

1. A Labelas Enoreth temple(DC30 Knowledge check to figure out without asking. -5 if the character has Knowledge Religion). This elaborate looking Library has stairs leading directly to the roof from ground level. The roof seems to be empty with the exception of one small pedistal with a book on top. This book is very think and seems to be warded against any unwanted visitars opening it.(DC25 Knowledge Arcana Check to see its a Temporal Stasis Spell) Other than the one book the building seems to be a very large library spanning every book imaginable from every language spoken.
2. A Corellon Larethian temple(DC15 Knowledge check to figure out without asking. -5 if the character has Knowledge Religion.). The temple has many beatiful sculptures surrounding a magnificent archway that leads to the entrance. Inside the temple there is enough room for at least 1000 people to pray at any given time. A small group of clerics seem to always getting ready for something. They send runners to Labelas Enoreth's temple to borrow books and to the artisans shop to buy new tools. A group of ten or so sculptors are making a new masterpiece in the archway and its likely when they are done they will start another. This temple is truly the highlight of the city.

Item	Cost		Item	Cost
Cure Minor Wounds	10gp		Cure Serious Wounds	80gp
Cure Light Wounds	25gp		Raise Dead	500gp
Cure Moderate Wounds	50gp		Resurrection	1,800gp

3. A Temple of Mystra(DC 20 Knowledge check to figure out without asking. -5 if the character has Knowledge Religion.). This temple is surrounded in a obvious magic aura that protects the temple from creatures that intend to destroy it(DC 20 Knowledge Arcana to figure out the effects of the aura. If the DC is beaten by 5 or more the character knows this is not a regular spell but one made specifcly for this perpose by a member of the clergy.) The inside of the temple is chaotic in nature but also beatiful. There are several major rooms each with a seperate perpose: one to house the meeting of the Knights of the Mystic Fire(Mystras order of Paladins) on to house meetings of Mystras Rangers, one to house meeting of Mystras Bards, one house meetings between Clerics of Mystra, one to perform the tests required to create new spells, one to house all the magical items collected by the clergy, and finally a library of magic.

Item	Cost		Item	Cost
Scroll Of Fireball			Wand Of Magic Missile	

Item	Cost		Item	Cost
Scroll Of LightningBolt			Wand Of Ray of Frost	
Scroll Of Flame Arrow			Wand Of Cure Light Wounds	
Scroll Of Stone Skin			Wand Of Cure Moderate Wounds	
Scroll Of Cloudkill			Wand Of Bull's Strength	
Scroll Of Melf Acid Arrow			Wand Of Inflict Light Wounds	
Scroll Of Bull's Strength			Wand Of Inflict Moderate Wounds	

4. A Church of Silvanus(DC 20 Knowledge check to figure out without asking. -5 if the character has Knowledge Religion.). This temple is actually a structure surrounding a giant mossy tree standing at leas 150 feet tall and 30 feet wide at the base. At ground level there is a ramp leading to the top of the structure and at the top of the ramp a ladder that leads nearly 100 feet in the air(DC 20 Knowledge Check to know that the ladder leads to the best place to have the nightly Vigil.). Inside the church there is a very large collection of wood fernature and a alchemedal laboratory. In the laboratory there are lots of natural ingredients(DC 10 Knowledge Check to know they are for religious purposes, if the check is beaten by 10 or more the character knows whatever is made is used in the Night Vigil.). The Clergy consists of a group of clerics and druids with rangers guarding the entrance.
5. The Pranicing Goblet. This is a general store that sells all the adventuring gear anybody would ever want. Owner is Olafe a fat old man, strong and tall but not to smart and his sanity can be questioned. His inventory is:

Item	Cost		Item	Cost
Backpack	2gp		Candel	1cp
Barrel	2gp		Canvas	80cp
Bedroll	2sp		Map or scroll case	5sp
Winter blanket	7sp		Chain	30gp
Chest	2gp		Silk Rope	10gp
Flask	3cp		Sack	1sp
Flint and steel	1gp		Sealing Wax	1gp
Grappling hook	1gp		Signal Wistle	8sp

Item	Cost		Item	Cost
Work Hammer	5sp		Soap	5sp
Ink	6gp		Tent	10gp
Inkpen	1sp		Torch	1cp
10 foot ladder	5cp		Vial	1gp
Common Lamp	1sp		Artisans tools	5gp
Bullseye lantern	12gp		Climber's Kit	80gp
Hooded lantern	7gp		Disguse Kit	50gp
Simple Lock	20gp		Healers Kit	50gp
Average Lock	40gp		Musical Intsrument	5gp
Good Lock	80gp		Masterwork Musical Instrument	100gp
Amazing Lock	150gp		Blank Spell Book	15gp
Magical Lock	300gp		Thieves tools	30gp
Oil	1sp		Cart	15gp
Hempen Rope	1gp		Carriage	100gp

6. The Lusty Wench. This inn is in one of the best parts of town stationed bewteen the richest of the middle class and the richest of the upper class. The owner is Bucgan Gromcallor a tall lanky elf with an especially high nose. He is full of himself and only likes customers that spend lots of money of his famous wine. Food Drink and Lodging can be found here:

Item	Cost		Item	Cost
Gallon of Ale	6gp		Mug of Ale	1gp
Bread	1gp		Cheese	1sp
Inn stay(per day)			Meals(per day)	
Good	20gp		Good	10gp
Common	10gp		Common	1gp
Poor	5gp		Poor	8sp
Chunk of meat	5gp		Fine Wine (bottle)	20gp

7. Sotmat-Hetphis. This is a Spellcasting a services shop where one could pay for a person to there slave for a day. This store is located in the center of the upper class part of town. Really only the richest people can offord such high calibre hirelings. The owner is Dalipyr Wermyr the Magnificent, a

rich upper class person himself. He only speaks to customers that have spent 1000gp in his shop. Nobody likes him but the rich love his services. His catalogue is (but don't expect to get it anytime soon since everything is paid for years in advance):

<i>Item</i>	<i>Cost</i>		<i>Item</i>	<i>Cost</i>
Coach Cab	2gp per mile		3-Level Spell	20 x 60gp
Expert Hireling	1000gp per day		4-Level Spell	20 x 80gp
Highly trained Hireling	500gp per day		5-Level Spell	20 x 100gp
Moderately trained Hireling	100gp per day		6-Level Spell	20 x 120gp
Messenger	1gp per mile		7-Level Spell	20 x 140gp
0-Level Spell	20 x 10gp		8-Level Spell	20 x 160gp
1-Level Spell	20 x 20gp		9-Level Spell	20 x 180gp
2-Level Spell	20 x 40gp			

8. The Laughing Axe. This is a shop that sells weapons and armour. Being stationed right next to the Stronghold is to make arming new soldiers easier. The owner is Arencir Ignikel the Mad. His name may mislead some people (DC 20 Sense Motive Check to see through the bluff) and Arencir likes everyone who isn't fooled. He is actually the only normal merchant in town and one of the most intelligent and wise people in the city. His inventory is:

<i>Item</i>	<i>Cost</i>		<i>Item</i>	<i>Cost</i>
Dagger	2gp		Heavy Crossbow	50gp
Punching Dagger	2gp		Light Crossbow	35gp
Light Mace	5gp		Sling	1gp
Heavy Mace	12gp		Light Hammer	1gp
Morningstar	8gp		Hand axe	6gp
Shortspear	1gp		Short Sword	10gp
Longspear	5gp		Battle Axe	10gp
Quarterstaff	1gp		Flail	8gp
Spear	2gp		Long Sword	15gp
Scimitar	15gp		Hand axe +1	
Warhammer	12gp		Short Sword +1	
Greataxe	20gp		Long Sword +1	

<i>Item</i>	<i>Cost</i>		<i>Item</i>	<i>Cost</i>
Heavy Flail	15gp		Scimitar +1	
Great Sword	50gp		Greataxe +1	
Halberd	10gp		Reapeating Heavy Crossbow +1	
Longbow	75gp		Reapeating Light Crossbow +1	
Composite Longbow	100gp		Longbow +1	
Shortbow	30gp		Shortbow +1	
Composite Shortbow	75gp		Bastard Sword +1	
Bastard Sword	35gp		Orc Double Axe +1	
Dwarven Waraxe	30gp		Hand Crossbow +1	
Orc Double Axe	60gp		Hand Crossbow +2	
Dire Flail	90gp		Quarterstaff +2	
Two Bladed Sword	100gp		Sling +2	
Dwarven Ugrosh	50gp		Short Sword +2	
Hand Crossbow	100gp		Long Sword +2	
Heavy Mace +1			Scimitar +2	
Quarterstaff +1			Greataxe +2	
Light Crossbow +1			Longbow +2	
Sling +1			Bastard Sword +2	
Padded armour	5gp		Leather armour	10gp
Studded leather armour	25gp		Chain shirt	100gp
Hide armour	15gp		Scale mail	50gp
Chainmail	150gp		Breastplate	200gp
Splint mail	200gp		Banded mail	250gp
Half-Plate	600gp		Full plate	1500gp
Buckler	15gp		Light wooden Shield	3gp
Light steel Shield	9gp		Heavy Wooden Shield	7gp

Item	Cost		Item	Cost
Heavy Steel Shield	20gp		Tower Shield	30gp
Leather armour +1			Studded Leather +1	
Hide armour +1			Breastplate +1	
Half-Plate +1			Light wooden Shield +1	
Heavy Steel Shield +1			Ring of Protection +1	
Ring of Protection +2	2gp		Amulet of Protection +2	1gp
	2sp			
Bolts (20)			Arrows (20)	
Bullets (20)			Bolts +1 (20)	
Arrows +1 (20)			Bullets +1 (20)	

9. The Swaying Kraken. This is a place where Mounts can be bought and stabled. Other related gear can be bought here as well. The owner is Seltas Rowaradas, the snitch. If he ever finds out anything bad about anyone he goes straight to the athorities. DC20 Sense Motive Check for a character the know this. His prices are:

Item	Cost		Item	Cost
Medium Barding	1,200gp		Large Barding	2,400gp
Bit and Bridle	2gp		Guard Dog	25gp
Riding Dog	150gp		Donkey or Mule	8gp
Feed (per day)	5cp		Heavy Horse	200gp
Light Horse	75gp		Pony	30gp
Heavy Warhorse	400gp		Light Warhorse	150gp
Warpony	100gp		Military Saddle	20gp
Pack Saddle	5gp		Riding Saddle	10gp
Saddle Bags	4gp		Stabling (per day)	5cp

10A Fortified House with 15 soldiers standing guard. The inteded perpose seems to be to protect the town from invasion from the river. A sort of first line of defense that can hold out until reinforcements can arive from the stronghold.

11A Fortified House with 18 soldiers standing guard. The inteded perpose seems to be to protect the town from invasion from the river. A sort of first line of defense that can hold out until reinforcements can arive from the stronghold.

- 12.A Fortified House with 21 soldiers standing guard. The intended purpose seems to be to protect the town from invasion from the river. A sort of first line of defense that can hold out until reinforcements can arrive from the stronghold.
- 13.A Fortified House with 18 soldiers standing guard. The intended purpose seems to be to protect the town from invasion from the river. A sort of first line of defense that can hold out until reinforcements can arrive from the stronghold.
- 14.A Stronghold that protects the town from invasion from the Eastern Lathander River. The stronghold has enough room inside to house 2/3 of the city's civilians for two months. About 180 soldiers live right near the stronghold and there are at least 60 on duty at all times.
- 15.The Home of Belgith Damkos, the General of the soldiers in and around the city. He is also head of the town watch.
- 16.The Home of Yaryara the Great, the supreme commander of all the elven forces in this region of the World.
- 17.Mayor Amakiir's Palace and the home of the Seven Elders. This is where the elders meet to make laws and pass judgement.
- 18.This is Home to Shadmar the Unwashed. DC30 Knowledge Religion to see that this is actually a Temple Dedicated to Rallaster The Razor God, deity of Murder, Torture, and Psychotic Behavior. Everything can sense the evil from this street but only a few can locate the exact position within the house and fewer yet don't have their minds erased afterwards.