offered) of house bock beer costs 7 copper pieces. Wines run from 1 to 200 gold pieces per bottle. Single rooms cost 9 bronze pieces nightly, doubles 8 bronze pieces per person. Those prices include stable fees, but it is customary for stable customers to give the stable boys and girls a few copper pieces as a tip. Soňa's sister, Lada, a 36-year-old human artisan, is the brewwife. The master cook is the 44-year-old human male artisan Medard. The inn employs a bookkeeper and a clerk, both merchants; four journeyman cooks, all artisans; two apprentice cooks, all commoners; a male tinker as house master; two laborers, four waiters and waitresses, a bartender, four room maids and four stable boys and girls. All of the latter are human male and female commoners. The hotel strictly prohibits all employees from doing after-hours business. The complex includes the main inn building, the table, a woodshed and a well.

- **49. Seamstress Ljuba.** Ljuba, a 55-year-old human female artisan and her tailors and seamstresses make clothing for both the civilian population and the military. Ljuba employs four journeyman tailors and six journeyman seamstresses, all human male and female artisans, as well as three apprentice tailors and seamstresses and a laborer. Ljuba and her 58-year-old husband scribe Marek, a human male scholar (Location No. 54), live in an apartment above the shop. Their adult children no longer live at home. The complex includes a storage shed, a woodshed and an outhouse.
- **50. Tereza's General Store.** This relatively large store sells all sorts of goods including supplies for adventurers and miners. There also is a food section that sells fresh fruit and produce, grains and trail supplies. It should be noted that such staples usually can be found at somewhat lower prices at market stands. The owner and manager is the 60-year-old Tereza, a human female merchant. Her husband, the 66-year-old retired military officer Stanislav, a human male warrior, helps in the shop. Tereza employs five salespeople and a laborer, all human male and female commoners. The complex includes the main building, a warehouse and a woodshed. Tereza and Stanislav live in a large apartment above the shop.
- **51. Thirsty Man Tavern.** The Thirsty Man is the closest thing to a neighborhood tavern in Mine Docks. It tends to draw locals who shop or live in the artisans' or market districts. No one would bar outsiders – such as PC groups – but they would find little of interest there. Other customers would do their best to ignore them without being hostile. The tavern is owned by the 55-year-old human male merchant Cyril. His 51-year-old wife Mahulena is the brewwife. She is a human female artisan who brews a well-hopped lager beer in the communal brewery. It costs 2 copper pieces per pint/half-liter tankard. The tavern is open from 11 to 22 bells (11 a.m. to 10 p.m.). During the noon hour and from 17 to 19 bells (5 to 7 p.m.), the tavern serves bread boards with cold cuts, dark bread and a dill pickle. They cost 2 bronze pieces each. The couple's unmarried daughter, Hana, a 29-year-old commoner, handles the bread boards and brings them to the customers. However, they must pick up their own beer from Cyril at the tap. One is expected to pay immediately. Cyril, Mahulena and Hana live in an apartment above the tavern.
- **52. Cartographer Františka.** Master Cartographer Františka, a 49-year-old human female artisan, pays several traveling merchants and skáldar for the reliable and detailed information that she uses to make her maps. She can make reasonably reliable maps of all of Slovania and Windland and useable maps for the North Kingdom and some areas within the ruins of the Æsir Empire. Her maps all are handmade and cost between 50 and 300 gold pieces each. Františka employs the journeyman cartographer Miloš, a 28-year-old human male artisan, and a human male apprentice cartographers, a commoner. Františka and her husband, the soldier Eduard, a 50-year-old human male warrior, live in an apartment above the studio. They have no children.
- **53. Sage Zoja.** The 66-year-old human female scholar Zoja probably can be viewed best as a local historian. She and her 42-year-old assistant, Evženie, also a human female scholar, collect and sell knowledge of things present and past. They have a fast collection of handwritten manuscripts and scrolls containing information about places, people and things within the fallen Æsir Empire and its successors, including Slovania, Windland, the North Kingdom and the remaining ruins of the empire.

They also have a bit of information on the Dreadlands, and they have been documenting the activities and appearances of the autumn draugs from Eagle Harbor in the Dreadlands. This is significant, because few people anywhere have recognized the vagabond autumn draugs for what they are or have perceived the danger that the autumn draugs pose. Outside of the Northern Circle, the two sages probably are the most knowledgeable humans in the northwest, when it comes to autumn draugs. The king and queen of dust and their followers do not seem to be aware of the interest that Zoja and Evženie have taken in them. The two women gather their information quietly. They work closely with Cartographer Františka (Location No. 52) and Scribe Marek (Location No. 54), and they have good connections to the various skáldar who pass through town now and then. They also receive information from some of the inn- and tavernkeepers in town. Consulting starts at a base price of 10 gold pieces and increases depending upon the information that they pass on. The high prices are necessary to cover the costs they sometimes incur in gathering information and the expense of keeping records, as well as the fees they pay to the guards who keep intruders out of their house. Their complex consists of a main house, a shed and a woodshed. Zoja and Evženie live on the second story of the house. They employ six human male and female warriors and fighters to keep watch on their grounds. Two of these guards are on duty at all times. Baron Luboš and even his father Count Arnošt use and treasure the services of the two spinster sages. The town watch also keeps a close eye on their complex. If anyone were to make trouble here, they would find themselves departing town in a one-way swim down the Fjörm.

- **54. Scribe Marek.** Marek, a 58-year-old human male scholar, makes his living ghost writing and translating as well as with calligraphy. Important *somebodies* who want their written documents to be in the finest prose hire Marek to refine their draft texts and to write them down in the finest calligraphic quality. When Cartographer Františka (Location No. 52) has a commission to make a map of the finest artistic quality, she hires Marek to write the location names and other texts upon it. Not all *somebodies* in Mine Docks are literate. Those who are illiterate hire Marek to write their documents for them. Marek also is fluent in Slovenian, Aldmál and Escar, and he is reasonably fluent in Kareli. When someone needs to translate documents in one of these languages, they hire Marek. The scribe is married to the seamstress Ljuba, a 55-year-old human female artisan (Location No. 49). He and Ljuba live in an apartment above Ljuba's shop. Their adult children no longer live at home. Before he married, Marek lived in an apartment above his own shop that now is a rental. Marek's complex includes a storage shed, a woodshed and an outhouse.
- **55. Southwest Feed.** Owner René, a 46-year-old human male merchant, buys surplus grain, hay and other types of fodder and resells it. His main building includes a low-heat hay-drying oven. In years when hay must be brought in during a rainy season, farmers can bring it to René, who will dry it for them for a fee of 10% of the hay. Many farmers groan at the idea of giving up 10% of their hay, but they end up preferring that to having it rot in a wet haystack or setting their sheds afire in a blaze of spontaneous combustion. René also has refined a process by which he warms hay and straw, steaming the water out of it, and then concentrates the dried remnants into small fodder bricks which adventurers can take along on their journeys. Kept dry, a fodder brick will remain in edible condition for a year. One or two bricks are an adequate day's ration for a horse. The bricks cost 2 copper pieces each, the same as a pint of beer in most public rooms, which makes them a bit expensive. René employs four laborers, all human male and female commoners. The complex includes the main building, a woodshed and an outhouse.
- **56. Fjörm Valley Inn.** The inn belongs to the 45-year-old innkeeper and human male merchant Kamil, who inherited it from his parents. It stays under the heavy protection of Baron Luboš, who understands that Mine Docks and his own business interests require an inn that is less expensive than his own family's Ore City Inn (Location No. 48). No one will give a visiting PC group such information, but guests in the Fjörm Valley Inn are safe from the thieves' guild, unless, of course, they have something that the baron or Bronislav wants stolen. For all of that, the rooms are comfortable and the food and drink in the public room are traditional Slovenian but of good quality. The public room is a favorite watering hole for many locals who can afford to go out. Kamil's young wife, the 36-year-old human male artisan, Anna, is the brewwife. His brother-in-law Ivo, a 40-year-old human male artisan, is the chief cook, and his wife (Kamil's sister) Zdislava, a 38-year-old human female merchant is the bookkeeper. Hedvika, the 18-year-old daughter of Kamil and Anna, and Drahomira, the 19-year-old daughter of Ivo and Zdislava, both human commoners, are the waitresses. The two young ladies do no after-hours business, and anyone who makes improper suggestions to them would be well advised to swim downstream while they still are alive. The inn also employs two chambermaids, a laborer and six stable boys and girls, all human male and female commoners. Anna brews the inn's excellent lager beer in the communal brewery. It costs 2 copper pieces per pint/half-liter tankard. In the evening, locals carrying quart/liter tankards line up at the tap to get beer to drink at home. Meals run between 2 and 8 bronze pieces.



The single rooms cost 5 bronze pieces nightly. If a customer needs a double room, Kamil will add a bed and charge 8 bronze pieces per person nightly. Kamil, Zdislava and their families live in separate apartments on the top story of the inn. The complex includes a stable, a barn and a woodshed.

- **57. Tibor's Horses.** The 33-year-old human male merchant Tibor buys, sells and trades riding and draft horses and rents stall space for horses of those visiting town. Anyone passing through town and riding a horse in need of rest but not wanting to wait can swap horses with Tibor. He estimates the value of the tired horse and calculates it against the price of the new horse to be swapped. He then charges or pays the difference and charges a handling fee for the transaction of 1 silver piece per horse. Tibor has a wife and three children. They live together in a house outside the planned wall.

## North District

Most of the buildings in this district are low-priced wooden structures with wooden roofs. More than a dozen times in Mine Docks's history, there have been serious fires in this district which led to most of it burning down. Several of these fires also spread into other neighboring districts. In the year 1400 NA Baron Luboš issued an edict requiring all buildings in this district to be newly roofed with clay or slate tiles. The new roofs must be in place by the end of the year 1420 NA at the latest, which gives the buildings' owners another 14 years to get together the money for a new roof. The North District is the low income and crime quarter of the city. *Somebodies* who are foolish enough to enter this section without bodyguards are left to their own devices. In most parts of the district, there is no baronial protection for people who move about in this part of town. (Exceptions are noted below.) The watch usually enters it only to seek fugitives. If a *somebody* is slain in this quarter or is the victim of a crime, the watch usually will do little or nothing to investigate. The long-range plan of the baron is to drive the criminal element out of the North District and outside the city wall that he is building. Mine Docks is growing, and he wants the district to begin housing new and more reputable residents of the town. That, as well as fire protection, is his reason for the roofing edict. Several owners of buildings in the district will not be able to afford new roofs. Bronislav, as the baron's agent, and other wealthy Folk of Mine Docks are beginning to buy these buildings with the goal of tearing them down and building higher quality structures there. Most of those current owners who can afford new roofs support the baron's edict, because it will lead to an improvement of the district that will raise the value of their own buildings.

- **58. Bronislav's House.** As detailed in the main text, Bronislav is Baron Luboš' brother-in-law and Mine Docks's crime lord. He is the silent and hidden boss of the assassins' guild, the thieves' guild and the bordello and he also oversees the baron's other properties, such as the Ore City Inn (Location No. 48). Bronislav, a 62-year-old human male thief, lives with his wife Anděla, a 63-year-old human female merchant and sister of the baron, in the house. Their two adult children live in Windland, where they manage affairs of the count and the baron in that land. Officially, Bronislav calls his home *Anděla's Boarding House*. There is even a sign on the front of the house with this name on it, along with a second sign saying, "*No vacancies.*" Bronislav claims that he rents out six rooms on the second story to boarders. In truth, these boarders are four assassins and two warriors, all human males and females, who are in Bronislav's personal service. Two are on duty at all times guarding the house. Members of the assassin's and thieves' guilds know better than to tangle with any of the six. Bronislav also hires a cook, Antonín, a 41-year-old human male artisan. Antonín and his family live in their own house outside the wall zone.
- **59. Mine Docks Placement.** This address claims to be something of an employment agency, and there is, indeed, no reason to think that the so-called *customers* who enter and leave the building are gainfully employed. The agency is a cover for the thieves' guild. The guild master is the 40-year-old human female thief Marika.
- **60. Oar and Pick Inn.** Klement, a 67-year-old retired merchant from the Royal Trading Co. coster, purchased the rundown Oar and Pick several years ago and, step-for-step, restored it. Klement is betting that the inn will provide a good income for himself and later his inheriting children once Baron Luboš' cleanup of the North District has been completed. At present, the inn runs on something of a break-even basis. The once decrepit wooden firetrap now has sandstone walls and a clay tile roof, but the walls inside still are wooden and any semblance of luxury must be sought elsewhere. That notwithstanding, the inn does enjoy substantial protection. Baron Luboš respects Klement's investment as a signal of support for his planned renewal of the North District. It would be against the baron's own best interests if the remodeled Oar and Pick were to be known as a house where guests are robbed and burglarized. The inn is off limits to all independent operations by the thieves' guild.

Any planned theft or burglary in the inn or on the inn's grounds must be approved by Bronislav. The inn is a place where only *nobodies* stay. Its name comes from its original goal of being a hostelry for visiting miners and raftsmen. They still account for the largest part of the guest registry. The rest includes traveling peddlers, occasional parties of adventurers with few coins in their pockets and other low income transients. The rooms cost a bronze piece nightly. A bed in the open bay accommodations costs 4 copper pieces. The menu offers only a small selection of simple, traditional Slovenian dishes, which means small portions of meat and larger shares of dumplings and vegetables. However, that's exactly the kind of food that most quests seek and want. The quality of the food is good, and the house cook, Nina, a 55-year-old human female artisan, is talented at making the best of simple ingredients. The house's hearty ale, on the other hand, is of the best quality. It's the work of master alewife Klára, a 50-year-old human female artisan. Meals run from two to six bronze pieces, and the ale costs 2 copper pieces per pint/half-liter tankard. The inn's manager is Klement's son, Robin, a 42-year-old human male merchant. He, his wife and their two children live in their own private dwelling. Robin employs a bartender, two waitresses, two chamber maids and a laborer. All are human male and female commoners.

- **61. Marcela's Boarding House.** Marcela, a 52-year-old human female commoner, runs the North District's cleanest boarding house. She remodeled it three years ago, replacing the wood shingles on her roof with clay tiles. Baron Luboš also respects her investment. The boarding house is off limits to all independent operations by the thieves' guild. Any planned theft or burglary in the boarding house must be approved by Bronislav. Marcela has no vacancies. She has rooms for eight boarders, and all are occupied on a long-term basis. Only single persons are accepted as boarders. Boarding includes breakfast, evening supper and on the weekend, a noon meal. Marcela does the cooking and housekeeping herself. Currently, she has five male and three female boarders, all human commoners. Each of them is a low-paid employee or a laborer. They pay 8 gold pieces board per month.
- **62. Firepond.** The baron had these ponds laid because of the frequent fires in the district. They give bucket brigades easy access to water. Rain usually is frequent enough to keep the ponds filled, but the city has a tank wagon that it can use to transport water from the Fjorm to the ponds if necessary during dry periods.



**For fire-fighting: The tank wagon of Mine Docks**

- **63. Mountain Shadow House.** The brothel is owned by the baron, although no public record would prove that ownership. Bronislav has the oversight over the operation, which is claimed to be the property of Uršula, the 45-year-old human female merchant who is the bordello's madame. She employs 10 female and 6 males to provide services. All are human commoners. Prices are negotiated based upon the services desired. All other prostitution is illegal in Mine Docks. Practicing it can result in a one-way trip down the river for the prostitute, the pimp and perhaps also the customer, if he or she is a *nobody*.
- **64. Zlata's Boarding House.** Zlata, a 60-year-old human female commoner and alcoholic, is letting her boarding house degenerate into a flea and fire trap and a ruin. She has invested most of her income in products of the distillery and has no savings with which to pay for the renovations that the baron is demanding. She is waiting for someone who wants to invest in the district to buy it from her and demolish it. The house is wooden with a wood shingle roof. Zlata has room for 10 boarders. At present, six rooms are occupied, three each by human males and females, all commoners. One of her boarders, Hana, an unemployed 45-year-old human female master cook who also is an alcoholic, pays her board by doing the cooking. Her food is edible, but Zlata tries to keep costs to a minimum. Boarders receive breakfast and evening supper daily and a noon meal on the weekend. They pay four gold pieces board a month.