

Player's Guide to Phlan:

Welcome to Phlan, jewel of the Moonsea. Despite wars, invasions and dragonstrikes, Phlan remains proudly independent. It is a testament to the stubbornness of the humans who populate the moonsea's coast. The north coast of the Moonsea is where humanity struggles most to gain a foothold on the land. Ogres, dragons, and giants make the coast a dangerous place.

Phlan stands at the mouth of the Stojanow River where it empties into the freshwater Moonsea and is popular with caravans and sailing ships as a safe haven. The Iron Route leads west to Zhentil Keep, the Phlan Path runs east to Melvaunt in Thar. Follow the Gem Road north, along the River Stojanow, along the Dragoniden Pass through the Dragonspine mountains and you will arrive at The Ride. This is considered a safer route than the Tweenhill Gap. Regular boat services link Phlan with Hillsfar, a two-day sail across the Moonsea.

Phlan can best be thought of as two cities. New Phlan, west of the River Stojanow has been largely rebuilt. It is law-abiding, ruled by a mayor and council of ten judges. There is a temple to Tyr and shrines to Tempus and Sune. Visitors should try the Laughing Goblin Inn and the Cracked Crown or call in at Nat Wyler's Bell Inn. Say hello to Nat, he's the well preserved body on display behind the bar.

Old Phlan, on the east bank of the Stojanow still contains many ruins. It is less 'civilized' than its neighbor and visitors should be on their guard. For the adventuring type, head to the old ruins. Looting there is not illegal. In fact, people are encouraged to go and look around, as long as they report what they see to the Council of Ten. Those who fail to comply are put to work in the rubble-clearing crews.

West of the City lies 2,500 square miles of lush grasslands, known as the Grass Sea. The mighty Stojanow River winds 70 miles from its source in the Dragonspines to the Moonsea. The lands on either side of the river never regained their former fertility and are known as the Scoured Lands. At the foot of the Dragonspine mountains lie the Ticklebelly Hills. The western edge of these are shrouded by the Nether woods. The Quivering Forest lies east of the Stojanow and to the northwest of that, the Vanishing Hills separate Phlan from the Grey land of Thar. Travelers heading east to Melvaunt must cross the Trank River.

Dungeon Master's Guide to the City of Phlan

The reconstruction of Phlan now proceeds at great speed. Companies of dwarf and gnome workers are making progress in clearing away the debris and erecting new buildings. Arrested prisoners and convicted felons are put to work clearing the rubble alongside hired groups. Additionally, artisans and craftspeople from all over the Moonsea have been called to put their skills to work in rebuilding. Anyone with just about any kind of skill can make good money in Phlan.

Despite the progress, much of Phlan lies in ruins. Part of the reason for this is that new lairs and secret chambers are discovered every so often, and some still contain monstrosities and fortunes. Most workers are unwilling to risk the horrors of what may lurk below, even for part of the riches that may be there. Many of the workers demand protection before they report to a site, and the Council of Ten is willing to hire adventurers to help with scouting and guard duties.

Phlan is an independent city-state whose oldest areas were built on the delta of the Stojanow River. The delta consists of two islands: Valjevo Isle and Thorn Island. There are two sectors on the mainland: Valhingen Graveyard (on the north side of the city) and the Kovel Quarter. These are connected to Valjevo Isle by drawbridges (access to Thorn Island is by ferry). There are also numerous small properties outside the city walls, which adjoin the Kovel Quarter, as well as several large farms.

At the last census 3,198 dwelt in Phlan. 2526 humans, 288 halflings, 160 dwarves, 128 half-elves, 64 gnomes and 32 elves. Principal exports of Phlan are gems from the north, furs from the east, wool, ores, ivory, and textiles. Phlan imports weapons, spices, wood, leather, and cloth.

A rotating Council of Ten (all judges) rule Phlan. The head of the council is the High Councilor, who acts as mayor. A stern ex-adventurer named Kella Voskorm currently holds the post. Elections are common, because votes of no confidence are called for with every setback or charismatic new hero who appears.

The council members are Sasha Guidarrma, was once the council clerk; Rolf Strongarm (head of the Mercenaries' Guild); Holondos Stimpir (of Tyr's Temple); Rathlagor Bivaunt, and Ezrasia Mendagore (ex-head of the Sages' Guild). Phlan is allied with the cities of Melvaunt, Thentia, Hulberg and Sulasspryr in the Moonsea League. These cities have banded together against the menaces of Zhentil Keep and Mulmaster.

Old Slums: This area was once infested with Kobolds, Goblins and Orcs; until cleared away by adventurers.

Kuto's Well: This area was once ruled by the infamous bandit, Norris the Gray.

Timeline History of Phlan: (In Dale Reckoning)

- 357 North Keep founded.
- 367 Phlan Founded on the site of a trading meet, it soon rivals North Keep growing from trade between North Keep, Cormanthyr, the Dragon Spine Dwarves and the barbarian tribes of Thar and the Ride.
- 400 Year of the Blue Shield–North Keep sinks beneath the waves of the Moonsea. The united unhuman forces sack and destroy Phlan. It languishes in ruins for the next 300 years.
- 640 Year of the Fanged Beast–First mining encampments established on the future site of Zhentil Keep.
- 712 Year of the Lost Lance–The spread of civilisation continues around the Moonsea. Milsor "Great Hammer" the Valjevo founder, accompanied by the Wizard Rimon and the Priestess Alonius of Tyr, journey to the monster infested ruins of Phlan and with the help of interested adventurers rebuilds the city. By the end of the year the most of the inhuman forces are driven from the Stojanow River Valley and the lich Zanakar is forced to flee the Sorcerers Island.
- 747 Year of the Coin–Florsten's hold built. It survives several orc and ogre attacks.
- 753 Year of High Treachery–Florsten's Hold renamed Zhentil Keep in honour of it's dead hero.
- 902 Year of the Queen's Tears–Plant rust strikes the Moonsea. Food exports from Plan are banned. Zhentil Keep responds by sending an army aided by siege engines. After three skirmishes the current Valjevo Great Prince buys peace with Zhentil Keep. Hillsfar and Mulmaster start intercepting cargoes bound for Phlan. Smuggling operates out of the Twilight Marsh and Stormy Bay.
- 904 Plant rust famine ends in this year.
- 906 Year of the Plough–The treaty of the ride completed between Phlan, Zhentil Keep and Melvaunt.
- 1018 Year of the Dracorage–Rage of Dragons in Faerun and the Heartlands. Phlan repels the dragon horde at great cost. Half the city is levelled and only one heir to the Valjevo Throne, Beledon, is left alive.
- 1023 Beledon, last Great Prince of the Valjevo dies attempting to push a path through the Quivering forest. Civil War erupts as factions begin to place their favoured successor on the Valjevo throne. Many local merchants flee south to better climes.
- 1025 Civil war ends with only one claimant to the throne left alive Alagan, the young noble is backed by several of the remaining merchant families, these same families form the Council of Ten to rule as regents until the young lord came of age. Sometime before this time the great temple of Tyr is looted and burned, work begins on rebuilding the structure.
- 1065 Alagan dies without issue in this year having never claimed the Valjevo throne, being both unable and unwilling to take the reins of power. The Council of Ten becomes the political power in control of Phlan.
- 1276 Year of the Crumbling Keep–Zhentil Keep convinces the Moonsea cities to rebuild The Citadel of the Raven.
- 1288 Year of the Roaring Horn–Last ogre Tharkul Maulong slain by Beldoran. Human kingdom of Thar established.
- 1303 Year of the Evening Sun–Ogres reclaim Thar, the human kingdom of Thar falls. Following there success against the humans, ogre armies besiege Phlan.
- 1305 Year of the Creeping Fang–The Stojanow river mysteriously turns poisonous. Eventually renamed the Barren River.
- 1306 Year of Thunder–The Moonsea War. Mulmaster blockades the river Lis. Food shipment to Phlan, which is still under siege, cease. Phlan sends most of its fleet to help break the blockade. Mulmaster is eventually defeated. Eventually a dragon rises to lead the Ogre army and Phlan collapses under the pressure and is looted and abandoned.
- 1327 Yarash takes up residence on Sorcerer's Isle.
- 1337 The Possessing Spirit, Tyranthraxus takes up residence in Valjevo Castle in the form of a bronze dragon.

- 1338 Year of the Wanderer–Settlers establish a stockade on the ruins of Phlan. Denelor the Red clears and claims a tower for his own purposes.
- 1339 Year of the Weeping Moon–The humanoid tribes in Phlan severely hamper the reclamation effort, unlike others of their kind Gnolls, Kobolds, Orcs, Goblins, Giants and others act in concert to hamper the humans. Porphyrys Cardorna arrives and claims a seat on the Council of Ten.
- 1340 Year of the Lion–Denelor the Red falls before the hordes of Phlan. Shal Bal of Corer, Tarl Desanea of Vaasa and Ren o' the Blade of Waterdeep arrive and begin to aid the Council of Ten in reclaiming the ruins. Yarash the sorcerer and cause of the Barren rivers pollution is killed, the source of the Barren Rivers corruption is removed. Cardorna embarks on a series of assassinations to seize power in the Council of Ten. Tyranthraxus, Lord of the Ruins is defeated. Cardorna disappears.
- 1344 Year of the Saddle–Retreat of the Elves from Cormanthor begins.
- 1351 Year of the Morningstar–Phlan is fully rebuilt and reaches the height of its power in this year. Bane abducts the cities of the Moonsea. A party of adventurers restores it to the Prime Material Plane. None of the inhabitants have any memory of the events. The Hammer of Tyr is stolen by Bane at this time. Kern Desanea is born. Miltiades rises into undeath to serve Tyr.
- 1352 Year of the Dragon–Barbarians of the Ride destroy a Zhentarim force en route to Glistar.
- 1354 Year of the Bow–Maalthir takes control of Hillsfar. Mulmaster's "New Fleet" is destroyed in battle.
- 1355 Year of the Harp–Zhentil Keep takes the Citadel of the Raven as its own. Retreat of the elves from Cormanthor reaches its peak. Yulash falls in civil war, both Hillsfar and Zhentil Keep move troops to Yulash.
- 1356 Year of the Worm–Flight of the Dragons. An increasingly apathetic and corrupt populace of Phlan barely repels the Dragons, which leave much destruction in their wake.
- 1357 Year of the Prince–Zhentil keep attempts to control all shipping in the Moonsea. Fleets out of Mulmaster and Melvaunt fight the Zhentil fleet to a stand still, forcing an uneasy truce.
- 1358 Year of Shadows–Time of Troubles.
- 1368 Year of the Banner–Zhentil Keep is destroyed. Frozen Zhentil ships wash up at Phlan. Phlan allies with Melvaunt, Hillsfar and Thentia to form the 'Moonsea Alliance' which opposes Mulmaster and Zhentarim.
- 1372 Year of Wild Magic–Kern Desanea recovers the Hammer of Tyr. Ren o' the Blade dies. Miltiades returns to undeath and is eventually rewarded with life for his actions. Phlan begins to recover from the miasma of despair that overcame it.
- 1374 Year of Lightning Storms–Phlan has recovered from the with the return of the Hammer of Tyr. Kern Desanea and Miltiades, paladins of Tyr, travel to Waterdeep for the wedding of Lord Piergeiron.

Notes: The Ogre kingdom of Thar is probably two kingdoms. The present day ogre kingdom, of loosely allied tribes, represents the remnants of a much older kingdom. My guess is that the high kingdom of Thar fell close to two millennia ago and may have been a contemporary of Netheril. When some of the tribe names from Elminster's Ecologies are considered, e. g. Falling Star & Crystal Sphere, it is quite possible that ancient Thar had access to Spelljammers. Perhaps the reason that the palace of the ogre Tharkul has never been found is that is not terrestrial, but instead lies on or in an asteroid, maybe one of the Tears of Selune. Also the two millennia time frame gives time for the ogre ruins to fade, especially if the ogres used mud bricks.

The Ancient City of Phlan:

Phlan was the first great city of the Moonsea, reaching its peak some thousand of years ago. In those days, the Moonsea was better known as the Dragon Sea, named for the large numbers of great Wyrms that inhabited that area and the regions to the north. The Barren River was then called the Stojanow, a dwarvish word meaning "Trade Route," for it was down this passage the ore-laden barges floated, bound for the south. Early Phlan was a trading outpost on the north shore of the Moonsea, set up to facilitate trade between the Elves of Myth Drannor (the most powerful elven capital of the time) and the tribes of Thar, Vaasa, and the Ride, as well as the Dragonspine Dwarves.

Trade between the powerful elves, the wild humans, and merchant-dwarves was a great success for all sides. Soon Phlan was the most powerful city on the Moonsea, outshining its only rival, the Elven Docks of Hillsfar, on the south coast. At this time, the elves planted the Quivering Forest north of the city. This copse was mildly enchanted, hastening the growing season to produce a great woods in the span of a human generation.

The First City of Phlan (also called Archaic Phlan) survived in peace for many generations of men. In the end, outside influences brought about its downfall. Settlers began to intrude from the lands of Cormyr and Sembia into the south of the Elven Court. At the same time, the beast-men of Thar, which are today called ogres, began gathering into large hordes, ravaging the countryside.

Phlan built mighty walls and withstood a decade of constraint invasion. In the end, its fate was sealed by the elves withdrawing within the Court combined with the dwarves pulling back into western reaches of the Dragonspine Mountains.

With its trading lifeline cut, Phlan fell into disrepair. When the Black Horde finally demolished the city walls in the year of the Tusk (112 DaleReckoning), they found little but an empty husk. The greatness that was Ancient Phlan had passed.

Greathammer and the First Rebirth of Phlan:

Phlan remained relatively uninhabited for the next 500 years. The city's position at the mouth of the mouth of the Stojanow did make it a useful meeting place for traders. Twice during this period a pirate community grew on the ruins of Phlan. The first time they were burned out by a navy sailing from Mulmaster. The second time a group known as the Red Horde, led by a red dragon of incredible age, leveled the community. Following this attack, buccaneers never regained their power in the Moonsea (though small bands still persist).

With time, the civilizations of man moved further north, the greater beasts did not retreat far. Dragons nested in the Dragonspine Mountains, ogres raided from the Great Gray Land of Thar, and horrible undead things fingered in the swamps and in the passes through to Vaasa.

Hillsfar retained its elven ties and flourished even as Phlan's power was deteriorating, growing from a small town into a large prosperous city. The foundations of Zhentil Keep and Mulmaster were laid while Phlan lay in ruins. Small towns such as Melvaunt, Thentia and Elmwood were started during this period. The inland city of Yulash, situated atop a great mount that dominates the south-western corner of the lake, rose to the zenith of its power during this time.

In 712 DR, the year of the Moon's Tears, Milsor the Valjevo, Founder of the Valjevo Dynasty, journeyed to Phlan to re-establish the city as a trading outpost. He was aided in his task by the Wizard Rimon and the Priestess Alonius of Tyr.

Milsor, Rimon, and Alonius gathered together interested adventurers and cleansed the city of the evil orcs and goblins that had made it their lair. They cleared banks of the Stojanow and drove the arch-lich Zanakar from the Sorcerer's Island in the center of Lake Kuto. In return for his efforts, Rimon was

given the Sorcerer's Island as his home. Alonius, in turn, was given a wide area in the recovered regions of Phlan as a temple to Tyr, the god of justice.

By 750 DR the temple complex had been finished. In its day, it was said to be the largest temple of good in the entire North. The city as well had recovered, and large numbers of immigrants arrived. Some were natives of other Moonsea cities seeking to make or expand their fortunes in the new lands. But others arrived as well, including men of the Dalelands and Sembians, as well as farmers and lumbermen, intent on making the region their home.

The newcomers built on the ruins of the old city, often not checking what had lay beneath their foundations. Some curious souls reported great, twisting passages leading far beneath the earth. Exploring such areas was first discouraged. It was later outlawed after a party of adventurers freed an extremely large beholder. The newcomers, led by Valjevo and his heirs., closed off the passages choosing to ignore the past and seeking only the future for their city.

The dalesmen spread up the Stojanow River. They diverted the river's flow and turned the rocky terrain into a rich landscape of fields and orchards. The reach of the farmlands extended from Lake Kuto to the city of Phlan at the mouth of the river. Some say the land was so rich because of the proximity of the enchanted Quivering Forest. Others ascribe the bounty to the wizardries of Rimmon. Still others credit the series of dikes and levees that the farmers, aided by magical spells, used to harness the river itself.

Whatever the cause, the healthy harvest of the Stojanow River Valley provided Phlan with a solid trading base. For the next 200 years Phlan was the center of trade around the Moonsea. Its grains, fruits, and tubers filled vaults from Mulmaster to Zhentil Keep. It appeared that civilization, after a false start, had finally made a major foothold in the lands north of the Moonsea.

Such was not to be the case, for the forces of good and evil ebb and flow like the shores of the Moonsea itself. In the 195th year of Phlan, (907 DR), the golden age ended in rust. A plant ruse, which affected most of the farmlands around Phlan, destroyed harvest for the next three years. Suddenly the Moonsea reaches were in the grips of a powerful famine, relieved at great cost with shipments from the south. There was great suffering, and other cities, once so enamored of Phlan's gentle power, were resentful that it had failed.

The native Phlanars were resentful as well. Their once good rulers had fallen into a sloth and ease in the centuries since the re-establishment of the city. The Valjevo blood was said to run thin in the Princes and Princesses of Phlan. They reacted to the plague infesting the grain by first ignoring it, then setting up committees, and finally legislating it out of existence. Only when the magnitude of the problem became clear, did they act. Even then they failed their people, overreacting to the point of placing a ban on all shipments out of the city, seeking to keep what supplies were left for the native population.

The other cities, already angry with Phlan for its rising prices in the face of the plague, rebelled against this new measure. Fleets from Mulmaster and Hillsfar began to raid cargoes destined the city. Smugglers operated out of the Twilight March and Stormy Bay despite official attempts to enforce the ban on shipments.

A large land force equipped with siege machinery set out from Zhentil Keep toward Phlan. The force encamped at Stormy Bay while the ruling heads of Phlan negotiated to spare the city. In the end, the Keeper force was turned back through a massive payment to their leaders. These leaders were the first appearance in Phlan record of the Zhentarim which would increase in power over the next 300 years.

During this activity, Rimmon, now old in the ways that only wizards can be old, disappeared from his rocky abode. What became of Rimmon is unknown, for the rulers of Phlan had not sought his council

for a generation. Some say he became a lich himself, using the methods discovered by Zanakar. Others say that he sacrificed himself in battle on a far-distant plane in order to save the lands of Phlan. Still others state that he had found the Pool of Radiance and became a great and powerful being in some other part of the Realms. Most likely Rimon merely fell prey to the effects of old age as all mortals do. Whatever the cause, Rimon was never seen again in the Realms, and his citadel became a haunted, abandoned ruin within a decade.

The Famine of the Red Plants passed after three seasons, and an abundant harvest returned to Phlan. But the harvests were never to be as great as before, not the fruit from the orchards as sweet. Whatever magic, true or imagined, that had reestablished Phlan passed. The city began to become gray and ordinary, losing power to the Keepers and the men of Mulmaster. The golden age was over.

The Valjevo Princes, their blood thin indeed, continued for another century. The century was filled with petty wars between the various city-states. No longer the leading city of the Moonsea, Phlan battled with its rival more often. Piracy, or rather privateering, was on the rise, a situation that continues to this day among the city-states.

Phlan was wracked by interior torments as well. The people of the city were well aware of their loss of power and prestige. Farms north of Phlan were now being abandoned. Dark shadows lurked between the massive trunks of the trees in the Quivering Forest. An attempt to clear a path through that growth in 1023 DR resulted in the death of the last surviving Great Prince of the Valjevo family.

The death of the Great Prince resulted in a three-year civil war within the city, as various factions supported different candidates to take the mantle of the Great Prince. All candidates' claims upon the royal blood were questionable and every faction sought to control Phlan's future through placing their choice on the throne. During this time, the great temple of Tyr was looted and burned, leaving only a great blackened shell. Many of the leading merchant families fled to other climes.

In the end, the last survivor was a young noble supported by a group of powerful merchants. They created the first Council of Phlan to act as regents for the youth. The Council spoiled the child, who grew into a spoiled man who was unable and unwilling to take the reins of power. He died without issue forty years later, and the Council has ruled ever since.

The Fall of Phlan:

The last 300 years of Phlan have been a continued retreat from the greatness that once was. Smaller rural towns were abandoned in the face of increasing evil to the north. The city fell back upon that which it did so well so long ago: trading. It began to serve again as the middleman between the new powerful Northern tribes and the established nations of the South. For a short time, about a hundred years ago, the awful tide of retreat seemed to be halted and the city was on its way to becoming a prosperous trading town once more.

Yet dark things continued to lurk on the borders of Phlan. Sorcerer's Island was inhabited by Yarash, an evil mage who was said to be seeking Rimon's power, the Arch-Lich's magic, the Pool of Radiance, or all three. The greatly diminished Dwarven Nations of Dragonspine reported great hordes of orcs and ogres attacking their citadels, and their barge trade came to a complete halt. Small towns and hamlets were raided and burned with increasing regularity, sending refugees to Phlan seeking passage to safer lands.

Then disaster struck. Raiders from the north, aided by dragons and other dangerous creatures, poured down out of the northlands. The Quivering Forest was burned in a massive fire that dominated the sky for a month. Monstrous hordes containing every imaginable creature marched with horrifying precision toward the city.

The Council debated, argued, and debated again while the hordes drew nearer, much as the last Valjevo Princes did in their long-ago folly. Finally, they chose to fight, but were overwhelmed by the forces of orc and dragon. Phlan burned and fell to the forces of evil, who looted and pillaged that which remained.

The last remnants of the Council stood their ground, trying to evacuate as many citizens as possible. Of the council members, Ferran Martinex the last Priest of Tyr, held the last garrison at Sokal Keep, which stood at the mouth of the Barren River. It is said that Ferran placed a terrible curse upon the Keep to prevent anyone from taking it.

In the end, even the waters of the Stojanow river turned poisonous and murky, and the river took its present name, the Barren. The rich farmlands of the Stojanow River Valley were laid waste and became known as the Scoured Lands.

The Reemergence of Phlan:

That should have been the end of Phlan's story, but it is not so. Men remember the tales of Valjevo, who brought the first city of Phlan back from its ruins. Adventurers, smugglers, and small traders visited the region and brought back tales of Phlan under control of its evil masters. Many of the buildings were burned, but many others were spared. The shell of the temple of Tyr had been rebuilt, dedicated to some darker, more evil god. Zhentarim spies and agents of dark Vaasan nobles met and planned in Phlan, and the riches of the ages still survive for those who sought to look.

In time, more modest men returned to Phlan to rebuild her. A stockaded community rose from among the rubble of the past glories. These men intended to engage in the same profession as those before them, for Phlan still occupied a prime position for trading on the Moonsea. However, until the city was cleared, the Barren River made clean, and the competing city states pacified, Phlan was likely to stay in impoverished ruins.

Two years ago, in the Year of the Worm, two things happened that would mean a change of Phlan's future. First was the Flight of the Dragons that surged through the northern regions of the Inner Sea. Due to a cause unknown, great wyrms come down from the far north destroying all in their path. These are not the rare, opportunistic dragons seeking alliance with humanoid tribes, but rather huge waves of angry scaled monsters, bringing destruction where they travel.

Many of the Moonsea and Daletowns suffered great destruction in the battles that followed. Yulash was utterly ruined by the attack, and Hillsfar was greatly damaged. The most telling blow was delivered by the body of a great dragon that fell into the Hillsfar harbor, blocking that entrance for a month.

Much of Phlan was also smashed into a smoking ruin by these beasts. Strangely, it worked in the favor of those men who lived there. Most of the damage was taken in the already-ruined section of the city, where various evil warlords vied for control and riches. The attack of the dragons broke their power, creating a vacuum in the control of the city and giving the men of Phlan a chance to re-establish themselves and their homes.

Yet this would not occur without leaders, and the reappearance of the Council of Phlan was the second great thing to occur in the city. Descendants of the last Council still survived all the turmoil that had occurred, and many families wished to return to the land. These leaders were no great mages or wondrous fighters, but traders, merchants, and clerics. Their leaders, who remain to this day, were the shrewd and powerful trader Ulrich Eberhard, the retired mercenary captain Werner Von Urslingen, and the Bishop of Braccio of Tyr. They have been joined by their junior member, Porphyrus of the ancient House Cadorna.

Together the council has proposed exactly that which Valjevo accomplished so long ago, clearing the city by means of recruited adventurers. The promise of great treasure and the myth of the Pool of Radiance provided adventurers with an irresistible draw. The Council published notices and paid traveling bards to make sure that the story of Phlan's waiting riches was distributed all around the Moonsea and beyond.

Phlan Thirty-Five Years Ago:

The city of Phlan, built on ruins upon ruins, is a city at war. It is divided between the human forces of the Council, and those evil forces that hold a great deal of the city under their sway.

The human territories of Phlan are nestled behind a strong stockade of stone quarried from the ruins and trees lumbered from the Quivering Forest. A substantial city-guard patrols the openings in the walls at all hours, always ready to repel any attacks by the old city's evil inhabitants.

The buildings of rebuilt Phlan are sturdy and utilitarian, with little of the splendor of the ancient past. The glories of the past shine through in an ancient column now used to support a stable's wooden roof or a faded fresco overlooking an adventurer's taproom. The past is always with the inhabitants of Phlan, reminding them of what once was and could yet be again.

The natives of Phlan are a mixed group, including descendants of the families of Valjevo's day and returnees who seek to reclaim lands and treasure lost to the dragon horde fifty years ago. The city is also filled with adventurers seeking new fortunes and traders hoping to reestablish the old trading lines.

Orcs and other generally evil humanoids are viewed with alarm within the city, though evil humans come and go unmolested with the ships. It is said that spies from the other cities of the Moonsea make regular calls with the ships, overseeing the progress of the Council in re-establishing the city. If the Council is too successful, some say, then sabotage may be in order to prevent Phlan from returning to its former power.

The lands beyond the civilized stockade are wild ruins controlled by whatever local faction or tribe holds that piece of land. Control lasts only as long as the reach of claw or sword. Petty bands of orcs, goblins, and men vie for power, some led by more sinister monsters.

Much of Phlan's ruined greatness can be found in the Old City. The main sights include: the forgotten riches of the wealthy old noble's house; Podol Plaza, the center of the old trading district; and the Old Temple, now dedicated to the dark god Bane. Valjevo Castle has been refortified and is being used as a headquarters for one faction leader or another.

Phlan remains now, as it has ever been, a city with the greatest of potential. In the cycles of its rise and fall, legends have arisen before.

Rumors:

Far to the northeast, in the midst of a vast swamp, lie the uninhabited ruins of a powerful wizard's castle.

Wells throughout the city often provide access to hidden dens and underground passages.

To the east of Phlan lies a gleaming castle of gold that shifts its location from time to time.

Great treasures are to be found on the banks of the Barren River as one ventures northward.

The graveyard is controlled by a very powerful and clever undead creature.

To the west lives a tribe of insect-men who worship normal men and give valuable gifts to all who visit them.

The Dragonspine Mountains are inhabited by a race of evil dragons who lure traders to their lairs and slay them.

The merchants of Zhentil Keep are setting up a trading base far to the west of Phlan. They re hiring caravan guards for good wages.

Buccaneers operate a slave auction out of a hidden camp near Stormy Bay.

Off to the east of Phlan roams a tribe of marauding nomads. They have been pillaging villages in the plains with the help of a powerful artifact they have discovered.

Mighty tribes of wild dwarves, thousands of them, roam the Dragonspine Mountains, destroying villages and killing travelers.

A vast fortress of kobolds dominates the western tip of the great swamp. These normally weak creatures grow to great size and have extraordinary powers here.

An ancient Silver Dragon still lives up in the Dragonspine Mountains. The dragon is not evil and will help travelers who battle evil.

Official Buildings:

Artisans' Guild (ruined): This small building serves as a clearinghouse for members; anyone involved in any kind of creative or performing arts is eligible for membership, subject to review by the membership committee (the Guild prefers not to admit people without talent, unless Guild funds are particularly low); customers seeking performers or artists come here (the Guild charges a fee for this service, ranging from 1-50 GP, depending on what is sought; these fees help cover the Guild's overhead, and subsidize its poorer members).

City Guard Station: This guard station has several holding cells.

City Hall: This newly restored granite building is the seat of government for the Council of Ten, the ten judges that are the ruling body of Phlan. Houses the Mayor's Office, council meeting room, offices of council members and the city clerk, the Hall of Records, the City Vault, and all other governmental businesses. Council members not listed elsewhere: Sasha Guidarrma (female, human) was once the council clerk and is now a council member. Council Member Ezrasia Mendagore, Ex-Head of the Sages' Guild.



Fire Brigade Station:

Hiring Hall (ruined): Attempts to form a Laborer's Guild have proven unsuccessful.

Justice House: Headquarters for city guard and fire brigade; this also houses a small courtroom (which doubles as a meeting room) and the city jail; at one time this was a small temple, used as a temporary place of worship by priests of Tyr before the old temple was reclaimed from Banite priests by the original Silver Blades.

Mayor's House: This residence is owned by the city. Kella Voskorm (female half orc) is the current Mayor and High Councilor of Phlan.

Merchants' Guildhall: The guild is open to all business owners, including those in other sections of the city. The guild meets on a monthly basis, renting a private dining hall in one of the moderately priced inns.

Port Authority: Offices of the harbormaster and his aides; ship's passage may be booked here.

Sage Advice (ruined): This small building is the headquarters of the Sages' Guild; its primary function is to direct customers to the sage whose talents best meet their needs (there is no fee for this).



Temples and Shrines:

Bane, Temple of: Abandoned. This was once the Great Temple of Ilmater, until it was converted by the Banites, led by the half-orc Mace.

Gond, Temple of: Still under construction.

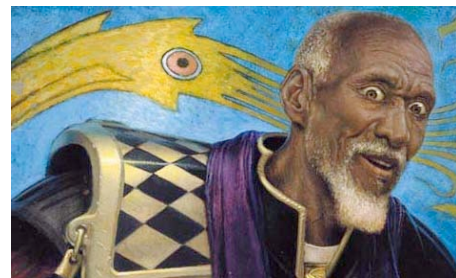
Sune, Temple of: Still under construction.

Temple: This non-denominational temple is supported by private donations (tax-deductible); it also offers shelter and a hot meal for the poor (for some, their only meal of the day); Cure Light Wounds and Cure Disease spells are available here at no charge (if the supplicant is obviously unable to pay); these are accompanied by a sermon which frequently makes the listener wish he'd stayed hurt.

Shrine of Mielikki: This small shrine is found in Vahlegen Park. Kiri Chauk, a Turmish ranger sees to the Shrine every few weeks, making sure it is maintained and to see to any messages left within the grove. Kiri is a Harper contact and will inform them of any unusual activity in the area.

Tempus, Temple of: Still under construction.

Waiting, The: This is the only temple in full operation in Phlan. It is a beautiful building of white marble, adorned with repeating balance scales motif. It is run by Holondos Stimpiir (LG human male, C12) and six subpriests. It is dedicated to Tyr, god of Justice. Tyr worship is enjoying a great surge in popularity, as many see Phlan's success as a sign that the god watches over them. Consecrated burial vaults lie underneath the temple. They are available for the internment of any adventurer who either dies in Tyr's service or is of LG alignment. The entire vault area is under a permanent Magic Circle Against Evil. Bishop Dirlen Andorias (male, human), who is often here, is responsible for the outlands of Phlan



The Waiting's exterior is composed of high walls are dotted with arrow slits and topped with machicolations (additionally they are enchanted with verbal alarms to alert Tyrian clerics when the temple is under attack) and massive gates of ornately carved wood over thick plates of forge-hardened steel. Within is a vast courtyard that surrounds the main temple. The temple itself is a square utilitarian building of dark stone topped by a single gleaming bronze dome.

The entrance of the temple is comprised of a dozen marble pillars supporting a façade carved with friezes of a stern-faced Tyr dispensing either riches or jagged lightning bolts to petitioners kneeling before him. The main hall itself is a great round room of gray stone under a gilded bronze dome. The floor is an intricately crafted mosaic of weight scales resting on a warhammer. Dominating the room though is the altar itself, with the holy relics the Hammer of Tyr and the Silver Scales of Tyr resting atop it. On the floor, near the altar, is a green stone which can be depressed, causing the great dome above to split into seven sections that recede into the temple walls, leaving the hall open to the sky. Outside the main hall are stairs leading to the living quarters, armory, library and kitchens.

Special: Holondos has a Surcoat of the Archons whom he'll present to anyone that does a great service for the temple or Phlan.

Surcoat of the Archons: This cloth surcoat is worn over armor and is emblazoned with the symbol of Mount Celestia. These surcoats are often worn by archons or are given as gifts to the most noble and goodly warriors and paladins. A Surcoat of the Archons gives a +3 sacred bonus to saving throws against hostile magic. Any non-good character wearing it does not benefit from this bonus. 4,500 gp.

Inns, Taverns and Boarding Houses:

The Basilisk's Gaze (ruined): This tavern offers fair-to-medium quality beverages and a finger-food menu at moderate-to-high prices; it is open late to accommodate theater patrons.

Bitter Blade: The Blade is a small inn that serves mostly sailors. It is also the meeting place for those who wish to see Phlan take a different route in the future (which could mean anything). Food, drink, and a room cost 6 gp per night. The Blade is run by Alrem Lorath (LN Half-Elf male, F5), a half elf who disapproves of the current Lords and wishes for one absolute ruler. Every other fortnight Alrem hosts a semi-secret meeting of locals who want to do something about it, but these meetings consist of much talk and little action. Lately the idea of hiring some out-of-towners to harass the lordships has been bandied about, but no one's found a group willing to take on the job (yet).



Cracked Crown: So named for the cracked bronze crown that hangs over the front door, the Crown is a more elegant place than the Laughing Goblin. The Crown is owned and run by Robyrtah Greensash (CG human female, R6), a retired thief who wanted to get away from it all and run a nice place. No one knows where she came from, and as yet, no one has dared to ask. The Crown is a quiet inn. Many adventurers and laborers find it too quiet and stay away. But as more scholarly, learned folk come to Phlan, the Crown will get busier. A good dinner, ale, and a bed cost 10 gp.



Dragon's Breath (ruined): This tavern serves simple working man's fare, and a watered-down house ale; none of the taverns in this ward are renowned for either service or atmosphere.

Frog and Peach: This expensive restaurant serves rather bland fare, but is very popular nonetheless.

Happy Hobbit (ruined): This serves a slightly better house ale; there are no halflings here, and few in the city, and no one here knows why the tavern has this name (a previous owner took the sign from the wreckage of a tavern in Zhentil Keep).

Horse's Mouth: This inn is of average quality; it also has a stable, used by both its patrons and area residents.

Jaded Jester: This tavern offers live entertainment.

Laughing Goblin: The Goblin is acknowledged as the best inn in Phlan. Room, ale, and dineer cost 7 gp, 2 gp more if there is a horse to be stabled. Most visitors to the town, as well as most local VIP's eventually pass through the Goblin's doors. It is a booming, raucous place, run by Boradak Goblinkicker (NG dwarven male, F5). He is an excellent host who tends to get just as rowdy as his clientele when he sits with them and partakes a few ales. Sot (male, human) is the barkeeper of 'The Laughing Goblin' Inn.



Laughing Mermaid Inn & Tavern (ruined): This inn and tavern offers accommodations at reasonable (book) prices; there is nightly entertainment, including a weekly new talent night.

Mendor's Spectre (ruined): This large inn offers moderate prices and a good menu; it is named for the spectre of Mendor, which once guarded the library bearing his name (he was slain by the original Silver Blades).

Mother's Boarding House: weekly or monthly rates (including meals); mostly occupied by city guards and clerks, though adventurers are welcome.

Nat Wyler's Bell: This small inn is little more than an ale-soaked dive with a large common sleeping room above it. People with few coins in their pockets can gorge on bland food, drown in cheap ale, then stagger upstairs to sleep it off. The biggest attraction in Wyler's Bell is Old Nat himself... though he's been dead for 20 years. His body, a masterpiece of mortuary art, occupies a prominent place behind the bar, and his hands clutch a large bronze bell. The new owner is a mischievous gnome named Gnahac Gnarlnose (NG, male gnome, F3/W3).



Paladin's Warhorse: This tavern and inn caters to adventurers (and offers a discount to paladins; its owner is a retired paladin of Tyr); the decor and menu are plain and functional, and the prices are reasonable.

Pit, The: This tavern is not quite as bad as it sounds; it offers fair-to-good quality ales and whiskey, and a house wine of average quality (all at low-to-moderate prices); it has been in business in this location for over 30 years (the clientele when the original Silver Blades were here included orcs, goblinoids, and ogres; it has improved since); decor here consists of cheap furniture, broken weapons (actually made of painted wood) and a stuffed hill giant's head behind the bar (which does not look significantly less intelligent than it did in life); the Thieves' Guild may be contacted here; there is usually penny-ante gambling in the back room, and at least one brawl per night, usually near closing time (the management insists that weapons be checked at the door, but do not search thoroughly); the Mercenaries' Guild does a brisk business providing escort service for tourists who have heard that a visit to Phlan is not complete without a trip to The Pit (the place sells cheap souvenirs which promote this).

Red Lamp: This establishment is arguably the best of Phlan's houses of pleasure; clerics are on duty at all times, and customers have Cure Disease cast on them (discreetly) before choosing a companion (employees have this done at the start of each shift); there are standard hourly and nightly rates (which include companion, room and bath, a platter of cold cuts, and a carafe of the house wine; the nightly rate also includes morning coffee and a light breakfast); other rates depend upon what additional services are desired; unlike most other houses, companions here do not hustle their customers (the house is owned by its employees, who prefer repeat business to quick profit).

Spendthrift: This inn has low prices and common rooms only.

Stake and Ale: This restaurant serves an amazing menu with something for every purse, and a fine selection of ales (nothing stronger is available); as the name suggests, the decor is evocative of vampire hunting; private dining rooms are available (these are almost always booked on weekends).

Sune's Arrow: This tavern, named for the goddess of love and beauty, is Phlan's singles bar, with live music and a dance floor; the decor is beautiful, but the overpriced menu is nothing to get excited about; there is no cover charge, but giving the doorman a handful of silver guarantees a better table; be forewarned that some of the more beautiful customers (of both sexes) are professionals.

Shops:

Aldo's Fine Wines and Cheeses: This shop mostly carries items from the Moonsea area (there is a base 10% chance of finding imported items); owner has an apartment above. Aldo himself is an excellent source of local information and gossip. He is well aware of the value of his information and will often charge for it.

Wines:

Arabellan Dry (AWRG p129)	2 sp/gallon
Blood Wine (AWRG p129)	1 gp/gallon
Clarry (AWRG p130).....	2 sp/gallon
Fire Wine (AWRG p130).....	2sp/gallon
Mead (AWRG p130).....	2 gp/gallon
Saerloonian Special Vat (AWRG p130)	3 sp/gallon
Saerloonian Glowfire (AWRG p130).....	3 sp/gallon
Saerloonian Topaz (AWRG p130)	3 sp/gallon
Westgate Ruby (AWRG p130).....	2 sp/gallon

Cheeses:

Arabellan Cheddar (AWRG p122)	4 sp/lb
Chessentan Lotus Cheese (AWRG p122) ...	6 sp/lb
Cow's Cheese (UEG p55).....	2 sp/lb
Damarite Red Cheese (AWRG p122)	5 sp/lb
Death Cheese (AWRG p122)	5 gp/lb
Farmer's Cheese (AWRG p123)	3 sp/lb
Goat's Cheese (UEG p55)	2 sp/lb
Turmish Brick Cheese (AWRG p125)	4sp/lb

Aylaran's Silver shop: This shop has silver items only, including rings and other jewelry, candlesticks, holy symbols (these must be blessed before use), mirrors, table services, and a small stock of silver weapons and armor (custom-made items are available); owner has an apartment above.

Armband, Silver	15+ sp	Holy Symbol, Silver.....	25 gp
Bracelet, Silver	2+ gp	Locket, Silver	25+ sp
Chalice, Silver (UEG p50).....	100 gp	Long Sword, Masterwork	
Concealed Ring,		Silver (UEG p184)	500 gp
Silver (UEG p17)	50 gp	Moonsilver (UEG p164)	100 gp/lb
Dagger, Silver (UEG p184)	50 gp	Necklace, Silver	5+ gp
Earrings, Silver	2+ gp	Ring, Silver.....	3+ gp
Flute, Silver (UEG p40).....	100 gp	Ring, Silver Signet	5 gp

Bazaar, The: The central area of the Plaza is occupied by this ramshackle collection of sheds and tents; at the height of the tourist season, and during festival weeks, all sorts of stalls may be here; local merchants rent stalls here to sell their overstock and damaged goods; the city guard has undercover officers here at all times (who are extremely discreet); the Bazaar is open from dawn to dusk every day.



Bearded Bard: This shop has musical instruments of all types (except for large harps and keyboard instruments, which can be special-ordered); there are rarely magic items here (and these sell for premium prices), although the shop does offer a search service for these (10 GP for a one-year search, plus 5 GP per year afterwards; if an item is located, expect to pay at least 125% of book price); the shop also offers supplies, sheet music and songbooks, repairs instruments (2-week backlog at any given time), and music lessons (house calls are an additional fee).

Bell	1 gp
Miniature Musical Instrument.....	12 gp
Musical Instrument, Common (PHB p108).....	5 gp
Musical Instrument, Masterwork (PHB p108)	100 gp
Drum, Masterwork (S&S p44).....	100 gp
Harmonica, Masterwork (S&S p45)	100 gp
Search for Unique/Special Instruments	10 gp/year
Tabor, Masterwork (S&S p49).....	100 gp
Tuning Fork (UEG p37).....	5 gp

Arborean Bamboo Flute: These skillfully crafted flutes are made out of a deep crimson colored bamboo grows on some of the abandoned islands of Ossa in Arborea. Merely caressing the hollow bamboo produces soft pleasant notes and it makes for a flute of unique quality. 700 gp.

Belden's Cabinets & Furniture: This shop has furniture for any price range; they do custom work, and buy fine pieces from adventurers.

Chest	2 gp
Custom Work.....	Special
Folding Stool (UEG p190).....	10 gp
Furniture, Plain (A&EG p40).....	1-5 gp
Furniture, Fine (A&EG p40).....	6-15 gp
Furniture, Exotic (A&EG p40)	15-25+ gp
Halruuan Wardrobe, Plain.....	150 gp
Halruuan Wardrobe, w/ Mirror	250+ gp
Rug, Common.....	1-5 gp
Rug, Unusual	6-10 gp
Rug, Rare	11-50 gp
Table Case, Folding (A&EG p26)	5 gp

Suthwood Dining Table: This large rectangular table is made of stripping suthwood, considered the most beautiful wood for furniture. The table is heavily waxed and treated to avoid any damaged to the elegantly stripped wood within. The outer edges of the table are of tapered oak, with carved oak griffon legs. This large table comfortably seats 12. 1,000 gp.

Weirwood Chest: This richly colored red-brown wood is known to be simply the finest quality wood available. This exceedingly rare wood is completely fireproof, resilient to the effects of aging, weather and abuse and of the highest durability available. Does not include locks, but a notch is placed within for one. 2,000 gp.

Wyvern-Leather Reading Chair. This extremely comfortable plush chair is covered with a pebbled light leather that is soft and velvety to the touch. The leather is specially treated wyvern hide that is as durable as it is beautiful. 350 gp.

Boot Hall: This shop has shoes and boots of all types (at book prices); they repair footwear, and make custom boots; they do not sell magical footwear (though their best custom boots are Masterwork).

Boots, Bladed (UEG p196)	25 gp	Shoes, Dancing.....	15 gp
Boots, High: (A&EG p29)	5 sp-1 gp	Shoes, Silent (A&EG p24).....	15 gp
Boots, Hip: (A&EG p29)	1 gp	Skates (UEG p99)	2 gp
Boots, Low: (A&EG p29).....	2 sp-1gp	Slippers, Linen (AWRG p89).....	2 gp
Boots, Riding (AWRG p88).....	10 gp	Slippers, Silk (AWRG p89).....	35 gp
Boots, Smugglers (A&EG p30) ..	15 gp	Slippers, Wool (AWRG p89).....	1 gp
Custom Work.....	+50 gp	Snowshoes (A&EG p99).....	1 gp
Repair.....	1sp-1+gp		

Bulging Backpack: Nearly everything an adventurer needs can be found here (except for weapons); most of the gear is of above-average quality, but not overpriced; there is also a fair selection of used equipment available

Animal Snare, Bird (UEG p88)	2 gp	Neverweather Satchel (UEG p21) ..	110 gp
Animal Snare, Small (UEG p88) ...	5 gp	Pack, Framed (A&EG p36)	50 gp
Animal Snare, Tiny (UEG p88).....	1gp	Pulley (A&EG p24).....	5 gp
Appraisal Kit (UEG p16)	25 gp	Reversible Bardic	
Armored Sleeves (UEG p13)	30 gp	Doublet (UEG p36).....	40 gp
Armor Maintenance		Robe, Combat (UEG p14).....	115gp
Kit (A&EG p21).....	1 gp	Robe, Miser's (UEG p14).....	8 gp
Ascender/Slider (A&EG p21).....	20 gp	Robe, Winterbane (UEG p14)	20 gp
Backpack (PHB p107).....	2 gp	Saddlebags.....	4 gp
Birdcall (UEG p88)	5 sp	Saw, Folding (A&EG p24)	2 gp
Body Pack (UEG p89).....	10 gp	Skis & Poles (A&EG p24).....	15 gp
Flotation Bags (A&EG p22)	5 gp	Snow Goggles (A&EG p25).....	2 gp
Fowler's Snare (A&EG p22)	20 gp	Snowshoes (A&EG p25).....	15 gp
Game Board,		Spelunker's Outfit (A&EG p30).....	5 gp
Portable (A&EG p22).....	2+ gp	Tent, One-Person (A&EG p26)	5 gp
Grappling Hook (PHB p107)	1 gp	Tent (PHB p109)	10 gp
Grappling Ladder (A&EG p22).....	40 gp	Tent, Four-Person (A&EG p26)	20 gp
Huntin Horn (UEG p95).....	5 gp	Weapon Harness (UEG p192)	5 gp
Mess Kit (A&EG p24)	6 sp		

Rain Poncho: A one-piece garment resembling a large cloak with a head-sized hole in the center, a poncho helps keep the wearer dry during rainstorms. Ponchos are made of canvas or similar material, often treated with waterproofing oil. A poncho can double as ground cover and can also be used as an emergency tent. Crude ponchos are sometimes woven from grass or reeds. 5 gp

City Mint (ruined): Despite what the name suggests, this is not owned by the city; the owners are licensed by the council to produce the local coinage; in addition, they make iron and silver religious symbols, household items and tools, low-quality weapons, and other metal goods.

Cockburn's Grocery: Ian Cockburn the grocer is a pleasant man in his 50's who always has a wide smile (some say too wide) and a good word for his customers. His shop is always well provisioned, and his prices are fair if not a bit high. Cockburn's wife, Yeala Cockburn, is missing, supposedly lost in the Valhingen Graveyard. He makes an outward show of grief, but hides a dark secret: Cockburn killed her himself. He is under the influence of an odd artifact he found buried in his dirt cellar. The power from it has overtaken him, and he kills to satisfy its bloodlust. Adventurers, Cockburn feels, are an excellent source of fresh blood.



Barley.....	1 gp/lb	Keg, Cask (A&EG p34).....	1 gp
Beef, Dried.....	5 gp/lb	Mess Kit (A&EG p24).....	6 sp
Bundle of Sweet Herbs.....	1 sp	Mushrooms.....	1 gp/lb
Cheese, Hunk of.....	2 sp/lb	Onions.....	5 sp/oz
Chicken.....	2 sp	Pestle &	
Crackers,		Mortar (A&EG p24).....	5 gp
Dalelands (AWRG p119)....	5 sp	Pork, Salted.....	3 gp/lb
Cod, Salted.....	4 gp/lb	Rations, Trail (PHB p112)....	5 sp/lb
Feed.....	5 cp/lb	Rye.....	7 sp/lb
Flour.....	2 cp/lb	Salmon, Salted.....	8 gp/lb
Garlic, Baked (UEG p55)....	3 cp/bulb	Salt.....	5 cp/lb
Goat.....	1 gp	Sunflower Oil.....	3 sp/gal
Hard-Tack (AWRG p120)....	10 cp/dozen	Vinegar.....	3 cp/oz
Honey.....	1 sp/pt	Wheat.....	1 cp/lb
Keg, Hand (A&EG p34).....	5 sp		

Continual Flame: This shop sells candles, lanterns, oil, etc.; they offer small glass globes and hooded lanterns enchanted with the spell which gives the shop its name. They do custom work.

Brazier (AWRG p106).....	5 gp
Candle (PHB p107).....	1 cp
Candle, Bright (UEG p25).....	1 gp
Candle, Re-lighting (UEG p26).....	1 sp
Candle, Self-lighting (UEG p26).....	1 gp
Candle, Smoking (UEG p26).....	5 sp
Candle, Standing (UEG p26).....	2 gp
Candelabra, 4 Candle Silver (A&EG p21)....	10 gp
Candelabra, 8 Candle Silver (A&EG p21)....	20 gp
Candelabra, 16 Candle Silver (A&EG p21)...	25 gp
Continual Flame, Glass Globe with.....	110 gp
Continual Flame, Colored Glass Globe with..	120
Continual Flame, Hooded Lantern with.....	95 gp
Custom Work.....	Special
Glass Cutter (A&EG p23).....	2 gp
Lamp, Self-Dousing (AWRG p105).....	6 sp
Lamp, Warming (AWRG p103).....	8 sp
Lantern, Common (PHB p108).....	1 sp
Lantern, Bullseye (PHB p108).....	12 gp
Lantern, Fog-Cutter (A&EG p24).....	20 gp
Lantern, Hooded (PHB p108).....	7 gp
Sunrod (PHB p114).....	2 gp
Wick, 50' Candle (A&EG p27).....	2 sp

Dockside Market: Various small market stalls available for weekly, monthly or seasonal rates; there are always food vendors here, but other stalls vary.

Cod, Salted.....	3 gp/lb	Grasshoppers, Cup of.....	2 cp
Cod, Smoked	5 gp/lb	Salmon, Salted.....	6 gp/lb
Fishhook	1 sp	Salmon, Smoked	13 gp/lb
Fishing Net.....	4 gp/25sq ft	Turtle Shell	1 gp
Fishing Tackle (A&EG p22) ..	20 gp		

Doll's House: This toy store specializes in dolls.

Ball, 4" Leather (AWRG p108) ..	2 sp	Ladder of	
Balls, Juggling (UEG p32)	8 gp	Elminster, 5' (AWRG p27)	5 gp
Bladder (AWRG p27)	1 gp	Ladder of	
Doll, Fabric (AWRG p109)	3 sp	Elminster, 10' (AWRG p27)	8 gp
Doll, Halfling Fabric	1 gp	Marbles (A&EG p24)	2 sp
Doll, Halfling Porcelain	5-100 gp	Marrionettes (AWRG p29)	16 gp
Doll, Nesting (AWRG p110)	2 gp	Mask (AWRG p28)	5 gp
Doll, Wood	3 cp	Puppets (AWRG p111)	2 gp
Games, Draughts (FRCS p96)	1 gp	Rocking Mount (AWRG p111) ..	4 gp
Games, Old Men's		Rolling Horse (AWRG p108)	1 gp
Bones (FRCS p96)	2 sp	Rolling Dragon (AWRG p108) ..	1 gp
Games, Talis Deck (FRCS p96) ..	2 gp	Rolling Pegasus (AWRG p108) ..	1 gp

Dust to Dust: This is a funeral home; they also provide mourners.

Ernst's Livery Stable: Ernst (N, human male, C4) runs a respectable stable. Ernst, who lives on the premises, was once a druid of Eldath who strayed from the path of righteousness. Although he was forgiven by Eldath long ago (and can still cast spells), he deems himself unworthy for service in the clergy. Only in a dire emergency, or when an animal is being abused, will he cast a spell.



Animal Trainer's		Horse, Light (PHB p113)	75 gp
Kit (A&EG p28)	50 gp	Mule (PHB p113)	8 gp
Animal Training		Pony (PHB p113)	30 gp
Pole (A&EG p35)	10 gp	Saddle, Pack (PHB p113)	5 gp
Bit & Bridle	2 gp	Saddle, Riding (PHB p113)	10 gp
Blanket & Hood,		Shoeing	4 sp
Horse (UEG p89)	8 gp	Stabling, Regular Mount	2 gp/night
Feed	5 cp/lb	Stabling, Exotic Mount	10 gp/night
Horse, Heavy (PHB p113)	200 gp		

Fatted Calf: Butcher shop; also sells prepared meat snacks; they buy exotic meat from adventurers.

Beef, Chunk of.....	3 sp/lb	Goat, Whole.....	9 gp
Beef, Corned	3 gp/lb	Pork, Bacon.....	4 gp/lb
Beef, Dried.....	5 gp/lb	Pork, Chunk of.....	3 sp/lb
Beef, Sausage.....	2 gp/lb	Pork, Ham	5 gp/lb
Beef, Smoked.....	4 gp/lb	Pork, Salted.....	5 gp/lb
Chicken, Half.....	2 sp	Pork, Sausage.....	1 gp/lb
Chicken, Whole	4 sp	Ration, Trail (PHB p109) ..	5 sp
Goat, Chuck of.....	3 sp/lb	Venison, Chunk of.....	3 sp/lb

Flying Feet: This is a messenger service; clients may also hire people to do shopping, deliver meals, and other minor services.

Courier, In Town (A&EG p62)	2 cp/per mile
Courier, Out of Town (A&EG p62)	2 cp/per mile

Forge, The: Blacksmithing and metalwork; the owners have preserved the original name and outward appearance of the building, and paid to have it declared an historical site.

Gilded Lily: This shop sells all manner of hats, jewelry, costumes and perfumes.

Baths, Use of Scented.....	2 sp	Mirror,	
Charcoal, Powdered.....	1 cp/oz	Small Steel (PHB p109).....	10 gp
Chemise, Silk.....	6 gp	Music Box (A&EG p24).....	35 gp
Cosmetics, Common	1 sp/oz	Myrrh.....	7gp/oz
Cosmetics, Unusual.....	2 sp-1 gp/oz	Perfume, Common	1sp-1gp/oz
Frankincense.....	7gp/oz	Perfume, Unusual.....	2 gp-10 gp/oz
Glass Beads (AWRG p94) .	25 sp	Razor Kit (AWRG p100)....	5 gp
Jasmine Oil	1gp/oz	Sandalwood Oil, Red	2 gp/oz
Lime, Powdered.....	3 cp/oz	Sandalwood Oil, White.....	1 gp/oz
Massage	3 sp	Sweet Oil	1 sp/oz
		Talc, Powdered.....	1 gp/oz

Gulthmere Perfume: A darkly romantic scent, reminiscent of flowers and musk. Contains black-rose, jasmine, and weeping willow bark. 15 gp.

Lime soap: This soap is made out of half-part lime and half-part Al-Qali. Carthamus oil is added to soften the skin and remove wrinkles

Mulhorandi Oils: Three authentic essential oils from the far off land of Mulhorand: sweet-almond, cedarwood, cinnamon leaf and the highly prized lotus. 20 gp.

Gilead's Greengrocers: Fruits, vegetables and nuts of all types; also sells seeds and fruit tree saplings.

Apples	15 sp/lb	Nuts, Hickory.....	200 gp/lb
Carrots.....	1 gp/oz	Nuts, Pine.....	17 gp/lb
Cherries.....	7 sp/oz	Onions	5 sp/oz
Elderberries.....	2 sp/oz	Seeds	1 cp-15 gp/lb
Honey	1 sp/pt	Sleepy Tea (UEG p57).....	1 sp
Molasses.....	5 sp/pt	Tea Leaves (UEG p57).....	2 sp/lb
Nuts, Butter.....	200 gp/lb	Walnuts, Black.....	100 gp/lb
Nuts, Ground	30 gp/lb		

Golden Crown: Moneychanging and lending; they rent safe-deposit boxes of various sizes; the shop is heavily trapped and guarded; owner has apartments above.

Appraiser (A&EG p62) 6 gp/day

Half a Loaf: Baked goods of all types, including waybread.

Bread.....	2 cp/loaf	Fried Roll	2 cp
Bread, Ale	3 cp/loaf	Fruitcake (AWRG p119).....	10 gp
Bread, Honey	4 cp/loaf	Muffin, Apple	3 cp
Bread, Pine Nut	2 gp/lb	Sourdough (AWRG p121)	15 sp
Cake, Carrot.....	8 gp	Waybread/Travel	
Elven Wafer (UEG p92).....	4 gp/lb	Bread (UEG p57).....	3 gp

Jack-of-All-Trades: Tinker; usually a 2-week backlog of work here; owner lives on the premises.

Floataion Bags (A&EG p22)	5 gp
Heat Mat (A&EG p23).....	45 gp
Hourglass	25 gp
Magnifying Glass (PHB 111)	100 gp
Periscope (A&EG p24)	20 gp
Rope Cranker (UEG p105).....	25 gp
Spiderpoles (A&EG p25).....	35 gp
Springwall (A&EG p25)	60 gp

Field Glass: A tapered piece of leather contains pockets that hold especially ground pieces of glass. When removed from their pockets, fitted in the clips at the end of the leather and encased by the buttoned leather roll, those pieces of glass work and odd magic: they make distant things appear close and close things appear blurry. An excellent tool for the battlefield and for spying. It doubles the range of normal vision. 800 gp.

Jerome's General Store: Jerome (CN, human male R6) is a former thief who came to Phlan thirteen years ago when he became too well-known in Melvaunt. Jerome buys and sells general wares, but if visitors gain his trust, his reputation as a fence comes to light. He also has begun fencing stolen goods and may try to sell stolen items to adventurers.



Artisan's Tools (PHB p110)	6 gp
Barrel.....	2 gp
Basket.....	4 sp
Bedroll (PHB p107).....	12 cp
Blanket, Winter (PHB p107)....	6 sp
Brick Press (UEG p90).....	11 gp
Bolt Cutter (A&EG p21)	6 gp
Bucket.....	5 sp
Builder's Kit, Masterwork (UEG p189).....	57 gp
Canvas.....	1 sp/sq yd
Chalk (UEG p91).....	2 cp
Keg, Hand (A&EG p24).....	5 sp
Keg, Cask (A&EG p24)	1 gp
Jug, Clay (PHB p108)	3 cp
Ladder, 10' (PHB p108).....	7 cp
Leash & Muzzle, Diminutive (A&EG p24).....	2 sp
Leash & Muzzle, Tiny (A&EG p24)	4 sp
Leash & Muzzle, Small (A&EG p24).....	6 sp
Leash & Muzzle, Medium (A&EG p24)	8 sp
Lumber, Local	2-20 cp/lb

Lumber, Unusual	2-5 sp/lb
Mill, Hand (A&EG p24)	3 gp
Mug/Tankard, Clay.....	2 cp
Oil (PHB p109).....	1 sp/pt
Paint, Common	1 sp-1 gp/lb
Paint, Unusual.....	2-10 gp/lb
Pestle & Mortar (A&EG p24) .	6 gp
Pitcher, Clay	2 cp
Pole, 10' (PHB p109)	3 sp
Pulley (A&EG p24).....	6 gp
Rope, Hemp (PHB p109)	1 gp/50'
Sack (PHB p109).....	12 cp
Signal Whistle.....	8 sp
Slate Board (A&EG p25)	5 gp
Soap.....	6 sp/lb
Torch (PHB p109)	1 cp
Twine, 50' Roll (A&EG p26) .	1 sp
Waterskin (PHB p110).....	12 sp
Whetstone	4 cp
Winch, 18 Str Portable (A&EG p27).....	22 gp
Winch, 20 Str Portable (A&EG p27).....	48 gp
Firewood	1 cp/20 lbs

Kordovarian's Fine Jewelry: Gems and jewelry of all types, including custom work; they pride themselves on being the Moonsea's best-known supplier of adventuring company insignias; they buy from adventurers (at 70-80% of market value); this shop is heavily trapped and guarded; owner has an apartment above.

Custom	Special
Fillet (AWRG p96).....	60 gp
Insignia, Custom.....	Special
Jeweler's Loop (A&EG p24)	20 gp
Necklace, Single Strand Amber (AWRG p94).....	45 gp
Necklace, Phosphorescent Crystal	25 gp

Marid Pearl: These large pearls are known for their quality and size throughout the planes. They are traded and sold by Marid's in the elemental plane of water. The pearls are white, but sometimes the rarer black is sold. Due to careful manipulation of local gravity and the careful breeding of oysters, these pearls are flawless. Additionally, uniquely shaped pearls can be made; teardrops, hearts, and other basic shapes are common. When these pearls are immersed in water for at least 5 minutes they will glow for up to four hours with a pale luminescence that is quite beautiful. If a Marid Pearl is used as a component in a Water Domain spell or any spell that is directly involved with Water, such a spell is Maximized as per the feat, but the pearl is destroyed in the process (a black pearl will maximize any spell). 8,000 gp for white, 20,000 gp for Black.

Time Bracelet: This bracelet allows time telling at night and during the day. Nocturnals can tell time at night using Polaris as a reference point. A dial indicates the time with a spot of sunlight shining on the interior of the bracelet. 80 gp.

Lando's Bowyers' Supply: Elven-owned, specializing in fine quality long and short bows; prices for stock items are 10-25% over book price; there is a base 10% chance of finding magical long and short bows, a 10% chance for non-magical crossbows, and a 2% chance for magical crossbows and composite bows; they sell arrows and quarrels of all types; there is a 40% chance of finding +1 arrows in stock (5% chance of +1 quarrels); all bows sold here are masterwork, but they do not make magical bows here; however, they do custom work (including Mighty Composite Bows) for 100-200% of book prices (with a non-refundable 25% deposit required); custom bows are guaranteed (to the original owner) under normal conditions including regular combat use (not including fireballs, lightning bolts, breath weapons, etc.); Lando's also sells arrowheads, bowstrings, and quivers (at book prices).



Arrow	1 sp
Arrow, Armor Piercing (UEG p148)	1 gp
Arrow, Blunt (A&EG p5)	5 sp
Arrow, Fishing (UEG p148)	2 sp
Arrow, Flight (A&EG p5)	8 gp
Arrow, Signal (A&EG p5)	5 sp
Bow, Masterwork Elven Double (A&EG p7)	1,300 gp
Bow, Sling (UEG p149)	1 gp
Bow, Stabiliser (UEG p149)	100 gp
Custom	Special
Dart	5 sp
Longbow, Masterwork	400 gp
Longbow, Masterwork +1 Str Mighty Composite (PHB p113)	550 gp
Longbow, Masterwork +2 Str Mighty Composite (PHB p113)	700 gp
Short Bow, Masterwork	340 gp
Short Bow, Masterwork +1 Str Mighty Composite (PHB p113)	480 gp
Short Bow, Masterwork +2 Str Mighty Composite (PHB p113)	550 gp
Toolkit, Bowyer's/Fletchers (UEG p207)	20 gp
Quiver Scabbard (A&EG p24)	10 gp

Madame Emeralda's: Fortuneteller; she also stocks a small supply of components for Divination magic (20% chance of finding a given item; she does not carry expensive or exotic components).

Matteo's: Matteo is a half-elf who has worked with metal all his life. He is large for a half-elf; he towers almost six feet and has sinewy muscles and long, reddish-black hair that is shaved on the sides and falls in a mohawk-like tail behind him. His weapons are of excellent quality and his services are much sought after by soldiers and adventurers. Matteo's in-stock inventory is nearly non-existent since his weapons sell so quickly and most of the work is custom made for each individual client. Matteo's prices are high, but the workmanship of his blades is unmatched anywhere in the Moonsea. He will also do repair work, but only on weapons of the highest caliber.



Custom	Special
Dagger, Masterwork	300 gp
Mace, Masterwork Heavy	340 gp
Sharpening Stone, Personal (UEG p191)	10 gp
Sword, Masterwork Short	320 gp
Sword, Masterwork Two-Bladed	460 gp



Nanuria's Clothiers: Off-the rack clothes at book prices (no custom work).

Belt, Baldric.....	7 sp	Fabric, Bolt of Plain	1 gp
Buckle, Plain.....	2 sp	Fabric, Bolt of Fine	2-10 gp
Breeches, Cotton.....	1 sp	Fullcloth, Winter (A&EG p30) ...	4 gp
Breeches, Leather	1 gp	Girdle	6 sp
Breeches, Sackcloth.....	5 cp	Gloves, Canvas	5 cp
Breaches, Woolen.....	5 sp	Gloves, Leather.....	5 sp
Cap, Cotton.....	8 cp	Loincloth.....	3 cp
Cap, Wool	1 sp	Mittens	8 sp
Cape, Full.....	1 gp	Pouch, Belt (PHB p109).....	1 gp
Chemise, Sackcloth	8 cp	Robe, Sackcloth.....	1 sp
Chemise, Linen.....	1 sp	Robe, Linen.....	1 gp
Cloak, Cotton.....	3 sp	Sash, Wool.....	1 sp
Cloak, Wool.....	5 sp	Sewing Needle.....	5 sp
Coat, Cotton.....	6 sp	Shirt, Sackcloth.....	5 cp
Coat, Leather	1 gp	Shirt, Linen	1 sp
Coat, Wool Winter	1 gp	Skirt, Leather Warrior's	5 sp
Codpiece	6 sp	Stockings.....	4 sp
Damaran Embroidered Pants	5 gp	Tabard	5 sp
Dress, Average.....	8 sp	Tunic, Sackcloth.....	5 cp
Dress, Cormyrian.....	3-25 gp	Vest, Leather.....	3 sp
Dress, Dales.....	3 gp	Waterdhavian Gown.....	5-50 gp
Dress, Peasant.....	5 sp		
Dye, Common.....	1 gp/lb		

Dancing Dress: This dress has a lined, waist enhancing laced-back and an artfully worked floral brocade material with a Silk accent material. Comes in any color required. 16 gp.

Traditional Intima: This set of undergarments are made out of the finest silk. These are functional and excellent when worn for long periods of time. 25 gp.

Next to Godliness: This laundry and dry-cleaning shop is located next to the temple.

Launderer..... 2 cp per piece of clothing

Old Washerwoman: Laundry and dry-cleaning.

Launderer..... 1 cp per piece of clothing

Launderer, Same Day..... 3 cp per piece of clothing

Pepperland: Herbs and spices, including those used as spell components, and various supplies for those with Herbalism proficiency.

Adder's Tongue (UEG p66)...	10 gp	Ignis Weed (UEG p71).....	15 gp
Anise.....	3 cp/ounce	Juniper.....	4 sp/ounce
Avens (UEG p67).....	20 gp	Larkspur (UEG p71).....	10 gp
Basil	1 sp/ounce	Lemon Balm	1 sp/ounce
Borage.....	2 cp/ounce	Marjoram	6 cp/ounce
Caraway	2 cp/ounce	Mint.....	3 cp/ounce
Chives	2 cp/ounce	Mistletoe (UEG p72).....	10 gp
Clary.....	8 cp/ounce	Mullein (UEG p71)	18 gp
Cloves (UEG p 68)	10 gp	Oregano.....	2 sp/ounce
Comfrey Root (UEG p68).....	10 gp	Parsley.....	4 cp/ounce
Costmary.....	4 cp/ounce	Rosemary	4 sp/ounce
Cumin.....	3 cp/ounce	Sage.....	1 sp/ounce
Dandelion (UEG p68)	10 gp	Salt	1 cp/ounce
Dillweed.....	4 cp/ounce	Thyme	1 sp/ounce
Garlic.....	1 cp/ounce	True-North (UEG p73).....	5 gp
Hawthorn (UEG p70)	50 gp	Wood Betony (UEG p73).....	10 gp
Horehound (UEG p70)	20 gp	Woodruff.....	1 sp/ounce
Horseradish.....	1 cp/ounce	Wormwood (UEG p73).....	15 gp

Petroff's Fine Swords: Most bladed weapons are in regular stock, weapons are of better than average quality, though not Masterwork.

Axe, Throwing.....	9 gp	Handaxe	7 gp
Battleaxe	11 gp	Longspear	6 gp
Dagger.....	2 gp	Scimitar	17 gp
Falchion	85 gp	Shortspear	2 gp
Glaive.....	9 gp	Sword, Bastard.....	40 gp
Greatsword.....	55 gp	Sword, Long	17 gp
Guisarme.....	10 gp	Sword, Short	11 gp
Halberd.....	11 gp	Trident.....	17 gp
Halfspear	2 gp	Whetstone	2 cp

Potent Potables: Alchemist's shop; carries various herbal elixirs. The owner will buy unusual potions at book price for analysis.

Acid, Flask (PHB p113).....	10 gp	Magnet, Small (A&EG p24)	10 gp
Adder's Balm (UEG p58)	50 gp	Motelight (A&EG p34)	20 gp
Alchemist Fire (PHB p113)	20 gp	Nightingale Balm (UEG p61)	4 gp
Bladefire (A&EG p32).....	20 gp	Parchment (PHB p109)	2 sp
Candle, Focusing (A&EG p33).....	100 gp	Potion, Cure Light Wounds.....	50 gp
Candle, Restful (A&EG p33).....	100 gp	Potion, Jump	50 gp
Damiana Oil (UEG p59)	90 gp	Potion, Love (DMG p191)	150 gp
Darkvision Powder (A&EG p33).....	10 gp	Potion, Spider Climb	50 gp
Dissapearing Ink (FRCS p96).....	5 gp	Potion, Swimming (DMG p191).....	150 gp
Fireproof Oil (UEG p18).....	50 gp	Potion Belt (FRCS p96)	1 gp
Fleetfoot (A&EG p34)	50 gp	Powdered Tears (UEG p83).....	50 gp
Gallowgum (UEG p19).....	10 gp	Salt Tablets (UEG p99).....	1 gp
Glitter (UEG p19).....	25 gp	Signal Torch (A&EG p35).....	1 gp
Gripping Resin (UEG p94)	10 gp	Smokestick (PHB p114).....	20 gp
Healer's Kit (PHB p110).....	50 gp	Stinging Smoke (UEG p24)	35 gp
Herb, Cassil (A&EG p96).....	1 gp	Swine's Rest (UEG p63).....	10 gp
Herb, Nararoot (A&EG p96).....	2 sp	Thunderstone (PHB p114)	30 gp
Ice Cutter (UEG p20)	15 gp	Tindertwig (PHB p114).....	1 gp
Ink (PHB p107)	8 gp	Verminbane (A&EG p35).....	20 gp
Jow (UEG p60).....	10 gp	Water Additive (UEG p101).....	3 gp
Jowlnumb (UEG p60)	70 gp		

Silver Key: Locks, bolts, window bars, chests, & non-magical security devices; they do custom work.

Lock, Very Simple (PHB p109).....	20 gp
Lock, Average (PHB p109).....	40 gp
Lock, Good (PHB p109)	80 gp

Slum Market: This dizzying maze of stalls, booths, and tents always teems with people, because it is the place to find cheap wares, exotic merchandise, and items not normally found in respectable establishments. The Slum Market is a place where, as the Phlan saying goes, "You're more likely never to see the same merchant two days in a row". It is also a favored place of pick pockets (there is a 25% likelihood per 10 minutes that a visitor will suffer a pickpocket attempt).

Smithy's Choice: General metalworking, including household items, door hinges, etc. (no weapons).

Axe, Carpenter's (UEG p204)	1 gp	Pick, Miner's	3 gp
Axe, Woodsman (UEG p204).....	4 gp	Pitchfork (UEGp205)	2 gp
Billhook	5gp	Piton (PHB p109)	1 sp
Branding Iron (UEG p204)	6 gp	Post Hole Digger	4 gp
Chain (PHB p107)	30 gp/10'	Pot, Iron	5 sp
Crowbar (PHB p107).....	2 gp	Rake	1 gp
Custom	Special	Sickle.....	6 gp
Hacksaw (A&EG p23)	5 gp	Sledge (PHB p109).....	1 gp
Hammer (PHB p107).....	5 sp	Spade/Shovel	2 gp
Hoe	3 gp	Tongs, Metal.....	3 gp
Ice Axe (A&EG p23)	10 gp		

Something Fishy: Seafood of all types, including fish & chips; they buy exotic seafood from adventurers.

Cod, Salted.....	4 gp/lb	Octopus, Giant Tentacle.....	30 gp
Cod, Smoked	6 gp/lb	Salmon, Salted	8 gp/lb
Herring, Pickled.....	4 gp/lb	Salmon, Smoked.....	15 gp/lb
Herring, Salted.....	6 gp/lb	Sardines.....	5 gp/lb

Tanned Hide: Just what the name suggests; they purchase rare and exotic hides from adventurers (at fair market prices). Leather goods of all types, including armor; magical armor is sometimes available here (4% chance); they buy exotic hides from adventurers

Apron, Leather.....	3 sp	Moleskin (UEG p97).....	1 gp
Armor, Leather	9 gp	Pads, Elbow	3 sp
Armor, Leather Scale (A&EG p15)....	35 gp	Pads, Knee	3 sp
Armor, Studded Leather	25 gp	Pads, Shin Guard.....	4 sp
Armor, Padded.....	5 gp	Saddle, Military (PHB p113).....	20 gp
Bandoleer (FRCS p95)	5 sp	Saddle, Pack (PHB p113)	5 gp
Belt, Leather	2 sp	Saddle, Riding (PHB p113)	10 gp
Furs:			
Bear Fur, Trimming.....	20 gp	Silver Fox Fur, Trimming.....	32 gp
Bear Fur, Cloak/Jacket	100	Silver Fox Fur, Cloak/Jacket.....	320 gp
Bear Fur, Robe/Blanket.....	200	Silver Fox Fur, Robe/Blanket.....	640 gp
Beaver Fur, trimming	17 gp	Mink Fur, Trimming	80 gp
Beaver Fur, Cloak/Jacket	170 gp	Mink Fur, Cloak/Jacket	2,500 gp
Beaver Fur, Robe/Blanket.....	340 gp	Mink Fur, Robe/Blanket.....	4,900 gp
Red Fox Fur, Trimming	25 gp	Winter Wolf Fur, Trimming.....	75 gp
Red Fox Fur, Cloak/Jacket.....	250 gp	Winter Wolf Fur, Cloak/Jacket ..	2,500 gp
Red Fox Fur, Robe/Blanket.....	500 gp	Winter Wolf Fur, Robe/Blanket ..	5,000 gp

Textile House (ruined): This business produces fabrics (dyed and undyed) of all qualities; they sometimes sell their overstock to the public, but this is rare.

Uto's Books & Maps: In addition to selling books and maps, they offer copying and translating services (normal books and maps only), and sell paper, quills, normal inks, and blank books (including spellbooks); they sell globes of various sizes (and varying accuracy); larger globes are special order items; as a courtesy to visitors (and a way of attracting more customers), there is a city map on display in the shop window. Uto himself is a somewhat seedy character and sometimes sells old maps as new.

Case, Map or Scroll (PHB p107) ..	1 gp	Paper (PHB p109).....	2 sp
Holy Text (A&EG p23).....	10+ gp	Sealing Wax	1 gp/lb
Ink (PHB p107)	8 gp	Spellbook,	
Ink Pen (PHB p108)	1 sp	Wizard's Blank (PHB p111)	15 gp



Wagon Wheel: This business sells, rents, and repairs all types of wheeled vehicles; they also hire out drivers.

Cart (PHB p113).....	15 gp	Sleigh, 2-person (UEG p99).....	18 gp
Sled (PHB p113).....	20 gp	Wagon (PHB p113).....	35 gp
Sled, Body (UEG p89)	45 gp		

Winery (ruined): This produces several grades of wines and ales; the better grades are exported throughout the Moonsea area.

Velvet Cape: Expensive clothing of all types (no shoes or boots); their best custom-made garments are suitable for enchantment, but they do not sell magical garments; they also repair fine clothing.

Belt, Fine.....	25 gp	Fabric, Bolt of Unusual.....	11-25 gp
Buckle, Fancy	1+ gp	Gloves, Silk	15 gp
Breeches, Velvet.....	4 gp	Hat, Broad-Brimmed.....	8 gp
Bustle	5 gp	Nightshirt, Silk	6 gp
Cannons (AWRG p79)	10 gp	Pantaloon, Bunchy.....	8 gp
Coat, Velvet.....	8 gp	Robe, Shadow Silk (UEG p14) .	35 gp
Coat, Silk	10 gp	Robe, Velvet.....	3 gp
Corset	25 gp	Robe, Winterbane (UEG p15) .	20 gp
Custom Tailoring.....	Special	Sash, Silk	4 gp
Doublet, Brocade.....	8 gp	Shirt, Velvet.....	5 gp
Doublet, Velvet.....	2 gp	Shirt, Silk.....	10 gp
Dress, Fine	20 gp	Thayan Bodice.....	10 gp
Dress, Excquisite	75+ gp	Tunic, Silk	5 gp
Dye, Unusual	2-10 gp/lb	Vest, Knife (A&EG p30)	25 gp
Dye, Rare	11-25 gp/lb		
Fabric, Bolt of Fine	2-10 gp		

Chameleon Silk Cape: This restored cape has come all the way from the depths of Elven Court. It's silk will adapt its color's to match other clothing worn. 400 gp.

Djinn Silk Dress: This sheer dress is made of Djinn Silk, which is very airy and translucent (though it can be designed for modesty in mind as well). This mesh banded four-slit tube dress is trimmed with lace on bands and slits. These dresses provide resistance from cold, subtracting the first 5 points of cold damage per round. 1,200 gp

Eelskin Dress: This silky-soft eel's leather dress fits like a second skin. It's low cut top and short skirt do not suit shier ladies, but those brave enough to don this seductive dress will find that few can resist her. 120 gp.

Ornamental Baldric: This article of clothing is usually slung around the body from one shoulder to the opposite hip and is used to carry a weapon or other item. This Baldric comes in dark colors and is decorated with silver-thread tassels and embroidered with a green ivy pattern. 15 gp.

Miscellaneous Locations::

Bivaunt's Shipyards: Owned by Council Member Rathlagor Bivaunt.

Cardona Textiles (ruined):

Denelor's Tower: This gray-brown structure is the largest and most impressive of the old Phlan towers. It is considered a city historical site (for no other reason than it managed to survive this long) and locals will point to it as a splendid example of Phlan's commitment to the restoration of the city. This tower is occupied by a wizard who calls herself Rowena (LE, human female W11). Looking for a quiet place to do her research, she visited Phlan and was immediately attracted to the tower. Slowly, she ingratiated herself into the townsfolk's good graces by lending a hand with the town's cleanup and repairs. When the time was right, Rowena appealed to the Council of Ten to let her have the tower. In return she asked to be solely responsible for its repair and restoration. The Council, realizing that a powerful wizard as a citizen was an asset, agreed. No one realizes is a Red Wizard of Thay, sent to the North Coast of the Moonsea to spy and report. Her mission is long-term and she can take as much time as she needs. Rowena intends to do just that.



Kuto's Well: This dried-out well leads to a subterranean complex, and this secret tunnel was instrumental in the defeat of Tyranthraxus. Nowadays, a routine guard is posted there to make sure nothing goes into it, or comes out.

Mendor's Library (ruined): This is one of the finest libraries and greatest centers of knowledge in the Moonsea area, with visitors coming from as far away as Cormyr to do research; the collections of history, mathematics, philosophy, and rhetoric tomes are particularly noteworthy; the library does not lend books, nor does it contain magical tomes (although there are many books on magical theory); the library is supported by donations from patrons; they are always on the lookout for rare volumes, pay premium prices, and they sponsor adventuring parties for this purpose.

Old Kovol Mansion (ruined): This was once the home of Phlan's Thieves' Guild.

Quivering Forest: A millennia ago, soon after Phlan was established to assist trade between the young humans in the area, the elves to the south and the dwarves to the north, the Cormanthor elves planted the Quivering forest north of the city. This copse was mildly enchanted, hastening the growing season to produce a great wood in the span of a human generation. Though the woods have been felled on a number of occasions, it has always returned to its original form, becoming a light woods within two years, and a deep shadow-filled forest by the end of a man's life.

Playhouse, The (ruined): Despite what the name might suggest, this is the local theater (the "playhouses" are elsewhere in the city); there are 3 main rooms here: Center Stage (usually used for popular plays and the most famous traveling performers), The Green Room (used for more artistic productions), and The Silver Room (used mostly for local artists); these rooms are quite well sound-proofed for the frequent occasions when they are all in use; additionally, there are dressing, costume, and prop rooms.

Pool of Radiance: The elves, the legend says, first discovered the Pool of Radiance. Its description has varied through the passage of the years. Many wise sages have declared it a myth and a con-man's gambit. The location of the Pool changes from tale to tale. Sometimes it is deep in the heart of an eternal wood, sometimes on an island circled by great wyrms, and sometimes in the heart of a huge solitary peak that rises above all others in the Dragonspine Mountains. It is said that the pool glows with its own energy. Those that approach it feel new power within their bones, while an unreal melody holds them in a rapture. Legends say that the Pool's power created the Quivering Forest and caused the Sorcerer's Isle to appear. The Pool is said to bring great power to the worthy, and death most horrible to the unworthy. Some tales say that the individual should drink it, bathe in it, or throw coins into it and wish. There are numerous

folk tales of the wise fool stumbling upon the Pool, and gaining wondrous power or meeting a gory end. The abilities of the Pool change according to the need of the tale-spinner. In any event, a trader or adventurer who encounters a sudden windfall or great riches is said to have "visited the Pool."

Scholar's Square (ruined): This area of town was the center of learning in Phlan. Libraries, trade and religious schools, sage houses, and other structures of learning could be found here. Now most of the buildings are entirely reduced to rubble, except for one long, low edifice that had served as the city's library. Occasionally an intact book or scroll is found among the debris.

Sokol Keep: When Phlan fell to the dragon army 50 years ago, Sokol Keep (a small fort located on Thorn Island) was one of the last places to fall. Here, Ferran Martinez, Councilman and priest of Tyr (whom later returned as a ghost), hid with many retreating citizens, all of whom eventually perished. Workers have just begun restoring the Keep, which still has many old secrets (including a number of permanent illusions). There is even talk of placing a beacon, like a lighthouse, atop the keep for ships entering the Bay of Phlan, But rumors of ghosts and other supernatural beings keep many workers away, and progress is slow.

Thieves' Guild: Not actually a building, since the Guild is officially outlawed; it is located in cellars accessible through the sewers (there is also access through the basements of The Fire Giant Inn and The Pit); any standard thief item or weapon may be found here, and more exotic items (those in the Thief's Handbook) are frequently available; magic items are sometimes available (110-125% of book prices); non-resident and/or adventuring thieves may only have associate memberships (they are encouraged to join the Mercenaries' Guild instead, which is legally allowed to have adventuring rogues as members). The Thieves Guild runs a non-centralized school, The Confidence Man (PoS p145), through its members.

Ashen Powder (UEG p75)	20 gp	Hotse Nails (UEG p80)	30 gp
Bodysuit, Black (A&EG p30)	30 gp	Lockbreaker,	
Boots, Smugglers (A&EG p30)	10 gp	Blossoming (UEG p81)	2 gp
Clay	5 gp	Razor Thread (UEG p84)	5 gp
Clay & Wax Box (UEG p76)	90 gp	Sheath, Boot (A&EG p36)	30 gp
Finger Blades	20 gp	Sheath, Wrist (A&EG p36)	20 gp
Footpad's Vest (UEG p78)	60 gp	Spider Poles	35 gp
Forger's Kit (A&EG p28)	25 gp	Thieve's Tools (PHB p111)	30 gp
Housebreaker Harness	20 gp		

Training Hall: Dueling hall and headquarters of the Mercenaries' Guild lead by Rolf Strongarm; used in emergencies by the city militia, it has common rooms for poorer members, and a storage vault for members. Talaxian Duelists (PotS p116) maintain a small school within the Training Hall as do the Soldiers of the White Shield (PotS p104).

Valhigen Graveyard: This huge cemetery was haunted by a vampire and a plethora of undead for many years. Unfortunately, even though the vampire himself was destroyed, most citizens insist that new, more terrible undead have since taken up residence. However, no one has actually seen anything here... at least not yet. Valhigen Graveyard is a terrifying piece of unholy ground. Citizens who are unfortunate enough to be walking past Valhigen at dusk usually keep an uneasy eye on the northwest section of the burial grounds. Even though they cannot always see it, they feel tremendous evil there still. Adventurers are always welcome to explore it at their own risk. The most recent development in Valhingen is that a ghost of one of the evil clerics of Bane now haunts this graveyard and has brought with it more undead. Ghouls have also dug tunnels under the graves, making the ground above unstable.



Vahlegen Park: This park has a small shrine to the goddess Mielikki.

Valjevo Castle (ruined): Majestic, crumbling remains are all that is left of the imposing granite and marble castle, once one of the largest structures in the Realms. The turrets of the castle rose over 100 feet, and even as a ruin they are among the tallest. Far underground lies the Pool of Radiance.