

SEARCHABLE GLOSSARIES AND INDEX—5E

Use the search function in this document as a quick way to help you find the page number of something you're looking for in the *Ptolus* book.

Please note that the glossaries and index here are not exactly the same as the ones in the book. First, the glossary entries here include information from the "Other Locales" sections in each chapter of part III. Most of these names and locales were trimmed from the printed glossaries due to space limitations. In addition, this document offers multiple page numbers for glossary entries; due to space constraints in the book, the printed glossaries usually offered only the main page number for each entry.



LOCALES GLOSSARY

Listing does include "Other Locales."

Abbara's Bakery (168): Bakery; Docks.

Abrury's Dairy (342): South Market.

Adda's Baskets (288): Stall in open market; North Market.

Addata Renalt's Home (381): Forgery service; Warrens.

Administration Building (291): Local government headquarters; Oldtown.

Alabaster Sanctuary (481–482): Good remnant of Mosul Pearl; Jabel Shammar.

Alaina Bellsong (369): Dreamspeaker; Temple District. Albester's Breads (209): Midtown.

Alchestrin's Tomb (218): Ancient wizard's resting place; Necropolis.

Ammel's (209): General store, but secretly a fence for stolen goods; Midtown.

Ander Kellin's Office (313): Appraiser; Oldtown.

Animal Tending (324): Animal groomer and healer; Rivergate.

Ar-Nampur (81): Charad Titan fortress north of the city.

Arena (292): Sporting events stadium; Oldtown.

Aristocrat's Table (262): Classy restaurant; Nobles' Quarter.

Ath (487): Ethereal Isle; Jewel of Spirit.

Av (486): Ethereal Isle; Jewel of the Mind.

Avery's Armor (190): Shop; Midtown.

Back Room (181): Sex club at Skull and Sword; Guildsman District.

Balleton (155): Nearby community.

Baneheart (495): Shaft up the length of the Spire in the Banewarrens; also called Tremoc Korin.

Banewarrens (79, 389): Danar's underground storage vaults for evil items and artifacts.

Bankers' Guild (313): Guild HQ; Oldtown.

Barbarian Balloonists (319): Halfling air tours; Rivergate.

Bay of Ptolus (163): Docks.

Beacon Island (151, 164): In the Bay of Ptolus; Docks.

Bellringers' Guild Office (294): Guild headquarters;

Besson Cral's Home (381): Drug den controlled by the Pale Dogs; Warrens.

Bith the Ratter (281): Rat catcher; North Market.

Black Spike (63): A Galchutt fortress.

Black Swan (191): Dwarven bar; Midtown.

Blackstock Printing (328): Operated by Fardream elf clones; South Market.

Bladechapel (122, 294): Knights of the Pale home; Oldtown.

Blessed Bridge (345–346): Crosses the King's River at the Street of a Million Gods.

Blue Thread (342): High-class clothier; South Market.

Boiling Pot (313): Oldtown.

Bone Hill (214): Area within the Necropolis.

Book Wagon (281): Darthalis Temester's information business; North Market.

Bookbindery (209): Midtown.

Borning Stone (362): Ren Tehoth site significant to Navashtrom and his sister Tardeshou.

Buckingham's (277): Furniture store; Nobles' Quarter.

Bull and Bear (18, 191): Delver's Square armorers; Midtown.

Cal's Construction (209): Front for a Vai cell; Midtown.

Castle Shard (263): Ancient magical castle; Nobles' Quarter. Cathedral Cavern (447): Great hall; Dwarvenhearth.

Cathedral of Night (232): Chambers in the Dark Reliquary, home to a pair of nightshades; Necropolis.

Catty's (288): Sorn cell base; North Market.

Cavern of Night (448): Site of Kaled Menar; Dwarvenhearth.

Caverns of the Galchutt (422): Site deep below the city where the Natharl'nacna sleep.

Celestial Conclave (346): Temple where religion itself is revered; Temple District.

Center Circle (320): Open plaza/park; Rivergate.

Chamber of Longing (398): Delvers' meeting spot with clawshaped statue; Undercity Market.

Chapel of St. Thessina (324): For Lothianites; Rivergate.

Chapel of the Final Resolution (376–377): Vai headquarters; Warrens.

Chapel of the Uncreated (233): Shrine in Dark Reliquary led by Kaladeen the balor; Necropolis.

Charenburg (155): Nearby community.

Cherubar (43): Land far west of Ptolus.

Chon (342): Clothier; South Market.

Church of Lothian the Redeemer (313): Oldtown.

Church of the Lawgiver (288): For Lothianites; North Market.

Citadel of Might (295): Order of Iron Might headquarters; Oldtown.

Citadel of the Golden Cross (294): Knights' headquarters; Oldtown.

Citadel of the Seven Chains (61): Fortress on the Vallis moon; home of the heart of the world.

City Courts (295): Justice center; Oldtown.

City Library (295): Oldtown.

Clasthamus Isle (218-219): Home of Andach; Necropolis.

Clock Tower (296): Oldtown.

Cloud Theater (191): Dramas performed; Midtown.

Cloudstone (288): Weaponsmith; North Market.

Cock Pit (330): Gambling den; South Market.

Cold Desert (43): Southwest of Ptolus.

Conciliator Chapterhouse (347): Headquarters of Lothianite inquisitor sect; Temple District.

Conservatory: See Imperial Academy of Music.

Cooper's Store (320): General store; Rivergate.

Copper Kettle (192): Coppersmith; Midtown.

Courier Office (209): Produces broadsheets; Midtown.

Court of Night (448): Night King's Palace; Dwarvenhearth.

Courthouse: See City Courts.

Crown Theater (96, 268): Opera house; Nobles' Quarter.

Crypt Home of Igor Reichstav (220): Necropolis.

Crystal Baths (342): Bathhouse; South Market.

Dalen's Cliffs (146): Ridge at east end of Oldtown.

Dalenguard (297): Historic fortress; Oldtown.

Dallaster Manor (268): Spice magnate's home; Nobles' Quarter.

Danbury's (18, 192): Delver's Square Mage bar; Midtown.

Dark Elf Refuge: See Madame Kaethea's House.

Dark Market (399): Illegal commerce; Undercity Market.

Dark Reliquary (223): Fallen/Forsaken headquarters; Necropolis.

Darkbirth Madhouse (174): Asylum; Guildsman District.

Darklock Hill (214): Area within the Necropolis.

Darksoul House (321): Yavos Nared's house, home to a Sorn cell; Rivergate.

Daykeeper's Chapel (209): For Lothianites; Midtown.

Deathguild Headquarters (221): Funerals; Necropolis.

Delver's Guild Library and Maproom (299): Oldtown.

Delver's Guild Office (395): Group headquarters; Undercity Market.

Delver's Square (18, 188): Adventurers' quarter; Midtown.

Denoss Firth's Office (313): Advocate; Oldtown.

Denthon's (369): Coffin maker; Temple District.

Derras Fillososh's House (324): Physicker; Rivergate.

Desthi Nawta's Home (381): Brothel; Warrens.

Deymid's Body Art (209): Tattoo parlor; Midtown.

Dockmaster's Tower (164): Harbormaster's; Docks.

Dohrinthas (46): Empress's capital and the Golden City of the Sea Kingdoms southwest of Ptolus.

Donnel's (331): Leather shop; South Market.

Dragon Vault (272): In Dallimothan tower; Nobles' Quarter.

Dragon's Tooth Comb (324): Barber; Rivergate.

Dragonsbirth Mountains (45): East of Ptolus.

Drapers' Guildhall (184): HQ; Guildsman District.

Dread One's Path (495): Extradimensional space inside the Spire.

Dreaming Stone (423): In the Caverns of the Galchutt.

Dreta Phantas (425, 427): Dreaming City of Elder Elves, captured by dark elves; now far below city.

The Dry Easel (277): Sells art supplies; Nobles' Quarter.

Dungeon (385): Adventuring areas below the city.

The Durambor (342): Grailwarden gem buyers; South Market.

Dwarvenhearth (429–449): Abandoned home of Stonemight dwarves; fell to Ghul long ago.

Dweomer Street (309): See Vock Row.

Ebbert's Outfitters (18, 192): Adventuring supplies in Delver's Square; Midtown.

Ebony Tube (320): Underground passage connecting Rivergate and Oldtown.

Edarth's Loans (335): Korben Trollone's front; South Market. Eddarth Stables (288): Large stables for travelers; North Market.

Effahlia's Meatpies: (209): Midtown.

Elan's Foods (277): Gourmet food; Nobles' Quarter.

Emerald Hill (189): Elf neighborhood; Midtown.

"Empty" House (209): Balacazar operative hideout; Midtown.

Endle's Finery (19): Clothiers; North Market.

Endless Sea of Ice (43, 81): Far north of Ptolus.

Entropy Sphere (463): Powered by the Gates of Delirium near Goth Gulgamel.

Erdek Ard (418): Dwarvish name of Eternity Cave.

Erish-aga (82): City built by wizards of Kem.

Esh (487): Ethereal Isle; Jewel of the Divine.

Esser's (168): Brothel; Docks.

Eternity Cave (418): Massive caverns under the city.

Ethereal Islands, Seven (485): See Jewels of Parnaith.

Ethereal Sea (66): The Ethereal Plane.

Everwood (66): Elder Elves' name for Ethereal Sea.

Exotic Market (332): Sells rare items; South Market.

Exotic Stables (209): Midtown.

Fabric Market (334): South Market.

Fairbriar (189): Gnome neighborhood; Midtown.

Faraway Scents (334): Perfume shop; South Market.

Farmer's Rest (288): North Market.

Fate Weavers Headquarters (324): School for Fate Weaving; Rivergate.

Finelle's Pleasant Diversions (321): Games hall; Rivergate.

Finnar's Books (313): Forgery expert; Oldtown.

Firehouses (144): Fire Brigade stations.

Fish Market (193): Midtown.

Fogbottom (81): Area around Ar-Nampur.

Forlorn Tower (476): Part of Jabel Shammar.

Fortress of the Redeemed (392): Brotherhood of Redemption's headquarters.

Foundry (176): Ironworks; Guildsman District.

Fountain of the Queen's Swans (322): Large and beautiful landmark; Rivergate.

Fragrant House (342): Restaurant; South Market.

Full Larder (209): Midtown.

Gallows Square (295): Execution site; Oldtown.

Games House (309, 313): On Vock Row; Oldtown.

Gatehouse Pub (288): North Market.

Gates of Delirium (463): Built by Eslathagos Malkith within the Spire to power the Entropy Sphere.

Gathering Hall (395): At Delver's Guild office; Undercity Market.

Gear Gate (443): At the Grand Entrance; Dwarvenhearth.

Ged's Cabinets (209): Front for secret guide service; Midtown.

Ghostly Minstrel (18, 193): In Delver's Square; Midtown.

Ghoul paths (221): Run beneath the Necropolis.

Ghul's Labyrinth (390): Warrens beneath the city Ghul built for storage, billeting, and laboratories.

Giant's Staircase (418): Leads to Eternity Cave.

Glassblowers' Guildhouse (184): HQ; Guildsman District.

Glaugsgulgus (420): Locathah city in deep caverns.

The Goat (195): Rough pub; Midtown.

Golathan Naddershrike's House and Laboratory (322): Former wizard home; Rivergate.

Golden Tooth (334): Gold shop; South Market.

Good Eats (209): Specializes in gnome and halfling cuisine; Midtown.

Good Rope (342): Makes and sells hemp rope; South Market.

Goth Gulgamel (83, 452): Ghul's fortress on the Spire.

Grail Keep (45, 48): Fortress-city home of Grailwarden dwarves in Prustan Peninsula.

Grail Temple (45): Beneath Grail Keep.

Grand Cathedral (67): Lothianites' headquarters in Tarsis.

Grand Entrance (443): Accesses Dwarvenhearth.

Grand Guildhall (177): Gathering place; Guildsman District.

Graveyard: See Chapter 11: The Necropolis.

Great Hall (395): Contains shops and vendors; Undercity Market.

Great Hall of Morachon (446): Part of King Stardelve's Tomb; Dwarvenhearth.

The Green Mews (342): Stables; South Market.

Grey Mountains (44): East of Tarsis.

Greyson House (561): "Haunted" house; North Market.

The Griffon (196): Popular bar; Midtown.

Guilder Gate (148): A southern entry into Ptolus.

Guildhouse of Iron (177): Ironworkers' headquarters; Guildsman District.

Gunlar's Forge (184): Front for Uldrick Kord; Guildsman District.

Gurhorond (181): See the Star Jewelers.

Gustiv's Ice (324): Sells and delivers ice; Rivergate.

Hall of Heroes (347): Statue garden/memorial; Temple District.

Hall of the Valiant (221): Quiet memorial; Necropolis.

Halls of Cordaris (392): HQ, Order of the Legacy, in Ghul's Labyrinth.

Hammer and Nail (168): Toolmaker; Docks.

Hammersong Vaults (299): Stores valuables; Oldtown.

Havan's Haven (196): Barbershop; Midtown.

Heart of the Malignancy (488): Pinnacle of evil; Jabel Shammar.

Heartwood of all Trees (125): Former Quaan locale.

Heavenly Baked Goods (284): Bakery; North Market.

Hell's Door (209): Gambling den; Midtown.

Herbalists' Guildhall (178): Group's headquarters; Guildsman District.

Hidden Prison (493): In the dungeons of Jabel Shammar.

Highshelf Glassworks (342): Glassmaker; South Market.

Holy Palace (269): Holy Emperor's Ptolus residence; includes fine chapel for locals; Nobles' Quarter.

Holy Throne (141): Seat of the Holy Emperor.

Hotash Mountains (45): In Prustan Peninsula.

House of Delights (277): Brothel; Nobles' Quarter.

House of the Sacred Heat (348): Mundane healing center; Temple District.

The Howling (214): Area within Necropolis.

Hungry Halfling (184): Guildsman District.

Imn (486): Ethereal Isle; Jewel of Energy.

Imperial Academy of Music (271): Arts school; Nobles' Quarter.

Imperial Palace (30): Emperor's residence in Tarsis.

Imperial University (300): Oldtown.

Inchin's Butchery (288): North Market.

Indari's Leatherworks (342): South Market.

Indigo Services (277): Servant employment service; Nobles' Quarter.

Inner Vaults (389): Ring the Spire in the Banewarrens.

Inverted Pyramid (302): Invisible, floating headquarters of mage guild; Oldtown.

Inverted Tower (443): At the Grand Entrance; Dwarvenhearth.

Iridithil's Home (197): Elven sanctuary run by Doraedian Mythlord; Midtown.

Jabber's Shoes (342): Cobbler; South Market.

Jabel Shammar (81, 465–495): Evil fortress of Eslathagos Malkith atop the Spire.

The Jade Woman (277): Women's clothier; Nobles' Quarter. Jangave Lesh's Training Hall (322): Martial and combat training; Rivergate.

Jasmik's Flowers (324): Florist; Rivergate.

The Jewel (277): Nobles' Quarter.

Jeweled Cliffs (146): Ridge at east end of Nobles' Quarter. Jewels of Parnaith, Seven (485): Ethereal path to godhood created by the wife of the Dread One.

Jirraith's Lair (378): Headquarters of Pale Dog leader; Warrens.

Jodan Templehall (313): Knights of the Chord headquarters; Oldtown.

Juggling Fools (288): School for jugglers; North Market. Jurrin's Plaza (190): Katterwood central square; Midtown.

Kadaver's (277): Secret bar for criminals; Nobles' Quarter.

Kadmiel (303): Shade Tower that exists only in the Shadow of Ptolus; Oldtown.

Kaira Swanwing's House (305): Alternate HQ for Knights of the Golden Cross; Oldtown.

Kaled Del (418): Stonelost settlement in the Eternity Cave.Kaled Menar (448): Home of the Mindforge in the Cavern of Night; Dwarvenhearth.

Kastralathakasal (422): Galchutt stronghold of alien metals and organic components in deep caverns.

Katterwood (190): Halfling neighborhood; Midtown.

Kem (43): Land along the Southern Sea, blighted by Wars of Fire millennia ago.

Kerrik's (209): Bar where one can reach the Vai; Midtown. Killraven's Tower (284) Abandoned tower said to be the

entrance to criminal organization; North Market.

King Stardelve's Tomb (444–447): Stonelost holy site; Dwarvenhearth.

King's River (93, 151): Flows through Ptolus.

King's River Gorge (151): Runs through Ptolus.

Konagis (569): Underwater triton city in the Whitewind Sea.

Korben Trollone's Office (335): Headquarters of crime boss at Edarth's Loans; South Market.

Koth (426): Dream tower that guards the path to the many worlds in Dreta Phantas.

The Labyrinth (390): See Ghul's Labyrinth.

Lackie's (378): Cheap bar; Warrens.

Ladris' Fine Foods (199): Grocery in Narred; Midtown.

Lady Cardie's (313): Brothel and front for a Vai cell; Oldtown.

Larel's Implements (166): Nautical shop; Docks.

Larkspur Boarding House (209): Midtown.

Larth (155): Nearby community.

Lendarick (285): Kennel; North Market.

Lighthouse (164): Located on Beacon Island; Docks.

Linech Cran's Burrow (324, 565–567): Drug smuggler and Balacazar ally; Rivergate.

Lomwell's Office (209): Bookie; Midtown.

Longbottom (190): Rough neighborhood in southern Midtown.

Longdraught Brewery (178): Largest brewer; Guildsman District.

Longfingers Guild Headquarters (400–405): Midtown/ Undercity.

Lost Dove (155): Inn in Charenburg.

Lyle Bennit's Office (313): Advocate; Oldtown.

Madame Kaethea's House (379): Dark elf refuge run by Urshanna; Warrens.

Madam Teesmor (324): Dreamspeaker; Rivergate.

Mahdoth's Asylum (336): For mad arcanists; South Market.

Manathah's Traveler's Home (313): Boarding house; Oldtown.

The Mane (190): Litorian residential area; Midtown.

Maran's Odd Sizes (338): Unique clothiers; South Market.

Market Gate (148): A southern entry into Ptolus.

Masons' Guildhall (179): HQ; Guildsman District.

Menasa's House (313): Boarding house; Oldtown.

Merchants' Guildhall (342): HQ; South Market.

Midden Heaps (179): Local dump; Guildsman District.

Midtown Dance Hall (209): Midtown.

Mirror Maze (405): Built by Kagrisos; Undercity Market.

Misbegotten Tower (470): Part of Jabel Shammar.

Mitoren's Blades (285): Weapon shop; North Market.

Moleshan's (277): Nobles' Quarter.

Monastery of Redemption (184, 392): HQ of Brotherhood of Redemption; Guildsman District.

Moonsilver Forest (44): Palastan home of Shoal elves, once home of the Harrow elves.

Mosul Pearl (79): Original name of Danar's fortress; became Jabel Shammar.

Mountain of the Sky Kings (646–647): Floating dwarf mountain far to the west; now shattered.

Mrathrach's Pit (78): Evil site in the Cold Desert.

Mustek's Shop (369): Seller of religious paraphernalia; Temple District.

Myraeth's Oddities (199): Magic and trinket shop in Delver's Square; Midtown.

The Mystery Pub (342): Tavern; South Market.

Nadar's Pub (324): Rivergate.

Nalaster's Mill (184): Lumber mill; Guildsman District.

Nall (43): A northern wasteland east of Ptolus.

Nall Hall (285): Nallish cultural center; North Market.

Narras Ink (342): Makes and sells ink and supplies; front for a Sorn cell; South Market.

Narred (190): Centaur residential neighborhood; Midtown.

Navaen Bowcraft (338): Elf archery shop; South Market.

Necrophilium (232): Licheloved area of the Dark Reliquary; Necropolis.

Nestor's (277): Men's clothier; Nobles' Quarter.

Nevir's Nets (168): Shop; Docks.

Nluguran (425): Dark elf city in deep caverns.

Noble Houses' Estates (272–275): Homes of the noble families; Nobles' Quarter.

Norber's House (209): Front for a Sorn cell; Midtown.

North Gate (148): A main entry into Ptolus.

North Point Restaurant (202): Fairbriar eatery whose owners sell nightsong magic drug; Midtown.

Nubble's Music (209): Sells musical instruments; Midtown.

Nul's (381): Tavern; Warrens.

Nulene Chard's Office (313): Architect; Oldtown.

Olaf's Flophouse (168): Inn; Docks.

Old City Gate (148): Gate in Oldtown; Oldtown.

Old Goose (209): Midtown.

Old Lady Coss' (209) Brothel; Midtown.

The Old Muller House (288): Balacazar safe house; North Market.

Ond (486): Ethereal Isle; Jewel of the Physical.

Onyx Spider (203): Sinister Tavern Row bar; Midtown.

The Open Kitchen (209): Midtown.

Orad Finnas' House (324): Killraven League safe house; Rivergate.

Order of the Fist Compound (348): Temple District.

Orr (486): Ethereal Isle to which Ghul fled; Jewel of Beginnings and Endings.

Outer Vaults (389): Area of the Banewarrens.

Palace of the Day King (448): Day King's court; Dwarvenhearth.

Palace of the Night King (448): Night King's court; Dwarvenhearth.

Palastan (44): The land that includes Ptolus.

Pale Dogs Safe House (380): Harbors fugitive Spyncer Coil; Warrens.

Pale Tower (305): Home of the Malkuth; Oldtown.

Passeon's Meats (209): Midtown.

Pergolas (485): Invisible access points to the Jewels of Parnaith; in orbit around Jabel Shammar.

Pier Five (166): Harbors the ghost of Tyrus Green; Docks.

Pits of Insanity (387): Areas within the Spire that play havoc with natural laws.

Plains of Panish (44): Area between Tarsis and the Grey Mountains.

The Pointy Hat (309, 313): Wizard bar and grill on Vock Row; Oldtown.

Postal Stationhouses (154): Mail delivery headquarters.

Potions and Elixirs (209, 397): Magic shops; Undercity Market, Midtown.

Potter's (18, 204): Cheap Delver's Square hostel; Midtown.

Praemal (42, 61): The world.

Priory of Introspection (349): Sisterhood of Silence headquarters; Temple District.

The Prison (405-407): Below the Guildsman District.

Prison of the Blessed Children (392): Part of Ghul's Labryinth.

Prustan Peninsula (29, 44–45): Land between Kem and the Plains of Panish.

Ptolus Harbor (162): In the Bay of Ptolus; Docks.

The Quaan (125): Pactlords' extradimensional headquarters. Qualin's Books (209): Midtown.

The Quiet (214): An area within the Necropolis.

Quist (277): Caters to servants/workers; Nobles' Quarter.

Ramoro's Bakery (339): South Market.

Randle's (313): Oldtown.

Rastor's Weapons (18, 204): In Delver's Square; Midtown.

Rat's Nest (209) Tavern; Midtown.

Ravenstroke (393): Laboratory in the Well of Shadow Eyes below the city.

Ravenwood (277): Nobles' Quarter.

Red Stallion Pub (285): Large alehouse; North Market.

Reggie's Meats (342): Smokehouse; South Market.

Ren Tehoth (45): Ruined land east of Palastan.

Rhoth (45–46): Provincial land west of Ptolus.

River Tonam (30, 84): Palastani river.

Rogue Moon Trading Company (339): Major commerce outfit; office in South Market.

Rolomsford (155): Nearby community.

Rosegate House (275): Home in Nobles' Quarter.

Row Bathhouse (206): On Tavern Row; Midtown.

Rulla Finnas' House (324): Midwife; Rivergate.

Runihan Square: See Delver's Square.

Saches (206): Yeoman Street clothiers; Midtown.

Sadie's Rest (209): Memorial park; Midtown.

Sages' Guild Headquarters (308): Oldtown.

Sailor's Rest (166): Nice bar; Docks.

Sallachor Isle (563): Center of shivvel processing in the Whitewind Sea.

Sallin's Bakery (209): Midtown.

Salora's Pots (339): Ceramics shop; South Market.

Sard's Boats (167): Rent or buy; Docks.

Sartha Nartis' House (313): Balacazar safe house; Oldtown.

Savage Shark (167): Tough bar; Docks.

Scorched Peaks (46): Range south of Uraq.

Scouts, Guides, and Porters (398): Hiring hall and access point to Dark Market; Undercity Market.

Sea Kingdoms (46): South and west of Ptolus.

Sea of World's End (46): World's southern edge.

Secret Hall (308): Naltegro Suun headquarters; Oldtown.

Sepulcher of the Wintersouled (251): Shrine in Dark Reliquary; Necropolis.

Serpent Caves (419): Connect Mahdoth's Asylum to deep caverns.

Serpent Path (491): Part of the dungeons of Jabel Shammar.

Seven Jewels of Parnaith (485): See Jewels of Parnaith.

Shade Tower (303): See Kadmiel.

Shadow of Ptolus (304): Dimension of shadow parallel to Ptolus; accessed via Kadmiel.

Shadow Sendings (154, 209): Magic couriers; Midtown.

Shadow Theater (310): Unique performances; Oldtown.

Shar's Music (209): Sells musical instruments; Midtown.

Shipwrights' Guild (168): Guild HQ; Docks.

Shoggoth (573): Hidden city in Dragonsbirth Mountains.

Shrine of Dreams (168): Inn; Docks.

Shrine of the Oracle (350): Temple District.

Siege Tower (222): Keepers of the Veil headquarters; Necropolis.

Sign of the Shovel (397): Booth that sells digging equipment; Undercity Market.

Silken Sail (168): Sailmakers; Docks.

Silver Cup (342): Silversmith; South Market.

Silver Palace (269): Onetime Ptolus home of the Prince of the Church.

Sinking Swamp (78): Once surrounded what is now the Pit of Mrathrach.

Skulk Alley (310): Street where one signals the desire to meet with a skulk; Oldtown.

The Skull and Sword (180): Rough tavern; Guildsman District.

The Slaughterhouse (184): Guildsman District.

Slave City (393): Refuge of escaped slaves below city.

Smoke Shop (286): Shuul firearms shop; North Market.

The Smokestack (342): Tobacconist; South Market.

Soaring Idyll (276): Floating apartment; Nobles' Quarter.

Sombrous Sepulcher (490): Dread One's abode; Jabel Shammar.

South Chandler (342): Candle shop; South Market.

South Gate (148): A main entry into the city.

Southern Sea (46): South of the Sea Kingdoms.

Spice Market (340): South Market.

Spire (150–151, 79): Stone needle 3,000 feet tall; marks the location of Ptolus and is steeped in evil.

St. Chausle's Chapel (342): For Lothianites; South Market.

St. Daris' Church (184): For Lothianites; Guildsman District.

St. Gustav's Chapel (206): For Lothianites, across from Delver's Square; run by Fabitor Thisk; Midtown.

St. Valien's Cathedral (350): City's main Church of Lothian; adventurers unwelcome; Temple District.

Star Crossing (325): Large open plaza; South Market.

Star Jewelers (181): Skilled dwarf gemcrafters; Guildsman District.

The Starry Night (342): Restaurant; South Market.

Stewpot (155): Inn in Balleton.

Stirring Stone (254): Idol of Kihomenethoth, the Writhing One in Galchutt temple.

Stockyards (182): Guildsman District.

Stoneday Shop (381): General store; Warrens.

Storamere's Palace (393): Palace on the Ethereal Sea; entrance below the Guildsman District.

Stormwrought Campanile (352): Carillon; Temple District.

Street of a Million Gods (343): Church hub; Temple District.

Striknos' (369): Brothel and gambling den; Temple District.

Sunflower Café (324): Rivergate.

Sussustel's Winery (277): Nobles' Quarter.

Swordthrower's Club (276): Exclusive tavern; Nobles' Quarter.

Tabby's Den (183): Small bar; Guildsman District.

Taggert's (353): Bar/temple of the ale god; Temple District.

Tal Ingersol (184): Leatherworker; Guildsman District.

Terrek Nal's House (208): Midtown.

Tarsis (46): Imperial capital, the Eternal City.

Tavatar's Jewelry (277): Nobles' Quarter.

Tavern Row (189): Hub of many bars; Midtown.

Tavoh's Bakery (288): North Market.

Tehlas Music (342): Musical instrument shop; South Market.

Telenn's Sweetery (288): Bakery; North Market.

Temple Observatory (362–363): Dedicated to the Watcher of the Skies; Temple District.

Temple of Ahaar (353): God of the winds; Temple District.

Temple of Asche (353): God of cities; Temple District.

Temple of Celestan (369): Lord of the Silver Moon; Temple District.

Temple of Destor (375, 393): Devoted to illegal god of ill luck; in Ghul's Labyrinth.

Temple of Excellence (358): Improve in skills; Temple District.

Temple of Gaen (359): Goddess of the sun; Temple District.

Temple of Inurath (369): Mistress of War; Temple District.

Temple of Kharos (369): God of magic; Temple District.

Temple of Melann (369): Goddess of farming; Temple District.

Temple of Mocharum (369): God of dwarves; Temple District.

Temple of Navashtrom (361): God of strength and harmony; Temple District.

Temple of Phoeboul (369): God of dreams; Temple District.

Temple of Teun (367): Mother of All Machines; Temple District.

Temple of the Ebon Hand (354): Cult headquarters; Temple District.

Temple of the Fifty-Three Gods of Chance (369): Chaos temple; Temple District.

Temple of the Frog (369): Abandoned ruin; Temple District. Temple of the Iron God (369): God of the forge; Temple

District.

Temple of the Rat God (363): Chaos cult front; Temple

District. **Temple of Ynchabolos** (369): God of numbers; Temple District.

Tenebrous Pit (300): Below the cellar of Imperial University, created by minion of Ghul; Oldtown.

Tenpin Children's Home (209): Orphanage; Midtown.

Tent City (155): Around the Market Gate.

Tess' Cauldron (313): Material spell components; Oldtown.

Textile Workers' Guildhall (184) HQ; Guildsman District.

Theridae (44, 81–83): Elder Elf land north of the Spire along the Whitewind coast.

Three-Horned Goat (322): Sage; Rivergate.

Throne of Darkness (422): Galchutt stronghold accessed most easily via the Tourbillion.

Tillie's Furnishings (209): Midtown.

Tinsmiths' Guildhall (184): HQ; Guildsman District.

Tirres (342): Weapsonsmith; South Market.

Tourbillion (422): Teleportation matrix accessible via activation of the *Signet of Shallamoth Kindred*.

Tournament Field (364–365): Site of the Godsday Tournament, north of the city wall.

Towart's (184): Tool shop; Guildsman District.

Tower of Blasphemy (474): Part of Jabel Shammar.

Tower of House Dallimothan (273): Designed by the assimar wizard Tirestian; Nobles' Quarter.

Tower of Malice (477): Part of Jabel Shammar.

Tower of Science (310): Under construction; Oldtown.

Tower of Terephon (223): Home of Licheloved leader; Necropolis.

Tremoc Korin: See the Baneheart.

Tridam (419): Island in Umbral Lake that holds stronghold of Pactlords of the Quaan.

Trolone (29, 44): Capital of Palastan.

Trumnaught's Academy (209): Respected school; Midtown.

Ul-Drakkan (424): House Vrama's fortress in dark elf caverns; Citadel of the Lizard.

Ul-Rassadin (425): Temple-palace in Nluguran.

Ul-Sinistar (424): House Yurganth's fortress in dark elf caverns; Citadel of the Spider.

Ullar's Sons' Tannery (184): Fine leather; Guildsman District. Umbral Lake (419): In the Eternity Cave.

Undercity Market (394): Shopping hub and entry into the Dungeon, accessed from Delver's Square.

Unn (487): Ethereal Isle; Jewel of Magic.

Uraq (46): Empire south of the Southern Sea.

Urnst, Alchemist (398): Magic shop; Undercity Market.

Ursaon's Used (397): Pawnshop; Undercity Market.

Vaetrus' Wood (209): Midtown.

Vantaran Peaks (45): Western limit of Ren Tehoth.

Vaults of the Rhodintor (421): Earthbound demons' home in deep caverns below the city.

Verda Marsh's House (288): Vai cell base; North Market.

Vistor Krun's Home (381): Drug den; Warrens.

Vock Row (309): Arcane street; Oldtown.

The Wagon Wheel (288): Wainwright; North Market.

Waiting (214): An area within the Necropolis.

Wall of the Lost (397): Posting board for lost adventurers in the Great Hall; Undercity Market.

Warick's (342): Cobbler, front for a brothel; South Market.

Warredin's Mill (184): Flour mill; Guildsman District.

Watchhouse (142): Garrisons for City Watch.

The Waterfall (324): Bathhouse; Rivergate.

Weaponsmiths' Guildhall (184) HQ; Guildsman District.

Welcome Inn (341): Hostel near South Gate; South Market.

Well of the Shadow Eyes (323): Leads to Ravenstroke; Rivergate.

West Town Mixtures (313): Alchemical supplies; Oldtown.

The White House (310): Legal brothel owned by Aggah-Shan; Oldtown.

Whitewind Sea (44-45): Inland sea north of Palastan.

Wilian's Keys (209): Locksmith; Midtown.

Wings Falls (151): Site where the King's River drops down Dalen's Cliffs.

Winsome Gallery (277): Art gallery; Nobles' Quarter.

Winter Lyehouse (342): Soap shop; South Market.

Wondrous Tattoos (286): Magical tattoo parlor; North Market.

Wood Market (342): South Market.

Woodworkers' Guildhall (184): HQ; Guildsman District.

Yammer's Boots (209): Cobbler; Midtown.

Yarrow Street Forum (312-313): Oldtown.

The Yellow Wall (324): Popular restaurant; Rivergate.

Zar'at (287): Harrow elf neighborhood; North Market.

Zel's Creatures (168): Exotic creatures; Docks.

Zel's Poultice Shop (342): Apothecary; South Market.

NPC GLOSSARY

Note: Alphabetized by first name, not last name or title. Listing does include "Other Locales" proprietors.

Abbara Nechill (168): Owner, Abbara's Bakery

Abbercombe, Lord (93): Last member of ancient noble house, trapped in gold body.

Addares XXXIV (91): Current Empress.

Adlam Theobold (351): Cleric of Lothian, archbishop in St. Valien's Cathedral.

Adnith Fror (155): Runs the Lost Dove in Charenburg north of Ptolus.

Aelian Fardream (329): Elf wizard who cloned himself disastrously.

Aemryn Chillmist (168): Guildmaster of the Shipwrights' Guild

Ageless Titan (461): See Kadavalus.

Aggah-Shan (311): Lich owner of the White House.

Aisheth (168): Elf wizard, now gone.

Alea Theris (277): Runs Ravenwood in the Nobles' Quarter.

Alevolenz (424): Dark elf ruler of House Vrama.

Aliaster Vladaam (101): Arcanist son of Iristul.

Aliya Al-Mari (349): Monk member of the Runewardens from Uraq.

Alla Mavden (184): Proprietor of Warredin's Mill.

Allarrete Cangeri (276): Soaring Idyll's manager.

Alninai Silvertree (197): Manager at the Wind's Mystery at Iridithil's Home.

Ammel Dar (209): Fence for stolen goods.

Anageo Quigg (286): Gnome tattoo artist and spellcaster, runs Wondrous Tattoos.

Anathais, King (44): King of Palastan in Trolone.

Andach (219): Mighty druid of Clasthamus Isle.

Ander Von Yelsin (271): Dubious Conservatory instructor.

Angash (578): Male half-fiend gnoll in Shilukar's lair, child of Rayvan.

Aoska (124): Malkuth, one of the Twelve Commanders.

Araevil Seversong (575): Elf rogue hired to frame Delemele.

Araki Chipestiro (314): Yearsend child and runecaster.

Aran Boturr (361): High priest of Navashtrom.

Arbon Sevolve (125): Cofounder of the Order of Iron Might.

Arkhall Vaugn (105): Infamous Balacazar wizard.

Arsagra Callinthan, Sister (209): Lothianite of Daykeeper's Chapel.

Artor Brinorin (209): Proprietor of Cal's Construction, which is a front for a Vai cell.

Aryla (233): Fiendish cat servant in Dark Reliquary.

Asaiel Silverdoor (124): Paladin at Pale Tower.

Ashby Gerard (140): Retired City Watch captain and one of the Twelve Commanders.

Assart (435): Ranger for Zachean.

Aullik (240): Ghoul sorcerer and Warhound keeper in the Dark Reliquary.

Aven Jellel (187): Tailor wannabe delver of Midtown.

Averon (489): See Dark Averon.

Avery Tannenboss (190): Owns Avery's Armor.

Avros Tylor (280): Puppeteer.

Baenarum (462): Urthon Aedar sentry at Goth Gulgamel.

Balleah (482): Planetar in the Alabaster Sanctuary.

Barit Calomar (359): A high priest of Gaen.

Barras Noven (204): Mercenary who hangs out at the Onyx Spider; cousin of Thurman Rees.

Bartel Denton (143): Crooked Watch captain in the South Market.

Bastion (389): See the Malificite.

Beck Von Tibbitz (118): Keepers of the Veil leader.

Beggar King: See Lackie.

Bellas Rau (98): Verrana's cousin.

Benris Livbovic (299): Daughter of Shad.

Bermund Thorn (353): Cleric of Ahaar.

Biesta Cran (566): Linech's shivvel-addict half-sister, now dating Shilukar.

Bith the Ratter (281): Rogue in the North Market.

Blathin Skitcher (209): Proprietor of the Full Larder.

Boren Darsal (140): One of the Twelve Commanders.

Boris Ilvata (127): See Savane.

Borred Bitterstone (277): Proprietor of Sussustel's Winery.

Brig Stoneheart (122): Famous Knight of the Pale.

Brugul (579): Female half-fiend gnoll in Shilukar's lair, child of Rayyan

Brusselt Airmol (213): Halfling master thief and friend to Daersidian Ringsire.

Cabais Fortun (292): The Minister of Religion.

Caebraeth Willowlight (184): Guildmaster of the Glassblowers.

Cailan Narrowsigh (208): Gnome Lothianite.

Calista (238): Girl entrusted with the Elder Gods' secret; imprisoned in the Dark Reliquary.

Canabulum (60, 542): Minotaur wizard and member of the Runewardens.

Cardalian (211): Halfling held in the Dark Reliquary; Lilith created a magical duplicate of her.

Cardilion Brunner (294): A paladin Knight of the Pale at the Bladechapel.

Carlatia Udelis (339): Runs Ramoro's Bakery.

Carson Herdsman (310): Father of Tellith and manager of the Shadow Theater.

Caudil Thinflame (209): Proprietor of the Rat's Nest tavern.

Celdore Silverwood (108): Dark Leaf leader.

Cerrinthan "Cerry" Sanserra (105): Balacazar family diplomat.

Chanticleer Winterwood (199): Member of the Order of the Bow.

Charan Fellashath (203): Bartender at Onyx Spider, with Hennick.

Charl Willothon (155): Old sailor who runs the Stew Pot in Balleton north of Ptolus.

Charnoth (57): Litorian of the surrounding plains.

Chelsean Featherhair (401): Sorcerer/rogue on retainer at the Longfingers Guild headquarters.

Chol Notan (166): Five-year-old son of Larel.

Chorian (424): Female dark elf warrior of Ul-Sinistar.

Chuster Nogol (113): Bankers' guildmaster.

Collus Adderwood (559): Addled mage ally of Toridan Cran.

Commissar of Ptolus (140): See Igor Urnst.

Cordelia Erthuo (95): Human member of House Erthuo.

Coss Nallisir (209): Proprietor of Old Lady Coss' brothel.

Cravish Nathed (106): Nobles' Quarter crime boss.

Cynric Gallow, Shigmaa (230): Urasta's lieutenant.

Dadian Navaen (339): Uncle of Naequant at Navaen Bowcraft.

Daersidian Ringsire (213): Elf battle mage who rides a wyvern; friend to Brusselt Airmol.

Damarcan (486): Half-celestial ruler of Orr who became corrupt.

Dark Averon (489): Solar who helped Danar build the Banewarrens, now corrupted.

Dartalius Estalon (294): New Knight of the Pale at the Bladechapel.

Darthalis Temester (281): Information broker who owns the Book Wagon.

Dasani Merriwether (262): Assimar proprietor of the Aristocrat's Table.

Delemele Sartaris (575): Cleric of Melann.

Delline Yashara (178): Herbalists' guildmaster.

Delloch Boundstone (179): Dwarven chief scrap merchant at Midden Heaps.

Delphinius "Yammer" Whestal (209): Cobbler.

Dered Abanar (93): Head of House Abanar.

Deregalis Finorin (337): Crazy summoner inmate at Mahdoth's Asylum.

Derral Fank (557): Member of the Pale Dogs.

Derrence Springdart (396): Halfling vendor of magical torches in the Undercity Market.

Derresh (315): The greatest assassin in Ptolus; specialty is illusions; "lives" in Oldtown.

Derron Polon (206): Co-owner (with Eltan) of the Row Bathhouse.

Desariana Ballack (314): On the run from Araki Chipestiro.

Dessa (190): Litorian mercenary.

Dessenar Prowell (184): Clergy at St. Daris' Church.

Dessis Palath (121): Gnome rogue Knight of the Golden Cross.

Devina Kath (96): Head of House Kath and chancellor of the Conservatory.

Deymid Friar (209): Tattoo artist.

Dharim Boch (111): Lives at Fate Weavers' school.

Dialla Cester (176): Physicker bad apple at Darkbirth's Madhouse.

Dierna Hillerchaun (122): Knight of the Pale leader.

Dirvan Sargat (184): Guildmaster of Textile Workers.

Dockmaster (164): Obese harbormaster in the Docks.

Dodun Fisk (568): Old man at the Docks.

Dollin Ebonhome (120): Killraven's dwarven crime boss in the North Market.

Donrah (486): Ruler of the jewel of Ond.

Doraedian Mythlord (197): Master of Iridithil's Home.

Dorant Khatru (96): Head of House Khatru.

Dorg (398): Troll guard at Potions and Elixirs.

Doril the Elder (494): Dwarf queen imprisoned in the dungeons of Jabel Shammar.

Doril the Younger (494): Dwarf queen imprisoned in the dungeons of Jabel Shammar, devious sister of Doril the Elder.

Dorut Wolfstone (310): Architect at Tower of Science.

Dream King (426): Ruler in Dreta Phantas, spent his entire adult life asleep.

Drusii (242): Marilith in the Dark Reliquary.

Duce Tallary (209): At the "Empty" House, a Balacazar operative hideout.

Dullin Balacazar (104): Maystra's son, a runebearer.

Dulson Farber (322): Lives at the three-horned goat house.

Durant (119): Troglodyte agent of Killraven; the Stink Man.

Durg (336): Korben Trollone's best friend and closest cohort, a troll.

Ebbert Boltcrafter (192): Rotund, good-natured dwarf owner of Ebbert's Outfitters.

Edark Norbel (277): Caterer.

Edarth Ovis (335): Moneylender and front for Korben Trollone.

Edina Ferrar (277): Sells furniture.

Ednol Friss (164): Dockworker.

Edwina Coll (123): Owner of Heavenly Baked Goods and leader of the Knights of the Secret Sun.

Effahlia Hortenburg (209): Proprietor of Effahlia's Meatpies.

The Eight Shadows (377): Spies and assassins for the Balacazars.

Eithos Lightborn (291): Shoal elf who sells cloth.

Ekarth'il (472): Aboleth mage in the Misbegotten Tower.

Elga Kord (106): Rivergate crime boss.

Eltan Polon (206): Co-owner (with Derron) of the Row Bathhouse.

Emperor of the Church (91, 269): See Rehoboth Ylestos.

Empress Addares (91): See Addares XXXIV.

Enis Sadar (99): Wife of Renn Sadar.

Erda Schenk (143): Crooked Oldtown City Watch captain.

Erediana (425): Rules Nluguran and House Thess.

Erell Yinnick (561): Neighbor of Greyson House.

Erissa Endal, Sister (168): Cleric of Lothian.

Erixala (435): Priestess of Gorgoth-Lol.

Ernast Krundar (319): Halfling owner (with Fallix Hord) of Barbarian Balloonists.

Erred (111): Centaur Fate Weaver.

Erreshifal (494): Half-dragon scion of Father Claw, in Jabel Shammar's dungeons.

Esbel Pamorias (332): Owns the Exotic Market.

Esgilar Masters (306): Paladin leader of the Order of the Steadfast Heart.

Esser Nava (168): Owner, Esser's brothel.

Ethisha Kath (96): Devina's ballerina daughter.

Evana (306): An angel at the Pale Tower.

Evanston, Lord (276): Undead resident of Rosegate House.

Everard Wibert (143): Crooked Watch captain in the Guildsman District.

Exuni (184): Centaur at The Slaughterhouse.

Eyvind (393): Fugitive wizard in the Slave City.

Fabitor Thisk, Brother (206): Chaplain of St. Gustav's Chapel.

Falen Jenn (184): Guildmaster of Woodworkers.

Falishmal (234): Balor in the Dark Reliquary.

Falles Donnel (331): Uris's father, started a leather shop.

Fallix Hord (319): Halfling owner (with Ernast Krundar) of Barbarian Balloonists.

Fallon Movacani (261): Shoal elf and con artist.

Falstef (238): First of the Malkuth; tortured deva angel held in the Dark Reliquary.

Farfran Hone (280): Seller in North Market.

Fassere Armond (277): Proprietor, Indigo Services.

Favil Dallimothan, Uncle (94): A very old silver dragon.

Feegus, Doctor (564): Shuul creator of the Prajdall.

Felaer (307): Deva with gold-tipped feathers at the Pale Tower.

Feligg Desiduo (338): Maran's husband. Fellis (249): A vampire guardian of the Wintersouled.

Ferrid Naphon (106): Docks crime boss.

Ferrik Noldstrom (318–319): Yearsend child.

Fesamere Balacazar (104): Menon's daughter.

Feston Barrow (209): Proprietor of the Midtown Dance Hall.

Fhomas Reen (107): Vies for leadership of the Brotherhood of Redemption.

Filas Nevish (377): Drug-using master in the Banker's Guild.

Firath Cleyes (209): Bookbinder.

Frana Amberfist (447): Ghost of last cleric of Unnom in Dwarvenhearth.

Fransin Nagel (97): Head of House Nagel.

Frastis Bek (192): An extremely talented coppersmith and owner of the Copper Kettle.

Frein Avathon (357): Commander of the Ebon Hand temple guard.

Frenkel Path (209): Proprietor of Good Eats.

Gaellas Icestar (187-188): Courier for Doraedian Mythlord.

Gaerioth Shadowhand (53): Harrow elf monk and a member of the Company of the Black Lantern.

Garin Vnata (96): Conservatory Vice Chancellor.

Garreth Bek (192): Son of Frastis the coppersmith.

Gattara Vladaam (102): Daughter of Iristul.

Gavel Longdraught (178): Gnome brewery owner.

Ged Morrowlost (209): Secret guide service.

Geffrey Barton (140): Renowned war hero and one of the Twelve Commanders.

Gegall (231): Nalfeshnee in the Dark Reliquary.

Gel Weverly (217): Professional mourner.

The Genesis (115): Member of the Inverted Pyramid.

Geordi Halfgallon (209): Proprietor of the Larkspur Boarding House.

Geraeal Glitterstone (202): Gnome co-owner of the North Point Restaurant.

Gestellek (300): Sorn-Ulth sorcerer and lieutenant of Ghul.

Ginith Norber (209): Gnome sorcerer and front for Sorn cell.

Giva Desiduo (338): Gnome daughter of Maran.

Glasa Tiaro (305): The Graven's half-celestial friend.

Godam Martinelli (209): Dreamspeaker.

Godfred Vladaam (102): Son of Iristul.

Golathan Naddershrike (322): Recently murdered human wizard in the Rivergate District.

Gorti Jurgen (395): The Delver's Guild's chief representative in the Undercity office.

Grandmama Dallimothan (94): Old gold dragon.

The Graven (305): Stone golem covered in engraved holy symbols at the Pale Tower.

Guildmaster Delver (108): See Sorum Dandubal.

Gunlar Tobruk (184): Owner, Gunlar's Forge.

Gunther Edlund (286): Runs the Smoke Shop.

Guun Morrigon (559): Toridan Cran's warrior ally.

Hadrien Runihan (185): Son of Abesh and friend of the

Balacazars; Covenant of Blood vampire.

Halgrim Fatherstone (106, 341): Dwarf South Market crime

boss for the Balacazars.

Hallidin (183): Centaur employee at the Stockyards.

Hallos Dallimothan (94): Kirstol's "grandfather."

Hallusiun Everfar (120): Elf Knight of the Chord.

Hannis Goldtooth (334): Dwarf owner of the Golden Tooth, head of Goldsmiths' guild.

Hanthan Yan (167): Owns the Savage Shark.

Harla Glitterstrike (182): Dwarf mage who gets gems from Star Jewelers.

Harrek Neer (345): Worker in the Temple District.

Haurt (494): Troll chieftain in Jabel Shammar's dungeons.

Hayman Knapp (123): Aging Guildmaster Thief.

Heffrul Dominarik (292): Minister of Health.

Helmut Itlestein (363): Republican leader and Watcher of the Skies high priest.

Hennam (220): Andach's apprentice, afflicted with demonseed.

Hennick Fellashath (203): Bartender at Onyx Spider, with Charan.

Hirus Feek (191): Blacksmith of the Bull and Bear, with brother Sholum.

Hogun Silvergleam (107): Dwarf monk of the Brotherhood of Redemption.

Holy Emperor (91, 269): See Rehoboth Ylestos.

Iernis Poetaen (396): Elf who sells mapping equipment in the Undercity Market.

Igor Reichstav (220): Friend of Necropolis flies.

Igor Urnst (140): Commissar of Ptolus and a famous general who won the Gnoll War.

Illene Schuk (341): A daughter of the Welcome Inn's owners. Ilti (231): One of two night hags (with Ulti) in the Dark Reliquary.

Iltumar Shon (191): Sixteen-year-old human clerk at the Bull and Bear.

Iniah Croesh (115): Inverted Pyramid master.

Inlios Pabovini (332): Gnome who hangs out at Danbury's and runs the Exotic Market.

Ireve Nal (106): Midtown crime boss.

Iristul Vladaam (100): Head of House Vladaam.

Iron Mage (316): Most powerful wizard in Ptolus, independent.

Irretharm, Shigmaa (250): Herald of the Wintersouled.

Jallek Pedastan (121): Paladin Knight of the Golden Cross.

Jamila Nox (574): A Fate Weaver at Helmut Itlestein's house.

Jangave Lesh (322): Offers combat training in Rivergate.

Jebathio Spiritstar (202): Gnome co-owner of the North Point Restaurant.

Jessul Karnest (168): Toolmaker at the Hammer and Nail.

Jevicca Nor (115): Well-known Inverted Pyramid mage.

Jinni Stridetaker (184): Owner of the Hungry Halfling.

Jinsa Hammerblight (396): Dwarf vendor of firearms in the Undercity Market.

Jirraith (378): Doppelganger and crime lord in charge of the Pale Dogs.

Julish Waren (261): Servant in House Sadar.

Juna Quenan (291): Minister of Education.

Juranan Kath (268): Lady Devina's aging uncle.

Jurgen Yath (285): Adventurer at the Red Stallion Pub.

Kabel Dathimol (70): Leader of the local Order of the Dawn and one of the Twelve Commanders.

Kadavalus (461): The Ageless Titan in Goth Gulgamel.

Kaddis (291): Aram who pulls a carriage.

Kadiradel (124): A solar angel; Malkuth high-up.

Kadmus (265): Majordomo of Castle Shard.

Kaela Sparkborn (575): Elf bard; friend of Delemele.

Kaeran Altarstone (115): Inverted Pyramid master.

Kaira Swanwing (121): Elf leader of the Knights of the Golden Cross; lives in Oldtown.

Kaladeen (233): Balor in the Dark Reliquary who would like to lead the Fallen; hates Lilith/Raguel.

Kalbir Rau (98): Verrana's son.

Karee (287): Harrow elf vampire and a member of the Covenant of Blood.

Karel Unter (327-328): Laborer of the Wood Market.

Karetsan (287): Harrow elf wizard and leader in the Zar'at.

Karn Ellosh (242): Prisoner in Drusii's chamber.

Karsha Hammersong (299): Dwarf wife of Ollam.

Katerin (96): Devina Kath's sculptor cousin.

Kellina Styne (184): Guildmaster of Tinsmiths.

Kellinar Lohahn (164): City official at the Docks.

Kenill Dallaster (268): Made a small fortune as a spice merchant.

Keper, Lords (131): Twins Reddis Keper and Neivis Keper, who lead the Vai.

Kerrik Tanner (209): Contact for the Vai.

Kevris Killraven (119): Hag crime lord.

Keylord (236): Half-demon minotaur in Dark Reliquary dungeons.

Kharl Mitoren (285): Sells weapons at Mitoren's Blades.

King in Yellow (82): Leader of the Wintersouled.

Kird (201): Myraeth's ogre bodyguard.

Kirian Ylestos (270): Prince of the Church.

Kirstol Dallimothan (94): Head of House Dallimothan.

Kiseela Starwave (315): Elf illusionist on Dweomer Street, created Derresh.

Kistron Nelabast (277): Runs Kadaver's.

Klaron Dallimothan, Great-Aunt (94): Ancient silver dragon.

Knifal (241): Half-fiend sorcerer and chief torturer in the Dark Reliquary.

Kohoath the Betrayer (131): Once was one of the Urthon Aedar, now in league with Ul-Sinistar.

Kolister Mahaven (175): Administrator of Darkbirth's Madhouse.

Konna Werran (107): Human bard with the Brotherhood of Redemption.

Korben "the Keeper" Trollone (335): Killraven's agent in the South Market.

Kord the Culler (187): Stonelost dwarf of Midtown.

Koth Yurtin (331): Arena manager at the Cock Pit.

Krag (331): Minotaur warrior in the Cock Pit's arena.

Kragas the Bold (199): Infamous Harrow elf barbarian.

Kruellis, Lady (141): Tarsis noblewoman who hates Ptolus.

Kurnor Steelaxe (397): Stonelost dwarf of the Sign of the Shovel

Kurtlan Nagel (97): Jailed former head of House Nagel (he was framed).

Lackie (378): The Beggar King and a Harrow elf; real name Lakimos; owns Lackie's bar.

Ladia Reymond (327): Imperial inspector.

Ladris (199): Centaur cohort of Kragas the Bold.

Laerose Trueflight (339): Elf member of the Order of the Bow and an owner of Navaen Bowcraft.

Laithe Silksong (340): Manages drug traffic through the Spice Market.

Lakimos (378): See Lackie.

Lallae Skyblue (345): Follower of Ardaen.

Lancil Vestman (209): Runs Trumnaught's Academy.

Larek Brawlen (195): Owner of The Goat.

Larel Notan (166): An alchemist.

Larsh (398): Guard at Potions and Elixirs.

Lassa Fedeli (277): Sells women's clothing.

Lathikamis (484): The Dread One's personal bodyguard, a balor.

Laucio Dellinti (558): Criminal Shoal elf from the Sea Kingdoms.

Leisarth (487): Wizard-Priest of Ni-Gorth and vanished ruler of Unn.

Lerrisa Kyle (319): Physicker wannabe.

Lerthan Dergstrom (106): Oldtown crime boss.

Liessa Vergan (346): Celestial Conclave high priestess.

Lilith (110): Ruler of the Fallen and Forsaken.

Linech Cran (563): Drug smuggler and Balacazar ally in Rivergate.

Linele Cran (563): Linech's thirteen-year-old daughter, became undead after attack on Sallachor Isle.

Lirion Voss (380-381): Member of the Pale Dogs.

Liss Satorosh (191): Owns the Cloud Theater.

Lothao Valinth (197): Elf proxy of Doraedian Mythlord and one of the Twelve Commanders.

Luana Dremain (209): Runs the Tenpin Children's Home orphanage.

Lyaele (494): Lunas elf princess impersonated by a doppelganger in Jabel Shammar's dungeons.

Lyala Cooper (320): Owns Rivergate general store.

Lynal Demanik (173): Laborer at the Foundry.

Lyrasa Contair (144): Fire Brigade's new captain.

Lyrikka (249): Wintersouled vampire guardian.

Maeda Von Rustal (360, 368): Cleric of the Temple of Teun.

Mahdoth (337): An ocular tyrant under the effects of a compulsion to run an asylum for mages.

Malasir (277): Efreeti head of Killraven's Nobles' Quarter operations; found in Swordthrower's.

Malegoch Krill (399): Half-fiend sorcerer and Ennin leader in the Dark Market.

The Malificite (389): Formerly Bastion, a planetar angel who helped Danar build the Banewarrens (now corrupted in Jabel Shammar).

Malkeen Balacazar (103): Balacazar family heir.

Malleck Javimal (355): Powerful Ebon Hand priest.

Maloyatas (251): One of the Wintersouled.

Mand Scheben (353): Cleric of Asche and friend to Castle Shard.

Mara von Witten, Sister (542, 583): One of the Runewardens, cleric of Lothian.

Maran Desiduo (338): Gnome clothier and expert seamstress.

Marath (190): Litorian warrior.

Marcad Shever (99): Thollos's younger brother.

Mardun Narvesh (180): Tends bar at the Skull and Sword.

Marean Sevenjewel (327): Shoal elf cobbler.

Margaetalis Everwood (198): Elf who delights in gossip and intrigue.

Marial Tabbott (209): Architect.

Marija Elinek (111): Head Fate Weaver.

Markus Schuk (341): Owns the Welcome Inn with Valene.

Marlow Atrabonc (191): The Cloud Theater's primary director and writer.

Marta Thone (206): Works as a seamstress at Saches clothiers.

Marved Sallin (352): Self-titled campanologist.

Matrenus (96): Devina Kath's husband.

Maystra Balacazar (104): Menon's daughter.

Medre Allaconda (233): Most powerful member of the Covenant of Blood, member of the Forsaken; lives in the Dark Reliquary.

Meither Amost (106): Half-elf North Market crime boss.

Melanope Havan (196): Midtown barber.

Melior Kalen (359): A high priest of Gaen.

Mellintha Springdart (396): Sorcerer wife of Derrence who makes magical torches for sale.

Menaster Orrund (574): A Fate Weaver at Helmut Itlestein's house.

Menon Balacazar (103): Aging crime lord, head of the Balacazar crime family.

Merchael Finetooth (321): Gnome who operates Finelle's Pleasant Diversions.

Mercus Niolonthor (291-292): Minister of Guilds.

Meruk (494): Solar angel imprisoned in Jabel Shammar's dungeons.

Methul Watcher (559): Alias of Helmut Itlestein.

Miaga, Queen (44): Palastani ruler in Trolone.

Migos Foraeth (191): Half-elf proprietor of the Black Swan.

Mikka Towart (184): Owner of Towart's tool shop.

Mila Stovan, Lady (261): Minor noble of House Abanar.

Mina (374–375): Child of the Warrens.

Mooncry (307): Beautiful deva angel with long dark hair at the Pale Tower.

Moondros (393): Nymph ruler of the Slave City.

The Mother (247): Terribly transformed marilith in the Dark Reliquary.

Mother Superior of the Sisterhood of Silence (128): Head of this order of law-enforcing female monks.

Moynath Autumnsong (266): Inverted Pyramid master and friend to Castle Shard.

Muwal (494): Ogre-mage who was a prince of his kind millennia ago; in Jabel Shammar's dungeons.

Myalla Wurt (96): The Kath estate's severe house matron.

Myraeth Tuneweaver (199): Elf wizard and owner of a magical oddities and trinket shop.

Mystia Descri (125): Cofounder of the Order of Iron Might.

Na'haras (104): Ancient human revived as a vampire of the void to be Malkeen Balacazar's bodyguard.

Naeon Ullistri (271): Elf bard at the Conservatory.

Naephos Worldsea (99): Renn Sadar's proxy.

Naequant Navaen (338): Head of the Trueflight family; owns Navaen Bowcraft.

Naevin Swanwing (121): Elf warrior Knight of the Golden Cross.

Nagrus (106): Half-orc Warrens crime boss.

Nalachoserithis (494): Great wyrm gold dragon whose bones lie in the hidden prison of Jabel Shammar's dungeons.

Nalleth Falcron (185): Possessed slayer in the Guildsman District who invented the stone mask.

Nallia Feston (336): Korben Trollone's mistress at Swordthrower's Club.

Nallis Sevensong (280): Gnome seller of dairy products.

Nann Krakosh (397): Makes and sells iron rations in the Undercity Market.

Naosh (330): Aggah-Shan's half-orc lieutenant and manager of the Cock Pit.

Nara Nayson (397): Assistant to Tirres.

Nara Rau (98): Bellas's wife, an expert in appraising goods and people.

Nara Tallendi (277): Proprietor of Elan's Foods.

Narasha (266): Rare female satyr at Castle Shard.

Nared Torell (567): Shivvel addict and former slave.

Narlasa Hevron (164): Dancer at the Savage Shark.

Narlu (60, 155): Ornu-Nom consort of Radik.

Narlus Dye (124): Bard at the Pale Tower.

Narris Dallimothan (94-95): Young male silver dragon.

Narvallen Kedderis (184): Guildmaster of Weaponsmiths.

Narya Itlestein (182): Stockyards administrator and Helmut's older sister.

Nastriss (400): Ritter Ratagan's assarai slave-soldier in the Dark Market.

Navanna Vladaam (101): Daughter of Iristul.

Naxx (492): Leader of the gaols of Jabel Shammar.

Nayvras (350): Oracle at the Shrine of the Oracle.

Neivis Keper (132): One of the Twin Lords Keper.

Nelinda Kruppet (295): Head librarian of the City Library.

Nella Schaun (196): Manager of the Griffon.

Neridoc Bittersong (395): Gnome "Arcane Scribe" in the Undercity Market.

Nest Master (414): Albino ratman in the sewers.

Nestlin Ka (95): Majordomo of House Dallimothan.

Nevir Goldstock (168): Owner, Nevir's Nets.

Niaer Daystep (334): Half-elf owner of Faraway Scents.

Nicalon Regelis (101): Alias of Navanna Vladaam in her guise as a Knight of the Chord.

Nila Finch (272): Captain of the *Vanished Dream* Abanar aeroship.

Nilea Farrowsong (168): Owner, Silken Sail.

Niles Chaman (184): Guildmaster of the Drapers.

Nilla Nagel (97): Yarek Nagel's sickly daughter.

Nillis Regarson (292): Minister of Safety.

Nills Nubble (209): Sells high-quality musical instruments.

Nireus Pard (69): Bishop of Ptolus.

Nivae Tamelli (120): Greatest bard in all of Ptolus; also a Knight of the Chord.

Nolvaga Von Meudel (300): University chancellor and Tarsis native.

Nora Dallaster (268): Wife of Rillis.

Nord Steelgrim (292): Minister of Public Works.

Nordith Furl (209): Broadsheet printer and at Courier office.

Norris Felder (168): Cursed captain with aethel, hiding in the Docks

Nowen the Horse (397): Human of Nallish heritage at the Sign of the Shovel.

Nuella Farreach (209): Proprietor of the Exotic Stables in Midtown.

Nyathoch (251): One of the Wintersouled.

Nyatrah (578): Gnoll cleric of Ravvan.

Nyphistree Silvertree (199): Head of the Order of the Bow.

Ochremeshk (589–590): Imprisoned demon prince; can be released using soul magic in Tinareg's tooth.

Odsen Rom (405): Tiefling warden of the Prison.

Ogden Reinhard (140): Well-known warrior and one of the Twelve Commanders.

Olaf Gudenfal (168): Owner, Olaf's Flophouse.

Ollam Hammersong (299): Dwarf owner of Hammersong Vaults.

Onesh Fillari (168): Owner, Shrine of Dreams.

Ooshul (242): Drusii's babau lieutenant.

Ophan, Brother (184): Member, Brothers of Redemption.

Oracthon (423): Great wyrm black dragon with the remaining essence of Thoggidrum.

Orden Falcron (185): Sociopathic possessor of Nalleth; powerful sorcerer and alchemist.

Oron Bridgemaster (192): Dwarf bartender at Danbury's.

Ortry Gannon (557): One of the Pale Dogs.

Ossath Hidail (217): Member of the Forsaken.

Oukina (567): Linech's girlfriend.

Oulgas, King (43): Barbarian ruler of the Eastern Hordes.

Pabos Lendarick (285): Runs a kennel.

Paema Coldwhisper (277): Sells art supplies.

Pared Cobart (179): Masons' guildmaster.

Parnell Alster (208): Sheva Callister's ghost friend.

Passeon Naurill (209): Butcher.

Pauthan Udelis (339): Ramoro's pickpocket brother.

Peliope Erthuo (95): Head of House Erthuo.

Pellandar (198): Friend of Zaetra.

Pevan Shamus (353): Cleric/owner of Taggert's.

Phadian Gess (118): Keepers of the Veil seneschal.

Phon Quartermain (557): Seamstress at Saches.

Phord Dallimothan (94): Kirstol's "father."

Pianett Thundalin (120): Crime boss in the Rivergate District.

Piraloth (307): Half-celestial brooder at the Pale Tower.

Piruss Lomwell (209): Bookie at Lomwell's.

Prince Ironheart (122): A Knight of the Pale.

Prince of the Church: See Kirian Ylestos.

Quaelin Fillasti (121): Elf wizard and Knight of the Golden Cross.

Qualin Atero (209): Bookseller.

Quideth Minnisham (218): Onetime companion of Wynn Rabinall.

Quillong (569): Triton scout/spy from Konagis.

Quiral (459): Blood priest in Goth Gulgamel.

Quivor Nox (398): Co-proprietor of Potions and Elixirs.

Ra-Zoblam (227): Tiefling attendant to Raguel.

Radik (155): Ornu-Nom orc from south of Ptolus.

Radolf Cooper (566): Lives in Linech's burrow and works for him.

Raenashal (424): Dark elf mistress of Ul-Sinistar.

Raguel (110): Divine ruler of Hell, now in the Dark Reliquary.

Rajaz Nillotti (203): An Uraqi knife-fighter and Imperial Eyes spy.

Ralelle Noramar (121): A Knight of the Golden Cross.

Ramoro Udelis (339): Runs Ramoro's Bakery.

Rastor (204): Massive litorian with beads tied into his mane who owns Rastor's Weapons.

Raule (96): Sallina Kath's son, a singer and songwriter.

Rebeva Autorth (294): Manages the office of the Bellringers' Guild.

Rechel Pattemon (132): Most experienced Viridian Lord; one of the Twelve Commanders.

Redalla Shever (99): Thollos's wife.

Reddis Keper (132): One of the Twin Lords Keper.

Regan Frome (107): Sorcerer with the Brotherhood of Redemption.

Regidal Norn (217): Human widower knowledgeable about the Necropolis.

Rehoboth Ylestos (91, 269): Holy Emperor of the Church of Lothian; also claims secular throne.

Reinym Ghar (362): The Great Warder; half-elf cleric leader of the Navashtrom/Tardeshou church.

Relinda Chilithon (308): The Guildmaster Sage.

Renala Hotterin (144): Halfling Goldshield administrator.

Renn Sadar (99): Head of House Sadar.

Rerold Codwink (277): Proprietor of The Jewel.

Ressis Kal (181): Half dark elf who runs the Back Room.

Rethicalas (287): Juvenile male red dragon rumored to be among the Harrow elves in the Za'rat.

Rill, Lady (264): Lord of Castle Shard, Bride of Magic.

Rillis Dallaster (268): Spice trade magnate.

Rintha (131, 377): Half-fiend ratcatcher and Vai courier.

Ritter Ratagan (399): Ennin leader in Dark Market.

Robel Pillian (123): A captain in the Commissar's Men.

Roema Ashenwood (353): Elf member of the campanile Sorn

Roman Albester (209): Proprietor of Albester's Breads.

Rona Schuk (341): A daughter of the Welcome Inn's owners.

Ronam Tumblefoot (167): Halfling member of the Longfingers Guild.

Rondella Loyath (209): Runs Shadow Sendings.

Rose Farber (322): Wife of Dulson.

Ruballa (183): Orc employee at the Stockyards.

Ruror Greatblade (567): Linech's dwarf bodyguard.

Saeth Watersong (334): Elf employee at Faraway Scents.

Sala Eddaris (332): Wizard investigating Inlios.

Salicha Watt (209): Proprietor of The Open Kitchen.

Sallina Kath (96): Devina Kath's sister.

Salora Hail (339): Owns a pottery shop.

Salsan (570): Lizardfolk slave ("Sir Jingles") kept in the Balacazar cave complex by the sea.

Sanne (285): Seeks her missing husband, Sebestin.

Sard Drin "Old Sard" (167): Owner, Sard's Boats.

Sarra Finaloss (174): Lothianite in the Guildsman District.

Savane (127): Shuul leader whose real name is Boris Ilvata.

Savvan (487): Demon lord in the Jewels of Parnaith who has the *cask of frozen dreams*.

Scrud (378): Gutterkings leader.

Seanus Illithan (566): Eager halfling who is Linech's newest employee.

Sebestin (285): Missing husband of Sanne.

Secki (165): Eight-year-old girl who works for the Dockmaster.

Segaci Fellisti (91, 118, 127): Aging councilor who now claims the Lion-Guarded Throne.

Selestical (251): One of the Wintersouled.

Sephranos, the Winged King (124): A solar angel and the leader of the Malkuth.

Serai Lorenci (542): Elf wizard/chaositechnician; a member of the Runewardens and Sercian's twin.

Sercian Lorenci (548): Multitalented elf member of the Company of the Black Lantern; Serai's twin.

Setarsis (472): Aboleth wizard in the Misbegotten Tower of Jabel Shammar.

Shad Livbovic (109, 299): Delvers' Guild librarian.

The Shadow Eyes (323): Mad sorcerer clone of the elf Aelian Fardream.

Shaeshin Twinleaf (198): Elf who hopes to become the new emissary from Dohrinthas.

Shakkar (424): Male dark elf warrior of Ul-Sinistar.

Shar Unlastia (209): Seller of fine musical instruments.

Sheva Callister (208): Famous delver (retired) who found the *Crown of Ki-Lias*.

Shibata (370): Minotaur cleric of Niveral.

Shilukar (545, 563): Dark elf chaositechnician and puppetmaster. Shim (310): A skulk.

Sholum Feek (191): Blacksmith of the Bull and Bear, with brother Hirus.

Shurrin Delano (542): Carper's Bay rogue who loves Tellith Herdsman; one of the Runewardens.

Silion Ankismar (366–367): One of the heads of the Temple of the Rat God.

Singriosh Notorison (397): Tiefling who runs the knife booth in the Undercity Market.

Siphanon Shatterbright (199): Elf member of the Order of the Bow.

Sissy Cooper (566): Radolf's wife; lives in Linech's burrow and works for him.

Slugashulg (420): King of the locathah caverns.

Smurd (183): An ogre employee at the Stockyards.

Sobac Redwand (212): A well-known elf thief.

Sokalahn (405): Half-demon wizard who wanted the *Black Grail* and became a lich after breaking one of the Gates of Delirium.

Soren Clanstone (419): Dwarf prince of Kaled Del who hangs out at the Black Swan.

Sorum Dandubal (108): Guildmaster Delver.

Spyncer Coil (380): Mad creator of the *Swords of Ptolus*, now hiding with the Pale Dogs.

Ssethenus (393): Lizardfolk former slave who seeks to overthrow Moondros in the Slave City.

Starachele (425): A sorcerer spy in Ul-Sinistar.

Starsochin (434): A Hound once imprisoned by Stonemight dwarves.

Staun Merris (209): Runs a gambling den called Hell's Door. Stavislav Felatt (121): Sorcerer/ranger Knight of the Golden Cross.

Steron Vsool (359): Mighty paladin and champion of Gaen whose glowing heart is visible through his chest.

Stillis Covenrow (122): Halfling rogue who serves as the Bladechapel's majordomo.

Sturm Slavent (166): Captain, Waverider.

Sulet (287): Mercenary Harrow elf in the Zar'at.

Sumar (570): Slave from Uraq kept in the Balacazar cave complex by the sea.

Surmoil Rallekred, Shigmaa (229): Forsaken sorcerer.

Synethys (321): Half-dragon Sorn member, claims to be a half-demon.

Synlass Perideth (274): Elf member of House Sadar.

T'bruukr (227): Tiefling attendant to Raguel.

Tabor Danbury (192): Danbury's proprietor.

Tagel Unergart (28): Order of the Dawn leader.

Tagg (375): Member of the Narrow Street Boys gang.

Tal Ingersol (184, 397): Leatherworker in the Guildsman District and the Undercity Market.

Talbot Ferrar (277): Sells men's clothing.

Talenta (370): Trumpet archon in the Temple District with viral goodness plague.

Taliestha (424): Female dark elf warrior of Ul-Sinistar.

Tallaeth (96): Ethisha Kath's half-elf husband.

Taltos Urnst (398): Claims to be the Commissar's cousin; runs Urnst, Alchemist.

Tamora Rigan (339): Runs the Rogue Moon Trading Company local office.

Taran Mult (167): Manages the Sailors' Rest bar.

Tarin Ursalatao (194): Talented and charismatic bard at the Ghostly Minstrel.

Tarkus (378): Centaur member of the Pale Dogs, a messenger for Jirraith.

Tashari Lin (339): A main Rogue Moon stockholder; ex-wife of Linech Cran.

Tasilicus Rhendron (307): Wizard at the Pale Tower.

Tavatar (277): Jeweler.

Tellian Riverborn (361, 548): One of the Company of the Black Lantern, a cleric of Navashtrom.

Tellith Herdsman (194): Manages the inn at the Ghostly Minstrel.

Teophia Jewelblade (203): Gnome wizard and friend of the North Point Restaurant's owners.

Terella Spoch, Sister (122): Cleric at the Bladechapel.

Terephon (223): Licheloved leader.

Terraeth Whispermoon (309): Harrow elf sorcerer; a specialist in fighting threats to the city.

Terrek Nal (208): A student of Golathan Naddershrike who killed him in anger.

Terrik Clanstone (418): Dwarf leader of Kaled Del.

Terros Kallind (293): Human gladiator in Oldtown.

Terrosh Barro (173): Goldsmith guildmember.

Testusumi (294): Guardian naga at the Citadel of the Golden Cross.

Teyvran Newaster (268): Owner of the Crown Theater.

Tharla Tennebaum (300): Administrator of Imperial University.

Themus Wuur (180): Half-orc owner of the Skull and Sword bar.

Therad Stone (277): Sage.

Therese Urnst (144): Eldest of the Commissar's daughters.

Thollos Shever (99): Head of House Shever.

Thorar (229): Dominated Stonelost dwarf in Dark Reliquary.

Thord Questin (575): Recently excommunicated cleric of Melann.

Thorrim Kolvir (212): Centaur paladin in Midtown.

Thuela Nasarini (120): Halfling (spider-creature) crime boss for Killraven in Oldtown.

Thurman Rees (310): Proprietor of the White House in Oldtown; cousin of Barras Noven.

Thurvan Rashong (305): Daersidian Ringsire's friend; stole the *box of shadows* and was corrupted.

Tiel Lawley (371): Well-known warrior and worshipper of Battle.

Tillian Dallaster (268): Daughter of Rillis and Nora.

Tillie Milkwood (209): Proprietor of furniture shop.

Timerian, Velator (392): Insane leader of the Order of the Legacy beneath Ptolus.

Tinareg (238): Old half-orc in the Dark Reliquary's prison whose tooth has Ochremeshk's symbol.

Tinerias Edren (297): A philosopher.

Tirres (397): Centaur weaponsmith in the Undercity Market with a workshop in the South Market.

Tissakal (379): Dark elf murderer in the Warrens.

Toman Etherin (191): A commoner with a missing daughter in Midtown.

Torel Sellek (178): Longdraught Brewery worker.

Toridan Cran (559): Half-orc criminal brother of Linech.

Torus Blackstone (345): Follower of Teun.

Travinor Rem (398): Rogue proprietor of Scouts, Guides, and Porters; also runs the Dark Market.

Trevan Mees (318): Bookbinder in the South Market.

Tuea Severwing (121): Harrow elf paladin Knight of the Golden Cross.

Tully Boltcrafter (193): Ebbert's brother; took one too many blows to the head in his adventuring days.

Tussi Moheath (183): Runs Tabby's Den.

Tyonaeth Glittersprite (398): Elf sorcerer and co-proprietor of Potions and Elixirs.

Tyrese Anvilfist (114): Tinsmiths' dwarf guildmaster.

Tyrus Green (166): A ghost at Pier Five in the Docks.

Tyrus Marphel (144): Fired from the Fire Brigade following a scandal.

Udalaag (542): Abused half-dragon burrower rescued by the Runewardens and turned to good.

Uetha Wolanat (121): Half-elf cleric of the Elder Gods and Knight of the Golden Cross.

Ulana Erosa (209): Proprietor of Sallin's Bakery.

Ularis Gadare (120): Killraven's half-elf rogue lieutenant in the Guildsman District.

Uldrick Kord (106): Guildsman District crime boss.

Ulithik (473): A monstrous, tentacled sorcerer in the Misbegotten Tower.

Ulti (231): One of two night hags (with Ilti) in the Dark Reliquary.

Unirthom the Blue (115): An Inverted Pyramid master.

Unos (209): Proprietor of the Old Goose tavern.

Unosh Teversan (363): Helmut Itlestein's second-in-command.

Urak Nar (337): Mahdoth's Asylum administrator.

Urasta, Shigmaa (113): Tiefling Forsaken leader.

Uris Donnel (331): Falles's son, runs a leather shop in the South Market.

Urlenius (361): Ogre-mage Star of Navashtrom.

Urnest Ankismar (366–367): A wererat and one of the heads of the Temple of the Rat God.

Ursah Renner (375): Woman of the Warrens.

Ursaon Brightfall (397): Half-elf pawnbroker at Ursaon's Used.

Urshanna (379): Dark elf priestess who runs Madame Kaethea's House.

Utha Aryen (285): Co-owns the Red Stallion Pub.

Uthlachiman the Elder (425): Blue dragon who leads a sorcerer cabal in Ul-Sinistar.

Utresh Dallimothan (94): Adult bronze dragon.

Uyethicas (251): One of the Wintersouled.

Vaethir Erthuo (95): Elf member of House Erthuo.

Vaetrus Stardream (209): Elf bowyer.

Vagger Nulus (558): Small-time hood with big ambitions.

Vala Ivansk (167): Owns the Sailors' Rest bar.

Valene Schuk (341): Owns the Welcome Inn with Markus.

Vanum Vaal (323): Alias for the Shadow Eyes in his guise as a witch and Killraven ally.

Vard Hillman (194): Owner of the Ghostly Minstrel.

Varen (487): Ruler of Av.

Varthis Starborn (198): Gnome squatter at Iridithil's Home.

Vatur (397): Lizardfolk who repairs damaged equipment from his Undercity Market booth.

Veda Medaris (178, 381): Head of the Ironworkers' Guild. Velator: See *Timerian*.

Verrana Rau (98): Head of House Rau.

Vestra Totharson (294): Paladin with the Order of Dayra; friend of Dierna at the Bladechapel.

Vexander Sangreal (548): Elf mage and a member of the Company of the Black Lantern.

Vissuine (424): Dark elf evoker in Ul-Sinistar.

Vladimir Urnst (398): Claims to be the Commissar's cousin; helps run Urnst, Alchemist.

Waeven Iosanil (313): Elf philosopher.

Wandering Smith (341): Avatar of the Iron God in the South Market.

Wareth Naddershrike (322): Brother of the murdered wizard Golathan.

The Warhound (239): Unique demon in the Dark Reliquary. Wilhemara (494): Cloud giant queen in the dungeons of Jabel Shammar.

Wilian Barrow (209): Locksmith.

Wilsha Rarris (288): Owner, Gatehouse Pub in North Market.

Winistar "Winnie" Potter (204): Owns Potter's inn.

Winteril (347): Cherubim elf at the Celestial Conclave.

Wuntad, Shigmaa (77): Seeks to unite the chaos cults for the Night of Dissolution.

Wylsaen Faechild (277): Runs an art gallery.

Wynn Rabinall (349): Powerful monk and leader of the Order of the Fist.

Wynthaes (169): Cherubim elf spy who seeks out slavers in the Docks.

Yahn Runhald (184): One of Ullar's sons.

Yallis Kether (285): Co-owns the Red Stallion Pub.

Yanalla Kadrein (268): Star of many Crown Theater productions.

Yarek Nagel (97): A doddering noble uncle.

Yarrana Montass (292): Minister of Trade.

Yavan Helliscon (277): Owns Swordthrower's Club; a member of House Abanar.

Yavil Totharson (294, 322): A retired soldier at Jangave's Training Hall; brother of Vestra.

Yavos Nared (321): Evil Sorn cell leader at Darksoul House. Ylouil (572): Demon spirit possessing Linech's pocketwatch.

Ymrik (303): Frost giant who stole the box of shadows.

Yorid Glitterfist (140): A representative of Kaled Del among the Twelve Commanders.

Yorrick Moleshan (277): Proprietor, Moleshan's.

Yuethi Mooncircle (107): Vies for leadership of the Brotherhood of Redemption.

Yul Havan (196): A barber and owner at Havan's Haven.

Yula Falass (309): Abjurer known as a security specialist.

Yurikin Falahoff (334): Fabric Market manager.

Zachean (435): Dark elf vampire in Dwarvenhearth.

Zade Kenevan (194): Gruff and skinny bartender at the Ghostly Minstrel.

Zaetra (198): Cherubim elf and a close friend of Doraedian Mythlord.

Zairic Westridon (337): Mahdoth's gnome wizard assistant who hangs out at Danbury's.

Zalisartaram (321): Harrow elf games expert.

Zastanix (227): A flylike demon in the Dark Reliquary.

Zathiriax (458): Sorcerer and leader of the Sorn-Ulth beneath the Nobles' Quarter near Goth Gulgamel.

Zavere, Lord (264): A Lord of Castle Shard.

Zed Harrock (184): Worker at Nalaster's Mill.

Zel Serrisio (168): Owner of Zel's Creatures.

Zellath Kory (277): Sorn cell member.

Znaam (486): Bloated insectlike ruler of Imn.

Zophas Adhar (122, 542): Aasimar paladin and Knight of the Pale; member of the Runewardens.

IMPORTANT CHARACTERS FROM HISTORY

Abesh Runihan (111, 347): Hero who defeated the ghost-lich Kagrisos but died in doing so.

Addares X (Von Tessel) (31, 89): The Empress who instituted the need for firearm permits.

Alchestrin (218, 263): Human wizard and former lord of Castle Shard.

Arlian (111): A friend of Abesh Runihan; like Nitham, could see fates.

Bared Stonefist (430): Dwarvenhearth's Day King at time of Sokalahn.

Barris Deeperstone (430): Dwarven general in first dark elf war, won at Cabled Rock.

Brusk (347): The half-orc warrior who slew the tarrasque. Cheroboth Ylestos (141): Former Emperor of the Church (657 IA).

Cordaris (392): A woman of long ago who found the Legacy and created the Order of the Legacy.

Danar Rotansin (28, 79–82, 384): Good cleric who created the Banewarrens to rid the world of evil artifacts but was corrupted by one of them and became Eslathagos Malkith. Dwelled in Mosul Pearl. Husband of Parnaith.

Delian Von Tessel (28, 30, 66–67, 84, 87, 90, 347): The first Emperor of the Lion-Guarded Throne.

Derrick Stonefist (429): The first Day King in Dwarvenhearth.

Derrin Darkbirth (174–175): Founded an asylum in the Guildsman District.

Dionys (85, 348): A human warrior-druid and member of the Great Seven who killed Ghul.

The Dread One: See Eslathagos Malkith.

Eriskal (85, 348): Elf rogue and member of the Great Seven who killed Ghul.

Eslathagos Malkith (28, 79–81, 389): Evil overlord who sought to conquer the world and the planes beyond thousands of years ago. Also called the Dread One. Dwelled in Jabel Shammar. See *Danar Rotansin*.

Ethylassir (263): A powerful mage of long-ago Castle Shard. Faranastra the Faithful (487): Slain ruler of the Jewel of Ath. Gerris Hin (308): A loremaster and historian from ages past.

Ghul (28, 30–31, 83): Claimed to descend from the Dread One and sought to emulate his conquest hundreds of years ago. Built the fortress of Goth Gulgamel halfway up the Spire. Created the Utterdark and many new evil creatures and ruled much of the world for centuries before he fell to the Brightfather's Day forces.

The Gilded Angel (64): Sent to judge Praemus's creation; created or bequeathed the Legacy.

The Half God: See Ghul.

Hathol Hammersmith (429): The first Night King in Dwarvenhearth.

Iridithil (197): Legendary Elder Elf known for sheltering the needy.

Jan Dalen (297): Prustan general in the Ghulwar.

Kagrisos (28, 111): Ghost-lich that threatened to unleash a disease on the world; killed by Abesh Runihan.

Kam (85, 348): Halfling monk and a member of the Great Seven who killed Ghul.

Karalada (393): Sorcerer sister of Karanosin near the Slave City; foe to Father Claw.

Karanosin (393): Sorcerer sister of Karalada near the Slave City; foe to Father Claw.

Kaval Stardelve (431): One of the last Day Kings, and probably one of the greatest.

Khelaeson (85, 130): Elf wizard who banished the Utterdark. The Last King: See Rissathion, King.

Lukas Mikolic (221): Prince of the Church when Ptolus became the heir's home, buried in the Necropolis.

Maeritha Moonrise (348): Created the Quaan and helped slay Eslathagos Malkith.

Maven Balacazar (102): Menon's great-great-grandmother; ran the crime family circa 547 IA.

Mrathrach (62): A Vested of the Galchutt who sought to imprison the Gilded Angel to destroy the world.

Nitham (111): A friend of Abesh Runihan; like Arlian, could see fates.

Norrid Favanar (114): Onetime Commissar of Ptolus. Palabosh, Holy Emperor (269): Uncle of current Holy Emperor Rehoboth Ylestos.

Parnaith (28, 485): Powerful mage who created the Seven Jewels (along with the Wizard-Priests of Ni-Gorth). Tried and failed to reverse the corruption of her husband, Danar.

Polemith (483): A former lieutenant of the Dread One; created the Dire Song.

Radlov Von Tessel (30): Nephew of first Emperor; became the second Emperor.

Rissathion, King (84, 272): The Last King of Palastan, slain by Ghul.

Rudolf Von Tessel (84): Main Purveyor of Law and former Emperor.

Runshallot (85, 348): Human cleric of Gaen and a member of the Great Seven who killed Ghul.

Saerth (85, 348): Elf wizard-rogue and a member of the Great Seven who killed Ghul.

Saggarintys the Silver King (79, 389): Silver dragon who helped Danar in the Banewarrens.

Shay Orridar (86): Recreated the Knights of the Golden Cross. Silver Sisters: See *Karalada* and *Karanosin*.

Skull-King: See Ghul.

Tomas Storocek (222): Former leader of the Keepers of the Veil.

Tacheron Kint (28, 348): A famous warrior and explorer who rescued children from the Shadow of Ptolus.

Tarbenthis Frome (300): A corrupt Commissar in 547 IA; Maven Balacazar had him in her pocket.

Thadeus Koll (212, 303): Discovered the Shadow of Ptolus. Thoggidrum (62): A Vested of the Galchutt who received the Dreaming Stone; now Oracthon.

Thoy Champous (348): A human paladin of Ahaar, now in the Hall of Heroes.

Tirestian (272, 306): Assimar wizard who designed the Tower of House Dallimothan and the Pale Tower.

Uthegos (85, 348): Dwarf warrior and a member of the Great Seven who killed Ghul.

Vaklav Von Tibbitz (117): Founded the Keepers of the Veil.

Vladaam (62): A Vested of the Galchutt; rent the veil between life and death to bring forth the undead.

Yllistro (85, 348): Half-elf sorcerer-ranger and a member of the Great Seven who killed Ghul.

Yrkyth Vladaam (28, 100): A mad wizard who built the Enigma Engine.

Zachary Hedron (348): Fighter who died rescuing people in the Great Fire of 701 IA.

GENERAL INDEX

Look here for terms that are not people or places. Examples include gods, organizations, items, concepts, and events.

aasimars 34, 59 Abanar, House 22, 93–94, 272 Abbercombe, House 93 Abhoth 63 Abyssal (language) 47 adamantine 439 adventures 554–580

> and aid 549 for various PC power levels 555 hooks and goals 543–544

plotting 540–543, 551 urban 546–548

aelectricity 528

aeroships 176, 274

aethel 646

affliction of souls 389

Ahaar 71

alcohol 167, 283, 518

Aldinach 71

alstalan 519

Amalgam Armor of the Iron Mage 635

amulet of the arcanist 635

ammunition 524-525

anarchic weapon 635

Ancient Rites of Custom 92-93

Ankh of Justice 635

antithesis stone 389	box of shadows 636
apartments 312, 502	breakfast 282
Araki's runeplates 636	breather mask 526
aram, see centaurs	Brewers' Guild 113
arcanists, insane 336	Brides of Magic 106
architecture 19, 21, 152	bridges 150
Ardaen 71	Brightfather's Day 29
armor 524–525	Pact of 84, 85
Amalgam Armor of the Iron Mage 635	broadsheets 157-158
rat hide armor 526–527	Brooch of Khatru 636
steam armor 525	Brotherhood of Redemption 22, 106–107
Urthon Aedar plate armor 645	Brotherhood of the Sword 125
Arrowhead (ship) 568	Brothers of the Heart 122
Asche 71, 353	Brothers of Venom cult 75
assarai, see lizardfolk	burials 221, 502
Assembly 140	Cabled Rock, victory of 430
axiomatic weapon 636	calendar 506
ayorith 518	campaigns 539, 540–553
Baalhazor 71	cannon 523–524
Balacazar crime family 102–106	cannon golem 434
Banewarrens key 389	carriages 153
Bankers' Guild 113, 313	cartagra 389
barbarians 36	cask of frozen dreams 637
bards 36	Castain 69, 71
barometer 526	cavern farms 433
battle cart 525	caverns 415–427
Battle of the Grand Gate 431	Celestan 71
bayonet 524	centaurs 34, 51–52, 190
beggars 374, 378	chaos 62, 531
bell alarm 526	chaos cults 75
Bellringers' Guild 113, 158	chaos symbols 74
berserker 283	chaositech 529–537
Bertrant 333	attack sphere 535
black adamantine 646	caches of 420
Black Curtain cult 268	chaos surgery 532
Black Grail 125, 430	disease incubator implant 535
blast axe 524	repairing and modifying 531
blessed children 37, 583-585	chaositech devices 529-537
Blitz, the 167	chaos bombs 535-536
blood trolls 459–460	chaos storage cube 535
bloodstarved 225	device destabilizer 535
Blue Wind 168	drilling spear 536
bluesteel doors 391	emitter, disruption ray 535
Blurrah 71	emotion reader 536
Boar Clan 432	harrower 536
bombs, chaositech 536-537	siphon 537
infestation 536	spidery walker 537
madness 537	character classes 36, 550
void 537	character creation 32-39, 550
bombs, festering 593	Charad (language) 47
bombs, powder 523	Charad Titans 81–83
bones of steel 529–530	Charlathan 72
Book of Days Forsaken 615	Children of Leisarth 487
Book of Inverted Darkness 490	Children of Mrathrach 420
Book of St. Yessid 346	children of the hand 354, 358

chimera rifle 522-523 Deathguild 113 Church of Lothian 25, 30, 67-71, 90-91, 350 Deathmantle cult 75 Circle of Green 107-108 deification 71, 485-487 citizenship, see also Imperial Identification Papers 20, 512 delchordis 439 City Council 20, 140 Delver's Guild 22, 108-109, 113 City Watch 20, 141-144 delvers 14, 507-510 clerics 36 Demogorgon 72 claim staking 109 demographics 137 cliffs in Ptolus 146-147 Demon Gods 72 climate 153, 506 demon gun 637 clocks 296, 526 demon-possessed watch 572 demon-sealed box 637 clothing 499 demonskull talisman 637 Cobblers' Guild 113 coins 145-146 Destor 72, 375 dinner 282 Cold Quiet 84 colordoor nodes 485 Dire Song 483 Commissar's Guns 140 dispelling charm 637 Commissar's Men 16, 141 districts 17, 138, 158-160 Common (Imperial language) 47 Docks 18, 162-169 communication 154-158 Guildsman 18, 170-185 Company of the Black Lantern 548 Midtown 19, 186-213 compasses 526 Necropolis 19, 214-256 Conciliators 22, 71 Nobles' Quarter 19, 257-277 North Market 19, 278-288 Coppersmiths' Guild 113 corrupt teleport beacons 230 Oldtown 19, 289-316 corruption points 468-469 Rivergate 20, 317-324 cost of living 502-503 South Market 20, 325-342 "Council of Coin," see City Council Temple 20, 343-371 Courier, The 157 Warrens 20, 372-381 Dorud Allum 430 couriers 154 Covenant of Blood 103 double pistol 522 crafting chaositech 531-532 Draconic (language) 47 crafting firearms 528 dragon chain 644 dragon pistol 522 crafting machines 528 criers, see Bellringers' Guild dragon record book 272 crime 511-520 dragon rifle 522 illegal drugs 518-519 Dragonscales 333 Dread, the 453 law enforcement 141-143 punishments 520 Dread Cloak 637 Dread One's Despair 476 Crimson Coil cult 75 Crimson Court 110, 226 Dread One's Staff 638 cthorn 460-461 Dreaming Apothecary 23, 116-117 customs 29 dreamspeaker 29, 209, 324, 369 D'Stradi demons 586-588 drinks 167, 283, 518 drugs 518-519 Dallimothan, House 22, 94-95, 272 Danace 72 druids 36 Daragin 434 dungeons 234-256, 439-495 Dark Elf Wars 430-431 the Dungeon 385-386 Dark Leaf 108 Dwarvenhearth keys 433 darkskull 228 dwarves ancient clans of 432 Day King 431-432 as spellcasters 433 Daykeeper, see Lothian Earthsingers 48, 495 Days of Blood 70, 71, 86 days of the week 33 Grailwarden 33, 48-49, 84 death 218 Gurhorond 181

Mindforge 433	fighters 36
Stonelost 32, 49	fire 552
Stonemight 429	Fire Brigade 144
Dwarvish (language) 47	fire-resistant coating 526
Eastern Hordes 43, 89	firearms 38, 438, 521–524
Ebon Hand cult 76, 354–358	permits 516
economy 145–146	firestone 528
Edict of Deviltry 23, 30–31, 70, 71, 87	create firestone 628
Eight Shadows 377	material 646
Elder Brood 602	First Inquisition 86
Elder Elves 49	fishwranglers 194
Elder Gods 61-62, 543	Flame Clan 432
Elder Titans 81–83	flayer pistol 638
Elemental Planes 28	Flipping Frog 333
elves	food 282–283, 499–500
Cherubim 34, 52–53	Forsaken 23, 111–113, 223, 232
dark 34, 59–60, 434–435	Forsaken body paint 638
Elder 49	Forsaken shigmaa 615
half-elves 34, 51	Frega 72, 447
	friendship bands 29–30
Harrow 34, 53–54, 85, 287, 456 Shoal 33, 50	fuel 528
	Gaen 72, 359–361
Elvish (language) 47	
Emerald Eye cult 319 Emerald Eye cult 319 Emerald Eye cult 319	Galchutt 61, 62–63, 79, 251–254, 422–423
Emperor of the Church (position) 25, 30, 67, 90–91	gambling 310, 332, 333, 365, 519
Empire of Tarsis 16–17, 29–32, 42, 45–46, 140	gender differences 505
history of 87–91	geography 42–47
Imperial line 90–91	ghost lock 234
map of 45	ghostweed 518
the Church and 67–69	ghoulworm 250–251
Engelan 72	Ghulwar 30–31, 32, 431
Enigma Engine 100	gift of deformity 354, 357
Ennin 125, 163, 165, 168, 399	glass and bronze doors 391
entertainment 191, 268, 292–293, 310, 333, 499–500	Glassblowers' Guild 113
equipment 38, 521–528, 533–537	glider wings 525
alchemical 398	globe of accord 638
chaositech 533–537	glowstones 439
technological 521-528	GM advice 540–553
Erebaccus 435	Gnoll War 46
Errad 76	gnomes 33, 50, 189
Erthuo, House 22, 95–96, 273	Gnomish (language) 47
Eruliche 494	gods (see also individual gods' names)
ether 66	Elder 61–62
Ethereal Islands 66–67	new 71–74
Ethereal Plane/"Sea" 28, 63, 66-67	Godsday Tournament and Festival 364-365
expenses 502–503	Godsday 364
extradimensional spaces 453, 480	goggles 526
Faceless Rage 88	Goldshield 144
Fallen 23, 109-110, 223	Goldsmiths' Guild 113
Fate Weavers 23, 111	Gorgoth–Lol 72
Fate Weaving 111	government 16, 68, 90-91, 140-144
Father Claw 72	Grand Guild Assembly 177
festering bomb 593	gravebloom 518
festivals 29, 364, 500	Great Book, see dragon record book
fiend slaves 398	Great Seven 85
Fifty-Three Gods of Chance 72	greathammer 128

guilds 18, 113-114

guilder vs. guildmaster 172

Guilder, The 157

Gutterkings 378

Hadrien's Daggerwand 185, 638

haggling 284

half-elves 34, 51

half-orcs 34, 51

half-worlds, see Ethereal Islands

Halfling (language) 47

halflings 34, 50, 189

Hammer of St. Daris 70

hand cannon 522

Hannan 72

Harredda 72

headband of reflected arrows 639

Healers of the Sacred Heat 23, 348

healing 346, 348, 351, 500, 549

Heart of Parnaith, see Parnaith's Heart

Heavens 28

Heiran and Nareis 72

heliothil 646-647

hellfire giants 457

Hells 29, 65, 109-110

hellsbreath gun 522-523

Herbalists' Guild 113

Herkan 72, 447

hiistich 435

history 30-31, 78-91

holidays 29, 364, 500

Holy Empire, see Church of Lothian

holy weapon 639

horn of blood 639

hot-air balloons 319, 525

Hounds 434

"House Dragon," see Dallimothan, House

house gifts 30

house mages 260

House of Shadows, see Sadar, House

houses 187, 321, 322, 498, 502

humans 34, 51

hungerswords 101, 102, 208, 639

Hussar 568

hydra rifle 522-523

iconography 137

idol of Ravvan 639

illitor 640

Imperial Age 30, 43, 78

Imperial Charter 118, 121, 517

Imperial Eyes 144

Imperial Governor 32, 140

Imperial Identification Papers 20, 512

Imperial Seal 137

inns 193-197

Inurath 72

Inverted Pyramid 23, 114-116, 302, 649-650

invisible charm 640

Iron God 72, 448

Iron Mage's ring of wizardry 640

Ironworkers' Guild 113

ithildin 647

ithilnaur 647

ivory egg 472

Jevicca's Arm 640

Jewelers' Guild 113

Jode 72-73

Juranis 73

Kath, House 22, 96, 273

Keepers of the Veil 23-24, 117-118, 222

Kharos 73

Khatru, House 22, 96, 274

Kihomenethoth 63

Killraven Crime League 24, 118-120

King's Stone 92-93

King's Tapestry 272

Kingdom of Palastan, see Palastan

Kingdom of Prust 69

knife throwing 333

Knight and Squire 333

Knights of Enlightenment, see Knights of Shadow

Knights of Shadow 123

Knights of the Chord 120, 650-651

Knights of the Golden Cross 24, 120-121, 294

Knights of the Pale 24, 121-123, 294, 651

Knights of the Secret Sun, see Knights of Shadow

Korben's beastblade 640

Kran 73

Kravren path 594

Lady, The 73

lance of endless night 640

languages 47

law 511-512

Church law 67

law enforcement 141-143

Lawgiver, see Lothian

Leatherworkers' Guild 113

Legacy 392

Leisarn, House 425

lenses of the Utterdark 641

letter of credit 146

licenses and permits 20, 516

Licheloved 23, 111-112

lighthouses 164

Lion-Guarded Throne 30, 90-91

Lions of Tarsis, see Von Tessel family

liquid light 647

liquid shadow 647

Litorian (language) 47

litorians 34, 56-57

lizard men, see lizardfolk

lizardfolk 34, 58–59	meals 282, 499
Locharit 73	Melann 73
Longfingers Guild 24, 113, 123–124, 400–405	Merchants' Guild 113
Lords of Castle Shard 263-264	mercury thermometer 526
Lords of the Seven Chains 61, 64	Midtown Partisan, The 157
loresong faen, see gnomes	Mindforge dwarves 433
Lothian 67-69, 82, 350-351	ministers of the city 291–292
Lothianites 25	minotaurs 34, 60
Lovely Malison 112	Mirresh 73
lover's grip 268, 269	mithral 439
Lunas (moon) 28, 42	mob scene/panic 553
Lunas elves, see Elder Elves	Mocharum 73, 447–448
lunch 282	money 95, 145–146 , 501–504
luritas 30	monks 36
mage coins 146	monsters 139, 581-618
Mage Game, the 20, 309	crime 516
magic 21, 37–38, 309, 619–648	month of Vallis 625, 632
buying 18, 116, 199–202	months of the year 33
firearms 521	moons 42
illegal 17, 19, 520	moonsilver 647–648
organizations 106, 114–117, 129	Morachon 73, 447–448
spells 37, 142–143, 550, 625–635	Mother of All Machines, see Teun
tattoos 287	murlch 518
magic items 635–646	music 120, 650
magnetic dragon pistol 641	Myliesha 73
Main Purveyors 85	Nagel, House 22, 97, 274
maintenance and fuel 528	Nallish (language) 47
malefic mask 470, 641	Naltegro Suun 124–125, 308
Maleskari 73	Naragul 434
Malignancy 467–469	Nareis and Heiran 72
Malkuth 24, 66, 124, 305	Narrow Street Boys 375
manufactory 172	Natharl'nacna, see Galchutt
map symbols 160	Navashtrom 73, 361–362
maps (see also individual locales)	necrophagon 389
Docks 163	news 21, 157
Empire 45	Ni-Gorth 73
Guildsman District 171	Wizard-Priests of 80, 82, 485
	Night King 431–432
Midtown 188–189	Night of Dissolution 62, 254
Necropolis 215 Nobles' Quarter 258	nightsong 518–519
North Market 279	Ninth Holy Book of Lothian 70
	Niveral 73, 516
Oldtown 290 Palastan 155	
	noble houses 22, 92–102, 272–273
Rivergate 318	family crypts of 217
South Market 326	Noble Record, The 157–158
Temple District 344	obaan 423
Warrens 373	oblates 70
Mara's mace 641	Old Man, The 73
markets, see shopping	Old Prustan (language) 47
Market Voice, The 157	Ollom 73, 353
marlite 647	opera 268
mask of the skull 641	orbs of dragonkind 95
Masons' Guild 113	Orcish (language) 47, 458
master trigger 523	orcs 34, 60
match cord 526	half-orcs 34, 51

Ornu-Nom 34, 60 Orcus 72 Order of Dayra 70 Order of Iron Might 113, 125, 295 Order of the Blooded Knife cult 76 Order of the Bow 199 Order of the Dawn 70 Order of the Fist 24, 348-349 Order of the Legacy 392 Order of the Steadfast Heart 306 organizations 22-25, 92-133 Ornu-Nom orcs 34, 60 orrery 641 Pactlords of the Quaan 125 Pactslaves 125 paladins 36 Palastan 21, 29, 44, 92, 155 Palastani (language) 47 Pale Dogs 24, 126, 380-381 Parnaith's Heart 472, 641 Parnaith's mirrored sphere 641 patch paste 526 pearls of winter's heart 251, 256 Peg the Tom 333 pergolas 485 Phoeboul 73 physicker 172 pills 526 pistol shield 524 Plagueborn cult 76 Platinum Cestus 642 pocketwatches 526 pole, collapsible 10-foot 526 politics 16, 68, 90-91, 142-143, 504-506 population 137 powder bomb 522-523 Praemus 61-64, 487 Prajdall 564 pressurized launcher 526 priests (of Lothian) 67-68 printing press 526 prostitution 519 Prust 29, 30, 87 ptan pa 436 Ptolus Herald, The 158 puzzles 433 Quaan bone ring 642 quickling faen, see halflings Raddashin's Eye 73 radiant holy symbol of Gaen 642 Raiek 73 random encounters 410, 415, 552 rangers 36

rapid-fire dragon pistol 642

Rat God 76, 363-367

rat harness 526, 527 rat hunters 411 ratbrute 591, 593 ratling 591, 592 ratlord 591, 592 ratman 591-593 ratman's nest 411-414 Rau, House 22, 97-98, 274 ravalan 519 Ravvan 73 religion 25, 61-77, 504 repeater rifle 522-523 republican movement 142 restaurants 166-167, 193-195, 202, 262, 282-283, 324, 341, 342 retrieval insurance 109 rhodintor 594 rigging boots 526, 527 ringfights 364-365 riven souls 233-234 roads 150, 155 Rogue (moon) 28, 42 rogues 36 rogues and hiding loot 123 Rotting Fester 88 rune golem 434 runebearers 62, 363 Runewardens 542 sacraments (of Lothian) 71 Sadar, House 22, 98-99, 274 Sages' Guild 114 saints (of Lothian) 70 Sarycal path 594 Scarlet Death 88 Sea Mother 420 seals, official 137 Second Inquisition 86 Serpentine Lord 72, 419-420 Servants of the Axe 436 Seven Chains 61, 64 seven Species of Chaos 33 Seven Thrones 333 sewers 408-414 sextant 526, 527 shaadom 254, 595 shadow magic 99 Shadow of Ptolus 304 Shadow Sendings 154-157 shadowskin 473 shadowstaff 642 shadowstuff 303-304 Sheva's sword 643 Shever, House 22, 99-100, 274 shigmaa, see Forsaken shigmaa shivvel 519

shopping	stores 190, 285, 287, 328, 332
customs 326	streets 150, 151–153
for magic 18, 116, 199-202	stunning bolt 643
markets 278	sunless salve 644
temple goods 345	Sword of the Dragonkings 644
Shuul, the 24, 126–127	Swords of Ptolus 178, 644
Signet of Shallamoth Kindred 643	Sylvanae 73
silent ammunition 643	syringe 526, 527
silent firearm 643	System Monitors 411
Silver Thorn Clan 432	Taeshandra 73
Silversmiths' Guild 114	Tardeshou 73
sintrin poison 425	targetball 293
siphon worms 240	taverns 180–181, 183, 191, 192, 193–196, 197–198, 203-
Sisterhood of Silence 24, 127–128, 349	204, 276, 282–283, 285, 310, 313, 330–331, 341, 353
Six Blasphemers 474, 476	etiquette 205
skarls 439	taxes 501, 516–517
skeletal hands 473	technology 38, 521–528, 533–537
skills 550	telling time 38
crafting chaositech 531–532	temples 343–371
	buying temple goods 345
crafting firearms 528	Teun 73, 367–368
crafting machines 528	
Fate Weaving 111	Tevra 74
skulk 310, 596–597	Textile Workers' Guild 114
skullring 643	Thamus 74, 218, 219
smokebomb 522–523	theater 191, 268, 310
smokeweed 518	Thess, House 425
smoking 518	thieves' guild, see Longfingers Guild
Solarr elves, see Elder Elves	thoughtstone 158, 644–645
song of death 643	Thundersong 645
sorcerers 36	tieflings 34, 60
Sorn, the 24, 114, 119, 129	timeline 30–31, 78, 80, 82, 84, 86, 88
Sorn–Ulth 34, 458, 599	Tinsmiths' Guild 114
soul magic 619-621	Titans, Charad 81–83
soul of the world 61–62, 425–427, 543	Tolling Bell cult 77
soul riders 129-130, 452, 455-56	tolls 148
Soulless 436–438	Torrens 23, 111–112
Speakers (for Sisters of Silence) 128	Torskal 74
species 32–35, 48–60, 137, 139	Toruk-Rul 34, 458, 598
species relations 55	touch of the Ebon Hand 354
spectacles 526	touts 373
spells 37, 142–143, 550, 625–635	transportation 153, 525
illegal 17, 19, 520	trapfinder ball 527
spidereye 181	treasure-seekers, see delvers
sports 292, 293, 309, 364–365	Trial of the Book 488
spyglass 526, 527	Tribunal 140
spyglass rifle 522, 523	true resurrection 360
Squirming Horde 85	Twelve Commanders 140
sscree 423	Twenty-Four Gods of the Hours 74
staves of Ghul 363, 643	Ullar leather 184
steam carts 525	Undercity 385, 394–407
steamboat 525	Undercity Market 394–398
sting pistol 522, 523	Undercommon (language) 47
stitched zombies 240	Undergrounder, The 158
stone mask 526, 527	Unhinged, see Erebaccus
Stoneblood Clan 432	unholy weapon 645
Stolicoloud Clair 732	www.v.v.v.v.v.v.v.v.v.v.v.v.v.v.v.v.v.v

Unnah 74, 103

Unnom 74, 447

Unseen Grail 33

Uraqi (language) 47

urban campaigns 546-553

Urthon Aedar 85, 111, 130-131, 462

Urthon Aedar plate armor 645

Utterdark 83-85, 453

Vai 25, 114, 131-132

Vallis moon 42, 61

Vallis stone 648

Vanished Dream (ship) 272

Vast Codex 32, 511-512

Vested of the Galchutt 62

vices 518-519

Vile Machine 244

villains 544-545

Viridian Lords 25, 132

vistaran 519

Vladaam, House 22, 100-102, 274-275, 545

Von Tessel family 90-91

Vrama, House 425

waking key 645

war altar 646

War of the Gods 61

warehouse 173

warlocks 37

warmstones 439

Wars of Fire 43, 452

Watch, the, see City Watch

Watcher of the Skies 74

Waverider (ship) 166

waystations 109

weapons 521-528, 533-537

jams 524

Weaponsmiths' Guild 114

weather 153, 506

Westron (language) 47

Wheel, The 333

White Grail 33, 45, 48

Wintersouled 37-38, 223, 249-251, 600-601

Wizard-Priests of Ni-Gorth 80, 82, 485

Woodworkers' Guild 114

work 499

workshop, typical 172

Ynchabolos 74

Yurabbos 74, 447

Yurganth, House 425

zaug 602-603