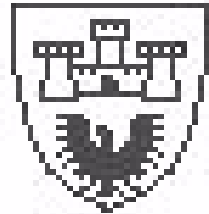


**T. Cranden's
Olde Traveller's Guide to**

The Free City of Freuhaven



A Sourcebook for The Northlands Campaign World

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The Free City of Freuhaven	2
Introduction to Freuhaven	2
History: From Issachar to Vanderheyden	2
Government: The Politics of the Free City	5
Military: The Citywatch and Civil Militia	7
Guilds: The Power Behind the Throne	10
Mercenaries and Other Organizations	15
Famous People of the Free City	16
The Lay of the City	22
Locations of Interest Outside the City	36
Maps	40

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Introduction to Freuhaven

This is the first in a series of in-depth looks at the great metropolises of the Northlands. The Free City of Freuhaven has long been one of the most important financial, military, diplomatic and mercantile centers in the north and its independence, wealth and freedom are renowned and envied the world round. Schiller described the mighty city as “...no doubt, the gem of the Northlands. It is no wonder that the world seems to revolve around Freuhaven, for if Freuhaven were to break, the rest of the world would follow like so many horses at a merry-go-round.” This guide will serve as a vehicle for you too to explore the Free City and all of its people, places and mysteries.

Shane Binder
Terrick Cranden

Freuhaven began life as a port for the iron-rich Tuornen Highlands in 190 Fd. It quickly became a major trade outlet on the Traverse, and proclaimed itself a free city in 246 Fd over a minor trade dispute with the ancient nation of Faldaea. Freuhaven's location, neutrality, and free city status helped the town grow into an important power in the politics of the Northlands. The Free City largely remained out of the Dark Wars, but it supplied the forces of good with arms, money and mercenaries.

Freuhaven lays claim to approximately 500 square miles in northern Abbysinia. The city has a fine citizen-militia and regular light cavalry to defend these lands. The Longrun Valley to the north yields much iron ore to the Free City's forges and weaponry shops, while a large fishing fleet based in the Free City's port adds to the city's trade, and gate-taxes levied on the caravans that enter the city bring the city much-needed income. The city is a focal point for trade to the Falen valley, as well as all of Cassenddy when Halfor Bay becomes too treacherous to sail in the winter.

The Free City proper has a constant population of 77,400, according to the latest census from the City Records Office, making it the third most populous city in the Northlands. This number can swell to beyond 120,000 in the summer trading months leading up to the monsoon season. The population is made up of 75% humans and dwarves, elves, gnomes and halflings make up the other 25%. The human populace is of mostly Ilandri ancestry, with a healthy mix of all nationalities, as befits a cosmopolitan city of Freuhaven's stature. Dwarves and gnomes are a majority in the northern Highlands and Longrun Valley, while plains barbarians frequent the Plains of Asmmard. A large conclave of elves can also be found in Freuhaven, a feature not shared by most large cities. The Free City rests between the western reach of the Dangaard Mountains and the Great Traverse. The city itself rests on Freuhaven Bay and is less than a mile from open water. The strategic position of the city allows for much profitable trade along the Great Traverse as well as the only major port for Abbysinia, Kammerander and the Swordslands. In the winter, ocean-bound traffic normally calling in at Hasthness or Rylkennen diverts to Freuhaven to avoid the icebergs and frozen upper reaches of Halfor Bay. Freuhaven's location near the great iron mines of the Tuornen Highlands and the great hardwoods of the Wylkwood, as well as the tremendous diversity inside the city, allow for a substantial trade in products originating in the City.

Freuhaven has a typical northern climate. Winter lasts from Kaminfall to Blumengrun. Heavy snowfalls are common and Freuhaven Bay occasionally freezes solid. Average temperatures during this period range from -20° to 40°F. A short spring and planting season in Pflanzengrun and Tieregrun follows and average temperatures are 40° to 60°F. Occasional rainstorms and late snow showers occur. Summer occurs during Farensseit and Heisenseit and temperatures reach 100°F. Freuhaven experiences its monsoon season in

Farenseit and Heisenseit. Faulenseit and Erntefall are the fall months. Temperatures range in the 50s to the 70s and fall is moderately dry.

As a result of the instability of Abbysinia and the increased numbers of humanoids and brigands in the Dangaard Mountains, the volume of trade passing through Freuhaven has decreased. The Free City has had to raise taxes because of the loss of revenue, and although many artisans and merchants fled here during the wars, the city is facing severe economic problems. The increased number of refugees has also put a strain on the city's resources, and several outbreaks of plague have been reported in the poorer sections of the city. The Citywatch has had to cope with increased criminal activity, gangs and an occasional riot. On the other hand, Freuhaven's militia has been strengthened by recruitment from the Andalusians and Kammerandorians, who are well known for their military training.

History: From Issachar to Vanderheyden

Humans have settled in the area of Freuhaven since the earliest times and it has always been a trading point between the ancient gnomish kingdoms of the Iron Hills and Tuornen Highlands, the Friesien of the Dangaard Valley and the Ilandri of the Asmmard Plains. A shrine to Telenna was built more than twelve centuries before the Dragon Wars, the first permanent structure in the area. When the Ilandri developed more advanced ships capable of oceanic travel, the Freuhaven's natural harbor provided a center for trade with the Friesiens. A small village thus grew up around the shrine and harbor.

When the Issachari Imperial Legions began expanding their Empire to the north, a trade garrison was established at Frieshafen, as the Ilandri called the small village. It became the northernmost point of Issachari influence and the primary trading point with the northern Friesien barbarians. Shortly after the Issachari arrived, the gnomish kingdoms of the Tuornen Highlands stopped trading with the village and disappeared from history. Little is known of this garrison-town, as most Imperial records were destroyed in the Dragon Wars. Frieshafen was attacked by a mating pair of red dragons in 3 Pd but Felandrel, a powerful mage attached to the garrison, managed to kill both dragons at the cost of his own life. A raid by Friesien barbarians in 4 Fd utterly destroyed the garrison and town, and the valuable cache of magical artifacts owned by Mage Felandrel was carried off by the Cassendadians. The ferocity of the attack resulted in many undead haunting the area and the ruins were shunned for many years afterwards.

The present city of Freuhaven was founded in 190 Fd as a port for the newly discovered iron region to the north. Duke Jarron of Kellarty was given title to the town and surrounding lands. The town had enough residents in

205 Fd to get a Royal Market Charter from Faldaea, and reports indicate that it boasted a small keep and city walls approximately around today's High City. Despite the initial burst of growth, Freuhaven remained a sleepy backwater until it gained independence from the old nation of Faldaea in 246 Fd. The Faldaean king was openly giving trade preference and incentives to other towns in the kingdom. The businessmen of the city pressured the Duke into protesting and when no recourse was forthcoming, the Duke seceded from Faldaea. The first independent Duke of Freuhaven ruled for less than ten months before pirates fleeing Ullysia stormed the city and took over. The Pirate-Kings made the Free City a haven for lawless elements from across the Northlands and frequently skirmished with Faldaea. In these battles, the Pirate-Kings expanded the former duchy of Freuhaven almost to its present boundaries and destabilized Faldaea, enabling Karming to absorb it. The Pirate-Kings were overthrown after a chaotic nine-year reign by an army raised by the noted mercenary captain Annalyn Mermerides. The grateful city offered Annalyn title to the duchy, and her reign was peaceful in spite of her frequent absences leading the Golden Band. By the time the War of the Successionist States occurred, Freuhaven had gained enough power and wealth to weather the war in neutrality. During the war, Freuhaven established its reputation as an excellent city to find quality weapons and mercenaries. Due to its neutrality and relative safety, Freuhaven grew in leaps and bounds from refugee influx, and new city walls were constructed around today's Foreign and Market Quarters.

Freuhaven continued to expand in regional power and wealth, especially under the reign of the d'Adyren family (632-725 Fd), when Freuhaven experienced a scientific and artistic renaissance. Duke Kristophan d'Adyren, who is rumored to be an ancestor of the mad Archmage Morgen of Marblehead, ruled at the height of this renewal, from 692 to 709. He is credited with the construction of the city water system and aqueduct from Jansberg, Freuhaven University, and the outer walls of Castle Freuhaven. It is interesting to note that all of this was achieved in spite of a slight case of insanity, an illness that was apparently passed down through the ages to Morgen. Kristophan mysteriously disappeared during the construction of Castle Freuhaven, and some say he keeps watch over the city, waiting for a time of great distress to bring back his odd brand of humor. Kristophan's apprentice and cousin, Tessel, was the next Duke, and he brought tragedy to the city after Kristophan's glorious reign.

The Margraves of Abbysinia had gotten progressively weaker after Kaldrick the Wise broke from Karming. At the same time, Karming was aggressively building up its Imperial Armies and talking of retaking their empire. Duke Tessel colluded with the Viscount of Klandelberg to replace the sitting Margrave with a mage named Mebraam. However, this coup turned into a fatal mistake for Tessel and the Viscount, as Mebraam was greedy, power-

hungry, and insane, a bad combination. He assassinated the entire ruling class of Abbysinia and stripped the entire march to support his mad designs. One of these schemes was control of the entire continent, starting with Freuhaven. After seven years of holding out, Freuhaven briefly came under the dominion of Mebraam from 728 to 730 Fd. Duke Tessel met a particularly painful end and much of the Market Quarter burned to the ground during the spell duel between the two mages. Stonefront came into existence as the home of those who could not afford to rebuild inside the city walls.

King Almarath of Cassenddy issued a call to arms to the nations surrounding Abbysinia and was joined by the Host of the Swordslands. The Cassenddian Royal Field General Rausenmach outfought Mebraam's hired mercenaries in several battles north of the city and quickly assumed control while Mebraam was distracted to the east. After the Haveners cast off Mebraam with this Cassenddian help, they rebelled against Duke Dacre d'Adyren, and changed the city government into the Mayor-Council form it is in today. Lord Mayor Warelin Dunn Loring was the first man elected by the city's populace for this position, after which he promptly got bogged down in arguments with the Council of Guilds lasting throughout his entire term as Lord Mayor.

A poorly timed birthday party for the Cassenddian ambassador initially started a brief border war between Freuhaven and Cassenddy in 1014. Freuhaven has always been suspicious of Cassenddy's territorial ambitions, and the incident quickly spiraled out of control. The Civil Militia laid siege to Ocean Keep and marched into the Iron Hills, partly to force an apology out of Cassenddy and partly to establish a buffer zone against any future expansions from the north. The Cake War, as this campaign became known as, lasted for an entire half year. Ocean Keep failed to surrender to Free City forces and the militia in the Iron Hills did not receive expected support from the gnomes and dwarves, who remained neutral. The Civil Militia was no match for the massive legions of the Kingsguard and Freuhaven quickly sued for peace. The war diminished Freuhaven's power and the city lost some valuable territory in the iron-mining region.

Freuhaven's fortunes began to improve in short order. The relative peace encouraged the trade that filled the city's coffers. The Free City had grown enough by 1035 that new city walls were built around the outside of the city in their present form. The Castle was remodeled and damaged government buildings from the Cake War were replaced with today's beautiful white complex in the High City. The Vanwycke clan, which controlled three major guilds and had considerable Citywatch support, tried to assassinate Lord Mayor Trevin Mantevier in 1052, seizing power briefly. The assassination was unsuccessful and Lord Mayor Mantevier fled to Klandelberg, returning ten months later with the Count of Klandelberg at the head of an army of mercenaries. Needless to say, a Vanwycke has not been spotted in the city

since. In 1079, the College of Magical Arts was added to Freuhaven University, with the help of the young mage Vanderheyden. This added to Freuhaven's prominence in the magic world as a center of learning and magical innovation.

All of this prosperity threatened to tumble down in the early months of 1185, when the Witchlord's rampaging armies reached the city walls. Freuhaven beat them back only through the heroic fighting of the Civil Militia and Lord Mayor Ludenwick's meticulous campaign to unearth the underground cells of Witchlord supporters within the city. Stonefront was partially destroyed, the aqueduct from Jansberg was damaged and a brief incursion successfully breached the Light Gate and burnt three blocks of the Elven Quarter before being beaten back. This was the first penetration of the city walls since the Cassenddian Kingsguard ended Mebraam's rule. While the city began to rebuild, Lord Mayor Ludenwick dispatched Civil Militia troops to help in the combined offensive of 1186, and Havener naval units were instrumental in lifting the siege of Falmouth. 750 militiamen joined Count Roderic of Agnesi in the push back to Eastfair and many were killed putting up a gallant defense upon the Count's death. This bungled campaign proved to be an embarrassment to the Lord Mayor, until stories of the atrocities committed in Kammerander came to light. Now, most residents realize that only the Lord Mayor's actions prevented the same violence from reaching their doors.

Today, Freuhaven has become known as a regional trade center and port, a large marketplace for weapons and mercenaries, and a relatively free and neutral city to conduct business in.

Government: The Politics of the Free City

Government Type:

Republic

Head of State:

His Noble Honor: Jules Ludenwick, Lord High Mayor of Freuhaven (Human T8, AC 4, hp 87, AL NG) Disposition: Pragmatic

Influential People:

Kathena Sorelean, Lady Commander of the Citywatch (Human F13, AC 0, hp 90, AL LG) Disposition: Driven

Jondar Khelben, Lord High Magus (Human M14, AC 0, hp 82, AL NG)

Disposition: Watchful

The Honorable Abner St. Vrain, Lord High Magistrate (Human P7, AC 6, hp 39, AL LG) Disposition: Depressed

Golo Tuffy, Deputy Lord Mayor (Gnome T6/F6, AC 5, hp 29, AL NE) Disposition: Scheming

Supreme Guildmistress Carrissa Falenmark (Half-Elf F8, AC 5, hp 68, AL N)
Disposition: Feisty
Supreme Freeholder Belandor Mantevew (Human F8, AC 4, hp 57, AL LG)
Disposition: Distracted

When the people of Freuhaven overthrew the last Duke after Mebraam's Reign of Terror, they tried to create a more democratic system of government. Of course, powerful vested interests insured that they stayed in power, but Freuhaven is much closer to a democracy than most of the Northlands.

At the lowest level, closest to the regular population, is the Freeholders Conclave. Each Quarter in the Free City is further divided into wards. Property owners in that ward get to vote every five years on their Councillor to the Freeholders Conclave. All communities outside Freuhaven with a population greater than 200 are also granted a Councillor. The Conclave advises the Lord Mayor on domestic issues and any changes in taxation must be proposed and approved by a simple majority of the Freeholders Conclave. Every ten years, the wards are redrawn to accurately reflect changes in the city's population, although some amount of politics invariably goes into the mix.

The Guilds Council, the city's second advisory body, is made up of the guildmasters of each of Freuhaven's nearly fifty guilds. The Council advises the Lord Mayor on business issues and mobilizes the Free City's workforce in the event of a war. Any major changes in Freuhaven's legal code must be proposed and approved by a simple majority of the Guilds Council.

Freuhaven has three other senior government officials, the Lord Commander of the Citywatch, the Lord High Magus, and the Lord High Magistrate of the Superior Court. Each is elected for a lifelong-term by their respective constituencies (i.e. senior Citywatch officers, the Esteemed Guild of Magecraft, and Magistrates of the Superior and Inferior Courts). Each of these officials advises the Lord Mayor on their areas of expertise, as well as running some of the day-to-day operations of their bureaucracies (the Citywatch and Courts at least).

The Lord Mayor runs the everyday operations of Freuhaven's government. The bureaucracy is divided into functional areas, like the Directorate of Records and Archives, the Directorate of Customs and Duties, the City Engineer, the City Minter, and the Superintendent of the City Waterworks. In the very short term, the Lord Mayor is the single most powerful person in Freuhaven's government, for it takes a lot of time and effort to undo what he can do in one day. Every five years, one month after the election of Councillors to the Freeholders Conclave, both Councils have elections on candidates for Lord Mayor. This means that there can be at most two finalists for the five-year-term of Lord Mayor. The three other senior officials then choose the final candidate for Lord Mayor. If at any time, both

Councils, or one Council and two senior officials, votes to impeach the Lord Mayor, the Lord Mayor is removed immediately and elections are held. This has only happened five times in Freuhaven's history.

Justice in Freuhaven is not a quick deal; the courts are just as much a bureaucracy as City Hall. The Courts are based out of the Halls of Justice, next to City Hall, and are divided into Inferior and Superior Courts. Inferior Court is for minor offenses such as theft, property damage, tax evasion, and public nuisance, with only one Magistrate presiding. Cases can be appealed to the Superior Court, with the permission of the Lord High Magistrate. The Superior Court handles more serious cases of murder, treason, assault, rape, kidnapping, and the like. Due to the nature of these cases, there are always three Magistrates in court. If the circumstances of a case permit, it can be appealed to the highest level, a hearing before the Lord Mayor, Lord High Magistrate, and Lord High Magus. With any appeal, the court being appealed to has the option of supporting or overturning the lower court's decision without hearing the case.

In foreign affairs, Freuhaven is a major trade rival of Marblehead, because both are vying for the trade bound to Cassenddy and the Swordlands from the south. Both countries have been known to look the other way for piracy on their rival's shipping. Freuhaven has always enjoyed good relations with the Viscounty of Klandelberg and the dwarves and gnomes of the Tuornen Highlands. Since the fall of Kammerander, all three allies have contributed forces to the garrison at Norduhlheim Keep to watch over the Black Fork valley. Freuhaven also has contributed greatly to bolstering Klandelberg and the Swordlands against the Witchlord. Freuhaven has up-and-down relations with both Cassenddy and Falmouth as the Haveners have always suspected the expansionist intentions of the Kings of Cassenddy. Falmouth feels the same way about Freuhaven and probably rightly so. Within the last two years, the rush of refugees from the Dark Wars has upset the balance in the city and the Citywatch must often break up rival gangs from the displaced peoples.

Military: The Citywatch and Civil Militia

Freuhaven actually fields only a relatively small military force. The Civil Militia patrols the lands outside the Free City, while the Citywatch keeps the peace inside the city and only calls upon the military for major events such as riots, natural disasters, etc. The two forces are technically commanded by Lady Commander Kathena Sorelean, who is assisted by Lord Lieutenant Commander Eitan Blackguard. Brigadier Karl Mortenheim is the primary commander of the Civil Militia, while Blackguard sees to the day-to-day operations for the Citywatch.

The militiamen who are stationed outside the city have “gone over the wall” voluntarily and most are unmarried loners or older, battle-hardened veterans. The largest militia contingent is the 100 militiamen stationed at Fort Atalissa in the Longrun Valley. In addition, there are three small detachments at Fifteen League Spring, Greatbridge, and Tedden Manor. Mounted patrols on the Coastal and Klandelberg Roads originate in these camps. Patrols usually consist of four 1st-level Militiamen led by a 2nd-level Sergeant. The militiamen stationed outside Freuhaven are periodically rotated inside the city, garrisoned in Castle Freuhaven, manning the city walls and patrolling the local roads within half a day’s ride of the city; there is usually no more than half of the militia stationed outside the city. These militiamen are the only law enforcement in the area and are Freuhaven’s first line of defense against foreign attack. Most are classified as light cavalry, but are equally well trained in ground combat. In addition, Freuhaven has specialized Ranger and Griffinrider units whose mobility is necessary due to the far distances between regular Militia detachments. Captain Rex Galhyven’s Freuhaven Rangers are based in at Fort Atalissa in Jansberg and patrol the foothills around the Longrun Valley. The 25 Griffonriders compose an elite force that can rapidly aid ground detachments and deliver messages. The Griffonriders are led by Captain Salrissa Jelantru and reside in Castle Freuhaven. Brigadier Mortenheim’s third deputy, Captain Hewerd Speckle, is in charge of drilling the approximately 7,500 trained Haveners who make up the backbone of Freuhaven's citizen-militia. These men are required to train for two weeks every half year and are equipped with weapons from the City Armory in Castle Freuhaven in the event of a war.

Inside the city, the Watch is divided into eight divisions, one in each quarter: Black, Elven, Foreign, High City, Market, Port, Scholars, and Water. The headquarters and High City division are located in Castle Freuhaven. This station contains the Forensics and Alchemy Labs, Evidence Depot, Records Hall, Prison and City Armory and has a permanent *Proof Against Teleportation* cast on it. The High City station also houses the Special Services Divisions, which run from the Diplomatic Protection Division to the infamous Brawl Squad. The Deity Division (or "God Squad") and the Special Magicks and Tactics Team (S.M.A.T. team) also reside in the High City. The S.M.A.T. Team consists of Constable Pavel Kafka, Holy Marshal Cadae Klima (Kammerlein) and Mage Oskar the Over-Confident and is supposed to be the Citywatch’s elite force versus problems of a magical nature. The Investigative Division, based out of the High City and Market Quarter stations, has 24 specially trained Constables to follow up on serious crimes. Typical Citywatch stations in each Quarter have a small number of holding cells, small armories, stables and living quarters for Watchmen. The Citywatch also serves as Freuhaven’s fire brigade, so each station is equipped with a Wand of Flame Extinguishing and a Decanter of Endless Water. Each watch station has contact information for a

nearby member of the Esteemed Guild of Magecraft who has volunteered to serve as a Watch Wizard and can assist when summoned.

Below each Divisional Commander are five Watch Captains who alternate six-hour shifts. The Citywatch is also responsible for assisting the City Tax Collector's Office in its duties, and Kathena is always careful to make sure the officers fulfilling this duty are scrupulously honest. Other sections of the Citywatch are not so well regulated and there is a 30% chance that a Watchman can be bribed (15% chance for Sergeants, although not in the High City).

Each Citywatch patrol usually consists of one Sergeant and 1d4 Watchmen. Each Quarter has 12 Watchmen and 3 Sergeants on duty at all times; in addition, there are a few specialized groups such as the Brawl Squad and flying patrol. Watchmen usually have leather armor and carry shortswords, clubs and daggers. Sergeants and higher officers wear chain mail, on top of which is a white tabard with the city's shield on it and their rank. They may be armed with longswords, a small shield, and personal weapons; most are on foot but occasionally patrols move on horseback. Citywatch patrols through the Black Quarter (as infrequent as they are) are doubled in size for their protection. If a patrol runs into trouble, one watchman is sent to the nearest station to summon help. Reinforcements can arrive within 1d10 rounds (depending on the area) and come either on foot or horseback and armed as necessary. In case of great danger, the Watch can slay the offender to defend themselves and use *Speak with Dead* later.

The Wall has 90 men and 10 sergeants manning the walls and Castle in three shifts. This force is supplemented with militiamen on rotation into the city. Each of the city's four main gates has 8 guards and one sergeant during two-day shifts and only 4 guards and an officer at night. The smaller Farmers' Gate only has 2 guards in two daytime shifts, and is locked at night. The Customshouse detail, which is well known for its unscrupulousness, has 7 watchmen and one sergeant to assist customs officials. The total Citywatch within the city walls thus totals more than 265 non-commissioned men on duty at any one time, with a total force of 960.

Not all residents of the Free City abide by the usual law and order. In fact, it is even rumored that the Lord Mayor himself was once a member of the largest of the thieves' organizations, the Lightfinger Guild, and still uses them for some of his dirty work (i.e. rooting out the Witchlord's cells in 1186), or so the rumor goes. While most parts of Freuhaven are by no means dangerous places to visit, criminal elements are well established within the city and it would do one well to watch their purse. And there are certain back alleys in the Port, Elven, and Black Quarters that one should watch their back as well.

The largest and oldest of the thieves' guilds is the Lightfinger Guild, with a citywide roster of 114 members. The guildmaster, Harll Kurland, a

disreputable innkeep from the Port Quarter, is currently fighting an internal rebellion for control of the guild. A faction supporting Patto O'Shuss is disgruntled with Harll's lack of reaction to the dramatic increase in crime brought by the refugees. Not only has this increased competition, but it has also lead to crack downs by the Citywatch that have resulted in the arrest of ten members and the death of two others. Harll is also a cruel and despotic guildmaster and does not engender much loyalty from guild members. The Thieves Guildhall is located on the south side of the Elven Quarter, with a satellite shelter in Harll's Silver Coach Inn in the Port Quarter. The chaos in the guild due to the schism has resulted in little enforcement of guild membership. However, due to Harll's brutal policies, any guildless thief caught in the act by a guild member may come away with one less finger, if they are lucky.

Freuhaven's relative wealth and the tolerance of the authorities have resulted in several smaller groups forming in the city. There is a small ring of "gentlemen thieves" operating out of the High City and they have managed to avoid the wrath of the Lightfingers by keeping a low profile and playing off of the tension between the Lightfingers and the Assassins' Guild. It would be an interesting guild feud indeed if the dozen "gentlemen" crossed the Lightfinger Guild, as the High City group has no few political connections. There is a relatively new organization in the Stonefront, rumored to be associated with the Bloodied Daggers of Karming. Made up primarily of recently-arrived refugees, this group lives only in rumor as far as the Citywatch is concerned, as no hard evidence of its existence has yet to be discovered.

Guilds: The Power Behind the Throne

The following is a partial list of the almost fifty Guilds of the Free City. After each guild is the name of the current Guildmaster.

- ⌘ Academic Guild of Architects, Masons, and Carpenters: This small guild takes great pride in making Freuhaven the beautiful city that it is. Competition among members has resulted in some fairly odd structures, mostly in the Foreign Quarter and High City. Guildmaster Thad Yisterly is trying to institute policies to prevent fires from spreading like they did in 1185.
- ⌘ Adventurers' and Mercenaries' Union: Garil Marjek, The Union Hall is located in the Market Quarter and is a good location to find work. Any person who can pay the dues of 10 gold imperials can apply for membership; a simple combat trial testing the equivalent of a 1st-level fighter must be passed. Anyone with a special ability (horsemanship, magic use, tracking, healing) can register as a "specialist" for 5 gp more.

Membership allows use of the guild's Help Wanted boards, discounts at the Great Gymnasium and certain weaponsmiths, and the opportunity to swap tales and rumors in the guild's bar downstairs. The Union will also help defend a member over contractual disputes and can take an employer to court if necessary. If three or more complaints are made by employers against a member, or if a member assaults another member within the Union Hall, the member is permanently banned from the Union and work will be very hard to get!

- ☞ Allied Couriers: Mij Thistlefoot
- ☞ Ancient Fellowship of Brewers: Daffen Noody
- ☞ Assassins' Guild: Ayley the Black
- ☞ Associated Weaponsmiths: Dumas Ironwood, the Great Smithy is in the Water Quarter down the street from the City Cistern
- ☞ Barristers Syndicate: the Right Honorable Evard von Marringhausen
- ☞ Cabbies' and Guides' Alliance: Mirn Kaslow
- ☞ Carpenters', Roofers', and Plumbers' Guild: Oskar Ruenhand
- ☞ Cartage Guild: The Cartage Guild handles all freight movement within the city and the Caravansary in Stonefront. They often find themselves at odds with the Longshoremment's Guild over markets, which occasionally gets bloody. The Guildmaster is Huld Thaldump, and the Road House is located in the Market Quarter. The drop in trade by both road and ocean has hit the members of both guilds badly. The influx of cheaper labor hasn't helped matters either. Huld is pleading with the merchant houses to employ more of his members. He fears that unrest by some of his more resentful members will undermine his position.
- ☞ Cartographers' Society: This four-story townhouse in the Foreign Quarter is one of the better-protected guildhalls in Freuhaven; geographic knowledge is very valuable and the Society has one of the largest repositories in the Northlands. It is possible to get free Associate membership in the Guild after one has contributed a certain amount of verified information towards the drafting of multiple maps. Guild activities are more than supported by the sale of quality maps of Freuhaven and the surrounding lands; other maps may be harder to come by. The Guildmaster is Terrick Cranden and the guildhall is located in the Foreign Quarter.
- ☞ Choristers, Instrument-Makers, and Musicians Society: Renee Yvelle, the House of Song is located in the Market Quarter
- ☞ Cobblers' and Corvisers' Guild: Welvis the Hunchbacked
- ☞ Embalmers and Gravediggers Partnership: The Graveyard Guild has the only legal license to dispose of the dead in Freuhaven, and unfortunately does a lot of business. The only way a deceased person is removed from the city census (and thus tax rolls) is when a signed and stamped certificate from the Guild is presented to the Director of Records and Archives; otherwise, the family of the deceased must continue to pay taxes. Most of

the guild members dress entirely in black and it is hard to tell if some are even alive anymore. The guild is based in the Central Mausoleum in the Garden of Harmonious Repose and the guildmaster is Druk Thaluminus.

- ☞ Esteemed Guild of Magecraft: the largest magical organization in the Northlands; the guildmaster is Jondar Khelben; the rules allow for members to belong to other guilds and almost any magic practitioner is allowed entrance, so many mages from across the Northlands belong; the guild rolls include more than seven hundred, although fewer than a third are in town at any time; members include Fraquanozor, the Purple Mage, Raeblejorn and Vanderheyden, based out of the College of Magical Arts, elects the Lord High Magus.
- ☞ Excellent Order of Weavers and Dyers: Minas Tirith
- ☞ Federation of Smiths of Pragmatic Metals and Alloys: Dagar Grundas, the “Coppersmiths Guild” handles nonferrous alloys like bronze, pewter, and brass, and metals like tin, lead, and copper
- ☞ Fellowship of City Mint-Laborers: This guild is made up exclusively of dwarves, and is responsible for designing and supplying the city’s coinage. The City Mint is in the City Treasury in the Scholars Quarter and all Fellowship members carefully guard its contents. The City Minter, Zander Greathand, is incredibly paranoid about his job and rarely leaves the City Treasury.
- ☞ Guild of Apothecaries and Physicians: Byron Colmorwe, the House of Health is located in the Foreign Quarter
- ☞ Guild of Butchers: The butchers operate the City Slaughterhouse in a smelly corner of the Elven Quarter, overseeing all meat coming into the city. Many years ago the guild employed a mage to cast several minor spells to reduce the effect of the odors and noises from the livestock at the Slaughterhouse.
- ☞ Honorable and Secretive Brotherhood of Luminators: Also known as Firebrothers, this elite guild knows the secrets of pyrotechnics, and jealously guards them. In demand across the Northlands, Firebrothers’ displays are a rare and expensive delight indeed. Every year, the Firebrothers treat the city to a free performance at the Brewfest celebration.
- ☞ Hoteliers’ and Tavernmasters’ Association: Dal Norsovich
- ☞ Illustrious Order of Lightmen: The Lightmen are paid by the city to illuminate major civic buildings (although not major streets now that they have *continual light* lamps) and residents of certain districts hire the Lightmen to maintain street lights there. Lightmen can also be hired to provide torchbearers to nobles and large parties. Cen Linner is the guild master and the Lightmen’s Guildhouse is located in the Market Quarter
- ☞ Jewelers and Gemologists Combine: No other guild in Freuhaven flaunts its wealth as much as the Jewelers Combine; the guildhouse is gaudy to an extreme and just screams great wealth. However, the enormous vaults

under the guildhall in the Scholars Quarter are very well protected, for they store a vast wealth of gems and goods belonging to members. The guild periodically hires adventurers to test out the defenses of the vaults; no successful burglaries have been reported in over a hundred years. Talissa Mantevier

- ☞ Launderers' Guild: Huddoghter Rudy
- ☞ League of Skinners & Tanners: Galt Lauter
- ☞ Lightfinger Guild: Harll Kurland, Thieves Guildhall located in the Elven Quarter
- ☞ Longshoremen's Guild: The Longshoremen's Guild controls all of the loading and unloading of ships in Freuhaven's port. This gives them a lot of influence, if only through threatening to strangle a vital source of the free city's trade. The Guild competes for business with the Cartage Guild, and this competition, barely restrained at best, has often flared up into street brawls. Dutch Sickelhurst is the brawny Guildmaster; he is used to getting his way around the docks and within the Guild and has trouble coping with the fact that this is not the case in the Council of Guilds.
- ☞ Merchants' and Retailers' Union: This important guild has a sphere of influence extending over the entire continent and beyond. Most major cities and trading centers across the Northlands have a Union consul or representative, along with a safehouse for guildmembers to stay at. Most consuls are priests of Telenna. The Union also pays for the upkeep of the Traderoads to Klandelberg and Meinheim through tolls (with a discount for Union members) and member fees. This necessitates a substantial presence in both cities, where the Union has substantial political pull. While the Merchants' and Retailers' Union is the undoubted master of Freuhaven's overland and sea trade, it has been locked in a centuries-old cold war with the Shopkeepers' League for membership. The Union traditionally has the large trading houses and major shops; the old money. The Shopkeepers' League membership contains most of the small shops in the city, as well as some recently added caravan traders. In any vote in the Council of Guilds, these two guilds will usually vote opposite, no matter the issue at hand (one notable exception to this rule being the raising of taxes). Carissa Falenmark, head of the Falenmark Merchants' Cartel, is the charismatic and willful guildmistress of the Union. She is also the Supreme Guildmaster of the Guilds Council, and combined with the influence of her cousin Byric (Guildmaster of the Seawrights' Guild), her power makes the Merchants' Guild the most powerful guild in the Free City. The Merchants' Guildhall, located in the Elven Quarter, has meeting rooms, guild offices, accounting offices, several small libraries, a small temple to Telenna, an underground raw materials storage area, and a barracks for hired guards. All day long, merchants deal over raw materials, lawyers and scribes negotiate over contracts, and traders plot their courses over maps. At night,

guild accountants tally the day's sales and post prices used to determine the next day's tariffs and taxes. The Union also operates the Caravansary in Stonefront, giving a discount to members.

- ☞ Moneylenders and Changers, Incorporated: Because trade from all over the Northlands ends up in Freuhaven, the Moneychangers Guild serves a vital purpose converting foreign coinage into Havener currency. Many smaller business owners will not accept foreign currency and direct shoppers to members of this guild. The guild will also loan money to solid borrowers but charge a high rate of return. Other than being a popular target for the Lightfinger Guild, the Moneychangers are fairly quiet and have no major enemies. The Guildmaster is Sal Zosle and the Guildhall in the Scholars' Quarter is a highly-protected compound with "safe-deposit" boxes for members to store money for long periods of time.
- ☞ Most Careful Order of Stonecutters, Masons, Potters, and Tile-Makers: Selden Gyrill, Builders Hall is located in the Market Quarter
- ☞ Order of Master Tailors, Glovers & Mercers: Dagron Larthos
- ☞ Pilots' Guild: Guiding the ships of Freuhaven's immense waterborne trade through Freuhaven Harbor gives this guild a powerful position in city politics. Guildmaster Rafe Cramnell is very suspicious of any moves by the Seafarers' Guild or the Merchants' and Retailers' Union.
- ☞ Porters' and Warehousemen's Coalition: Nat Raast
- ☞ Priests' Council: Karia Gamalon
- ☞ Proud and Skilled Order of Chefs and Bakers: This elite group of gourmands takes great pride in maintaining Freuhaven's position as the gastronomic capital of the Northlands. Its members work in the kitchens of bakeries, inns, and noble manors around the city. The Master of the Order is determined every year by a cooking contest held at Brewfest.
- ☞ Sacred Brotherhood of Shipwrights: Byric Falenmark, Shipmakers Lodge is in the Port Quarter.
- ☞ Seafarers' Guild: Another universal guild, the Seafarers' Guild has a continent-wide membership, and similar guilds can be found in every medium or larger port in the Northlands. The Freuhaven guild long ago stopped providing rooms for visiting captains, as there were just too many ships calling in at one time to house. Sailors and captains alike come to the Mariner's Fellowship Hall in the Port Quarter for navigational and tide data, weather reports, piracy updates, and general gossip. Daena Rainbridge is the local Guildmistress and the Guild Archivist, Resha Panalog, coordinates all ship registration and the above data collection (a monumental task). A map room, records room, shrine to Zerys and large common room with bar are located on the first floor, while offices and a small number of boarding rooms are on the second floor.
- ☞ Shopkeepers' League: The Shopkeepers' League represents most of the small shops in the city, in addition to determining who gets permits to display

their wares at the Central Market. The League has always vied for membership and influence with the more wealthy Merchants' and Retailers' Union. The current Guildmistress, Lyona Krecht, is the owner of a small dry goods store in the Market Quarter, Dirk's End Corner Store. The League Office is located in the Market Quarter adjacent to the Central Market.

- ☞ Solemn Guild of Scriveners, Scribes, and Clerks: Guildhouse is in the Scholars' Quarter; The Solemn Guild counts in its membership both scribes in private employ and the army of clerks that keep the city's bureaucracy running.
- ☞ Splendid Brotherhood of Armorersmiths and Metalforgers: Master Kordan Weyloon, the Metalmasters' House is located in the Market Quarter.
- ☞ Stablemasters' and Farriers' Guild: Laribeth the Stablemistress, The Stablemasters meet at the Caravansary.
- ☞ Streetsweepers' Guild: The Streetsweepers are paid by the city to clean the city's three major thoroughfares of horse dung, trash, etc. and snow in the winter. They also do contract work for ward associations and guilds.
- ☞ Translators' Guild: This small guild has about 25 members who are proficient in many different languages, and are used in the drafting of legal papers and the translation of historical documents not in Common.
- ☞ Union of Packers and Salters: Samael Karnerevon, the Shippers House is located in the Port Quarter
- ☞ Watchful Order of Nightwatchmen: The Nightwatchmen are hired by shopkeepers to watch their shops, by noble houses to guard their villas, and by some ward associations to patrol the neighborhood. The Nightwatchmen have a close relationship with the Citywatch and no few of its members are retired or current Watchmen. At night, when Citywatch patrols are reduced in manpower, Nightwatchmen patrols take up the slack in certain areas of the city. Master Sergeant Llewellyn Finster, a grizzled 23-year veteran of the Citywatch, governs the Guild from the Nightwatchmen's Station located in the Market Quarter
- ☞ Wheelwrights' Guild: small guild servicing caravans leaving the city and carts within the city. The main guildhall is in the Elven Quarter with a small station next to the Caravansary. Any practicing wheelwright in the city must be a member and work in the guild shops.

Mercenaries and Other Organizations

The following is an incomplete list of some of the organizations and mercenary groups that make Freuhaven their home base. In parentheses next to the name is the leader of the organization.

- ⌘ Company of the Red Basilisk (Jarel Mengusson): mercenaries that occasionally dip into smuggling to supplement their incomes;
- ⌘ Fellows of the Axe (Boomer Tonstepper): organization of dwarven fighters;
- ⌘ Free Andalusian Government (Margrave Heimbold): fled Andalusia after it fell to the Witchlord;
- ⌘ Free City Fighters (Sergeant Corly Haniwoldt)
- ⌘ Hand of the Lion (Eliss Germane): a group of former Knights of the Swords;
- ⌘ The Holyfire Seven (Alard Mothmorgen): led by a priest of Ravenien;
- ⌘ Knights of the Swords (Sir Dietcher Tupsend)
- ⌘ Loyal Order of Dwarven Tradesmen (Karnov Redbeard): organization of dwarven merchants;
- ⌘ The Northern Rangers (Benis Haubert)
- ⌘ The Sentinels (Nolger Karvakian)
- ⌘ Spellan's Griffonraiders (Leni Spellan)
- ⌘ The White Lions (Lady Sela Portegen)

Famous People of the Free City

Freuhaven has always been a popular address to have, and a stroll down the Processional will turn up a veritable who's-who of Northlands notables. Here are some of the most famous of Freuhaven's diverse and flamboyant crowd.

- Asselandro, Fedri – Captain of the Imperial Regulars and Karmani Ambassador to Freuhaven;
- Ayley the Black - head of the informal Assassin's Guild; has no seat on the Council of Guilds so he threatens the Lightfinger Guildmaster into "seeing the right path";
- Bacaby - powerful wizard who is a member of the Dodecadrate;
- Belal, Ishmael (played by Matthew Schneider) - a wizard from Karming; the second Dragoncaller;
- Biskill, Gloro - Assassin of the Black Hand who is tasked with killing the PC group;
- Blackguard, Eitan - Lieutenant Commander of the Freuhaven Citywatch; originally from Ullysia and served in the army there;
- Boontoggle, Halliniferous "Halli" - famous halfling adventurer/bard;
- Boontoggle, Joby - balding halfling owner of the Slug and Tomato Tavern where the White Lions mercenary group meets regularly for lunch; brother of Halli;

Borrezian, Mort - beggar on the waterfront; secret agent and recruiter for the Uhlmanite Church; member of the Assassin's Guild; trademark is cutting off victims right hand; his right hand was cut off long ago by bullies;

Braiell - high-ranking druid who is Earthmother of Iraeal in Freuhaven;

Bricker, Holdt – Watchman of the Freuhaven Citywatch;

Camembert, Selebian - The busy 56-year-old Prelate of Kammerlein also manages to be a Magistrate in the Inferior Court in his free time. Prelate Camembert was once thought to be next in line for Supreme Prelate, but his love for his adopted city kept him in Freuhaven.

Corrigan - Sergeant of the Freuhaven Citywatch;

Cranden, Terrick - famous cartographer, explorer, and author; author of this book; rumored to have traveled all the way across the Western Ocean; Guildmaster of the Cartographers' Society;

Dannon, Lady McKenna (played by Kyle Lange) - a female fighter/priestess of Carmichal; minor royalty from eastern Cassenddy;

Davenry, Keegan - Anchorite of Celestian and Captain of the Citywatch. His common upbringing belies his talents and learning.

Disander, Ravel – Brother of Sabrae who is best known for instituting the Festival of the Flowers and Birds

Donnaen, Kelric - Divisional Commander of the Freuhaven Citywatch for the High City; he comes from a noble Freuhavian family; he tolerates no bribery and has high morals; he decided wagons and caravans must go through the Water Gate and cross over to the Dangaard Road so they don't go noisily through the High City;

Donowin, Carell - wizard member of the White Lions mercenary group; member of the Esteemed Guild of Magecraft of Freuhaven;

Everia - High Priestess of Malaacha; her temple is in the Black Quarter; She is an occasional lover of the Witchlord and heads up his eyes-and-ears in Freuhaven.

Falenmark, Byric - cousin of Carrissa; Guildmaster of the Shipwrights' Guild, giving the Falenmarks a virtual stranglehold on all sea borne traffic, although Byric doesn't always follow his more powerful sister.

Falenmark, Carrissa – Carrissa became head of the Falenmark Merchants Cartel when she was only 19 and has run it with an iron fist ever since. No one is complaining about her heavy-handedness as she has also made the cartel a lot of money and wields tremendous political influence. Carrissa is Guildmistress of Merchants' and Retailers' Union in Freuhaven and controls a large block of votes on the Council of Guilds.

Falenmark, Renatte – sister of Byric, lives off of her allowance and supports artists in the Old Mayors House. This is frowned upon by the rest of the family.

Fenighutz, Brunna - priestess of Iraeal; member of the White Lions mercenary group;

Fenster, Drake – Freuhaven City Director of Records and Archives

Flicers, Trixi - gnome fighter/thief member of the White Lions mercenaries; he has saved the group more than once with his *dancing short sword*;

Flynn - Sergeant of the Freuhaven Citywatch;

Fraquanozor - powerful mage originally from Kammerander who moved to Freuhaven after the Dark Wars; member of the Dodecadrate;

Froy, Bella - famous opera singer at the Civic Festhall; Besides being Eitan Blackguard's lover, she is also a Dragonfriend.

Galhyven, Rex – Captain of the Freuhaven Rangers at Fort Atalissa;

Gamalon, Karia - Hierarch of Telenna; head of the Priests' Council; has a seat on the Council of Guilds;

Geary, Val - Divisional Commander of the Freuhaven Citywatch for the Market Quarter; occasionally bribed and enjoys a good drink now and then but a good commander with the respect of his troops;

Gibbons, Korburt - Guild scribe for the Esteemed Guild of Magecraft; oddball and keeps to himself; highly placed Assassin of the Black Hand;

Gilgaram - a minor thief who supports Patto O'Shuss as the new Guildmaster of the Lightfinger Guild;

Greyfalcon, Dravomar (played by Matthew Patton) - a dwarven fighter from Lunderholm;

Halstedder, Bernd – The mayor of Jansberg. This crusty gnome is a former foreman at Ansbach Mine who favors that mine in any decisions regarding the mining operations.

Hamza, Ahmet Ibn – Superintendent of the City Waterworks. Ahmet is originally from Ullysia but found that Freuhaven was the best place to apply his engineering genius, with which he now oversees the sewer, cistern, and aqueduct systems.

Jazoon – One of the few residents of Freuhaven of Zakharian ancestry, the Holy Servant of Chiana is one of the oldest and most respected members of his priesthood. However, the Holy Servant gives clear answers only to those questioners who have been personally referred by one of his close friends. All other inquirers usually get cryptic answers to their queries.

Jelantru, Salrissa – elven Captain of the Freuhaven Griffonriders.

Jeseth, Paren - owner of The Warrior's Rest Tavern in the Black Quarter; sells illegal weapons in a back room; quartermaster for the Lightfinger Guild; the Lightfinger Guild satellite Guildhouse is located in the basement and run by Paren; he supports Harll Kurland as Guildmaster;

Khelben, Jondar - Guildmaster of the Esteemed Guild of Magecraft and Regent of the College of Wizardry; originally from Zakhar; many people objected when he got both powerful positions; a very busy man with both positions, Jondar does not stand for people who waste his time and will act very reticent and impatient, although he is carefully taking in everything to digest later.

Klima, Cadae - Holy Marshal of Kammerlein, This young and eager priestess is in charge of the small sub-chapel dedicated to Kammerlein in Castle Freuhaven. She is also a member of the Citywatch's S.M.A.T. team and occasionally administers *detection* spells for the Courts.

Kurland, Harll - runs The Silver Coach Inn, an inn in Freuhaven, by day; thieves by night; Guildmaster of the Lightfinger Guild; in fear of the Assassin's Guild doing something to him or his family; other elements in the Lightfinger Guild are trying to oust him from the Guildmastership;

Kurland, Rody - Harll's wife; daughter of a poor baker; oversees the prostitutes who ply their trade in The Silver Coach Inn;

Lasaraleen - Matriarch of Carmichal for Freuhaven;

Lekkle, Amos - gnome weaponer; owns shop Famous Amos's Weapons; mostly useless gnome inventions, but an occasional real gem;

Locklaw, Danyen - a small merchant who runs a warehouse on Highfront Street;

Ludenwick, Jules - Lord High Mayor of Freuhaven; It is rumored that Jules was once the Assistant Guildmaster of the Lightfinger Guild, but he must have strong secret support from the illegitimate professions to have become Lord Mayor.

Maarten, Jan - Assistant Guildmaster of the Adventurers' and Mercenaries' Union;

Mack the Knife - skilled assassin who does not associate with the informal Assassins' Guild but has as much power, if not more, than Ayley the Black; a name used to scare kids, may or may not exist, like Kaiser Soze from the movie 'The Usual Suspects';

Manteview, Belandor – Supreme Freeholder and brother of Talissa; The Manteviews are an ancient powerful family in Freuhaven, several have served as Lord Mayor.

Manteview, Talissa – Guildmistress of the Jewelers and Gemologists Combine;

Marjek, Garil - Guildmaster of the Adventurers' and Mercenaries' Union;

Melkalund, Luther - Captain of the Citywatch;

Mengusson, Jarel – leader of the Company of the Red Stirge;

Mortenheim, Karl – Militia Commander of Civil Militia forces outside the Free City based at Jansberg Keep; hard, bitter man ever since his family was killed in an orc raid in southern Cassenddy.

Mothmorgen, Alard – priest of Ravenien and leader of the Holyfire Seven mercenary group;

Muhlenberg, Remy - Freuhaven City Treasurer; secretly stealing money to support extravagant clothes buying sprees;

Narsalles, Edwyn - Watchman in Freuhaven Citywatch; very conceited; only got his position through his father's influence;

Narsalles, Mendel - Freuhaven City Director of Customs and Duties; Edwyn's father; as Freuhaven's taxman for ten years, Mendel has developed an

extremely effective system to keep the Free City's (and his) coffers full. As long as the Lord Mayor is satisfied with the money flow, he tends to disregard complaints about the Director's methods.

Norsovich, Dal - guildmaster of the Hoteliers and Tavernmasters Association; owner of the Sign of the Golden Orange Inn in the Foreign Quarter;

Orcmasher, Dormala - Divisional Commander of the Freuhaven Citywatch for the Scholars Quarter; dwarf, who sings when she is in battle;

O'Shuss, Patto - thief who belongs to the Lightfinger Guild; he is leading the faction that wants Harll Kurland out as Guildmaster;

Patrikan, Lis - Senior Librarian of the Great Library of Freuhaven University. This former Stykllian left the barbarians at a tender age to join Chiana's priesthood, from which the Senior Librarianship position naturally followed. Before joining the faculty at Freuhaven University, he was a monk at the Monastery of St. Cammereri in Karming, where he might or might not have seen privileged information.

Piderre, Keplin (played by Zev Binder) - halfling thief from Ullysia; Pirenn'wei spy;

Portegen, Lady Sela - head of the White Lions mercenary group; a half-elf bard;

Raeblejorn the Islesman - powerful barbarian mage who is a member of the Dodecadrate;

Rainbridge, Daena – Guildmistress of the Seafarers' Guild and priestess of Zerys.

Randolph, Tedden - lord of Randolph Manor; claims to have an obscure title from Cassenddy; Lord Randolph enjoys the occasional visitor, but only if they are well educated and can debate the politics of the Northlands with him.

Rennen - Sergeant of the Citywatch;

Rettison, Bert - owner of The Three Blind Geese Tavern; Imperial agent;

Rhea, Ginerva – Freuhaven socialite who is often seen in the company of Remy Muhlenberg. She is also secretly a worshiper of Malaacha and passes on any useful info about the city government to Everia, who passes it on to the Witchlord. The irony in this is that while the Lord Mayor was able to ferret out cells of the Witchlord with the help of his former colleagues in the Lightfinger Guild, he cannot see this spy because he is attracted to her.

Rimberger, Tob -

Sablemar, Yatrina - Revered Mother of Sireana; running from her criminal past;

St. Vrain, Honorable Abner – High Lord Magistrate of the Superior Court; father of the explorer brothers Ceran and Marcellin St. Vrain. Lord Magistrate St. Vrain is a highly honorably man who is often consulted on all matters of law. He is also a deacon at the Tower of Law and a trusted

friend of Prelate Carlembert. The St. Vrains are an ancient minor noble family from Kammerander.

Sorelean, Kathena - Lady Commander of the Freuhaven Citywatch;

Steltzenverger, Anders – Isleman and former Cassendian naval captain that retired and opened the Helmsman Tavern in the Port Quarter

Stonebeard, Marak - very good dwarven weaponsmith; not very well-known;

Teggle, Colgrim - Priest of Carmichael; Colgrim is very religious and stubborn to a fault. This can be a shortcoming, as some people resent his stubbornness, and he has more than one enemy within the church. Colgrim holds services in the small sub-chapel in Castle Freuhaven and is a member of the Order of St. Mabby.

Tenbrunk, Chelis - human fighter member of the White Lions mercenary group;

Thistlefoot, Mij – halfling guildmaster of the Allied Couriers;

Tonstepper, Boomer – dwarf; Fellows of the Axe

Trell, Gorman – Provost and Senior Tutor of Freuhaven University; he specializes in Ullysian history and is often consulted by the Lord Mayor on Ullysian foreign issues. Gorman is quite a womanizer who often visits some of less reputable women in Freuhaven.

Tuffy, Golo – charismatic gnome advisor to the Lord Mayor; Because Golo is a real power-monger and ambitious, he has gotten on the bad side of many, but the good side of the Lord Mayor. His official title is Deputy Lord Mayor, but before he got the Lord Mayor's ear, such a position did not exist. It remains to be seen what will happen to the continuity of the government if the Lord Mayor is incapacitated.

Tupsend, Sir Dietcher - Knight-Lieutenant of the Swords; leader of the Swordslands delegation to Freuhaven;

Vanderheyden - probably the most powerful mage in all of the Northlands; member of the Dodecadrate;

von Marringhausen, Conrad - Freuhaven City Customs Collector; he is a very rich man from a high family; in charge of collecting customs tolls; he is an Imperial agent;

Welloby, Fredereck - Holy Canon of Ravenien;

Whitehead, Flargos - human weaponeer; runs Whitehead and Sons, Fine Weaponeers; caters to upper class; buys weapons from Marak Stonebeard and sells them for inflated prices; wife died two years ago from a head disease;

Whitehead, Rayburn - Flargos's oldest son; helps run weapons shop; conceited;

Whitehead, Tull - Flargos's youngest son; watchman in Freuhaven Citywatch; notorious drinker and partygoer;

Wyttter, Reggie - Sergeant of the Freuhaven Citywatch;

Yarnenn, Kye - human fighter/mage member of the White Lions mercenary group;

Yarnenn, Raevlen - Assistant Guildmaster of the Esteemed Guild of Magecraft; supplies his daughter Kye with weapons and magical items;

The Lay of the City

Much of the available ground within the city walls has been built on, though there is no construction on a narrow strip of land along the inside of the walls (per city ordinance, no building may touch the wall, to prevent unfriendly factions from drilling into the stonework and breaching the wall). Three main thoroughfares divide the city into six different sections, all meeting at Corben's Fountain in the center of the Central Square. Beginning at the southwest gate, the Light Gate, the Concourse leads from the Coastal Highroad to the Water Gate in the northeast (to the Longrun Valley). The Processional starts from St. Mark's Gate in the High City, through the High Gate into the Lower City, passing through the Market and Scholars' Quarters before terminating at the Academic Gardens Circle in front of the University of Freuhaven. Commercial Street is the main trade access through the city, starting at the port, bisecting the Central Square, and leading through the Stonegate to Stonefront and the Caravansary. Inarguably the best way to see the city, Commercial Street is always busy with traffic but well maintained, even in bad weather. All three roads are paved with cobblestones and have rain gutters leading to the city sewers. Three decades ago, the Esteemed Guild of Magecraft constructed *continual light* street lamps for the entire length of all three streets as a service project for the city; each lamp is 100 feet apart and they have greatly reduced nighttime crime along the main roads in the last 30 years. Three additional streets of note, both paved and drained as well, are the Portway atop the quay that anchors the docks, Ring Road circling around the Central Square and Market Quarter in general, and Castle Street, which runs from Castle Freuhaven past City Hall to the naval base and Highport. The Portway is constructed of stone from the hills above Freuhaven and runs 30 feet above the water of Freuhaven Bay; access to the docks below is made by means of stairs and pulley cranes. This feature reduces the risk of any sea-borne attack on the city and gives defenders a high ground from which to fire on attackers. The Ring Road around the Central Square has four plazas along its length, one at each cardinal direction: Dunn Loring Commons at north, Van Saransk Commons at east, Blaustein Greens at south, and the Portgate Plaza at west.

Entrance can be had into the city by means of five gates, each more than 100 feet tall and containing two sets of iron-bound solid oak doors protected by massive double towers, portcullises, murder holes and many other defensive features. Clockwise from the northwest corner, the entrances are St. Mark's Gate into the High City, the Water Gate by the City Cistern, the Stonegate on

the Klandelberg Traderoad, the Farmers Gate in the southeast corner, and the Light Gate on the Coastal Highroad.

The Black Quarter is home to Freuhaven's poor and seedy masses. Many people in the quarter are good and honest enough, but worst criminals in Freuhaven can also be found here. The narrow alleys and courts of the quarter twist and turn in a chaotic manner and the buildings themselves seem to lean over the passageways. It is no mean feat to get lost in the Black Quarter; entering the quarter is unwise, and can be downright deadly at night. The Fish Market is the largest single structure in the quarter, located at the end of the Portway. However, it could be argued that as most of the buildings are somehow connected, the quarter is one huge, constantly changing building.

Originally the home of Freuhaven's wealthy middle and minor classes, the Elven Quarter underwent an odd transformation shortly after the outer city walls were built. Elves from across the Northlands came to Freuhaven seeking its tolerant and cosmopolitan atmosphere, and slowly began to move into the Elven Quarter. The Quarter's former residents gradually shifted into the Foreign Quarter after the fears that had caused the formation of the Foreign Quarter subsided. Elves still only make up a minority of the Elven Quarter's residents, but they have a major impact on it. The quarter is a nice and quiet place to escape the hustle and bustle of the city near the quarter's two temples, but there are disreputable portions of the quarter closer to the Black Quarter. A large portion of the Elven Quarter burned completely to the ground during fighting when the Witchlord undermined the city walls in late Vollenkalt 1185. No reconstruction has started in the burned district, which is south of Watch Way and east of the Concourse, and there have been an increasing number of complaints to the Citywatch about possible undead there. Fortunately, the Elven Quarter Citywatch station is located up Watch Way from the ruined area.

When the Lower City walls were built in 1035, a separate section of the city was set aside for residents who were not actual citizens of Freuhaven by choice of birth. A paranoia existed in the city, fed by several sources, about the walls being drilled through or destroyed by foreign saboteurs, enemy spellcasters, and monsters in human form. These fears were not entirely misplaced, for such acts did happen in the sack of Watersdowne ten years later. All dwellings were moved several feet away from the walls, and foreigners were obliged to rent their homes in the newly designated Foreign Quarter. Foreigners were banned from purchasing real estate, but (oddly) they were allowed to rent rooms at inns anywhere in the city, even near walls and for long periods of time, thanks to pressure from city innkeepers who wanted more business. Also, foreign nobles and guests of the city were allowed to bypass all of these restrictions, leading to situations in which a few foreigner diplomats and nobles own their own estates in the High City. Dursival Park sits at the base of the cliffs below Castle Freuhaven, providing a nice, peaceful green area amid the hustle and bustle of the Foreign Quarter. In the event that the Lower

City Walls are breached in an attack, the Park also provides a clear killing zone for the Castle's archers.

The High City is the nucleus of the original settlement of Freuhaven. It is home to the city's upper crust and many government buildings. Because the cost of living is so great in the High City, most minor government functionaries commute from the lower city. The white marble buildings of the city government rise up from the High Market just above High Gate. Castle Freuhaven dominates the terrain east of the Market, while Castle Street continues to the base for Freuhaven's navy and the Highport. Two major green areas within the city are located in the High City, the Grove near Castle Freuhaven, and the Garden of Harmonious Repose at the end of Greenleaf Avenue. The Garden is the cemetery for anyone who can afford the steep reservation fee; its placement on a hill overlooking the rest of the city guarantees a long list of applicants though.

The Central Market dominates the Market Quarter, which is also home to a majority of the city's guildhalls and many small businesses. The amount of commerce that occurs here on a normal day eclipses that of some smaller countries. Almost anything can be found here; one must just commit the time to search the narrow, wandering streets of the quarter to find the right shop squeezed in a corner. In the far southeast corner of the quarter, against the city walls, is the city's poor cemetery, the Potters Fields.

Crime is greater in the Port Quarter than in any other part of the city save the Black Quarter, but most of it involves pick pocketing, burglary, mugging drunks, extortion, protection rackets, cargo theft, or smuggling. Actual murder is less common than most people think. Business is concluded without a lot of troubling questions being asked. Sailors, thugs, mercenaries, thieves, poor adventurers, and wanted men are often seen here, along with foreigners and legitimate merchants of the lower middle class. Restaurants, taverns, inns, bawdy houses, gambling dens, and the like are common. Freuhaven's shipyards are clustered around the northern end of the port by the Harbor Fort, as well as the Temple of the Five Seas, the Harbormaster's House and the Mariners' Fellowship Hall, lending some more respectability to the northern third of the quarter. As this quarter is one of the major trade arteries for Freuhaven, its excesses are overlooked to a great extent, though wealthy folk come here only with bodyguards.

Home to the University of Freuhaven, the Scholars' Quarter is filled with students, mages, clerks and artisans that make Freuhaven the enlightened center that it is. It is a quiet quarter of narrow winding streets, small courtyards and fountains, and pocket parks. Academics abound and the people who make a living servicing the University, clerks, mapmakers, scribes, architects, engineers, and the like, can be found throughout the quarter. The Moneychangers' Guildhall and City Treasury are also located in the Scholars' Quarter, which explains in a large part the stepped up Citywatch patrols within

the quarter. Most of the taverns and eateries catering to the university have outside seating for the students, whether it is a wide veranda or one row of seats squeezed between two buildings.

The Water Quarter is known as a place for "respectable" rogues and ruffians, those scallywags on their way up in society, or those aristocrats on their way down. Those who prefer to keep their hands clean are often able to find a useful tool or two in this neighborhood. Warehouses and small stores line the Concourse and some side streets, while two- and three-floor homes and apartments make up the rest of the quarter. The City Cistern, after which the quarter is named, takes up the northeastern portion of the quarter. From the Cistern, fresh water is piped to various wells around the city; several months supplies are also always kept on hand. The City Baths, Coliseum, and Gymnasium can also be found within the Water Quarter.

Stonefront is the shanty-town that has grown around the Stonegate. It was mostly burned during the Witchlords' Campaign, but quickly bounced back. Southtown lies against the southwestern city walls around the Light Gate and provides refuge to those who cannot afford (or escaped from) the Black and Elven Quarters.

This is a partial list of important buildings, businesses and locations within the Free City. Next to the name is the Quarter in which it is located; refer to the map of Freuhaven on page 41.

Educational Buildings

- ☞ College of Magical Arts (Scholars' Quarter [S2]): Jondar Khelben is the Regent of the College, as well as Guildmaster of the Esteemed Guild of Magecraft. The Guild and College have historically had a close relationship and all students are granted honorary four-year memberships in the Guild. Some of the most famous mages in the Northlands, including Raebeljorn the Isleman, are on the faculty, while notable mages such as Ripzimy the Weird and Vanderheyden have guest-lectured at the College in the past.
- ☞ Great Library (Scholars' Quarter [S6]): This library is located on the grounds of the University of Freuhaven and houses one of the largest collections of books and texts in the Northlands. A sprawling three-story marble and granite complex, the library is the largest structure in the Scholars' Quarter. Four large domed rooms in the front of the library contain a good collection of the library's most popular works and these are the Public Rooms. A revolutionary special system to prevent theft and protect the most ancient texts is in place in the library, and the library only allows upper classmen, faculty members of the Esteemed Guild of Magecraft, and Contributory Members (those who donate at least 100 gp annually) to enter beyond the Public Rooms. It was instituted with the help of the University's mages 10 years ago following a hushed-up incident involving a fire in the Occult Wing. Six restricted-access wings, including the Occult Wing, continue out from

the Public Rooms. The library is well funded through its member patrons and agencies and can easily acquire new volumes; scribes are sometimes even commissioned by the library for a work.

- ☞ University of Freuhaven (Scholars' Quarter [S1]): Founded in 698 Fd, the University is one of the oldest and most extensive universities in the Northlands. The University is divided up into the College of Professional Arts, the College of Philosophical Arts, and the College of Magical Arts, which is a semi-autonomous entity run in cooperation with the Esteemed Guild of Magecraft. The President and Senior Tutor is Gorman Trell, who also teaches Ullysian History. The University consists of several large, gargoyle-covered buildings with high turrets and peaked roofs, many in walled compounds. There are several university quads clustered around Academic Gardens Circle at the end of the Processional. The area around the university caters mostly to students, faculty and staff. The University's finely maintained grounds are also home to the famous Great Library and Arboretum. The courses of study in the three Colleges are:

<u>College of Magical Arts</u>	<u>College of Philosophical Arts</u>	<u>College of Professional Arts</u>
Magical History	Communications (Reading/Writing)	Business
Magical Theory	History	Engineering
<i>Plus one Department for each</i>	Languages	Geography
<i>Major school of magic</i>	Physical Sciences	Political Sciences
		Strategy

Although Freuhaven University is an open campus, students must report to class on the first and last day, and are expected to be present for exams. The student's rank within the university depends on his or her skill and performance on exams. A student is an Aspirant from two to four years. While an Aspirant, the student may be evicted from the University by the Master of the relevant College without a vote of Masters. Journeymen have finished their basic education and may choose to continue studying with a Master, pursue private research (subject to the Regent's inspection and approval), teach, or leave to practice elsewhere. Each college has its own badge. Students wear dark black, hooded student's robes closed at the neck with their college badge while on campus.

Government Buildings

- ☞ Cassenddian Embassy (Foreign Quarter [F4]): Located on Embassy Row
- ☞ Castle Freuhaven [H7]: The center of Freuhaven's government and defense was originally built over the ruins of the old Issachari outpost by Kristophan D'Adyren. The City Armory and Citywatch headquarters are located here, as well as a chapel to Carmichal, Celestian, and Kammerlein, and the Lord Mayor's quarters. Pennants and banners are often hung and flown from its battlements to signal the arrival of VIPs or the commencement or gathering for this or that ceremony.

- ☞ City Baths (Water Quarter [W7]): Water is piped directly from the City Cistern to the wooden City Baths and heated in great boilers. Baths can be taken by anyone in the Common Room for 1 sp or in the luxurious Gentleman's Club for 2 gp; each sex has its own bathroom and the rules are rigorously enforced.
- ☞ City Cistern (Water Quarter [W1]): Holds water for distribution throughout the city and for emergencies. An aqueduct from the Longrun Valley brings water to the Cistern, which is enough to supply the city for a month.
- ☞ City Coliseum (Water Quarter [W6]): This large white structure is used for sporting events, festivals, traveling shows, public addresses by the Lord Mayor, and Civil Militia musters. It has even been filled with water for mock naval battles in the past! The Coliseum can comfortably seat 20,000, only one sixth of the summer population, so it is bursting at the seams for very popular events (like the annual Brewfest celebration).
- ☞ City Hall (High City [H1]): This rambling structure houses most of the bureaucrats who run the city's day-to-day affairs. The building is literally a warren of hallways and offices, as each Mayor over the last 150 years has added a wing or lobby. The result confuses all but the most experienced city staffers. The original building is a beautiful white marble structure fronting on the Processional and forming a plaza with the Halls of Justice.
- ☞ City Records Office (Port Quarter [P2]): This three-story stone building is across the Portway from the Customs Pier. It also has at least three floors underground (that most people know about) full of records dating back to the founding of the city. The City Clerk's Office and Directorate of Records and Archiving here deal with birth and death certificates, marriage licenses, business licenses, property titles, and the like. The Commission for Census and Taxation and Subcommission for Arms Registration are both located here too.
- ☞ City Treasury (Scholars' Quarter [S3]): This heavily-guarded compound contains both the City Mint and City Treasury. The City Mint is responsible for producing the most widely-used currency in the Northlands and the dwarven laborers lead by City Minter Zander Greathand take this task very seriously. The City Treasury keeps on hand all of the government's wealth, plus documents, art, and magical items that the city fathers felt were worth closely guarding. The full contents of the Treasury are known only to a few.
- ☞ Citywatch Stations (Black [B5], Elven [E2], Foreign [F2], Market [M3], Port [P3], Scholars' [S5], Water Quarters [W3]): Citywatch stations in each Quarter have a small number of holding cells, small armories, stables and living quarters for Watchmen. Each station is equipped with a Wand of Flame Extinguishing and a Decanter of Endless Water to fight fires in their respective quarters. The Foreign Quarter Station is the largest outside of the Castle and serves as the base of operations for the lower city. This dates

back to the paranoia that existed when the Foreign Quarter was established to prevent non-citizens from aiding the city's enemies from within.

- ☞ Civic Festhall (High City [H4]): The Civic Festhall is a tall structure with a semi-circle of seats around a great amphitheater, lit inside by eight huge magical chandeliers. Performing works from all around the Northlands and derived from many different cultures, opera as well as orchestral works and other grand performances, the Festhall is truly the place to be seen on opening night of a new performance. General entrance is 5 sp for regular seating, 1 gp for the raised rows, 5 gp for a private box, and 20 gp for a grand box.

- ☞ Customhouse (Port Quarter [P1]): Officially called The Directorate of Customs and Duties, the building commonly called the Customhouse juts out into Freuhaven Bay on a massive stone pier and is across the Portway from the ill-reputed Sea Lion Inn. The Customhouse is a large two-story brick and plaster building that houses the Director of Customs and Duties, his administrative assistants, their clerks, and all the Directorate's records.

This office oversees the inspection and taxation of all cargo consigned for legal import to, or export from, the City. All those who would engage in such traffic must come here to obtain the requisite licenses and permissions; here they must pay the taxes, duties, and tariffs, which their activities incur. The Directorate of Customs and Duties is also charged with the responsibility to detect violations of customs laws, as well as the right to seize and destroy all prohibited goods. To fulfill these duties, the Customhouse has the right to inspect all warehouses, all ships docked in the harbor, and all personal possessions of those who enter or leave Freuhaven by sea or land. The House can call upon the nearby Citywatch detachment if necessary to enforce the authority of its office.

As a port, Freuhaven must wring all the taxes it can from the flow of ships and cargo through its harbor and gates. These taxes, in turn, make smuggling very profitable and therefore prevalent. It is one of the principal tasks of the Customhouse to stamp out this practice wherever it is found.

The officials of the Customhouse keep relatively easy working hours business can usually be conducted from about 8 a.m. until late afternoon. Of course, there are shifts of customs inspectors at the docks and harbor at all hours. Every sort of person passes through the House on any given day. Foreign merchants seek permission to import their goods, ships' captains declare their cargo manifests; local business agents come to argue over assessments of shipped value, or to rectify a mistake in their billing. Salvage operators come for appraisal records, and following them all are the lawyers and others who make their living picking the bones of technicalities for their clients in the seafaring trade.

- ☞ Dunn Loring Commons (Foreign Quarter): Named for Freuhaven's first Lord Mayor, this large paved courtyard on the Processional adjoins the paddocks

and stables of the Foreign Quarter Citywatch Station. It is the staging area for any mounted contingent of the watch before they head out of the city for outlying patrols.

- ☞ Great Gymnasium (Water Quarter [W8]): Lessons on swordwork, dexterity, unarmed combat, wrestling, and other physical sports can be obtained here from many experienced instructors.
- ☞ Halls of Justice (High City [H2]): A beautiful domed white marble building next to City Hall on the Processional in the High City houses Freuhaven's Inferior and Superior Courts. The Magistrates of the Courts also have offices in the upper floors of the Halls.
- ☞ Harbor Fort (High City [H10]): Located at the end of the city wall dividing the Highport from the Low Port, this three-towered structure defends the two ports from any sea-mounted assault. There are two ballistae mounted on each tower, and a large supply of flammable arrows is kept on hand for the towers' archers.
- ☞ Karmani Embassy (Foreign Quarter [F7]): This large hulking eastern-style compound dominates the lower end of Embassy Row, exuding with the supremacy of the Karmani Empire. When the Karmani embassy outgrew its old quarters two centuries ago, the former owners of the three properties that once made up this compound sold their buildings to the ambassador and ridiculously low prices or disappeared. Nothing was every proven to the authorities.
- ☞ Marblehead Legation (Foreign Quarter [F6]): Located on Embassy Row across the street from the Ullysian Imperial Embassy. Due to Marblehead's rivalry with Freuhaven, the Duchy maintains only a small diplomatic presence in the Free City, with a major focus on industrial espionage and spying.
- ☞ Naval Base (High City [H6]): Freuhaven fields a small but effective navy to protect its coast and ocean-bound trade from pirates (from Marblehead and Canapia).
- ☞ Swordslands Embassy (Foreign Quarter [F3]): Located on Embassy Row
- ☞ Ullysian Imperial Embassy (Foreign Quarter [F5]): Located on Embassy Row across the street from the Marblehead Legation.

Guildhalls

- ☞ Adventurers' & Mercenaries' Union Guildhall (Market Quarter [M11])
- ☞ Assassins' Den (Black Quarter [B2])
- ☞ Builders' Hall (Market Quarter)
- ☞ The Great Smithy (Water Quarter)
- ☞ House of Health (Foreign Quarter)
- ☞ House of Song (Market Quarter)
- ☞ Lightmen's Guildhouse (Market Quarter [M4])
- ☞ Mariner's Fellowship Hall (Port Quarter)

- ⌘ Metalmasters' Hall (Market Quarter)
- ⌘ Merchants' Guildhall (Elven Quarter [E3])
- ⌘ Moneychangers' Guildhall (Scholars' Quarter)
- ⌘ Nightwatchmen's Station (Market Quarter)
- ⌘ The Road House (Market Quarter)
- ⌘ The Shipmakers Lodge (Port Quarter)
- ⌘ The Shippers House (Port Quarter)
- ⌘ Shopkeepers' League Offices (Market Quarter [M5])
- ⌘ Thieves' Guildhouse (Elven Quarter [E5])

Markets

- ⌘ Caravansary (outside Stonegate [M8]): Trade caravans going to all points east of Freuhaven marshal here. All type of blacksmiths, caravan guards, livestock sellers and other caravan-related people can be found here. The Caravansary is also a good place to find lower-cost mercenaries than the Adventurers & Mercenaries' Union Guildhall. The Caravansary is operated by the Merchants' and Retailers' Union, who charge 3 gp per night to non-members and 5 sp to members. The Caravansary is guarded round the clock and has a small office building and general dispensary as well as bulletin board for employment.
- ⌘ Central Market (Market Quarter [M1]): The largest open space in the city, the Central Market is, as its name implies, an open marketplace with a perimeter of buildings that encloses the maze of temporary stalls and carts that appear there day and night. The Shopkeepers' League determines who can sell at the Central Market, as well as contracting out security (to the Nightwatchmen's Guild) and cleaning (to the Streetsweepers' Guild).
- ⌘ Fish Market (Black Quarter [B1]): The Fish Market is located close enough to the Port Quarter that it is reasonably safe (for the Black Quarter). The fishing fleet of Freuhaven sells its catch here, although a newly-constructed "ice-box" at the Highport may start giving this market a run for its money.
- ⌘ High Market (High City [H3]): More permanent than the Central Market, the High Market has a series of long buildings with merchants' stalls enclosed inside. Permitting to sell at the High Market is a long and tedious process, as the denizens of the High City would not want just *anyone* selling wares in their market.

Shops and Businesses

- ⌘ Bron Arvo's Armory (Market Quarter): This establishment, located on the side of the Central Market, specializes in the crafting of metal armor. Bron Arvo prefers plate armor in particular - he will not make shields or any type of leather or wood mail, although he will craft metal helms of any style. Arvo's work is always expensive, but the result is always worth the price, as his work is of the highest quality and durability.

- ↻ Burmah Club (High City): very exclusive gentleman's club;
- ↻ Cask and Bottle (Market Quarter): wine merchant;
- ↻ Company of the Western Sun (High City): chief trading competitors of the Falenmark cartel.
- ↻ Dirk's End Corner Store (Market Quarter): a small dry goods store;
- ↻ Doc & Sardin's (Water Quarter): Run by dwarves, it offers insured short and long-term storage of valuable goods. Gotha, son of Gimmel, son of Gundel has overseen the safety of goods for over a hundred years.
- ↻ Dorn's Quaffables (Foreign Quarter): Dorn
- ↻ Falenmark Merchants Cartel (High Quarter): Carissa Falenmark
- ↻ Famous Amos's Weapons (Market Quarter [M6]): Amos Lekkle
- ↻ Ferril's Sundries and Trades (Market Quarter): Swap shop (fence); moderate prices for moderate goods, though you can often find odd things here. Ran by Ferril, an oily slug of a man who has the local guardsmen in his pocket
- ↻ Freedle's Librarium (Scholars' Quarter): rare bookstore
- ↻ Gord & Chert's (High City): auctioneers
- ↻ Jensen's Exchange (Market Quarter): If you have something to sell, want to buy something odd, don't want questions, Heironymous Jensen is the man to see.
- ↻ Locklaw's Store-N-Ship (Water Quarter [W9]): Danyen Locklaw has a warehouse for long-term storage on Highfront Street.
- ↻ Memper's Wonders of the World (Market Quarter): The Eddie Bauer (or Aurora's) of Freuhaven
- ↻ Old Chaps Club (High City): group of old rich nobles that get together and drink, gamble, talk, etc.
- ↻ Palace of Peaceful Repose (Elven Quarter)
- ↻ Phineas of Klandelberg (Market Quarter): Phineas the tailor
- ↻ Redbeard's on Redcobbles Lane (Market Quarter): Karnov Redbeard is a dwarven jeweler who runs a high-quality establishment and has been known to give discounts to fellow dwarves in return for certain services
- ↻ Sorban's Fine Bound Pages (Scholars' Quarter): Books, paper, and inks; very expensive but a generally large inventory. Ran by Sorban, his three sons, and two apprentices.
- ↻ Whitehead and Sons, Fine Weaponeers (High City [H8]): Flargos Whitehead
- ↻ Zreed's Antiquary (Market Quarter): The Antiquary is one of those odd shops where clientele with unusual tastes can find what they seek; it buys and sells exotica, and is also the venue that auctions off the estates and property of those who die without leaving a will or whose heirs wish to sell their inheritances. Zreed charges a professional fee, and the rest of the proceeds are split evenly between any heirs and the city government. Goods that are not sold in the estate auction remain in Zreed's for sale. Estate auctions are held on the first day of every month. The shop opens at dawn

and closes at dusk, although Zreed may open his shop earlier or later for private appointments and important deals.

Taverns and Inns

Ratings:

<i>Quality:</i>		<i>Inn Prices:</i>		<i>Tavern Prices:</i>	
👍👍	excellent	💰💰💰💰	very expensive	15+gp	5+gp
👍	fair	💰💰💰	expensive	1-10gp	5-50sp
👎	poor	💰💰	moderate	5-10sp	1-5sp
👎👎	awful	💰	cheap	5-50cp	5-10cp

- ☞ Blackbriar Inn (High City): Because it is located behind the Halls of Justice, the Blackbriar is the popular watering hole for those associated with the Free City's wheels of justice. [👍 / 💰💰💰]
- ☞ Blood Of The Vine Alehouse (High City): This tavern is located on Greenleaf Avenue across the street from the Old Mayors House. [👍 / 💰💰💰]
- ☞ Burmah Club (High City): This small club between Courtier's Walk and Marble Street is closed to all but its members, and its selectivity is maintained by trained mercenaries who screen all would-be patrons at the entrance. Members of the club are only brought in as guests by other members, and must be voted on after a probationary period to be accepted as members themselves; it is said all members are closely screened before being accepted. The club has two doors, each of which opens into a waiting room rather than into the club itself, and no windows. The interior of the club, it is commonly known, is very conservatively tasteful, and those who serve club members are well spoken, discreet and impeccably mannered. It is known that the club contains a sitting room and library, a common dining room and several smaller dining chambers. Guests to the club are allowed to see only this much. [excellent/💰💰💰]
- ☞ The Crossed Swords Inn (Water Quarter) [👍 / 💰💰]
- ☞ The Full Moon Inn (Foreign Quarter): The Full Moon is the oldest inn in Freuhaven, providing rooms to sleep in, rooms to meet in, an open commons room, a bar, full food services and nightly entertainment. It is especially well known for its desserts, and even nobles will venture into the Foreign Quarter to partake of its cherries jubilee, "Wombat Splits," pastries, puddings and parfaits. The Full Moon is open 24 hours a day and has a working relationship with the Citywatch guards and the local community to remain a relatively safe haven for its patrons. [👍👍 / 💰💰💰]
- ☞ The Golden Schooner Festhall (Port Quarter [P5]): Located on the corner of Sail Street and the Portway, the Festhall provides higher-class entertainment to sailors in port, usually bards and the occasional acting troupe. [👍 / 💰💰]

- ☞ The Grey Wizard Bar (Scholars' Quarter) [👍👍 / 💰💰]
- ☞ The Helmsman Tavern (Port Quarter): A popular gathering spot for Cassendians [👍 / 💰💰]
- ☞ High Grey Inn (High City [H5]): This beautiful three-story gothic manor on Marble Street is one of the highest-quality establishments in Freuhaven, keeping an exclusive clientele and reserving the right to refuse service to anyone. The High Grey has an excellent menu and wine cellar and can host large banquets on-site. Its most well known dish is a local version of Fowl Lausannaise. The owner, Quincy, is a chubby half-elf who enjoys his social clout but scrupulously tries to avoid getting involved in politics; he is not always successful. [👍👍 / 💰💰💰💰]
- ☞ Inn of the Seven Quills (Scholars' Quarter): Gules Madrigan, a mage of no small repute, turned his three-story house outside Freuhaven University into an inn by default, since he had so many guests and hosted such a regular salon that finally he decided to start collecting a maintenance fee from those who kept staying over. The exact arrangement he has made with his regulars is unknown, but it is doubtful that he asks for anything as sordid and mundane as mere cash from them. He will, however, accept cash for a one-night guest and for all drinks and so on. The inn is a converted mansion; of which the bottom and second story are more or less open to the public - any place that is not, is wizardlocked. It is a favorite haunt of mages, but also caters to others who deal in spellcraft, such as bards and even the occasional elemental-druid. Already notorious for its specialized clientele, the fact that it is preferred by spell-users makes its patrons just that much more select. Most come to eat, drink, philosophize or romance, but Gules has been known to rent a room for a night (although never for less than a night), and to take in long-term boarders. As one might expect, a tavern favored by mages has its fair share of permanent illusions, glassteel windows and crystal, continually lit lamps, warded doors, and other arcane eccentricities. Gules Madrigan also enjoys collecting magical and exotic memorabilia, which clutter the windowsills, nooks and crannies of his home-cum-hostel. Non-mages are certainly allowed into the inn, but they ought to be careful of what they touch. [👍 / 💰💰💰]
- ☞ The Learned Egg (Scholars' Quarter): This tavern is located blocks from the grounds of the University and is quite popular with the students. Raury Halber is a former professor of political science who was removed due to his radical views three years ago. He still carries on about government derived from the people, and there is nothing the University or other powerful figures with opposing viewpoints can do, as Raury is a cousin of Kathena Sorelean. The tavern is divided into a front common room and a more opulent back room complete with lending library. [👍 / 💰💰]

- ☞ The Loyal Company Tavern (Port Quarter [M14]): located near the Adventurers' and Mercenaries' Union Guildhall; frequented by mercenaries looking for work [👍 / 💰]
- ☞ Mad Elf Tavern (Elven Quarter [E1]) [👉 / 💰]
- ☞ Mayor's Rest Inn (Market Quarter [M12]): This is the lunch-time haunt of many middling and lower city employees who cannot afford the very expensive High City fare. One can learn a lot about how the Fræ City is operating by dining here. [👍 / 💰 💰 💰]
- ☞ Merchantile House (Market Quarter [M15]): Located several quiet streets away from the Central Market on Ledger Row, the Merc caters to wealthy merchants and their agents, minor nobility and other worthies. Many an important business or political deal has been made in the rich oak-paneled booths here. [👍👍 / 💰 💰 💰]
- ☞ Old Chap's Club (High City) [👍👍 / 💰 💰 💰 💰]
- ☞ The Raging Flea Tavern (Port Quarter) [👉👉 / 💰]
- ☞ Red Boar Inn (Market Quarter [M2]): Many political activists call this establishment home as it is next to Van Saransk Commons, a popular gathering spot for political rallies. [👍 / 💰 💰]
- ☞ Sea Lion Tavern (Port Quarter): This seedy tavern is devoted to drinking, hard drinking, nothing but drinking. There's a grill that serves highly seasoned snacks, and there are a few non-alcoholic drinks offered for customers of an abstemious nature who might otherwise keep their friends from visiting - and drinking. The occasional hooker might pass through, and a gambler or sharp trader might set up business at one of the tables, but unless they consume their space's worth, they're encouraged to go elsewhere. The Sea Lion opens its front door at 10 am and closes at 2 am. [👉👉 / 💰 💰]
- ☞ The Sign of the Golden Orange Inn (Foreign Quarter): Though innkeep Dal Norsovich hails from Andalusia, his establishment is a favorite haunt of Ullysian nationals. Several expatriate southerners wanted by the Ullysian government can be found here. [👍 / 💰 💰 💰]
- ☞ Silver Coach Inn (Port Quarter): Harll Kurland. Only certain individuals can spend the night here without having their belongings thoroughly plundered. [👉 / 💰 💰]
- ☞ Slug and Tomato Tavern (Market Quarter [M10]): Joby Boontoggle [👍 / 💰 💰]
- ☞ Swashbuckler's Luck (Beer and Beds) (Port Quarter) This casino and inn caters primarily to seamen in port for a couple days looking to lose (or make) some extra money. It is also a popular place for the Citywatch to bust when going after prostitution. [👉👉 / 💰 💰]
- ☞ Three Blind Geese Tavern (Water Quarter [W5]): Bert Rettison [👍 / 💰]
- ☞ Warrior's Rest Tavern (Black Quarter [B4]): Paren Jesseth [👉 / 💰]

- ☞ Waterside Tavern (Water Quarter [W2]): The Waterside is a somewhat unsavory tavern known for its expensive and unique house specialty, the "Spider's Web," a lethal concoction of five varieties of hard alcohol, three fruit juices, and a drop or two of tincture of opium. The bar also offers the usual complement of drinks, and a clientele of regulars that enjoys gambling on rough-and-ready contests such as spider racing or dagger pitching. Its most popular entertainment, however, is Vishina the Steel Gazelle, a sloe-eyed, voluptuous, tawny-blond beauty who dances in the tavern three times a night, twice a week. [👉 / 💰]
- ☞ Wizard's Cape Inn (Scholars' Quarter [S4]) [👉 / 💰 💰]

Temples

As a large, cosmopolitan, independent city, Freuhaven is teeming with religious diversity. Most non-evil deities are worshipped openly in the city, many being represented by established churches, temples or shrines. Further, rumors sometimes speak of secretive cults practicing all manner of foul deeds, although most agree they are just that, rumors. Unlike many cities, Freuhaven's diversity has prevented the city from choosing just one patron deity, although St. Mark, a long dead paladin of Ravenien, is widely regarded as the patron saint of the city.

- ☞ Black Flower House [Malaacha] (Black Quarter [B3]): High Priestess Everia
- ☞ Celestian (Castle Freuhaven [H7]): Anchorite Keegan Davenry
- ☞ Central Cathedral [Ravenien] (High City): Canon Fredereck Welloby
- ☞ Dark Shrine [Marixius] (Black Quarter)
- ☞ Font of Knowledge [Gherandel] (Scholars' Quarter)
- ☞ Hall of Hardworking Hands [Mithrander] (Foreign Quarter)
- ☞ Harvest Shrine [Sireana] (Water Quarter [W4]): Revered Mother Yatrina Sablemar; famous for its roof-top gardens
- ☞ House of Heroes [Carmichal] (Foreign Quarter [F1], small shrine in Castle Freuhaven [H7]): Matriarch Lasaraleen
- ☞ House of Sorrow [Shoded] (Elven Quarter)
- ☞ Seeing is Believing [Chiana] (Scholars' Quarter): Holy Servant Jazoon
- ☞ Spires of the New Dawn [Sabrae] (Elven Quarter [E4]): Brother Ravel Disander
- ☞ Temple of Commerce [Telenna] (Market Quarter [M9]): opens on Van Saransk Commons. Hierarch Karia Gamalon
- ☞ Temple of the Five Seas [Zerys] (Port Quarter [P4])
- ☞ Tower of Law [Kammerlein] (Foreign Quarter [F8], Castle Freuhaven [H7]): Prelate Selebian Camembert
- ☞ The Treehouse [Iraeal] (Elven Quarter): Earthmother Braiell

Other

- ❧ Blaustein Greens (Scholars' Quarter): nice quiet shaded park around Ring Road. Shepards used to let their sheep graze here before the Scholars' Quarter was more settled.
- ❧ Dursival Park (Foreign Quarter): a park located at the base of the cliffs below Castle Freuhaven. The land for the park was cleared of dwellings when the Foreign Quarter was built, to keep any foreigners from getting close to the cliffs and compromising the Castle. It now provides a nice location to view the majestic castle, as well as a killing alley for the Castle's archers in the event of an attack.
- ❧ House of the Harbormaster (Port Quarter)
- ❧ Garden of Harmonious Repose (High City [H11]): The Garden is the cemetery for anyone who can afford the steep reservation fee; its placement on a hill overlooking the rest of the city guarantees a long list of applicants though.
- ❧ The Grove (High City [H12])
- ❧ Old Mayor's House (High City [H9]): The Lord Mayor used to live here until the attempted assassination of Lord Mayor Trevin Manteviv in 1052, upon which time the Lord Mayor's residence was moved to the Castle. The House is now owned by Renatte Falenmark, of the Freuhaven Falenmarks. Renatte runs an artist's commune now, with several bards, actors, and painters in residence.
- ❧ The Portgate Plaza (Market Quarter)
- ❧ The Potter's Fields (Market Quarter [M13]): where the poorer folk are buried.
- ❧ Van Saransk Commons (Market Quarter): this large paved courtyard lies at the intersection of the Ring Road and Commercial Street. Both the Red Boar Inn and Temple of Commerce abut the Commons and it is a popular spot for political rallies.

Locations of Interest Outside the City

To the southeast of the City lie the Plains of Asmmard, which are uninhabited except for wandering tribes of nomads. The Plains used to be home to many scattered farms while still a part of Faldaea, but now the only farmed land is within a 20-mile radius of Freuhaven. Many small streams and rivulets crisscross the Plains, making overland travel cautious at best. During the monsoon season, the resulting mud and quicksand have swallowed up entire horses. However, most of Freuhaven's overland trade passes across the plains. The Merchants' and Retailers' Union maintains the Klandelberg Traderoad, while Citywatch patrols regularly traverse as far as Hundredmile Pass. There is a tollbooth located down the road from Stonefront, levying fees

for upkeep. The toll is 1 gp for mounted travelers, 5 sp for those on foot, an additional 2 sp for livestock, and 4-10 gp for wagons, depending on size. Union members receive a 50% discount and local farms that use the road often have arrangements with the Union.

Almost midway between Freuhaven and Hundredmile Pass is Fifteen League Spring. A small roadhouse and stable owned by Abbathorn Parser surrounds the spring, while a small stockade across the road is typically manned by 20-25 mounted Militiamen. Almost twenty farms surround the spring, attracted by the protection of the garrison. There are also regular camping spots along the Klandelberg Traderoad, some in small groves of trees, frequented by the caravans that travel between Freuhaven and Klandelberg.

Along the coastal hills to the south, lies the Falmouth-Freuhaven Coastal Highroad and Randolph Manor. These lands are sparsely populated and only partly cultivated. Freuhaven claims land for 50 miles south to Landsend Head, where a monastery dedicated to Sireana is located. In the north, the foothills of the Tuornen Highlands rise up from Freuhaven. Goblins and other wild beasts inhabit these hills. The Longrun Valley in the north contains the only substantial settlement in the region, Jansberg. This is the center of the southern iron-mining district and a trickle of trade flows north to the Cassenddian mines of the Iron Hills. Freuhaven sovereignty extends to the village of Greatbridge (110 souls) on the mouth of the Longrun. On the very northern coast, Ocean Keep stands watch over the Northern Highroad, 60 miles from Freuhaven. This region has become dangerous for travel recently due to an increased number of brigands and evil humanoids in the western Dangaards.

Several of the interesting locations around Freuhaven include:

- ☞ Agnesi Keep was ruined during the Witchlord's Campaign, and rumors of foul beasts in the area coupled with the end of the Agnesi line have prevented resettlement of the keep.
- ☞ Fifteen League Spring is about 45 miles east of Freuhaven in the middle of the Plains of Asmmard. A small roadhouse and stable owned by Abbathorn Parser surrounds the spring, while a small stockade across the road is typically manned by 20-25 mounted Militiamen. When the Witchlord's troops passed through the area, Abbathorn was only able to keep his roadhouse intact by getting them so drunk they were incapable of burning it (but fully capable of trashing it).
- ☞ Jansberg (pop. 370) is a mining town 35 miles north of Freuhaven and the source of most of Freuhaven's iron and wealth. Situated on the Longrun, Jansberg is in the center of one a large iron- and gem-laden region, including the famous Ansbach and Bergenwald Düne Mines. The small town is inhabited by a mix of dwarves, gnomes and humans and is surrounded by picturesque narrow alpine valleys and deep forest. There is a healthy rivalry between miners of the two largest mines, the Ansbach and

Bergenwald Düne Mines, which occasionally leads to bar brawls and innocent pranks, but nothing more. Fort Atalissa presides over the southern end of the valley, protecting the miners with 100 Militiamen commanded by Brigadier Mortenheim. The Militiamen also maintain a small camp near Ansbach Mine in the north.

- ☞ Landsend Abbey is a small enclave dedicated to Sireana with a dozen monks led by the ailing Brother Velunic. They tend extensive fields around the abbey and their bakeries are a must-stop for any travelers between Freuhaven and Falmouth.
- ☞ The Longrun and Greatbridge: About 10 miles south of Jansberg, the waters of the Longrun are diverted into an ivy-encrusted stout stone aqueduct that empties them into Freuhaven's City Cistern. The good condition of the 483-year-old aqueduct is a great testimony to the skill of the local dwarven stonemasons. The Longrun empties into the cold waters of the Great Traverse in a narrow chasm, some portions rumored to be as deep as 700 feet. Another feat of dwarven craftsmanship, the Greatbridge has carried the Coastal Highroad over the chasm for more than 600 years. A small village grew up around the bridge and today, the 110 people who live there are protected by 20-25 Militiamen and a small Griffonrider detachment. The men of the village farm and log the area around Greatbridge, but one is always cautioned against straying too far from the road or village; the forest is not friendly around these parts.
- ☞ Northern Lighthouse: This dreary, decaying lighthouse keeps grim countenance over the rocky, storm-blasted north coast of Freuhaven Bay. It stands atop a crumbling hill and is over a hundred feet tall. The tower has six sides and was built by strong dwarven hands of fine granite designed to last for centuries. Now, with no one to look after it, its walls have become dingy and covered with gray-white lichen, especially on the sides facing the sea. At the top, where the wind is fiercest, whole chunks of granite have fallen as the elements decay the mortar. The ground around the tower is littered with such fragments that could kill passersby had the lighthouse not long since been abandoned.
- ☞ Ocean Keep: This dreary gray castle guards the Coastal Road to Hasthness and is garrisoned by about 200 troops from Cassenddy's Iron Hills Battalion. The Kingsguardsmen patrol the Coastal Road most of the way to Hasthness, although their small numbers do little to curb the dangers of the road. The Keep is also the collection point for customs on all traffic going north.
- ☞ Randolph Manor is a stately country manor south of Freuhaven that is kept by Tedden Randolph, who claims some obscure title from Cassenddy. Lord Randolph enjoys the occasional visitor, but only if they are well educated and can debate the politics of the Northlands with him. A small village, populated mostly with Lord Randolph's vassals, sits astride the Coastal

Highroad. A small inn and general store, the Manicured Mouse, caters to the heavy traffic on the road. Local rumor suggests the inn's name originated with an unusual pet the Lord Randolph keeps in his bathroom. 20 mounted Militiamen are billeted in the village to protect traffic going south along the Coastal Highroad.

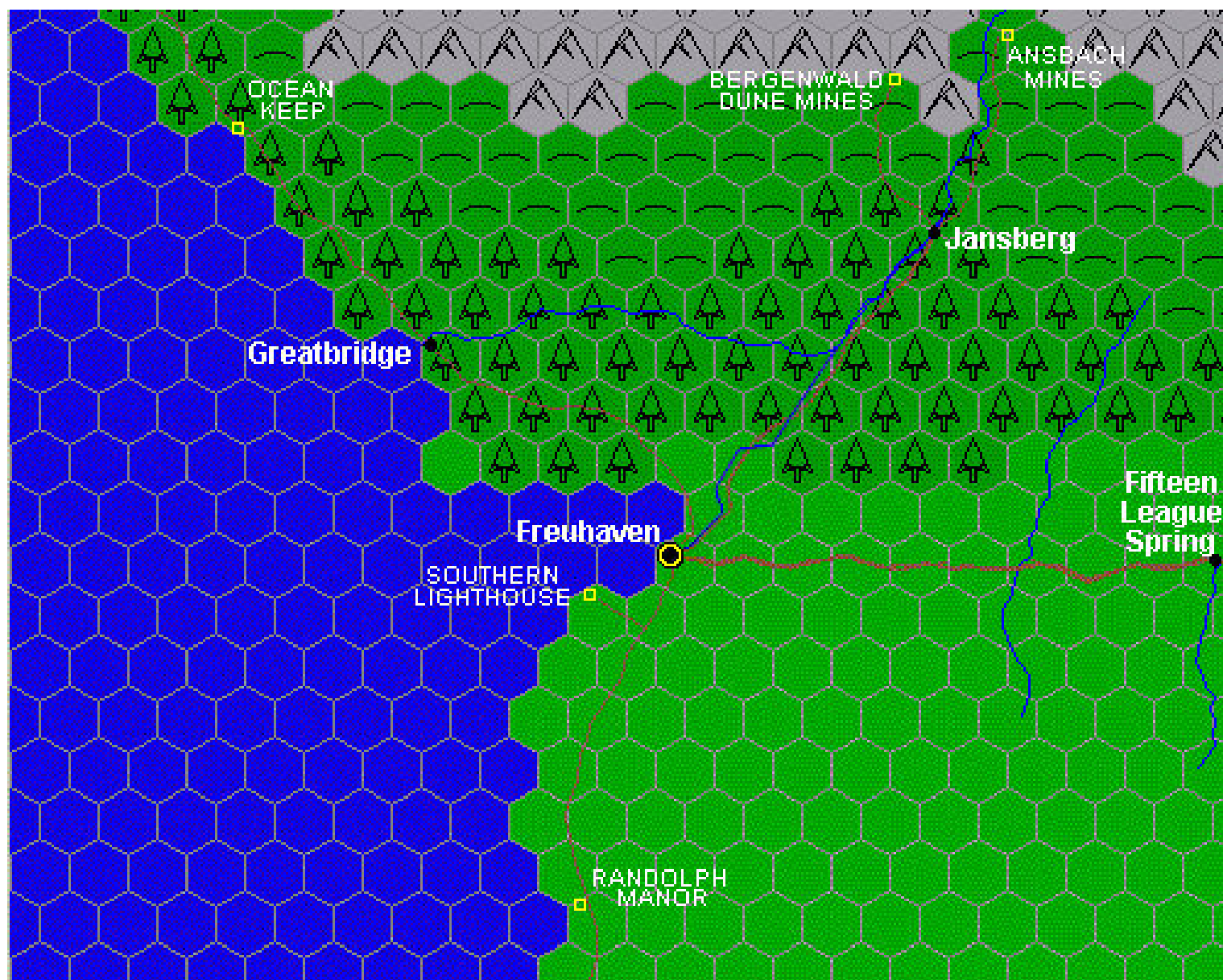
- ☞ The ruins of Rizendahl are located in the lower central Plains, almost due east of Landsend Abbey. Once a prosperous keep and farming village, Rizendahl was razed by Cassenddian barbarians in the middle of the 6th century. The few souls who have visited and survived the ruins and treacherous Plains spoke of little treasure but an unusual number of undead. Still rumors persist of a great, buried treasure and foolhardy adventurers still occasionally visit the ruins.

- ☞ Tuornen Highlands

- ☞ Virgundy Wood: This small forest connects the Wylkwood to the south with the forested foothills of the Dangaard range. It is the eastern border of the Plains of Asmmard and just crests the Longor Hills west of Klandelberg. The woods remain largely unexplored due to their remoteness, although several druids are scattered throughout them.



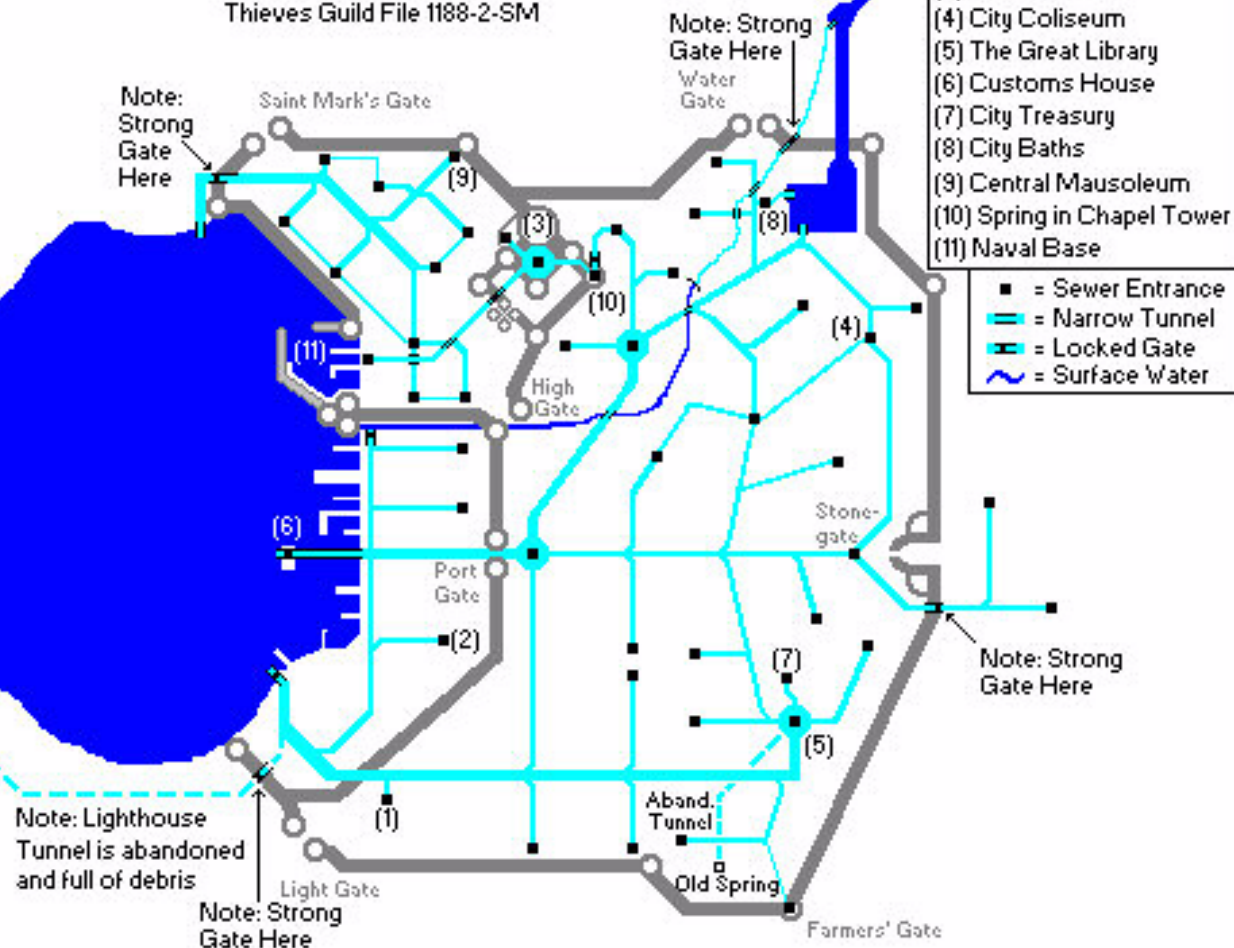
Map One: Freuhaven City proper



Map Two: Freuhaven environs

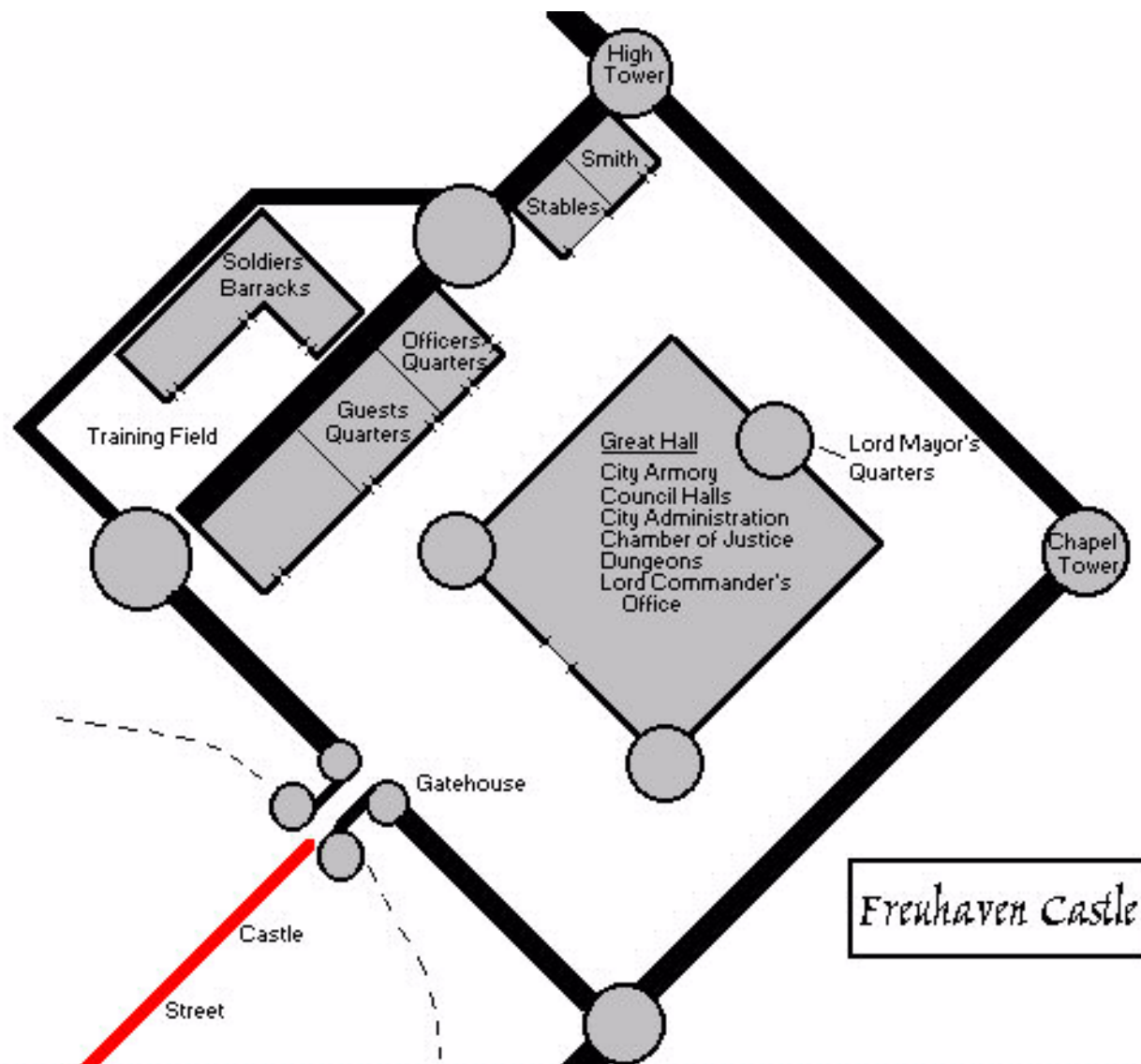
Free City of Freuhaven Sewer Map

Commissioned by the Thieves Guild: Rathmar Curtey
Thieves Guild File 1188-2-SM



IMPORTANT NOTE: These tunnels are a mish-mosh of 1,000 years of construction. There are many minor tunnels not on this map.

Map Three: Sewers of Freuhaven



Map Four: Castle Freuhaven