

# TELOS CITY



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# HISTORY OF THE CITY

When the days grow short in the north, magic runs wild. The dead refuse to pass to the afterlife, doors stop leading where you expect them to, and it isn't water that falls when it rains.

This is only one of their worries.

Despite being so far north, the people of the Kingdom of Vaasa are a sturdy folk, and for generations they farmed land that perhaps wasn't as fertile as that too the south, but still gave life to the kingdom as the Pelauver River flowed high and wide down from a spring in the Galena Mountains to the east. Not only was the river a source of life, but it also ran along the only overland trade route between the East and the West, with the Moonsea to the south being wracked by storms, making it unreliable for trade much of the year.

But eighty years ago, a massive earthquake struck the Galena Mountains, and much of the Pelauver River was redirected into neighboring Damara. The river did not completely dry up, but it flowed vastly less than it had before, forming a massive canyon through the middle of the Kingdom. Crops withered and died, and Vaasa began to wither with it.

Not all was lost for Vaasa, however. With the waters receding, vast veins of iron were found underneath the capital, Telos City. And though the route was harder, trade still flowed through the kingdom.

Telos City still stands today, proud and resplendent with a glory of days gone by. The Blind King Matthias Corvinus IV rules proudly from the Frozen Seat, ensuring law and order prevail along his nation's roads. Wealth does not flow into the city the way it used to, but Telos City has come far in the past 80 years, finding a new identity after disaster shook it up so much.

Of course, not all is well in Vaasa. Outside of winters that are particularly harsh for their more chaotic properties, various other factions seek to disrupt the law and order of the kingdom for their own ends. Though travelers are free from brigands seeking to rob them, smugglers make use of the same routes as legitimate traders do. The Zhentarim (Also known as the Black Network) operate a wide variety of legitimate businesses, but woe be to their competitors and customers, as violence may befall them should business not come the Zhentarim's way. The nobleman Art Barton has been accused many times of slave trading and dealing in illicit magical items, but the charges have never quite stuck. The elusive members of the Watchtower act almost like terrorists, disrupting power structures and the status quo wherever they see an opportunity. All of them fight constantly (Not to mention various smaller gangs scattered throughout Telos City, a war underneath the surface of the city for control. Not to mention the scourge of the Society of Bees, who

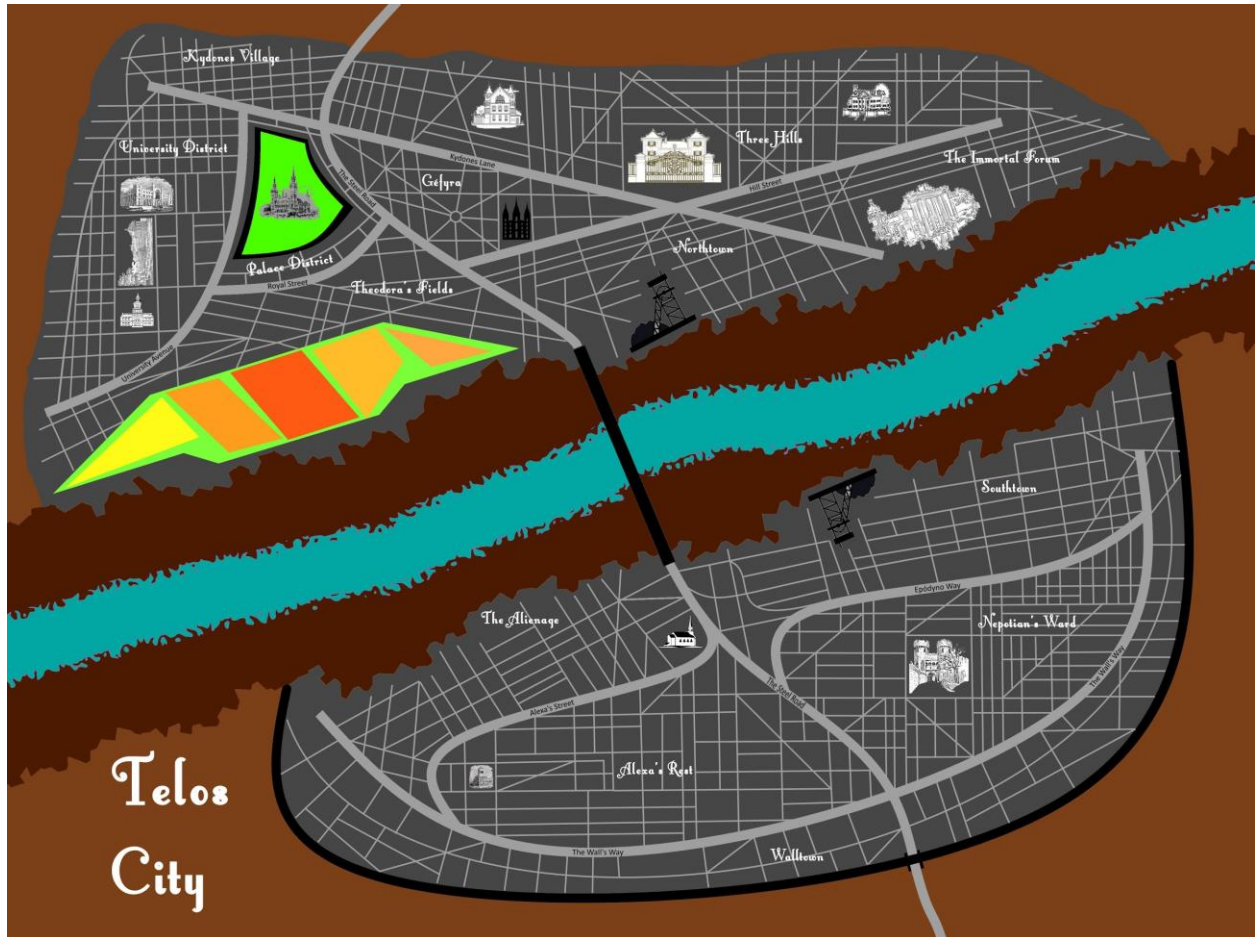
traffic in the narcotic known as Red Candles, whose smoke fills the mind of those exposed to the wild magics of the Winter's Madness.

And then of course there are the threats political and ethereal. Though his judgment has always been sound, those hungry for power in Vaasa have seen the King's blindness as an opportunity to seize power, and they conspire against him in the shadows. And then there are the devils that have been popping up throughout Vaasa. They look human for the most part, save for their yellow and red eyes, and where they can, they live alongside the citizens of the north, where they are either protected or undetected, that is. But while it is nigh impossible for a mortal to kill a devil for good, a large number of them have been ending up in city morgues. Even stranger, some of the dead seem to be dressed in noble finery, while others appear in more common clothing.

Through it all, Vaasa and Telos City remain. The people stay true to their homes, living off what they can mine from under the earth and the trade coming through their borders. Those of the north are tenacious, spiteful even towards the curses of nature which have brought them their misfortune. And it is here that you all now find yourselves, immigrants to a harsh land, but one where there is a great potential for profit to be made...

# MAPS

## City Map





Vaasa Map



# DISTRICTS:

## Northtown

Northtown is the mining district to the north of the river, and though there are certainly similarities with Southtown, it's not convenient for people to travel to the south to handle their daily business, making the neighborhood self-sufficient and giving Northtown a fairly distinct identity.

Northtown tends to be a fair bit less lively than its southern counterpart. Not much trade comes from the north, and not much from the south tends to cross the bridge over towards Northtown. The people who have been living here have been living here for generations, and tend to be some of the most insular folks in all of Telos City. When you need new shoes, you go to the cobbler whose father your father got his shoes from. When you need repairs to your home, you call the carpenter whose grandfather fixed your family's home fifty years ago.

This has the adverse effect of also making the people of Northtown some of the least welcoming people in Telos City. If you're not one of them, then you best be careful when you visit Northtown. Certainly the various underground organizations in Telos City have a presence here, but Northtowners are all almost a gang in themselves. Any perceived slight, and you may well be sent on your way out of the neighborhood with a lot more bruises and a lot less blood than you had when you came in.

Mad Concoctions	Alchemy	Baldur's Bricks	Mason
The Dunes of the Dessert	Bakery	Cat Tail Carpet Outlet	Merchant
Candor Union	Bank	Illsley's Oddities	Merchant
The Brass Buckle	Blacksmith	The Slayer's Satchel	Merchant
The Crossed Hilt	Blacksmith	Ground & Glazed	Pottery
The Emperor's Scabbard	Blacksmith	Winston's Wonderful Pals	Services
The Fear Forge	Blacksmith	The Wyvern's Weave	Tailor & Leatherwork
The Shimmering Shield	Blacksmith	The Pinstriped Funeral	Tailor/Clothier
Dan's Myth	Blacksmith & Farrier	Applebottom's Ale House	Tavern
The Quiet Quill	Bookseller	Flask of the Fool	Tavern
Fernbreath Meadery	Brewery	The King's Kettle	Tavern
Frostfroth Brewery	Brewery	The Longest Ladle	Tavern
The Gingerbread House	Brothel	The Mute Monkey	Tavern
The Thirsty Throne	Brothel	The Shat Shrew	Tavern
The Cleaved Rib	Butcher	The Slippery Slaughterfish	Tavern
Frank's Fairly Fancy Furniture	Carpenter	The Mad Mastiff	Tavern & Fight Club

The Tipped Wagon	Carpenter	The Moonkeg Inn	Tavern & Inn
The Strapping Prince	Cobbler	The Purple Pegasus Inn	Tavern & Inn
Waterman's Pantry	Grocer	Church of the Devout	Temple
Bankerdank's Bling Cart	Jeweler	Swiftwind Tower	Temple
The Emerald Beacon	Landmark	Red Rain Reservoir	Well
Hide and Husk	Leatherwork	Vigilant Vine Winery	Winery

## Southtown

Southtown is certainly a more welcoming place than its counterpart on the other side of the river. Back when the river ran higher, Southtown was the primary port for trade coming along the river, and as a result, the district has had a lot of international influences over time. With exotic goods coming into the neighborhood, Southtown was once the premiere place to find things from all around the world. The mine shaft popping up and Walltown's new importance as the primary trading district has certainly changed things, with a number of local institutions having to close up shop with not as much money coming into the district, but the people who live here take pride in Southtown's history, and work hard to preserve the cultural landmarks that make it such a unique part of the town.

Autumn's Brew	Alchemy	Bells and Whistles	Merchant
Fiona's Fragrances	Alchemy	Collin's Colognes	Merchant
The Brewed Bean	Alchemy	Cristoff's Palette	Merchant
Gormund's Grindstone	Blacksmith	Normike's General Store	Merchant
The Golden Gauntlet	Blacksmith	One Eye Open	Merchant
The Lycan's Bane	Blacksmith	Shaman's Shanty	Merchant
The Steel Pommel	Blacksmith	The Ancient Armchair	Merchant
The Cobalt Chain	Blacksmith & Mason	The Bearded Basilisk	Merchant
Marksmanmart	Bowyer	The Rope and Bucket	Merchant
Fabio's Exotic Butchery	Butcher	The Wobbly Wheel	Merchant
The Scholar's Beacon	Candle maker	Wiz-Mart	Merchant
Dick's Directions	Cartography	Rhinehart Preservatory	Museum
The Humble Hiker	Cobbler	The Convex Observer	Observatory
Wayfarer's Workshop	Cobbler	Jugs & Mugs	Pottery
Magorium's Message	Courier	Plain & Thimble	Tailor/Clothier
Garden of Souls	Death	Walt's Wardrobe	Tailor/Clothier
The Alabaster Arena	Fight Club	Boldbone's	Tavern
The Crucible	Fight Club	The Ghastly Fiddle	Tavern
The Slain Verse	Fight Club	The Juicy Mallard	Tavern



Fortune's Foxhole	Gambling Den	The Knight's Niche	Tavern
The Radiant Vial	Glassworks	The Wasted Weasel	Tavern
The Child's Refuge	Gov. Agency	Haggler's Hill	Tavern & Guild
The Pure Water Institute	Gov. Agency	The Hasty Horse Carriage Co.	Taxi
The Veteran Center	Gov. Agency	Temple of Time	Temple
The Sleeping Dog	Inn	The Hall of Perfection	Temple
Guildmanson's	Leatherwork	The Paragon Complex	Temple
Cortex Collection	Library	The Spectacle Auditorium	Theater
Ashill Bizarre	Market	The Red Press	Winery
Coldburn Masonry	Mason	West Embassy Mercantile Guild	Merchant & Warehouse

## University District

In his younger days, the Blind King studied here. It is to the credit of the Headmaster that he received so good an education, with the Telos City University making a concerted effort to bring in as many scholars as they could from all around the world. Truly, the University may be what Telos City is most famous for throughout the world, where learning and studies are protected and funded very heavily. Whether it be engineering, magic, or medicine, it seems as though new discoveries are always coming out of the University.

The district is not without its share of problems, however. Most of the resources and money in the district get funneled into the University, and though the campus and the blocks surrounding it are wealthy and safe, to venture far from the University is to find an impoverished neighborhood riddled with gang violence.

The Olive Branch	Alchemy	The Merchant's Mattress	Inn
Recovered Items Resale	Auction	Raendal's Tears	Landmark
The Arcane Auction	Auction	Brawler's Buckle	Leatherwork
Diana's Dough	Bakery	Apex Athenaeum	Library
The Pasty Partridge	Bakery	Mechanus Memorial Library	Library
Gordon the Groomer	Barber	The Lexicon Labyrinth	Library
The Bathing Dome	Bath & Healer	Maggie's Follicle Replacement Center	Merchant
The Fighter's Friend	Blacksmith	The Crate and Barrel	Merchant
The Iron Inkwell	Bookseller	The Potted Petunia	Merchant
The Gnome's Notch	Bowyer	The Sandy Satchel	Merchant
Braziers	Brothel	The Royal Business Agency	Merchant & Warehouse
Charlie's Chocolates	Brothel	The Companion Center	Services
Cumming Dear	Brothel	Thunderhoof Ranch	Stables

The Raven Cave	Brothel	Eye of the Needle	Tailor/Clothier
Hammy's	Butcher	The Cashmere Cat	Tailor/Clothier
The Flimsy Frame	Carpenter	The People's Thread	Tailor/Clothier
The Latterton Mapping Co.	Cartography	The Howling Hyena	Tavern
Leonard's Leather Shoes & Such Co. Inc.	Cobbler	The Last Stop	Tavern
The Prancing Pixie	Cobbler	The Mangy Mink	Tavern
Trusty Gnome Shipping	Courier	The Pied Piper	Tavern
Caged Rage	Fight Club	The Shaded Dinery	Tavern
The Collection Bureau	Gov. Agency	The Flirting Friar	Tavern & Brothel
Yoke & Yield	Grocer	Deep and Strong	Tavern & Pub
Come On Inn	Inn	Therassor's Call	Temple

## Palace

It's been quite some time since the new Palace has been renovated, it was built 200 years ago when the city first expanded to the other side of the river, abandoning Nepotian's Ward and the castle there. Certainly there are more beautiful palaces in the world, in fact Castle Perilous to the north is largely considered to be far more architecturally magnificent than Castle Draisaitl (Named after the first king of the Corvinus dynasty, but it remains the tallest building in Telos City, seen from everywhere in town.

The Castle is surrounded by a thick wall, guarded by troops around the clock. The only homes in the district are reserved for the servants and soldiers who work at the Palace, and they tend to venture into other districts for their own needs, given the limited space putting a priority on housing, all of which is owned by the King.

## Walltown

Walltown thrives upon the trade coming into the city and the soldiers stationed along its border. The mountains surrounding Vaasa make it so that there are few invaders, and fewer that make it to the capital. But of those armies that arrived at its doorstep, all came from the south, with the trade routes a far easier path to march an army along than the wastes to the north. And so that is where the wall was built, manned by a guard which has grown idle with few threats to fend off. But the barracks create demand for food and drink and women, and it has grown all along the wall. A bustling economy can be found in Walltown, now a community in its own right, and no longer simply a military town, as people flock there with so much money to be made and the standard of living sharply rising.

It helps that this is now the primary trading district for Telos City as well. Traders don't want to have to haul their goods especially far into the city, nor do they wish to take up lodging and meals far from their point of

entry either. With so much commerce coming to Walltown, this district is perhaps the most exciting place in all of Vaasa, let alone Telos City.

The Dank Decoction	Alchemy	The No Room Inn	Inn
Bread, Butter, and Best	Bakery	The Ranger's Respite	Inn
Canburn's Bakery	Bakery	The Gullet	Landmark
The Mummy's Munchies	Bakery	Sacred Summit Library	Library
The Crawler's Cache	Bank	The Roadheart Market	Market
The Barn Barber	Barber	Macklemore's	Merchant
The Commons	Bath	Magic Merchant Mega Store	Merchant
Fralia's Fairy Tales	Bookseller	The Gorged Gourd	Merchant
The Marksman's Match	Bowyer	Gristmill Tower	Mill
The Blind Bat Brewery	Brewery	Teresa's Trees	Mill
Alaina's Luminescence Co.	Candle maker	Treadwater Mill	Mill
Francisco's Furniture	Carpenter	Orion's Eye	Observatory
The Auburn Armoire	Carpenter	Certified Ceramics	Pottery
Wanderbeard Bros	Cartography	Commonsworn Pottery Co.	Pottery
The Djinni's Slipper	Cobbler	The Sage and Scholar Scroll Emporium	Scrolls
Cast Off Coliseum	Fight Club	Vallencourt's	Scrolls
Hornet's Nest	Fight Club	Cottonpot the Couturier	Tailor/Clothier
The Bloodbowl	Fight Club	The Dapper Skeleton	Tailor/Clothier
The Debtor's Play	Gambling Den	The Hulking Haberdasher	Tailor/Clothier
The Pilgrim's Provisions	Grocer	Ale for Sale	Tavern
Mort's Medicines	Healer	The Sword & Sigil	Tavern
The Ill Illithid	Healer	The Sappy Salamander	Tavern & Inn
Dawndane Sanctuary	Healer & Temple	The Cloven Hoof Inn	Tavern & Inn & Stables
Montoya's Innigo	Inn	Alabaster Complex	Theater
No Room Inn	Inn	Cassandra's Sip	Winery
The Hallowed Hawk Inn	Inn	The Brass Chalice	Winery

## Kydones Village

The suburbs of Telos City, Kydones Village is where you'll find the middle class of the city. Merchants, business owners, administrators, this is where you'll find most of them. Built in the last 30 years, this is where the new money of Telos City lives, where the streets are clean and safe, and the people commute elsewhere to work.

Kydones Village is more gilded than golden however. With all of the prosperity, there lies underneath the surface the scourge of Red Candles. The

candles that one can buy from the Society of Bees tend to be safe, but someone is trying to muscle in on their territory, and a number of imitation Red Candles have been popping up in Kydonos Village. These candles are nearly impossible to tell from the real thing by looking at them, but they have far different effects, shutting down parts of the nervous system and occasionally exploding, covering the unlucky in a cursed soot which leaves them considerably debilitated.

Amelia's Alchemical Academy	Alchemy	The Unitarium	Gov. Agency
The Wasp's Wing	Alchemy	Youngblood Haven	Gov. Agency
Brother Baldric's Bun Shop	Bakery	The Emerald Elephant	Jeweler
The Sweet Satyr	Bakery	The Northern Necklace	Jeweler
The Mountain's Breath	Bath	Ileme's Gift	Library
Swords & Scabbards	Blacksmith	The Requiem Records	Library
The White Workbench	Blacksmith	Sturdy Stonework	Mason
Tulli's Tales	Bookseller	Azura's Assortments	Merchant
The Flying Flint	Bowyer	Clifftrap's Quirks and Clockworks	Merchant
The Sylvan Catch	Bowyer	Pitch & Plow Supply Shop	Merchant
The Black Beaker	Brewery	The Scrawled Kindle	Scrolls
The Brazen Oak	Brewery	The Studded Stallion	Stables & Tavern
The Naked Nun	Brothel	The Needle & Pin	Tailor/Clothier
Artisan's Cut	Butcher	The Curious Cabbage	Tavern
The Noble's Seat	Carpenter	The Salty Spittoon	Tavern
The Prince's Table	Carpenter	The Whale's Spout	Tavern
Brumfield Cobbler	Cobbler	The Bastard's Barrel	Tavern & Brewery
The King's Coiner	Coin Foundry	Tubthumpinator's	Tavern & Gambling Den
The Platinum Forge	Coin Foundry	Drunk Duck Inn & Bar	Tavern & Inn
Boulderbelt Delivery Service	Courier	Black Star Sanctuary	Temple & Death
Gammon Hall	Gov. Agency		

## Géfyra

It's a little bit odd that the people of Telos City still worship Chauntea as much as they do, considering that it has been quite long since there was a great harvest outside what survives in Theodora's Fields. But the temple to the Grain Goddess stood tall for centuries before the river ran dry, and the priestesses would be damned if they let another deity be worshipped in the house of their patron.

Certainly there are guards of the city which patrol the streets of Géfyra, but there are different rules in this neighborhood. The temple is the true, if not legal, authority in this district, which has led to no shortage of

conflicts between the King and what he sees as an irrelevant church infringing on his sovereignty.

The Cordial Chemist	Alchemy	The Sapphire Key	Jeweler
The Lover's Philter	Alchemy	The Halls of Written Record	Library
Bill & Bond	Bank	The Fortified Purse	Locksmith
The Dryad's Fire	Bath	Odds and Ends	Merchant
The Grooved Greatsword	Blacksmith	Sleek Majiik's Magic Shop	Merchant
Edmond's Endless Editions	Bookseller	Solomon's Stocking Stuffer Emporium	Merchant
Burgess & Hall	Brewery	The Copper Compass Trading Company	Merchant & Warehouse
The Wild Within Walls	Brothel	Galeharvest	Mill
The Bloody Butcher	Butcher	The Traveler's Maxim	Mystic
Fragrance Emporium	Candle maker	Osemir's Run	Road
Garamond's Glowing Waxtubes	Candle maker	The Mayor's Haste	Road
Cadsen's Carvings	Carpenter	Sunfront Seminary	School
The Path of the Pious	Cobbler	The Icewind Institute	School
The Drop Stop	Courier	Von Hooten's Music Academy	School
House of the Setting Sun	Gambling Den	The Subtle Summoner	Scrolls
Leprechaun's Luck	Gambling Den	Yngvar Underberg's Fantastic Followers	Services
The Drider's Dice	Gambling Den	The 4 Hooves	Stables
The Gambler's Gain	Gambling Den	The Silver Spindle	Tailor/Clothier
The King's Commune	Gov. Agency	The Cracked Flask	Tavern
The Nest	Gov. Agency	The Greasy Steed	Tavern
Wanderer's Hospice	Healer	The Mellow Mustang	Tavern
Amber Light Inn	Inn	The Busy Beaver	Tavern & Brothel
Thatched Roof Inn	Inn	The Come On Inn	Tavern & Inn
The Black Baroness Inn	Inn	The House of Zeal	Temple
The Stepping Stone Inn	Inn	Dwarven Dramatics Institute	Theater
Tas'Milan's Trinkets	Jeweler	Silvermoon Society	Theater

## The Alienage

Vaasa is primarily a human kingdom, but it is not without racial conflict. Shortly after the first human settlers arrived in the valley, orcs followed them in, nomads wandering the plains. For a few centuries, there was uneasy conflict, raiding parties here and there that didn't warrant more than a minor response. But in time, humanity had grown powerful enough to enforce their order over all of Vaasa, and set out to crush the Orcish tribes. They conquered clan after clan, and gave them two options. Either the orcs would



suffer the blade, or they would live in Alienages (What amounted to ghettos) in human cities, subject to human laws and human primacy.

The Orcs are a proud people. Most chose the blade.

However, some chose submission, and Alienages have been a mainstay of cities in Vaasa ever since. Orcs are not trusted, discriminated against regularly, and have fewer rights than humans, but they survive, if not thrive. Much of the power and wealth in Alienages comes from the non-Orcish inhabitants, usually other non-human immigrants who are able to escape a few of the oppressive regulations that cover business and property ownership in the Alienages.

The Loan House	Bank	The Copper Coffin	Death
Shrooms & Such	Alchemy	The Hydra Hole	Fight Club
The Community Shield	Blacksmith	Champion's Cache	Gambling Den & Fight Club
Silvermoon Swords	Blacksmith	Honorforged	Guild
The Pale Paper Bookshop	Bookseller	Marshwyn Merchant Exchange	Market
Featherhead's	Bowyer	Gary's Garden Center	Merchant
White Hart Weapons	Bowyer	Ivor's Chisel	Merchant
The Hot Harpy	Brothel	Troubleton's Trinkets	Merchant
The Lonely Lioness	Brothel	The Jasper Jar	Pottery
The Sultry Savant	Brothel	The Stone and Stream	Pottery
Aromas Ablaze	Candle maker	The Balanced Scales	Tavern
Carved Carnival	Carpenter	The Groggy Goat	Tavern
The Blazing Bootstrap	Cobbler	The Flaming Maid	Tavern & Brothel
The Giant's Stride	Cobbler	The Naughty Nutcase	Tavern & Brothel
The Worn Sandle	Cobbler	The Pawn's Gambit	Tavern & Gambling Den
Quicksilver Couriers	Courier		

### Three Hills

Geographically, Three Hills is aptly named. The District is defined by the three manors of noble houses resting on top of the three hills in the district. House Amytzantarioi, House Reuss, and the upstart House Barton all make their home here. The district surrounding them is one of the more wealthy ones, given that the nobles tend to spend a lot of money inside it, but there is still a vast divide between the life lived by those on the Three Hills, and those who live in the valleys between them.

The Djinni's Delicacies	Bakery	Hag's Luck	Gambling Den
Firehilt Forge	Blacksmith	Daniel's Dam	Gov. Agency
Free Man's Foundry	Blacksmith	The Warm Moon Orphanage	Gov. Agency
The Bound Bastion	Blacksmith	Griffon's Rest	Inn
The Molten Groove	Blacksmith	The Floating Candle	Inn & Chapel
Herman's Hoard	Bookseller	The Night's Ambassador	Jeweler
Sylvia's Shelf	Bookseller	The Squire's Belt	Leatherwork
The Armor's Kink	Bowyer	The Dragon's Jacket	Leatherwork
The Marble Rack	Bowyer	The Chest Smith	Locksmith
The Molten Crossbow	Bowyer	Echleaf Estate	Merchant & Warehouse
Bent Bow Lodge	Bowyer & Inn	The School of the Sword	School
The Wyvern's Wrath	Brewery	Edmond's Enchantments	Scrolls
Caged Pleasures	Brothel	Sterncreek Stables	Stables
The Wound Wanderer	Brothel	The Watering Hole	Stables & Tavern
Mountmaul's Meats	Butcher	The Satyr's Satin	Tailor/Clothier
Caeda's Candles	Candle maker	Scarlet Queen	Tavern
The Compass Rose	Cartography	The Devil's Rum	Tavern
Fighter's Footwear	Cobbler	The Gorgeous Fork	Tavern
The Elephant's Print	Cobbler	The Jackelope's Den	Tavern
The Silver Lace	Cobbler	The Lady's Ladle	Tavern
The Strider's Strap	Cobbler	The Tardy Turnip	Tavern
Kenku Co.	Courier	The Wasted Wyvern	Tavern
Keystone Mausoleum	Death	Here to There	Taxi
Theater of Unrest	Death	St. Benevolent's Chantry	Temple
Gladiator Lake	Fight Club	Cairn's Supply	Well
Bandit's Bane	Gambling Den	Citizen's Source	Well

## Alexa's Rest

Alexa Angeloi is a figure in the history of Telos City who cannot go without mention. Three hundred years ago, before the city expanded across the river in earnest, she was born in this very district where she now rests, and which is now named for her. The Temple of Chauntea was gripped by heresy at this time, and with a weak king upon the Frozen Seat, it was not long before the Grand Abbess began a persecution, taking the lives of any of those who would not swear fealty to her heresy. It was Alexa who rose as the chosen of Chauntea, leading the people as they rose up against the corrupt Abbess. She rests now in the spot where she was slain by the heretics, her death the final insult which sparked mass revolt.

Or at least that's the story that gets told. Something along those lines certainly happened, but the church does seem to abuse that story quite a bit to rally the people against any perceived doctrine that is counter to their orthodoxy. Nevertheless, iconography all throughout the district celebrates Alexa's life and death, and her tomb is the sight of many a pilgrim.

Marco's Mixtures	Alchemy	Ruby Sun	Jeweler
Mortar and Pestle	Alchemy	The Jade Wagon	Jeweler
The Winged Spider	Alchemy	Fleetfoot Bizarre	Market
The Cloud Trove	Auction	Fasolino Gallery	Museum
The River Bank	Bank	Serpent's Tail	Road
Angmar's Anvil	Blacksmith	Cloaks & Capes	Tailor/Clothier
The Callous Chappe	Blacksmith	Hangman's Hearth	Tavern
The Parched Parchment	Bookseller	Shot for Shot	Tavern
The Grey Stag	Bowyer & Inn	The Slanderin' Onion	Tavern
The Magi's Meats	Butcher	The Tower	Tavern
The Wax Wyrmling	Candle maker	Devil's Lure	Tavern & Brothel
Carpenter's Commune	Carpenter	The Frisky Fox	Tavern & Inn
The Guide Guys	Cartography	The Rabbit Hole	Tavern & Inn & Gambling
The Raven's Foot	Courier	Cecil's Haul	Taxi
Dimcloud Sanctuary	Gov. Agency	Redwing Rides	Taxi
Feel Good Inc.	Gov. Agency	All-Clerics' Chapel	Temple
Gaston's Groceries	Grocer	The Stainless Stage	Theater
Golden Wing Inn	Inn	Thespian Center	Theater
Swampfoot Inn	Inn	The Common Wellspring	Well
The Slumbering Umberhulk	Inn	The Pisspot	Well

### The Immortal Forum

The forum is a cruel joke against the Corvinus dynasty. It was commissioned by the King Draisaatl Corvinus, a public space meant to showcase the lavish wealth of his city, and to be a place which celebrated his house's military power. Parades, festivals, and ceremonies in honor of the house Corvinus were all held here.

But when the river dried up, it began to fall into disrepair. The magnificent aqueducts which kept the gardens and baths running went dry, and it was slowly abandoned, the Immortal Forum only in name. The neighborhood around it is fine, mostly, using the Forum (Or at least the ruins of it) as a space to cook, teach children, do laundry, and generally use it for everyday tasks instead of glorifying the royal family.

Bidder's Den	Auction	Mick & Mason	Mason
Golden Dawn	Bakery	Barnabey's	Merchant
Raise Bread	Bakery	Hardock's Gearworks	Merchant
Pennypincher's	Bank	The Burlap Sack	Merchant
The Mithril Mallet	Blacksmith	The Frayed Knot	Merchant
The Molten Maul	Blacksmith	The Glowing Goblin	Merchant
Nanna's Nook	Bookseller	The Minced Mushroom	Merchant
Bolt and Trigger	Bowyer	Felicia's Filaments	Mill
Gentlemen's Glass	Brewery	Lord Gessius' Museum of Art & History	Museum
The Platinum Flagon	Brewery	Lady Blasia's	Mystic
The Lusty Lynx	Brothel	The Porcelaine Pitcher	Pottery
Calliguir's Cartography	Cartography	Fate's Friend	Scrolls
Directional Discoveries Inc.	Cartography	The Pupil's Fervor	Scrolls
Step by Step	Cobbler	The Silk Coffin	Tailor/Clothier
The King's Foot	Cobbler	KFC- Kingdom Fried Chicken	Tavern
Prismatic Visions	Glassworks	The Blue Bottle	Tavern
Wanita's Windows	Glassworks	The E. Kwali Tea	Tavern
Callico Currency Exchange	Gov. Agency	The Rowdy Rabbit	Tavern
Sultan's Scepter	Gov. Agency	The Skanky Skunk	Tavern & Brothel
The Silverhilt Society	Guild	Castaway Castle	Tavern & Brothel & Guild
Crooked Creek Inn	Inn	The Crafty Badger	Tavern & Inn & Gambling
The Sleepy Giant	Inn	Rent-A-Cart	Taxi
Ja'Red's	Jeweler	The Sling of Fate	Teleportation
Joss Underbeard's Gems	Jeweler	The Chaste Kiss	Temple
The Blue Bijoux	Jeweler	Mirthroot Theater	Theater
Simon's Patchwork	Leatherwork	The Land's Gullet	Well
The Jasper Bizarre	Market		

### Theodora's Fields

The wife of the first Corvinus king's name was Theodora, and she was perhaps far more beloved by the people than her husband. That was in no small part to her work in establishing a peasant's commons on the far side of the river, giving them a place where they could secure their own food. The neighborhood around it is largely agriculturally focused, with most people there working the farms. However, the Fields are no longer a public commons area, but a military installation. Should the city actually be put under siege, the Fields would be the only reliable source of food, and so it has become an issue of security, with the King seizing control of the farms to make sure that the city is producing what it needs to survive.

The Open Reserve	Auction	Run & Hides	Leatherwork
Granny Gertrude's Goods	Bakery	The Endless Archives	Library
Lonely Loaf Bakery	Bakery	Lock & Key	Locksmith
Harding's Hairstyles	Barber	Malachi's Marketplace	Market
The People's Purge	Bath	Society of Stone	Mason
Birchson's Brewery	Brewery	Bjorn's Boneworks	Merchant
The Piper's Price	Brothel	Teletha's Tent of Truth	Mystic
Virgin's Refuge	Brothel	Scorched Clay	Pottery
The Silver Saw	Carpenter	The Vase Place	Pottery
Knike	Cobbler	Alabaster Abbey	School
The Shiny Shoe Cobbler Co.	Cobbler	The Mirelurk's Mirage	Scrolls
The Third Foot	Cobbler	The Tranquil Transmuter	Scrolls
The Brawlstone	Fight Club	The Vest & The Veil	Tailor/Clothier
Martial Hill	Gov. Agency	Alcohol Oasis	Tavern
Water Cleansing Bureau	Gov. Agency	Dueler's Den	Tavern
The Kitchen of Fantastical Flavor	Grocer	The Banderhob's Belly	Tavern
The Circle of the Crop	Guild	The Gay Gorgon	Tavern
The Swords of Fortune	Guild	The L	Tavern
The Brazier's Aura	Healer	The Putrid Pickle	Tavern
The Bread Bank	Healer	Triton's Delight	Tavern
Babe's Roost	Inn	Silverhilt Sanctuary	Temple
The White Pillow	Inn	The Reverent Sanctum	Temple
Yoeman's Rest	Inn	The Flooded Root	Well
The Longstrider's Leather	Leatherwork		

## Nepotian's Ward

Nepotian was an old king of Vaasa, before the Corvinus dynasty, and it is his old castle that dominates the neighborhood. It no longer houses a royal, but instead the secretive Order of the Broken, a group of famed adventurers from all around the world. They keep to themselves, and for the most part are absent, leaving a skeleton crew back at the palace as the members travel the world in their own separate directions, using the castle more as a sanctuary and place to rest in between journeys.

Root's and Remedies	Alchemy	Kobold Construction Co.	Construction
Toil and Trouble	Alchemy	The Elegant Hourglass	Glassworks
Bird & Bee Bakery	Bakery	The Jade Mirror	Glassworks
The Yeoman's Yeast	Bakery	Mother Doe's Respite	Inn



Iceberg Financial	Bank	The Tiny Tannery	Leatherwork/Tanner
P.F.A. Bank	Bank	Revelation Point Library	Library
The Impervious Vault	Bank	The Bound Solace Library	Library
Defender's Duty	Blacksmith	The Grand Codex	Library
The Azer's Anvil	Blacksmith	Secret & Safe	Locksmith
The Bulette's Brace	Blacksmith	Kobold Construction Co.	Mason
The Copper Cauldron	Blacksmith	Chester's Cabinet	Merchant
The Frightened Foe Foundry	Blacksmith	Ozward's Wig Shop	Merchant
The Hammer's Head	Blacksmith	The Cager	Merchant
The Obsidian Mace	Blacksmith	The League of the Ceaseless Coffers	Merchants & Warehouse
The Tempered Truth	Blacksmith & Farrier	Shanksaw Mill	Mill
The Diviner's Delve	Bookstore	The Bat and Beetle	Museum
Endless Quiver	Bowyer	The Marble Memoir	Museum
The Arced Arrow	Bowyer	The Sage's Secrets	Mystic
The Mug & Maiden	Brewery	The Ironquill Inquirer	Newspaper
Sinner's Sheets	Brothel	Redroot Ceramics	Pottery
The Tapered Wick	Candle maker	University of Arcane Advancement	School
Patterman's Bench	Carpenter	The Master's Vault	Scrolls
The Last Peg	Carpenter	The Stainless Steed	Stables
Fallburrow Mappers	Cartography	Madman's Mirth	Tavern
Garmin Cartography	Cartography	The Shattered Shield	Tavern
The Crimson X	Cartography	The Winded Warrior	Tavern
True North Union	Cartography	Souls & Spirits	Tavern & Healer
Moonside Moccasins	Cobbler	Green Dragon Theatrics	Theater
The Boot of Bartholomew	Cobbler	The Velvet Hall	Theater
The Dancing Druid	Cobbler	Saquent's Spring	Well
Future-Past Currency Co.	Coin Foundry	Cask of the Ages	Winery
The Copper Coffe	Coin Foundry		

# MAJOR CHARACTERS

## King Matthias Corvinus IV, the Blind King



They say that when one loses one of their senses, the rest of their senses become more acute in order to compensate. This is not true for his Royal Majesty, Matthias Corvinus IV, the Blind King of Vaasa, Lord of the North, son of Justinian. He lost his sight and gained pain in return.

Corvinus's reign was one of relative calm, but that is not to say he ruled over an era of peace and prosperity. Raised in Vaasa City, he lived as a member of his father's court for quite some time, until his coronation at his father's death when he was 47 years old. When his father died, he did his best to retain the positive relationships built with various nobles and foreign leaders, but despite his shrewd mind, he did not have the magnetic charisma needed to bring people together for the grand compromises which brought his kingdom renewed vigor during his father's reign.

Forced to attend to matters in the countryside in order to maintain stability and control at the edges of his territory, Matthias has come to neglect his own city. It remains a trade hub, Telos City is far too self-sustaining at this point to fall apart without resources being pushed into it from all directions, but Telos City's second Golden Age is certainly coming to a close.

Two years ago, in melee against the living dead at Castle Perilous, Corvinus was stuck by an errant arrow fired by one of his own men, and was blinded as a result. Since then, the Blind King's rule has been viewed as illegitimate by many, though such words are spoken only in shadows. Corvinus knows of plots against him, but he is not confident he can prevail over them.

## Art Barton



Certainly in Vaasa Art Barton is considered an upstanding member of the nobility, though perhaps a little bit on the upstart side as well. Outside of Vassa, however, he is known as many things - smuggler, scoundrel, murderer, drug lord, slaver, cultist, undying, cannibal, and plaguebearer. Not all of these are true, of course, and it's difficult to find proof for those that are. Art Barton does run quite successful trading operations all throughout the world, but his businesses do often seem to be quite adjacent to a number of concerning criminal operations.

At parties he's known for dressing well, on top of latest fashions from southern kingdoms, and always surrounded by various courtiers hanging on his appearance and his wild stories. To elder nobility he comes off as smug, but many still flock to him, his money too good of a business opportunity to pass up.

Art Barton remains well regarded in Vaasa, generally disconnected in the public eye from the criminal elements growing in power, but he is not a man without ambition, and to those who know him, he is clearly ruthless in his aims.

## Grand Abbess Nicomedia Euphrasia



The Goddess Chauntea is not worshipped exclusively in Telos City, but her political influence spreads deep within the city, and has persevered far past her blessings of harvest onto the city. The Grand Abbess has effectively carved out an enclave of her own within the district of Géfyra, but it seems she is not quite content to hold just that. The Grand Abbess is secretive, most of her public appearances are just normal, weekly sermons, but behind closed doors rumors persist of her growing paranoia, seeking to preserve her church's relevance in Telos City by expansion - hostile if need be.

## Father Feducci



At the corner of Alexa's Street and the Steel Road, in the Alienage, sits a small church and a large graveyard. Father Feducci oversees its administration, and he is a man that one would not otherwise pin as a figure of faith. Known to indulge in a variety of vices, from drink to vulgarity, Father Feducci does not profess any God or faith in particular. But he still provides a place for open worship, and comfort to those in distress.

More important, however, is his role as undertaker. In the winters, those whose bodies sustain mortal flaws do not pass into the afterlife, and their inconsistencies of life and death wrapped up into one body drive them mad, shambling half corpses terrorizing the living.

It is Feducci's role to "contain" the dead. Heavy coffins meant to restrain, tombs awaiting the day when the spring may restore order to the natural world and bring them peace. It is a job that requires care, undue suffering must not be inflicted upon the maddened souls, and grieving families must be treated with care. But Feducci does his job as well as anyone else in the city.

Among others, Feducci is known for still something else. Though it often comes with a price, Feducci is the most reliable source of information in Telos City, and perhaps all of Vaasa. He has never been known to be wrong, though the means of his information gathering remains secret. He certainly has some level of criminal connections, but Feducci can gather information on damn near anything. There is something else at work with this irreverent reverend.

## Sallemanche the Noble



It has been years since Sallemanche was seen in public, the estranged daughter of a noble house in Palischuk to the northwest, but her influence digs deep into Telos City as one of the most notable agents of the Society of Bees. She oversees the distribution of Red Candles throughout the southside, and has developed a reputation among law enforcement for being quite slippery - never where information says she will be.

In spite of her occupation, she's known to not be cruel, though without the temperament one expects of noble birth. Moreover, she is above much of the gang conflict which consumes Telos City, given

that the Society of Bees deals almost exclusively in Red Candles and holds a monopoly on them. Sallemance does use a number of her professional contacts in order to take specialty orders, bringing in rare artefacts for customers willing to pay. If you need something rare or hard to find, Sallemance can handle it almost all of the time.

## Gro, Paladin of Org



Don't bother asking Gro about his childhood - he won't tell you about it, and after about spending five minutes with him, you'll realize that he may so delusional that anything he did say would be bullshit. Gro is imposing among those in civilized society, as most orcs tend to be, but after glancing at his outer appearance, his mannerisms will be even more baffling to those watching him. Gro is jovial, pleasant, and nearly charismatic to all those around him, garbed in a wide variety of religious looking trinkets and handing out poorly baked bread to the poor.

The most Gro will tell you about his past is an encounter he had years ago, stumbling across a wolf harassing a group of dwarvish children. He grew furious, and was overtaken by a righteous anger. Minutes later, he came to, having apparently slain the wolves and defended the children. It

was then that he realized that he had been possessed by a god, and that he had been chosen by that god to fight monsters and defend the innocent.

This is, of course, total bullshit.

Org is a barbarian, and when he fights, he does not become possessed by the divine light of a god, but rather goes into the rage state that all barbarians are known for. His weapon, which he believes is a divine instrument granted to him by providence to smite wickedness everywhere (Though he certainly wouldn't be as eloquent in explaining it), is in fact a stick that he found for firewood one day that looked incredibly neat (Though, worth noting, it does seem to be composed of Ironwood at the least, given the amount of use it has seen over the years). Furthermore, the god that he attempts to evangelize for, Org, is clearly not a real god. In a world full of paladins and clerics, direct contact with the divine is possible, and Org has never been heard of before, much less been contacted.



And yet, Gro is incredibly earnest in his beliefs, and is a pure, goodhearted soul. He constantly does what he can to help the poor, attempting to bake them bread which never turns out well, but is getting better and better. He'll raise money during his sermons (Oh yes, he gives sermons), and even if the congregations of whatever town he's travelling through don't convert to his faith, they are often taken enough by the genuine nature of his faith and will to do good that they will donate anyways. He uses those tithings to help the poor, at least until the local clergy have enough of his antics and throw him out of town. But through it all, being chased away for looking like an orc, being chased away for angering clerics, or simply never having actually converted anyone to following Org, Gro maintains his positive attitude, hoping to do good in the next town he goes to.

Now, Gro finds himself in Telos City. The city is simply his next stop on his journey to help the poor and misfortunate, to fight against monsters and evil, and to perhaps spread the word of Org, and finally help a church in Org's name to grow. Such is the next adventure for the Paladin of Org!

## Jiljoo Volya



The life of an orphan is not an easy one in Telos City. Nothing is known of the life the little Tiefling girl with bright red skin and jet black hair had before she was found on the doorstep of an orphanage run by a couple in Northtown. The couple named her Jiljoo Volya, which in their native tongue translates to "Gem Sunrise".

The orphanage funded itself by less than socially acceptable means - by lending out the children staying there as cheap labor - yet for most involved, they saw it as an unfortunate necessity to ensure they would have some food to eat and a place to stay. Jiljoo was too young to take up one of the careers that most young Tiefling girls with no family ties or prospects find themselves in, that being erotic dancer or prostitute, so the owners of the orphanage let her go to work with a few of the other children at a local diner.

Jiljoo bussed tables for a while, but after a time her raw intelligence got noticed. She began to handle some of the administrative tasks at the diner instead, such as balancing the books, and handling the purchase of ingredients. Jiljoo's skills stood out in the impoverished neighborhood where she lived, and she drew the attention of one man in particular - Hardur Hardhead, dwarf and ranked agent of the Zhentarim. Hardur was paid protection money by the owner of the diner, and when the owner offered Jiljoo's services

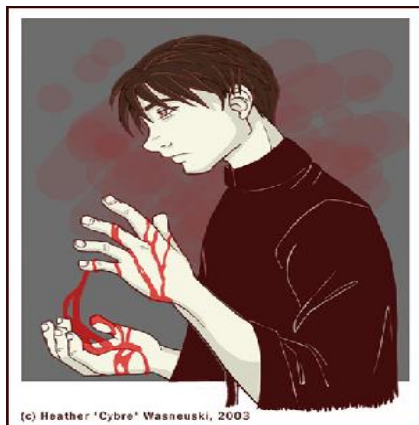
in exchange for leniency on one month's payment, Hardur became quite impressed by the young girl. Hardur paid for private tutors, ensuring that Jiljoo would be well educated indeed, trained not just with a classical education, but also in some of the finer points in helping manage his criminal domain.

Hardur was not quite a father figure to Jiljoo, but he certainly was a great influence on her life. She was not cruel and heartless, remembering her humble roots and the struggles of those who lived in the slums, but she was ruthless when she had to be, willing to use threats of violence, betrayal, and blackmail in order to get her way. She was loyal to Hardur, and as she became a young woman, she began to take on more and more responsibility in his criminal organization. She would negotiate with rival gangs, arrange for hits, ensure that the police was corrupted in their favor, and making sure that there was no infighting or dissention in the gang.

Hardur was loyal to her, though in a different way. He saw her more as an investment, an asset to be used. He has a little bit of insurance of his own to make sure his investment, getting her addicted to Mordayn Vapor (Commonly known as Dreammist) in order to keep her close and dependent on him. His other advisors were addicted to it as well, and it was among these other advisors that Jiljoo had the most quarrels. Each advisor found themselves constantly jockeying for power and influence in the local Zhentarim cabals, often putting hits out on each other in secret.

Of those in the know, however, there may be a rift growing between the two. After a particularly bad drought years ago, Jiljoo seems determined to leave the city, striking out on her own to take reign over greener pastures. But Hardur refuses to let his asset leave for nothing, and it is not easy to leave the Zhentarim at large. Jiljoo remains loyal, but it remains to be seen how much longer it will be before the chains of Dreammist cannot contain a fear of death in Vaasa.

Ilya Yakupov



(c) Heather 'Cybre' Wanneuski, 2002

At some point in their lives, every child in Faerûn dreams of using magic. The power is tempting as the wielder shapes the world to fit their very will. The sorcerers can channel the natural, raw magic of the world around them through sheer natural talent. Warlocks create pacts with demons in exchange for their great arcane powers. Wizards undergo decades of study and dedication to master their magical skills and unleash their power.

Ilya Yakupov had no natural talent for the arcane, was too much of a coward to sign a pact with a demon, and was not intelligent enough to dedicate himself to difficult study.

Ilya hails from the northeastern from Rashemen in northeast Faerûn. He was always an embarrassment to his father, a berserker warrior who had slain a number of wizards in skirmishes with neighboring Thay when he was young, allowing him to marry the daughter of a low noble house. Ilya did not take after him, being a weak and scrawny child. As the only child of that union, Ilya was often the victim of abuse at home, and he covered it up by becoming gregarious and jovial in public, so as to hide his depression and not bring scandal upon his family.

Ilya, instead, idolized his mother and her mother. His maternal grandmother was one of the Wychlaran, one of the elder witches in Rashemen, and was training Ilya's mother to take after her in the years to come. Their mastery of magic was something to behold, the two were true artists when it came to the arcane, studying for years to become powerful wizards.

Not weeks before his Dajemma (A coming-of-age tradition for young Rashemi men to travel to foreign lands to see and understand more of the world), Rashemen fell under attack of the Horselord Yamun Khahan and the Tuigan tribes of the Hordelands. The Horselord swept over Rashemen like a tidal wave, and Ilya's entire family was slain during one particular battle. Ilya himself fled the battle with the young Wychlaran who was to accompany him on his Dajemma, Katerina, but they were captured not days later. Ilya was cut open and left for dead, and Katerina was taken away by horsemen to face a wicked fate. Ilya was scared. He wasn't ready to die, he felt powerless, he was scared about Katerina's fate.

It was in this moment Ilya first used blood magic.

Blood magic is not illegal everywhere in Faerûn, and it was not in Rashemen, but it carries with it a heavy taboo all throughout the world. It carries a heavy toll upon the user, both physical and spiritual. Having nearly bled out, Ilya found within him a sense of survival that had not been there before. He channeled that will to live into a dark magical power, and when he came to hours later, Katerina was safe, and he was covered head to toe in blood - both his own and that of many horsemen soldiers.

Ilya was not intelligent, but he was very sensible, wise beyond his years. He was very, very careful with his blood magic, making sure that he never damaged himself too greatly, and that he never revealed his abilities to Katerina, though he suspected she may have known all along. Now the two reside in Nepotian's Ward, with Ilya working as an enforcer for the Zhentarim (Perhaps pressed into service, he's not a full member) - the threat of his magic enough to make the superstitious cower.

## Netyarch of Ashanath



The arrival of the notorious cursed warwitch of Ashanath shocked all of the north, not simply Telos City. Damara to the east and the Moonsea city-states to the south all felt threatened when she made residence not simply in Telos City, but in the Palace itself. Had the Blind King made an alliance with one of the most feared mages in the world?

It is rumored that Netyarch personally persuaded the many diplomats who came demanding answers, but regardless, she remains in the city, on some business of her own. She can be seen in the streets from time to time, taking a stroll, or shopping at stalls, but it is her reputation that inspires fear over anything she's done in Telos City.

What is her purpose for coming here? Is it a secret coup? Does she seek some artefact of power? Or does it have something to do with her strange companions Belia, a foreign noblewoman possessed with desperation and hatred, and Duriot, a southern revolutionary, eager to cut deals for his own interests. Those two are often seen in the company of Netyarch, a strange grouping, but otherwise, they often seem to be involved in the affairs of the devils hiding within the citizenry...

## Titania Kestrelsong



If you want to hear the "truth" about Art Barton, you need not look far - Titania Kestrelsong will be more than happy to lecture you all day on the subject. Her family runs an influential trading cartel through elven lands in the south, or at least they did until a few months ago. She claims that after some issue between Barton and her estranged brother, Barton began an all-out war against her family's merchants. Those who survived fled quickly, leaving the Kestrelsong family utterly ruined.

Now, from whatever pub or inn she has holed herself in, Titania plots her revenge. She'll take everything from Barton, and maybe burn her brother to cinders in the process.

But Titania is no impenetrable angel of vengeance - she has her vulnerabilities too. She has with her

at all times a child, veiled, of unknown fatherhood. That child's safety is something Titania tries to balance with her lust for vengeance...and she does not seem to always make the responsible choice.

## Illyrie Katiba



The Order of the Broken likely has a leader, though they are secretive enough that none know who it is. So when most people think of the Order, their thoughts go to the face of the Adventurer's League, Illyrie Katiba. Constantly veiled, the woman is known for her gentle disposition, as well as her generosity to the city and Nepotian's Ward in particular.

But three years ago, during a particularly dark winter, there was a riot in the city. The dead swarmed the streets, and the Order of the Broken came to the rescue - but in their ruthlessness they slew all, living or dead, and burned an entire block to nothing with all inside it to dispose of the corpses. Illyrie was completely unrepentant, and many notable people who spoke out against the order quickly disappeared, never to be seen again. It was just high profile enough that most overlooked it, but that those who were involved in the city's politics understood who was responsible, as well as her threat to any others that would threaten the Order.

# ART CREDITS

[Telos City - daRoz](#)

[Vaasa Map - Mike Schley](#)

[Stores - Rashizar](#)

[King Matthias Corvinus IV - Robin Ruan](#)

Art Barton - Unknown, possibly Pathfinder

[Grand Abbess Nicomedia Euphrasia - Alberto Besi](#)

[Father Feducci - Pathfinder](#)

Sallemanche the Noble - Unknown

[Gro, Paladin of Org - flaregames](#)

[Jiljoo Volya - Candy-Janney](#)

[Ilya Yakupov - cybre](#)

[Netyarch of Ashanath - smojoho](#)

[Titania Kestrelsong - Dummi Plug](#)

[Illyrie Katiba - Feivelyn](#)