



work during the day, while two work through the night. They are assisted by a human and a verrik who aid citizens when researching in the library. Merchants from distant cities often stop buy to sell unusual and rare books to the library, while the mojh complain that they are under-funded and do not get the respect they deserve.

Location 1F: Nefenr's Observatory — This building serves as both Nefenr's residence and his studio. A large central room features a domed ceiling, which the artist uses to create the illusion of moving stars and heavenly bodies. This building is a prime destination for the elite citizens and visiting nobles or wealthy merchants, and Nefenr's sculptures and artistic creations, as well as his flamboyant (for a verrik) personality, are greatly desired commodities among the rich. At any time of the day, there are 1-8 apprentice artisans or local artists here discussing projects and creating works. -

Area 2: Market Square

This is the permanent market area in Gahanis. While various tables and wares are displayed further south near the caravan roads, this area contains the established and noteworthy shops of the town. This area is busy at all times and is the most diverse location in town, with all of the various races purchasing items from the shops.

Most of the merchants with shops here have residences within the building, either in an attached addition or in a second story. Most doorways are 8 to 10 feet high, accommodating the various residents of the town (though some giants must duck to enter).

Location 2A: Mountain Meadow — An apothecary and herbalist shop, run by Sauz Truesong (loresong wood witch 3) and her five daughters. This shop has various spices and herbs for sale, gathered from the nearby mountains and wild areas. The famous Gahanis "Steak Spice" is created and sold here, along with various magical herbs and potions that can recreate common 0-level spells (at 25 gp each).

The first time the characters visit here or encounter Sauz, she is instructing her daughters on the proper way to run the store (though they already know!). Sauz Truesong is presently preparing to transform into a spryte, and her daughters will be minding the business while she is away.

Location 2B: Brown's Bakery — Bread and pastries are enjoyed greatly in Gahanis, likely due to their slightly rare nature (loaves of bread often sell for 3 cp or more). Flour and grain is imported by

Heath's Goods and Trade and purchased in large quantities by Redjak Brown, the human baker who runs this shop. Redjak is assisted by his wife and daughter, a young wind witch named Kirsten who runs her own delivery business during the morning hours.

Location 2C: Sron & Marl — This unfortunately named enterprise is the local occult shop and fortuneteller. Sron, a 1st-level verrik mind witch, and Marl, a 4th-level verrik akashic, sell various potions, supposedly magical items, and entertain customers with awkwardly delivered prognostications.

Location 2D: Hod's General Store — This store, owned and operated by Hod Dandenning (male human Exp3) and family, carries all regular items needed for day-to-day life in Gahanis. Occasionally, Hod will pick up a minor curiosity to sell to his customers, but he prefers to maintain a standard catalogue and not "get all fancy" like his competitor, Mithellin & Mithellin's Mercantile ("Those fellas from Lothis," as Hod is wont to remind customers.)

Location 2E: Glass & Pottery Shop — Lile and Yrene Morris (both human Exp3) once ran competing craft-based businesses, but decided to merge into a stronger and more varied shop. Shortly thereafter, they were married.

In a book of notes passed down from his grandfather, Lile has some strange drawings and symbols that are unknown and undecipherable. If the proper circumstances presented themselves, they would be revealed as -----

Location 2F: Dairy Shop — The litorian Grafton runs this shop, with the aid of his family and 2 young apprentices. This building is kept cool with the aid of magic and has a large cold cellar under the main store filled with iced creams and other treats enjoyed by the residents of Gahanis as well as the travelling caravan members. Grafton also purchases milk (both cow and goat) from local farmers and sells it or processes it into cheese or cream. Litorians love milk.

In the cellar, under a thick layer of dust and discarded blankets, is a -----containing the -----

Location 2G: Wee Carpenter & Tinker — This small shop features a troupe of quickling craftsmen who have joined together to offer their services to the greater community. While they do quite well charging for their exceptional skills, they make considerably more money -----

Location 2H: The Wedding Present Inn — A gift from his in-laws, Gedge Frumleeds has run this prosperous inn and tavern since the day of his wedding ceremony. To honor his wife's parents, Gedge changed the name of the inn and promised to provide a life of fortune for his wife and family.

The Wedding Present is the destination of choice for wealthier merchants and travelers who can afford to pay good coin for exceptional service and comfort. The inn is large, with a well-lit and comfortable common room and guest suites for everyone from sprytes to full-grown giants. Charging 2 gp per night for a room and 3 sp for a meal, Gedge can afford to serve the best. The Wedding Present offers the famous Gahanis spiced steak and always has bread and desserts for its guests.

Location 2I: Artist Guild — This shop is run by passionate art lover Donathan. The single-named human sells both his own work and that of Gahanis's larger artist community. Prominently featured are works by Nefenr. Artists are usually gathered in the street in front of this building, debating the merits of various techniques and often arguing.

Location 2J: The Braised Bull Tavern — This tavern and restaurant serves the visiting merchants and wealthy residents of Gahanis. It is also the premier "special meal" destination, and citizens often save their wages to impress a lover or relative. Special dinners run from 3 sp to 10 sp (per person) for a banquet-style feast.

Area 3: Uptown Residences

This area is primarily filled with human and giant residents. The smaller human-sized houses are one-story dwellings, usually occupied by a family of 4–6. The larger human houses are two- and sometimes three-story buildings, housing up to 12 people (which could include a wealthy family and its servants).

Giant homes are notable by their red terra cotta shingled roofs and, of course, large size. All giant homes have an inscription over the main doorway, written in an ancient and nearly unreadable runic code. These inscriptions are blessings put on the house and residents before a giant family moves in.

Both the human and giant community tend to keep similar life cycles. Breakfast is a meal eaten before the day's work begins, lunch is a large repast that breaks up the work day, and dinner is a final feast celebrating the conclusion of a successful day. Humans seem to be slightly more flexible in their schedules, while giants, as an extension of their love of ritual, are very punctual and regimented, eating at precisely the same time every day. Giants are also strict about greeting and parting rituals, so acquaintances and friends are often avoided completely when a non-giant is in a hurry.

Location 3A: An Evening's Rest — This large building is an inn designed and built for the comfort of giants. The slogan over the door reads in giant, "All worthwhile activities must be followed by rest and contemplation." Ae-Radona is the owner and hostess of An Evening's Rest and greets all guests personally when they enter. (If a large group is entering at one time, completing the elaborate host greeting for each individual can take quite a while).

The common room is small yet accommodating, and Ae-Radona pays local performers to entertain guests nightly.

Location 3B: Well House — A large gazebo-like structure shelters the local well during poor weather. The well is 30-feet deep and provides fresh water for many residents of Gahanis. One wall is used as a community message board, with notes and announcements tacked up.

Location 3C: The Ale House — A master of marketing, Rachael Downing named her tavern clearly and appropriately. The Ale House is the destination of choice for those who have spent time on dusty roads or have put in a hard day's work in the blazing sun. Rachael's income is further augmented due to tragedy. Her brother Halreck once owned Eagle's Rest, an inn in nearby Lothis. The current owner, Ea-Nilamis, sends half of the inn's profits to Rachael monthly out of respect for her late brother. Rachael uses this money to provide a diverse collection of ales and spirits, as well as nightly entertainment. She also employs a few giant bouncers to keep the peace.

The most notorious drink at the Ale House is called a "Flaming Lip." A rare oil coats the rim of the mug and is lit before consumption. Any character who imbibes this drink **suffers 1 point of temporary Dexterity and Wisdom damage**; however, any spellcaster who does so is able to apply the fire template to a single spell cast within the next 3 hours without using a material component (the necessary feat is still required, though).

Location 3D: Bathhouse — Two large pools fill this building, with sun-warmed water refilling a smaller area every few hours. A fee of 2 cp buys a few hours enjoyment of the pools and steam rooms. A luxurious retreat, the bathhouse is often used as a meeting spot for organized criminals and participants in the underground economy. Spending 2 gp here **reduces a Gather Information DC by 2**.

Area 4: Faen Park

The majority of faen in Gahanis do not live in houses or similar confining structures. Instead, they inhabit large tree-filled parks and green spaces. Densely grown trees form something of a protective barrier, turning these areas into secluded retreats for the free-spirited faen. The canopy above is riddled with rope ladders and swing bridges, wooden platforms and canvas shelters. The faen in Gahanis have a liberal concept of property ownership and often retreat to a residence that is convenient or familiar than one that has been specifically assigned. Fairy lights and toadstool seats, pan flutes and enchanting laughter: these are the qualities that make a faen home desirable.

Quicklings are barely visible, running from tree to tree, often swinging on ropes or simply jumping from branch to branch. Loresongs gather in knowledge circles, sharing stories and songs. Sprytes flit on gossamer wings among the greenery that blocks out the non-faen world.



Location 4A: Central Meeting Area — A large open space in the center of the community provides a place for rituals and sports. Quicklings can often be found engaged in running races or team competitions. Small woodland animals run freely with the residents, showing no fear of the larger creatures and enjoying complete comfort in their presence. Groups of faen gather here as the twilight overtakes day, singing and dancing and celebrating life, often with wild abandon.

Location 4B: Faen Cook House — From mid-afternoon until well into the night, this location is often the center of faen activity. More of a cooking area than an actual building, quickling and loresong chefs and staff work in shifts, creating meals for the members of the faen community. Visiting guests are often invited to join in a feast of mushrooms, berries, spiced apples, and similar light fare. Every 3 to 4 days, as their stomachs dictate, the faen serve roast pig or goat, turned all day over an open spit.

Location 4C: Faen Shops & Services — Quickling craft stores and loresong spell shops are sprinkled throughout the faen parks. Characters can purchase faen-sized equipment and gear at standard prices and can have 4th-level loresong witches cast spells (up to 2nd level) at the appropriate price.

Location 4D: Kraen's Tavern — Kraen Fullstring owns this small tavern. With drunken quicklings, wise-cracking loresongs, and fluttering sprytes, this pub comes alive as the sun descends each day. Should the characters visit this tavern, they will notice a grim quickling named Daen Longfellow sitting quietly in the back corner. Daen is a 3rd-level oathsworn, dedicated to finding a mysterious fey being known as "The Grim" who stole away his wife and child several months ago. Daen has traveled far and wide since leaving his home in the Harrowdeep. He has stopped at Kraen's, seeking information and possible allies. As with most oathsworn, he will not rest until he has completed his quest.

Area 5: Verrik Row Houses

Always organized and practical, the verrik community is comprised of linked row houses: structures that share common walls, reducing the need for materials and adding insulation value. These long buildings are divided into smaller housing units, with up to 4 verrik inhabiting a single living space. A terrace in each unit is used for hanging clothes out to dry or for enjoying evening meals in the warmer seasons. Verrik runes over each entryway act as an address system.

Location 5A: Book Shop — A source for old tomes and ancient information, at a cost. Dajson and Yendac are verrik magisters who have established this successful business serving like-minded verrik, inquisitive loresongs, and questing adventurers. They occasionally will sell tomes to the civic library at a minor discount, but only if they are slow sellers or specially ordered items that were never picked up. Recently, they helped a human client source a mojh-penned book in Zalavat. Little did they realize that t-----

Location 5B: Cartography & Copies — Master cartographer Dowmas (verrik Exp5) uses his exceptional skill to create maps and to copy text, for 1 gp per page. In a practice book kept in a locked chest, Dowmas has recorded the truename of -----, who is rumored -----.

Dowmas once had a human apprentice, Den Rudiger, but ended the relationship when it was revealed that Den had been using his skills to forge royal treasury notes and civil documents.

Location 5C: End Unit Inn — The final two units in this row house have been converted into a modest verrik-run inn. A small common room serves simple meals in the afternoon and evening, and the inn has 6 rooms available

