

FORGOTTEN REALMS

CAMPAIGN EXPANSION

Calimport



By Steven E. Schend

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Calimport

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Introduction



rather than bore you with the trials and tribulations of attempting to fit enough details about a city three times the size of Waterdeep into 96 pages, I thought I'd present the many different views on Calimport from the Realms' most notable and notorious. As you can see (and will find in successive pages), Calimport is a place hardly for the faint of heart...

"So many make so much about an alleged rivalry betwixt Calimport and Waterdeep, as if the cities themselves were juggernauts spoiling for a fight. I care about Calimport as much as I care not to step on a viper. It is a vile place of tangled intrigues miles thick that end up in the few profiting ever over the many. Folk such as a certain chronicler I hesitate to mention ask whether my fair home or the syl-pasha's is the greatest port in the Realms. To them, I merely quote the Old Sage himself: 'Judge ye only by their names and know the truth, for while one is the city of Slaves, the other the city of Splendors.' 'Tis refreshing to agree with him from time to time." — Khelben "Blackstaff" Arunsun, Archmage of Waterdeep

"Despite what the more fastidious might say, there are quite a few parallels between Calimport and Waterdeep, beyond both being cities, of course. In short, those who rule are rarely those who seem to do so; survival in each city comes from knowing which shadows to pierce and which to avoid; and as long as commerce brings all the factions together, the city will exist, regardless of all else. Now, as I'm sure Khelben pedantically represented Calimport as a vile place, I'll shock him and agree to that. That said, it is a better place for business if one is more inclined to fear lost coin over a little danger or a few limiting scruples. It was once my home and it proves to be both boon and bane on a daily basis."

— Sammereza Sulphontis, secret Lord of Waterdeep and expatriate Calimpanni

"Calimport? My purse is heavier each day for its existence and its commerce. Much of what passes hands in that city of sin may not seem morally or ethically right to most, but another's business is just that. Balduran taught us well with his example: 'Judge all things in life but not in business, for morals and ethics do not balance the scales when the deal must be weighed up. 'Me, I hate slavery and everything to do with it, so I make certain to involve myself not in it.

— Lord Aldeth Sashenstar, merchant lord of Baldur's Gate

"Calimport? It's like a grand card game in which everyone holds aces in their sleeves, everyone knows everyone else's hand, and yet the final throw-down's always up for grabs. In a lot of ways, it's not who wins but how you play the game. Heckuva place it is, guv'nor, but only go there if you've got a golem watching your back."

— Foxilon Cardluck, halfling *bon vivant* and first mate of the *Realmsmaster*





First Impressions



Qualor and splendor are the two sides of the coin that is Calimport. Depending on who you are and how you first experience the largest city in the Realms, it is either the City of Glory or the City of Slaves. Calimport was briefly examined in the *Empires of the Shining Sea* boxed set (TSR 09561), but here we're taking a closer look at the infamous home of the pashas, peeling back the layers of intrigue and wealth to see Calimport as it truly is.

Calimport as a Whole

Taken in its entirety, Calimport is a bustling mass of humanity, inhumanity, and history both alive and dead. Nestled on the southern coast of Faerûn just east of the Calim Desert's fringes, Calimport is one of the oldest still-functioning ports on the subcontinent.

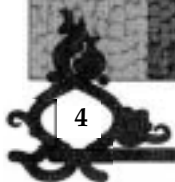
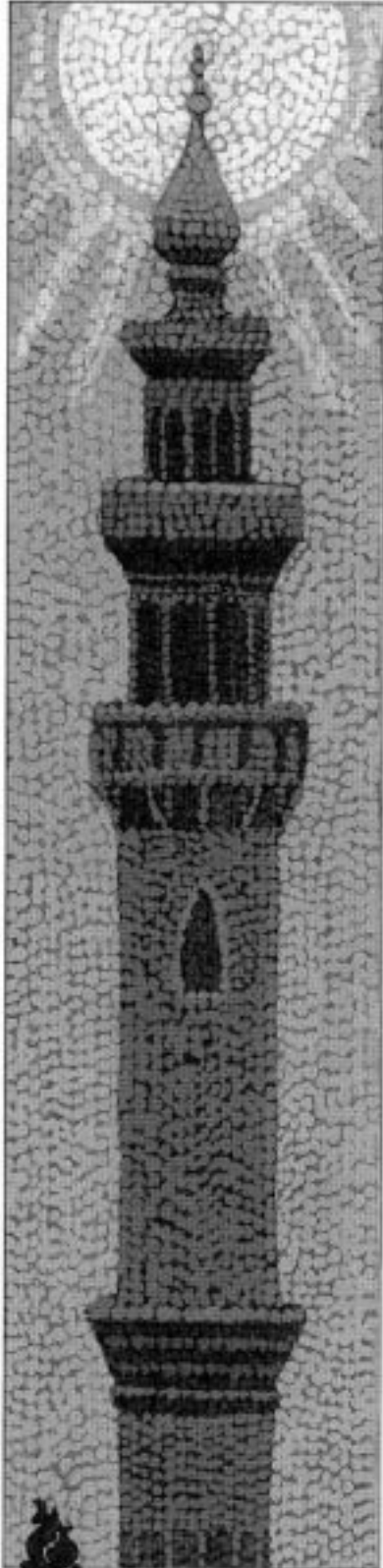
The city boundaries have waxed and waned over the millennia, but since the time of the Shoon Imperium nearly 1,000 years ago, the city has never shrunk smaller than the current size of Waterdeep regardless of what changes have occurred. The city measures no less than three miles from the coast to its northern outskirts and approximately six miles east to west along the coast of the Shining Sea. The official boundaries delineate a city smaller than that (to avoid having to wall in and protect the outer fringes of buildings and their people), but Calimport's leaders embrace the whole when claiming their superiority over other cities of the Realms.

For centuries beyond the entire lifespan of some northern cities, Calimport has not had an outer defensive wall. Not since the time of the Mameluk rulers of the Seventh Age has this been a fully walled city. The city's massive size and huge population defend it well enough from conventional attack, as there are few forces that could be mustered to surround and hold Calimport. Still, this surprises many visitors from the North, to whom defensive walls around cities are an absolute necessity. Since he took the Calephs' Throne, Syl-Pasha Pesarkhal has had guilds, soldiers, and slaves working to restore the once-proud walls of Calimport, but it is slow and hard work building sabban walls up to the status of effective defensive walls.

The Structure of The City

Like nearly every settlement in Calimshan, the drudach system built Calimport, though it had to adapt to maintain order in the massive capital. From smallest to largest sectors, Calimport is divided into drudachs, sabbans, and wards, a new district imposed by Syl-Pasha Pesarkhal in the Year of the Banner (1365 DR). In effect, each sector of the city is walled individually, creating a puzzle-piece effect with each district fitting up against its neighbors' walls. Thus, despite the lack of external defensive walls, this organization of internal, walled districts has proven it's extremely hard to march an army into Calimport.

The drudachs are the smallest areas recognized by the city leaders, as is normal. Standard drudach walls are six feet wide and of mud-brick construction, but in Calimport, those standards are nine to twelve feet wide on average, given the larger amount of traffic. Sabbans are the next recognized strata of the city, and these encompass an average of three to five drudachs. While most Calishite sabban walls add only a stone parapet to existing drudach walls, Calimport's sabbans fully surround the drudach wall with a stone facade, widen the pathways to twelve to twenty feet, and build a series of merlons and defenses along the parapet. There are as yet no major physical distinctions between sabban walls and the boundaries of the wards, and there may never be any.





The Look of The City

"The most surprising thing about Calimport," many first-time visitors exclaim, "is the broad expanse of vibrant color barely muted by the dust and dirt of ages." In general, much of the city is of stone and mud-brick construction, but Calshite architecture allows for much aesthetic design. Bricks are laid in patterns to give a decorative look where paint or glaze would prove problematic or costly. Wherever possible, the glints of metals and the bright splashes of paint and glaze fill the eyes with a Realms-bound rainbow of colors along roofs, walls, fountains, or in the mosaics beneath one's feet. While Calimport has areas of darkness, abject poverty, and filth, few remember those beyond all of the city's great beauties and many wonders. The dominant features of Calishite architecture after the Second Age are threefold: the dome, the arch, and the minaret.

Many of the buildings are domed, some with round, smooth domes of metal or metal-plated wood, and others are more classic faceted domes of glazed bricks. While flat roofs are the norm across the Pasha's lands, placing a dome atop one's building is a sign of prosperity.

The arch (and the corresponding high ceilings and tall columns) was not invented in Calimshan, though it is here that it is a central feature in nearly every building. To make life bearable within the often-hot surroundings of the southern Realms, most buildings are filled with archways and pillars to support the ceilings rather than load-bearing walls that cut down the circulation of air. While many are smooth and utilitarian, Calishite arches have developed scalloped edges (as if a huge creature had bitten the arch's space out the stone) and straight or rounded points (a simple triangular arch or a more decorative sweeping point from the rounded arcs, like a heart or rounded arrowhead).

When some Northerners first see Calimshan, they believe the country to be littered with wizards, for they see slim towers stabbing at the skies on every horizon. They soon realize that minarets—slim, round or beveled towers of two or more stories, with numerous balconies and a rooftop parapet (or dome, or even both!)—are a staple of Calishite architecture. While the ground floors are often stifling and cramped, the second and successive floors show why towers are so common. They allow folk to have their homes higher into the breezes where the air is cooler, the stench of the city is lessened, and far fewer prying eyes and ears exist to eavesdrop on one's business. Minarets often seem slim compared to Northern towers, for their bases are reinforced by stone slabs supporting the lowest level and providing more stability than normal when a base diameter is never more than two-thirds as wide as the tower is tall.

The Byways of The City

Unlike most cities, few of Calimport's streets are named. While this unnerves first-time visitors to the City of Glory, most

quickly realize that the streets are only important to those forced to use them: slaves, the poor, the lowly oxen and draft animals pulling carts, etc. Most folk of money never walk on the actual ground of a drudach, sabban, or ward. Travel is certainly possible at ground level, as gates to allow such movement pierce the walls separating all the districts of Calimport, but movement at street level is socially and literally looked down upon. Of course, there is still a great amount of traffic on the streets below, as 85% of Calimport's people control less than 15% of the money. Thus, there are only about 70,000 people using the upper byways, and over 1,000,000 unfortunates crowding the streets below.

The walls of drudachs and sabbans form byways all their own, and here is the primary "road" upon which most moneyed folk travel within the city. Where one drudach or district meets another, there are arches that allow ground movement between the drudachs below and small stairs that allow "the worthies" to remain above it all. At each of the gates or arches are steps set into the walls, allowing access from the lowly ground up onto the wall. It is most common to see the rich standing atop the drudach walls, yelling down to servants who have stepped down to ground level to enter a shop and buy goods for their masters. Should someone of importance have to step down onto "common ground," retainers carry rugs so the less-than-exalted earth does not soil their master's feet.

In various areas of the city, buildings are built up so their main floors are even with the byways of their paying customers. In such areas, the actual ground floor either is used as storage, living space, or sometimes as a secondary sales area for those less exalted than those above. Cellars are predominantly used for storage as well, though some new taverns have built ramps leading from the primary byways, past the ground floors and down into the cellars to allow their patrons to take advantage of cooler temperatures without asking them to debase themselves by touching the soil.

Trade Roads In & Out

Trade is, of course, the lifeblood of the city, and there are two primary avenues for trade to enter the city: land or sea. While air transports such as Halruaan flying ships or spelljamming ships have visited the City of Glory in the past, they are very rare and often stir up more attention and trouble than their trade goods merit. Still, no Calishite worth his gold turns down trade, or he wouldn't live in Calimport. Nevertheless, air trade is incredibly rare, due to the limited nature of spelljamming, the insular nature of the Halruaans, and Calimport's own notoriety.

The trade roads see much traffic coming from the overland cities and from inland shanates (estates, farms) despite the dangers. The projects to restore safety to the Trade Road that passes through the Calim Desert still rely on the Guilds Arcane of both Calimport and Memnon, and these guilds



fight over political power to be gained by this task given them by the syl-pasha. Once restored, more overland trade and travel will help fill Calimport's coffers. Until then, the primary method of trade with Calimport is by sea.

The Port of The City

Calimport has lived up to its name for more than seven millennia, and its port has ever been the largest on Faerûn. The coast extends south to the west of the city and protects the natural harbor from the worst of the sea storms. With the additional outer sea walls protecting the docks from further harm, Calimport can safely harbor over 600 vessels at any time in its public docks, and the Nallojal (the navy) keeps no fewer than 30 ships at a time within its own docks.

The sea walls that protect the entire harbor were constructed magically by the marid and dao of the Calim Empire. While they are more than 30 feet thick and stand 20 feet above the sea on a calm day, their bases lie more than 200 feet below and the walls there are found to be over 150 feet wide at their bases. Only the top 30 feet of the sea walls contain stone blocks, as the rest is raw stone pulled up from the sea floor by the genies' wills. The upper walls have been repaired and replaced many times over the millennia, given the tidal waves, storms, and general chaos of the centuries. Unbeknownst to most modern Calimpanni, secret chambers exist within the sea walls that hold many wonders and riches. Of all those in power today, only the Caleph Arcane of Calimport

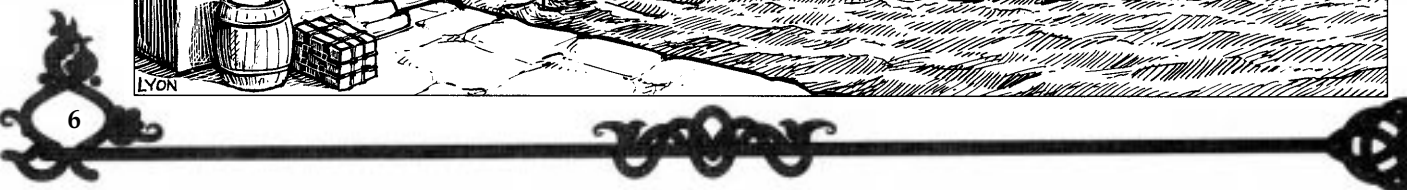
knows of these chambers and how to reach them, and he shares this secret with no one.

The harbor is incredibly deep, as the sea drops to a depth of 50 feet within 10 yards of shore at most points, continuing at that rate until the harbor reaches an average depth of 200 feet before it reaches the ends of the main docks. It is less deep beyond the eastern edges of the city (6 to 10 feet deep for 20 yards before dropping off precipitously into the depths), where folk swim and smaller craft tend to fishing. There are three dock areas in Calimport's harbor. One is exclusively the port for the Nallojal, the syl-pasha's navy. The majority of the port contains the public docks, where all of the city's sea trade enters and exits. The third docks nestle about the shipyards, which are constantly filled either with new ships being built or existing ships being repaired.

The harbor itself was once more easily navigated than today, but millennia of accidents, storms, and other activities have clogged the inner harbor with much debris, garbage, and sunken ships. Even with a large guild responsible for cleaning the harbor and removing any major wreckage from the docks, this is an enormous harbor and so many "accidents" happen on its docks, to cargo and ships alike, that there is often far more work than workers to do it. Thus, those ships wishing a more easily unloaded and lucrative berth in the central docks must pay fees to the Harbormasters' Guild, to be led into port by smaller boats that maneuver the large vessels around the worst of the hidden perils.



LYON





Subterranean Calimport

Beneath the city, deep wells and underground springs provide the city with the fresh water it needs to survive. These wells are monitored carefully by the amlakkar (the watch) and the Guild Arcane, for the city has been brought low numerous times in the past by poisons administered to the city wells. Poisoning or any serious tampering in any way with these water sources is all punishable by death. The other sources of water for the citizens of Calimport are the roof and cellar cisterns that catch the infrequent rainwater.

The deep wells never connect with the other primary links to the city above: the sewers. Built during the Seventh Age of Calimshan, this massive labyrinth of pipes empties the most base filth out of the city into the deep seawaters east of the harbor proper. There are many levels to the sewers, though only two levels are discussed below. The primary passages are 30 feet in diameter and there are 5-foot-wide walkways along either side of the passage; workers can cross the sewage every 50 yards, where three 5-foot-square stepping stones rise above the muck to allow them to reach the other side. The secondary passages are only 15 feet wide, with alternating 5-foot-wide ledges along one side or another (stepping stones leading the path from one side to the other every 50 yards) There are smaller pipes ranging from 1 to 8 feet wide that can be messily traversed by slim Medium-sized or smaller creatures, but these are neither mapped nor recommended for travel.

Given the age of Calimport, it should come as no surprise that there are secrets buried beneath its streets and the public's notice. While the city does not cover the monstrous mazes and dungeons like Waterdeep tops the Dungeon of the Crypt and Undermountain, Calimport covers an entire second city of sorts, with its own laws, struggles, and powers. The area is called *Muzhujaarnadah* (loosely, "the city of shadow"), by many that frequent it but its most common title is *Calimport Muzad*, Calimport Below, Dark Calimport, or simply the Muzad. In essence, with destruction of the city over the centuries, rubble was rearranged and new constructions were built atop it rather than waste time clearing away everything and starting completely anew. Over time, this left partially ruined but intact chambers and even whole buildings beneath the level of the city's "new" streets. Much of Calimport's illegal activity is linked with Calimport Muzad, but it is also home to many types of people, from simple outcasts to priests of dark gods and goddesses to monsters aplenty. Like Undermountain in Waterdeep, everyone knows of Calimport Muzad, but few know it by experience and thus the rumors and tales are often far more the result of fears and nightmares than truth. "Enter the Muzad with caution, for just as pashas do not walk beneath their station on the unexalted ground, one does not easily walk Below without sharing the shadows in station, mind, and heart."

The Wards

While not mentioned in the Empires of the Shining Sea, Calimport has recently undergone some basic organizational changes as ordered by Syl-Pasha Pesarkhal. In addition to the long-standing system of sabbans and drudachs, these internal divisions are superseded by a new system of "wards." In order to make it simpler for outsiders to find their trade areas and to mimic the ward structures of many Northern cities, the syl-pasha's wards are only embraced currently by social climbers and the higher-ups of his court. It will take another two years or so before everyone within the city recognizes and uses the ward system (though that won't stop immediate abuse of authority involved in this new system).

There are 17 wards about the city, as per the syl-pasha's command that all of the sabbans save the Pasha's Sabban be organized within wards; whether a ward contained two, three, or four sabbans was determined by the status of the sabbans. (In other words, the richer the sabbans, the fewer of them within that ward.)

In Calimport alone, each ward answers to a vizar or sultan who commands the sabbalads (sabban "mayors") and numerous druzirs (precinct officials) among his ward. In general, there are also three substrata of wards: The Port Wards, the Central Wards, and the Outer Wards. Mostly self-explanatory in the Port Wards, the distinction between the Central and Outer Wards has determined the location of the syl-pasha's latest construction project: the city walls. While disturbing to some who live in the Outer Wards and worry that they will be shut out of city business, the syl-pasha's long-term plans call for the eventual enclosing of the Outer Wards behind a defensive curtain wall. It will take another decade before work can begin on it, as the construction of the Pesarkhal Wall has only begun in the past year and is only complete between Palace, Armada, and Shackles Ward.

All 17 wards of Calimport, their primary functions and landmarks, and other details are detailed in "The City at Large" chapter.





The Sabbans

The next major division of Calimport is by sabban, an enclosed district or neighborhood. The 53 sabbans of Calimport each act as a miniature city of their own, with their own peacekeepers, water supply, businesses, and more. They do not, however, have autonomous powers and must answer to the syl-pasha who rules both the capital and the nation of Calimshan. While many details and features make each sabban unique, they all share some basic traits. Below is an example of a generic sabban so DMs can easily use this template to expand Calimport's sabbans.

The Sabban Archetype

In terms of general physical details, here is what can be expected in every sabban:

Walls: The entire sabban is surrounded by a wall of mud brick either topped or covered in stonework (see "Structure of the City"). In many sabbans, the sabban's mark is set high into all of the walls facing into the sabban, which act similarly to street signs. This mark also is set into the keystone of the arch leading out of the sabban while the other side of the keystone is stamped with the new sabban's mark.

Arches & Gates: All sabbans have arched gates within their walls (and beneath the byways atop them) that are shut and locked at night. The gates usually are a double set of hinged metal gates locked by padlock and guarded by the soldiers assigned to the sabbans on either side of the gate arch.

Drudachs: Each sabban contains three or more drudachs, which subdivide the sabban with more mud-brick walls. These help to define areas and their people by classes and income levels. (See the next section for more details.)

Villa: At least one major villa exists within the walls of the sabban, and this is the traditional house of the sabbalad, the ruler of the sabban. Often enclosed behind its own defensive walls, the sabbalad's villa usually consists of at least three buildings (or one large building with distinct wings) and one khamarkha (a family mausoleum). Forces loyal only to the sabbalad and his house guard each villa (sometimes resulting in clashes with the local amlakkar). It is often one of the largest landmarks in the whole sabban, as its walls rise higher than the drudach-wall byways.

Water: Every sabban provides at least one public source of water for its residents. This is most often a communal well from which everyone draws water for all manner of things, including watering one's animals. Many villas have separate wells, allowing the rich to be less dependent on sabban resources. Long lines of commoners waiting to draw water from the well often form, especially during the hottest days.

Minaret: Each sabban has a defensive minaret rising from one of its outer walls, and the minaret exits both onto the byways and the ground. The minarets average 20 feet wide and

40 feet tall, and contain at least a score of defenders. Often the only way to tell which sabban is under its protection is by noting the location of the minaret's ground-level exit. If the sabban is wealthy, the minaret may be glazed (at least on the minaret's dome) a color corresponding to the sabban mark. These minarets are often connected to other buildings resting on the wall—the amlakkhan or the sadidah (garrison) most commonly, but sometimes to the walls and garrisons of the sabbalad's villa—so the sabban's defenders can instantly gain higher ground for missile fire and other advantages.

Sadidah: The sadidah holds sadimmin (soldiers) or Nallojal (sailors or marines, if in a port ward) or Farisan (elite troops). These troops are all sworn to watch over and defend their garrison and sabban when commanded by their sultan commanders (who oftentimes also command the sabbalad of the sabban). Where the minaret is attached to it, the sadidah has four or more stories, and the amlakkhan average two or three floors for garrisons, armories, and immediate access to the byways from the second-floor exits.

Guildhalls: These buildings are often combined businesses, meeting halls, and living quarters for many of their members. Their primary function is to serve as a central headquarters for their respective guilds. These are often clustered in close proximity to khanduqs (see below) and bazaars where their skills or goods are sold.

Khanduq: These permanent market and warehouse areas are the points around which the city grew. While markets surround the khanduq from outside its walls, the rarest goods or items of greater value are bought and sold within the khanduqs (despite a tradition of selling all foods in proximity with one another). Common clothes and textiles are found in all bazaars, but furs and rare silks and precious fabrics would be sold within the safer (and more expensive and exclusive) khanduq's courtyard markets. For moderate fees, these places also provide the secure storage of precious items and sums of money for those who have expensive assets but no safeholds in which to put them.

Market/Bazaar: Calimshan birthed the market form of the bazaar, where particular streets (even the impromptu streets of tent markets and the like) formed exclusive markets where goods of a type were sold in proximity to each other (thus, leather bazaars, metalwork bazaars, sages' bazaars, etc.). The open-air tent and cart markets collect at the fringes of the professional and permanent khanduqs. Bazaars always splay out into webworks of streets that grew in set patterns around former temporary tent-and-cart markets. Set in patterns millennia old, there are "proper" patterns to bazaars, whether temporary or permanent. Closest to the permanent khanduq markets, bazaars spread out concentrically around the khanduq or laterally along street and block patterns. Grouped by types of goods are carts and shops for foods, spices, wines and ales; next are hardier items like clothes, leather-goods, wooden goods;



the outermost bazaars are the heavy items like metal goods and weapons (which are always farthest from the gates of the khanduqs). Surrounding the bazaars (either above them in second-story shop fronts or among the other services and goods) are supplementary services, businesses, and people seeking work, from mercenaries and sages seeking employment to scribes looking for books to copy for fees.

The Drudachs

Even less practical than listing the sabbans by name, naming every drudach in Calimport is nearly impossible for a number of reasons. There are the official names of each neighborhood, as kept by the syl-pasha and his vizars, and these are the names they are noted by in this product. However, every native of the city has her own nicknames for the drudachs she frequents. While the palace views one neighborhood as Twelvetors Drudach, many of its neighbors call it the Blades Drudach or the Mameluk's Drudach (in reference to its large military forces garrisoned there or their commander and his alleged origins among the slave class). Thus, with 166 drudachs contained within Calimport, the majority of them will remain undetailed save by individual DMs for their own campaigns.

Just like the sabbans that contain them, there are details that make each drudach unique, but they all share basic structural traits. Below is a generic drudach for DMs to use as a template for their own Calimport campaign. Some of the 166 drudachs will be later noted in "The City at Large" chapter, but far from all.

The Drudach Archetype

There is no standard size to a drudach and only a minimum of services and sites that each must contain. In general terms, though, most drudachs have from 10 to 30 buildings, many of which only remain standing as they are tightly clustered against one another and are all supported by the byways/walls of the sabban/drudach. The minimum amenities of a drudach are:

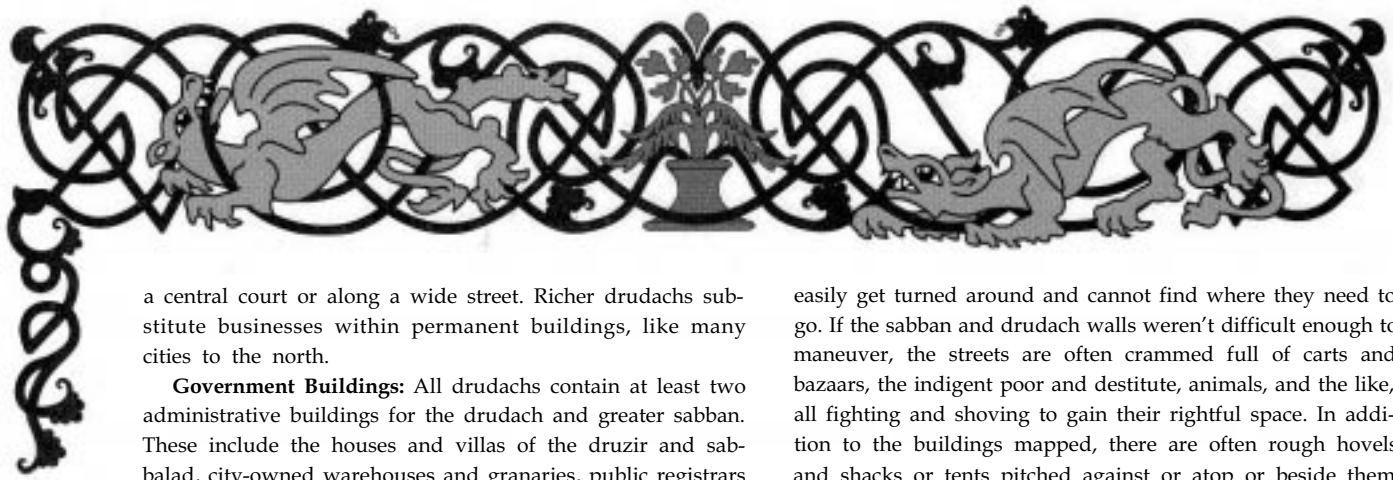
Archways/Walls: Like the sabbans they are part of, drudachs each have their individual walls, topped by the byways for the affluent. However, very few drudachs have gates or guards at the points where one drudach intersects one or more other drudachs. Instead, simple archways link alleys or tunnels under or through other buildings (limiting a building to second-floor and above businesses or lodgings, since the first floor is a throughway).

Religious Sites: All drudachs have at least one temple or shrine, and some have other random holy sites. Not all are officially recognized temples, but they can be pilgrimage sites where occurred events important only to those involved or to the religions and faithful of the gods or prophets involved.

Entertainment: "No city can be civilized without a place to put up one's boots and slake the dust of the road with camaraderie and drink!" While the public wells provide the basics of refreshment, there is never less than one each of a tavern, inn, or festhall in a drudach.

Business/Place of Trade: While one drudach from each sabban contains a khanduq and permanent marketplace, the others each hold a less formal bazaar formed of carts around





a central court or along a wide street. Richer drudachs substitute businesses within permanent buildings, like many cities to the north.

Government Buildings: All drudachs contain at least two administrative buildings for the drudach and greater sabban. These include the houses and villas of the druzir and sabbalad, city-owned warehouses and granaries, public registrars (for ownership of land and goods), public stables, and so on. The sadidah or the amlakkhan do not count against these minimums, as they are necessary regardless.

Amlakkhan: This is a garrison of amlakkar (the watch) or soldiers, all sworn to watch over and defend their sabban. The defenders quartered here number 13 to 25 persons, depending on the size of the drudache; all are 2nd-level fighters with standard equipment of a scimitar, small shield, and two throwing daggers. Where the minaret attached to it has four or more stories, the amlakkhan average two or three floors for garrisons, armories, and immediate access to the byways from the second floor exits.

Row House/Living Quarters: Of course, there are numerous other buildings for use as living quarters for those working in the drudach. There are other uses for the general buildings, and many of them overlap with other sites noted above or among the sabban's features (one person's apartments in a row house acting as an impromptu shrine to a god, rooms or buildings owned by the syl-pasha for places to secret spies and goods, etc.).

Drudachs from the Sabban's Perspective: Often, individual drudachs having competing businesses within one sabban often leads to strife and street wars among those working to embrace the Calishite dream of opulence. Thus, many sabbalads have stratified their drudachs toward providing particular services for the greater sabban. In other words, like bazaars which only sell food or weapons or sage advice, some drudachs are limited to being a trade drudach, entertainment drudach, residential drudach, or government drudach. While more efficient and organized for the sabbalad, only those drudachs destroyed by fire or other disasters and rebuilt (and reorganized into this scheme) have been able to stratify their people and sites in this manner. Thus, many more of the city's eastern sabbans are structured this way, as that area of the city seems more prone to fires and destruction and to newer ways of life.

Finding One's Way

The first visit to any Calishite city is often a traveler's most memorable visit. After all, the panic of getting lost clarifies many details for the memory. Unless one is entering as a rich noble or trading partner of a pasha (or better), an entrant to Calimport will be seeing the city from amid the dust and grime of the unexalted ground. As there are many twists and turns and far more walls to impede the view, newcomers

easily get turned around and cannot find where they need to go. If the sabban and drudach walls weren't difficult enough to maneuver, the streets are often crammed full of carts and bazaars, the indigent poor and destitute, animals, and the like, all fighting and shoving to gain their rightful space. In addition to the buildings mapped, there are often rough hovels and shacks or tents pitched against or atop or beside them where people strive to live. All of these factors conspire against being able to tell a newcomer where to go at a glance.

Always pay attention to highly visible landmarks such as particularly decorated buildings or minarets or even places of note such as the Pasha's Palace. Learning the sabban marks (and which sabbans intersect each other) is an important step of being able to navigate Calimport. The sun is also one of the few reliable ways to determine the direction of travel, as once a person is turned around within the walls of the city, sometimes only the sun provides any bearing (especially when entering a building via one entrance and exiting another).

With all the security of multiple gates and overcrowded streets and other ways of keeping anyone from swiftly escaping from one's grasp, thieves and criminals are remarkably hard to catch in this city. In effect, there are so many tiny alleys and courtyards between buildings that if a pursuer turns a corner to continue chasing a thief, he is faced with four choices the thief could have used to flee. In essence, once someone drops out of direct line-of-sight, there is a 25% cumulative chance per round out of contact that the target will be able to escape his pursuers scot-free via the crowded streets of the day.

Secret Byways

If the thief knows of the many secret trapdoors and doors that allow one to quickly drop beneath or inside the sabban and drudach walls, that chance rises to 50% cumulative per round. While it is safer for each sabban to be locked up at night to protect its citizens and assets from the usual miscreants active at night, numerous secret passages beneath and within the walls allow many (especially the druzirs and sabbalads) freer access to the city. While many (and all of the amlakkar officers) know of the secret passages, the triggers and the exact locations of all the secret doors are known to no one, not even the syl-pasha! Many apparent peasants' hovels cover secret doors, but one often learns of them only when necessary (or when attacked by assailants who weren't there a second before). If certain secret doors become too flagrantly and often used, the amlakkar or other defenders will seal up the door to prevent its use.

For those in the chambers below or within the walls, these passages are only slightly slimmer than the byway above it, and they allow a clearance of about six feet. Lit only by light filtering through the seams of other secret doors or carried light sources, the passages could be single rooms ("bolt holes") or passages stretching from 25 feet to over a mile in



length. These areas have their “natives” as well, and some may charge a fee for using these areas, while others may try to protect “their” secret door/room/passage. Thus, while they may get one out of immediate trouble, these secret byways often lead to worse things. While many of these passages open along secret doors into ground floors or cellars of adjoining buildings, only a few of these byways containing exits leading further down into Calimport Muzad.

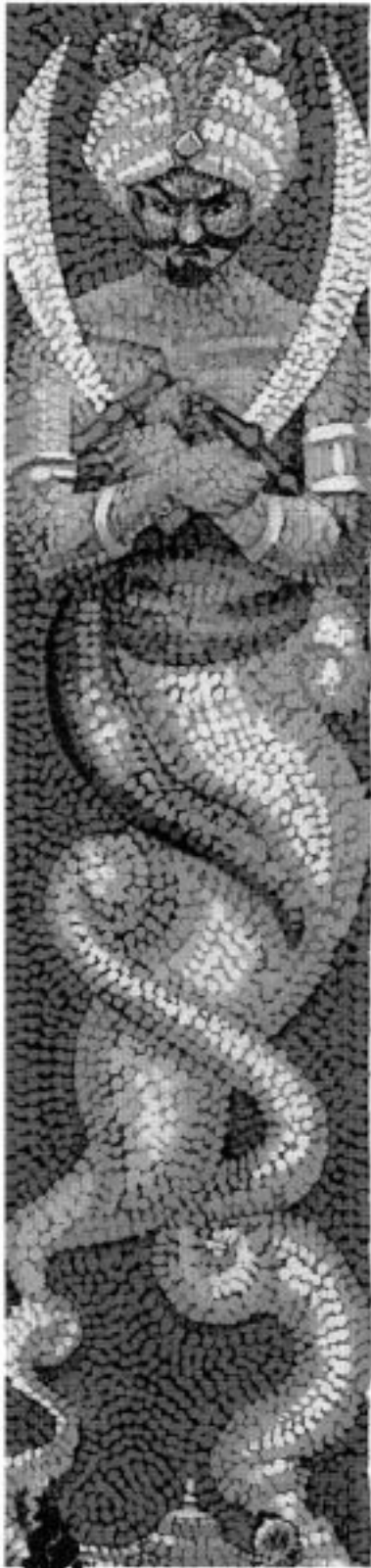
Population

Calimport, as the largest city of Faerûn both by size and population, has always boasted of its status. However, with the rise of Syl-Pasha Pesarkhal, the official figures dropped precipitously. Where Calimport once held over two million citizens, the census now stands at roughly 212,000

persons, 95% of which are human.

As the syl-pasha’s vizars restored the organized census of the Shoon Imperium, no slaves, dependant local rural families, or nonland-holding people are counted as true citizens. However, there are far more than 212,000 beings in the city at all times. Factoring in the rise of the summer population with the trading season and the average of five slaves per citizen (even though 35% of the citizenry does not own slaves at all), the number of people within Calimport at any given time ranges from 900,000 upward to nearly 2,000,000 people. With that unfathomable amount of people in one place, it is not hard to understand how entire families and groups can disappear in Calimport without a trace or any question of foul play. Everyone knows foul play or some sort is likely involved, but the residents often learn from childhood to look out only for themselves.





History



he saying goes, “Calimport has seen more years than its pashas have coins.” Its history is long and colorful though not always well recorded, nor is its history well represented in its architecture. As detailed below, Calimport has been destroyed and rebuilt on dozens of occasions, and this results in the loss of much knowledge and history. Still, its continued existence speaks much for the importance of this city to its people, and any native of the southern Realms cannot envision life without Calimport any more than a northerner could conceive of the Sword Coast without Waterdeep.

The Ages of Calimshan

While not immediately applicable to the history of Calimport, this table provides readers with a general overview of the major divisions in Calishite history since its founding. Some of the terms herein are used within the timeline but often simply provide benchmarks to match Calimport’s timeline with the broader histories in the *Empires of the Shining Sea* campaign expansion (TSR 9561).

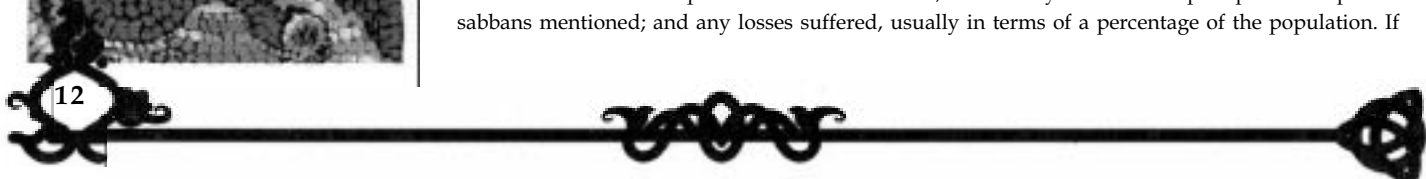
Calim Empire	-7800 to -6100 DR
Memnonnar	-6800 to -6100 DR
Era of SkyFire	-6200 to -6100 DR
Coramshan	-6060 to -5300 DR
First Kingdom of Mir	-5300 to -5000 DR
First Age	-5300 to -3200 DR
Second Age	-3200 to -1900 DR
Third Age	-1900 to -900 DR
Fourth Age	-900 to -200 DR
Fifth Age	-200 to 27 DR
Sixth Age	27 to 450 DR
Seventh Age	450 to 1018 DR
Eighth Age	1018 to 1235 DR
Ninth Age	1235 to 1358 DR
Tenth Age	1358 DR to present

Recurring Events

Calimport, as one of the oldest continuously settled cities of the Realms, has seen many of the same ills that visit other cities of Faerûn. While Plagues, Fires, and trade wars are major events for any city, Calimport has seen each of these on hundreds of occasions throughout its existence. Thus, unless other important events are tied to these standard “disasters” beyond their immediate scope, these catastrophes receive only abbreviated notes with the following details.

Fires

Calimport has been built primarily out of mud bricks since the arrival of the genies of Calim, which is flammable due to the straw used in fashioning the bricks. Many buildings and the ever-present tents and carts of its inhabitants are made of wood (not to mention slaves’ quarters, stables, and mounds of flammable refuse in hundreds of alleyways). The city periodically encounters dry periods, and one spark will engulf whole drudachs and sabbans in flames. The standard notes on a Fire in Calimport are the areas affected, whether by cardinal compass points or specific sabbans mentioned; and any losses suffered, usually in terms of a percentage of the population. If





any major landmarks or personalities were lost as a result of the Fire, they are noted as well.

321 DR The Example Fire (Fire): All of northern and much of eastern Calimport; 30% population and 42% of city; Anachtyr's Hall. the Bakkal Shipyards.

Plagues

Whenever huge numbers of people live together in one area, the incidence of disease rises. This risk rises especially sharply in places like Calimport, where corpses often line the streets like so much common garbage due to whatever struggles in political or criminal arenas currently grip the city. The installation of large sewers removed much of the offal from the streets, but these tunnels also provided new homes to rats and other vermin, which were often (but not always) the origin of many of the Plagues.

Standard notes on Plagues include a name (if given one); which cities in Calimshan or its protectorates were infected (and Calimport may not always be so, though its trade and rulership of Calimshan is always affected); any extraordinary details on the disease (such as what it did or how it was spread, etc.); and the percentage of deaths among the general populace (including a separate percentage of how many of Calimport's people suffered).

321 DR The Example Plague (Plague): All cities; fever and consumption, spread by touch; 12% (10%).

Trade wars

With an average frequency of every 20 years or so, wars break out among those people who control the money of the city, or at least those wish to do so. These street wars begin when one group attempts to take control of a particular trade or business over the objection of one or more powers; these powers could be legitimate rulers and traders or criminal powers. While one might expect the amlakkar (the watch) or the sadimmin (the army) to quell any such disturbances, they are often some of the forces engaged in such conflicts. In a city and country where money and politics hold greater power than blood ties or duty, the only constant history teaches Calimport is that people move to stop others only when they profited by the action in some way. In the present day, this is changing slowly, but it was a common event for more than 6,000 years.

Unlike the other disasters listed below, there are no standard notes for these conflicts, as each has a different impact on the city and country. If nothing else, the conflicts will be named or noted as "Trade War" and what effect it left on Calimport's business or power groups will be noted. Other information may be provided sometimes, varying from the source of the conflict to who or what started and stopped it. Note that the only trade wars that come to light in this man-

ner note major changes in the status quo; if every conflict among the power groups of Calimport were even briefly noted, this timeline would be noted by days, not years!

Timeline

Below are many of the major events that affected Calimshan in general and Calimport in particular. The history of the city is presented in timeline format for ease of reference, though keep in mind that many more events have occurred than merely those noted here. These events are merely the major happenings that have been noted in Calishite histories (or at least those considered important in the papers of sages, scribes, and the current Syl-Pasha Pesarkhal). Also, since it is the capital of the country, many events that encompass Calimshan beyond Calimport are noted as well; generally, each expansion of Calimshan's territory saw a resulting increase in the size and opulence of Calimport.

Year Era or Year Name & (DR) Events of Import

- c.-11,000 Dwarves establish the first holds of Deep Shanatar in the southern Underdark (Modem: Alimir Mountains, Lake of Steam).
- c.-8,100 Deep Shanatar at its greatest expanse beneath southwestern Faerûn (Modem: Amn, Tethyr, Erlkazar, Calimshan, Alimir Peninsula).
- c.-7,800 The Great Arrival/Calimport's Founding: The area that will become Calimport witnesses the arrival of the Djen—the collective mass of genies and their human and halfling slaves—led by Calim the djinni lord. Within months of the arrival, the spires of Calimport rise above the plains and woods of southern Faerûn. They quickly clear and seize all the lands south and west of the Marching Mountains.
- c.-7790 The Dragon Wars: A flight of dragons destroys the city of Calimport. This initiates a century of war between Calim and the genies against the dragons. By its end, every dragon in the Marching Mountains dies at the hands and magics of the genies. The genies' magic rebuilds Calimport within a year of its initial destruction.
- c.-6,800 Arrival of the Army of Fire led by the efreet, Memnon, and the establishment of Memnonnar.
- c.-6,500 Era of SkyFire begins: Full-scale war erupts between the Calim Empire and the Army of Fire.





- c. -6, 100 Era of SkyFire ends: The rule of the genies ends and the Calim Desert is created.
- 6, 060 Fall of Calim's Rule: Lands east of the Calim Desert and south of the Marching Mountains become the human nation of Coramshan after the humans win a rebellion (with the aid of the dwarves) against surviving minor genies.
- 5,960 Dwarven realm of High Shanatar is founded in the lands cleared by the Genie Wars and other forces. High Shanatar extends from the ruins of Memnonnar to the Sulduskoon River and the southern edge of the Forest of Tethir.
- c.-5,600 Height of High Shanatar's civilization.
- c.-5,400 Ambriil's Bane: Dwarves kill human tomb robbers on the slopes of Mount Kellarak, including the bakkal's heir to the throne of Coramshan. This incident precipitates three millennia of war with the humans of Coramshan.
- c.-5,350 The Murabir (warlord-ruler) Mir of Coramshan seizes much of southern High Shanatar while dwarves fight the Giant Wars to the north.
- c.-5,300 First Kingdom of Mir is founded in lands west of the Darthiir Woods and south of the Wurlur (Modem: River Ith). For the next 300 years, Mir and Coramshan aggressively expand eastward and share the conquered territories until their defeat by the forces of Jhaamdath along the Lake of Steam.
- c.-5,000 Coramshan and Mir unite under the Bakkal and Murabir Ukhar IV to form the Calimshan Empire, which claims all lands south of the Wurlur (Modem: River Ith) and west of the Iltkazar Mountains.
- c.-4,900 The Warriors' Plague: Calimport, Almraiven; berserk rages and battle madness in afflicted, spread by blood contact; 40% (14%), most casualties among military forces.
- c.-4,770 The Plague of Terror mysteriously affects Calimport alone, the disease driving many mad from imagined spectral foes and other fears. As a result of the plague, the entire waterfront and other inner parts of the city burn as a few dockworkers imagined great sea monsters attacking the city.

In less than a tenday, the Sunset Plague claims the lives of most everyone in Calimport, including more

than half of the Marekh ruling family. The ship captain Daud yn Khadil Marekh survives the plague and maintains the dynasty for another 12 years, though the loss of the capital weakens his grip on the Bakkal's throne. Calimport lies empty for nearly a century, as many are afraid of the plague.

- c.-2,600 End of the Shanatar Wars. Last known dwarves of High Shanatar fall on the northern shores of the Sulduskoon River, sealing an entrance to Deep Shanatar.
- c.-2,400 Calimshan garrisons eastern Iltkazar in the vicinity of the Omlarandin Mountains, south of the Wurlur (River Ith).
- 2381 The palace of the Tavahr Bakkal erupts in flames, ending that corrupt and vicious dynasty. The fires spread and destroy the western half of Calimport.
- c.-2280 The Erehnir Reconstruction: After guild wars and other conflicts destroy much of Calimport, many areas are rebuilt in the religious and artistic manner they are known by to this day. The walls of at least two western sabbans of modern Calimport retain hints of murals that graced the walls when they were created during this decade.
- 1,931 The armies of Calimshan destroy the Idol of Nomog-Geaya and its hobgoblin worshipers. Henceforth, this area is known as the Gorge of the Fallen Idol.
- c.-1,900 Calimshan rules as far north as the Snowflake Mountains and is composed of four separate kingdoms within its empire: Calimshan (the original lands of Coramshan and the Calim Empire), Mir, Tethyr, and Iltkazar.
- 1838 In retribution for Calishite adventurers plundering her hoard and slaying one of her brood, Ylver-aasahlisar the Rose Dragon destroys Calimshan's army, the Caleph's Court, the Bakkal Raor, and two-thirds of Calimport before she settles onto the Bakkal's Throne and rules the heart of the empire. Much of Calimport Muzad comes into being with the red dragon's attack, as her demands for the city's immediate reconstruction forces builders to simply smooth out the rubble and begin again.
- 1783 The Dragon's Wrath (Fire): All of central Calimport; 15% population, 40% of city.

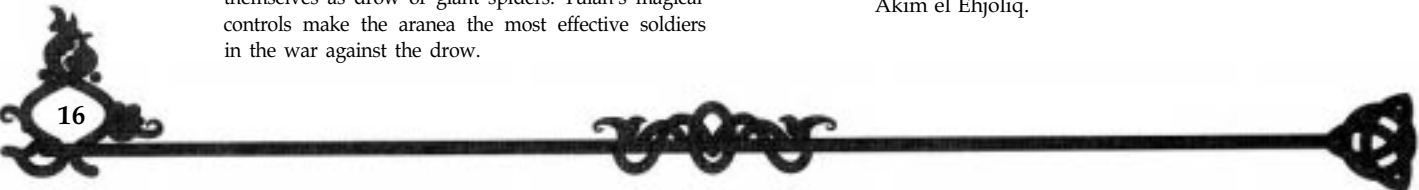




- 1,726 Dragonslayers led by Rafak el Cajaan sorely wound the Rose Dragon and drive her out of Calimport; while she escapes the humans, Ylvera dies under the jaws of their bronze dragon ally, Cadasalmpar. The Cajaan dynasty refounds human rule of the empire.
- 1,708 Cajaan rule stabilizes as its once-widespread family is reduced to its last male heir on the throne.
- 1428 Calimport falls with the death of Syl-Pasha Violir Cajaan IX, and beholders rule the ruined city of Calimport and its vassal empire. Qyraaptir the Bloodeye, a beholder-mage of frightening power, claims the Pasha's Throne. Beholders now rule all major settlements throughout Calimshan and the Lake of Steam.
- 1403 The Cajaan Vengeance (Fire): Outer sabbans of Calimport; 5% of the population, 20% of city; purpose of smoking out beholders during siege of city partially successful.
- 1402 Qyraaptir the Bloodeye and his beholder forces fall or flee before the Drakhon priests and their allied human soldiers. Calimport is the first city freed of beholder domination, and Calimshan is free of beholder rulers within three years, thanks to the rule of the Drakhon pashas. The beholders retreat to their strongholds beneath the Alimir Mountains or along the Lake of Steam.
- 1280 The Alimir Peninsula erupts into war between Calimshan's armies and the restored beholder nations. Qyraaptir the Bloodeye now commands all the hive's surface armies, not just one legion.
- 1202 Ali yn Enar el Samesaj, the future Great Vizar of Calimport, is born on the last day of Alturiak.
- 1161 Ali el Samesaj saves the daughter of a Drakhon sultan from kidnapers, and he comes to the notice of Syl-Pasha Adjam Drakhon, her grandfather. As a reward, he becomes a fixture in the sultan's court and his unofficial court wizard.
- 1156 Villaflames (Fire): Southwestern city, waterfront; 40% of Calimport's waterfront buildings, 30% of pasha's villas in western city; Tareq Sabban, Axhiim Sabban, Khamal's Khanduq, the Khamarkha Ashada, the Ytreis Garrison, and over a dozen villas.
- 1153 Ali el Samesaj saves the sultan from assassination by others of his court, though the magical battle destroys much of Hapij Sabban. He rises to the title as the Sultan's Vizar and Druzir of the Seven Sages Dru-dach as a reward for his loyalty.
- c.-1150 After the Villaflames, the Drakhon dynasty takes control of the cleared areas and expands the Pasha's Sabban while rebuilding sabbans and restructuring the areas to best suit their political allies and their own motivations. The massive stone docks and defenses that grace Armada Ward for centuries to come replace the dock areas destroyed. Syl-Pasha Kamal el Drakhon commissions the building of el Qysanallojal (Imperial Navy), and this allows Calimshan to begin controlling the coastal lands and waters of the Shining Sea. Originally built to speed troop movements against the beholder armies, the Qysanallojal swiftly expands Calimshan's political and trade influence.
- 1,130 The Battle of the Samesaj Gate: The eastern garrison of Akkabbel (Modern: Ithal Pass) is the scene of great victory for Calimshan, as the besieged forces of Akkabbel gain reinforcements from Calimport via a magical *gate*. They break the siege and inflict great losses on the beholders. The gate remains intact after the battle, but only its caster (the vizar Ali el Samesaj) knows that it is keyed to the full moon's light more than other magic. This great victory over the beholder forces sees Samesaj raised to the title of Grand Vizar at the right hand of Syl-Pasha Ruj el Drakhon.
- 1,095 The Grand Vizar Samesaj creates his final resting place to the east of Calimport's city walls: the Khamamart, the Tomb of Fire. Once its fiery marble walls rise from the earth, Samesaj enters through one wall, never to be seen again.
- 1,080 End of the wars between Calimshan and the beholder nations of the Alimir Peninsula with the victory at Mintar. The Pasha's Throne at Calimport now rules from the Sword Coast to Mintar. The increased trade and influence sees Calimport nearly double in size (to nearly the size of modern Waterdeep). Calimshan's armies slowly eradicate all remaining beholder influence (beholder rulers or beholder cult-controlled cities) on the Arnaden surface lands (around the Lake of Steam) over the next twelve decades.



- c.-1,050 With great advances in shipbuilding technology, the Imperial Navy of Calimshan rules the Shining Sea and the Lake of Steam. Infrequent, tentative trade begins with Chult and the Tashalar. -736 Tulan el Akada's 40 most loyal aranea remain in Calimport and take up residence in hidden byways beneath the city and among caverns in the upper regions of the Underdark (former scouting posts of Shanatar). They begin fortifying the defenses of Calimport against the drow and making a home for themselves in the dark areas where few sadimmin wish to tread.
- 990 Intermittent plagues over the next century ravage the populations of Schamedar and Calimport. The first plague, which strikes this year, kills nearly half of Calimport's slaves and forces the syl-pasha and his family to remain trapped in their palace for nearly two years until the disease subsides. The warlords and sorcerers of Jhaamdath's Twelve Cities of Swords are suspected of creating the plagues, but nothing is ever proven. -733 Tulan el Akada releases over 100 aranea into the Forest of Mir both to propagate and to fight the drow that had taken up residence therein.
- c.-870 After some decades of increased travel and colonization, Calimshan opens full, regular trade with Chult and the Tashalar. -697 *Year of Furious Giants*
The drow erupt from beneath the cities of Calimport, Manshaka, and Almraiven, establishing footholds in the cities as well as the outlying wilderness areas that they hold for several decades.
- 790 The Night Wars begin between the drow and many surface powers of southern Faerûn. The primary military foe of the drow is Calimshan. -691 *Year of Stolen Fire*
Attacks by the drow in Calimport destroy the Caleph's Palace with all the ruling family within it, bringing the Vihad dynasty to a close. The qayadin (general) of the sadimmin takes control as Syl-Pasha Akim el Ehjoliq.
- 741 Tulan el Akada yi Calimport creates the aranea, a lycanthropic arachnid race with the ability to disguise themselves as drow or giant spiders. Tulan's magical controls make the aranea the most effective soldiers in the war against the drow.





Calimshan begins colonizing the coast of the Lake of Steam beyond the Alimir peninsula. These original plans were to colonize the area as conquerors, but many are settled as places for refugees fleeing Calimshan proper and the irregular but terrifying Night Wars.

-676

Year of Frenzied Tempests

The Temples Plague (Plague): Calimport, Almiraven, Tashalar cities; fluid in lungs and fever, spread by touch (priests unwittingly spread it, giving it its name); 7% (5%).

-664

Year of Turning Tides

The Enslaving of Keltar: The drow nearly destroy this town over the course of a 37-hour battle, given their magical superiority and a globe of darkness that they use to surround the city. Calimport's army arrives after the drow conquer the city and have shipped more than 50% of the surviving population into the Underdark as slaves. While the Calishites free the town and force the drow back to the Underdark, over 3,000 Keltams are never seen again.

-649

Year of Falling Copper

The army surrounds Calimport as wizards and priests set it magically aflame, the light and fires driving the drow that claimed more than 25% of the city onto the waiting spears of the sadimmin or deeper beneath the city. Once again, the syl-pasha is forced to destroy his capital to save his empire.

Large parts of the city are purposefully destroyed to bury the drow temples and partially subterranean villas, but some remain relatively intact though buried. Those same wizards who burned the city help rebuild it and seal off all areas between Calimport and the Underdark with stone and new buildings. Despite their diligence, the drow reopen those passages within a decade and reestablish their hold on Calimport Below, now nicely protected by the city overhead.

-620

Year of Noble Souls

After more than 60 years of negotiations, Calimshan's syl-pasha strikes some confidential trade agreements with the Matron Mother of Guallidurth, the closest drow city, in exchange for the withdrawal of her forces from beneath Calimport and the other Calishite cities. The withdrawal takes another 90 years, as not all forces answer to the Matron Mother of Guallidurth, and a House rebellion within that city also adds fuel to the Night Wars.

Year of Hasty Messengers

The Spider Plagues (Plague): All cities; sores filled with spider's eggs appearing on people, victims consumed by hatching spiders; 32% (41%).

-530

Year of Meager Means

The Night Wars draw to a close, and the drow never again gain more than a remote toehold in the surface lands. In all, more than 75,000 humans and other beings are captured and enslaved by the drow during these conflicts. More than 150,000 others die fighting the dark elves, though nearly as many drow and duergar die during the wars as well.

-446

Year of Treasured Moments

Calimshan's dominance of the Lake of Steam and the Shining Sea comes to an end with the near total destruction of the Calishite Armada in Calimport's harbor. The resulting fires destroy over 70% of the city once winds carry sparks and flames to the wooden domes of many buildings.

-375

Year of Clutching Dusk

The Empire Plague strikes the southern Shining Coast this year, ravaging Calimshan and the Lake of Steam colonies. Calimshan's influence begins to crumble with the loss of some Lake of Steam colonies. The plague hits Calimport hard, killing nearly a third of the people, including many members of the ruling family.

The Axash dynasty ends due to the plague, and those who survive cannot stop the rise of Syl-Pasha Akkab el Evyrtan, cousin to the now-dead Khalid el Axash. The first order of the new syl-pasha is to put Calimport to the torch to minimize the threat of the plague. The fires, for the first time in centuries, refuse to bum and thus the new syl-pasha is forced to abandon the city for the next five years.

-374

Year of Shattering

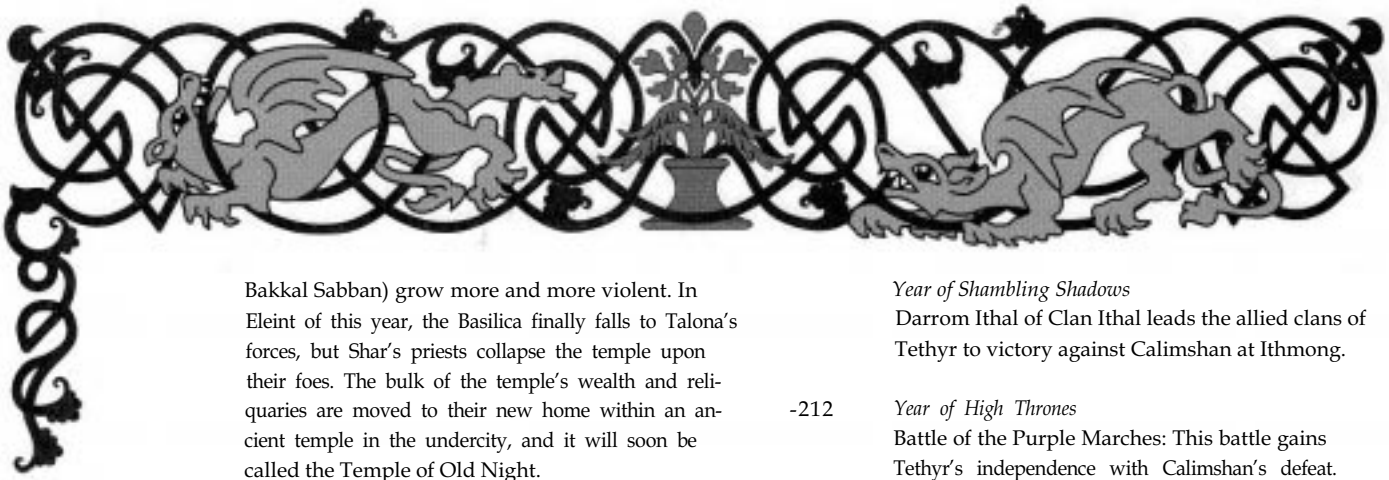
With the city all but abandoned due to the plague they framed on Jhaamdath, priests of Talona attempt to conquer Calimport and plunder its riches to build a temple to their goddess of poisons. Many of those who remain in Calimport are rogues, escaped slaves, and necromancers. For a time, the capital becomes the Rogues' City.

-373

Year of Whispering Stones

The Basilica of Night, Shar's impressive seat of power in Calimport, remains one of the few places in the city that is not fully controlled by Talona. Skirmishes around the temple in the Joadhruz Sabban (now the





- Bakkal Sabban) grow more and more violent. In Eleint of this year, the Basilica finally falls to Talona's forces, but Shar's priests collapse the temple upon their foes. The bulk of the temple's wealth and reliquaries are moved to their new home within an ancient temple in the undercity, and it will soon be called the Temple of Old Night.
- 370 *Year of Rent Armor*
The Empire Plague finally ends early this year. By the end of Hammer, Syl-Pasha Akkab el Evyrtan reenters Calimport and initiates a bloodbath that destroys all those who remain in the city as traitors or plague carriers. Many folk, including the clergy of Talona that ruled the city, survive by fleeing into the undercity.
- 339 *Year of Sundered Webs*
The Fall of Netheril is felt even in Calimport, as the temporary sundering of magic causes the collapse of a number of minarets and palaces whose only supports were those of magic. Two entire sabbans fall and walls dissolve in the few moments when magic does not exist for Toril, and more than 7,000 people die in the destruction.
- 288 *Year of Eight Lightnings*
Syl-Pasha Orun yn Ymal el Evyrtan accedes independence to the lands of Tethyr and its people.
- 255 *Year of Furious Waves*
Jhaamdath falls.
- c.-250 Calimshan, under Syl-Pasha Faud yn Orun el Evyrtan, reclaims some small areas and towns among the Arnaden lands of the Lake of Steam, now that Jhaamdath's control on these lands has fallen along with its primary cities.
- 230 *Year of Loss*
Calimshan reconquers Ithmong and Myratma. Able workers (more than a third of the population) of both of these towns are enslaved and brought to Calimport to work on the new Pasha's Palace. The 1,480 warriors among the 5,500 new slaves are all sentenced to the new Djen Arena, where many of them fight to the death against monsters and each other for the amusement of the masses.
- 227 *Year of Rangers Lost*
Calimport increases in population and area to its largest size ever, its true citizens numbering more than 75,000. For the next eight centuries, Calimport remains the largest and most frequented port on Faetin's shores.
- Year of Shambling Shadows*
Darrom Ithal of Clan Ithal leads the allied clans of Tethyr to victory against Calimshan at Ithmong.
- 212 *Year of High Thrones*
Battle of the Purple Marches: This battle gains Tethyr's independence with Calimshan's defeat.
- 200 *Year of Stonerising*
Syl-Pasha Kalil el Evyrtan dies from thousands of viper bites, a magical trap laid by some of his closest advisors. Vizar Asraf el Majizar rules over the start of the Fifth Age of Calimshan, and Calimport becomes a more organized city with structured trade and skilled-workers' guilds.
- 188 *Year of Wrongful Martyrs*
Despite a good heart and a business sense that nearly doubled the trade coming to Calimshan (and thus increasing the city's size and population), Syl-Pasha Malik yn Asraf el Majizar dies under assassins' knives in the Great Khanduq on the third day of this year.
The Throne Wars: These conflicts begin more than two years of war that ranges from trade wars to military campaigns against cities. Fourteen different Calephs claim the throne of Calimport (and symbolically Calimshan) by year's end, none of whom hold the post for more than 62 days.
The Throne Fires (Fire): Two-thirds of southern and all of eastern Calimport; 43% of population and 61% of city (actually seven different series of fires between Alturiak and Eleint set by rivals fighting for throne).
- 187 *Year of Gilded Burials*
Twenty-eight more rulers claim the Caleph's Throne in Calimport. By Midwinter, all true unity among the cities of Calimshan has shattered. All areas of the once-great empire stand individually, many claiming to be the true heart of the empire and hoping to grab more land and control for themselves.
The Throne Wars end with the rise to power of the once-meeek wizard vizar Tasyn el Tarshaj yi Manshaka. The Tarshaj dynasty-four brothers and their families, of whom Tasyn was the elder—simultaneously conquer the cities of Manshaka, Memnon, Calimport, and Almraiven, thus unifying the Pasha's Lands for the first time in nearly two years. Syl-Pasha Tasyn's first chores are to rebuild the capital and reconquer the rest of Calimshan.
- 182 *Year of Sleeping Giants*
Calimshan, in its attempts to reconquer its old territories around the Lake of Steam and the Shaar, dis





- cover that the old threat of the beholders has risen again. Beholders and their cultists control the majority of territory east of Ankhapur and are now pushing their forces west (or immediately up and out of the Alimir Mountains) in retaliation against the Calishite invasions.
- 170 *Year of Many Eyes*
Calimshan allies with Tethyr and Iltkazar to fight the risen beholder powers of the Arnaden, which have pushed back Calishite aggressors and are now advancing up into eastern Tethyr. The Eye Tyrant Wars begin.
Almraiven falls to beholders within the first three months of the year, and Suldolphor follows by Greengrass. Though a longer struggle, the beholders control the Spider Swamp and the southern Forest of Mir by the end of Kythorn. This prevents much transfer of troops from western Calimshan save directly into beholder-controlled strongholds.
- 167 *Year of Sudden Kinship*
The Storming of the Qatarn Hills: In the first five days of Uktar, King Silvam of Tethyr and Qayadin Revaod el Simaal lead the Fourth Army to victory over nine beholders and thrice their army's own forces.
The beholders occupy Volothamp and Schamedar by year's end, though their entrenchment within eastern Calimshan overextends their reach, and the beholders lose control of Ankhapur, one of their largest surface strongholds.
- 166 *Year of Seven Loves Lost*
The Eye Tyrant Wars end, though alliances remain among the human powers to pursue renegade beholders for the next few years among all their lands.
- 161 *Year of the Emerald Mage*
The alliances of Calimshan, Tethyr, and Iltkazar dissolve by this year,
- 150 *Year of Recompense*
Syl-Pasha Kamus yn Tasyn el Tarshaj of Calimport grants Tethyr the region known as Ankaram, the lands west of the Forest of Mir and north of the River Memnon. While many in Tethyr believe this a reward for their aid in the Eye Tyrant Wars, it is a political move to depower Calishite nobles amassing power against el Tarshaj.
- 135 *Year of Old Beginnings*
The Shaking Plague (Plague): Memnon, Teshburl, Calimport; lower temperature, convulsions; 19% (3 1%).
- 110 *Year of Shadowed Glances*
Akkabar el Shoon is born in Myratma to a Calishite sabbalad father and his favored jhasina, and all three return home to Memnon.
- 94 *Year of Many Bats*
The 16-year-old Akkabar el Shoon arrives in Tethyr and becomes a pupil of the Vizera Princess Rhynda on his reputation as a prodigy in Art.
- 88 *Year of Hostile Hails*
Akkabar el Shoon leaves the tutelage of Princess Rhynda of Tethyr and begins his movement among Calishite society and business, selling his powerful magical abilities to the highest bidders. Within four years, Akkabar is a near-permanent fixture within Calimport society and his political savvy is only out-matched by his magic.
- 78 *Year of the Gleaming*
Akkabar el Shoon marries Munaa yr Shunnari el Tarshaj, the fifth daughter of Syl-Pasha Kadar on Midsummer. As a wedding gift, Akkabar becomes the Syl-Vizar (and ruler) of Memnon.
- 77 *Year of Flaming Stones*
By Midwinter, the deaths of nearly all members of el Tarshaj places Syl-Pasha Akkabar el Shoon on the Caleph's Throne, as he had planned.
- 75 *Year of Leather Shields*
The regent Princess and Vizera Rhynda arranges a marriage between Syl-Pasha Akkabar Shoon's daughter and her own son, the future King Nishan II to ensure the stability of both realms despite objecting nobles on both sides.
- 64 *Year of Gleaming Frost*
King Nishan II ascends to Tethyr's throne and marries Arhymeria yr Una el Shoon.
- 52 *Year of the Choking Spores*
The Flower Plague (Plague): Keltar, Calimport, Almraiven; seed buds of new flowering plants explode in cloud of spores that induce vomiting and rashes, then fever, and finally death, spread by trade for the rare scarlet flowers; 2% (7%).
- 16 *Year of the Poisoned Pens*
The Plague of Scholars (Plague): All cities across southern Faerûn, as far north as Baldur's Gate; lethargy and heavy sleep leads to coma and death, some unknown agency poisoned vast amounts of ink



and quills used by scribes, scholars, and business folk; 20% (11%).

-6 *Year of Scarlet Scourges*

Tethyrian royals slain by pirates. Syl-Pasha Shoon secretly congratulates himself on arranging the coup, though his attempts to link the murders with the rising mercantile power of the Runden fall.

27

Year of Shadowed Blades

The syl-pasha dies under mysterious circumstances while enchanting magical items in his chambers deep beneath the Imperial Mount of Shoonach.

-5 *Year of Feuds*

Amahl Shoon, younger brother of the late Queen Arhymeria, arrives within a month of Ithalyr's fall. Calishite forces and advisors set him up as the reluctant king in the newly renamed city of Zazesspur.

King Amahl III succeeds his great-great-grandfather as ruler of Calimshan and Tethyr. After establishing another puppet regime on Tethyr's throne, Amahl III crowns himself Qysar ("emperor") Amahl Shoon III of the Shoon Imperium.

-3 *Year of Ruins*

King Amahl I is poisoned and succeeded by his nephew, King Amahl II, all at the direction of Syl-Pasha Akkabar Shoon, his great-grandfather.

Unlike under the syl-pasha, Calimport suffered much loss of status and money, as many vizars and pashas moved to Shoonach, where they might better curry favor from the qysar. While little changed among the dockside sabbans and the caravan trade supporters, the rest of Calimport was all too sparsely populated as the center of Calishite society became Shoonach.

-2 *Year of Gruesome Streams*

After 18 months of war, Ithmong is destroyed and Clan Ithal nearly wiped out by royal forces. King Amahl II of Tethyr swears fealty to Syl-Pasha Shoon on Greengrass upon his victory, and this is the true start of the Shoon Imperium with Akkabar's rule over both Calimshan and Tethyr.

39

Year of Proud Flame

The Alley Plague (Plague): Calimport (whole city), Almraiven, and Manshaka (docks); pox and inability of blood to clot; spread by air and presence of corpses rotting in streets of Upper Calimport; 17% (2 1%).

-1 *Year of Shattered Relics*

Ithmong's ruins are plundered for the building of a great capital to the south, near the former city of Iltakar and the port town of Agis (Modem: Shoonach). Former Clan Ithal supporters are enslaved and haul stone ten miles south to the new city for the next 10 years.

50

Year of the Barbed Wind

Qysar Amahl Shoon III dies and is succeeded by Qysar Shoon I.

Akkabar the Younger, eldest grandson of the syl-pasha and elder brother of Amahl I and Arhymeria, dies in a tavern brawl in Memnon that is later revealed to be a revenge assassination by vengeful Tethyrian clansmen. As the father of King Amahl II of Tethyr and the proclaimed heir of Syl-Pasha Shoon, his death brings much suffering to Tethyr.

61

Year of the Branded Mage

Qysar Shoon I decrees the establishment of the Wizards' Consortiums of all the cities of his realm, to which attendance is mandatory for all wizards. Those who resist are slain, and soon Shoon I knows of nearly every mage within his domain, which allows him better control over such forces.

5 *Year of the Clutched Emerald*

The syl-pasha establishes gates between various sites in Calimport and his new imperial capital rising at Shoonach.

75

Year of Clinging Death

Qysar Shoon I dies and is succeeded by his third son, Qysar Shoon II.

The Fog Fever (Plague): All Shoon cities (Tethyr and Calimshan), esp. Calimport, Memnon, and Myratma; clinging night fogs lead to raging fevers and delusions if breathed in; those who die of this fever exhale their last breaths as identical fog; 11% (Shoon Imperium) (31%)

15 *Year of Glittering Glory*

King Amahl II of Tethyr dies and is succeeded by his only son, King Amahl III. The syl-pasha moves his court and much of Calimshan's power to Shoonach. As Calimport remains the primary port for his empire

107

Year of the Fledglings

Qysar Shoon II dies and is succeeded by his first grandnephew, Qysar Shoon III. Hazamir el Aktorral, Syl-Pasha of Calimshan, is made riqysar (regent





emperor). Riqysar Aktorral moves some of the court back to Calimport and the surroundings he trusts rather than live in Shoonach.

123 *Year of the Icy Axe*

With the death of el Aktorral this year, all governmental control of Calimshan and the Imperium moves to Shoonach until the fall of the Imperium. Calimport becomes merely the largest port, and its northern quarters become more and more deserted. During the next centuries, the walls around the port sabbans rise higher than ever to defend against intruders as more rogues take residence in the nearly empty upper city.

Calimport Below also becomes larger and more populous during the Imperium, as neglect sees the collapse of many buildings and the rise in monstrous populations down below is a direct result of fewer garrisons in the Old City (as upper Calimport becomes known for 300 years).

200 *Year of Leaping Flames*

The Rogue Fires (Fire): All of northern and western Calimport (Firewalls shield the docks from fires set by opposing rogue factions to gain control of upper city); 60% population of Upper Calimport; temples of Bane, Talona, and Mystra, numerous villas.

229 *Year of the Black Flame*

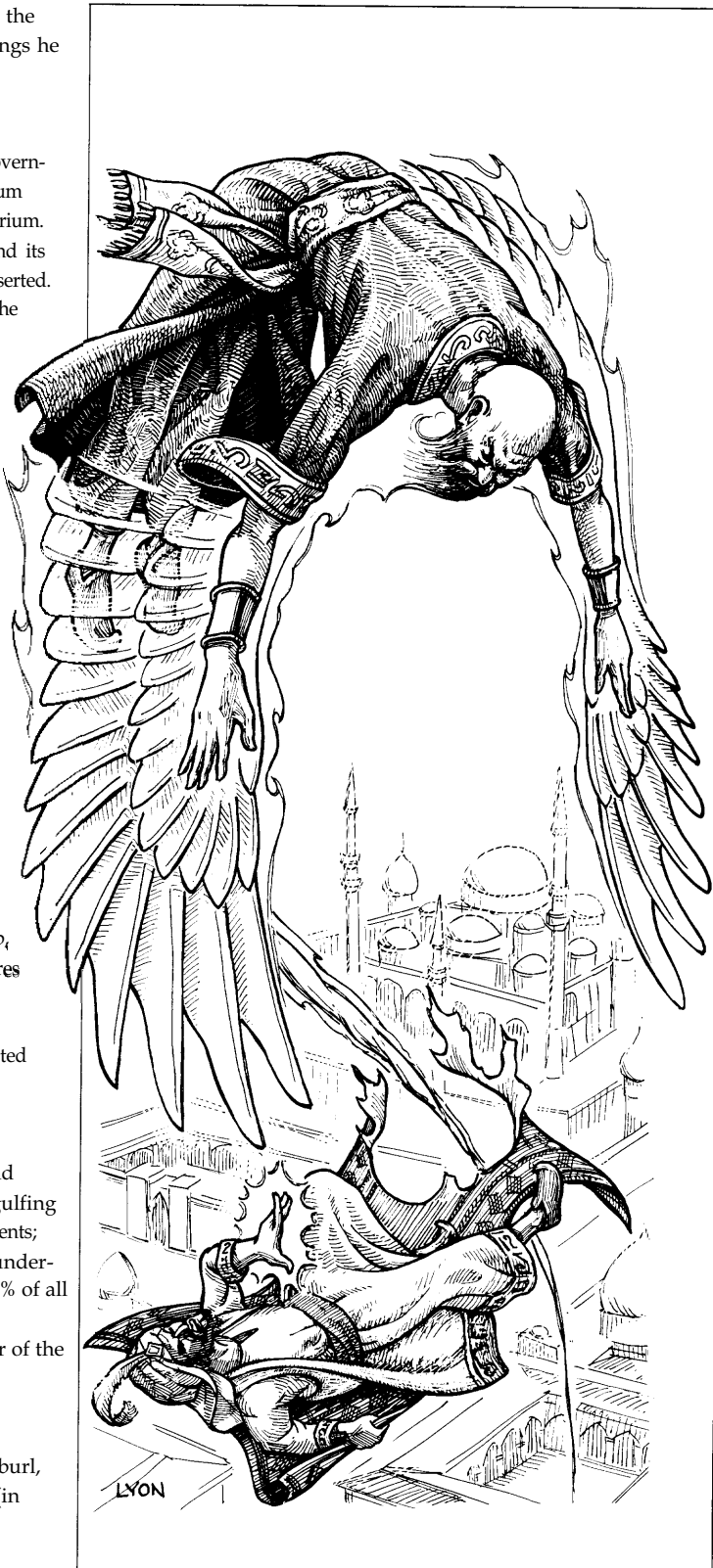
The Ashes Plague (Plague): Keltar, Volothamp, Manshaka; ash-gray skin tone, blindness, seizures (most died of bleeding or were slain to reduce spreading, a tactic which failed); 9% (0.2% of Calimport's natives—all travelers who contracted the plague outside the city).

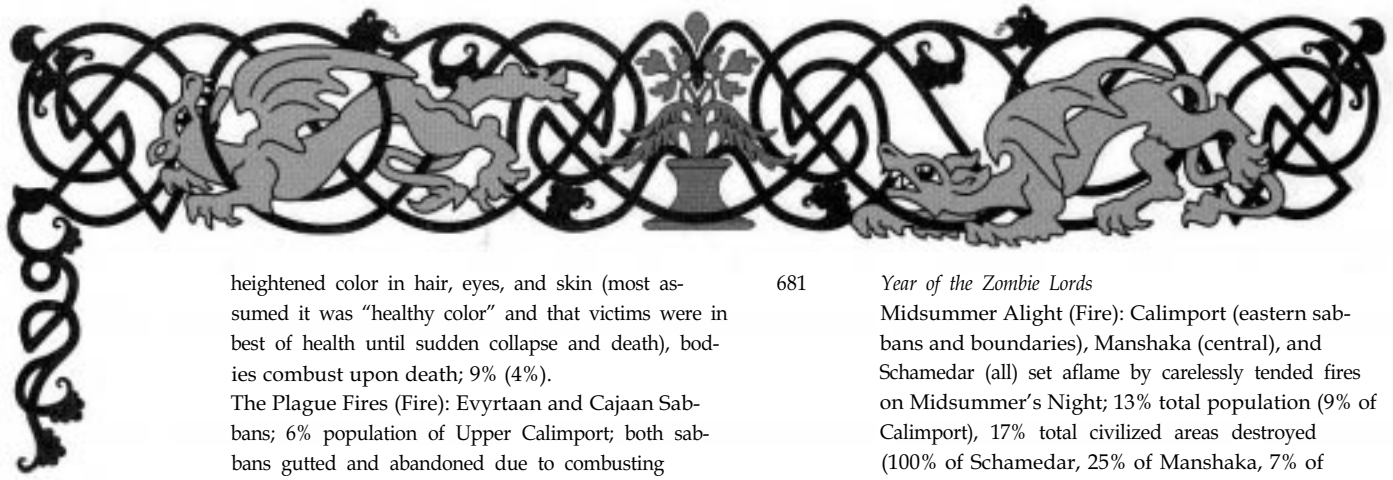
319 *Year of the Unforgotten Fire*

The Great Fires (Fire): All Calishite cities and towns; fires the result of Qsar Shoon VII engulfing all sewers in flames to root out criminal elements; 43% population (87% among criminals and under-city dwellers), 57% of Calimport (average 45% of all cities); the Five Fountains of the Bakkals (Calimport), the original Guild Arcane tower of the Narmirargent (Almraiven).

320 *Year of the Bright Plumage*

The Infernal Death (Plague): Memnon, Teshburl, Keltar, Calimport, Myratma, and Shoonach (in Tethyr); mild fever and mania, noticeable





heightened color in hair, eyes, and skin (most assumed it was "healthy color" and that victims were in best of health until sudden collapse and death), bodies combust upon death; 9% (4%).

The Plague Fires (Fire): Evyrtaan and Cajaan Sab-bans; 6% population of Upper Calimport; both sab-bans gutted and abandoned due to combusting corpses during the plague-filled summer.

354 *Year of the Fleeting Pains*

The Leper's Curse (Plague): All Shoon Imperial cities; total absence of pain, later advances to total lack of all senses, driving many mad; 19% (33%). Many soldiers afflicted with the Leper's Curse are sent in suicide attacks against elf encampments in Tethyr and Amn, as their painlessness allows them to keep fighting and destroying elf insurgents until life leaves them.

450 *Year of the Corrie Fist*

The death of Qsar Amahl VII on Midwinter and the subsequent fall of the Imperium leaves numerous folks scrambling for control of the swiftly dissolving power structures. More than 75 pashas, vizars, sabbalads, and sultans slay each other in massive wars in the streets of every major Callshite city to see who would claim the power from the fallen qysar's throne. Calimport fell under the rule of Syl-Pasha (former pasha of the shipwrights and harbormasters) Fahd el Daosiin.

457 *Year of the Unfurled Flag*

The syl-pasha and his sons are destroyed from below as various agents set off magical explosions to destroy the entire Pasha's Sabban and much of the adjoining slaves' drudachs. The adjacent destruction sparked fires that lasted through the Feast of the Moon.

The Flag Fires (Fire): 65% of western Calimport; the Pasha's Sabban, the syl-pasha; el Daosiin dynasty, over 5,000 slaves.

527 *Year of Tatters*

Slaves begin years of major unrest in all cities of Calimshan and the Amaden lands.

533 *Year of the Shattered Manacles*

The Mameluk slave warriors overthrow the rulers of Calimport and the other major cities and establish a free country without slavery. As Calimport stood long as a slaver's port, the Mameluk rulers abandon the city, taking the Caleph's Throne to Manshaka, their new capital. They also abandon the title of syl-pasha in favor of the far older Murabir (Warlord), not used since Mir's days of independence.

681 *Year of the Zombie Lords*

Midsummer Alight (Fire): Calimport (eastern sab-bans and boundaries), Manshaka (central), and Schamedar (all) set aflame by carelessly tended fires on Midsummer's Night; 13% total population (9% of Calimport), 17% total civilized areas destroyed (100% of Schamedar, 25% of Manshaka, 7% of Calimport's buildings (though all villas of value).

701 *Year of the White Jonquil*

The Moon Plague (Plague): Calimport; lycanthropy (werewolves, wereboars, weretigers most common) outbreak (due to entry in city of three weretigers and two werewolves); 2% of Calishite population (12% of Upper Calimport, 5% of Calimport Docks).

Many lycanthropes leave Calimport after the full moons of Tarsakh and Mirtul to spread their lycanthropy to the Tashalar and the Shaar. To the present day, it is unknown what drew so many lycanthropes together into Calimport for these two summer months, though some remain in Calimport Muzad.

733 *Year of the Sad Refrains*

The Port Fires (Fire): All of Calimport's and Almraiven's docks; 9% of population and 32% of city (Almraiven), 3% population and 18% city (Calimport); all shipyards, docks, and port-facing warehouses (ships flying false colors enter the harbor, gain berths deep among other ships and close to shore, and magically explode in flames. This is the Runderen's largest power play to interfere and usurp Calishite trade supremacy in the southern Sword Coast).

755 *Year of the Enigma*

Crimson Death (Plague): Ankhapur, Saelmur, Sul-dolphor, Mintar, Almraiven; magical curse/plague that effectively bleeds victims to death and transforms them into crimson deaths, which immediately seek to replace all blood lost; 41% total area's people (average of 16% of each settlement).

771 *Year of the Stalking Knight*

The Caravan Fires (Fire): All of eastern Calimport; 13% population and 22% of city (trade factions set entire rival caravans and warehouses ablaze in midst of summer drought and fires spread); the Ehrenir Khanduq, the Hall of the First Trader, much of Thy-tos and Larau Sabbans.

808 *Year of the Crescent Moon*

The Zealot Fires (Fire): Half of Bakkal Sabban; 9% population and 5% of city; temples of Shar, Sharesa, and Ibrandul destroyed by zealous Lathandrian priests





"giving the gift of dawn to enlighten the befuddled faithful of the dark gods".

864 *Year of the Broken Branch*

Rysellan the Dark founds the Twisted Rune. One of the Rune's earliest lairs lies deep beneath Calimport in what was once an ancient drow temple.

907 *Year of Waiting*

The upper city of Calimport is reclaimed and resettled by Mameluks who are shut out of the power circles of Manshaka. At the secret urgings of the Twisted Rune, they seek to reclaim the ruined greater city beyond the walls of the port. Rysellan's primary agent in this endeavor is Vizar Bollus el Kahdan, a half-elf wizard and warrior.

911 *Year of Ruins Reborn*

The Deepblaze (Fire): At Midsummer, Bollus proclaims himself Syl-Pasha of Calimport, and nearly all of the surface ruins of Calimport are cleared of danger. However, Bollus finds some areas hard to restore due to interference from powers down below. He and his forces fill the ancient sewers and the avenues beneath the many layers of ruins and rubble with oil and set it all afire. Just as planned, the Rune's other agents used the fire to destroy nearly all the surface ruins and those foolish enough to be drawn there.

The resulting fumes and heat kill nearly all others in the port area, but after five tendays of fire and smoke, Calimport begins to cool and the powers of Calimport Below are now more secure than ever. They are provided a huge amount of stone upon which to build a city and the access they want to both the city above and their lairs below, thanks to the fire. Curiously, a number of buildings such as the House of the Murabirs survived the destruction without any explanation of how or why.

1018 *Year of the Dracorage*

Sapphiraktar the Blue joins in the massive flights of dragons ravaging the Realms. He emerges from his normal Calim desert habitat and destroys much of Calimport and Keltar in Kythom and Flamerule.

1019 *Year of the Sure Quarrel*

The Dragons' Plague (Plague): Calimport, Keltar; painful, scaling skin irritation, hair loss, madness; 5% (16% due to loss of status with ruined appearances, madness, etc.).

1092 *Year of the Aimless Mystic*

Akham's Duel (Fire): Parts of Osiir Sabban, Golnar

Sabban, Darehj Sabban, and Sjúl Sabban; less than 1% population, though more than 15 buildings and 23 bazaar carts and all assorted goods therein destroyed in blazes set by Akham el Qaandan and Haneq el Fustaf, two dueling mages seeking the Caleph Arcane's position; the Auret.

1168 *Year of the Leering Orc*

The Arena Fires (Fire): Games Sabban; 3% population (though 5,600 slaves and gladiators die uncounted as a result of a wizard's attempt to escape by engulfing audience and arena in flames) and 1% of city; Arena Efreetum, surrounding slaves' and gladiators' barracks.

1331 *Year of the Leaping Dolphin*

Numerous high-ranking wizards among all the Guilds Arcane of Calimport, Almraiven, Volothamp, Memnon, and Keltar mysteriously abandon their homes and positions to depart on some mysterious mission within the Marching Mountains. More than 30 in all, they abandon their holdings and responsibilities for this unknown calling.

1332 *Year of the Sword and Stars*

Numerous goblin and hobgoblin tribes are reported on the move among the western Marching Mountains, though reports have numerous wizards at the heads of these hordes-the same wizards who went missing late last year under some mysterious calling.

1333 *Year of the Striking Falcon*

Mulsparkh is founded along the northern bank of the River Memnon in the Duchy of Teshyllal near the end of this year by Calishite mercenaries and monsters at the secret instigation of the Twisted Rune.

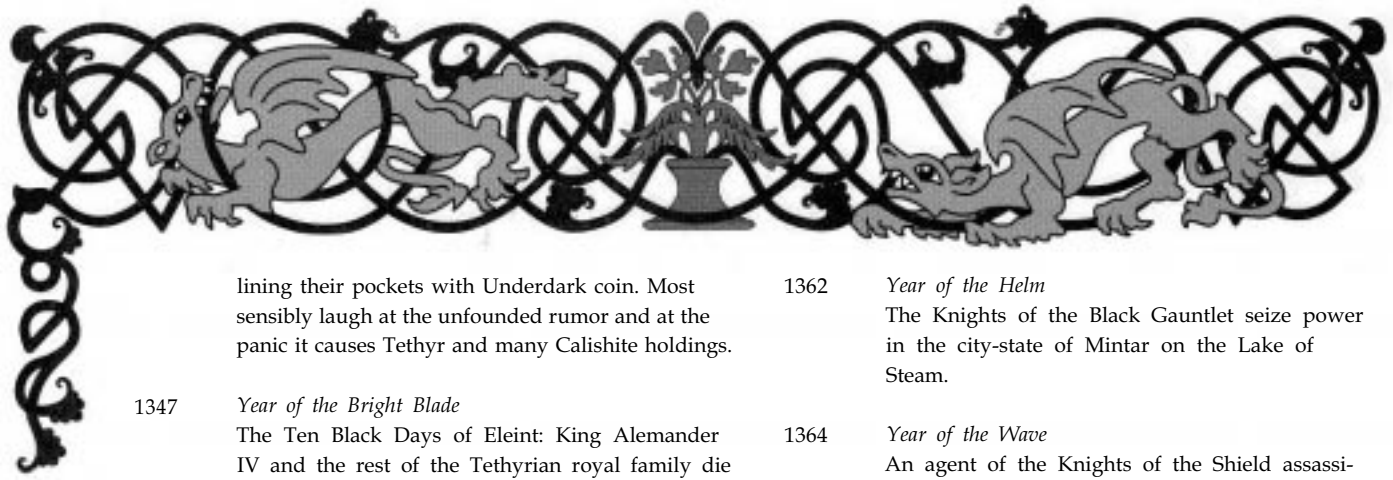
1334 *Year of the Blazing Brand*

Mulsparkh's army destroys Crown Price Rythan of Tethyr, brother of King Alemander IV, and his army in the Battle of Nightflames. The armies of Calimshan destroy Mulsparkh itself shortly thereafter. The Sword of Starlight, a Tethyrian sword of state and a powerful magical item, is secreted away by Yuzas Nur yn Yusuf el Tiagar, a military officer with greater ambitions than abilities.

1346 *Year of the Bloodbird*

Rumors of 80,000 dark elves living in the Forest of Mir leads some to panic in Calimport, with many entering the Muzad with thoughts of exterminating all they find below. Others more pragmatically arrange slave-trade agreements with known drow agents,





- lining their pockets with Underdark coin. Most sensibly laugh at the unfounded rumor and at the panic it causes Tethyr and many Calishite holdings.
- 1347 *Year of the Bright Blade*
The Ten Black Days of Eleint: King Alemander IV and the rest of the Tethyrian royal family die during the conflagration that destroys Castle Tethyr. Crown Prince Alemander—the late Prince Rythan’s younger brother and second son of King Alemander IV—and General Sharboneth die in the fires of their own making. From the 13th to the 22nd day of Eleint, hysteria grips Tethyr, causing the destruction of Tethyr’s nobles, many castles and temples, and hundreds of innocent people with any ties to the royalty are also murdered.
- 1352 *Year of the Dragon*
Pasha Balik begins his rule in Zazesspur with the hidden aid of the Knights of the Shield.
- 1357 *Year of the Prince*
Shond Tharovin, a Calishite wizard, steals the Tome of the Unicorn from the Green Room of Ruathym.
- 1358 *Year of Shadows*
The Time of Troubles unleashes magical chaos across the Realms.
Shond Tharovin unleashes the demilich Shoon VII on Zallanora Argentresses, a young female elf wizard, and the spirits of the undead Qysar and the young elf switch bodies.
The Shadow Thieves lose the entire membership of the Shade Council and two-thirds of their assassin members thanks to the machinations of the gods. In response, they undergo a sweeping reorganization.
- 1360 *Year of the Turret*
Many mercenaries depart Tethyr to participate in the crusade of King Azoun IV of Cormyr against the Tuigan horde.
The Wyrmskull Throne of Shanatar is discovered by pirates in the Bay of Skulls in the sheltering lee of Hook Isle.
- 1361 *Year of Maidens*
Word reaches Tethyr and Calimshan of the discovery of the western lands of Maztica.
- 1362 *Year of the Helm*
The Knights of the Black Gauntlet seize power in the city-state of Mintar on the Lake of Steam.
- 1364 *Year of the Wave*
An agent of the Knights of the Shield assassinates Pasha Balik in his bed.
- 1369 *Year of the Gauntlet*
End of the Tethyr Interregnum: Queen Zaranda weds King Haedrak III and they are soon crowned monarch and consort of reunified Tethyr.
Priamon “Frostrune” Rakesk and the alhoon Ralayn the Ocultacle kidnap Halaster Blackcloak bodily from his seat of power in Undermountain. Halaster’s Highharvestide results in the destruction of the village of Geniste and other chaos.
The Trades Conflagration (Fire): This blaze engulfs over 60% of Emerald Ward and 50% of Grand Ward. Marekh Sabban is destroyed by the fires, along with numerous areas in the Muzad beneath it.
- 1370 *Year of the Tankard*
Tarsakh: The ailing Pasha Sufontis dies, leaving various predators and heirs to fight over his estate.
Mirtul: The Knights of the Black Gauntlet of Mintar seize the town of Kzelter in far south-eastern Tethyr. Tethyr’s armies regroup in Ithal Pass.
Kythorn: Numerous crypts and graves throughout Calimport are found desecrated or destroyed.
Members of the Nallojal speak of seeing a “shark” larger than many vessels cruising the waters beyond the city’s harbor.
The High-Captains of Luskan arrive in Calimport for a month-long series of meetings (topics unknown) with the syl-pasha and his aides.
Flamerule: Queen Zaranda of Tethyr gives birth to triplets, respectively named Princess Sybille, Prince Coram, and Princess Cyriana.
Sailors arriving from the ports of Waterdeep and Baldur’s Gate bring to Calimport fearful news of terrible attacks on those cities’ harbors by ferocious aquatic creatures, huge monsters, and powerful magic. Speculation runs rampant in the Port Wards.





The City at Large



With a metropolis the size of Calimport, detailing the entire city is simply impossible. The chapter below provides details, links, and hints on the basics of the City of Glory, but leaves much open to allow Dungeon Masters to customize Calimport. This chapter provides a way to randomly determine the size, purpose, and general state of repair of sites not detailed here.

In addition to the random generation of buildings for campaign play, there is also the comprehensive City Key of over 100 buildings with notes for AD&D® game play. Bear in mind that, in order to avoid repetition and meet our space requirements, there are far fewer buildings detailed within the City Key than perhaps might normally be discussed. This chapter provides only the broad overview of the city and the landmarks that are best known in each area.

The Buildings

Calimport is a huge city with buildings with thousands of shapes, sizes, purposes, and details. This allows DMs to adapt the sites herein, adding details so locales are better suited to individual campaigns and players (and their characters, of course). Basic building structures are discussed below, along with examples. The structure and size of the buildings created by the tables below allow DMs to quickly create new adventure locations during a game.

While every other building type has a table and can be randomly created, “Class A” buildings and specific buildings of the DM’s invention should be designed and placed into the game with planning, not via random generation. These are major landmarks or buildings important to the immediate game, and they should be carefully prepared and mapped. For other, lesser buildings, keeping every improvised detail perfect from game to game in a Calimport campaign is not necessary. If players catch the DM contradicting herself on a building’s layout, the fact that not a day passes in Calimport where a building doesn’t collapse or a fire doesn’t consume a block within some drudach, can be noted.

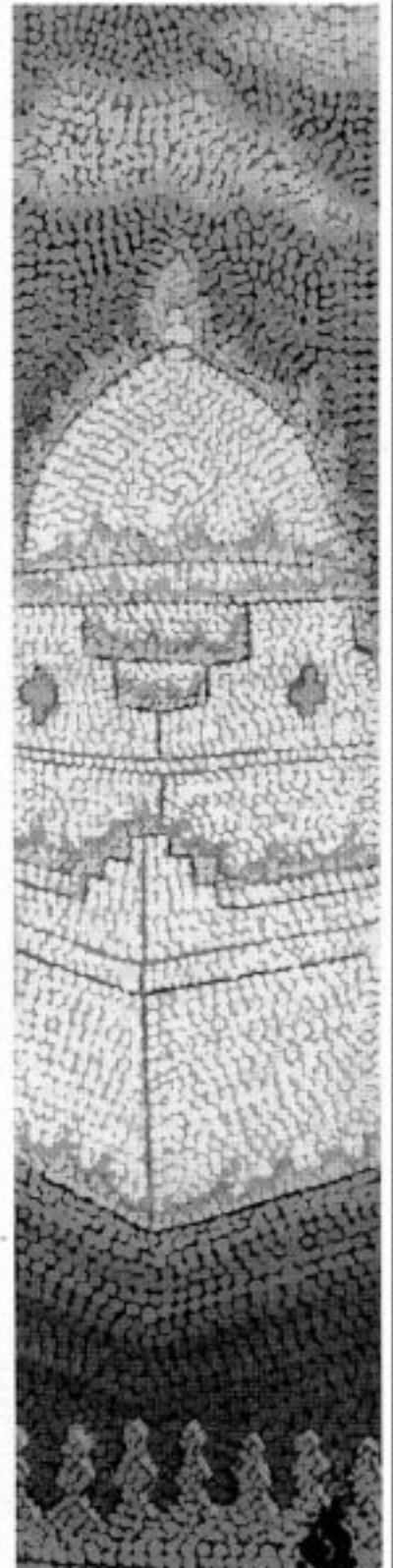
Building Class

Buildings in Calimport are divided into five classes for ease of reference:

Class A Buildings: If the structure is a sight people stand and stare at or remember fondly years later, it is a Class A building. Class A buildings are always unique landmarks on any scale, and their distinct nature comes from stature, cost, or opulence. While these buildings may have some wooden construction, most of any Class A building is stone or metal. Examples within Calimport include the Caleph’s Khanduq, the Feshhall of Eternal Delight, the Anhakhamarkha, and the Palace of the Murabirs.

Class B Buildings: Class B buildings are the large, elaborate buildings within the city, though they do not dominate the skyline as do Class A buildings. They generally have from three to seven stories, though these floors don’t count any of the two or more cellar levels common to Class B buildings (connected to the sewers or Calimport Muzad at times). Many khanduqs and opulent homes in Calimport fall into this class of buildings. Oddly enough, khamarkhas (grand mausoleums and House crypts) also fall into this class. Other examples include mansions (great residences without walled gardens like a villa), large warehouses and public buildings, and the guildhalls.

Class C Buildings: The vast majority of buildings in Calimport are Class C: broad, mud-brick row houses that line the streets to varying heights of two to four stories. Like those in the

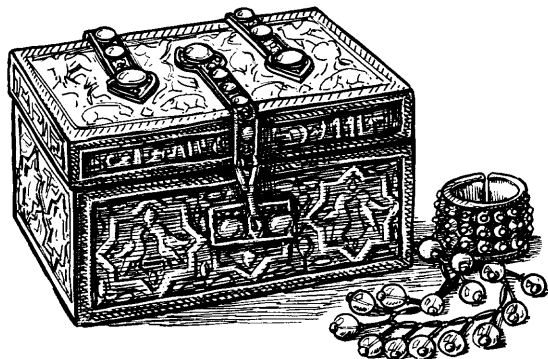




northern lands, space in row houses usually is split between shops and offices on the main floor (either the first or second floor, which is even with the byways atop the drudach and sabban walls), with apartments above and below them. However, these buildings do not always seem to be distinct and separate from their neighbors; either the flanking buildings are attached to its neighbors or a facade of glazed brick makes numerous buildings seem to be one. Many of these buildings' interior mud-brick construction is reinforced by wooden beams, and many are mud-brick or stone foundations with whole upper floors of wooden construction. This class includes amlakkhan, sadidah, and the majority of the rooming houses and entertainment houses (festhalls, taverns, inns) in the city. This class also contains markhouts (the common tomb for those who can afford individual burial in a cemetery rather than being interred in mass graves), even though these are of mud brick with some minor decorations.

Class D Buildings: Class D buildings are smaller, usually one- or two-story mud-brick or wooden buildings with wooden or thatch roofs. They often are used either as small warehouses and storage sheds or individual homes for Calimport's poor. Class D buildings have only one cellar level, if any. Such buildings are found mainly in Dock Ward and the Outer Wards. Examples of Class D structures range from the guild warehouses and slavers' pens to various smaller buildings with brick facades attached to Class C buildings. Class D buildings can also be elaborate, semi-permanent tents pitched between or atop buildings.

Class E Buildings: Class E structures are small wooden buildings or canvas tents barely one story tall; they can also be the more common tents. These buildings do not have cellars, but they may have secret doors of sorts; their construction allows escape through walls with loose boards or by slitting the tent's canvas. The most common example of Class E buildings are stables, enclosed wells, the slaves' quarters of Shackles Ward, and the homes of the many folk settling in tents and ramshackle homes along the fringes of the city.



Building Generation

Once the class of a given building has been determined, the following steps can be followed if speedy, random generation of building features is desired.

Step 1: Building Height

Determine the number of stories of the building, by choice or by dice rolling. Remember that the second floor of any building places it on a level with the byways, and connections to them provide additional business potential.

Class B: Roll 2d8 and check results below.

- 2 Two stories and no cellar;
- 3 Two stories and one cellar level;
- 4 Two stories and two cellar levels;
- 5 Three stories and no cellar;
- 6 Three stories and one cellar;
- 7 Three stories and two cellars;
- 8 Four stories and no cellar;
- 9 Four stories and one cellar;
- 10 Four stories and two cellars;
- 11 Five stories and one cellar;
- 12 Five stories and two cellars;
- 13 Six stories and one cellar;
- 14 Six stories and two cellars;
- 15 Seven stories and one cellar;
- 16 Seven stories and two cellars.

Note that any second cellar level indicated in Class B buildings can be replaced by a minaret/tower floor, a dome, or an additional story atop the building.

Class C: Roll 1d8 and check results below:

- 1 Two stories and no cellar;
- 2 Two stories and one cellar;
- 3 Three stories and no cellar;
- 4 Three stories and one cellar;
- 5 Four stories and no cellar;
- 6 Four stories and one cellar;
- 7 Three stories and 4th story feature;
- 8 Four stories and 5+ story feature.

Class C building features can include a dome or a minaret atop the building, or one story can be sacrificed to allow the building to be of all stone/brick construction.

Class D: Roll 1d6 and check results below:

- 1 1 story (any) and no cellar;
- 2 1 story (brick) and no cellar;
- 3 1 story (wood) and no cellar;
- 4 1 story (brick/wood) and one cellar;
- 5 2 story (wood) and no cellar;
- 6 2 story (wood) and one cellar.





Class D buildings, if placed as lean-to additions on the sides of Class C or other Class D buildings, can add an additional story or one cellar level.

Class E: Roll 1d4 and check results below

- 1 1 story hovel and no cellar;
- 2 1 story hovel and crawlspace under wood floor;
- 3 1 story tent and no cellar;
- 4 1 story tent with partial floor and crawlspace

Step 2: Building Conditions.

Roll 1d10 or choose the condition of the building below:

- 1 Derelict, boarded up (though possibly in use as a secret meeting place by thieves, intrigue groups, monsters, or adventurers);
- 2 Ramshackle, badly in need of repair;
- 3 Well worn and in heavy daily use, with a need for one major or numerous minor repairs;
- 4 Well worn but in good shape, with evidence of some recent repair work done; more minor work needed;
- 5 Well kept and in good condition but dirty;
- 6 Well kept and in good condition, clean and newly painted;
- 7 New or pristine condition, undecorated with glazing or paint;
- 8 New or pristine condition, freshly decorated with ornate furnishings and brickwork;
- 9 Building currently under reconstruction or extensive major repairs (from recent fire damage, collapse, explosion, etc.);
- 10 New building currently under construction.

Step 3: Building Function.

Roll 1d10 or choose the building's purpose below:

- 1 B: Warehouse (with interior hoist)
C: Warehouse
D: Warehouse
E: Stables
- 2 B: Warehouse (with interior hoist)
C: Row house or byway offices above ground-floor shop
D: Warehouse
E: Stables or slaves' quarters
- 3 B: Business
C: Row house, apartments above ground-floor shop
D: Warehouse
E: Stables or slaves' quarters
- 4 B: Business or khanduq
C: Row house, storage, or residences above ground- and second-floor shops
D: Warehouse
E: Stables or slaves' quarters

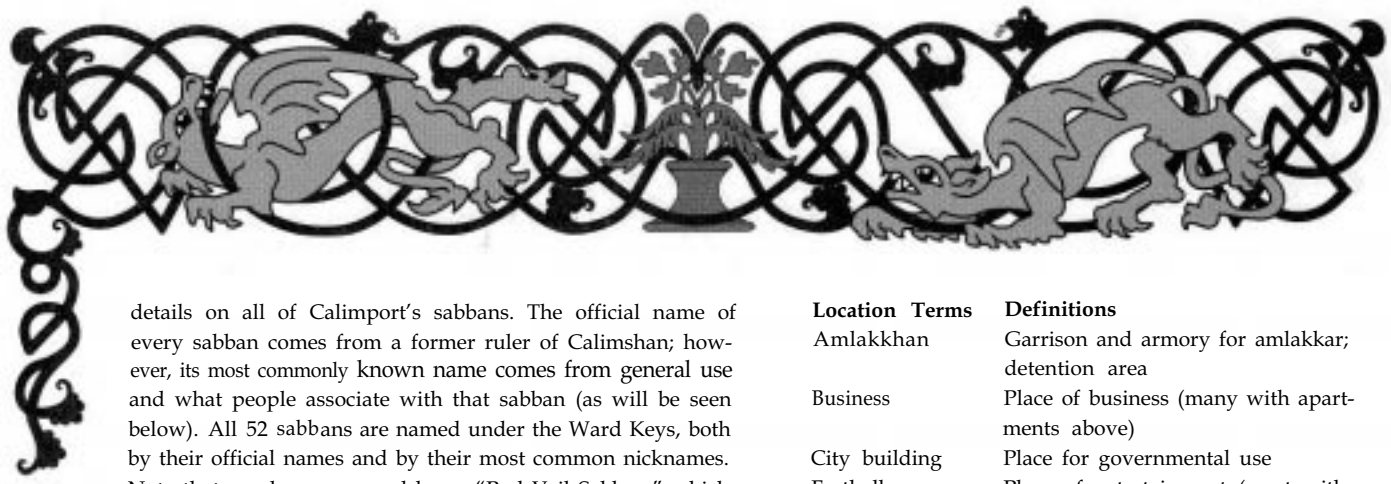
- 5 B: Boarding/Rooming house
C: Boarding/Rooming house
D: Residence, lesser merchant or laborer
E: Stables or slaves' quarters
- 6 B: Boarding/Rooming house
C: Boarding/Rooming house
D: Boarding/Rooming house
E: Residence
- 7 B: Khanduq
C: Row house, offices and apartments above ground-floor business
D: Shop
E: Residence
- 8 B: Row house, residence above ground-floor offices
C: Row house, offices and apartments above ground-floor business
D: Office(s)
E: Residence
- 9 B: Residence, lesser or rising merchant
C: Row house, residences (all levels)
D: Multiple-household residence, lesser merchant or laborer
E: Residence or Shrine
- 10 B: Residence, rising or lesser merchant
C: Row house, apartments (all levels)
D: Residence with rental storage
E: Shrine

The City Ward Keys

Each ward is described and keyed separately, with any major sites and special locations keyed immediately following the ward and sabban descriptions. The map key looks at the city from its western edge, covering the Outer Wards from west to east, then the Central and Port Wards in the same manner. As stated at the chapter's start, many of the wards are not fully detailed, considering their size and the average of 500 buildings per ward. The bulk of the buildings and sites in the Key are the major landmarks, the places to which folk point when giving directions. This method, while entailing some amount of work for DMs, allows the city to be roughly detailed within the space limitations of this product. On the upside, this method guarantees DMs plenty of room to individualize Calimport.

Within each ward, the Key provides basic information on the ruler, the exalted sultan who rules the area for the sypasha's greater glory. It also reveals the names and some





details on all of Calimport's sabbans. The official name of every sabban comes from a former ruler of Calimshan; however, its most commonly known name comes from general use and what people associate with that sabban (as will be seen below). All 52 sabbans are named under the Ward Keys, both by their official names and by their most common nicknames. Note that nearly every ward has a "Red Veil Sabban," which is commonly the location of the majority of its entertainment sites such as festhalls. This does not break the basic structure of functionality among the drudachs but keeps all the entertainment facilities within a sabban wall of each other.

Each location within a ward is individually prefixed and numbered (see below). Sites are numbered and listed from the upper left corner of each ward map, moving to the right to the opposite ward boundary, then continuing the pattern from top to bottom. These tags ignore the sabban and drudach boundaries for the purposes of tagging sites, but those designations are noted among their additional notes. The Ward Keys are all in following format:

Tag # Location Type: Location Name
Building Class and # of stories
 Additional information is listed here; minimum information is the sabban and drudach where the tagged location is. These notes should help DMs develop numerous locales for their campaigns.

The rest of the abbreviations within the map keys are in the tables below.

Tags Ward Placement

- A Armada Ward
- C Caravans Ward
- Cr Crypt Ward
- D Dock Ward
- E Emerald Ward
- F Faiths Ward
- G Grand Ward
- H Hammer Ward
- Hk Hook Ward
- J Jewel Ward
- K Khanduq Ward
- M Maker's Ward
- P Palace Ward
- Q Quill Ward
- S Shackles Ward
- T Trades Ward
- W Wizard Ward

Location Terms	Definitions
Amlakkhan	Garrison and armory for amlakkar; detention area
Business	Place of business (many with apartments above)
City building	Place for governmental use
Festhall	Place of entertainment (most with tavern facilities)
Garrison	Barracks and armory for sadimmin (soldiers)
Guildhall	Guild headquarters (many also act as Business)
House	Privately owned abode of noted/wealthy person; often identified just by family name or specific title for villa
Inn	Tavern with beds and meals
Khanduq	Heavily fortified business (and residence?) with defenders (never less than Class B)
Minaret	Tower of not fewer than three stories with open balconies and dome or parapet top (Never less than Class C)
Row house	Multi-story building with rented living space
Shrine	Minor, nonexclusive place of worship within a larger site or in Class D or E building
Stables	Minor buildings for sheltering animals, storage of animal feed (noted also under Business).
Tavern	Establishment for drinking with some food served in most cases
Temple	Singular place of worship or confined complex
Tomb	Enclosed structure for interring the dead
Villa	Complex of buildings owned by rich clan or pasha
Warehouse	Storage for saleable/raw goods
Wizard's domicile	Home of wizard (minaret or other not less than Class C)







The Elder Wall Remnants

Much of the outer city lies unprotected by city walls, as the City of Glory has not been surrounded fully by a defensive wall-and-gate system in more than three centuries. As the city constantly expands, what little has not fallen from the previous outer walls has been claimed by the buildings that once built against the walls for stability. The walls of numerous buildings in the Outer Wards contain secret chambers even their buildings' owners know nothing of. Buildings made from the Elder Walls are easily spotted: the brickwork of the wall is more massive than standards or building size demands.

There are yet a few free-standing elements from the Elder Walls that fell late in the Seventh Age. The walls were pierced in three places on the northwestern, northern, and eastern sides of the city. The Malikhan Gates of Trades Ward still stand, though their entrances have long since been blocked, and they stand today as grand decoration for the travelers entering Calimport on the Trade Way. The Zhamush Gate still acts as a gateway to the city and the sadimmin of Khanduq Ward use it as a garrison and staging post for their drills. The last of the Great Gates (built by the short-lived Jhaapir Dynasty of the Eighth Age) partially collapsed during Akham's Duel (1092 DR) and was never rebuilt. In the 278 years since, the crumbled Sayad Gate was looted for its stone, but it was never fully cleared away. Today, Sayad Hill is the prominent hill within Pahlemm Sabban in the Caravans Ward, long smoothed and shaped by the elements and some small magic into a 30-foot-high plateau above the rest of the sabban. From its top, many drovers and trading caster organizers oversee their caravans down in the courtyards and staging areas surrounding the base of the hill.

The last marks that note the former existence of the Elder Walls are the plinths. They mark the former path of the drudach/sabban walls, though tents and rough hovels have surrounded them as the city expands. As the plinths are often used as hitching posts for mounts and other such common tasks, the sabban marks are worn off all the plinths.

Shackles Ward

[Outer Ward] This ward encompasses the western edge of the city and is the traditional home of much of Calimport's slave (and slaver) populations. The entire eastern length of Shackles Ward, where it abuts Armada and Palace Wards, remains in shadow beneath the looming Pesarkhal Wall being built to protect the city center. While certainly the poorest sector of the city, it is far from the most dangerous area to frequent. After all, there are few thieves here since there is very little to plunder.

One of the strangest features of Shackles Ward is its lack of drudach walls. While the three sabbans remain distinct, there are no divisions among them internally. Over the centuries, the older drudach walls were scavenged until their walls had been put to use reinforcing the sabban walls and building massive sales platforms even with the byways.

Ward Ruler: Harun yn Ralan el Pesarkhal, Sultan of Shackles Ward (NE hm T5) is the ill-tempered seventh child (fourth son) of the syl-pasha and is Pasha of the Slavemasters' Circle in his own right. His primary vizar and wizard-ally, Kamal el Estarq (CE hm M7), is an agent (and lover) of Tamol yr Pirit (LE hf C4 of Shar), who directs them both for the Twisted Rune. While both men are smart enough to realize they are being manipulated by this freelance jhasina from the Muzad, both realize she has other allies whose power they covet and welcome for their own power plays. Neither is farsighted enough to realize that such power comes with a price.

Astaré Sabban

Other names: Slaver Sabban, "the Flesh Market."

This sabban is the primary staging area for newly arrived slaves coming up for sale. Of its four former drudachs, its central one was long a mere composting and rubbish heap that was eventually filled in with mud. Thus, there is a large central market in Astaré Sabban even (at least visually) with the sabban byways, and pashas and the mercantile class can purchase slaves without having to lowering themselves to ground level. The bulk of the sabban's streets are filled by one- or two-room tents and hovels, wherein hundreds of thousands of slaves live.

Sabban mark: A hand with a shackle and length of chain.

Edijo Sabban

Other names: Penitents' Sabban.

This sabban is the housing sabban for the destitute, sick, and poor as well as the secondary housing area for slaves. This sabban looks out from atop a 30-foot-high cliff next to the Armada Ward, and its isolation on the coast restricts other city residents' exposure to the illnesses rampant here. Of course, when plagues begin, this is the first sabban blamed (and burned to the ground).

Sabban mark: Two eyes, each with single tears beneath.

Minqa Sabban

Other names: Sadimmin Sabban

This sabban, the westernmost area of the ward and of Calimport itself, is hardly a sabban as much as a military outpost. The military training grounds and garrisons here at least hint to the slaves of this ward that even without chains, they will not be allowed to flee from the city. This is the post for raw recruits and aging soldiers, while others of the sadimmin are stationed among the other city garrisons or elsewhere across Calimshan.





Qhibal Sabban

Other names: Red Veil Sabban, Tall Tankards Sabban.

This sabban abuts the gate into Palace Ward and the Pe-sarkhal Wall. It is the most prosperous and clean of the Shackles Ward sabbans, simply due to the number of merchants, nobles, and the like wandering in from the adjoining sabbans to find entertainment among the many jhasinnar courts and gaming halls. Its secondary sobriquet comes from the numerous four-story taverns and inns closest to the gates and sabban walls.

Sabban mark: The old Qhibal family crest: two oil lamps sharing one flame above their adjacent spouts.

S1 Temple: The Beacon of Battle

2-story Class D building

Qhibal Sabban; Biteq Drudach. Temple to Tempus. This lowly red-glazed brick building seems like a slaver's house, but its function becomes evident by the large silver holy mark of Tempus swinging over the main ground-floor entrance. From this temple, the clergy of the Foehammer seek out and recruit gladiatorial slaves from among the masses of Shackles Ward. While few enjoy their lives as slaves, many of the strong vie for the attentions of the warpriests, for life as an arena slave at least gets them out of Shackles Ward and provides the slightest chance of winning their freedom.

S2 Guildhall: El Muzaddhishadah

3-story Class C building

Qhibal Sabban; Waga Drudach. Headquarters of the Guild of Plumbers and Sewer-Workers.

S3 House: El Niral

2-story Class C building

Qhibal Sabban; Terbas Drudach.

S4 Villa: Tatir the Slavemaster

2- and 3-story Class B buildings

Qhibal Sabban; Selsela Drudach.

S5 Amlakkhan/City Building: Amlakkhan Minqa

3-story Class C building

Minqa Sabban; Markif Drudach. This amlakkhan is larger and more heavily staffed (4d12 warriors and 1d8 officers in attendance at all times) than the average due to the possibility of slave uprisings.

S6 Guildhall: The Fetters

2-story Class B building

Astaré Sabban; Filus Drudach. Headquarters of the Slavemasters' Circle.

S7 Temple: The House of Nine Blessings

2-story Class B building

Astaré Sabban; Suq Drudach. Temple to Loviatar. This temple, frequented as expected by slavers, stands out proudly, its white-glazed brick offset only by the black and blue mosaic of Loviatar's Whip.

S8 Tavern: Katars High

2-story Class B building with partial minaret

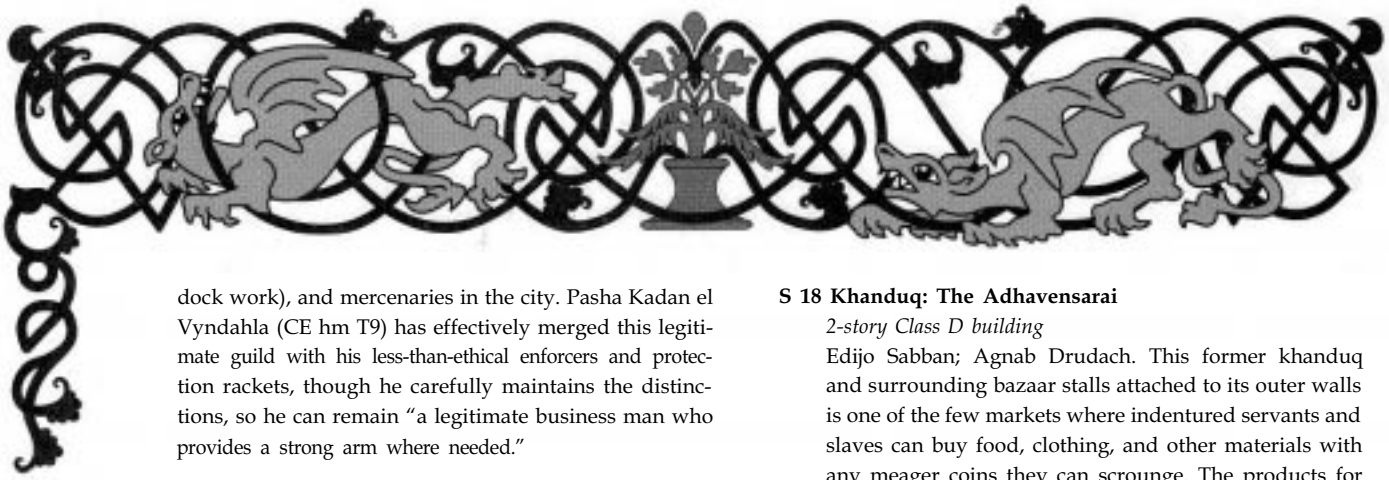
Astaré Sabban; Suq Drudach. This poorly kept building is a two-story taproom and tavern that caters to slave buyers and slave drivers. Curiously, there are no slaves working here. The owner KhamaI yn Petar el Aximahl (NG hm F6) was once the unlawfully enslaved Kam adh Simal, a gladiator in the Blood Arenas of Manshaka. He long ago cut the slave's manacle from his wrist and has done what he can to help slaves escape bondage. The cellars beneath here lead into the Muzad, and while treacherous, it is a risk many take for the chance to escape into the hills west of the city.

S9 Khanduq/Guildhall: The Strong Arms

3-story Class C building

Astaré Sabban; Yrsh Drudach. Headquarters of the Mighty Guild of Bouncers, Laborers, and Sellswords. This former khanduq has been converted into living quarters and offices for the guild responsible for the hiring and employment of nearly all the bouncers, heavy laborers (non-





dock work), and mercenaries in the city. Pasha Kadan el Vyndahla (CE hm T9) has effectively merged this legitimate guild with his less-than-ethical enforcers and protection rackets, though he carefully maintains the distinctions, so he can remain “a legitimate business man who provides a strong arm where needed.”

S10 Villa: Dome of the Balak

2- and 3-story Class B buildings

Minqa Sabban; Ibahr Drudach. This three-building domed villa is reserved for the older balak (colonel) in charge of training army recruits. This military leader also becomes the de facto sabbalad.

S11 Amlakkhan/City Building: Amlakkhan Edijo

3-story Class C building

Astaré Sabban; Yrsh Drudach. This amlakkhan is larger and more heavily staffed (4d12 warriors and 1d8 officers in attendance at all times) due to the dangers inherent in slave uprisings.

S12 Garrison: Garrison Katar

3-story Class B building

Minqa Sabban; Ibahr Drudach. This garrison is filled with recruits who show enough promise to earn the training for commissions in the Farisan, the elite troops of Calimshan or the syl-pasha’s guardians, the Qysaghanni.

S 13 Garrison: Ninth Scimitar Garrison

3-story Class C building

Minqa Sabban; Astek Drudach.

S14 House: Giidaradah

2-story Class B building

Minqa Sabban; Astek Drudach. This house is reserved for the use of the Minqa Sabban’s second-in-command, most often a shyk (major).

S15 Garrison: Fourth Scimitar Garrison

3-story Class C building

Minqa Sabban; Astek Drudach.

S 16 Business/Stables: Rôghiiian Stables

1-story Class E building

Edijo Sabban; Salit Drudach.

S 17 Temple: House of the Bound Hands

2-story Class C building with a 3-story minaret

Edijo Sabban; Galit Drudach. Temple to Ilmater.

S 18 Khanduq: The Adhavensarai

2-story Class D building

Edijo Sabban; Agnab Drudach. This former khanduq and surrounding bazaar stalls attached to its outer walls is one of the few markets where indentured servants and slaves can buy food, clothing, and other materials with any meager coins they can scrounge. The products for sale are substandard for any other market in Faerûn, but they still count as luxuries for the downtrodden.

Faiths Ward

[Outer Ward] Many of Calimport’s oldest temples lie within this ward, thus its name. In fact, while most of the city has been destroyed in past centuries, this area has retained most of its structure and architecture for more than 1,000 years. It has not been untouched by fires, plagues, or the constant street battles of both guilds and criminals, yet the buildings take strength from their devoted inhabitants and remain standing, though streaked with the soot and grime of centuries (unless cleaned each day, as some temples are).

Ward Ruler: Uarel yn Petal el Waukeen, Sultan of Faith Ward (N hm P11 of Waukeen) is a remote, distant man save when he is performing his religion’s ceremonies. His duties as Sultan, Master of the Counting House, and Pasha of the Guild of Money Lenders, Coinsmiths, and Pawn Brokers do not interfere with his ecclesiastical duties, though his considerable financial and spiritual influence has always been threatened by the rival church of Waukeen, the Khanduq of the Coinmother (K1), and his former assistant, Druzir Petal el Saiduwm.

Bakkal Sabban

Other names: High-Priests’ Sabban.

One of the few sabbans not named directly for a ruling dynasty, its name was the title of the priest-rulers of Coramshan and First-Age Calimshan. The hallmarks of this sabban, other than both its ancient and modern temples, are the numerous statues that dot the streets and rooftops.

Sabban mark: Generic face with a coiled serpent crown atop its head (the ancient crown of the bakkals).

Erehnir Sabban

Other names: The Statue Sabban.

There is no sabban mark for Erehnir Sabban, simply because the inner-facing walls of the sabban are so distinctive. Similar to the Eight Erehnirs looming along the approach to Volothamp, the brick walls of this sabban were either molded or carved to have many statues along the sabban walls. Most are merely stoic priest-kings, but some are posed with weapons and opponents. While the roll of time has worn much of the detail away, the rough outlines of all figures are still





apparent. While some assume the sabban was built by the Erehnirs, it is actually far more recent. The Deepblaze of the Year of Ruins Reborn (911 DR) cleared away the old sabban walls but left this sabban untouched, and these walls were erected in honor of the Erehnirs who were admired by Calimport's ruler at that time.

Evyrtaan Sabban

Other names: Fallen Grace Sabban, Dark Gods Sabban.

This sabban carries a reputation for being the most dangerous section of Faiths Ward, and with good reason. This has long been the sector of Calimport where the greatest concentration of the dark gods' temples lie, and many folk avoid this area. All within its dark, mud-brick walls is considered unholy ground by many, though the amount of money and number of businesses within its boundaries make it attractive to others. Its naming for the dynasty that let Tethyr escape from Calimshan's control is deliberate, for the Evyrtaan pashas are now considered to be the ones responsible for the loss.

Sabban mark: The Evyrtaan seal of a hawk's head with a coin in its mouth. It is often depicted in crude mosaics that make it look a bit like concentric C's around a small gold dot.

F1 Tavern: The First Trader's Drink

2-story Class C building

Bakkal Sabban; Kariq Drudach. This small establishment has become the unlikely meeting place for many of the younger clergy and acolytes of Waukeen's faith away from the Coinchapel. Here they debate the many changes and strictures of their church without fear of censure from their superiors.

F2 City Building: The Fountain of the Qysars

2-story Class A dome-covered open-air palisade and fountain.

Bakkal Sabban; Kariq Drudach. This fountain is one of the few sites from the Shoon Imperium still intact. Built during the concurrent reigns of the Qysar Amahl V and Syl-Pasha Abon II of El Larau, the fountain was completed in the Year of Coiling Smoke (194 DR). The octagonal palisade itself, its columns, and the external frieze are all carved from green marble, while the floor and the fountain basin are shaped from more common white marble.

Facing outward between the columns that flank each of the palisade's eight sides are 7-foot-tall white-marble statues resting on green-marble pedestals that raise the statues to the approximate height of the sabban walls (and the proper station of a noble). There is 10 feet of clearance on either side of the statues' 5-foot-wide bases. The seven statues are the first seven Shoon rulers of Calimshan and the Shoon Imperium (listed in order

of rulership and placement): Akkabar Shoon (E), Amahl III (SE), Shoon I (S), Shoon II (SW), Shoon III (NW), Amahl IV (N), and Amahl V (NE). The western opening is considered the main entrance into the palisade, and the lack of a statue there signifies the displeasure of the Shoon toward the riqysar and Syl-Pasha Hazamir Aktorral, thus striking him from the rolls of Shoon rulers.

The fountain beneath the domed palisade is a circular basin centered directly under the green-and-clear glassteel dome. It has four jets of water constantly spouting upward and falling back into the pool. While difficult to read due to the rippling water, an Alzhedo phrase is spelled out in mosaics set into the fountain's basin (which are magically protected from destruction). It translates as "Trust not in djinn. Trust not in the bakkal. Trust not the calephs. All hope and trust lies in Shoon." The water is fresh, and it is allowable to drink from the fountain, but drawing more than a cupful of water from it is unlawful, as the attendant guards will enforce. Traditionally, many folk take vows and make alliances here, for they say a vow taken when one's hands (and those of the other parties) are immersed in the fountain is bound by a curse set by the Shoon and that death results from any betrayal of that vow.

F3 Temple: The Imperious Flame

5-story Class B building

Bakkal Sabban; Ayal Drudach. Temple to Kossuth.

F4 Temple: The Measure House

6-story Class A building with 6-story minaret

Bakkal Sabban; Masal Drudach. Temple to Anachtyr Tyr).

F5 Temple: Minarets Guardant

4-story Class B building with four 6-story minarets at the corners of the building

Bakkal Sabban; Daid Drudach. Temple to Helm.

F6 Guildhall: The Counting House

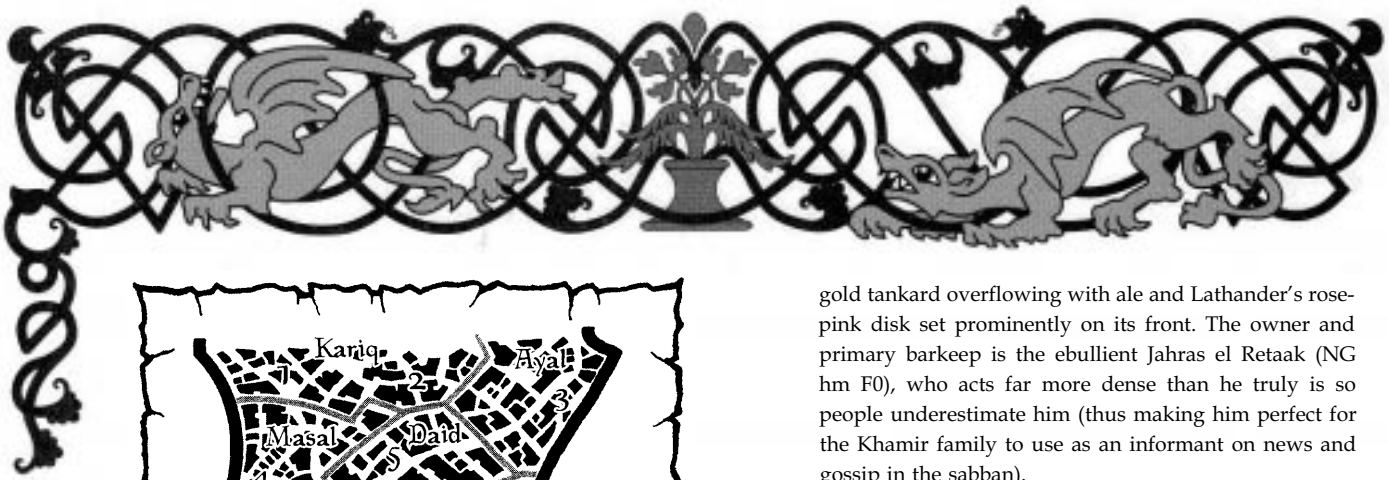
4-story Class B building

Erehnir Sabban; Enal Drudach. Headquarters of the Guild of Money-Lenders, Coinsmiths, and Pawn-Brokers.

F7 Villa/Shrine: The House Khateera

3- and 4-story Class B buildings

Evyrtaan Sabban; Ibran Drudach. Private Shrine to Iyachtu Xvim. These striking buildings of granite and darker gray marble were once a temple complex of Bane. With that god's destruction in the Time of Troubles and the ensuing tumult among the worshipers of



Cyric, Mask, and the orthodox Banites caused the deaths of over 200 and the destruction of more than a dozen buildings. An up-and-coming merchant purchased the land, and made it his home. As a worshiper of Iyachtu Xvim, Maryn el Khateera (CE hm C3 of Xvim) still uses the unholy power of this place in the hidden worship of Bane's son.

F8 Temple: The Coinchapel

4-story Class B building with two 6-story minarets
 Erehnir Sabban; Farid Drudach. Temple of Waukeen. This lesser temple is older and far more orthodox in its teachings than the Khanduq of the Coinmother. While its elderly priests have grudgingly accepted the role of Lliira as Waukeen's Regent since the Time of Troubles, they have not changed their worship at all, believing those who do are heretics. The Overgold of the temple, Sultan Uarel, believes this "pure" worship of Waukeen will see favors showered upon him and his faithful when Waukeen returns to her rightful station.

F9 Tavern: The Shining Tankard

2-story Class B building with partial minaret
 Erehnir Sabban; Ehlán Drudach. Many of the taverns and inns of Faiths Ward cater to worshipers of specific faiths, oftentimes marking the signs above their doors with gods' symbols. The Shining Tankard is a new tavern, and its large sign hanging on a lightpost shows a bright

gold tankard overflowing with ale and Lathander's rose-pink disk set prominently on its front. The owner and primary barkeep is the ebullient Jahras el Retaak (NG hm F0), who acts far more dense than he truly is so people underestimate him (thus making him perfect for the Khamir family to use as an informant on news and gossip in the sabban).

F10 City Building: Palace of the Murabirs

Four 3-story Class A domed buildings in villa complex
 Erehnir Sabban; Ghabbas Drudach. Among the last of the great examples of Second-Age Calishite architecture still intact is the Palace of the Murabirs. This high-walled estate of four three-story domed buildings set at the cardinal compass points all have their entrances facing east. The Palace is traditionally the ceremonial home of the ruler's greatest warlord and his family, while the other three buildings are for the warlord's two primary lieutenants and the armory and stables. Thus, while the remainder of the Qysaghanm (the syl-pasha's personal bodyguards) are garrisoned in Armada Ward, the three senior officers and their families live in luxury in the Palace of the Murabirs.

Within the palace, the entire ground floor is filled with pillared arches carved, glazed, and set to appear as a forest growing out of the stone (while supporting the entire building). The Forest House is the residence of el Hydar ("The Lion") or leader of el Qysaghanni, and the current title holder is the half-elf giant of a man named Khar yn Sadid el Namor (LE hem F8/W7). The scion of a well-placed house and an elf jhasina, el Namor has been firmly at the side of Syl-Pasha Pesarkhal since he began his rise to power. Like his longtime friend, Ralan el Pesarkhal, el Namor has an extensive family of many half-elf and human children, the eldest of which serves as his squire. The upper floors of the Forest House are living quarters, though the topmost floor serves as el Namor's offices.

Meticulously carved granite makes up the Mountain House, and with as many or more decorative and comforting features, this stone still makes it seem darker and more claustrophobic inside. This is the residence of the Qysaghanni's senior wizard, a withered but wily old man called Sarsor yn Rogir el Maqaav, or Sarsor the Legless (N hm M14). Sarsor lost his legs just above the knees years ago in one of his earliest spell battles, but he has never lost a spell duel since then. His apparent lack of mobility is overcome by Sarsor's flying carpet (3' x 3', MV 24 B), a custom-made magical means of transport that he can use for 18 hours a day and control by mental commands. Lacking a family beyond his two attendant nephews and a minor pasha cousin in Alm





raiven, Sarsor acts as the primary commander of the Qysaghanni wizards and their primary tutor in spell-battle tactics.

The Ysrnadah is a bright building of white marble on its outer facade and steps, ivory tiles on the roof, and carved-ivory screens in the open windows. Inside, nearly all other surfaces are decorated with mosaics of lapis lazuli and turquoise, while floors and walls are made of blue marble. It will be the home of the leading qayadin of the Qysaghanni beneath el Namor, but the position is currently vacant due to the recent assassination of Rayan el Hadhil, the former qayadin. At present, there are no fewer than seven people vying for the promotion to the post, and el Namor is simply biding his time, allowing them to eliminate each other and see just how ruthless they are in pursuit of their goals.

The final building within the Palace of the Murabirs is known as the Spear House. This was once the Jhasina House but is now an armory for many of the most powerful magical weapons for the Qysaghanni's use in its protection of the syl-pasha.

F11 Temple: Aurensahldah

3- and 4-story Class A buildings

Evyrtaan Sabban; Noal Drudach. Temple to Lliira and Chauntea. The larger of the two temple buildings is more than 300 years old, and the 3-foot-diameter brightly polished gold coin of Waukeen stamped into the wall above the entrance flashes brilliantly when the rising sun hits it. The senior priest of Aurensahldah is Pasha Uarel yn Petal el Waukeen, and his orthodox approach to Waukeen's faith bade him build the adjoining new temple with his son after the Time of Troubles. The lesser temple is dedicated to Lliira, whose Regency of Waukeen's faithful for the past 13 years has been honored by many of the clergy. Uarel's son Rahim yn Uarel el Lliira (NG hm P6 of Lliira) was raised in Waukeen's church and would have become an acolyte and priest of the Coinmother, until Lliira's assumption of Waukeen's divine duties. Rahim is as hedonistic as his father is reserved, but the two of them complement each other, and the two temples act in accord despite any reasons to the contrary.

F12 Temple: The Towers of Fury

Four 4- and 5-story Class B buildings

Evyrtaan Sabban; Samilar Drudach. Temple complex to Auril, Malar, Talos, and Umberlee. After centuries of attempting to appease the Gods of Fury and centuries more of their temples all being destroyed in fits of godly (or more mortal) pique, Syl-Pasha Djenispool had this temple constructed in the Year of the Worm (1356 DR).

While its attendant priests bridled over having to share holy ground with other faiths, the alliances among the Gods of Fury (and the risks involved with directly destroying another god's temple and faithful in such close proximity to one's own temple) keep this temple complex standing behind a curtain wall built off the Samilar Drudach wall.

Trades Ward

[Outer Ward] As its name states, this ward is the elder mercantile ward and still the primary area in terms of trade with the northern shanates (outlying estate farms), since the Trade Road enters the city directly into this area. The ward attracts many visitors with the colloquially known Golden Sands and Games Sabbans. It is also the ward with the highest concentration of taverns outside of the Port Wards.

Ward Ruler: The twelfth son of the syl-pasha, Faruk yn Ralan el Pesarkhal, Sultan of Trades Ward (LE hm C4 of Shar; Int 17) stands apart from his brothers due to his astonishing rise to power. A mere 18 years of age, Faruk has already conquered two guilds, a large part of the illicit trade in the Muzad, and sits as the sultan of one of the more profitable (if not prestigious) wards of the city. His father notes his son's abilities with pride, and he often pits this prodigy in courtly battles of wits against his other sons to shame them into more activity and loyalty. Faruk does not seek the syl-pasha's throne, but he does harbor some ambition of leading the Temple of Old Night, of which he is an acolyte, to conquer the Muzad.

Bajhit Sabban

Other names: The Tent Sabban.

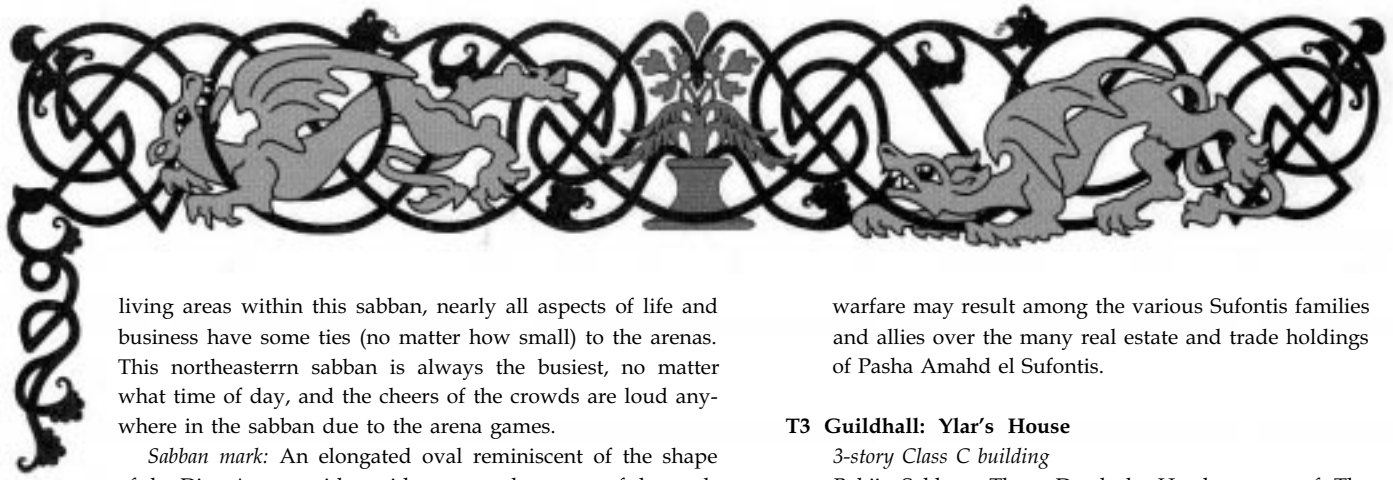
The northern outskirts of the ward are Bajhit Sabban, a disorganized cluster of tents and bazaars that surround the still-standing Malikhan Gates. The sabban also dominates the areas west of the Trade Way in this ward. Those entering the city here get the impression of a slovenly, chaotic city that does not protect its people. However, the infrastructure of the sabban walls and amlakkhans keep the peace among the poor (and the many pickpockets that swarm any foolish enough to travel at ground level more than 30 yards away from the Grand Gate). There are a number of other brick buildings within this sabban, but their numbers are minimal compared to the tents of the poor.

Sabban mark: Four slashes in the crude shape of a tent.

Larau Sabban

Other names: Games Sabban, Arena Sabban

The Larau were among the largest supporters of the Djen Arenas during their rule as syl-pashas under the Shoon Qysars. While there are the usual peripheral businesses and



living areas within this sabban, nearly all aspects of life and business have some ties (no matter how small) to the arenas. This northeastern sabban is always the busiest, no matter what time of day, and the cheers of the crowds are loud anywhere in the sabban due to the arena games.

Sabban mark: An elongated oval reminiscent of the shape of the Djen Arenas with a trident set at the center of the oval.

Sahar Sabban

Other names: The Golden Sands Sabban

Of the three drudachs that comprise Sahar Sabban, only one of them provides services outside the control of the Vintner's, Distillers', and Brewers' Guild. The other two drudachs are almost completely given over to the Golden Sands Brewers for production, storage, and distribution of their prized beverages. Pasha (and sabbalad) Tasynd el Effyd (LN hm F0) maintains this inequity, forcing far more people either out of his sabban or into the overcrowded conditions of the Qinae Drudach, as his profits are greatly enhanced as guildmaster by giving the Golden Sands its dominance.

Sabban mark: While once the seal of the Sahar House, the sabban mark is now a goblet with three red drops spilling over its rim.

T1 Guildhall: Sadufah's Tannery

4-story class C building

Bajhit Sabban; Khayef Drudach. Headquarters of The Guild of Skinners, Tanners, and Leather-Workers.

T2 Khanduq: The Sufontis Market

3-story Class B building

Bajhit Sabban; Tlaen Drudach. This well-kept khanduq is not quite the norm for khanduqs, as it keeps little direct control over the bazaar surrounding its outside walls. Inside, it is a mish-mash of services that provide el Sufontis with many diversified revenues. It provides local warehouse space for numerous local merchants (in exchange for hefty rents). The courtyard of the khanduq becomes an open market for spices and silks and other exotics (including illegal substances and spell components, sold quietly off the books as part of the black market) every other day. The khanduq's second floor offices provide moneylending and moneychanging services, and the third floor is merely living space for the lesser Sufontis families that work in this market.

The Sufontis family member in charge of this market is Hamal el Sufontis (NE hm F0), the 4th son of the aged Pasha Sufontis (see E7, Tower Sufontis). With the pasha on his deathbed, Hamal maneuvers to claim the market and as many other of his family's holdings as he can before his brothers or their lascivious and crafty stepmother can steal them. Once the pasha dies, street

warfare may result among the various Sufontis families and allies over the many real estate and trade holdings of Pasha Amahd el Sufontis.

T3 Guildhall: Ylar's House

3-story Class C building

Bajhit Sabban; Tlaen Drudach. Headquarters of The Order of Bricklayers and Brickmakers.

T4 Guildhall: The Twelve Ovens

4-story Class B building

Bajhit Sabban; Sukan Drudach. Headquarters of the Bakers' Guild.

T5 Guildhall/Warehouse: The Iumaldah

2-story Class D building

Bajhit Sabban; Barra Drudach. Headquarters of the Order of Offal-Movers and Dungsweepers.

T6 City Building: The Arena Sabam

4-story Class A building

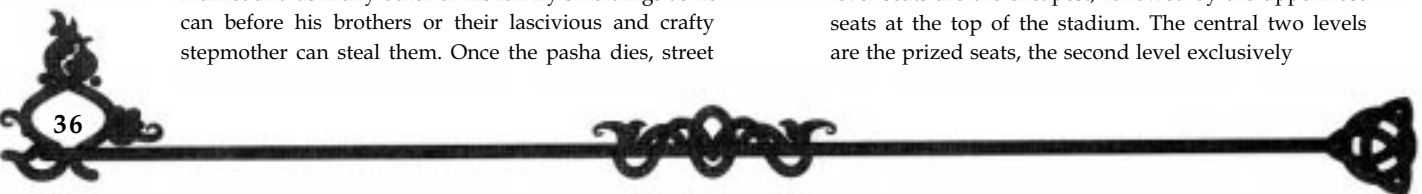
Larau Sabban; Mirab Drudach.

T11 City Building: The Arena Efreetum

4-story Class A building

Larau Sabban; Shomuz Drudach. The Djen Arenas are the two major arenas within Calimport, both dedicated to the entertainment of the masses and the rulers. The massive size of both arenas allows them to be seen easily from the sabban walks up to three sabbans away. Nobles enter the arenas from the byways and their paths lead up wide ramps that allow them to enter the arenas between the second and third level, where the majority of the upper classes are seated. This applies to the Arena Efreetum, but not the Sabam. Each arena seats 50,000 people at maximum capacity.

The Arena Sabam is the westernmost arena in the sabban, and it is the larger of the two arenas. It charges from 2cp to 10gp for entrance and mandatory wagers. Its main arena floor houses a chariot track, and the Sabam has five races at highsun on the 4th, 16th, and 28th days of each month. While the norm are gladiators in two-wheeled chariots behind teams of horses, other animals are sometimes used for entertainment or combat value. A capacity crowd flooded the arena to see a "race" between two charioteers and their behir- and hippogriff-drawn chariots (and it took only a moment for the race to become the carnage they had paid to see). As it costs money to attend this arena, the lowest level seats are the cheapest, followed by the uppermost seats at the top of the stadium. The central two levels are the prized seats, the second level exclusively





reserved for qayadin ranked military officers, sabbalads, and higher ranked dignitaries. The winning charioteers are always given a chance for freedom. They must race their chariot at top speed past the syl-pasha's seat, and if they can catch a coin thrown by the pasha (or a designate) during their mad race, they are freed (and often hired into the syl-pasha's household as a chariot driver).

The easternmost arena gained the nickname the Efreetum by the Qysar Shoon II after its many entry pillars carved like towering goutts of flame. The arena showcases combats among captive monsters, gladiatorial slaves, and wild animals of all sorts on the 10th day of each month and on each of the holidays (Midwinter, Shieldmeet, Greengrass, Midsummer, Highharvestide, and the Feast of the Moon). All classes of people attend the Efreetum, as it charges no admission. Where it makes its money is its tradition: All attendees "vote" on who should win the battles by flinging coins at the combatant they wish to see defeated (and throwing more expensive coins serves to add to one's social status when noticed). As expected (and desired), the constant stinging of coins excites and angers most monsters and animals, distracts many gladiators, and also provides dangerous ground upon which to fight. At the end of a day's battles, the ground within the arena is covered in coins and gore, making the last battle of the day particularly treacherous. In general, the Arena Efreetum has never seen a day of games draw in less than 3,200 gold pieces in coins of all denominations and origins. The gladiator's chance to be freed is to catch three silver (or better) coins on the fly, and then defeat his opponent to present the coins before the syl-pasha's vizar (who must be in attendance whether the syl-pasha is or not).

T7 Tavern: The Golden Goblet

2-story Class B building with partial minaret

Larau Sabban; Niqal Drudach. This was the original tavern the Golden Sands brewery grew from to dominate the Sahar Sabban. Once they outgrew the facilities, they built into the neighboring sabban but retained this site as a tavern. Nearly four decades later, the Golden Goblet is the first of more than 300 taverns across Calimport and all of Calimshan owned and operated through ties to the Golden Sands brewers. This tavern is owned directly by Tassyn el Effyd, though his son-in-law Kaham el Vizhon (N hm F4) is its proprietor and barkeep.

There is at least one Golden Sands affiliated tavern in each sabban across Calimport and more beyond Calimport itself. Aside from the products sold, an affiliated tavern is noted by either having "Golden" or "Sands" in the tavern name in some way. With the sup-

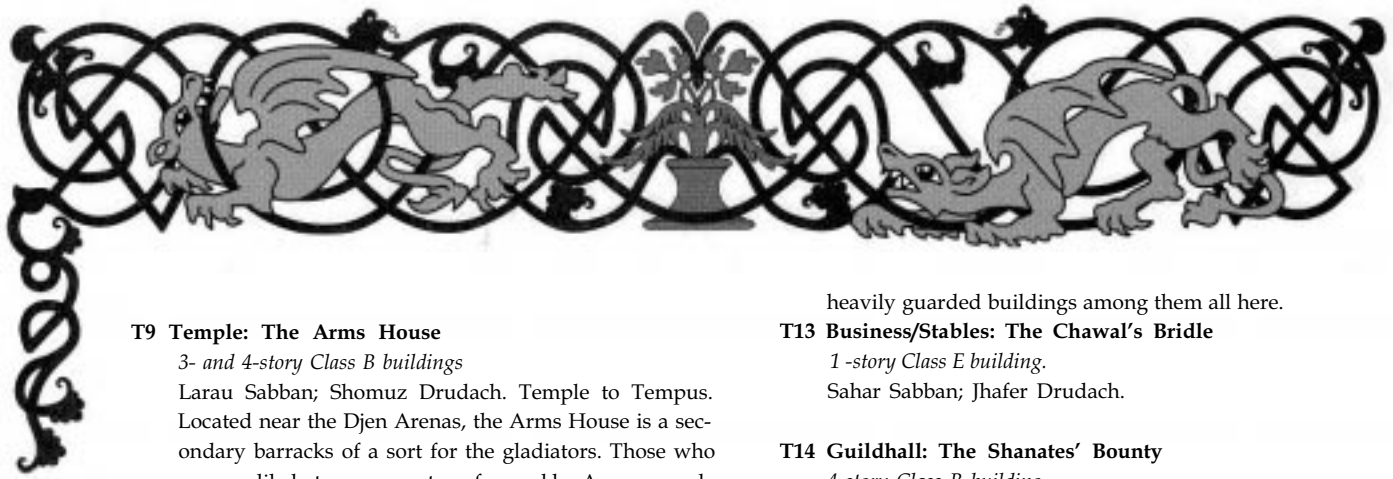
port of the Vyndahla enforcers (for which the brewers pay well) at each location, these taverns gain cut rates on the in-demand Golden Sands brews and drinks, but they cannot sell any other drinks (including their own personal brews or distillations). As the brewery itself dominates Sahar Sabban, the Sands tavern franchises dominate the tavern landscape of Calimport, Almraven, Manshaka, Teshburl, and Memnon. Despite all this (or perhaps because of it), there is a growing business among black marketeers to provide other ales and wines to the public, especially rarer drinks from outside of Calimshan such as Purple Dragon Ale from Cormyr or the far more rare elven elverquisst wine.

T8 Tavern: Trident's Rest

2-story Class C building

Larau Sabban; Khamar Drudach. A non-Golden Sands tavern, Trident's Rest provides a large range of drinks from across the Realms and even has rice wines from far-off Kozakura. The only thing that protects the place and its owners from retaliation and destruction by the Vyndahla is the owner's magical protections on the building and his clients, and the fact that the owner, the former vizar Haj yn Ahsa el Sujim (LN hm M9), is a known friend and former advisor of no less than four sultans, including two of the syl-pasha's sons.





T9 Temple: The Arms House

3- and 4-story Class B buildings

Larau Sabban; Shomuz Drudach. Temple to Tempus. Located near the Djen Arenas, the Arms House is a secondary barracks of a sort for the gladiators. Those who seem unlikely to escape yet are favored by Arena crowds live here, training with the priests of Tempus. There is an underground tunnel made from a long-forgotten sewer line that leads directly into the staging areas for the gladiators, allowing the fighting slaves the freedom to move from the complex outside into the arena without their masters' fears of their investments fleeing once they leave the Arms House.

T 10 Guildhall: Sunned Barley Villa

1- and 4-story Class B buildings

Sahar Sabban; Coniq Drudach. Headquarters of the Vintners', Distillers', and Brewers' Guild. The main building that fronts on the Sahar Sabban wall is the primary guildhouse, where business is conducted. The latter two buildings within the Sunned Barley villa have single levels above ground but have two cellar levels each. These are the distilling and brewing buildings, with wine and ales respectively brewing in separate long cellars where temperatures are cooler. The drinks made here are for internal guild consumption only, and they are the only brewing facilities in this sabban that are not of the Golden Sands brewery and distillery.

Joining the guild is not difficult, but remaining in the guild without becoming part of the Golden Sands brewers or distillers is nearly impossible. Many of those who attempted to reap the benefits of guild membership without turning over all recipes and brewing secrets to them ended up dead. While not mandatory, one's tavern business does remarkably better if one is a member of this guild and the Entertaining Society of Taverners.

T12 Business: The Golden Sands Brewery

Nine 3- and 4-story Class B buildings

Sahar Sabban; Coniq and Jhafer Drudachs ("Golden Sands" Drudachs). These many brewing, preparatory, and distilling buildings produce more ale, beer, and wine than any single producer in Faerûn. Distilling and other preparations are done in cellars below ground, where the cooler temperatures allow them to create their bubbly lagers that they ship northward through Aurora's Wholesalers. Magical transport is the only way the product can survive a journey of more than a tenday if sent via mundane means. The brewery also has warehouses within this complex of buildings for storage and aging of their drinks, and these are among the most

heavily guarded buildings among them all here.

T13 Business/Stables: The Chawal's Bridle

1-story Class E building.

Sahar Sabban; Jhafer Drudach.

T14 Guildhall: The Shanates' Bountly

4-story Class B building

Sahar Sabban; Zeqra Drudach. Headquarters of the Grocers' and Farmers' Guild.

Emerald Ward

[Outer Ward] One of the first signs of opulence in the city when approached from the northern trade road, Emerald Ward is a home for the many rising mercantile powers in the Outer Wards of the city. An address here indicates one's fortunes are on the rise and on the verge of reaching the pinnacle of the lesser classes. This ward is worlds apart from the dirt and despair found in Trade Ward's outer sabbans, as this area was hardest hit in the last fires and disasters. Thus, nearly everything in Emerald Ward is newer, cleaner, and more opulent. This has made it the home of choice for much of Calimport's "new money," and the social oneupsmanship of the rising villas and businesses is blinding in the overabundance of brightly colored tiles and paints. Still, the recent renovations allowed the expansions of some older bazaars into the more wide-open marketplaces indigenous to northern cities.

Ward Ruler: Nasim yn Nasim el Pesarkhal, Sultan of Emerald Ward (CN hm F0) is the favored nephew of the syl-pasha by his youngest brother Nasim. The strikingly handsome young man is as brilliant as the prodigy Faruk of Trades Ward, though his tastes remain close to business, not the intrigues of Calimport Below. Loyal to the syl-pasha to a fault, Nasim the Younger's only failing is his weakness for gambling (which has some of the criminal powers lining up to become his creditors and gain them some leverage among the shining spires of Emerald Ward).

Axash Sabban

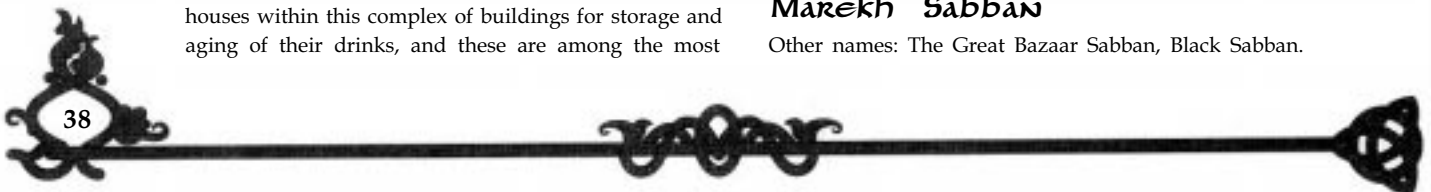
Other names: Cloth Sabban, Sash Sabban.

This sabban is a constantly busy area and it is the largest market area for clothing, from the most common to the most expensive. Still, with all the business within this sabban, many tailors and clothing sellers pack up their wares and travel personally into Grand or Palace Ward to bring their best wares directly to the pashas and sultans.

Sabban mark: Three parallel waving lines that represent sashes.

Marekh Sabban

Other names: The Great Bazaar Sabban, Black Sabban.





Much of the damage from the city's last conflagration was centered here, and it cleared away numerous older khanduqs, bazaars, and hundreds of row houses. By the early part of the current year, work began on reconstructing much of the burned-out sabban. As many landowners died (as they often did) in the Trades Conflagration, many seized the opportunity and bought up large shares of land within this sabban and surrounding areas. As there is little direct control from the syl-pasha or Sultan Nasim over the use of the area, the western half of this sabban is now open market under the control of pasha Sufontis (for now). The Great Bazaar allows temporary bazaar stalls for either daylight or nighttime 12-hour shifts, and the bulk of the goods here are the everyday foodstuffs, common spices, and basics, which ensure constant traffic at all hours.

Much of the remaining land in the sabban is divided among about 12 major families and over 100 individual merchants and business owners. Among the first buildings to go up were the six minarets posted around the periphery of the Great Bazaar, and others soon followed. This is one of the few sabbans in the city that contains no temples, as the former temples of Cyric, Sune, and Mystra were swept away by the fires. Some rumors point to street wars among Mystra's faithful and Cyric's fanatics as the cause of the Trades Conflagration, while others blame some shipments of smoke powder among the overcrowded bazaars of Marekh Sabban.

Sabban mark: A circle of seven coins surrounding a seven-pointed star (a coin at each point).

Otahl Sabban

Other names: Tumahl's Sabban.

This sabban's greatest notoriety rises from its being the birthplace and home of one of Calimport's most famous adventurers and rogues. The Pirate Tumahl was a laughing, adventurous figure of the late Eighth Age, and tales of his exploits still resonate through nurseries and taverns alike. In fact, at the center of the sabban's largest bazaar, a great white marble statue of the Rogue Son of El Otahl stands proudly, its sculpted scimitar pointed southwest, toward the Pasha's Sabban or toward the Armada docks, the figures Tumahl thwarted the most in his short lifetime.

Sabban mark: The signature dagger of Tumahl el Otahl—A slim unguarded dagger with a hole at the dagger's seat.

E1 Guildhall: Best Harps Hall

5-story Class B building

Marekh Sabban; Maz 'ahl Drudach. Headquarters of the Innkeepers Society.

E2 Villa: Pasha Yzhan

2-story Class A buildings

Marekh Sabban; Maz 'ahl Drudach.



E3 Wizard's Domicile: The Pearls

3-story Class B building with outer walled yard

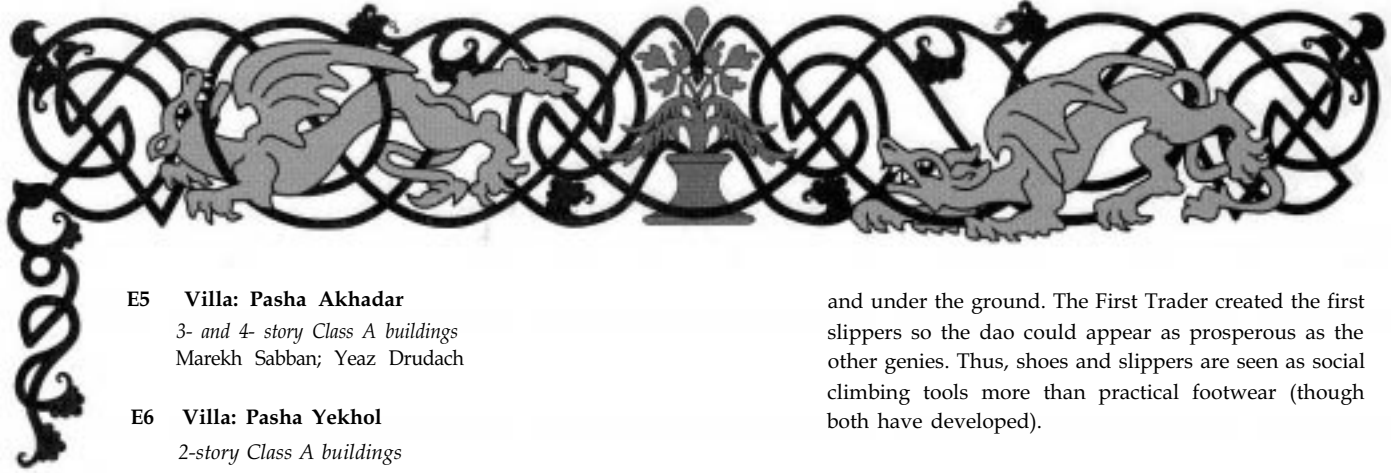
Marekh Sabban; Azhaya Drudach. This is the private home of one of the few female pashas in Calimport. Above. Pasha Vanda Volahrn (LE hf M6) is the half-Calishite daughter of Samiir el Volahrn, the recently deceased powerful owner of the Pearled Harp trading coster. Vanda survived only as she was living with her mother, a courtesan in Suzail. She was recently informed of her birthright as the sole surviving child of the pasha, and granted his status in Calimport provided she threw the full support of her trading coster into trade alliances favorable to the syl-pasha (whose agents put her on this pedestal). As her resources are now vastly improved, she is content to continue her magical researches and leave the day-to-day operations of the coster to others in Cormyr and here in Calimport. She does not, as some assume, remain ignorant of the political landscape and she knows who among the merchants' circles want her dead for preventing their takeovers of the Purple Pearls coster.

E4 Villa: Pasha Bhasasal

3- and 4-story Class A buildings

Marekh Sabban; Yeroh Drudach.





- E5 Villa: Pasha Akhadar**
3- and 4- story Class A buildings
Marekh Sabban; Yeaz Drudach
- E6 Villa: Pasha Yekhol**
2-story Class A buildings
Marekh Sabban; Yeroh Drudach.
- E7 Minaret: The Tower Sufontis**
5-story Class B minaret
Axash Sabban; Eyer Drudach.
- E8 Villa: Pasha Samarkhan**
2- and 4-story Class A buildings
Otahl Sabban; Eyer Drudach.
- E9 Guildhall: Seven Chalice Trading House**
4-story Class B building
Otahl Sabban; Farix Drudach. Headquarters of the Kindly Order of Silversmiths.
- E 10 House: Schamazharkh**
3-story Class B building with 4-story minaret.
Otahl Sabban; Khumil Drudach. Private dwelling of Druzir Tulan el Galin (NE hm F4), a mover-and-shaker within the Circle of Architects, Engineers, and Builders.
- E11 House: Capridah**
3-story Class B building with cellar crypt.
Axash Sabban; Gagi Drudach. Home of Khiber yn Makal el Wisynn (LE hm/vampire F8), the night-time head of the Great Bazaar's minaret guards. A former gladiatorial slave of Manshaka and mercenary for Sufontis for more than a decade, Khiber gained his position slowly, but he has the trust of the old pasha (and thus the enmity of his young wife and older sons). They would trust him even less if they realized he had become a vampire more than two years ago. A man of controlled emotions, Khiber bides his time in respect for the older Pasha, but his cold fury will soon be unleashed against the petty scions of House Sufontis, and Khiber plans on inheriting more than just continued control of the house's mercenaries.
- E12 Guildhall: The Dao's Step**
3-story Class C building
Axash Sabban; Wahir Drudach. Headquarters of the Cobblers' Society. This guildhall gains its name from a children's story about the first shoes created by the First Trader of Calimshan. In essence, a powerful dao was jealous of the opulence and cleanliness of the other genies, since his feet were always muddy from walking on

and under the ground. The First Trader created the first slippers so the dao could appear as prosperous as the other genies. Thus, shoes and slippers are seen as social climbing tools more than practical footwear (though both have developed).

- E13 Temple: The Halls of Fortune**
Two 5-story Class A buildings
Otahl Sabban; Farix Drudach. Temple to Tymora.
- E 14 Villa: Pasha Baalaed**
2- and 4-story Class A buildings
Otahl Sabban; Khumil Drudach.
- E 15 Villa: Pasha Rasûla**
2- and 4-story Class A buildings
Axash Sabban; Wahir Drudach.
- E16 Villa: Pasha Sha'al**
2-story Class A buildings
Otahl Sabban; Mabul Drudach.
- E 17 Villa: Pasha Awadabh**
3- and 4-story Class A buildings
Otahl Sabban; Mabul Drudach.

E18 Festhall: The Sultry Siren
4-story Class B building
Axash Sabban; Gagi Drudach. This opulent festhall has such a reputation as the primary festhall under the complete control of the Jhasinnar Sodality that few look any further than its most obvious services. This serves the guild and its pasha well, for Ralahn el Matyr (LN hm F0) uses this as a front for fielding black market goods, especially stolen jewelry. The cellars have secret links to the Muzad, and many a pasha and sultan owes Ralahn and his jhasinnar their lives (or at least political reputations) by using these secret tunnels to escape traps set by rival houses and pashas. Ralahn is a quiet and contemplative guildmaster, and he has yet to use any favors beyond those needed to repair this building within a month after the Conflagration.

Khanduq Ward

[Outer Ward] This ward gained its name from its preponderance of marketplaces and khanduqs, even though much of the business and trade has moved further west into Emerald Ward. This ward contains numerous sites of notoriety, including the palace and villa of the infamous Pasha Pook, a former guildmaster of thieves. As much of its western quarter fell victim to the Trades Conflagration of 1369 DR, Naiid





Sabban has also seen a flurry of activity in real estate as bidders fight over prime sales and living space near Emerald Ward. Unlike much of that neighboring ward, the fires here left the shells of older khanduqs and other buildings, allowing people to purchase partially built homes and businesses, their only true costs in renovations, not building anew.

Ward Ruler: Daud yn Daud el Vehmet, Sultan of Khanduq Ward (N hem M3/C3 of Azuth) is among the youngest and most inexperienced of the sultans of Calimport. Barely past 20 winters, Daud el Vehmet rules the Spicemonger Fellowship as its pasha, and he is also a rising name among the apothecarists around the city. Though young, he is a masterful manipulator and his eidetic memory allows him to cover and control all details of a deal or a revenge plot all by himself. He has made friends with the sultans of his adjacent wards, and that level of comfort provides him with leverage to handle any troubles that run within his sabbans that are older than he is. The only conflict Sultan Daud openly has involves his lack of membership in the Guild Arcane, since he feels the control that pasha would have over the exercise of his magical talents will diminish his effectiveness as sultan. For now, the syl-pasha turns a blind eye to the troubles, but the guild wants to corral as many influential members such as Daud as possible, and the syl-pasha needs the guild's support far more than one sultan....

Kaval Sabban

Other names: Tuamir's Sabban, "the Sabbazaar"

Similarly to the drudach structures within a sabban, Khanduq Ward has unofficially segregated its businesses and entertainments among its sabbans such that each has a major focus for the ward. Kaval Sabban is the trade center for the ward, and more than half of the sabban's land is occupied by khanduqs, the rest by their street bazaars. Kaval Sabban, or the Sabbazaar, has no living quarters within its confines, and is actually cleared at sundown and all gates leading into the sabban are closed and locked. A full contingent of 12 am-lakkar are posted along the sabban walls at night, and another roving patrol of 12 either replace the wall-guards or patrol the interior of the sabban against overnight thefts.

This sabban also carries the nickname of Tuamir's Sabban, as the famous thief once operated his many-tentacled Thieves' Guild from the Muzad beneath the sabban. Having relative freedom and run of the sabban at night, pasha Tuamir nearly became the syl-pasha before the rise of the Djenispools due to his labyrinthine connections, money, and influence over the Calishite underworld. The Djenispool pashas destroyed much of Tuamir's power base by collapsing parts of Kaval Sabban into the Muzad and destroying his hidden bases of operation. They then rebuilt the city atop the sites, leaving Tuamir's fate not entirely known.

Sabban mark: Tuamir's mark of an eye with a vertical arrow bisecting the eye, arrowhead down.



Naiid Sabban

Other names: Pomartal's Sabban.

The segregated nature of Khanduq Ward impressed by the sultan turned Naiid Sabban into the "entertainment" sabban with its clusters of taverns, inns, festhalls, and gambling establishments. Pomartal was the archenemy of Tuamir during their lifetimes, and the balak Pomartal died at the hands of Tuamir's assassins. Since that bleak night in the Year of the Restless (1099 DR), Pomartal's ghost has walked the sabban walls at night where Naiid Sabban abuts Kaval Sabban, ensuring that Tuamir does not succeed in conquering his honest sabban. For the lawful, Pomartal holds no threat, but criminals acting within sight of the ghost will be attacked with all the power Pomartal holds, for he believes all thieves and criminals still have their ties to his long-disappeared foe.

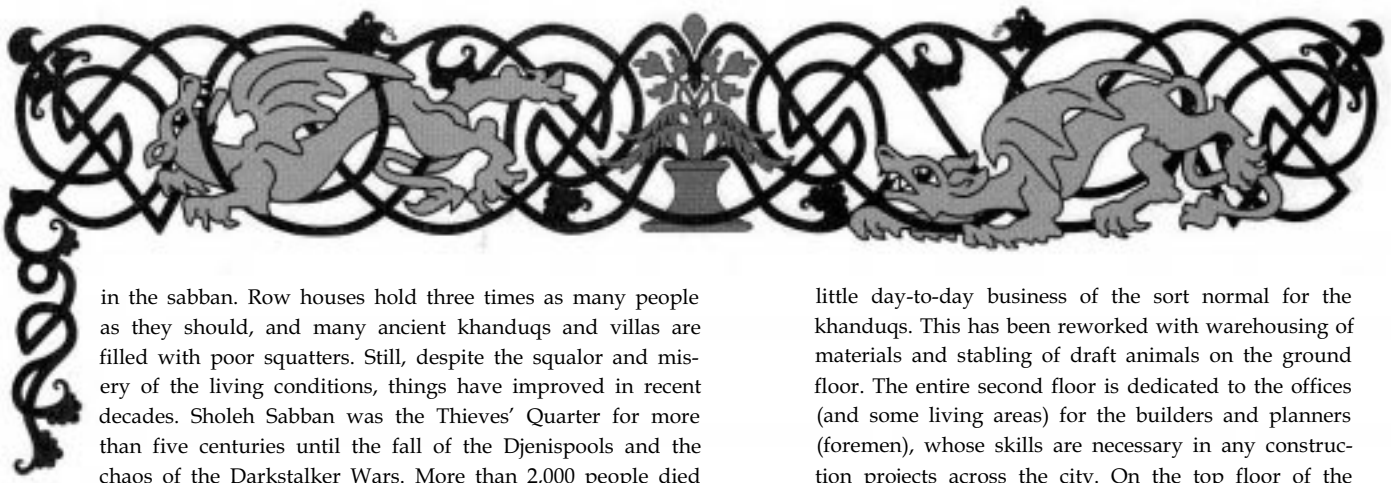
Sabban mark: Pomartal's signet of the scales of justice balanced on the upper point of a lightning bolt. Many of these marks are marred and covered in graffiti (except on Pomartal's Walk) as the lawless nature of the entertainment industries and their clients seek to poke fun at the once-lawful nature of their home sabban.

Sholeh Sabban

Other names: Felin's Sabban.

In short, this has become the residential sabban of Khanduq Ward, and as such, it is horribly overcrowded everywhere





in the sabban. Row houses hold three times as many people as they should, and many ancient khanduqs and villas are filled with poor squatters. Still, despite the squalor and misery of the living conditions, things have improved in recent decades. Sholeh Sabban was the Thieves' Quarter for more than five centuries until the fall of the Djenispools and the chaos of the Darkstalker Wars. More than 2,000 people died in the streets of this sabban, and a few buildings crumbled into the Muzad below due to the magics unleashed by the forces of Jarlaxle the drow and other opponents. Nearly a decade later, the sabban is still overcrowded but it is safer for having removed the presence of the criminal guilds.

Felin yn Maram yn Ali el Samesaj was the grandson of the Grand Vizar Samesaj, the greatest wizard Calimport had ever seen. During his 632 years of life, Felin was also the tutor of another great mage, Tulan el Akadaw, who helped fight the Night Wars with the creation of the aranea. While these two connections to great figures in Calishite history could keep him in folks' memories for centuries, Felin's claim to fame was as the protector of this sabban, which was built during the early Vihad dynasty of the Fourth Age. As a personal friend of all the Sholeh pashas and syl-vizar for five of the Vihad pashas, Felin "the Protector" never allowed any harm to be visited upon the people and buildings of what became Sholeh Sabban. Upon his death in the Year of Hidden Ways (-496 DR), the Protector was buried in a secret crypt in the Muzad beneath the sabban. Since that time, no fires have ever destroyed any buildings within this sabban, and many swear they feel the ghostly presence of Felin protecting his home still. His lonely minaret remains inviolate today, though mysterious lights have flickered behind the mithral window screens for centuries without explanation.

Sabban mark: Felin's wizardly sigil of an hourglass centered over a quintet of five-pointed stars.

K1 Temple: Khanduq of the Coinmother

4-story Class A building/khanduq

Kaval Sabban; Syral Drudach. Temple to Waukeen. The Khanduq of the Coinmother is a marketplace and holy site for the worshipers of Waukeen, though this permanent market is only noticed by either the 10'-diameter golden disk and holy symbol at its center (which thieves have unsuccessfully tried to steal for 323 years) or its druzir and high priest, the deaf Druzir Pecal el Saiduwm (NG hm P11 of Waukeen) who only hears the voice of the goddess now.

K2 Guildhall/Khanduq: Taanith's Khanduq

3-story Class C building

Kaval Sabban; Rhamal Drudach. Headquarters of the Circle of Architects, Engineers, and Planners; The Esteemed Guild of Builders. This unique khanduq does

little day-to-day business of the sort normal for the khanduqs. This has been reworked with warehousing of materials and stabling of draft animals on the ground floor. The entire second floor is dedicated to the offices (and some living areas) for the builders and planners (foremen), whose skills are necessary in any construction projects across the city. On the top floor of the khanduq are the offices of the engineers and architects whose plans are crucial for the constant rebuilding of the city. The eastern side of the khanduq's third floor holds the allied guilds' taproom, where builders and architects and their clients gather to relax.

K3 Guildhall: The Treant's Khanduq

3-story Class B building

Kaval Sabban; Aruv Drudach. Headquarters of the Fine Wood Carvers Order. This building stands out simply because it is a massive construction of three stories fully made from carved wood. While constructed in many ways like a normal Calishite home, this building is all magically treated wood with innumerable carved decorations all about its exterior. Pillars supporting the upper floors are carved treants, while numerous spiders, squirrels, snakes, and other carved wooden creatures cling to the walls and roof of this elaborate building.

K4 Guildhall: Miatarra

4-story Class B building

Naiid Sabban; Tanradh Drudach. Headquarters of the Spicemonger Fellowship.

K5 Temple: The Minarets Muzhadahr

5-story Class A building and 3 7-story minarets

Naiid Sabban; Yuam Drudach. Temple to Cyric (former temple of Bane).

K6 Tavern: The Spitting Camel

2-story Class D building.

Sholeh Sabban; Eachid Drudach.

K7 Minaret: The Protector's Tower

3-story Class A minaret

Sholeh Sabban; Denos Drudach. This simple three-story square granite minaret's only outstanding features are a mithral pyramidal cap atop the tower with mithral screens blocking the thin windows of the second and third floors. If any fly too close to the tower, mosaics appear and coalesce into a mithral wyvern that defends the tower with its life; if it is defeated, it shatters into mosaic shards, merges with the tower, and reforms within five minutes to return to the tower's defense again. None know what lies within the tower, beyond





mysterious lights visible through the screens, but folk say that the lights are the Protector still watching over his sabban. Many believe the tower is linked with Felin's Lost Crypt in the Muzad beneath the streets and expect great riches and greater magic to be found in both. None have broached either location ever, despite all effort.

K8 Villa: Pook's Palace

3-story Class A building with 2 cellar levels

Sholeh Sabban; Sarkh Drudach. This once opulent villa was both the home of the infamous Pasha Pook and the Thieves' Guildhall until the downfall of the pasha in the Year of the Prince (1357 DR). Now partly run down and no longer the seat of power for any of the criminal families of Calimport, Pook's Palace is the home of the drunken and temperamental Druzir of Rogues Drudach and Sabbalad of Sholeh Sabban, Nur yn Aban el Esarn (CE hm T4). Druzir Esarn was once a sneak-thief under Pasha Pook, and he knows enough secrets to maintain his small level of power but little more.

Hammer Ward

[Outer Ward] The "Smiths' Home" is the ward for the heavy labor of blacksmiths, armorers, weaponers, and the like. The armorers and weapon-makers are all clustered closer toward the heart of the city, so their wares can quickly be used to defend the richer parts of the city (rather than having their goods used against Calimport). Everywhere throughout the daylight hours (and oft into the night), the ringing of hammers on anvils fills the air of the ward.

While the Pesarkhal Wall has not yet reached this ward's southern sabbans, the Skilled Smiths and Metalworkers Guild has erected a fence of tall, barbed metal spears set along the top of the sabban walls abutting Quill Ward to mark its eventual placement. The spears do not restrict passage along the sabban wall byways, but they do prevent any from vaulting across the walls into the Nasim Sabban.

Ward Ruler: Harel yn Rafam el Qardeen, Sultan of Hammer Ward (NG hm F6; Str 17). This former blacksmith and inadvertent savior of Syl-Pasha Ralan el Pesarkhal, Harel simply interrupted an assassination attempt against Ralan during the Darkstalker Wars, throwing red-hot horseshoes and sword blades at the assassins simply because he disliked the odds of seven-against-one. While he is happy with his position and succeeded far beyond his wildest dreams, Harel and his ringing hammer can still be heard behind the walls of his villa working in his personal smithy.

Amyran Sabban

Other names: Hammer Sabban.

The rougher smithies and workshops of the common blacksmiths dominate this sabban. While competition always runs fiercely, there is more than enough work in wheel-rims and horseshoes and the common metalwork to keep over 50 blacksmiths' forges blazing at all times. Surprisingly to some visitors, Amyran Sabban is among the safest of sabbans to live in. Its natives are no-nonsense hard workers almost in defiance of the normal Calishite work ethic, and they want to keep their homes and businesses clear of the corruption so rampant elsewhere.

Sabban mark: A smith's claw hammer.

Sjûl Sabban

Other names: Anvil Sabban.

The Alzhedo word for anvil announcing its primary attribute, Sjûl Sabban is the weaponsmiths' sector of Hammer Ward. In accordance with the True and Skilled Guild of Weapon-Makers, all weaponsmiths of Calimport must meet minimum standards of quality in their work, and they are only allowed to sell two types of weapons per shop, preventing any one weaponsmith from totally dominating the market. Thus, in this ward and mostly in this sabban, there are more than 60 shops that sell swords, spears, scimitars, and other weapons.

Sabban mark: An anvil on a circular field.

Tyrbos Sabban

Other names: Ringing Step Sabban.

This sabban is home to the metalworkers who do not deal in weapons or common horseshoes. The bulk of the trade and work in this sabban produces metal grills and screens for windows, door hinges, portcullis gates, and some metal shingling that could grace domes and minarets across the city. Due to the larger products and need for space, buildings in Tyrbos Sabban are larger than the norm, and there are fewer of them. The majority of the buildings are warehouses and three-story buildings altered to two internal stories to allow for larger foundries and forges on the ground floors. This sabban also houses many of the most skilled armorers and shield-makers, though they are found all across the Hammer and Maker's Wards.

Sabban mark: This is the seal of the Tyrbos pashas, a chevron-shaped shield placed off-center and overlapping a dark circular field. This is virtually the only physical evidence left of the rule of the Two Tyrbos Tyrants of the Second Age.

H1 Guildhall: Shield Hall

3-story Class C building

Tyrbos Sabban; Harar Drudach. Headquarters of the Rigid Order of Armorers and Shield-Makers.





hammer Ward

H2 Guildhall: Hammersring Hall

4-story Class B building
 Tyrbos Sabban; Maadan Drudach. Headquarters of the Metalforgers Guild.

H3 Guildhall: Syrimatarah

2-story Class D stone building
 Sjul Sabban; Qima Drudach. Headquarters of the True and Skilled Guild of Weapon-Makers.

H4 Guildhall: The House of Five Rings

4-story Class B building
 Amyran Sabban; Atfa Drudach. Headquarters of the Skilled Smiths and Metalworkers Guild.

H5 Festhall: The Dragon's Maw

2-story and 4-story Class B buildings (facade-joined with internal access)
 Sjul Sabban; Nakhla Drudach. The unique nature of this building draws many visitors to it all year round. Two relatively standard buildings are joined by a glazed tile facade, creating the illusion that they are only one building. An elaborate metal superstructure was built around the lower front building in the shape of a dragon's head and torso, its wings arcing back to merge with and support the upper-

most balconies of the taller building. The main entrance into the festhall gives it its title: the Dragon's Maw. The glazed tiles and mosaics that cover and fill the metalwork skeleton of the dragon (and the glazing that covers both buildings) are a dazzling sapphire-blue hue, and the metal horns and teeth of the head are offset with white marble mosaics. Inside the festhall, there are rooms and jhasinnar decorated in color motifs corresponding to the chromatic and metallic dragons, and merely the choice of colored veils or masks when one enters determines the entertainment for the evening.

Crypt Ward

[Outer Ward] This ward on the city's eastern horizon is dominated by cemeteries, temples, khamarkhas, and markhouts. While its official title (from the syl-pasha) is Crypt Ward, many locals refer to this as Dead Ward or Skulls Ward, as this has been the area for mass burials and tomb sites since the Sixth Age of Calimshan. Each of its three sabbans are named after pashas' houses, but their colloquial names correspond to the traditional burials found in each sabban and drudach of Crypt Ward. Thus, the khamarkhas (mausoleums) of the upper class dominate the northern sector of the ward, while few buildings beyond the drudach walls disturb the peaceful expanse of fountains, obelisks, and small plinths marking the mass graves of Kirruk Sabban.

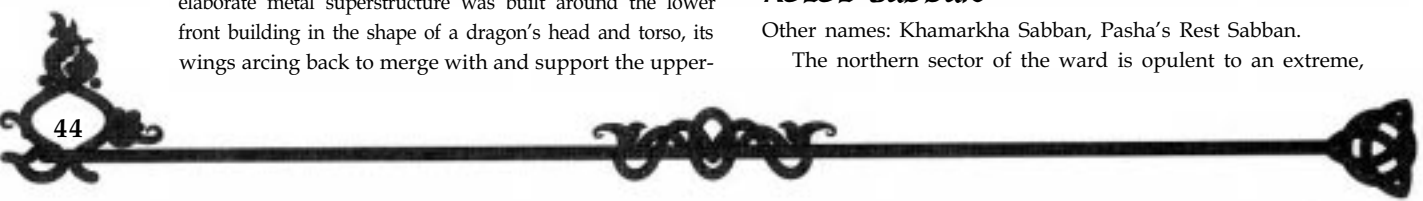
It is getting the reputation of becoming the new Thieves' Quarter, as its relatively vacant avenues and numerous shadowed alleys provide many hidden locations from which to plot intrigues and activities. In fact, there are a number of markhouts in Irataq Sabban that have no one buried in them, and they exist to provide secret surface access to the Muzad for certain guild members and those among the rogue powers.

Ward Ruler: Muham yn Nasim el Pesarkhal, Sultan of Crypt Ward (NE hm T2), is the eldest son of the syl-pasha's brother Nasim and the elder brother of Sultan Nasim of Emerald Ward. This jealous, petty underachiever was given this post "as a fitting reward for one of your ambitions." In other words, this sultanate merely keeps him out of the way of the syl-pasha and away from those power players who might easily influence him against his uncle. Unknown to Muham and others in the city, Voraya of the Black Markets has some hypnotic controls over the young arrogant sultan (and he believes her to be simply his favorite jhasina from the Jhasinnar Sodality), which she uses to the benefit of the Twisted Rune.

Adlel Sabban

Other names: Khamarkha Sabban, Pasha's Rest Sabban.

The northern sector of the ward is opulent to an extreme,





as many khamarkhas and monuments to the rich and powerful dead of Calimport rise to the skies here. In this sabban, there is no shame in walking on the marble-paved avenues below the sabban byways, for the Adle Sabban is considered an elevated place in and of itself. The numerous palm tree groves that are planted within the walled courtyards and the many magically maintained fountains make this sabban a peaceful area for contemplative walks during the day. At night, its shadows hide many conspiracies.

Sabban mark: The Adle house mark of a scimitar sinister (pointing left) over a cluster of three palm trees.

IraTaq Sabban

Other names: Markhout Sabban, Manycats Sabban.

This sabban seems by far the most orderly and structured of the sabbans, with its individually walled markhout tombs. While a few temple spires stab into the sky above the one-level markhouts, only the greater markhouts stand out, wherein the cremated remains of thousands of merchants and pashas and the middle class rest in peace. This practice of mass interment within brass lamps has only been recently restored in the past 300 years, but more than five of the public markhouts have been filled, and each holds more than 500 bottles of ashen remains in the walls and floor crypts.

Sabban mark: A cat's head.

Kirruk Sabban

Other names: Mutar Sabban, Forgotten Sabban.

The drudachs of Kirruk Sabban uniquely have replaced the drudach walls with metal spear fences, allowing a free and unrestricted view of all the monuments and mass graves of commoners. Despite its common ground and its status as "the Forgotten Sabban" after all the forgotten dead buried there, it is one of the most popular parks in the city.

Sabban mark: As this sabban is visually diverse enough from any others with only a few buildings rising within its walls, there is no sabban mark (thus also reinforcing its name as the Forgotten Sabban).

Cr1 Tomb: The Anhakhamarkha

3-story Class A khamarkha with nine minarets.

Adle Sabban; Shamisad Drudach. This khamarkha was erected in the Sixth Age over the course of 16 years. Finished in the Year of the Miscast Shadow (323 DR), this opulent 100'-long and 50'-high white marble khamarkha was erected in memory of Syl-Pasha Abon III el Larau and his wife, Anha.

Cr2 Temple: Nualorminoalh

6-story Class B building

Adle Sabban; Ovohl Drudach. Temple to Oghma.

Cr3 Guildhall/Shrine: The Sahalarka

3-story Class B building with four-story minaret.

Adle Sabban; Nagaeh Drudach. Headquarters of the Fellowship Nykkar. This building contains the offices, living quarters, cellar storerooms, and workrooms for Calimport's undertakers and the managers of the Crypt Ward's burial services. In a secret sub-cellar beneath the main cellar (and a tunnel link to the Muzad) is a private shrine to the god of death; while its current occupants now profess loyalty to Kelemvor, the decorations and many of the services performed herein have more ties to the long-dead worship of Jergal (as it did when Myrkul was the preeminent god of death). This small shrine operates with the allowance of the Temple of Old Night, as both the guild and temple trade through the black market and aid each other in doing so.

Cr4 Tomb: The Khamarnari

3-story Class A khamarkha

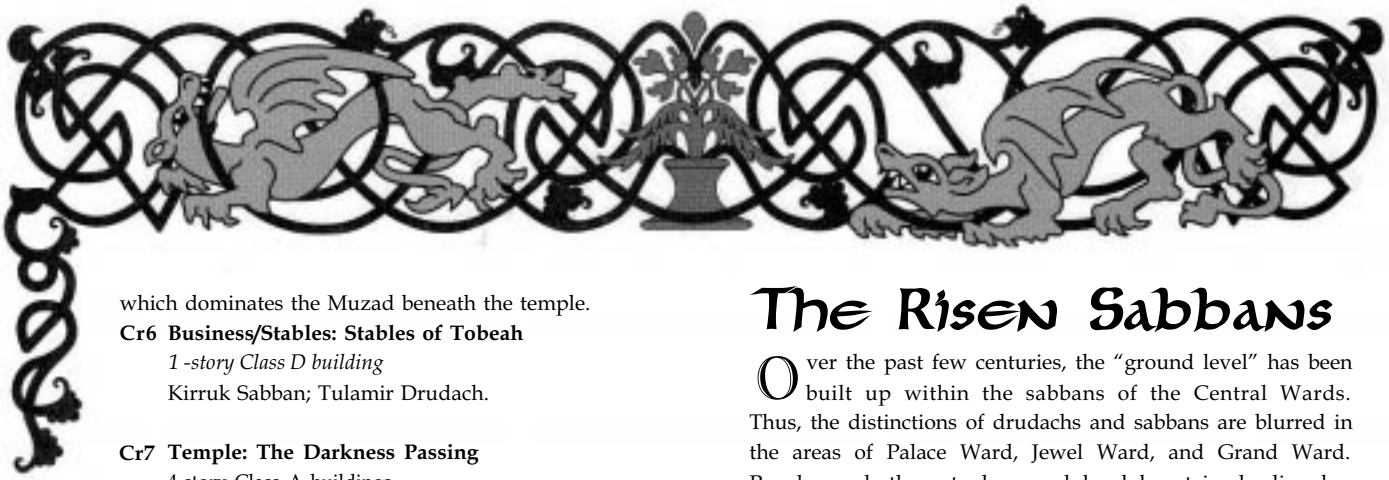
Adle Sabban; Tunis Drudach. This khamarkha's name translates as "the Tomb of Fire," and rightfully so. While not visible more than 100 yards away from the building, the burial mausoleum of the Grand Vizier Samesaj flickers with fires; upon closer inspection, the "stone" of the khamarkha is actually solidified flames still shifting with internal heat patterns. During the day, the Khamarnari shifts in hue from blaze orange during the dawn and highsun to a blistering red at dusk, finally muting to a dazzlingly deep purple at sunset. At night, the flames glisten azure like liquid moonlight (though despite the fiery nature of the construct, it is no more visible against the night sky than any other building around it). There is no entrance or break in the walls of the khamarkha, and the flames only emit heat or pose any danger when someone tries to touch or enter the tomb in any way (physically, psychically, or magically). Though saving throws reduce the damage to half, any attempt to see through the veil of flames into the tomb causes a flare of flames to seek out the intruder and deal 8d10 points of damage not blockable by any method save divine intervention.

Cr5 Temple: Telamuzhidah

3-, 4-, and 5-story Class B buildings

Kirruk Sabban; Selamir Drudach. Temple to Mask. This temple complex has become the focal point for much criminal activity, as the Thieves' Guild under el Zelyn (Farukyn Khamas el Kahmir, "the Shadow's Son") uses the chapter house of this temple as a secondary guild headquarters or to reach its clandestine headquarters in the Muzad below. Alliances exist between the clergy of Mask herein and those of Shar's Temple of Old Night,





which dominates the Muzad beneath the temple.

Cr6 Business/Stables: Stables of Tobeah

1-story Class D building

Kirruk Sabban; Tulamir Drudach.

Cr7 Temple: The Darkness Passing

4-story Class A buildings

Kirruk Sabban; Zhakamir Drudach. Temple to Kelemvor. This former temple of Myrkul has undergone only two major changes in its eight-centuries-long lifespan: Its name changed from Reaperscythe Hall to its current title, and a glistening crystalline-glazed minaret rose on one side of the temple with Kelemvor's ascension (and the subsequent labors of the glaziers and masons who built the tower).

Cr8 Business/Row House: Spectralhouse

2-story Class B minaret

Irataq Sabban; Sabayn Drudach (Drudach of the Seven Sons). Stronghold and repository of knowledge for one of the few Cloak societies to survive since the fall of the Graycloak Society. Most eerie chamber in building is the Hall of Eyes—Petrified beholders' eyes line the walls and are magically enspelled to shift and stare at entrants (thoroughly unnerving to all but the most dauntless). Their library and sage lore focus on ephemeral undead such as ghosts, spectres, and wraiths from their minaret base in Calimport. Their minaret is among the highest buildings in Crypt Ward, looming over the markhouts.

Cr9 Guildhall: Chathaodah

5-story Class B building

Irataq Sabban; Nasharot Drudach. Headquarters of the Skilled Circle of Butchers and Dressers.

Cr10 Temple: The Dawn Belltowers

5-story Class A building with 2 partial belltower minarets on the roof

Irataq Sabban; Orbafura Drudach. Temple to Lathander.

Cr11 Guildhall: Osiirdah

5-story Class B building

Irataq Sabban; Nasharot Drudach. Headquarters of the Order of Hunters and Furriers.

The Risen Sabbans

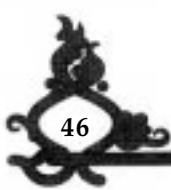
Over the past few centuries, the "ground level" has been built up within the sabbans of the Central Wards. Thus, the distinctions of drudachs and sabbans are blurred in the areas of Palace Ward, Jewel Ward, and Grand Ward. People reach the actual ground level by stairs leading beneath the elevated stone streets. The slightly vaulted stonework streets provide solid avenues and courts rather than the very directed movement of the normal byways. The streets are braced by both stone and timber supports from below, and the engineers' guild built the streets to remain in place even if half of the timber supports originally holding up the stones fell away beneath the street. This whole buildup of the streets allowed more direct movement for the upper classes among where they lived. It also creates multiple sabban areas beneath their streets wherein their slaves can live and move about in their business without being seen or "dirtying up" the richest sabbans in the city above. This move also allows numerous pashas and sultans and the like to operate clandestine activities with the rogue powers out of plain sight and within social strictures in the Upper Muzad, as many now call the three-ward-wide area.

In the risen wards, the edges of the sabban-wall byways are now curbs, and the glazed colors of the curbs determine the sabban and drudach within which a person stands. However, the older sabban marks still exist in the walls beneath the streets, and are thus still noted.

Palace Ward

[Central Ward] This ward encompasses the richest and most affluent of Calishite society, including much of the leadership. The Pasha's Sabban, while not officially part of the Palace Ward, rests at its heart. The villas of the pashas dominate this ward, broken up only by the row houses and garrisons for hired guards and mercenaries and the obligatory taverns.

Ward Ruler: Tomuk yn Jhiavor el Kahmir, Sultan of Palace Ward (CE hm F0) is the second grandson of patriarch Nur el Kahmir from Manshaka (and a well-known pasha among the spies of Calimshan). While Sultan Tomuk is an ineffectual fop and a fool, he is paranoid and constantly keeps his grandfather apprised of who says what to him merely to find out what he should do about "his enemies." Tomuk survives here only due to the threat his presence suggests to the syl-pasha's rivals about El Pesarkhal's alliance with El Kahmir. His grandfather and his contacts have profited greatly from the amount of information provided by the easily panicked Sultan Tomuk, and this avails pasha Nur el Kahmir well enough to allow his grandson to be the bother that he is.





Darehj Sabban

Other names: Mosaic Sabban.

Darehj Sabban gained its nickname as the Mosaic Sabban due to the inlaid mosaics in many of the upraised street sections and on the sabban's many buildings. This sabban lies west and south of the Pasha's Sabban, resting against Armada Ward and the Pesarkhal Wall (and Shackles Ward), and the residents and businesses here tie heavily into the sea and slave trades.

Sabban colors: Scarlet red with varying stripes of color at the base of the gutter/street (white, black, and yellow) for the drudach differentiations.

Sabban mark: Five chain links in a straight line.

Khatrev Sabban

Other names: Jhambiya Sabban.

"The Jhambiya Sabban" gains its name and reputation for its still-too-common assassinations within its walls. The northern sector of the ward, Khatrev Sabban also provides the easiest approach to the Pasha's Sabban through its southern walls. Like Darehj Sabban, it is bordered by the much-higher Pesarkhal Wall, though the gatehouses between the outer wall and the inner sabban are not as heavily guarded since much traffic comes in from Faiths Ward to its north.

Sabban colors: Black with varying stripes of color at the base of the gutter/street (green, sky blue, and turquoise) for the drudach differentiations.

Sabban mark: A curled slash with a perpendicular slash across its upper end, forming a crude jhambiya mark.

Najlet Sabban

Other names: The Martyr's Sabban, Demonshadow Sabban.

Nearly 300 years ago during the Eighth Age of Calimshan, a rogue tanar'ri rampaged through the streets of Calimport, summoned by one of the many who sought the Caleph's Throne. It slaughtered any that crossed its path, and more than 200 people lay dead by its hands. One hero—the pasha's second son Ikham yn Herak el Najlet—stood his ground and fought the demon to a standstill. Amid the rubble of two buildings and a courtyard, the warrior Ikham and the tanar'ri Chanaavokh slew each other, their final blows tying each to the other in death in the Year of the Prancing Korred (1082 DR). Where they fell, the stones became dark red with their blood mingling together. Ever since then, the street remains dark with the silhouette of the dying hero and villain. Even after the raising of the streets and the original site of the fall more than 15 feet below, the dark outlines stained the stone street directly overhead of the actual site (P16).

Sabban colors: Royal blue with varying stripes of color at the base of the gutter/street (kelly green, ivory, and golden-rod yellow) for the drudach differentiations.

Sabban mark: A silhouetted head with greatly exaggerated horns on the sides of its head.

P1 Villa: Pasha Iserib

5- and 6-story Class A building and minaret
Darehj Sabban; Adhaef Drudach.

P2 Guildhall/Khanduq: The Silkhanduq

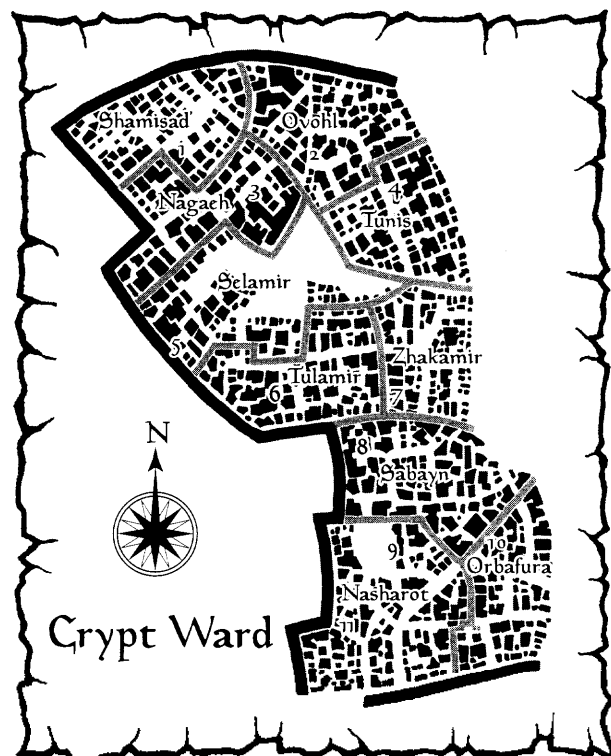
4-story Class B building
Khatrev Sabban; Nar'asr Drudach. Headquarters of the Jhasinnar Sodality.

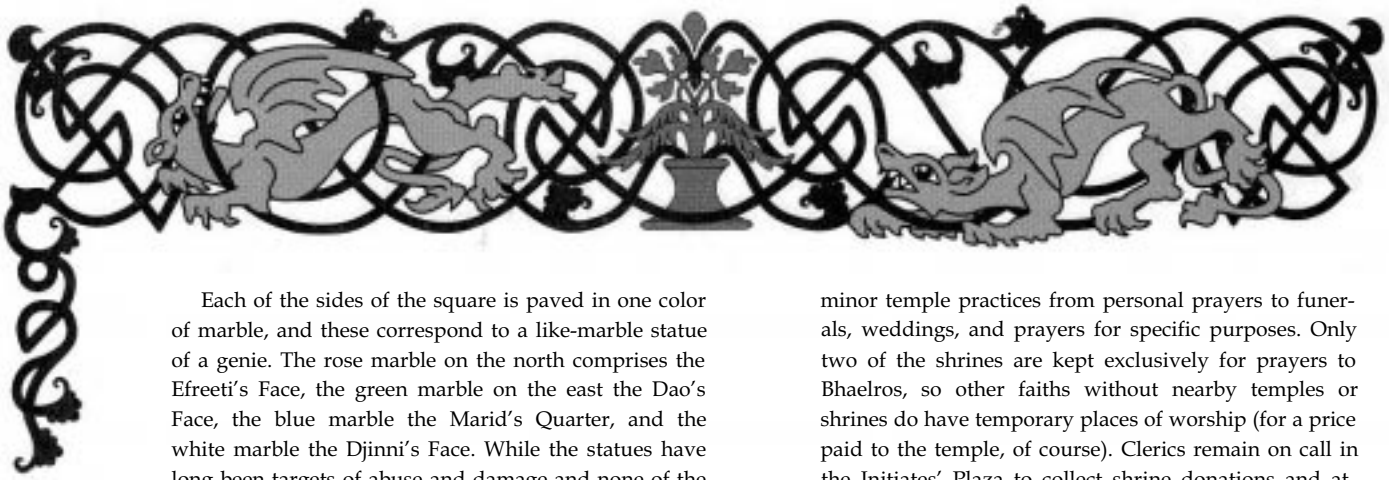
P3 Villa: Pasha Haesib

5- and 6-story Class A buildings
Khatrev Sabban; Nar'asr Drudach.

P4 City Building: Square of the Djen

Darehj Sabban; Borto Drudach. This open courtyard is a large assembly area and common meeting place for many in Palace Ward. Fully paved with green, blue, white, and rose marble in freeform mosaic patterns, the Square stretches up along adjoining byways on the sabban and drudach walls, allowing steps down into the main square. There are 12 steps leading down to the main square from the sabban wallwalk, and benches surround the 60-foot square at the bottom. In general, this is common meeting ground for Calimpanni of all social classes and professions. The square is never empty, and usually has a few mercenaries, jhasins and jhasinas, or amlakkar in it at all times.





Each of the sides of the square is paved in one color of marble, and these correspond to a like-marble statue of a genie. The rose marble on the north comprises the Efreeti's Face, the green marble on the east the Dao's Face, the blue marble the Marid's Quarter, and the white marble the Djinni's Face. While the statues have long been targets of abuse and damage and none of the statues have had heads since the Eighth Age, none of the rest of the square is ever disturbed. Unlike every other corner of Calimport, no blood has ever been spilled within the Square of the Djen. None know what could happen if this occurred, but this holds such ingrained superstitious fear in any natives of Calimport, that any who attempt this are dragged out of the square, and torn apart by fearful mobs.

P5 Villa: Pasha Talaeta

5- and 6-story Class A buildings
Khatrev Sabban; Sra'ala Drudach.

P6 Guildhall: The Quiver

3-story Class C building
Khatrev Sabban; Qadeem Drudach. Headquarters of the Council of Bowyers and Fletchers.

P7 Villa: Pasha Hidashar

5- and 6-story Class A buildings
Darehj Sabban; Dehk Drudach.

P8 Temple/Shrines: Plaza of Divine Truth

4-story Class A building/former khanduq
Darejh Sabban; Borto Drudach. Temple to Bhaelros. The Plaza of Divine Truth is among the largest of the Calimport temples, and this fortified complex provides nearly 16 small shrines and one major temple to Bhaelros for the faithful of the god of destruction. Built in an ancient khanduq with some internal remodeling over the ages, the outer and inner plazas are open to the sky above and the gates from both plazas maintain four guards (F2s or C4s) at all times. The second set of gates—the Middle Gate—marks the main division from the secular courtyards onto actual holy ground. Guards confiscate most major and obvious weapons such as swords and staves, though hidden daggers and the like often slip by their searches.

Beyond the Middle Gate is the Initiates' Plaza, and entrance into this plaza often requires a "donation" to the guards. Inside, two levels overlook the open courtyard wherein a bubbling fountain dominates the yard's center beneath the open sky. The two enclosed levels on both sides of the plaza hold the shrines, four per level, wherein the temple staff attends to many of the

minor temple practices from personal prayers to funerals, weddings, and prayers for specific purposes. Only two of the shrines are kept exclusively for prayers to Bhaelros, so other faiths without nearby temples or shrines do have temporary places of worship (for a price paid to the temple, of course). Clerics remain on call in the Initiates' Plaza to collect shrine donations and attend to the faithful of whatever gods they serve.

Beyond the Inner gate lies a massive 40-foot-high wall about 20 feet in from its exit from the plaza. It blocks the sight of nonbelievers from gazing upon the glory of the Great Idol of Bhaelros in the main temple. This wall also makes the roofed temple easier to defend, as invaders must bisect their force and move through smaller avenues around the wall. This cathedral of sorts is open only to Bhaelros' clergy and worshipers of long standing (or munificence). The Great Idol is a 30-foot-high statue of gold plate inlaid with precious gems. Some say the idol's adornments alone equal the treasury of the city of Waterdeep itself! The temple and Chosen Plaza covers its walls with fine tapestries, paintings, gold detailing and reliquary, and awesome sculptures, all of which venerate the raging god of storms. The faithful believe that Bhaelros inhabits the idol and if something desecrates the temple grounds in any way, Bhaelros and a great dragon emerge from the ruined idol to exact revenge most foul.

P9 Villa: Pasha Synnabat

4-story Class A building and 5-story minaret
Darehj Sabban; Adhaef Drudach.

P10 Villa: Pasha Haraf

5- and 6-story Class A buildings
Najlet Sabban; Tistad Drudach.

P11 Guildhall: The Circle's Ovens

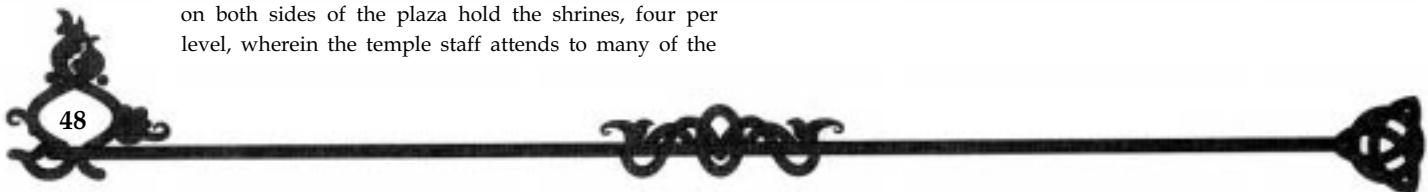
3-story Class C building
Khatrev Sabban; Sra'ala Drudach. Headquarters of the Most Skilled Circle of Cooks and Tasters.

P12 Villa: Pasha Kahmir

5- and 6-story Class A buildings
Khatrev Sabban; Qadeem Drudach.

P13 Guildhall: House of the Veil Gizara

3-story Class C building
Darehj Sabban; Dehk Drudach. Headquarters of the Aromatic Order of Perfumists, Apothecarists, and Soap-Makers.





P14 Business/Row House: Ytal's Confectioners
3-story Class C row house and ground floor business.
 Najlet Sabban; Tistad Drudach.

P15 Villa: Pasha Yshriin
5- and 6-story Class A buildings
 Najlet Sabban; Ilhif Drudach.

P16 Business/Stables: Cembery's Stables
2-story Class C building
 Najlet Sabban; Ilhif Drudach.

P17 City Building: The Globe Well
 Najlet Sabban; Ilhif Drudach. This ancient water source at the central hub of the Najlet Sabban is a central shaft leading down to a subterranean well. Sometime during the Old Kingdoms, a bakkal or a court vizar enchanted this well to draw its own water up to the level of the street. For more than 5,000 years, a 6-foot-diameter ball of water rises from the lower well every 30 rounds magically. Once it reaches the lip of the well, the ball appears to be pierced by an invisible cone from beneath, and the water cascades into the circular 2-foot-deep trough that rings the well itself. Small drains allow the water to fall back into the well shaft, so there is a constant sound of dripping, falling water, but the water drains slowly, and there is usually enough water in the trough at all times for folk to draw buckets or drink. The only time the Globe Well's magic ever failed was during the Time of Troubles; the resulting street wars with neighboring drudachs and sabbans over the water supply caused the deaths of hundreds.

P18 Villa: Pasha Mitayn
5- and 6-story Class A buildings
 Najlet Sabban; Vina'atf Drudach.

P 19 Business/Stables: Witmaanal's Livery
2-story Class D stables
 Najlet Sabban; Ilhif Drudach.

P20 Guildhall: Keffiyehdah
5-story Class B building
 Najlet Sabban; Calimra Drudach. Headquarters of the Most Splendid Order of Tailors.

P21 Villa: Pasha Haris
(6-story Class A minarets)
 Najlet Sabban; Calimra Drudach.



The Pasha's Sabban

This is the smallest sabban in Calimport, and in fact, some drudachs are larger in size than the Pasha's Sabban (but not in importance). Similarly to Shackles Ward, most of the drudach walls within this sabban have long since fallen or been replaced by other structures. Where there were once two distinct drudachs in which the syl-pasha lived and worked, there are now simply his walled villa estate and the support buildings for slaves, guards, food storage, and more. Just as each sabban could vaguely be considered a small city in itself, the Pasha's Sabban is designed to be entirely self-sufficient and can easily be isolated (as is the case in the once-frequent coups and sieges of the syl-pasha's positions).

Ways In and Out

There is only one entrance, as far as 99% of Calimport's population knows, to the Pasha's Sabban: the Caleph's Gate. A two-story-high barbican gate, this entry is constantly guarded by four guards atop the gate, two outside the gate, and two just inside the walls. There are a series of three portcullises that drop down to deter any unwanted entry, and murder holes above and aside the 30-foot passageway into the Pasha's Sabban. The final defense within the Caleph's Gate is its trapdoor floor. If determined resistance is met, the supports beneath the floor inside the gate can be





withdrawn, and the hinged floor drops away to deposit invaders more than 20 feet below, into stake-lined pits more than half filled with the dry, shattered bones of previous invaders (2d6 falling damage plus 3d6+2 for stakes and bone shards).

There are many secret ways in and out of the Pasha's Sabban, and only a few of the syl-pasha's sultans and a few trusted advisors and protectors know of even half of them. Some scholars and random advisors or thieves (or anyone who either knows the area or listens to rumors) know of one or two, but most are believed to be false. The syl-pasha alone knows of all of them, and he and his agents purposely seed the taverns with rumors of secret doors and tunnels to mislead the syl-pasha's enemies away from the true entries. There are subterranean tunnels to and from the Palace of the Murabirs in Faiths Ward, so the greater generals and commanders of the syl-pasha's military can easily reach the sabban. There are also secret passages within the sabban walls leading into the Qysaghanni Fortress of Palace Ward, so the larger contingent of the syl-pasha's personal guards can reach him when necessary (and either whisk him to safety through Armada Ward and a swiftly procured ship or allow immediate bolstering of sabban troops to prevent coups). There could even be more passages leading to the Muzad or even into the Underdark, but even the syl-pasha may not know of them, since the deaths of previous syl-pashas ensured many of their own secrets would be kept.

Buildings and Details

There are 20 buildings in total within the Pasha's Sabban. The majority of them are Class A buildings that rise no less than three and up to seven stories high.

The Pasha's Villa: Within the 7-foot-high walls of this villa are the Pasha's Palace, the Jhasinnadah, the three Minarets of the Bakkals, and the Djenassadh House. The three Minarets were once the sites from which the bakkals of Calimport called out prayers over their city and country; they are still religious sites, and they house separate shrines in their many rooms for nearly every extant god in the Realms (and a few who no longer answer any prayers). The Djenassadh House contains the living quarters of the syl-pasha's wives, family, and personal servants; the Jhasinnadah, of course, houses the syl-pasha's jhasinnar, the males and females living in separate wings and kept under close guard.

The Pasha's Palace has one central building connected to four smaller wings, spread out in a cross shape, and a solid-gold dome tops each of the sections. Within the central building rests the Caleph's Throne, the syl-pasha's personal chambers, and the bulk of the offices tied directly to the management of the city and country. The eastern wing of the palace is exclusively el Pesarkhal's art museum of Shoon sculpture and many more treasures. The other wings hold the offices and quarters of advisors, guests, and the syl-pasha.

The "Houses of Ardor:" This villa structure contains four five-story palaces, each with discrete and independent sections for more than 36 family units. Here the syl-pasha "entertains" the families of the major military officers, sultans of other Calishite cities, political rivals, and the like. Beneath the luxurious palaces are a large collective of three cellar levels, within which numerous cells hold less-respected hostages and prisoners, some of Calimport's greatest treasures kept in strictest secrecy, and magical *gates* to important sites throughout Calimshan (and even some leading to long-lost parts of the former empire). These cellars are guarded by 40 Qysaghanni at all times.

At the southern wall of the Pasha's Sabban are a jumble of buildings: three warehouses and granaries, the well for the troops and the animals, four large stables for horses and labor animals, and the garrison and amlakkhan for the guards.

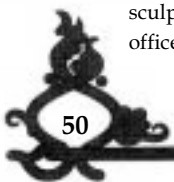
Sabban Defenses

In general, the Pasha's Sabban is the most highly defensible place in the entire city. It has nearly 100 troops garrisoned within its walls and the 500-troop-strong Qysaghanni Fortress immediately adjacent promises more protection beyond that. The primary living areas within the sabban have the added protection of villa-style walls and separate guard contingents beyond the external guards. Thus, in order to attack the syl-pasha's palace, one must pierce and overcome the external Caleph's Gate, the internal Pasha's Gate into the Pasha's Villa, and the heavily guarded entrances into both the Palace and the Throne Room—an unlikely feat, even with magic.

While the armory is no larger than the standard amlakkhan's armory out in the city, nearly all of the defenders of the Pasha's Sabban (whether the amlakkhar on the walls, the Farisan directly guarding the buildings and grounds, or the Qysaghanni guarding the syl-pasha and his family) are supplied with magical weapons while in the direct service of the ruler of Calimshan. Standard magical weapons are *scimitars* +1 and *spears* +2 for the rank-and-file warriors, while officers wield weapons of no less than +2 enchantments. Wands, while scarcer by far, are wielded by qysaghanni officers in addition to their spells.

The Sabban Ward

Finally, the greatest defense of the Pasha's Sabban is its magical ward. Few ever notice it, as it does not react at all to sunshine, wind, arrows, or any everyday occurrences. The ward, established during the Sixth Age, prevents anyone from entering the areas defined by the sabban walls by flight, teleportation, immaterial phasing or interdimensional travel. There are some pre-existing *gates* and methods to teleport into and out of the Pasha's Sabban, but the ward accounts for those exclusively. Attempts to physically fly into the sabban will be met both by the arrows of its defenders and by the magical fields providing





an invisible barrier as effective as a wall of force against entry at any angles. One of the subtler effects of the ward keeps the moisture in the air over the sabban during the day, preventing troop or animal dehydration, and keeping the air cooler on average than the rest of the city. At night, the moisture coalesces as small rain clouds at the top of the ward as the temperature drops, and by midnight every night, the moisture falls as light rain within the sabban (and replenishes the rooftop and cellar cisterns).

The Qysaghanni Fortress

3- and 4-story Class B buildings with a 5-story minaret

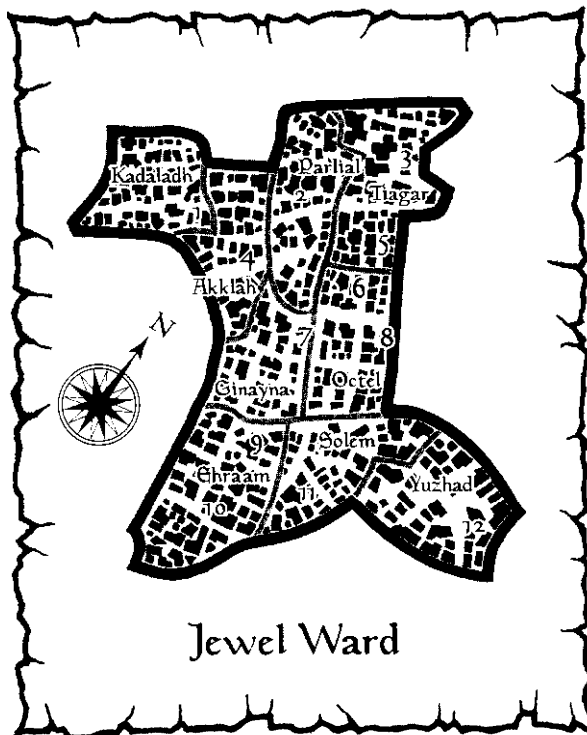
The Qysaghanni Fortress is surrounded by a defensive wall that connects to the walls about the Pasha's Sabban. These walls stand taller than the nearby walls of either Armada Ward or the Sabbans Darehj or Najlet. It garrisons all 500 of the personal guards of the syl-pasha, provides both an armory and library for the "Imperial Guard" of both wizards and warriors, and has an assembly yard large enough for drills and mock spell combats. There are secret tunnels within the walls of this fortress that allow swift access to hidden tunnels to any building in the Pasha's Sabban without being seen.

The fortress' most notable feature is the Lambent Minaret its central free-standing minaret. This seems to be made wholly of transparent blue crystal, and the fortress walls and towers opposite the viewer on the other side of the tower are visible. However, no one and nothing on the inside is visible from the outside, even through the open archways behind the balconies, thus making it a great place for clandestine meetings with the syl-pasha. From the Lambent Minaret's parapet and balconies, the Qysaghanni launch many *flying* carpets (of which the group has five) and patrol the areas around the Pasha's Sabban.

Jewel Ward

[Central Ward] This ward is the home of many of the city's whitemiths and gemcutters, but as a place of labor (no matter how delicate or exclusive), it is seen as a lesser place than the equally rich but "noble" Grand and Palace Wards. Curiously enough, the understreets of the Upper Muzad beneath Jewel Ward are the site of more than 60% of Calimport's illegal weapons and magic trade. The lower levels of legitimate businesses deal in like trades with equal skill, but are less particular about their customers or the goods they sell, disguise, or alter.

Ward Ruler: Janar yn Janar el Vyrsatyr (NE hem P8 of Shar) is many things, including sultan of Jewel Ward, druzir of the Octel Drudach, and the third-highest-ranked member of the Kindly Order of Silversmiths. Most importantly to him, he is Darklord of the Temple of Old Night and is one of three who sits at the side of Irtemara, the Dancer before



Dawn and the head of Shar's temple in the Muzad. He uses his influence above and below to play all elements against each other so he can profit, no matter who wins any conflict.

Kalil's Sabban

Other names: Butcher's Sabban, Sholehfall Sabban, Vihad Sabban.

Another of the sabbans whose name strays from convention, this one gets its name directly from the Fourth Age Pasha Kalil Vihad, the brutal warrior pasha who personally slaughtered the weak Sholeh dynasty to its last child. He is yet known as the Butcher Vihad or Kalil the Bloody to the present day, and thus the sabban's aliases. In keeping with its mark, Kalil's Sabban contains the majority of the finework artists who create ornate weapons and hilts. While not advertised heavily, this is also the place to come if you want jewelry or items with hidden weapons and the like.

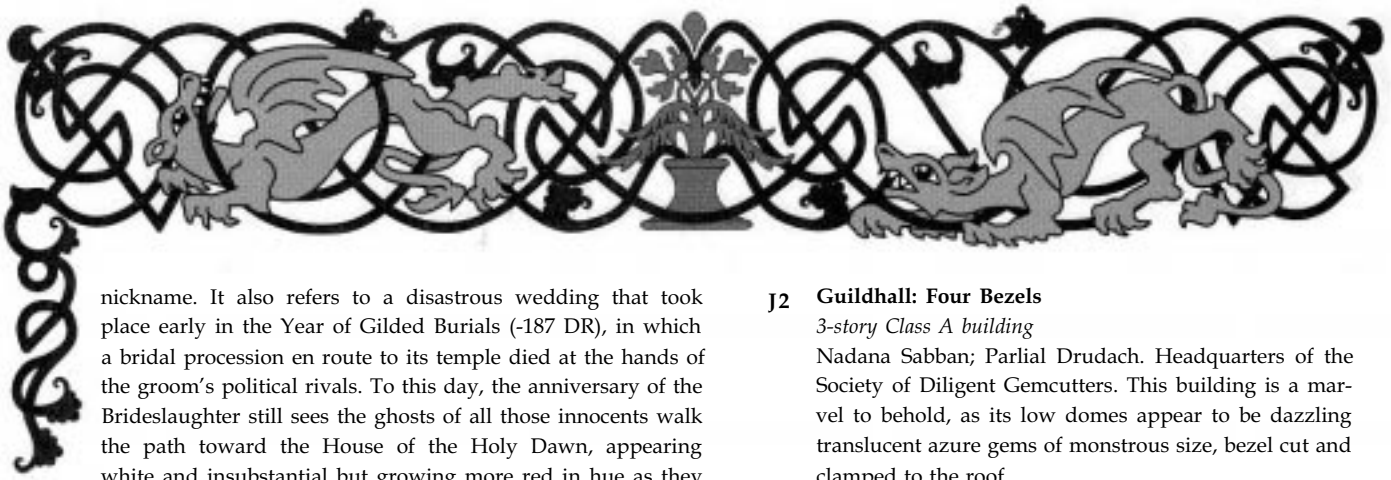
Sabban colors: Deep purple with varying stripes of color at the base of the gutter/street (white, black, and gray) for the drudach differentiations.

Sabban mark: A pair of scimitars crossed beneath a skull.

Mjom Sabban

Other names: The Marriage Sabban.

The dominant traders in this sabban are silk importers and jewelry makers and sellers. As both of the primary trades link with marriage ceremonies, that partially provides the sabban's



nickname. It also refers to a disastrous wedding that took place early in the Year of Gilded Burials (-187 DR), in which a bridal procession en route to its temple died at the hands of the groom's political rivals. To this day, the anniversary of the Brideslaughter still sees the ghosts of all those innocents walk the path toward the House of the Holy Dawn, appearing white and insubstantial but growing more red in hue as they approach the site of the ambush. The ghosts fade with mournful wails within 100 yards of the temple steps, never quite reaching their sanctuary. (Of course, these ghosts are now only seen in the understreets, not Jewel Ward above.)

Sabban colors: Blaze orange with varying stripes of color at the base of the gutter/street (slate gray, sunflower yellow, russet red) for the drudach differentiations.

Sabban mark: Two linked rings on a diamond field.

Nadana Sabban

Other names: Gem Sabban.

The primary home for gemcutters and the gem trade, this sabban has more guards on its streets than nearly any other area outside the Pasha's Sabban. More than half of those living in Nadana Sabban are mercenary guards or amlakkar with the interests of certain guilds or families at heart. The few khanduqs in this sabban are magically protected to provide safe storage of gems raw and finished.

Sabban colors: White with varying stripes of color at the base of the gutter/street (emerald green, royal blue, and royal purple) for the drudach differentiations.

Sabban mark: A crown-cut gem of seven facets.

J1 Villa: Pasha Abhuk

4 and 5-story Class B buildings

Mjôm Sabban; Kadaladh Drudach. This minor pasha and druzir of Kadaladh Drudach is fourth in seniority among the Lock and Finesmiths' Guild. Secretly, his true money and influence come from the Muzad—Asraf trades information on who buys what types of locks to the thieves in exchange for money and a promise to pilfer from his personal enemies when politically necessary (either to prove the poor quality of a lock-maker's work and ruin them politically in the guild or to steal money and secrets directly from them).

A lonely khamarkha at the back of the villa grounds is significant for adventurers and heroes of the North. The mausoleum is for the Abhuk clan, and Dhusarra, the maiden aunt of Asraf el Abhuk, uses this crypt and the two-way *gate* within the tomb's shrine of Waukeen to travel from the Lost Level of Undermountain here and back again. The gate itself merely requires one touch on the back wall of the shrine to send the person to Room #30 (gate N) in the North's greatest dungeon. For more details, see Undermountain: The Lost Level (09519).

J2 Guildhall: Four Bezels

3-story Class A building

Nadana Sabban; Parial Drudach. Headquarters of the Society of Diligent Gemcutters. This building is a marvel to behold, as its low domes appear to be dazzling translucent azure gems of monstrous size, bezel cut and clamped to the roof.

J3 Guildhall/Minaret: Lupalidah

3-story Class C minaret

Nadana Sabban; Tiagar Drudach. Headquarters of the Jewellers' Guild.

J4 Temple: House of the Holy Dawn

3-story Class B building

Mjôm Sabban; Akklah Drudach. Temple to Lathander.

J5 Villa: Pasha Yisaemid

4-story Class A buildings

Nadana Sabban; Tiagar Drudach. Druzir and Sahbalad of same Sabban/Drudach.

J6 Villa: Pasha Khafif

4-, 5- and 6-story Class A buildings

Nadana Sabban; Octel Drudach.

J7 Guildhall: Aratabarh

3-story Class C building

Mjôm Sabban; Ginayna Drudach. Headquarters of the Lock and Finesmiths' Guild.

J8 Villa: The Sultanadah Vyrstair

5- and 6-story Class A buildings

Nadana Sabban; Octel Drudach.

J9 Temple: The Tycharradah

5-story Class A buildings

Kalil's Sabban; Ehraam Drudach. Temple to Beshaba. This former temple of Tyche was built in the Fourth Age by the commission of Pasha Orun Evyrtaan and still stands as the temple of Tyche's dark daughter.

J10 House: Druzir Salim el Khufu

3-story Class B building

Kalil's Sabban; Ehraam Drudach.

J11 Villa: The Sabbalad Butrys el Alix

5- and 6-story Class A buildings

Kalil's Sabban; Solem Drudach.





J12 Guildhall: The Gilded Lantern

4-story Class B building

Kalil's Sabban; Yuzhad Drudach. Headquarters of the Shining Order of Goldsmiths and Gilders.

Grand Ward

[Central 'Ward] Like other areas of the city, Grand Ward fell victim to the Trades Conflagrations of recent years, and much of its real estate was cleared and only recently rebuilt. Like Emerald Ward, some areas were left cleared and Grand Ward now encompasses the largest market area of the city. Grand Ward is the second richest ward in Calimport outside Palace Ward. In terms of sheer status, an address in this ward at the heart of the city suggests one has reached the goal of the "idle" life of the rich. Of course, those of Palace Ward consider Grand Ward's denizens "new money" and hold them with some disdain.

Ward Ruler: Perat el Zastar, Sultan of Grand Ward (LE hm M13) is one of the "new money" upstarts recently immigrated into Grand Ward from Wizard Ward. One of his greatest weapons is his vizar's status within the syl-pasha's court; Perat came from Manshaka with el Pesarkhal, and aided him greatly during the Darkstalker Wars. Now with many more intrigues afoot, the syl-pasha may live to regret bringing this viper into the fold, though el Zastar's word is his bond, and it will never be his hand that brings the Pesarkhal clan down.

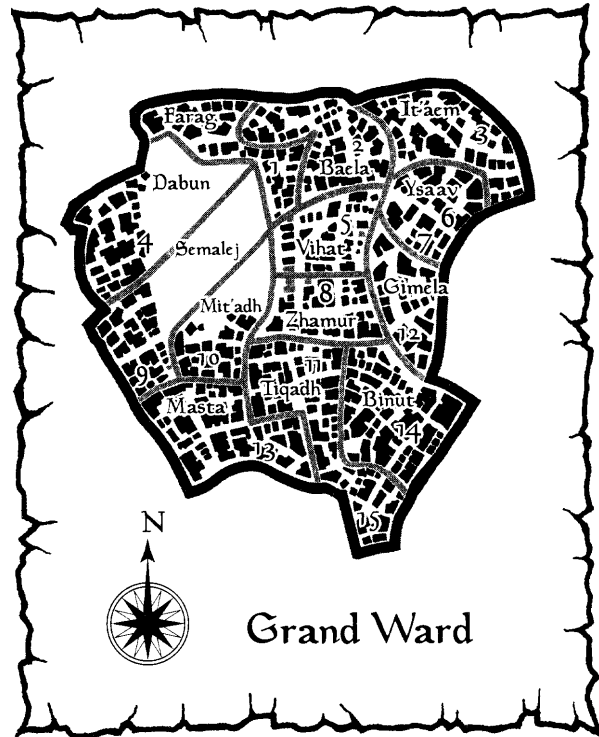
Cajaan Sabban

Other names: Market Sabban.

This sabban fell victim to the Trades Conflagration and less than 20 of its former buildings survived the disaster. Where the Cajaan Bazaar once stood among four gleaming white marble khanduqs from the Third Age, the area is now totally wiped clear. The Cajaan Market now provides a wide-open marketplace for bazaar carts and stands to sell their wares. Among the greatest losses were not the Cajaan Khanduqs but the gold they contained—The Conflagration turned more than 10,000 gold pieces and 2,500 trade bars into molten gold, and it flowed down into the Muzad where it was eagerly claimed by the many shadowy denizens. While pasha Nur yn Kalil el Wariq (NE hm T4) lost an inordinate amount of money in the fires, he has recouped his losses by the fees he charges for day (and night) staging of markets in the market.

Sabban colors: Vibrant green with varying stripes of color at the base of the gutter/street (midnight blue, crimson red, and wheat yellow) for the drudach differentiations.

Sabban mark: The Cajaan's former signet of a fiery sun pierced from behind by three arrows pointing southwest.



Casajr Sabban

Other names: Stars Sabban.

This area is dominated by the entertainment and some scholarly trades. While none of the city's libraries burned in the latest fires, the warehouses here held much of the stock ink, parchment, and vellum used by both the Masterful Order of Clerks, Scribes, and Scriveners and the Dutiful Circle of Binders and Printers. These items helped fuel the fires and saw nearly a third of the sabban aflame.

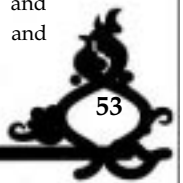
Sabban colors: Slate gray with varying stripes of color at the base of the gutter/street (tan, ivory, and sky blue) for the drudach differentiations.

Sabban mark: A book with a five-pointed star on its outer cover (prominent point up).

Makista Sabban

Other names: Golden Maidens Sabban.

One of two sabbans to escape much of the Trades Conflagration, this sabban seems much like the typical jumble of shops and row houses that one would find in any city of Faerûn. The only differences are that the goods are expensive luxury items, the buildings are glazed mud-brick or carved stone, and the winding jumble of streets have been set in place for longer than dragons measure a long lifetime. The Makista Sabban's bazaars, while temporary tents and carts in most other sabbans, have become permanent additions and sub-streets winding precariously around the khanduqs and





other buildings. While still up on the elevated streets, Makista Sabban has always been a favorite site for thieves and pickpockets, as the jumbled streets deter pursuers, especially now with the ability to duck into the Upper Muzad beneath the street and lose any amlakkar even easier.

Sabban colors: Yellow with varying stripes of color at the base of the gutter/street (black, sea green, and ash gray) for the drudach differentiations.

Sabban mark: The sabban's nickname and mark are derived from a 4-centuries-old festhall in the sabban—the Golden Maidens (see G13). The mark are outlines of four female figures set in a cross-pattern, their feet pointing together and merging.

Vahlen Sabban

Other names: Meal Sabban.

The other sabban that escaped the Trades Conflagration, Vahlen Sabban prides itself on its many inns and restaurants that cater to the rich and powerful. The banquet halls provide an alternate dining experience with a wide variety of foods, cooking styles, and the like. "Dining Vahlen" raises a person's status for as long as the stories of the extravagant and expensive meals continue to interest a person's companions. Like Makista Sabban, these buildings have been in place for quite some time, and the lavish nature of building decorations are the only thing more enticing to social climbers than the aromas of roast cockatrice or leg of basilisk.

Sabban colors: Scarlet red with varying stripes of color at the base of the gutter/street (white, black, and yellow) for the drudach differentiations.

Sabban mark: A small dagger sunk into a wedge of cheese.

G1 House: Pasha Saralon

3-story Class B building

Casajr Sabban; Farag Drudach.

G2 Wizard's Domicile: Minaret of the Sage Khumal

5-story Class B building

Casajr Sabban; Baela Drudach.

G3 Inn: Guidadh's Gold

3-story Class B building

Vahlen Sabban; It'aem Drudach. A Golden Sands affiliated taproom.

G4 Guildhall/Stables: The Violivery

3-story Class C building with 1st floor stables.

Cajaan Sabban; Dabun Drudach. Headquarters of the Quiet Order of Stablemasters, Farriers, and Grooms.

G5 Guildhall: The Bindery

3-story Class B building

Casajr Sabban; Vihat Drudach. Headquarters of the Dutiful Circle of Binders and Printers.

G6 House: The Hufir el Boqariq House

4- and 3-story Class B and C buildings

Vahlen Sabban; Ysaav Drudach.

G7 Inn: Cafe Cormyrean

3-story Class B building with two hidden cellars.

Vahlen Sabban; Ysaav Drudach. Hufir el Boqariq's (NE hm F3) inn and banquet hall draws constant crowds due to its rare foods and drink from the northern country of Cormyr. Trade agreements with the Illance family of Cormyr in exchange for spices rare in Azoun's lands make this place a necessary site to see for any folk homesick for their northern homes or Calimpani looking for a change of pace in dining or drink. The Golden Sands brewery and its guilds object to the very existence of this establishment, but the syl-pasha favors its as an amusement and prevents the guild from moving against Hufir.

G8 City Building/Landmark: The Bakkals' Dial

Casajr Sabban; Zhamur Drudach. This massive brass sundial rests within the pavement of the square here. Though it was moved numerous times after the destruction of the city around it, the Bakkals' Sundial remains a fixture in Calimport as it has for more than 2,500 years. The only damage to the dial is a large crack through the southern third of the face, which doesn't affect its use as a time-measurement device.

G9 House: Pasha Wariq

4-story Class A building

Cajaan Sabban; Semalej Drudach. Sabbalad of Cajaan Sabban, Druzir of Semalej Drudach.

G 10 Villa: Pasha Ozar

3- and 4-story Class A buildings

Cajaan Sabban; Mit'adh Drudach.

G 11 Villa: Pasha Ehmarik

3- and 4-story Class A buildings

Makista Sabban; Tiqadh Drudach.

G 12 Minaret and Wizard's Domicile: The Samehlariq

5-story Class B tower/minaret

Vahlen Sabban; Gimela Drudach.

G13 Inn/Festhall: The Golden Maidens

4-story Class B building

Makista Sabban; Masta Drudach. The 413-year-old festhall became the most famous site (and thus its mark was



adopted for the sabban itself) in Makista Sabban when the avatars of Sharess, Hanali Celanil, Sune, and Lliira all graced the festhall during its Midwinter Revels. Once called the Jacinth Harp, no one remembered that name after the visit by the “golden maidens.” While no one disputes the story, there are no corroborating myths among the four goddesses’ churches to support the tales of the Golden Maidens. Despite this lack of religious support, the sabban and the festhall continue using the reference proudly.

G14 Guildhall: The Desert’s Gifthouse

4-story Class B building with partial minaret

Makista Sabban; Binut Drudach. Headquarters of the Guild of Glassblowers and Bottle-Makers. Near the top of the two-story minaret attached to the two-story building is a 6-foot-high hourglass that magically flips itself within its minaret stand upon filling its bottom level. The sands within are blood red, and the hourglass takes four hours exactly to fill each time. As the top base of the hourglass is of gold and the bottom of silver, folk can roughly gauge time by the Desert’s Gifthouse (an oblique reference to the glass they sell within).

G 15 Guildhall: Shiinalidajh

5-story Class B building

Makista Sabban; Tiqadh Drudach. Headquarters of the Glaziers’ Society. Among the brightest of buildings, Shiinalidajh is covered with cornflower-blue glazing and its roof tiles are a dazzling white.

Quill Ward

[Central Ward] Just north of Wizard Ward is the area where scholars, scribes, and learned sages congregate. Much of the city’s actual administrative work gets done here, and it is also the ward with the largest concentration of libraries (though most are private collections only). As it is also one of the quieter areas of the city, it is the home for many peaceful inns and rooming houses favored by travelers.

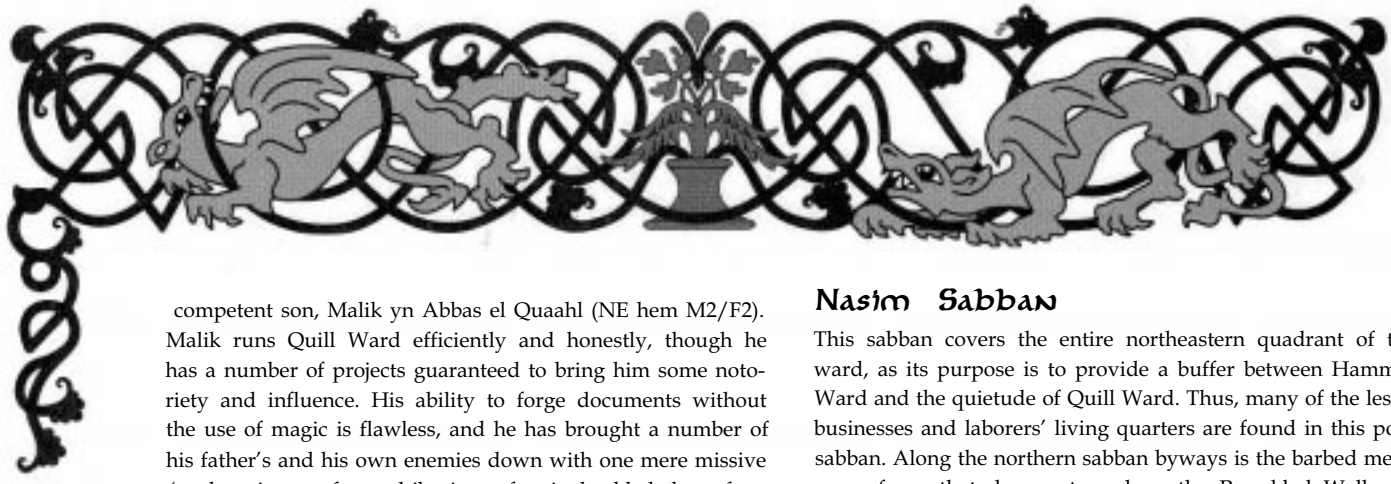
Quill Ward, while not a recent addition to the city, has one special feature shared only by the Pasha’s Sabban and adjoining Wizard Ward: It is surrounded by a *ward*. This field of magic provides a number of effects for the people of Jhaapir, Hapij, and Nasim Sabbans, though they know only of its most basic reward: No fire larger than a hearth fire can sustain itself long under the ward, thus preventing these areas from succumbing to the fires that periodically ravage Calimport. The wizard Nureh yr Catahra el Namor, also known as the Emerald Enchantress, created the ward in the Year of the Enigmatic Smile (693 DR), to better protect her Emerald Archives from destruction. The ward’s other powers remain elusive to all but those who study the first female



mage and temporary matriarch of the still-proud Namor clan. Sages attest that no plagues or diseases take hold of people within the ward (though they continue unabated here if contracted outside of it), paper and parchment does not age and crack (and books of more than 200 years remain as supple and fresh as when they were new), and candle flames emit twice as much light as normal (providing scribes with far better working conditions than elsewhere in the city).

Ward Ruler: Abbas yn Akkabar el Quaahl, Sultan of Quill Ward (LE hem M15) is a long-time vizar and Pesarkhal loyalist from Manshaka. When the syl-pasha was still learning the earliest intrigues in the court of pasha Abon Duum, Abbas el Quaahl served as his scribe. When he claimed power in Manshaka after Duum’s disappearance, Abbas rose to become a vizar. The quiet exterior of this small, gaunt Calishite man with a tightly trimmed beard and moustache hides one of the most utterly ruthless souls ever to walk the Pasha’s lands since the days of the Shoon. Some oath in the past ties the vizar with the syl-pasha, and both are incapable of doing harm or misfortune to the other, but the plots they hatch as one are frightening in their reach and effect. This little man who dresses always in ivory and tan with a scarlet sash and keffiyeh has nearly as many folk living in fear of his displeasure as does the syl-pasha.

The vizar has little to do with the direct operations of Quill Ward, and he leaves it in the hands of his nervous yet



competent son, Malik yn Abbas el Quaahl (NE hem M2/F2). Malik runs Quill Ward efficiently and honestly, though he has a number of projects guaranteed to bring him some notoriety and influence. His ability to forge documents without the use of magic is flawless, and he has brought a number of his father's and his own enemies down with one mere missive (to the wives or favored jhasinas of a rival sabbalad, professing loyalty to the framed foe, etc.).

Jhaapir Sabban

Other names: Arch Sabban.

Tucked in the southeastern third of the ward and abutting both Wizard Ward and Maker's Ward, Jhaapir Sabban is the place for the supplies and raw material traders. Thus, the smell of ink, pressed parchment, and treated vellum wafts through the air here. Many of the inns and lesser wizards' domiciles cluster here, glad for the quiet not found in the rest of the city. One architectural feature in this sabban not shared in many other sectors of the city are the arched bridges and ramps that link the wall byways with many minarets. The minarets, once established amlakkar or sadimmin posts, are now public buildings where lovers stroll up to the open parapets around the domes to gaze out over the peaceful sabban.

Sabban mark: Three vertical stripes linked by two arches near their top ends.

Hapij Sabban

Other names: Scribe Sabban.

This squat sabban is the entire western sector of Quill Ward, and it contains the largest concentration of scriptoria, libraries, and places of learning in the city. Despite the din of the rest of the city, this area tends to be eerily quiet at all times. The street level of most buildings is either personal quarters or storage; all building entrances either have bridges built to the byways or there are stairs to the second floor entrances of nearly all buildings. Most trade buildings herein are row houses with living space above and below the work spaces. Interestingly, the former gateway through the sabban walls from Khanduq Ward has been sealed thoroughly, preventing any access into this sabban save by the byways, from inside the other Quill Ward sabbans, or from Vahlen Sabban in Grand Ward.

The only other claim to fame of this sabban is its illustrious former ruler. In thanks for saving a sultan's life, Ali el Samesaj gained the titles of Sultan's Vizir and Druzir of the Seven Sages Drudach. He would later inherit greater titles and notoriety as the Grand Vizir of Calimport, but his most immediate impression on the sabban's people was the destruction. Nearly half the buildings in the sabban fell under the spells of Ali el Samesaj or his foes as the druzir apprehended the sultan's attempted assassins.

Sabban mark: A quill with a black ink drop at the tip.

Nasim Sabban

This sabban covers the entire northeastern quadrant of the ward, as its purpose is to provide a buffer between Hammer Ward and the quietude of Quill Ward. Thus, many of the lesser businesses and laborers' living quarters are found in this poor sabban. Along the northern sabban byways is the barbed metal spear fence that demarcates where the Pesarkhal Wall will grow in the future.

Sabban mark: A small flame surrounding a trio of stacked coins. The mark has been in use for more than 150 years, and yet no one (not even sages of Calimport) can recall the origin or significance of the mark.

Q1 Business/Row House: The Halruaan Scrivenora

4-story Class B building

Hapij Sabban; Hikaya Drudach. This nonreligious scriptorium and scriveners service provides good work at moderate prices. The top two floors are combined living areas and offices for seven sages who no longer work in the scriptoria downstairs.

Q2 City Building/Library: The Imperium Archives

4-story Class B Building with one cellar level.

Hapij Sabban; Na'adil Drudach.

Q3 Temple: The Spell-Lord's House

6-story Class A building

Hapij Sabban; Fikra Drudach. Temple to Azuth. The greatest feature of this monument to the god of wizardry is its eastern rose window—50 feet across and made not of stained glass but permanent illusory colors constantly aswirl "only by the whims of our great god of wizardry." Originally built during the latter years of the Sixth Age and rebuilt more than four times since then, this cathedral to Azuth is one of the oldest of Azuth's monasteries. The cathedral houses one of the best libraries in Calimport that is not privately owned by a single family.

Q4 Guildhall: The Graven Word

4-story Class B building

Hapij Sabban; Na'adil Drudach. Headquarters of the Masterful Order of Clerks, Scribes, and Scriveners.

Q5 City Building: The Sultan's Library

3-story Class A building.

Nasim Sabban; Eggaeda Drudach.

Q6 Temple: The Gallery Majesta

3-story Class B building

Jhaapir Sabban; Jemil Drudach. Temple to Deneir. The first floor is the actual temple to Deneir and all who





enter are expected to honor his altar by stopping for an informal prayer service or making a donation to the attendant priests. The second floor is the Gallery proper, and it is an artifact museum with many incredible displays; while all artifacts on display are magical, they are all perfect forgeries. The priests keep the true artifacts in a vault deep beneath this building, and the only access is by moving the altar and climbing down long winding stairs into the vault. Any so foolish as to steal from the Gallery find themselves swiftly captured by the amlakkar and beheaded, since the magic on the displays allows for easy tracking. The top floor contains the personal quarters of the priests.

Q7 Guildhall: Home of the Healers

3-story class C building
Nasim Sabban; Nuvis Drudach. Headquarters of the Circle of Physicians and Midwives.

Q8 Villa: Pasha Qoriha

3- and 4-story Class A buildings
Nasim Sabban; Nuvis Drudach.

Q9 Business/Row House: Eli yn Estaar's Inks

2-story Class C building
Jhaapir Sabban; Jhalal Drudach. Eli yn Estar (CE hm T2) is one of many ink-makers and suppliers in Quill Ward, but he is one of the few who makes extra coin by poisoning quills and ink or simply poisoning someone directly.

Q10 Business: The Bards' Wisdom

2-story Class B buildings
Nasim Sabban; Yaraf Drudach. One of many private lending libraries and sages' consortiums in Calimport, this collection of books spans topics such as travel, bards' tales and songs, and legends of other countries beyond the Empires of the Shining Sea. Druzir Kamal el Kitaeb (LN hem M4) owns and operates this business, but his true calling is his secret affiliation with the Harpers, as his father and his father's father before him.

Q11 Guildhall: Memnon's Fingers

4-story Class B building
Jhaapir Sabban; Jhalal Drudach. Headquarters of the Illuminated Guild of Chandlers and Lamplighters. This pentagonal building is unique by its five minaret towers of four stories each at the intersections of the building's walls to each. Magical fires remain everlit atop the minarets, and the off-white glazing and the brick patterns of the minarets top off the image, making all five towers appear as gargantuan candles.

Q 12 Villa: Pasha Khaetim

3- and 4-story Class A buildings
Nasim Sabban; Yaraf Drudach.

Q13 Guildhall: Vimahlydah

4-story Class B building
Jhaapir Sabban; Shuzah Drudach. Headquarters of the Choral Council.

Q 14 Business/Row House: Summar's Scrolls and Maps

3-story Class B building
Jhaapir Sabban; Shuzah Drudach.

Wizard Ward

[Central Ward] Obviously, the bulk of the city's (and the country's) magical might rests herein. There are many strange sights in this ward, from the many wizards' minarets to the permanent illusions and colored wards over many a villa. Like the Pasha's Sabban and Quill Ward, the fields of magic have been in place for some time, though unlike those previous areas, Wizard Ward has no one overarching ward providing benefits for all. The wards about the Etarad, Najja, and Tarshaj Sabbans are all placed by private individuals for their own ends. With more than 1,000 buildings within the ward and more than a third of them the homes of wizards and sages, one can barely presume to guess at the variety of magical effects bound in nearly 400 wards.

Many assume this ward to be among the richest in the city, but to look at it from the byways, it seems half-deserted and less extravagant and magical than expected. In truth, while there are many unique and amazing sights to see here due to the extroverted nature of illusionists and enchanters, most wizards keep to themselves, remain indoors in study and seclusion, and do not seek to impress their neighbors any more than is necessary to ensure their own privacy. The sultan of this ward, however, does exact vows from every wizard living in his sabbans—Guild Arcane membership is mandatory for all who emigrate here, and guild rules are as strictly enforced by the guards on the streets as they are in the guildhall.

The only other distinction about Wizard Ward, which comes as no surprise to most, is the presence of wizards among the amlakkar. Often among the officers, there are at least two wizards to every 10 amlakkar warriors here, and they are armed with rods of absorption and other defensive measures to effectively neutralize rogue wizards swiftly. Given the amount of magic loosed in the city streets each day, this ward is strangely safe from much of the chaos, as magical problems are expected and ended more quickly here.

Ward Ruler: Eli yn Adnan el Beza, as Sultan of Wizard Ward (N hm M19) and Caleph Arcane of Calimport, controls the most powerful guild and the most powerful real estate





in all of Calimport (and perhaps all of Calimshan). Long bald by choice, the sultan is tattooed heavily with magical sigils (from trips to Thay) and other tattoos; he has a rather striking red wyvem arcing from above his left brow around his left ear and its tail running down his neck. The tattoos unnerve some, but the affable sultan makes others comfortable easily—unless you've proven yourself an enemy. His easy smiles becomes brittle and sharp, the light in his eyes dulls to an icy glare, and folk learn both how he came to power in Calimport's Guild Arcane and how he gained the old sobriquet of "Spidermaw." He has a unique spell that turns a silver piece into a massive spider egg, and they either choke to death on hundreds of spiders or die of virulent poison from their bites.

Etarad Sabban

Other names: Novice Sabban.

An unspoken distinction among the sabbans is their classification by rank of wizards and their experience. Etarad Sabban is the lowest of the Wizard Ward sabbans, as the Novice Sabban or Apprentice's Sabban. This is the most tame of the sabbans in this ward, as most of the mundane activity and business settled here long ago (after learning that the prestige of living among fabulous wizards did not help repair one's home after wizards duel atop one's roof). Still, much of the business herein provides services supported by many a wizard, from the procurement of animals and supplies to the preparation of gem dust, location

of specific items, or even basic services such as cooking and cleaning (which all wizards are "too busy" to actually tend to themselves).

Sabban mark: One wand or slash, its tip surrounded by a seven-pointed star.

Najja Sabban

Other names: The Auret Sabban.

Named for one of its greatest practitioners of magic and colloquially acknowledging its greatest landmark, Najja Sabban is the "upper caste" neighborhood within Wizard Ward. Herein are the homes of the archwizards of Calimport, the Headquarters of the Guild Arcane, and buildings of such shapes and sizes and construction that all should be marked as Class A landmarks were they not the norm here. Accurate details on Najja Sabban do not do it justice, for while buildings generally remain in the same places (though not necessarily true in all cases), their external facades and shapes might change with a whim of their magical owners.

Sabban mark: Three wands, their tips surrounded by seven-pointed stars.

Tarzshaj Sabban

Other names: Magi Sabban.

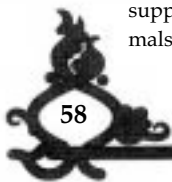
Like Etarad Sabban above, Tarshaj Sabban seems relatively normal, even dull at points. While seemingly normal and quite similar to areas of Maker's and Hammer Ward, Tarshaj Sabban is the place where items and artifacts lurk in every shadowed alley. This is also the unofficial Sages' Sabban, as those who cannot afford the slightly more upscale living in western Quill Ward congregate here. Besides, with so many lost items wandering into the city with heroes and caravans alike, a sage who studies such things needs to remain on hand or else pass from life with never having glimpsed the Lamented Glove of St. *Pymandyn* or the *Winged Sandals of Grear the Swift* when they changed hands. This is where items are created, enchanted, identified, or even destroyed, and the volatile nature of all those trades explains why there are twice as many amlakkar as normal.

Sabban mark: Two wands, their tips surrounded by seven-pointed stars.

W1 Wizard's Domicile: Pasha Daud el Vehmet

3-story Class B building

Etarad Sabban; Mindemni Drudach. Pasha Daud el Vehmet (LE hem En10) owns and controls much of the spice trade in this ward, and his lavish lifestyle bleeds away much of his fortunes (though socially, he wields as much power as the sultan of the ward). Still, what many do not realize is the pasha's involvement with the black market trade in magical components and potions in the Muzad.





W2 Guildhall: The Loom Halls

4-story Class B building

Etarad Sabban; Tamuh Drudach. Headquarters of the Vibrant Order of Dyers and Weavers.

W3 Business/Minaret: Aquas and Azures

7-story Class B building

Najja Sabban; Mayya Drudach. This jewelry and gem-cutter's shop caters to an exclusive clientele of its choosing, as it is set high up in a minaret with no direct street or wall access to it. Should anyone prove to be of the appropriate social rank and have any interest in the wares of Melroat and his sapphires and other blue gems, servants deliver an invitation to them, from which they make an appointment. When customers are expected, a blue flying carpet floats down to the waiting client to bring him up to the shop. Flight is the only in or out of the shop, and while one cannot enter the open balcony that is the shop's entrance unless he is on the carpet (walls of force, etc.), one can easily leave by his own means of flight.

W4 Wizard's Domicile: The Sphere of Kaatos

3-story Class B building

Etarad Sabban; Esaaf Drudach. This is one of the most significant sights in Etarad Sabban—the wizard's home is a massive silver sphere floating about 18 feet above the courtyard beneath it. It has no apparent doors, windows, or defenses, and it continuously spins rapidly, preventing anyone from jumping or landing on it and holding on. Inside, Kaatos' lair is much larger than it seems, and the entire interior surface of the sphere is his workshop, library, and living space (all held to the outer surface of the sphere by the spinning forces). Guests learn to enter by becoming insubstantial and passing through the wall, but uninvited guests trying the same passage become stretched across the surface of the sphere and are slain for trying to steal from the paranoid but more often kindly collector of Imaskari relics and artifacts (N hem M14).

W5 Guildhall: Eyesafar Hall

4-story Class B building

Tarshaj Sabban; Odan Drudach. Headquarters of the Fellowship of Surveyors, Mappers, and Chart-Makers.

W6 Guildhall: The Auret

7-story Class A building/minaret.

Najja Sabban; Ziana Drudach. Headquarters of the Guild Arcane. Seven stories tall and more than 75 feet wide at its base, this seemingly solid gold minaret is among the most impressive sights in Calimport, as magical sigils scrawl themselves in the apparently liquid

gold skin of the doorless minaret. Guild members who approach the tower have openings appear before them, whether they approach from ground or the air (as a virtue of their magical guild membership rings). This tower holds the High One's Library, the sole library exclusively stocked with books of and about magic, restricted to only senior guild members.

W7 Wizard's Domicile/Villa: Suryvlashadah

Three 5-story Class A buildings with a 5-story minaret

Najja Sabban; Ziana Drudach. The home of the Caleph Arcane of Calimport, like the guildmaster himself, is far more than it seems. A trio of reddish granite buildings and a white marble minaret cluster behind an open, unguarded high villa wall; those fools who enter without announcing themselves to the lion's head that is the keystone in the gate arch find stone arms wrapping around them from the walls and flagstones of the courtyard within. The bald and tattooed Pasha Eli yn Adnan el Beza (N hm W19) wonders at all things Thayvian (thus, his facial and scalp tattoos), and the courtyard and villa are filled with many sculptures, some of which people suspect are petrified enemies of the pasha.

W8 Wizard's Domicile/Minarets: Caaledar

Six 5-story Class B minarets.

Tarshaj Sabban; Fer'a Drudach. Home of the married wizards Oma the Fireveil (N hf Inv11) and Nur "Jambiyarcane" (NE hm Con10), whose offensive spells and specialists' magics make them well-paid vizars to the Qysaghanni on an annual basis. The minarets that make up this villa/wizard's house are six perfectly round, slim white-glazed brick towers capped by gold-plated domes. The balconies at the second and third levels of the minarets are all connected by invisible arches between adjacent minarets.

W9 Wizard's Domicile: The Coiled Quelzarn Tower

4-story Class A minaret.

Najja Sabban; Salleb Drudach.

W10 Wizard's Domicile: Tuuramil House

3-story Class B building

Tarshaj Sabban; Sha'ati Drudach. This dark brooding row house is a school specifically for the training of necromancers.

Maker's Ward

[Central Ward] Maker's Ward contains many of the skilled trade guilds and some of the newest khanduqs in the city. While not a socially prestigious address, Maker's Ward is





home to many tradesmen on the rise, and their close proximity to Caravans Ward aids them in their businesses. Unlike Hammer Ward, though, the variable businesses do not work together to improve their community; rather, they work against each other in near-constant vendettas and street brawls (if not full guild wars) in order for one guild or family to dominate particular trades, costers, or business deals. The other distinguishing factor of Maker's Ward is its surprising lack of slaves. Nearly all inhabitants are free people (at least in the strictist sense, if not in the eyes of their guilds), and slaves, while a social necessity, are still a luxury for more than half of those found here.

Ward Ruler: Zelmazzar el Fiqra (NG hm dual M3/F7), Sultan of Maker's Ward, is among the oldest of any government official across all of Calimshan, as he remains loyal not to any one person but to the Caleph's Throne. His many sons work in Maker's Ward or Hammer Ward, though one son—the youngest, Kholof yn Zelmazzar el Fiqra—went north looking for adventure more than 10 years ago. (Waterdeep has been his home for nearly all that time, where he goes by the name Olophin and is an officer of the watch.) Sultan Zelmazzar has stayed alive and influential simply by knowing his acquaintances' motivations and desires and catering to them. While many rivals still wish him removed, they recognize that the syl-pasha has respect for the old man and they do not dare act against that for fear of retaliation.

Golnar Sabban

Other names: The Builder's Sabban.

In short, this southeastern sabban encompasses much of the dirty, noisy, and thoroughly necessary builder's trades of carpentry, masonry, and the like. Tucked away against the walls of Caravans Ward, the shipyards of Hook Ward, and Crypt Ward, the Builder's Sabban always seems full of work and activity, providing fresh building materials for the city that never seems to run out of demand for them.

Sabban mark: A crossed hammer and chisel.

Jaleh Sabban

Other names: Saamark Sabban.

This trade sabban adopted both the first and surname of an incredibly indulgent and lazy pasha as its namesake, as Saamark II of the House Jaleh spent lavishly with no sense of the use of an item purchased or any care as to the effects of his lifestyle. (Saamark was slain by his own guards, whose pay had been cut to cover debts owed the Rundeen.) The bulk of the businesses trade in luxuries, amenities to soften life, and rare items to indulge anything from a taste for sweets to a passion for antiquities. Not all trades or goods here are trinkets, as many of the softer items that need creators are created here—rugs, clothing, tapestries, etc.

Sabban mark: A lion's head.

Sojrab Sabban

Other names: Heart's Joy Sabban.

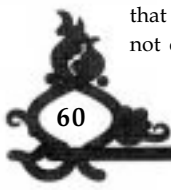
This sabban carries the name of a dynasty of pashas remembered fondly for their support of art and culture (though they are hardly remembered for much else among the general populace). With many artists operating and competing within this sabban, courtyards become impromptu sculpting competitions, walls become inadvertent canvasses of the latest masterpiece (designed only to outdo a rival, less so for art's sake), and around it all wander the romantics, the poets, and the lovers of Calimport. In the northeastern corner of the ward, Sojrab Sabban benefits from the quiet of Crypt and Quill Wards, and many temperamental artists, creators, and bards flock to this neighborhood looking for and often finding kindred souls and old friends.

Sabban mark: A harp against a triangular field, both tapering to points on the bottom of the mark.

M1 Business/Row House: The Brothers Humuz

4-story Class B building

Sojrab Sabban; Tar'ea Drudach. The two brothers—Nur and Harun el Humuz—carve delicate interior murals into stone and mud brick walls, enhancing a home's social status. Of course, the brothers work well together until the home owner wishes to paint the mural once carved. The temperamental Nur quits rather than sully his work, while





the business-minded Harun finishes the job. Spending much time in others' homes allows the brothers to eavesdrop on their clients for their true masters in the Runden, to whom they report once every six months.

M2 Business/Row House: Salehlon's Carpets

5-story Class B buildings

Sojrab Sabban; Qanôn Drudach. This rug-makers shop handles standard orders on the first two floors and custom-made carpets on the third. The special orders for magical carpets can be made on the fourth floor, while the owners live in the top floor.

M3 Guildhall: Casters' Claim

3-story Class C building

Sojrab Sabban; Dowr Drudach. Headquarters of Pewterers' and Casters' Guild.

M4 Guildhall: Twelve Reeds House

2-story Class C building

Jaleh Sabban; Lanish Drudach. Headquarters of the Basketmakers' Guild.

M5 Guildhall: Bahil-Bakadah

3-story Class C building

Golnar Sabban; Gatab Drudach. Headquarters of the Order of Skilled Coopers and Barrel-Makers.

M6 Amlakkhan: Amlakkhan Jaleh

2-story Class C building

Golnar Sabban; Rakhin Drudach. This amlakkhan is directly run by extortionists and thugs who also happen to wear the amlakkar uniforms in this sabban. Their commanding officers control the protection rackets in this sabban and provide a healthy cut for the sabbalad. Any amlakkar that do not cooperate with this corrupt system of protection meet with "lethal tavern brawls" and "accidents" that either teach them to play along or end their lives.

M7 Business/Row House: Taerako Statuary and Stonework

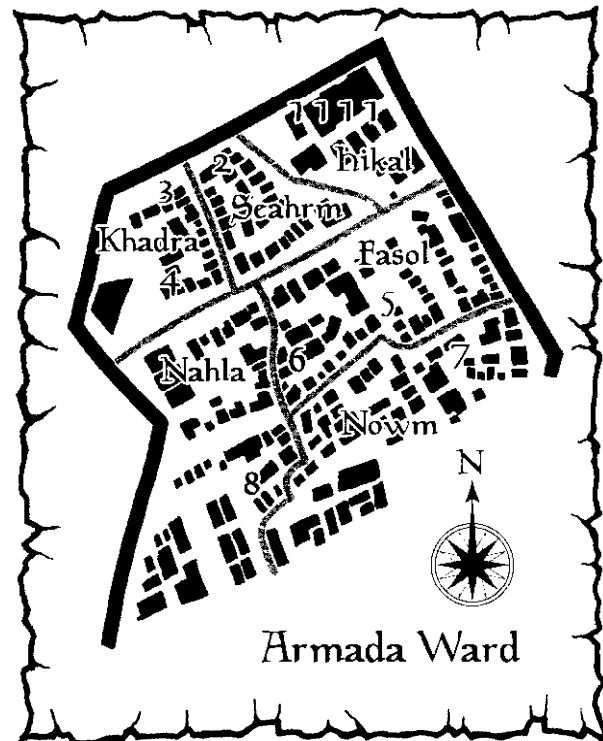
3-story Class B building

Jaleh Sabban; Bakkrad Drudach.

M8 Guildhall: Sadidahjalan

5-story Class B wooden building

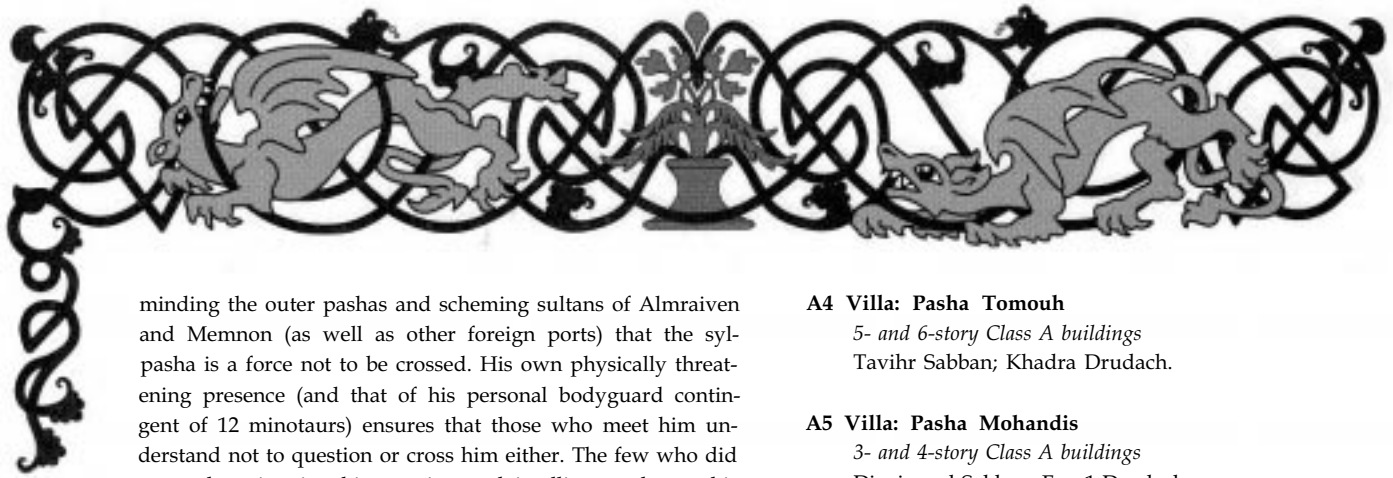
Golnar Sabban; Dohar Drudach. Headquarters of the Guild of Stonecutters and Masons.



Armada Ward

[Port Ward] This ward encompasses solely the enclosed docks for the Nallojal's ships and the garrisons and armories of the same. In the past 20 years, the Djenispool and Pesarkhal pashas have expanded the docks of Armada Ward such that it now is capable of docking two-thirds of the entire Nallojal fleet. Tavibr Sabban contains 90% of the buildings and businesses of the ward, even though it only comprises 35% of the area, since the Djenispool Sabban dominates the rest of the ward. Of those buildings, more than half of them are official city buildings for the management and coordination of el Nallojal. Civilians can enter Armada Ward, but unless they voluntarily sign up for the Nallojal or have some connections with the upper echelons of power (pasha or above title), wanderers looking for trouble in Armada Ward will find themselves press-ganged into service on one of the Nallojal's ships for a three-month-tour of duty.

Ward Ruler: Fahd yn Ralan el Pesarkhal, Sultan of Armada Ward and Sabbalad of Makista Sabban (NE hm F11), is the eldest son of Syl-Pasha Pesarkhal at 39 years old. Many of his 12 surviving brothers would covet his sultan's crown, but Fahd's ambitions drove him to take control of all the armed forces save the Qysaghanni (who answer only to his father). As the Syl-Sultan of the Nallojal (navy), the Sadimmin (army), and Farisan (elite forces), Syl-Sultan Fahd el Pesarkhal spends much of his time touring Calimshan and re-



minding the outer pashas and scheming sultans of Almraiven and Memnon (as well as other foreign ports) that the syl-pasha is a force not to be crossed. His own physically threatening presence (and that of his personal bodyguard contingent of 12 minotaurs) ensures that those who meet him understand not to question or cross him either. The few who did so, underestimating his cunning and intelligence due to his hulking stature and gruff manner, died swiftly in manners too distasteful for Calishites to speak of. Few doubt, and many fear, that he is truly his father's son.

Tavhir Sabban

Other names: Hammock Sabban.

This sabban, named after one of the more militaristic of the bakkal dynasties of Old Calimshan, is the barracks and armory for the syl-pasha's naval armada. The garrisons for the Nallojal are far more unique than most military barracks—the bunks are all hammocks strung up two stories high among ceiling beams and pillars, and climbing ropes and rigging replace floors and stairs. Within this sector, one finds nearly any type of maritime support trade or service, and many of them belong to retired Nallojall seamen.

Sabban mark: A black anchor.

Djenispool Sabban

Other names: Wharf Sabban, The Wharf.

The only remnant of the previous dynasty's rule, the Djenispool Sabban retains its name in official documents only since Syl-Pasha Rashid Djenispool commissioned much of the work on expanding the docks of Armada Ward. As most sailors and officers understand the political winds of Calimport, they all take great care to refer to this only as Wharf Sabban, or the Wharf. While there are a few buildings for the collection of dock fees and minor businesses or equipment warehouses for the League of Harbormasters, there is really little more to this entire sabban than the docks and the ships lashed to them.

Sabban mark: The Djenispool seal of a genie's lamp pouring water out of its spout, a black six-pointed star prominent on the lamp.

A1 Garrison: The Nallojal Billets

3- and 4-story Class C buildings

Tavibr Sabban; Hikal Drudach.

A2 Villa: The Sabbalad Bartoq

2- and 3-story Class A buildings

Tavibr Sabban; Seahrm Drudach.

A3 House: Druzir and Rysal Aban el Sirsi

3-story Class B buildings

Tavibr Sabban; Khadra Drudach.

A4 Villa: Pasha Tomouh

5- and 6-story Class A buildings

Tavibr Sabban; Khadra Drudach.

A5 Villa: Pasha Mohandis

3- and 4-story Class A buildings

Djenispool Sabban; Faso1 Drudach.

A6 Amlakkhan: The Wharf Amlakkhan

3- and 4-story Class C buildings

Djenispool Sabban; Faso1 Drudach.

A7 Villa: Pasha Rabta

3-, 4-, and 6-story Class A buildings

Djenispool Sabban; Nowm Drudach.

A8 Minaret/Guildhall: The Harpoon Minaret

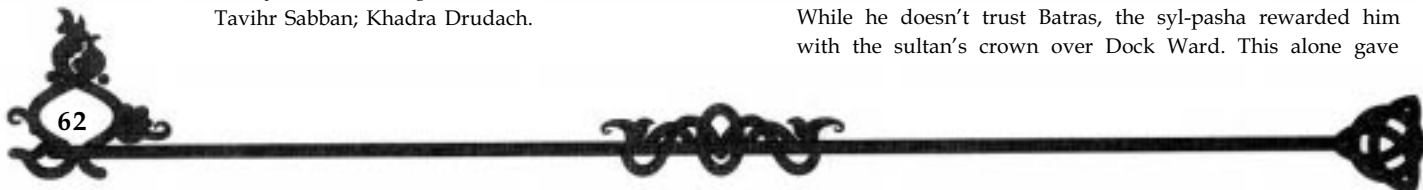
4-story Class B minaret.

Djenispool Sabban; Nahla Drudach. Headquarters of the Guild of Fishermen, Whalers, and Undersea Hunters.

Dock Ward

[Port Ward] "Just ask anybody—they'll tell ya Dock Ward 'as the most o'everything!" Such testimonials are common among the seamen of this ward, as this ward contains many "mosts" for Calimport. As the western half of the central trading and public docks, it does have the most berths for ships, including Armada Ward. It contains the most warehouses for many trade guilds shipping their products by sea, though it does not contain many guildhalls (most preferring to be stationed farther in the city). It also has the notoriety of having the highest concentration of festhalls and taverns for any ward in Calimport. If folk are looking for trouble or just a rowdy time, Dock Ward is their destination. And while all hold numerous taverns, inns, and festhalls, the three sabbans are nicknamed according to which place is most numerous within their walls.

Ward Ruler: Batras yn Faruk el Tuladim, Sultan of Dock Ward (CN hm T5; Str 17, Dex 16) began his rise a dozen years ago as the young 19-year-old druzir of Gamil Drudach. Learning never to draw attention to himself, he played the sniveling sycophant to his sabbalad until he could kill him and divert suspicions elsewhere. While word of enough murders fell onto his shoulders, the vizar and sabbalad Tuladim used his influence with the Harbormasters' guild and the shipwrights' guilds to financially ruin those who plotted his downfall. Batras, seeing the political winds shift, aided the upstart Ralan el Pesarkhal by secretly slaying a number of the Djenispool pashas and sultans during the Darkstalker Wars. While he doesn't trust Batras, the syl-pasha rewarded him with the sultan's crown over Dock Ward. This alone gave





Batras far more influence within the maritime guilds that operate in his ward, though he seems content to leave the actual business of the guilds to their present pashas. Batras still goes down to Dock Ward's taverns and initiates bar brawls that threaten to destroy whole taprooms, and the syl-pasha and many of Batras' enemies merely wait for this liability of sorts to meet a well-deserved end that they can all then manipulate to frame other enemies. Of all the sultans, Batras has no designated heirs or family, and many line up to be his "friend and vizar" until they can kill him for his crown.

Aktorral Sabban

Other names: Tavern Sabban.

Sabban mark: A tavern mug with a curling wave of ale atop the open mug.

Jarúz Sabban

Other names: Feshall Sabban.

Sabban mark: A pair of dice (or simply cubes, where the dice are worn smooth by people touching them for luck).

Ylar Sabban

Other names: Inn Sabban.

Sabban mark: A trio of small fish.

Since all the sabbans offer relatively the same services and ranges of danger, one description can suffice for Dock Ward's sabbans. As their aliases above note, this port ward sells itself on its notoriety and high percentage of entertainment businesses. Warehouses are the fourth most common buildings in these sabbans, followed by cheap row houses above the street taverns and rope sellers and sail makers. Rarer but still present are some houses and sites of grandeur and obvious wealth, and these are the villas of the pashas among the maritime guilds.

D1 Tavern: The Ninth Bell

2-story Class C building

Aktorral Sabban; Qademit Drudach.

D2 Temple: Palace of the Cresting Wave

7-story Class A building

Aktorral Sabban; Markhib Drudach. Temple to Ishtishia.

D3 Guildhall: Shipmates' Hall

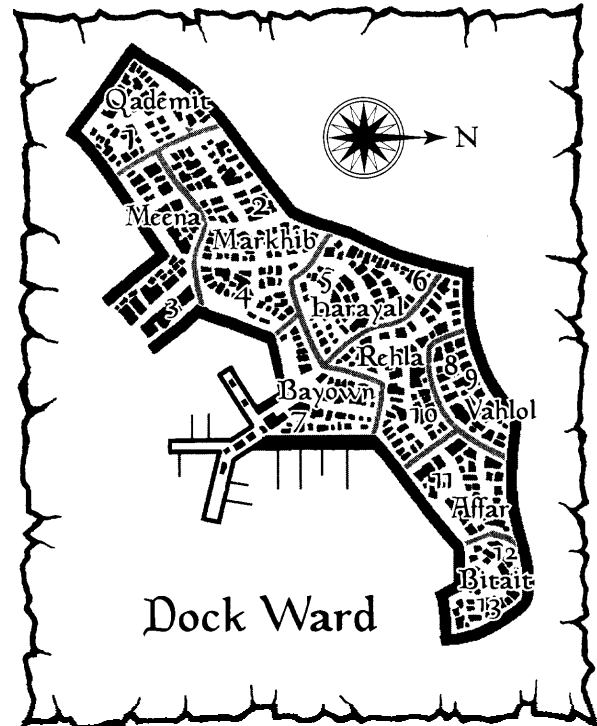
5-story Class B building

Aktorral Sabban; Meena Drudach. Headquarters of the Master Mariners' Guild.

D4 Tavern: The Black Dolphin's Wake

2-story Class C building

Aktorral Sabban; Markhib Drudach.



D5 Feshall: The Ocean's Heart

1- and 2-story Class C buildings

Jarúz Sabban; Harayal Drudach.

D6 Villa: Pasha Izaez

6- and 7-story Class A buildings

Jarúz Sabban; Harayal Drudach.

D7 Guildhall: Maridah

4-story Class C building

Jarúz Sabban; Bayown Drudach. Headquarters of the League of Harbormasters, Dock-Workers, and Ferryman.

D8 Feshall: Munaa's Smiles

4-story Class C building

Ylar Sabban; Vahlol Drudach.

D9 Villa: Pasha Rasûl

3- and 4-story Class A buildings

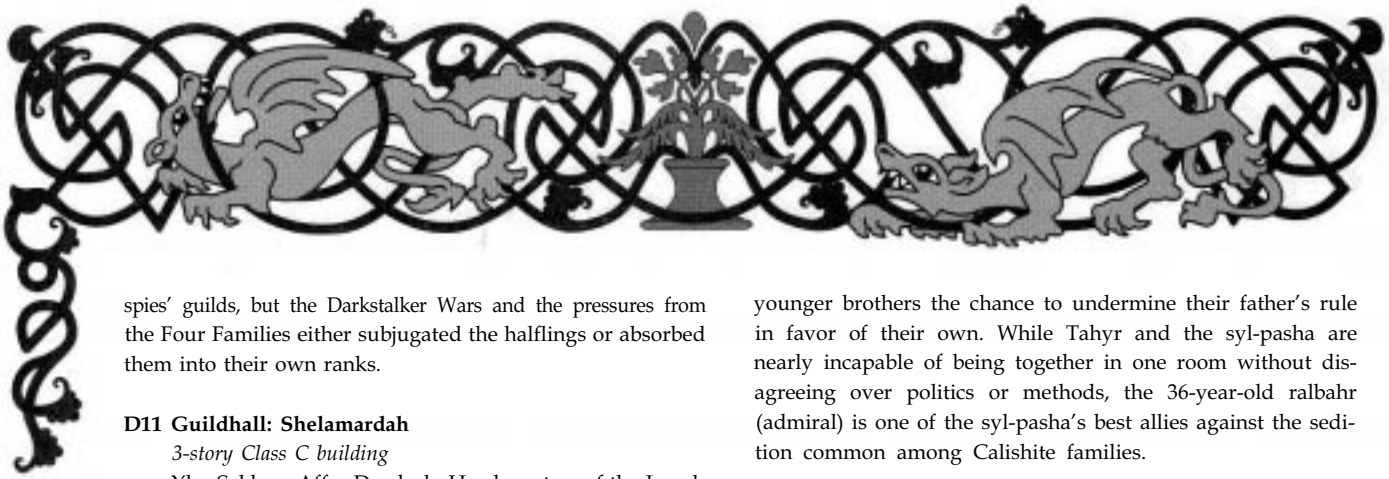
Ylar Sabban; Vahlol Drudach.

D10 Feshall: The Copper Ante

2-story Class D building with one cellar level

Jarúz Sabban; Rehla Drudach. This tavern, gaming, and feshall is owned and frequented primarily by halflings. It was twice a front for short-lived halfling thieves' and





spies' guilds, but the Darkstalker Wars and the pressures from the Four Families either subjugated the halflings or absorbed them into their own ranks.

D11 Guildhall: Shelamardah

3-story Class C building

Ylar Sabban; Affar Drudach. Headquarters of the Loyal Order of Fishmongers.

D12 Villa: Pasha Badayin

5-story Class A buildings

Ylar Sabban; Bitait Drudach.

D13 Villa: Pasha Ydarit

5-story Class A buildings with minarets

Ylar Sabban; Bitait Drudach.

Hook Ward

[Port Ward] This ward takes in the remainder of the public docks (the eastern third) and actually contains the shipyards that service the port. Many of the seafarers' guilds place their guildhalls within its borders. While many of the monied classes make little distinction among the Port Wards, Hook Ward stands out as an area equally balanced between commercial and military influences. It has a far more subdued military presence than Armada Ward, and it is far cleaner and more organized than the rowdy Dock Ward.

One of the factors that also separates this ward from its adjoining Port Wards is the predominance of maritime temples. All of the major and minor gods of the seas have temples or shrines within this ward, though very few stand out as sites of excess as the temples of the upper city can be. With these temples close by, many of the other temples sent proselytes and new acolytes down to the markets and dock areas to drum up attention both for their god and their temples. Hook Ward often becomes a flare point between the faithful of opposing churches as their streetside sermons attempt to draw new arrivals in the city to their houses of worship and more often lead to proselytes tussling in the streets and leading to the maxim often heard that "Hook Ward has a holy war at least twice a day!"

Ward Ruler: Tahyr yn Ralan el Pesarkhal, Sultan of Hook Ward (CC hm F8) also answers to the title of Ralbahar of the Nallojal, the commander of the navy with only his elder brother and father to answer above him. A decent, hard-working seaman and officer, Ralbahar Tahyr controls both his navy and the docks of Hook Ward for three reasons: loyalty to his father; an consuming hatred of Rundeen pirates (ever since the death of two beloved brothers and his young wife at their hands); and despite a distaste for politics and intrigues, Tahyr as the second son did not wish to hand some of his

younger brothers the chance to undermine their father's rule in favor of their own. While Tahyr and the syl-pasha are nearly incapable of being together in one room without disagreeing over politics or methods, the 36-year-old ralbahar (admiral) is one of the syl-pasha's best allies against the sedition common among Calishite families.

Ajvent Sabban

Other names: Shipwrights' Sabban, Sails Sabban.

This sabban exists only as a marked division from the other sabbans of the ward. In truth, it is the entire shipyards of Calimport under the shared control of the sultan and ralbahar Tahyr el Pesarkhal, the sabbalad Saibh el Daafib, and the pasha of shipwrights. Of course, the sultan has the ultimate authority, but he allows his underlings to manage the day-to-day operations with the understanding that his ships and their maintenance or repairs take precedence over all other customers, including visiting allies' ships.

Sabban mark: A leaping dolphin atop a curling wave.

Eraré Sabban

This sabban is discussed fully in Chapter 4: The Eraré Campaign.

Osiir Sabban

Other names: Harbor Sabban.

As this is the sabban wherein the captains of all incoming ships must register their ships and pay docking fees to the city, Osiir Sabban has become Harbor Sabban for many. Even those who docked elsewhere along the port consider this sabban the entrance to the city, as no more than five people can exit any ship until docking fees are cleared with the harbor-masters, and thus this sabban controls entry into the city in its own way.

Sabban mark: The silhouette of a single-masted ship with full sails seen from the side.

Hk1 House: Druzir Kimmel

4-story Class A building

Osiir Sabban; Biguh Drudach.

Hk2 Guildhall: Kealza's Home

3-story Class C building

Osiir Sabban; Biguh Drudach. Headquarters of the Sail-and Rope-Makers' League.

Hk3 Temple: Lighthouse of the Moon

5-story Class B building with 6-story minaret

Osiir Sabban; Piqaz Drudach. Temple to Selûne. The unofficial lighthouse inside of the harbor walls, the Lighthouse's mirror atop its central minaret coalesces moonlight on all nights (except the one night of the





new moon) to send a bluish-white beacon of light out over the harbor at all times. The Lighthouse has done this without any direct physical effort on the part of her priests for more than 800 years now, and past attempts to mute the light have proven futile (though its aid in attracting nighttime attention during the last Rage of Dragons was regretful for all).

Hk4 Shrine/Temple: Temple of Old Night

1 -story Class D building

Osiir Sabban; Enqir Drudach. "Temple to Shar." This site is one of five nondescript buildings across the city that provide guarded access to Calimport Muzad and the true Temple of Old Night. The other sites are in Caravans Ward (Pahlemm Sabban), Crypt Ward (Kirruk Sabban), Quill Ward (Jhaapir Sabban), and Khan-duq Ward (Sholeh Sabban). While truly little more than accessways into the Temple, they are seen as shrines. For more on the temple of Shar, see the Calimport Muzad section.

Hk5 Row House/Shrine: The Shrine of St. Asref

5-story Class B building

Osiir Sabban; Piqaz Drudach. Shrine of Ilmater. The zealous Tethynan priest Brother Dolmas (LG hm P3 of Ilmater) has left his order in Saradush and moved here to a small cellar apartment in a row house beneath a rope maker's shop. His personal shrine and mission are for the newly hailed (but not officially sanctioned) St. Asref, the patron saint of the Nadhari free slaves movement here in Calimshan. Brother Dolmus spends his days walking the docks, seeking to aid those in pain and secretly looking for ways to help slaves escape to freedom. He has purchased more than eight slaves in his first six months here, but he is fast running out of available funds, having spent his savings sending the slaves along to freedom on ships bound for Waterdeep.

Hk6 Warehouse: Selamek's Scarlet Cross Trading Coster Warehouse

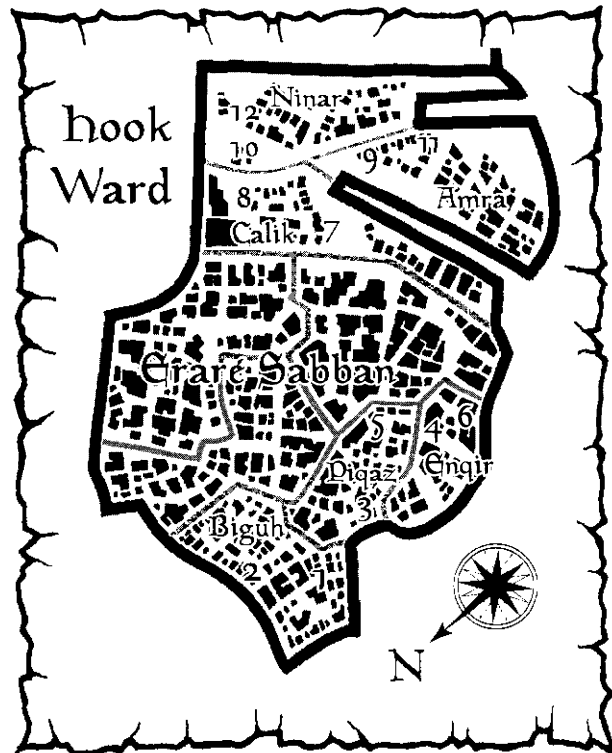
4-story Class C building

Osiir Sabban; Enqir Drudach. This warehouse stores the foods, spices, silks, and some fineries purchased in Calimshan to be transported up to Baldur's Gate, where northern goods are traded for the return trip to here and other ports on the Arnadar (Lake of Steam) and Shining Sea (The Tashalar).

Hk7 House: Nichtwahradh

3-story Class B building

Ajvent Sabban; Calik Drudach. This three-winged and gold-domed house (behind a spear-fenced courtyard) is one of many homes owned by Sultan Tahyr el Pesarkhal



within his ward, which he rents or loans out to special friends, trade allies, and others when they visit Calimport. Secretly through a number of channels, the sultan owns no less than 16 buildings within Hook Ward for purposes like these.

Hk8 House: Druzir Walaf

4- and 3-story Class B and C buildings

Ajvent Sabban; Calik Drudach.

Hk9 City Building: Hook Sadidah

3-story Class A building:

Ajvent Sabban; Amra Drudach.

Hk10 Villa: Pasha Semasim

3- and 4-story Class A buildings

Ajvent Sabban; Ninar Drudach.

Hk 11 Guildhall: Algharabadah

3-story Class C building

Ajvent Sabban; Amra Drudach. Headquarters of the Packers Guild.

Hk12 Villa: Pasha Ghaebir

3- and 4-story Class A buildings

Ajvent Sabban; Ninar Drudach.





Caravans Ward

(Port/Outer) This ward is technically considered both a Port Ward and Outer Ward due to its abutting the shore east of Hook Ward and its location on the eastern outskirts of the city. It contains the majority of the carters, drovers, stables, and caravan services of Calimport. While many arriving by the trade roads grumble about the roundabout trails leading around the city to their staging areas in Caravans Ward, it shows that the bulk of the trade for Calimport arrives and leaves by ship, though this ward easily collects shipped cargo and takes it inland to the northern towns, estates, and other settlements such as slave plantations and mining towns.

Pashas and social climbers that do not work here or have business rarely enter Caravans Ward for two reasons: The entire ward is dusty, dirty, and filled with beasts of burden with little sense of the person's true station (and might accidentally cause embarrassment). And aside from the sabban walls which are not so maintained to be proper byways, there are no upper walkways for the cultured to be above the unwashed slaves, cattle, and other loathsome creatures. As a result, this is one area of Calimport with wide avenues and large courtyards for gathering caravans and such.

Ward Ruler: Pasha Kemar yn Kadadf el Dasanm, Sultan of Caravans Ward (CE hm F9). This burly bear of a man worked his way through the Mighty Guild of Bouncers, Laborers, and Sellswords and he still sits among them as a senior member and officer. He also rules as the pasha of the Guild of Excellent Drovers, Shepherds, and Animal Handlers, having worked his way through their ranks as well by being the best oxen driver and caravan guard both guilds had ever seen. While still a bit short tempered (and restoring infrequent use of his nickname as "the Bull"), Pasha Kemar proved himself and always pushes those he deals with in order to have them justify their own status to him. He only respects strength, force, and volume, as that is how he tends to bluster his way through any resistance. Hardly the smartest of sultans, he knows to leave some of his negotiations and most of his business affairs to his youngest nephew, the vizar Conol yn Agar el Dasanm (LE hm T5; Int 16). The wiry young man of 17 busily works away for his uncle, simultaneously storing away vast sums of money and politically volatile information to later either enhance the pasha's power base over his enemies or assume the role himself. For now, Vizar Conol's busiest role is to oversee the pasha's controlling interests in four trading costers operating as far afield as Maztica, Cormyr, and Tantras.

Drakhon Sabban

Other names: Stallions Sabban.

By its alias, this sabban is easily identified as the stables area, the markets for the buying and selling of horses (and

other more exotic mounts such as the rare displacer beast or Pegasus), and the area where attendant equipment like saddles, bridles, and the like are made and sold. Despite the strong smells from the stables and the tanneries, Drakhon Sabban is the temporary stop of choice for many poorer caravan attendants and guards. Everything they need of Calimport is here—inns, new supplies, and customers to buy the last caravan's goods and sell you a full wagonload to take back. Tucked against the walls of Hook Ward's shipyards, Drakhon Sabban provides a great view of the ocean from many tavern courtyards.

Aside from a night or two in Drakhon Sabban, there are hundreds of caravan drovers who have been to Calimport more than 1,000 times yet never set foot on the docks or see the sights of Nadana Sabban or the Pasha's Palace. While even the most jaded of caravan drovers can be impressed by some of Calimport's beauty, too many of them cherish their freedom too much to wander where they don't know the way to the road out (and their suspicions are well-founded, for those who look lost are lost, and most often end up as someone's property).

Sabban mark: A horse in silhouette.

Pahlemm Sabban

Other names: Oxen Sabban.

The noise and dust of the cattle drives echoes throughout the artificial canyons of row houses in Pahlemm Sabban. This sabban is home to the cattle yards, some slaughterhouses, additional tanneries, manure pits, and other assorted businesses tied to the cattle industries of the northern shanates. In order to disturb the fewest people, the slaughterhouses rest toward the outer reaches of the city against the walls of Crypt Ward, and the cattle yards are farther toward the southern end of the sabban. Given the lesser defenses of the eastern city, the Cattlemens' House makes frequent use of mercenaries to protect the penned cattle from wolves and other predators (especially those attracted by the smell of the slaughterhouses).

Sabban mark: A steer's head with enormous horns

Thytos Sabban

Other names: Court Sabban.

Resting against the cliffs of eastern Calimport is Thytos Sabban, the main area for collecting caravans both entering and leaving the city. While it is not as conveniently located near the main markets like so many northern cities (even those in Tethyr), Calimport's markets receive any goods through at least three intermediaries—the caravan drovers sell to their guild, which sells it to the Grocers' and Farmers' Guild or the appropriate buyers for the products brought in. These sales guilds present the products within the markets, and Calishites accept this method and its markups since they



have always operated this way.

The mood and social attitudes relax here, for the most part, unless there is unrest or problems within the caravans. This sabban, while well guarded by the amlakkar, also sees many murdered caravan drivers simply because they foolishly either flaunted their wealth after a caravan shipment or did not immediately turn that money around into new goods to load into the wagons and take to the next city. While each looks out for their own, the guilds and the traders all know the score and do not mourn fools who do not know the system or how to act within it. Aside from those upper class merchants who rose from these lowly ranks, few ever would dream of entering this sabban (and thus, many folk on the run from the upper echelons of society either flee and hide here or into the Muzad).

Sabban mark: A black wagon wheel.

C 1 Inn/Festhall: The Veiled Lamia

4-story Class B building

Drakhon Sabban; Meaza Drudach. Catering to caravan drovers and traders, the Lamia's most interesting feature is the petrified-stone lamia noble at the center of the taproom. The barkeep, the former adventurer Kadar yn Aban el Tomarek, or Kadar "Firespear" (NG hm R7), defeated the creature more than 20 years ago in the ruins of Shoonach, and the statue now serves humbly as a cloak rack, drink rest, or impromptu perch by bards or people avoiding the near-nightly brawl.

C2 Guildhall: The Wagon House

4-story Class B building

Pahlemm Sabban; Gebna Drudach. Headquarters of the Order of Skilled Wagonmakers and Coach Builders.

C3 Business/Stables: Kadar's Stables

1-story Class E building

Pahlemm Sabban; Laban Drudach.

C4 House: Pasha Dasanm

3-story Class B building

Pahlemm Sabban; Zebda Drudach.

C5 Villa: Druzir and Pasha Izayad

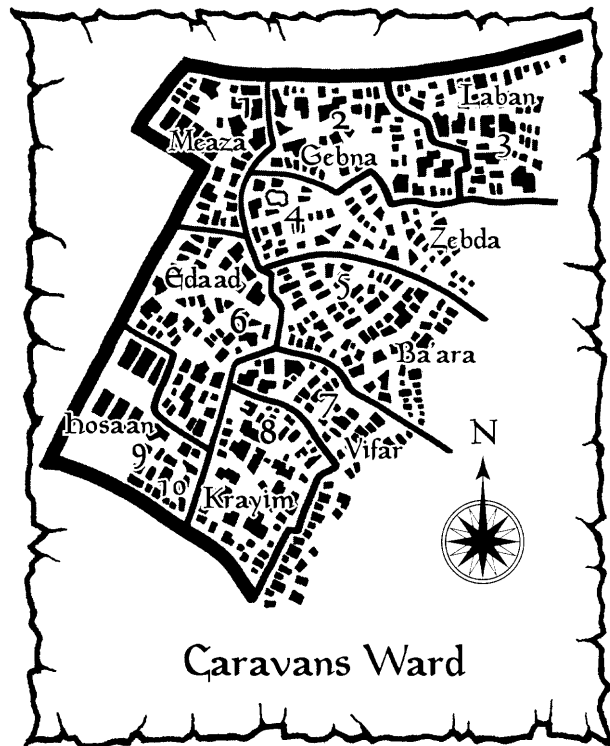
4- and 5-story Class A buildings

Thytos Sabban; Ba'ara Drudach.

C6 Guildhall: The Cattlemens' House

3-story Class C building

Drakhon Sabban; Edaad Drudach. Headquarters of the Guild of Excellent Drovers, Shepherds, and Animal Handlers.



C7 Guildhall: The Costerest

4-story Class B building

Thytos Sabban; Vifar Drudach. Headquarters of the Carters, Coachmen, and Caravans Society.

C8 Guildhall: The Nazullah

3-story Class C building

Thytos Sabban; Krayim Drudach. Headquarters of the Trusted Order of Wheelwrights.

C9 Villa: Pasha and Sabbalad Nalihleb

3- and 4-story Class A buildings

Drakhon Sabban; Hosaan Drudach.

C 10 Business/Stables: The Silver Hoof Stables

1-story Class E building

Drakhon Sabban; Hosaan Drudach.

C11 Shrine/Street: The Wind-Rider's Way

Thytos Sabban; Vifar Drudach. Shrine to Shaundakul. Tucked away on the eastern edge of the city is this long-neglected bazaar and street, the original name of which has long lost its meaning to anyone. The area is quickly gaining notoriety over recent months among the caravan drivers as a pilgrimage site for Shaundakul's faithful (though none of Shaundakul's true priests have learned of this as yet).



Calimport Muzad

Known by a multitude of names from the Muzhahajaanadah to Calimport Below, Dark Calimport, and most often just the Muzad, the deeper city beneath the streets of Calimport is just as exciting and lively and dangerous as the sunlit metropolis above its stony ceilings. The Undercity of Calimport is more than just a series of sewers and waterways—there are whole streets, buildings, courtyards and great halls, and other areas long buried and forgotten. With the many series of disasters to strike the city over the centuries, it is not hard to believe the rubble was often simply built over after great destruction and whatever fell beneath the rubble was considered gone.

Since it encompasses the sewers and areas beneath, the Undercity ranges from 20 feet beneath the raised streets of Palace, Grand, and Emerald Wards to nearly a half-mile beneath Calimport's sewers. There are so many mysteries hidden in the depths and the darkness of Calimport Muzad that they compare equally to the ruined wonders of Shoonach and Myth Drannor and the horrors of Undermountain beneath Waterdeep. There are a number of regions defined among the shadows, and what little there is to know is far more than most are willing to learn of the darkness beneath them.

The Upper Muzad

The original streets of Palace Ward, Grand Ward, and Jewel Ward are now paved over for ease of movement for the elevated social classes above them. The intent was to provide larger areas of mobility for the slaves and servants beneath the streets and out of sight, and the only lights down here are either torches carried in hand or what light streams down through the stairwells leading up to the new street level or the gates leading out into the open-air Port or Outer Wards. While it has taken some time, there are now many indigent people living beneath these streets, and it has also helped the Nadhari (a movement of escaped slaves) to now operate slightly within the largest slave-holding settlement outside of drow cities and Thay.

In many places, the Upper Muzad is still normal aside from its bricked-over sky. However, at certain points near the western edges of it and around the impenetrable stone pilings beneath the Pasha's Palace, there are now open shafts and stairs leading deeper into the Muzad. These areas are soon becoming flash points among the power players of the Dark City as to who will control these major accessways to the surface and the city.

The Temple of Old Night

Shar's greatest stronghold anywhere on the Realms, the Temple of Old Night and its clergy dominate and control a complete third of all the territory in the eastern undercity. In effect, they control the dungeons and darkness beneath the following

wards: Caravans, Crypt, Hammer, Maker's, Quill, Wizard, and sections beneath Hook Ward and Khanduq Ward. The actual central temple and altar for the Dark Goddess lies almost directly beneath the Auret (W6) in Wizard Ward, though there is no direct connection between these two places of power.

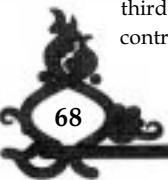
The Temple of Old Night is among the oldest of worship sites for Shar in Faerûn, and its subterranean structure disguises the goddess' importance to Calimport. Many know that the temple is beneath their feet, but since they do not know the extent of it, they fear Shar and her darkness even more. The five tiny shrines through which one enters the temple below are insignificant and easily sealed off in case of overzealous amlakkars. The high priestess Irtemara el Eradsari (NE hf P15 of Shar) easily controls numerous powers of the surface world, either directly as some pashas and vizars are clergy under her or indirectly through the Temple's manipulations of numerous illicit businesses run from the City Below.

As the largest singular power and site beneath the streets, Temple of Old Night dominates the majority of the extant subterranean buildings and streets, patrolling the dark corridors as an army. Those whom they do not control, they fight or they negotiate their detentes, and while Shar's faithful would have their foes believe there is nothing in the Muzad that they fear, there are some shadows even those who embrace the darkness wisely hesitate to penetrate and disturb what lies within.

The Sewers

The sewers, as described earlier, are 15-foot- and 30-foot-wide sewage-filled tunnels with sluice gates and some flowing water. Access paths alongside the main tunnels allow a slightly more sanitary passage through them, but these paths are far from being safe walkways. And the sewers are not simply filled with waste and refuse....

There are at least two separate sewer systems in Calimport, one of which was nearly destroyed centuries ago and replaced by the newer sewers as discussed above. The abandoned tunnels, while partially collapsed and destroyed or blocked in places, provide homes and byways for other creatures capable of maneuvering the tight spaces and reaching long forgotten cellars of buildings buried into the Muzad. These Lost Sewers have been conquered in most areas by a number of wererat consortiums which number no less than 500 wererats in total throughout the Muzad, in at least seven separate collectives. Their leaders, more cunning than previous wererats, have linked their Lost Sewers with the current sewers, and they use these to attempt to usurp the surface-controlled thieves' guilds from here in Calimport Below. Other lycanthropes have joined with the wererats, and the Wererats' Guild (as they call themselves) have their enforcers in six wereboars.





The Dark Bazaars

Unlike the up-top nighttime bazaars that are taking place more and more often with the cleared markets of the central city, the Dark Bazaars are wandering bazaars that change their locations each and every time they meet. These trading meets are almost an eerie social gathering, as mysterious gray-robed figures appear at random all across Calimport above and below to beckon to those invited to the Dark Bazaar. No one can determine who or what the gray figures are, but they simply fade like shadows if confronted in any hostile or even argumentative way. If one chooses to follow a Gray Caller, they soon walk a path that the Caller opens that leads to the Dark Bazaar. There is no other way to reach the bazaar without being invited; should someone teleport to the site without an invitation, they would find the site filled with mists and shadows and whispering voices that they can't quite catch. The Dark Bazaar exists around and beside them, but only with those who the Gray Callers wish to attend.

Creatures at the Dark Bazaars can be distinct or vague, imagined or real, known to the viewing PCs or not. The few accounts ever written of Dark Bazaars mention tanar'ri lords sharing belly laughs and ribald jokes with archmages of many worlds, kobold kings bartering maps of secret tunnels with bemused dragons, or even the flickering conversations of nyth and nishruu in their light-based languages. Anyone approached by a Gray Caller will be able to converse with anyone else drawn to a Dark Bazaar despite normal language barriers. However, the context of secrets or the literal understanding of what secrets are shared and their true understanding may be at odds.

There is one cardinal rule for the Dark Bazaars: Ask or speak wisely, but only spare a secret or knowledge equal to that which you seek. An attendant at Dark Bazaar can only trade one secret for one secret, and once that secret is in hand (whether understood or not), the attendant appears suddenly back where the Gray Caller was first seen, as if it all had never happened. This effect occurs if any scrying is attempted outside of a trading situation or any violence is brought to bear within the bazaar. To those at the bazaar, the disturbing being dissipates into gray mist, while the offender reappears in place, having lost barely a second of time.

While the Temple of Old Night would have many believe it controls the Dark Bazaars, in truth some hidden powers collect the disparate figures and lost people together into a Bazaar no more than once a tenday but no less than once a month. The trading stock of the Dark Bazaars are secrets, magic, and knowledge (both that which was lost and that which has been found), and some take forms unexpected. Some forms of currency or traded items of the bazaar include rare elven *kiira* (memory gems), *dream vapor* bottles (where one whiff of the mists inside grant you someone's dreams), divination spell scrolls aplenty, or other

items. The most common form of secrets and lore traded are tales told to one another—their truth or their falsehood are up to the DMs.

The Samesaj Gate

The long-fabled Samesaj Gate that helped free the fortress Akkabel in -1130 DR was once a famed and well-known site to all Calimpanni. Since the fall of the city into the hands of drow during the Night Wars and the destruction wrought upon the city in the Year of Falling Copper (-649 DR), its exact location and indeed the enchanted green marble arch that once enclosed it are long lost to all but the most diligent of sages. Many believe the gate still exists within the doorways leading the Pasha's Audience Chamber in the Caleph's Palace, as the floor and door jamb are made of green marble.

In truth, the *Samesaj* Gate fell victim to the fires set to rid the city of drow more than 2,000 years ago. The buckling of streets and general chaos of the time saw the arch fall intact down a crevice into Calimport Muzad beneath what is now the Vahlen Sabban. With the more recent building up of the "ground" in Grand Ward, the *Samesaj* Gate is even farther removed from any obvious search locations. The *gate* arch lies wedged into a deep crevasse in the lower reaches of the Muzad. The enchantments that drive it are intact, despite all odds against such magical integrity. Thus, characters willing to leap or lower themselves through the arch (wedged over a 60-foot-deep pit with stalagmites at the bottom) will be instantly whisked to a small grassy hillock just south of Ithal Pass (and the former location of the central assembly area of Akkabel's main fortress, now two millennia gone). If DMs wish to include the PCs in the struggles between Tethyr and Kzelter and the Knights of the Black Gauntlet, have them materialize right in the midst of clashing forces on that hill! The gate only operates in that one direction, so there is no immediate way to return to Calimport.

The Muzaddi Powers

What other varied creatures exist in the Muzhajaarnadah beyond the Gray Callers, the faithful of Shar, a few wererats, and the ever-present rats and other assorted vermin to be expected down here? There are such dangers as:

- Voraya, the lamia noble who controls large portions of the smuggling operations in Calimport;
- A tribe of nearly 1,000 kobolds led by their chieftain Skax, brought here and later abandoned by Artemis Enterei and Jarlaxle the drow;
- Albino humans that have adapted to new lives (and new evils) far beneath the city that abandoned them;
- Sentient clouds of gas formed from the death rattles of 100 throats; and many, many more creatures each more horrifying and challenging than the next.



The Eraré Campaign



This chapter has a far sharper focus than the previous one in that it examines only one sabban and only one drudach within that sabban. Thus, this area easily becomes a major campaign area for PCs within Calimport, where the PCs know the most people and can recognize sites easily. From the DM's perspective, this sabban and drudach give details and examples that can be used as models for the rest of the city as well as being adopted as is for a campaign based in this sabban. After all, the previous chapter gave but a brief overview of the city, pointing out only the notable sites and details. Now, with the Eraré Campaign, everyone gets a better look at Calimport and helps make it come alive.

Below are overviews of Eraré Sabban and its drudachs, broken down as in the previous chapter. Following that are a number of personalities important to the sabban as a whole, including a number of villainous groups and some of their plans for mayhem and murder both in the sabban and the city at large. Next comes the close-up analysis of Taorahl Drudach, again followed by important NPCs.

Eraré Sabban

Eraré Sabban is the central sabban of the trio that comprises Hook Ward. While Ajvent Sabban encloses the massive shipyards of the city and Osiir Sabban to the west handles the management of the docks and harbor, Eraré Sabban acts as a receiving area for newly arrived dignitaries, an embassy area for many foreign powers, an unofficial meeting place for many adventurers arriving in Calimport, and the least dangerous section of any of the Port Wards. The three drudachs of this sabban divide their defining traits by their services; one provides most of the lodgings, the others, the commerce and the merriment.

While also known as Wyvern Sabban due to its mark (see below), this sabban's most common alias is Wraith Sabban. This name comes from a short-lived dynasty of the Eighth Age, roughly 200 years ago. It ties to that dynasty's tragic end; the fourth son of the last Eraré pasha was an evil necromancer imprisoned alive within an unmarked tomb in the Muzad. During the Time of Troubles, the magic that sealed the wrathful creature inside his tomb failed and the Eraré Wraith prowled the shadowed streets of Calimport for years. While many believe the wraith was destroyed by Javir yn Zamar el Hosaan (see TD32) in the Year of the Gauntlet (1369 DR), mysterious deaths from time to time are still attributed to the Eraré Wraith.

Sabban Mark: The sabban's sigil originally was a war hammer with the silhouette of a wyvern in flight behind it; while some walls retain the original seal, most people recognize the rough shape of a wyvern volant and consider that the sabban mark.

Bajit Drudach

As stated above, the drudachs divide their priorities in what they offer the sabban, and this method does help maintain order by isolating pockets of trouble where more amlakkar can be brought to bear. Badjit Drudach is the entertainment drudach, where the majority of the sabban's taverns and festhalls can be found. Directly on the waterfront, this is the most famous of Hook Ward's drudachs due to the presence of Sharess' great temple: The Festhall of Eternal Delight.





Taorahl
Drudache

Twelvetors

Badjit
Drudache

Eraré
Sabban



Taorahl Drudach

This drudach houses the foreign embassies, the villas of the sabban's leaders, and much of the lodging for the sabban's visitors. More in-depth details on this drudach can be found after the Eraré Sabban Key.

Tynar's Drudach

The commercial trade center for Eraré Sabban, this drudach covers the western end of the sabban away from the docks, but the streets leading through it allow passage of goods from the docks into the main trade areas here and in Grand Ward. While few pashas or druzirs soil their boots on the cobbles below the wall-top byways, this is by far the busiest and most crowded of the drudachs in Eraré Sabban.

The crowds fill Tynar's Drudach for the bazaars and for enlightenment, as Tynar's Drudach is also called Three Temples Drudach by many. Though the most famous of the Port Ward temples resides within Badjit Drudach, there are three major temples here in addition to numerous private and public shrines. The gods revered around Tynar's Square are Talos, Azuth, and Helm.

The Garrisons

Given this sabban's importance to the syl-pasha's long-term plans of expanding Calimshan's foreign trade, it demands additional security. While each sabhan normally has a sadidah (army garrison) and at least two amlakkhan (watch barracks/HQ for each drudach), Eraré Sabban has two minarets dedicated to its defenses, two sadidah, three amlakkhan, and an additional garrison of troops specifically assigned to the embassies. The following are the breakdowns of what to expect out of a standard sadidah, amlakkhan, and amlakkhan minaret.

Amlakkhan: On average, Amlakkhans stand two levels tall with entrances at street, byway, and rooftop levels (with parapets atop the building). Externally, the second level has balconies from which archers can fire down upon troublemakers or leap to a lower rooftop nearby to take up the chase. In general, there are at least five rooms per level, two of which are never accessible from outside (for dangerous prisoners or weapon storage). The lowest floor contains cells for prisoners and a barracks for 12-16 amlakkar; the second floor provides the offices and living quarters for the amlak commander (often a yuzas or captain), three other officers and senior amlakkar, and the armories. One armory contains non-magical weapons, and the other has the magical weapons. When fully equipped, an amlakkhan armory contains 20 scimitars, 24 spears, 12 long bows and 180 arrows, 40 daggers, and 16 nets for capturing animals or miscreants of all sorts. The magical armories tend to have six to eight magical weapons such as *scimitars +1*, *longbows +1*, or wands of some type— *wands of paralyzation* or *wands of lightning* are the most common for the amlakkar. There are remote possibilities of

having greater magic on hand, but only if the commander is a wizard himself.

Sadidah: These buildings are among the most spartan in any sector of Calimport. Long, broad buildings of some strength three levels high, the sadidah garrisons 40 troops (though they can hold up to 60), and most of them are sadimin troops (though the ones scattered about the Port Wards are Nallojal not currently at sea or Farisan). The ground floor contains the barracks for 36 soldiers in one pillared common room with one separate room for meals. The second and successive floors have five to eight rooms each, serving as offices and living quarters for the four officers and armories of weapons both mundane and magical. The main differences between the sadidah and amlakkhan are to whom the troops answer and the number of weapons available. DMs should double the weapons in an amlakkhan when stocking a garrison, including the magical weaponry.

These adjustments will hold true for the various sites within Taorahl Drudach, unless otherwise stated under individual entries.

Eraré Sabban Key

The key below takes a broad look at the sites within Badjit and Tynar's Drudachs. Like the City Ward Key from the previous chapter, the key lists buildings and sites from west to east and from north to south.

ES1 Villa: Pasha Modiminah

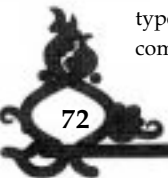
5- and 6-story Class A buildings
Eraré Sabban; Tynar's Drudach.

ES2 Villa: Pasha Ghasael

3-story Class A buildings
Eraré Sabban; Tynar's Drudach.

ES3 House: Druzir Wilam el Loriln

2-story Class B building.
Eraré Sabban; Tynar's Drudach. The oily and ever-sycophantic Druzir Loriln (NE hm F0) is a Calishite cut from the most paranoid of cloth. A man rich from family connections and controlling interests in four textiles shops and five taverns, Loriln gamed his druzir's seat by the accidental murder of the previous druzir and the political maneuverings of others that placed someone they could control in the druzir's position. Wilam el Loriln prefers to be left alone to count his coins, but his fears of losing what he has (or of displeasing others more socially prominent than himself) spurs him deeper into many intrigues beyond his capacity to understand or control.





ES4 Warehouse: Nine Pashas Trading Coster

2-story Class D building

Eraré Sabban; Tynar's Drudach. This warehouse (one of five owned by them in the drudach) holds durable goods, weapons, armor, and wagons.

ES5 City Building/Khanduq: Thaaleqab Khanduq

3-story Class C building:

Eraré Sabban; Tynar's Drudach. As are most commercial areas in this drudach, Thaaleqab Khanduq and many of its surrounding bazaar businesses fall under the influence of the Nine Pashas consortium, which is based in the khanduq. With the sultan an absentee sabbalad and the druzir an ineffective puppet, bribes to the vizar controlling the sabban for the sultan keep all things possible for the Nine Pashas.

ES6 House: Yuzas Selim el Donar

2-story Class B building

Eraré Sabban; Tynar's Drudach. This well-kept house has the air of new prosperity with recent improvements and the beginnings of a minaret attached to the back of the house. The yuzas Donar, the captain of the local amlakkhan (LE hm F5), recently gained this promotion and purchased this former pasha's house. Many know Selim's true source for his improving lifestyle are the bribes from various pashas and costers involved in moving contraband into the Upper City through the drudach under his watch.

ES7 Villa: Pasha Tehibi

2-story Class A building

Eraré Sabban; Tynar's Drudach. The home of one of the Nine Pashas, Pasha Alim el Tehibi (CE hm C2 of Xvim) recently became friends with Khiber yn Makal el Wisynn, the nightwatch commander of the Great Bazaar, and has been making efforts to buy out his Wisynn's partners (with aid from the pasha's vampire friend).

ES8 Temple/Minaret: Lightning's Tower

4-story Class B minaret

Eraré Sabban; Tynar's Drudach. Temple to Talos. Also called the Screaming Tower by its clergy (after their god's home), Lightning's Tower is an impressive black marble construct with balconies marked by the silver, gold, and white marble trios of lightning bolts adorning their fronts. While opulent and well made, this temple is centuries old and its upkeep has been less than perfect, as evidenced by the crumbling parapets and ill-fitting doors. Its high priest, Jabal el Caritir (LE hm P12 Talos), is far quieter than most expect a storm-herald to be, but his warnings of doom to those who treat him and his flock ill come true more often than not.

ES9 Villa: Sabbaladah Dahaban

3-story Class A buildings

Eraré Sabban; Tynar's Drudach. The House of the Golden Sabbalad has been the home and residence of the sabbalad of Eraré Sabban. Its green marble walls and contrasting white marble roof and pillars are easily spotted, as it is built on a slight rise. As Sultan Pesarkhal has adopted the role as the sabbalad of Eraré, there is no family to use the villa, and the sultan can rent it to the most deserving resident (or the highest bidder).

In that capacity, it is now the home of the Rysal (ship's captain) Saibh el Milar (LG hm M6), one of the sultan's favored fleet captains and a devoted friend. Many pashas have run afoul of Rysal Milar, and the only reason many fear to take revenge is his hulking first mate, constant companion, and bodyguard the half-ogre Tumak (NG hogm F9) whom he saved from Manshaka's arenas.

ES10 Temple: The Sorcerer's Hand

3-story Class A building with partial minaret

Eraré Sabban; Tynar's Drudach. Temple to Azuth. The impressive nature of this massive building is most evident inside at sunset. At sunset each day, the sunlight that has shone on the minaret's dome is transformed into magical energy and the many carved symbols of Azuth glow, illuminating all areas inside the temple.

ES 11 City Building/Site: Tynar's Square

Public well and square

Eraré Sabban; Tynar's Drudach. This open square near the center of the drudach provides a well for public use. Flanking the square on three sides are the temples of Azuth, Helm, and Talos. This square and drudach got the name Tynar's when the honest merchant Tynar died a martyr's death at the hands of a mob here more than 400 years ago. While the fourth face of the square once hosted a church of Waukeen, it has long since fallen and never been restored. The other temples endure and their proselytes walk the square at all times, preaching to minor merchants and passersby of the glory of their temples.

ES12 Temple: The Gauntlet Guardant

3-story Class B building

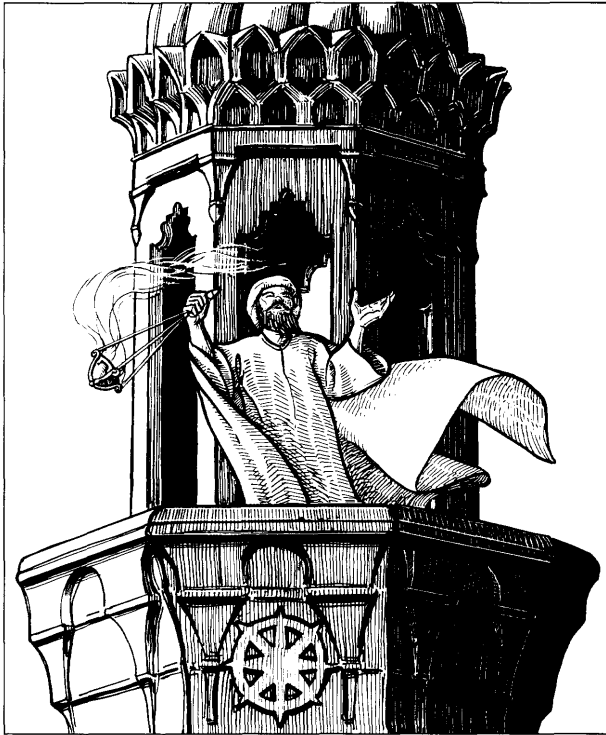
Eraré Sabban; Tynar's Drudach. Temple to Helm.

ES 13 Amlakkhan/City Building: Amlakkhan Badjit

3-story Class C building:

Eraré Sabban; Badjit Drudach.





ES 14 Inn: The Rolling Waves

3-story Class B building
 Eraré Sabban; Badjit Drudach.

ES 15 Inn: The Wraithshaven

4-story Class C buildings
 Eraré Sabban; Badjit Drudach.

ES 16 Khanduq: Vaoladah Khanduq

2-story Class C building
 Eraré Sabban; Badjit Drudach. This shell of a khanduq provides the central gathering point and watering hole around which a bazaar grows. The khanduq itself is merely the first floor of sheltered shops and bazaar tents within its walls as well as without. The upper floor of the khanduq lost its roof long ago and now exists merely as an open-air promenade around which many pashas and merchants walk to observe the commerce around them and make deals with fewer ears to hear.

ES 17 Inn: Muham's Inn

4-story Class C building
 Eraré Sabban; Badjit Drudach.

ES 18 Festhall: Sune's Abandon

3-story Class B building
 Eraré Sabban; Badjit Drudach.

ES 19 Guildhall/Tavern: The Everfull Jack

2-story Class B building with 3-story minaret.
 Eraré Sabban; Badjit Drudach. Headquarters of the Entertaining Society of Taverners.

ES20 Business: R'taalin Armorers

4-story Class B building
 Eraré Sabban; Badjit Drudach.

ES21 Festhall: The Veiled Dance

2-story Class C building
 Eraré Sabban; Badjit Drudach.

ES22 House: The House of Sabira el Wijadal

4-story Class C building
 Eraré Sabban; Badjit Drudach.

ES23 Inn: House of the Silken Pillows

3-story Class C building
 Eraré Sabban; Badjit Drudach.

ES24 Festhall: The Seven Dancing Jhasinas

3-story Class B building
 Eraré Sabban; Badjit Drudach. One of the more opulent festhalls in Calimport years ago, the jhasinas became priestesses of Sharess after an alleged visitation by the goddess herself there. The stone facade and the roomy building remain, and the seven carved pillars depicting voluptuous jhasinas in various stages of dress keep the title on this place directly opposite the Festhall of Eternal Delight.

ES25 Temple: Festhall of Eternal Delight

4-story Class A building
 Eraré Sabban; Badjit Drudach. Temple to Sharess. This is more properly the great temple to Sharess, but most indulgents that arrive there have less than holy thoughts in mind. The only pious figures are among the staff dedicated to sybaritic excess and hedonism in the name of their goddess. This relatively new temple replaces one far older and darker, which fell during the many changes of the Time of Troubles. When she rose from under the influence of the Mistress of Night, Shar, Sharess regained her former beauty and her temple followed suit soon after. While Sharess' power remains far below that of Shar's, the fervent devotion of visitors to the Festhall allows her influence to challenge Shar and the largest temple in Calimport: The Temple of Old Night in Calimport Below. Shar still vies to regain control of Sharess, and the Nightsinger's faithful plot almost around the clock to obliterate the brighter worship of Sharess in favor of tainting both her and her worshipers again.



Until that time, this temple is filled with supplicants, skilled masseuses, and excesses that make even Calishites blush.

Taorahl Drudach

Taorahl Drudach nestles in amongst the outer walls of the sabban, comfortably wedged against Wizard Ward and the shipyard walls of Hook Ward. Taorahl Drudach is the easternmost drudach of the three, and its wide streets lead from the edge of the Ajvent Sabban (shipyards) and the docks to the walls of Tarshaj Sabban in adjoining Wizard Ward. This drudach is commonly called the Twelvetors Drudach, as 12 minarets dominate the skyline. Three are am-lakkhan minaret posts, six attach to rich villas, and the three remaining towers belong to temples in this neighborhood. Of all the Hook Ward drudachs, this one is the safest at night due to more guards, clean streets, and an incorruptible sultan.

The syl-pasha recently selected this drudach to become an area for embassies specifically set up to gain foreign alliances in commerce and politics. Many of the pashas both like and dislike this, for it automatically “places outsiders at an undeserved social status above so many of our own” but it also opens up new opportunities for them to do business with prospects once too far from their reach. The most strident complaints come from those who wished to claim the housing that the embassies now fill.

The Embassies

These beautiful houses or villas provide free living space for visiting dignitaries and officials of various foreign powers. Visitors soon learn that local pashas and businessmen spend great sums of money to endear themselves to new business, and the use of these embassies allows some measure of safety and control over these meetings. As so many are eager to please the guests of the city, the local businesspeople provide most of the food and drink, having it brought it from surrounding taverns and inns. It is an understood social rule, however, that any who occupy one of the embassy houses must sponsor a gala at the residence a night or two before departing. Everyone settles any final business then, and the local pashas and social climbers get one last chance to endear themselves (or slander their political enemies) to other powers.

In general, visiting officials bring their own guards and servants, but the mercenaries’ guild always insists on no less than 25 guards per embassy “for his eminence’s safety, of course,” and provide more than enough warriors to fill these guard contingents. While the current method has trusted servants traveling with and providing for their masters upon arrival here, more binding and successful relations may set up permanent ambassadors and their support staffs herein. All parties agree this step is at least a year off, but visits from the Thayvian and Cormyrean trade delegates occur with greater frequency each month.

TD 10 Business: Gharab’s Jewels

3-story Class B building

Eraré Sabban; Taorahl Drudach.

TD14 Khanduq and Bazaar: The Eye Tyrant’s Khanduq

2-story Class C building

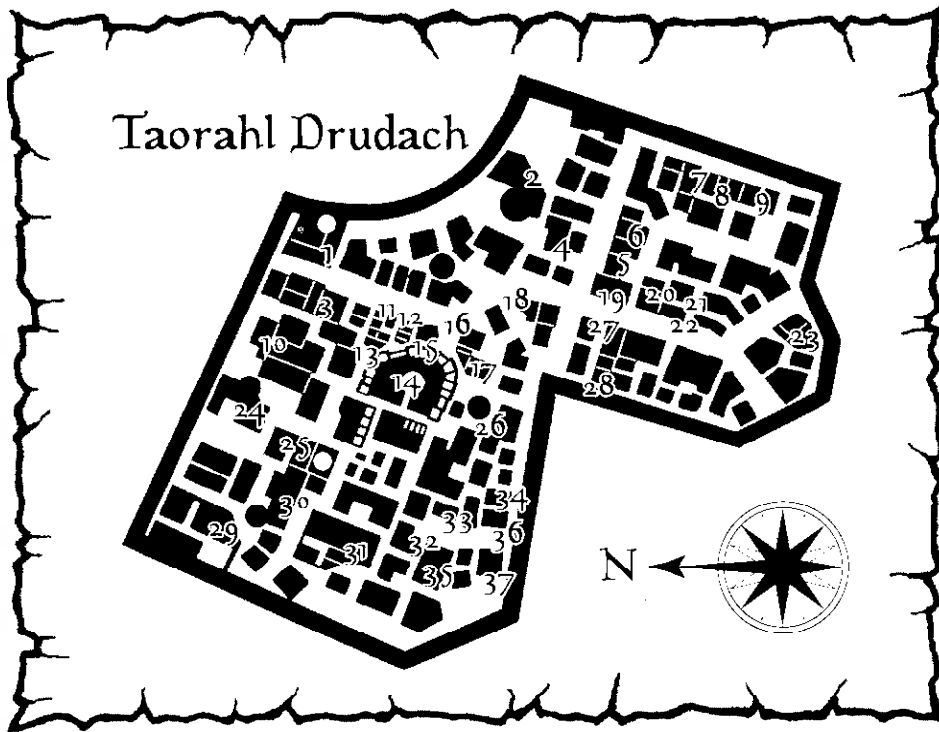
Eraré Sabban; Taorahl Drudach. So named due to a petrified beholder mounted proudly as the arched main gate’s keystone, the Eye Tyrant’s Khanduq is the heart of the bazaar in Taorahl Drudach. The khanduq is small compared to many across Calimport, but its functions compare to like services in any khanduq, no matter the size or opulence. (DMs can use this khanduq as the baseline layout for all khanduqs in Calimport.)

The khanduq itself seems relatively plain in its mud-brick appearance, though some remnants of earlier mosaics and brick patterning remains from long ago. The building is actually U-shaped, but a barbican gate fills the entrance area to close the khanduq as a square. The gate is a double portcullis with two doors that can be blocked from within the khanduq; six guards (each a F1d6) with a scimitar, two daggers, and hand axe) remain at the gate at all times, a pair each atop the parapet and a pair at either portcullis. The gates are open to all from sunrise to sunset, and invited guests alone enter the khanduq after the gates have closed for the night. Anyone climbing the walls of the khanduq risks instant death from the rooftop guards.

The ground floor is typical of all khanduqs: A central courtyard holds a public well and a side trough for animals. The khanduq is open around and above the well, with roofs covering the rooms along the outer walls. The ground-floor rooms and stalls hold many animals, from mounts to draft oxen in six separate stables. Four warehouses for rent (often to those whose tents fill the surrounding bazaar) that span both floors; and the area directly across from the gate is the pasha’s house—the private house of Pasha Vaadalen (N hm F0), the dour, secretive owner of the Eye Tyrant’s Khanduq.

The second floor of the khanduq provides a covered balcony along which the pasha’s many guests and associates can walk and discuss business. There are other rooms above, which are rented out as bazaar stalls on a daily basis (though most take care to pay in advance to hold onto their locations). The second floor of the pasha’s domicile holds offices where he does business with khanduq visitors, living quarters for himself and his family (or jhasinas), and a room where the pasha’s and any visitors’ valuables are stored.

The shops and tents of the Eye Tyrant’s Khanduq are attached either to its outer walls or form temporary, narrow streets among the wider avenues that once led great



caravans into the structure. None of those businesses are much more than Class D buildings of one level that provide both sales and living space to their proprietors. Some of the more notable businesses are:

Ranil's Rugs and Tapestries (In TD14): While this shop has the prime sales spot in the khanduq on the second Boor (next to the pasha's home), Ranil (LN hm F0) gains few riches from his excellent weaving. He owes more than 300 bicenta to the pasha from his gambling at El Ghaelidah, and has become, in effect, an indentured servant creating rich tapestries for the pasha's home in lieu of rent for his stall. Ranil's pride does not allow him to go to his uncle, Butrys Cineda (LG hm M14), in Wizard Ward either to gain the money to repay the losses or to turn one of his luxurious carpets into a flying carpet (the real reason the pasha is applying the pressure on Ranil).

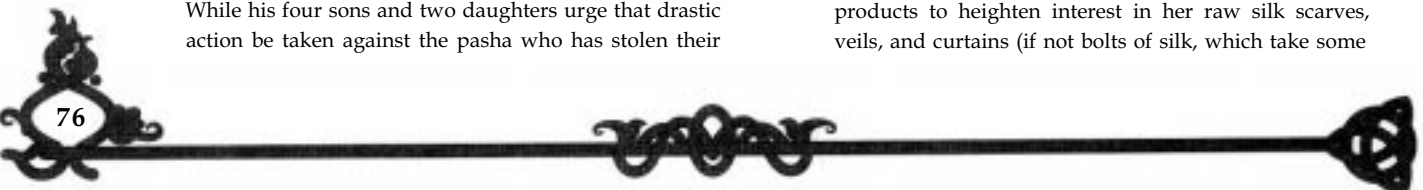
Maajan Silvers (In TD14): Nur yn Adan el Maajan (LE hm F0) is a broken old man. The silversmith's shop in the Eye Tyrant's Bazaar that remained in his family's hands for the past century now lies under the control of Pasha Vaadalen due to Nur's "defaulted loans" (which were really sliver serving dishes the pasha kept refusing to accept "due to poor quality" despite pre-payment). While his four sons and two daughters urge that drastic action be taken against the pasha who has stolen their

business, Nur plans to take the matter up with the sab-balad. Until that time, Majaan Silvers still delivers quality silverwork at reasonable prices.

Fadila's Slippers and Boots (In TD14): Fadila el Voexil (NE hf F0) is the aging widow whose name adorns the khanduq shop, though she has little to do with the making or sale of these wares. Her fraternal-twin grandchildren Harun (N hm C1 of Sharess) and Oma (NG hf B1) make and sell the shoes capably, but their hearts are not in their work. Fadila's reputation of being able to create a copy of any footwear brought into her store comes to mind only among those old enough to remember Fadila's long-lost youth.

The Yuadarzah Scimitars (TD11): While Nadim el Tuvok (CE hm T5) rarely wears a pleasant face or speaks a kind word, his scimitars and jambiyas are of a quality with which few argue. His prices, however, reflect both his understanding of his work and his ugly temper, and those who argue with him (beyond the simple haggling expected throughout Calimshan) about his prices sometimes find themselves on the business end of the products they wish to purchase.

Wanda's Silken Fineries (TD12): Wanda Sildenmar (NE hef M6) runs this shop, often wearing some of her products to heighten interest in her raw silk scarves, veils, and curtains (if not bolts of silk, which take some





time to collect). While hiding very little with her loose, diaphanous garb, she conceals her slightly tapered elf ears under her long auburn curls and never uses magic openly in public. A young widow originally from Iriaebor, she remains in Calimport to secretly learn more magic and to potentially learn of the location of any Shoon artifacts such as the Living Gem.

The Yoxen's Yield Leathers (TD13): This tannery and leather-goods store provides raw leather and finished goods at cheap prices. Kahal el Mekkar (CE hm C3 of Shar) uses the high amount of traffic his business thus receives to establish as many contacts and collect any information he can for the Temple of Old Night and its high priests.

Said's Herbs and Unguents (TD15): This tiny stall attracts attention both by its strong aromas of fresh herbs and spices and the loud bellows of the diminutive Tragas el Adhamen (NE halfm T6). The wily halfling is a contact point for many seeking the owner, Pasha Daud el Vehmet, who lives in Najja Sabban (W1) and ventures here rarely. Many clients believe Tragas to be Said, and he does not dissuade them.

The halfling knows that Daud takes him for granted, and much of what Tragas learns for the pasha (as well as the names or faces of those seeking him and his help in acquiring spell components) he also sells to Laakas, a wererat contact in the Muzad (through whom Voraya the lamia noble hears the information).

Shields Italazar (TD16): Kahim el Tunril (N hm F2; Str 16) is a slim man who seems more suited to a life of wizardry and scholarship rather than that of the forge and armory. His wiry strength undoes many larger foes in arm-wrestling matches at the Jet Jambiya (see below), and his craftsmanship in armor makes his work a desired commodity. While he and his staff are often busy with orders for sets of armor for various pashas' guards at all times, an intriguing challenge in armor-making may get Kahim's attention. This is especially true if the job shows him new things, such as fixing ancient elven or Kozakuran armor or creating identical, replacement pieces (of which he always makes a third for himself as a model). Kahim's prize possession is a suit of elven chain mail someone left with him for a copy in common mail, but the customer never returned for it. Kahim seeks to elevate his craft to that of elf armorsmiths, and he learns more each tenday.

The Anvil of Twelve Eyes (TD17): This dirty smithy seems to be of little import aside from its ironwork products. However, local legends tell that its name comes from an ancestor of Khaadil el Faddam (N hm F2), the current owner and smith, who slew a beholder during an early attempted invasion of the city from the Muzad

during the Eye Tyrant Wars. The legend says that Kamal the Strong, interrupted in his work, picked up and threw his anvil directly into a beholder's central eye, killing it. The anvil still serves its original purpose today, and while Khaadil puts little stock in the story, it brings him customers and thus the legend continues. The ironwork he does is satisfactory, but the true reason people come to Khaadil are for his small round shields with the beholder etched onto the shining metal.

TD27 Tavern: The Jet Jambiya

2-story Class C building

Eraré Sabban; Taorahl Drudach. There are two internal taprooms for use during inclement weather, but most folk referring to the Jet Jambiya are talking either of the open-air courtyard that the G-shaped building encloses or the magical blade that hovers in the air above the courtyard. The place is clean, prices are moderate to expensive (but only if nonguild affiliated drinks are ordered on the sly, and only after the staff knows you or gains at least 50 gp in bribes), and the food is good.

A meeting place from sundown to sunup, it is famous for its safety and usefulness as neutral territory for all. Should any weapons (beyond the clubs of the staff) flash free of scabbards or sheathes, the magical jambiya that hovers 40 feet above the court's central fountain flashes toward that weapon and magically absorbs it without fail. The jambiya then just as quickly returns to its normal position. Legend has it that the jambiya has no substance and is a portable hole with some modicum of intelligence, and it has swallowed some mighty weapons such as the Beljureled Blade of Nazir Rabir, Samark the Staff of Screams, the Four Daggers of Delvenahr, and even Giisan the White Sash of Sorcerers.

TD2 City Building: Amlakkhan Taorahl

3-story Class C building:

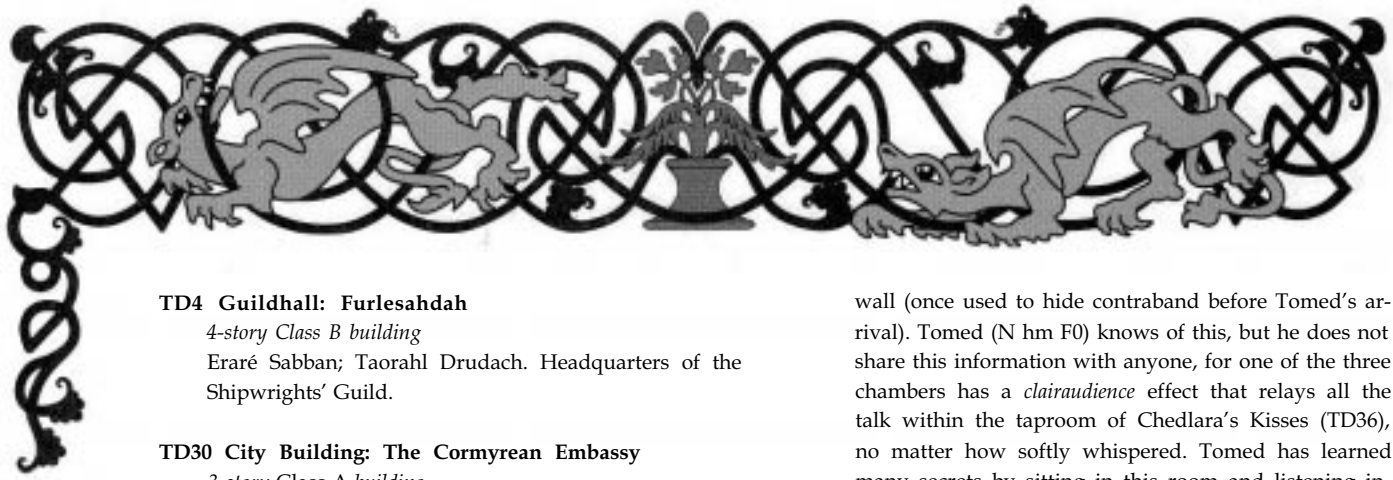
Eraré Sabban; Taorahl Drudach. The Yuzas Tasyn el Fadaffed (CE hm dual F3/M5) gained this post early this year due to political maneuvers with the Nine Pashas trading coster and the sultan's vizar. A vicious and petty man whose military career ended in an ugly tavern brawl 11 years ago, Tasyn turned to learning magic and now revels in being a bully with far more power. About a third of his men follow his example and abuse their influence and power, while the others wait. Loyal soldiers all, they look forward to the day the attention of the sultan comes to bear on the corrupt yuzas.

TD3 Festhall: Veiled Glances

3-story Class C building

Eraré Sabban; Taorahl Drudach.





TD4 Guildhall: Furlisahdah

4-story Class B building

Eraré Sabban; Taorahl Drudach. Headquarters of the Shipwrights' Guild.

TD30 City Building: The Cormyrean Embassy

3-story Class A building

Eraré Sabban; Taorahl Drudach. While not classified as a villa, low glazed-brick walls enclose the front gardens of this white marble house. At the center of the gardens and circumnavigated by a brick path is a wide fountain of white marble, its basin decorated with the mosaic of a purple dragon. Originally built by a pasha for his homesick Cormyrean wife, dragons and wyverns adorn nearly all aspects of the house, from support pillars to door knobs.

While each of the other embassies here has stylistic and structural differences, all are three stories tall and have offices, meeting rooms, and living quarters for no less than three dignitaries and their families. These quarters can be set to provide private and secure quarters for up to 12 individuals of import. There are also kitchens, pantries, slaves' (or servants') quarters in the cellar, and a grand hall wherein many parties occur.

Currently, the fourth son of the noble Illance clan, Jhartos Illance (NE hm F4) and his elder cousin, Captain Mallik Illance (LN hm R7), reside here. Mallik hates Calimport but his duties as the seventh in line for the clan's lordship and as one of its few ship owners had him bring his troublesome and dour cousin here. Jhartos, as third in line for his father's position, sees little opportunity in Cormyr but revels in the attentions and excesses thrust upon him here in Calimport. Mallik has been establishing trade ties with more honest merchants whose products are salable in Cormyr, but Jhartos foolishly buys into the many sycophants around him and his alliances favor only his "friends" in Calimport, not his family business.

TD24 City Building: The Thayvian Embassy

3-story Class A building

Eraré Sabban; Taorahl Drudach.

TD25 City Building: The Shou Embassy

3-story Class A building

Eraré Sabban; Taorahl Drudach.

TD34 Business/Row House: Tomed's Locks and Chains

4-story Class C building

Eraré Sabban; Taorahl Drudach. Strangely for a small ground-level shop dedicated to security, Tomed's shop abuts the sabban wall and provides a secret door into the isolated chambers inside and beneath the sabban

wall (once used to hide contraband before Tomed's arrival). Tomed (N hm F0) knows of this, but he does not share this information with anyone, for one of the three chambers has a *clairaudience* effect that relays all the talk within the taproom of Chedlara's Kisses (TD36), no matter how softly whispered. Tomed has learned many secrets by sitting in this room and listening intently, but he does not sell any information for fear of the spies' guild forcing him to join and reveal his secrets. He acts on gossip only to help friends and to upset his rivals.

TD1 City Building/Garrison: Sadidah Taorahl

3-story Class C building:

Eraré Sabban; Taorahl Drudach.

TD33 Business: Melek's Fine Silks and Textiles

3-story Class C building

Eraré Sabban; Taorahl Drudach.

TD6 Inn: The Oasis of the White Jonquil

4-story Class C building

Eraré Sabban; Taorahl Drudach.

TD36 Inn: Chedlara's Kisses

4-story Class B building

Eraré Sabban; Taorahl Drudach.

TD5 Row House: The Chawal's House

5-story Class B building

Eraré Sabban; Taorahl Drudach.

TD22 Tavern: The Golden Haired Harpy

Eraré Sabban; Taorahl Drudach. Golden Sands-owned tavern.

TD37 Warehouse: Green Wyvern Trade Company

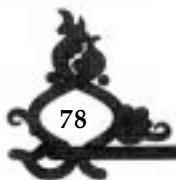
3-story Class C building

Eraré Sabban; Taorahl Drudach. This brand-new, white-washed warehouse dazzles viewers on sunny days, its green wyvern emblazoned on a plaque over its main double doors. The warehouse's second and third floors are devoted to its owners' trading coster, while the first floor has spaces for rent which are usually filled with the nearby embassies' imported goods.

TD32 Inn: Seven Draughts

3-story Class C building

Eraré Sabban; Taorahl Drudach. The proprietor Javir yn Zamar el Hosaan (NG hm F9; Str 17) was a former amlak officer in Sojrab Sabban, but he retired four years ago and now runs one of the most prosperous inns in





Hook Ward (due to the safety he and his aides provide). The inn's taproom is a favored spot for adventurers and off-duty amlakkar, and Javir keeps the peace among the disparate groups that frequent his establishment.

TD20 Festhall/Shrine: The Vihaddah Semohl

3-story Class C building with two cellars.

Eraré Sabban; Taorahl Drudach. Shrine to Iyachtu Xvim reached via cellar links with Muzad.

TD19 Row House: The Seldarinardah

4-story Class C building

Eraré Sabban; Taorahl Drudach. This rooming house is set apart from the other mud-brick structures by the elven artwork on the building's facade and the elven statuary within. Further, the interior of the large windowed building is an open courtyard with a massive staircase winding around it, leading to the upper floors and the rooms for rent.

TD7 Inn: The Silver Circles

2-story Class B building

Eraré Sabban; Taorahl Drudach.

TD8 Tavern: The Blue Wyrn

1-story Class C building

Eraré Sabban; Taorahl Drudach.

TD29 Temple Complex: The Scholar's Prioory

Three 5-story Class B buildings

Eraré Sabban; Taorahl Drudach. Temples to Milil, Deneir, and Oghma. This walled temple complex is typical of the clustering of allied gods' temples in many Calishite cities. In effect, three separate temples share a central courtyard and grounds. No well rests in the central courtyard as in the walled villas of pashas, for the priests reverently fill a cistern for each temple as part of morning prayers. More than a dozen priests cast *create water* spells into the cistern each morning, creating a religious ritual out of basic needs. These rituals provide more than adequate water supplies for the clergy and staff each day.

TD18 Tavern: El Ghaelidah

2-story Class C building

Eraré Sabban; Taorahl Drudach.

TD21 Business: Tabuq's Nightmares

1-story Class B building

Eraré Sabban; Taorahl Drudach. This exclusive little shop deals in obscure knowledge and dungeoneering information or trophies. The shop (aside from the owner's



back-room lodgings) overflows with ancient swords and stuffed monsters slain anywhere from the Muzad to the Vilhon. One item of note all point out when visiting is the carved marble Frieze of Jharlastor. The scene depicts grotesquely carved humans running in terror from a dragon's jaws, but what attracts people to it are the fact that the eyes on all creatures seem to be moist and that the eyes look around as if alive. Fewer hear the rumors that Fahd el Tabuq (N hm F0) is a wizard of some renown and he imprisons folk in the frieze, but the tale's threat is not lost on most.

TD9 Tavern: The Eye Tyrant's End

2-story Class D building

Eraré Sabban; Taorahl Drudach.

TD28 Tavern: A Marid's Flagon

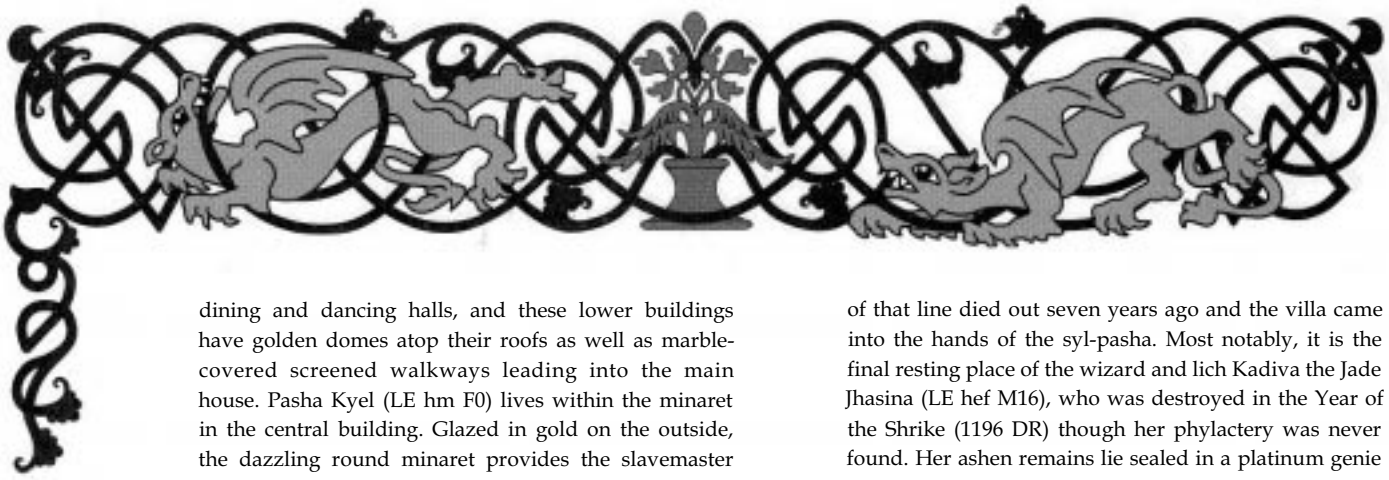
2-story Class D building

Eraré Sabban; Taorahl Drudach.

TD23 Villa/Minaret: Druzir and Pasha Kyel

2- and 4-story Class A buildings

Eraré Sabban; Taorahl Drudach. This cluster of three buildings unfortunately hides its beauty behind high walls, though hiding the distasteful tenant is something that many inhabitants of Taorahl Drudach prefer. The two flanking buildings are the servants' areas and the



dining and dancing halls, and these lower buildings have golden domes atop their roofs as well as marble-covered screened walkways leading into the main house. Pasha Kyel (LE hm F0) lives within the minaret in the central building. Glazed in gold on the outside, the dazzling round minaret provides the slavemaster and contraband-smuggling *druzir* a way to showcase his wealth in addition to his gold-threaded silk robes and eight rings. Among the most paranoid of the pashas, Kyel has survived more than a dozen assassination attempts in the past 20 years only by luck, and he leaves his villa only when surrounded by at least a dozen personal bodyguards.

TD26 Minaret: Pasha Baadihaela

6-story Class A minaret

Eraré Sabban; Taorahl Drudach. Considered slightly ghoulish in taste and mood, this elegant eight-sided minaret mimics a nearly identical tower *khamarkha* in Memnon. The mosaics that cover the entire surface of the minaret have cats of all sizes in all manner of activities and poses. The dominant colors of both the cats and the mosaics are black on a scarlet red field. As cats are most associated with cemeteries and the dead and el Baadihaela is hardly known for a sunny disposition, the Minaret of Cats casts long shadows, and only those of the darkest temperaments enjoy the look of this building.

TD31 Villa: Vizar Khomaya

3- and 4-story Class A buildings

Eraré Sabban; Taorahl Drudach. This villa is among the larger ones of the ward, and Vizar and acting Sabbalad Khomaya (LE hem F8/M8) bursts with pride at the expensive home bequeathed to him. The main mansion is as large as most estates, and the vizar throws many lavish parties for his political allies and to appease his wife, the sultan's younger sister Raqiil (CE hf F0). Many say the sultan allows his vizar the latitude and trust he does as his brother-in-law and due to the fact that he refuses his sister nothing, despite the many warnings his friends tell him of the pair's illegal dealings that undermine his authority. He even refuses to believe that the shrine to Azuth in the upper level of the mansion is actually a ruse. In truth, it is a shrine to Xvim the Tyrantson, and Sultan Tahyr refuses even to try to dispel the illusions around the shrine.

The *khamarkha* at the rear of the villa grounds is equally massive and expensively decorated. Its tomb doors are cast of solid mithral and open only to the touch of a priest of Lathander, upon the great sun emblazoned on the doors. This *khamarkha* was built to house the honored dead of the Kiilatar clan, but the last

of that line died out seven years ago and the villa came into the hands of the *syl-pasha*. Most notably, it is the final resting place of the wizard and lich Kadiva the Jade Jhasina (LE hef M16), who was destroyed in the Year of the Shrike (1196 DR) though her phylactery was never found. Her ashen remains lie sealed in a platinum genie lamp inside a floor crypt within the *khamarkha*.

TD35 Villa: Ralbahr Tahyr el Pesarkhal

3-story Class A buildings

Eraré Sabban; Taorahl Drudach. The Sultan's Palace, as this compact and spartan villa has become, gleams brightly in the sun. Its solid, squat construction only attracts the eye due to the ornate mosaics covering the granite-block walls. Of the three villas Tahyr controls in this sabban alone (of nine in all throughout Hook Ward), this is the simplest, which is why he chooses here to live. A former vizar's villa directly attached to the villa of Sabbalad Khomaya, this "palace" suits the sultan well when he is in town, rather than off at sea. This spartan attitude is understood by few in the sultan's family, least of all his sister.

Major Eraré NPCs

While hundreds of NPCs could be detailed for use in the Eraré campaign, the most prominent and influential NPCs of the three drudachs appear below.

Syl-Pasha Ralan el Pesarkhal

(NE hm dual M7/T12) The ruler of all Calimshan is not young, though his appearance belies this fact, Born in Manshaka over sixty years ago, Ralan has allowed himself to age in appearance slightly since his ascension to the Caleph's Throne. His long hair, black as night aside from some white along the temples, the *syl-pasha* is a lean, powerful figure on the throne, a look in sharp contrast to the many fat pashas beneath him (and those *syl-pashas* that preceded him). Many describe him as inscrutable, while others see "a smile that make asps jealous with its hidden warnings."

Not a constant presence here in Eraré Sabban, the *syl-pasha* of pashas and grand caleph of Calimshan visits here more often than any sabban other than those of the Palace and Grand Wards. He presents himself whenever a new dignitary or emissary of noble birth arrives in one of the embassies, which is an astonishing change in Calishite etiquette, since all others can wait for months before gaining a personal audience with the *syl-pasha*. Since the *syl-pasha* shows this much interest in endeavors to curry favor with foreign powers, the many levels of power within Calimport turn more attention to Eraré Sabban than ever (which exactly fits Ralan's plans and manipulations).





Sultan Tahyr el Pesarkhal

(CG hm F8; Dex 18) Tahyr yn Ralan el Pesarkhal is many things, from the second son of the syl-pasha to sultan of Hook Ward and ralbahr of the Nallojal. He is a lithe, strong man of much grace, and they say he is as at home among the ship's rigging as he is on a broad sabban byway. His pleasant demeanor commands loyalty among his troops and Hook Ward citizens as it hides Tahyr's disdain for the many corrupt pashas and such beneath him. Unlike most Calishite men, the sultan keeps his hair unbound and long, well past shoulder length, and his beard is a close-trimmed goatee and mustache rather than a full beard.

Tahyr is a more trustworthy friend than any dare ask for in Calimshan, and he has spent the last few years adjusting the posts of sabbalads and druzirs beneath him to find people he can trust. It is a slow process, but he works at it quietly and without fanfare (to avoid his father's notice). Only his love for his younger sister blinds him to his greatest threat in Khomaya, his brother-in-law and syl-vizar of Hook Ward. Tahyr spends at least two months of the year at sea, and his enemies await those days to strengthen their positions in his absence.

Sabbalad Khomaya

(LE hem F8/M8; Ch 17) Handsome and affable, Abon el Khomaya has a smile that bedazzles his prey and charisma enough to sway all but the most shrewd. Clean-shaven and always wearing a keffiyeh (to hide his severely receding hairline), Abon has a broad jaw and strong features that make his disarming smile all the more impressive. He also has a penchant for jewelry, constantly wearing large amulets, three earrings in each ear, two rings on each hand, and bejeweled bracers. None know for certain of they are magical, so most assume so; the sabbalad wears *bracers of defense* AC4, a *greenstone amulet*, a *ring of regeneration*, and a *ring of chameleon power*.

The sabbalad made his fortunes in moneylending and moneychanging, parlaying his guild influences into a druzir's then a vizar's post among the port sabbans. Upon his marriage to Raqiil yr Ralan el Pesarkhal, Abon became fast friends with her elder brother, the new sultan of the soon-formed Hook Ward. The vizar still manages a number of moneylending services, but his primary focus is acting as syl-vizar over Hook Ward during the sultan's absences, controlling Eraré Sabban at all times, and slowly and imperceptibly undermining the sultan's power base with the aid of Raqiil. He dares not have Tahyr's loyal friends (who all warn him about Khomaya) assassinated, but he has set wheels in motion to discredit them socially and politically, thus making them political liabilities to the sultan (and weakening his positions further).

Raqiil yr Pesarkhal el Khomaya

(CE hf F0) Many consider this woman of a score and three winters the most beautiful woman in Eraré Sabban. The buxom daughter of the syl-pasha and wife of Sabbalad Khomaya rarely donates as much time to any task other than maintaining her appearance. She wears no other colors beyond shades of red and gold, which heighten the impact of her chestnut brown eyes and her light brown hair. As enamored with jewelry as her husband of six years, Raqiil prefers large gems lightly glued to her body, filigreed chains twining among her earrings and hair, ankle bracelets, and toe rings (one of which is a *ring of invisibility*).

Daughter of Syl-Pasha Ralan and his favored jhasina (at that time) Symari, Raqiil learned at an early age to manipulate people to get what she wanted. Barely acknowledged by her father, Raqiil sought the approval of her older brothers and sisters. Like typical Calishite families, the children of one mother rarely accepted their half-siblings. Of the eight children of Symari, Raqiil is the eldest survivor of five; after the slaughter of her brothers, some of the older children of Ralan brought them in to protect the syl-pasha's family from outsiders. Tahyr, the second eldest, took a special liking to the flighty-seeming Raqiil and loves his little sister unequivocally. With no remorse or guilt, Raqiil manipulates her brother easily and covers both her and her husband's activities with lies that only the blind Tahyr accepts. Raqiil's motivating factor is a desire to rule and control, and she uses her looks and intelligence to get others to do what she wants—a task that has rarely proven difficult for her.





Druzir Aban el YedaT

(NG hm P12 of Azuth) Duzir of Badjit Drudach, this stiff-necked old man seems out of place with the rowdy throng in his drudach. As the First of the Sorcerer's Hand (ES10), el YedaT's priestly duties often take precedence over his secular druzir's job, though he rarely delegates duties of this sort to his assistants and vizars. Aban appears as a bald-headed, white-bearded old man who needs a staff to walk even remotely upright (though few suspect it is a *staff of command*). Even though he has opposed a number of the other Eraré power players in the past, all respect the First for his prowess in magic and his ties to Azuth. Even though he has disrupted criminal activities in his drudach, no reprisals touch him due to his numerous contacts throughout the city, not the least of which are his own sultan and no less than seven high ranking Guild Arcane members.

YedaT stays involved in the city's political arenas for two reasons: Sultan Tahyr trusts him and needs his input to keep more corruption out of the ward; and Aban is a Harper ally. For more than 30 years, information on Calimport and its activities (political and otherwise) funneled through Aban's church, allied priests of Deneir, and other allies among the Nallojal. With many ways of disguising information and the efficiency of this network of agents as set up long ago by the druzir, this is one of the primary links between the Cloaks and information brokers in the south and the Harpers in the north.

Shyk Hassan yn Jafar el Saffar

(NE hm F7) This seemingly happy shyk commands the garrison of Farisan elite troops that protect the embassies of Taorahl Drudach. Born of Tethyrian and Calishite parents, Hassan is lighter skinned than his troops, but political connections from Pasha Saffar of Grand Ward gained him this post and rank far more swiftly than normal. The emerald-eyed warrior has a reputation for swift and decisive response to any provocation's. He also accepts bribes to allow access to the embassies and dignitaries at odd times, but only with the permission of said dignitaries (who are on the lookout for multiple business options or merely want to participate in cut-and-thrust Calishite intrigues). Hassan lets people past his guards for "suitable proof of their good intentions toward the visitors (in other words, a bribe of at least 100 bicenta). As the troops share in the profits, none choose to mention these indiscretions to any higher-ups, least of all the sultan.

Other NPCs of Interest

There are always far many more people around than one can get to know well, but here is a smattering of those within Taorahl Drudach that the PCs may meet at regular intervals, should they venture into the right places.

Underpriest Taarin (TD29): While seeming to be the most meek and mild-mannered of priests, Taarin el Busym (LN hf P3 of Deneir) is actually a heroine dancing on the razor's edge. Working with her own abbot and Druzir Aban el

YedaT, Taarin ostensibly travels to Erlkazar and Deneir's holy cathedral of Soaring Spirit there with regular ecclesiastical work between the two churches. She relays information about all the doings about Calimshan to High Scrivener Cadderly and others, including the local Harpers and Heralds. While within Calimshan's borders, Taarin maintains her docile disguise, but she is certainly capable of defending herself verbally and physically. It merely seems prudent to all concerned that she continue the masquerade and leave herself hiding in plain sight.

Pasha Ghasael (ES2): Inheritor of one of the greatest private libraries on early Calishite history, Pasha Akim el Ghasael (NE hm C4) is a noted sage (Calishite ancient history and genie lore), cleric, and information broker to all who can afford his fees. Since a recent visit to Deneir's temple at the Scholar's Priory, he relentlessly pursues the far younger Taarin in hopes of gaining her for a wife. His obsessions almost urge him to unleash his greatest family heirloom to gain her: a *ring of djinni summoning* (though the simple ownership of one within Calimshan is a capital crime).

Pasha Modiminah (ES1): This pasha is one of the Nine Pashas, a local trading coster from which he derives much money. Barak el Modiminah (LE hm F3) is also one of the primary allies and agents in Calimport of Sammereza Sulphontis—a long-time secret Lord of Waterdeep and younger brother to the aged and dying Pasha Sufontis of Trades Ward. Barak arranges for much of the Sufontis trade to move north to Waterdeep, indebted as he is to the far-away man who saved his life long ago.

Pasha Baadilhaela (TD26) and Khariyl the Winged (TD6): The feud between these two wizards spans more than a decade, and not a season goes by without the two of them facing off angrily in a tavern (or spectacularly in spell battles above the sabban). Khariyl (CC hem M13) accuses the more politically powerful Pasha Baadilhaela (NE hm LM 14) of assassinating their former teacher and stealing much of his magical library and accoutrements. The pasha admits nothing, though the darker magic this alleged sage of botany and herbalism slings against his foe and his *flying carpet* seems to support some of Khariyl's accusations. Their political connections stalemate each other, so their feud remains, as ever, between the two of them.

Taor Adhalan (TD7): Innkeeper of the Silver Circles, this former Tethyrian slave and bouncer gained his freedom and this inn with the death of the kindly (yet greedy) Halan el Vhomaal. Taor (N hm F5) has built the inn's reputation as an adventurer's place, which both attracts the expected rogues and wanderers and the all-too-frequent amlakkar looking for someone to blame. Taor could easily upgrade the inn, but too much money goes to bribes for Yuzas Fadaffed and his amlakkar to leave his patrons alone. He also has a good business (and personal) relationship with the Blue Wyrms' proprietress. She sends her customers over to the inn when they





need a place to stay, and he helps out when her patrons get too rowdy. Secretly, the pair brew their own ale rather than pay for Golden Sands products, and Taor's heavy bribes keep this hidden for now.

Meriel el Gaaran (TD8): Widowed owner of the Blue Wyrm, the lovely Meriel (N hf C2 of Sharess) once danced among the clergy of the Festhall of Eternal Delight before she became Tomed el Gaaran's wife. Tomed died in what all knew to be a staged knife fight a few days after he threw a pasha's drunk son out into mud far beneath his station, and only the sultan's swift intervention kept Pasha Baadilhaela from either claiming or destroying the Blue Wyrm. Meriel is a bitter, brittle woman aging faster than her years, and only the kindness of her daughter, neighbors, and Taor keep her spirits up.

Hala (TD8): Meriel and Tomed's daughter, Hala (NG hf F0) is a spritely young girl of 16 years who can hold her own against the adventurers that frequent the Blue Wyrm's tap-room. Her most striking feature is her brilliant red hair, which she wears in a waist-length ponytail (weighted within by lead, to be swung as a club against any overzealous hands). She and Jabal have a series of hand signals to identify troublemakers.

Jabal (TD8): Meriel's oldest friend is the hunchbacked Jabal (LN hm F3; Str 18(35)), whom she found in the streets and took in out of pity. The lad grew strong, though his misshapen back never allowed him to stand upright. Still, with biceps as large as most people's heads, Jabal has been Meriel's and Hala's most loyal (and effective) defender for more than 20 years. He likes Taor Adhalan of the Silver Circles immensely, though the innkeeper still flinches when he looks at the hulking Jabal.

Butrys the Blind (TD8): One of the regulars at the Blue Wyrm is Butrys (CN hm F0), a blind drunkard who was once a sage and longtime friend of Tomed. Though Pasha Baadil-

haela had him blinded and his library destroyed more than 10 years ago, Butrys still retains much of his knowledge due to an eidetic memory and a once-magnificent library on elves and their history in the Empires of the Shining Sea. Where he once commanded princely sums for his lore, all it costs now is a night of ale.

Melek el Veryn (TD2, 8): A young man just beginning his career among the amlakkar. Melek (CC hm F2) already grows tired of the soldier's life and the expectations his moneyed family has for him once his rank rises to a point where he can be of more use to them. When off duty, Melek avoids most of his amlakkar associates and gravitates to the Blue Wyrm to hear tales of dungeons and dangers. Melek would abandon the amlakkar to venture to the exciting North . . . if only he had the courage to begin.

Musar Maryn el Eramor (TD2, 8): Maryn (LE hem F3/M3) Melek's immediate superior and (as he sees it) his mentor. The arrogant but still affable musar (sergeant) constantly seeks the spotlight and brazenly shows off his half-elf ears and talents, much to the chagrin of Yuzas Fadaffed. While a bit hard-hearted at times, Maryn honestly likes Melek and some of his friends at the Blue Wyrm, and both have begun thinking life might be better out from under the oppressive amlak yuzas they both serve.

Tasyn (ES5): A person of the shadows and the streets, no one knows if Tasyn (NE hm T3) ever had another name or title. Now, he works for Pasha Tehibi and he wanders all of Eraré Sabban spying on people and places for his master. Tasyn is a weakling and he covers away from physical confrontations, but he gains his revenge by planting rumors in the right people's ears about anyone who crosses him. Thus "weasel in human form" has even betrayed his own master by reporting much about his activities to the alluring Voraya in Calimport Muzad.





The Armory Arcane



agic and corruption flow equally thick through the streets of Calimport, and there are more unique magical items in this city than in any other, excluding perhaps Silvermoon and Waterdeep. Below are a variety of items and artifacts, all with histories as impressive as their powers. Their appearances are detailed, and those appearances are some of the reasons many items are lost to those who seek them. The importance of tale-telling has often changed the legendary appearance of an item for a story, and folk sometimes forget what the item in question actually looks like or exactly what it truly does. Thus, given the elaborate nature of Calishite legends and myths, many folk are often disappointed when they find Maryn's Maul, an item with alleged world-shattering powers, only to discover it to be a common hammer of thunderbolts.

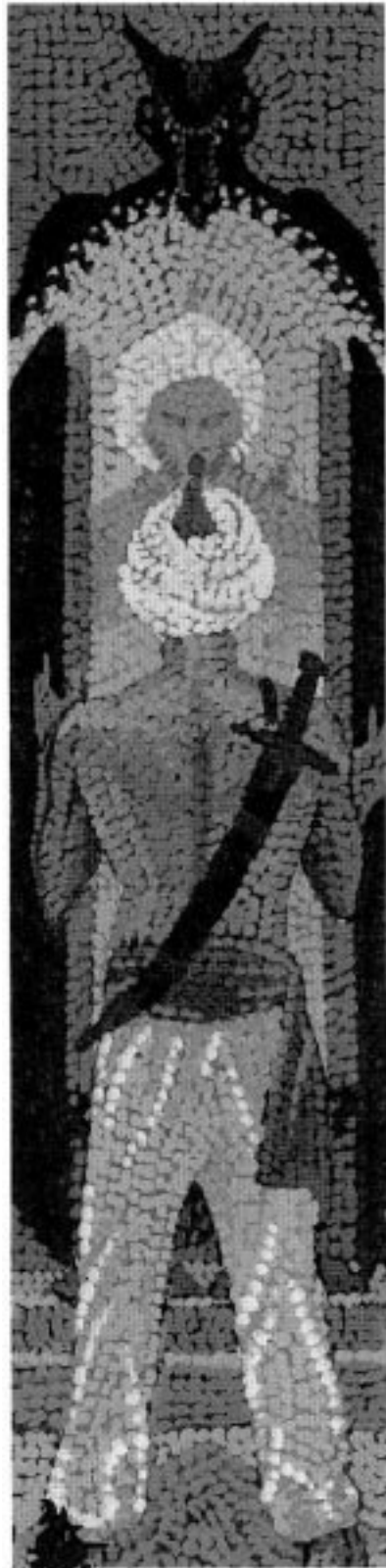
Battlecloak of Vycaena

While appearing as a common but voluminous cloak of emerald-green silk trimmed with gold thread, the *Battlecloak of Vycaena* is notable only by its clasps. Made of thick gold with a tiny emerald set at the center of each, the clasps are large disks engraved with the sword-and-shield seal of House Asada, a long-extinct Memnonite clan of Calimshan's Seventh Age. A small but strong gold chain that hooks behind the left disk links the disks.

History has lost the origin of the blood feud between House Asada and House Najjar of Almraiven. All that can be uncovered is that the hatred began during the early decades of the Sixth Century Dalereckoning, when both houses created items of power to aid their sons in the feud, and that both houses were extinct by the end of the Seventh Age. Since their falls, the items either have been destroyed or claimed by others; of them all, only the *Battlecloak of Vycaena* and *Najjar's Cloak of Weaponry* remain known to the modern Realms. Since the fall of El Asada, the *battlecloak* has been worn by more than 200 warriors and priests, and it has traveled to such faraway places as Luskan, Damara, and the Dragon Wall of Shou Lung.

The *battlecloak* magically provides an AC5 and a +1 saving throw bonus vs. spell. These benefits are negated if any physical armor is worn beneath it. Its primary purpose, however, lies in its golden clasps, which can magically store one sword (up to bastard sword size) and shield (up to large, round shields) inside the clasps, hidden from view. All the wearer needs to do is touch the clasps (often by crossing his arms across his torso, right hand grabbing sword and left arm taking the shield) to release the stored items. The sword and shield instantly materialize in the wielder's hands and can be summoned and used in the same round with only a +1 penalty to the user's initiative. While the stored items can be magical, they cannot exceed the size limits noted above, nor can the disks store anything but one sword and one shield. Characters can place their own weapons "in" the *battlecloak*, or it may be "empty" when found.

Last Known Location: The last confirmed sighting of the *battlecloak* was in the Battle for Kzelter. Adanh yi Almraiven, a previously unremarkable Calishite mercenary with the Tethyrian garrison, used his martial skills and the *battlecloak's* magic to great effect in holding the helmed horrors and their priestly masters in the town square, allowing many other soldiers to flee their fallen post. As Adanh did not survive the fall of Kzelter, the *battlecloak* is in the hands of Teldorn Darkhope. Given his foreign birth and lack of historical knowledge, he likely does not know realize the power of the item he holds and may simply be using it as a decorative cloak.





Codex Thealnakkar

The *Codex Thealnakkar* is a 2-foot-square, brass-bound, massive tome created more than 1,000 years ago by the scholar-mage Thealnak of Memnon. While it also contains Thealnak's spellbook within its 70 stamped copper pages, the final 15 pages are made of carefully worked dlarun (a rare metal of halfling origins), and these detail the enchanting and construction of what Thealnak called "*Savilar's Mosaics*," but most generically call them *Calishite mosaics* (see below).

Thealnak was a minor druzir within Memnon, and history records his being a pleasant and honest fellow, at least in comparison to his contemporaries. As the sole surviving apprentice of the great mage Savilar of Talagath and a major wizard in his own right, it fell to Thealnak to record his master's greatest work. In fact, the knowledge of mosaic magic and the transferred ownership of the *Codex* to his Imperial Majesty Shoon VII gave Thealnak the rulership of the Hakkamate of the Lake of Amin (modern Lake Weng in Amn).

Thealnak's spellbook was the bulk of the pages, and its pages include the following spells: 1st— *dancing lights, detect magic, grease, hold portal, identify, magic missile, message, read magic, shocking grasp, sleep*; 2nd— *detect evil, deafness, fog cloud, forget, irritation, mirror image, summon swarm*; 3rd— *dispel magic, flame arrow, fly, hate, hold person, slow, vampiric touch*; 4th— *charm monster, contagion, dimension door, dweomerflow*, enchanted weapon, fumble, ice storm, solid fog, wall of ice*; 5th— *abeyance*, advanced illusion, Bigby's interposing hand, cone of cold, fabricate, focal stone*, passwall, seeming*; 6th— *chain lightning, contingency, death fog, ensnarement, programmed illusion*; 7th— *delayed blast fireball, power word stun, spell turning*; 8th— *antipathy-sympathy, binding, incendiary cloud, symbol*; 9th— *energy drain, foresight, power word kill, prismatic sphere*.

*Spells marked with an asterisk are detailed in *Volo's Guide to All Things Magical* (TSR 09535). Those without this source can replace these spells with others.

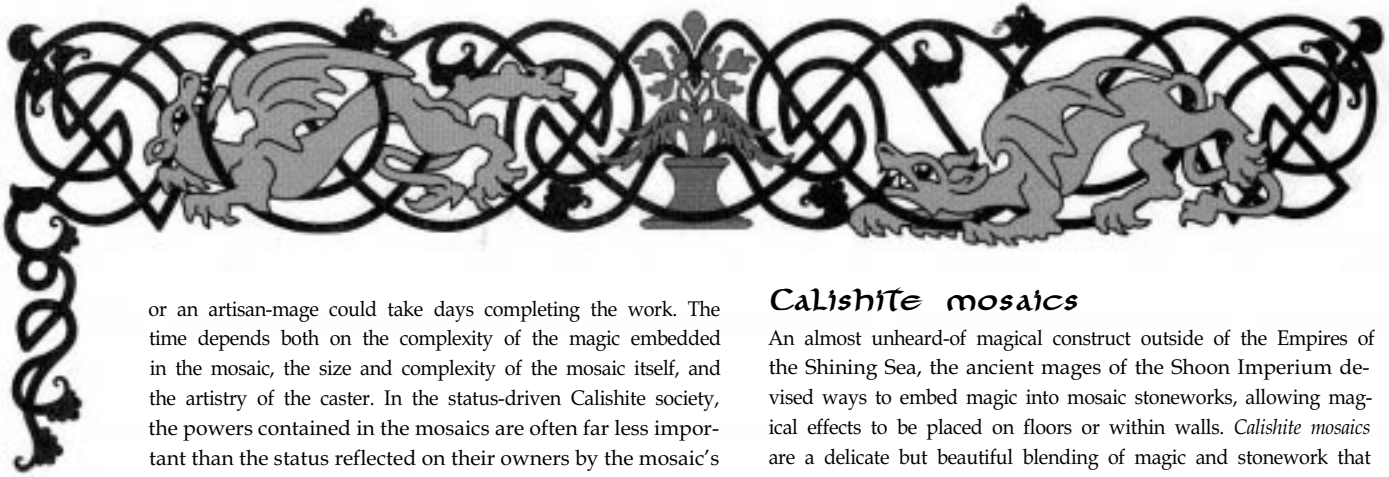
The information on the rare *Calishite mosaic* enchantments fills the final 15 pages of the tome. While many believe these pages contain full spells allowing them to swiftly master these magic, they are closer to workbooks and theoretical notes on enchantments and how to adapt pre-existing enchantment methods to work for the communal mosaics.

The initial five pages discuss the basics of materials and their preparations for enchantment. Among the notes are discussions on stones and gems and other materials and how each is best suited for particular mosaic magic. For example, lapis lazuli is necessary for any type of charm effects, while turquoise chips or garnets are needed for any magic with offensive (damage dealing) effects embedded in mosaics.

The second five pages discuss the primary enchantments

themselves. There are seven separate enchantment procedures involved in the creation of mosaics, and all must be cast under specific conditions and preparations. They are not listed as individual spells, as they mimic many of the "Wizard Item Enchantment Spells" listed in *Volo's Guide to All Things Magical*, and they are more adaptations of those spells than individual spells of their own. Within Thealnak's tome, they have informal names scribbled in the margins. These were made more formal in the *Pagina* under the names below. The process of creating *Calishite mosaics* follows these enchantments in this order:

- **Savilar's Sanctifying Touch:** The first stage purifies all the components of the mosaic.
- **Savilar's Atunement:** This stage readies the materials to store enchantments.
- **Savilar's Imbuement:** This stage allows materials to absorb spells cast upon them without having the spells activated during their castings. This is by far the longest of the stages, taking days to cast (both Savilar's enchantments and the actual spells involved).
- **Savilar's Ineffable Augmentation:** The next step in the enchantment process magnifies the spell effects stored within materials.
- **Savilar's Arcane Colors:** This illusion enchantment sets a visual field that shows where the mosaics are to be set and what they will appear as when complete. This enchantment lasts for two days or until the final stages, whichever occurs first; if the Arcane Colors dissipate before the mosaics are set, it ruins all previous enchantments as well as the materials, and the whole process must be started anew.
- **Savilar's Shattering:** This crucial stage takes the large pieces of stone or metal and magically shatters them into the mosaic shards needed for the artwork. The largest pieces formed during this stage are the size of a mouse's eye (a component of the spell) and each piece contains the full magic set during the early stages. There is always a release of magic with the shattering, primarily as a rainbow of light, and this purifies the area wherein the mosaic is to be set.
- **Savilar's Communion:** With the caster now having all the raw materials enchanted and ready for the final artwork's creation, this stage weaves the component materials & spells into a beautiful, floating dance of magic and mosaic chips. While some speculate this was a stage made to amuse the exhausted casters as the chips whirl and dance among winking lights and sparkling webworks of magic, it is an important stage of balancing all the disparate materials and magic so they will not disrupt each other.
- **Savilar's Stonedance:** The final magic then weaves the actual mosaic, drawing the materials out of the air (placed and hovering there during the Communion) and placing them within the Arcane Colors enchantment. This stage can be undertaken as swiftly as one turn after the Communion is complete



or an artisan-mage could take days completing the work. The time depends both on the complexity of the magic embedded in the mosaic, the size and complexity of the mosaic itself, and the artistry of the caster. In the status-driven Calishite society, the powers contained in the mosaics are often far less important than the status reflected on their owners by the mosaic's beauty.

The final five pages provide additional spells and methods by which the mosaic patterns can be disrupted, altered, or cancelled. Having been lost for many centuries, no reliable information exists on these spells and alterations, though legends speak of spells that could layer magical effects in mosaics to allow the casting of two or more spells in a round, allowed preset spells to be activated by contact or mental effort, or even spells that could set off all magic of the mosaics. This effect allegedly caused the utter destruction of Pasha Vaalahadin's villa and ignited the firestorm that engulfed Calimport in the Year of the Lynx (1189 DR).

The *Pagina Savilara*

The final section of the tome was once copied and made available to many mages of the Shoon Imperium as the *Pagina Savilara* at the order of the Qysara Shaani, as her advisors manipulated her into revealing the many magical secrets kept by her father Shoon VII. All copies of the *Pagina* are believed lost or destroyed in the destruction following the end of Shoon rule. Thus, the only complete source from which one could fully relearn the enchantment of mosaics is the *Codex*.

Last Known Location (Codex): After the Shoonach Conflagration, the blue wyrm Iryklagathra pillaged many areas within Shoonach, and with few of a power to stop her, she claimed much of the magical and monetary treasures of the realm. This foe of every Shoon qysar since Shoon VI stripped the royal treasuries and the Imperial Palace clean of much of its worth, and among the treasures of the Shoon was the Codes *Thealnakkar*. The few survivors of the numerous adventurers who tried to defeat Iryklagathra noted many great Shoon artifacts prominently floating atop her treasure hoard, and the *Codex* was among them.

Last Known Location (Pagina): As stated above, no known complete copies of the *Pagina Savilara* exist in Faerûn today. However, Laeral Silverhand-Arunsun holds an incomplete copy of the first half of the *Pagina* in Blackstaff Tower in Waterdeep. She knows the basics of their construction and the first two enchantments, but she lacks the permanent binding enchantments and the secrets of altering the mosaics for new effects; thus, she can create limited mosaic magic but nothing of permanence or great effect. She bought the scrolls in Skullport, but she has not shared their secrets with any other than Khelben. She has searched for over 50 years for the

Calishite mosaics

An almost unheard-of magical construct outside of the Empires of the Shining Sea, the ancient mages of the Shoon Imperium devised ways to embed magic into mosaic stoneworks, allowing magical effects to be placed on floors or within walls. *Calishite mosaics* are a delicate but beautiful blending of magic and stonework that often are static sites of magic almost like dead- or wild-magic zones, yet they function as normal spells and Items. Saving throws against the mosaic effects are at -1 if a person is in physical contact with the mosaic (-2 if touching by bare skin) and +1 if only one extremity is in contact. Unless otherwise noted, the duration of mosaic effects is generally 1d10 rounds (the effect sometimes continuing after contact with the mosaic has ended). Many offensive effects (*flame strikes*, *magic missiles*, *forcecage*, etc.) are instantaneous and erupt upon contact (with an initiative rating of 2).

In general, *Calishite mosaics* mimic spells and effects just as magical wands and rings do. In other words, if an enchantment or magic can be used in rings or wands, it can be embedded with slight modifications into mosaic patterns. Examples of mosaics from the Shoon Imperium include:

- *mosaics of scrying*: Contact with a particular formation within the mosaic allows the caster to mentally scry the true thoughts of others in contact with the other parts of a room mosaic (such as a mosaic laid into the floor of an audience chamber).
- *mosaics of sending*: When casters touch these, an illusion of the caster arrives at any of the mentally-chosen other mosaics of sending linked to it (or at least those that were known to the user). The illusion acts as a project image in terms of communication, allowing the illusion to act as eyes and ears but not allowing spellcasting at the sending site. In effect, this is merely a substitute for crystal ball scrying.
- *mosaics of shielding*: Similar to the shield spell but larger than one person and acting in a radius, these mosaics still lie beneath the beds of royalty in Tethyr and Calimshan. The shield can be activated either verbally after turning in to provide a field of AC2 against attack, or it automatically can react to missiles or certain magic spells from slaying the sleepers. This shield can also be set to protect rulers on thrones.
- *mosaics of spell-storing*: If the person standing upon one of these mosaic knows the command words, she can merely walk to the mosaic, touch or step on it, and activate the spell as if she wore a ring of spell-storing. These mosaics are rare, as one use often revealed their location and spells, thus negating their surprise use; still, the gold-and-garnet patterns are among the most powerful of mosaics.
- *mosaics of teleportation*: Found only on the Imperial Mount of Shoonach, these mosaics allowed the qysar to move almost instantaneously from one mosaic to another, allowing quick escapes and instant access to remote sites otherwise sealed off from normal entry. (In other words, Shoon VII's hidden spell libraries, caches of healing and other magic, etc.). Since the fall of the Shoon, the secrets on how to link and create two-



way teleport mosaics have been lost; it is possible today to enchant mosaics for set locations but this travel is only one-way. More than a dozen agents of the syl-pasha (who wants these mosaics to allow swift travel from his Court to other places of power) have been sent to Shoonach to investigate the old mosaics, and all of them fall to return.

- *mosaic of truth:* These were secretly set in the dais before the Qysari Throne, and courtly propriety demanded that the person stand, kneel, or grovel there before the qysar. Enspelled just as a ring of truth, the Shoon ruler thus guaranteed he always heard the truth from underlings.
- *mosaic of warmth:* As expected, these were placed within the decorations in the baths and kept surfaces, bathers, and waters warm.

The Endless Bag of Saref Adnan

On the surface, it seems to be an oxen-hide leather bag with silver thread stitching a family seal into the surface and along all the seams. The seal is unrecognizable to students of heraldry in the North, though anyone from Amn south can identify the seal as the long-dead House Adnan, and that the bearer carries the mystical *endless bag of Saref Adnan*. While most reactions toward viewing such a famous item drift toward greed, those who know of the endless bug shy away from it immediately and rarely wish to remain near it, even shrieking in terror if it is opened in their presence.

Saref Sulak yn Khamas el Adnan was one of the most trusted servants of Shoon II, and he served as the qysar's chief "collector" of rare antiquities and magic. This bag was a gift from the qysar for Adnan's aid in "disposing of some trouble" (by murdering a number of rebel Tethyrian clan lords) in the Year of the Dragonstar (99 DR). After that, Saref Adnan never traveled anywhere without his endless bag. Many stories tell of strange and wondrous things he produced from this treasure, from whole chests of gold to a live tiger from the Shaar! However, with all the magic and political power at his disposal and his skills as an assassin finely honed, he still fell victim to illness.

As he had most earnestly supported the desecration and looting of many temples of all faiths in the qysar's name, no priest would cure him until the arrival of a stranger in the Year of Fallen Guards (111 DR). This stranger, a priest of Mask disguised as a lay follower of Leira, gave the debilitated saref three potions in exchange for the endless bug, which the desperate saref agreed to. Once the bag was given up, the priest disappeared, and the potions were found to be only glowing water. So, the once-feared Saref Adnan died alone and mad in his villa among the Ralamnish Ridings, his namesake lost to him.

For all intents and purposes, the endless bug is an altered bag of holding of maximum storage space. If a person never learns any more about the bag, that is all it will be for him. However, the Shoon court wizards set a command word in it that allowed Saref Adnan to immediately *teleport* the contents of the bag to a long-hidden treasure cache. A second command word immediately swapped the contents of the bag for items from another place, often the armory of weapons from inside his home. Many who sought the endless bug were trying only to locate the long-secret location of the Adnan treasures; all attempts to send people through the endless bag into the hidden treasure hoard have failed at the cost of lives.

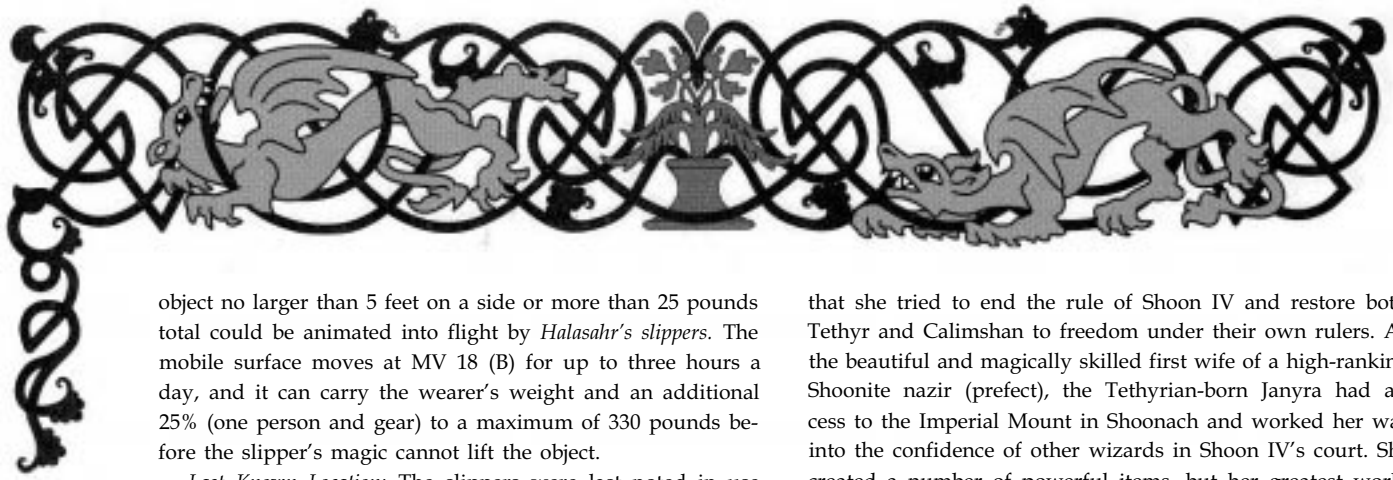
The rumors still fly though, and some believe the treasures lie either in the Small Teeth west of Hillfort Ishla (close to the saref's former villa) or within his family tomb in Debukker, the tomb city of Shoonach. Of course, the names on the tombs have been destroyed and many of the surface mausoleums lie in rubble, effectively blocking entry (even if one could get past the hundreds of undead creatures and other monsters). The saref's treasures remain sealed in a hidden chamber beneath the primary tombs, and the ancient riches and magic contained herein could tempt Waukeen herself.

Last Known Location: Since its theft from the saref's hands more than 1,200 years ago, the bug has passed through the hands of thousands of people, though rarely staying in one hand for more than a year. Some say the saref's ghost reaches out and grabs the hand of the bag's holder upon the 50th time the endless bug opens, and the mysterious disappearances of the bag's bearers offer more mysteries than answers. The last sighting of the bag was in the hands of the sneak thief Rhiam Torglasser (NE hm T8) of Priapurl, who believed those who warned him of the item's reputation were simply trying to steal it from him.

Halasahr's Slippers

These crimson silk slippers are trimmed with golden thread, and some garnets wink from the tips of the curled-up toes. Luxurious in look and feel, the slippers are impervious to wear and tear, and they can be worn as if they were hard boots (not feeling any pain from stones or rough roads and so on). Created in the Year of the Armarel (1210 DR), they were the slippers of the favored jhasina of Halasahr the Red, a high-ranking vizar and wizard of Almraiven. The slippers were stolen the night Halasahr and his concubine were murdered in their sleep by Runden assassins.

Hulasahr's slippers allow any carpet to become a *flying carpet* simply by stepping on it with both slippers and willing it to flight. Once believed limited to one person or to carpets only, the secrets were divined later that any independent



object no larger than 5 feet on a side or more than 25 pounds total could be animated into flight by *Halasahr's slippers*. The mobile surface moves at MV 18 (B) for up to three hours a day, and it can carry the wearer's weight and an additional 25% (one person and gear) to a maximum of 330 pounds before the slipper's magic cannot lift the object.

Last Known Location: The slippers were last noted in use during the Tuigan Horde campaigns. A young man named Iden (NG hm F3), a volunteer warrior, apparently found them on a corpse within the Haunted Halls of Eveningstar and learned their magic by trial and error. The *slippers* let him fly over the other troops in the battles against the Tuigan, using his shield as the flying surface. He survived the Horde Wars but was later reported slain in battle with trolls within the Marsh of Tun in the Year of the Banner (1368 DR). The current location of *Halasahr's slippers* remains a mystery.

Harness of Defense

These simple crossed-baldrics of leather, chain mail, or other flexible materials are almost unheard of outside of Calimshan, though they are prized magical items that have become quite popular over the past three decades in the Empires of the Shining Sea. Created by the Guilds Arcane and rarely altered from the basic standards, the harnesses act as *bracers of defense* and magically provide a set Armor Class without the problems of wearing armor in the heat.

D100 roll	Armor Class
01-05	8
06-15	7
16-35	6
36-60	5
61-80	4
81-90	3
91-95	2
96-98	1
99 - 00	0

Janyra's Rings

These fabulous rings are unlike any others seen in the Pasha's Lands since the Era of Skyfire. Whereas most magical rings are metal bands (some with inset or mounted gems), these three rings appears wholly carved from large gems of sapphire, emerald, and jet. Their internal surfaces are smooth while outer edges have small facets that wink and catch the light, causing colored light to play across the wearer's hand.

Many remember the legends of the great archmage Janyra, but they know her less for her great works than for the fact

that she tried to end the rule of Shoon IV and restore both Tethyr and Calimshan to freedom under their own rulers. As the beautiful and magically skilled first wife of a high-ranking Shoonite nazir (prefect), the Tethyrian-born Janyra had access to the Imperial Mount in Shoonach and worked her way into the confidence of other wizards in Shoon IV's court. She created a number of powerful items, but her greatest works were these three rings and the great *Tome of Secrets* (which is now known simply as *Janyra's Tome*). For more on the rings' and the tome's history, see Artifacts below.

The rings scattered after Janyra's fall (as designed to do), and they have since served many masters without ever fulfilling their true powers. While they all bear other names and other powers (noted below), their primary purpose was to protect their wearers from the effects of the *Tome of Secrets*. Thus shielded from the mind-draining magic of the artifact, the wearers of these rings alone could open and read the *tome* and gain the knowledge stolen from so many others. Janyra never got the chance to glean knowledge from her own tome other than during its development. Of all who have ever learned of the hidden powers of *Janyra's rings*, only Shoon VII and Shangalar the Black of the Twisted Rune have ever perused *Janyra's Tome* safely.

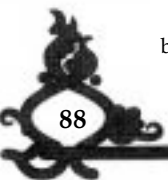
All Rings: A hidden enchantment on all these rings makes them permanently bond with the wearer's finger, and will not be removed until the death of the wearer or the severing of said finger or hand. When such an event occurs, all of *Janyra's rings* teleport unerringly to their designated heirs (chosen at some time while the ring is first worn). If no ring-heir exists or one was not chosen (by someone not knowing what ring he was wearing), it will teleport 2d100 miles away from the location of its previous wearer's death.

Janyra's Ring of the Forest (Emerald): This ring provides *animal friendship* at all times, and *entangle* can be cast three times a day.

Last Known Location: This ring resides on the left hand of Phaara Quickbow (NG hef F8), an adventurer from Mosstone and a caravan guide through the Forest of Tethir. Her elf paramour found the ring at the bottom of a spring-fed pool in the forest and gave it to her as a betrothal ring. She knows the ring won't come off but has not made an effort to learn any more of it.

Janyra's Ring of the Night (Jet): This ring provides a base (or bonus) 65% chance to *hide in shadows* at all times. It also can cast *darkness 15' radius* three times a day.

Last Known Location: This ring once rested on the finger of Shangalar the Black while he lived, but upon his death and metamorphosis into the lich he remains today, the *ring of the night* vanished from his hand. It was last seen in the Year of the Gauntlet (1369 DR) among a pile of wagers for a high-stakes card game in the Yawning Portal in Waterdeep. A





brawl broke out and after the fracas settled down, more than half the money and the ring had vanished.

Janyra's Ring of the Sea (Sapphire): Janyra's personal ring provides constant powers identical to a *pearl of the sirines*. Three times per day, the wearer can also cast *create water* as a 5th-level priest.

Last Known Location: This ring currently rests on the finger of the wizard Jakal (CG hm M16), a tutor at the Mystics' Academy in Llorbauth on the Deepwash. As he discovered the ring in the tidal pools of the Deepwash, he assumes that *Janyra's Tome* is somewhere under the sea's surface as well and has spent years seeking it. He knows the power of the ring he bears and wants to gain the *tome* to share the knowledge in it with his students at the Mystics' Academy.

Najjar's Cloak of Weaponry

The stories of this item are many and varied, but few would recognize *Najjar's Cloak of Weaponry* as they would seek a "cloak of red velvet with stitched weapons that came alive in his hands" or "a cloak as black as night that lashed at enemies as if alive." In truth, the *cloak of weaponry* looks like a simple white linen cloak, and the only way to identify it as the fabled garment of Shyk Najjar is to feel the inside of the cloak and the hood. It has an interior silk lining and between that and the linen exterior is the supple, tanned pelt of a displacer beast. Even when held to the light, the pelt (or any other extraneous detail) is not visible and most light shines through the cloak as if it were gauze.

The lifelong enemy of Vycaena, Shyk Najjar had this cloak enchanted to provide him with weapons at all times. After the mutual fall of the feuding houses, the *cloak of weaponry* became a much sought-after item among the warriors and soldiers of the Shining Sea region. After many centuries of changing hands, the *cloak* was claimed by senior amlakkar of Calimport. The *cloak* became a token of honor worn by the senior bodyguard of the syl-pasha of Calimport.

Whoever wears this cloak can reach into its inner folds and magically draw out any weapon that had previously been placed there. Items are stored within a space similar to a *bag of holding* by wrapping the item once within the cloak's cloth. The *cloak* holds a maximum of 25 pounds worth of nonliving material with a maximum size of what can be fully wrapped by a 6-foot-long cloak. In other words, no pole arms or two-handed swords fit within the *cloak*, but twenty-five daggers or six long swords could be stored in it. No amount of stored items inside the *cloak* alters its weight or appearance. The wearer of the *cloak*, by touching its inner lining, knows immediately what items are stored within its magical folds. Only one item can be released into the wearer's hand each

round. To release the item desired, the wearer clutches a handful of the *cloak*, mentally pictures one of the known items inside it, and it appears in the wielder's hand (with an initiative penalty of +2).

Last Known Location: In the Year of the Gauntlet (1370 DR), the current bearer of the *cloak of weaponry* died as a result of the Bottlemist Plagues in Almraiven, where he was preparing for the syl-pasha's visit. Many, including the syl-pasha, assume the cloak was destroyed, but it survived the fire. In the chaos of many people spontaneously combusting on the docks of the city, due to a mysterious mist, few carefully watched who picked up the immaculate white silk *cloak* out of the pile of ashes that was once Ymal adh Pesarkhal. As many abandoned Almraiven soon after the Burning Plague began, the bearer of the *cloak of weaponry* could be anywhere now:

Saarkanlyth's Antaglass

An ancient full-length mirror made of polished silver with a bronze frame, *Saarkanlyth's Antaglass* is at first viewing a masterpiece of late Shoonite metalwork. The oval mirror itself stretches 5 feet long and nearly 3 feet wide. Its bronze frame rests on broad, flat dragons' feet and the frame that supports the mirror mimics a dragon as its head clamps the mirror in its jaws at the top. From behind, the bronze-work completes the back of the dragon in fine detail. The dragon's wings are hinged and they wrap around the sides to act as doors to cover the mirror. When the wings are opened, additional mirrors on the inner surface of the wings allow views of the reflected person from three angles.

Saarkanlyth, once a wizardly advisor in the Court of Qysar Amahl Shoon II, created this mirror at the behest of the qysar to humble his six all-too-proud sons, who believed themselves above all others in all things and were beginning to war among themselves. The qysar wanted them to have enemies equal to themselves that would teach them humility, keep them from their brothers' throats, and in fact, coax the brothers into working with each other to overcome their foes.

When the *antaglass* was completed in the Year of the Echoing Chasm (68 DR), each brother was fitted for a new suit of clothes and viewed themselves for the first time in the mystical mirror. The youngest and the three eldest warrior sons were slain by magic within the year, though they (or their retainers) managed to slay the wizards who brought them low. The fourth son, meanwhile, had fallen madly in love with a beautiful Tethyrian woman and proposed to marry her and thus make her the future qysar's consort. Unfortunately, during the wedding, the sixth son fell upon the bride and slew her just as the rites concluded, for she was his nemesis and he had only just discovered that fact. Brother



then killed brother as the grieving bridegroom avenged his wife's shocking death, and the temple bells tolled death rather than happiness.

It fell to Qysar Shoon II to choose a new heir, and he chose his nephew, the second son of his years-dead elder brother Kamar Shoon. The young man, named Vymar, was insatiably curious and in his explorations of the Imperial Palace, he found and looked into the *antaglass*. As a wizard, he soon knew what had happened, and warned his children and wife of ever entering the room where *Saarkanlyth's Antaglass* rested. Soon enough, Vymar met his nemesis and succeeded in vanquishing it in a spell duel of honor before the qysar's court. Vymar proved to be the only one worthy to pass his uncle's tests, but, unfortunately, his disagreements over the qysar's religious purges angered the qysar (and many among the court). He died of poisoning administered by an agent of his father's vizar before he came close to the throne.

Sometime during the reign of Vymar's third son (Qysar Shoon III), *Saarkanlyth's Antaglass* disappeared from the Imperial City of Shoonach, as did its creator. The mirror has appeared in various locations across the past twelve centuries, its true purpose unknown.

This ancient and unique *mirror of opposition* creates the nemesis/evil twin of whoever is reflected in its glass. Unlike the standard *mirror of opposition*, the enemy doesn't materialize before the mirror. Instead, it is teleported somewhere on the same world as the character and it becomes a random menace. Upon first glance into the *antaglass*, no person sees himself. If the person steps away from the mirror within a round, no nemesis is created. However, if the person remains before the *antaglass* for more than a round, he slowly sees his reflection appear. When the reflection is fully formed and clear, that signifies that the nemesis is whole and somewhere in the Realms. The only other hint that magic is afoot when gazing into the *antaglass* is that the magnification of any reflected light sources into making the reflected figure (or figures) glows lightly for a brief moment as the nemesis is magically created and teleported away.

The nemesis is rarely an exact duplicate of the person reflected, but rather an amalgamation of what the character sees as his enemies combined with skills that either match or counter the reflected character's skills. Whether an exact double or a new being entirely, the alignment of the reflection is diametrically opposed to the viewing character. For example, a drow priestess of Lolth views the mirror and her nemesis could be a male gold-elf priest of Corellon Larethian; her exact physical double but as a drow priestess of Eilistraee; a male drow priest of Vhaeraun; etc.

Both beings (character and nemesis) know of the other's existence, but only over the course of a year of dreaming of each other and of battles to the death. The two share no special sensory powers to detect each other from any other per-

son until within 30 feet of the other. They will then recognize each other immediately for what they are and must make Intelligence and Wisdom checks (-3 penalty) to resist immediately attempting to kill their "other."

Last Known Location: The mystical mirror was last seen in the cellars beneath the main villa building of the lady Lanciya Dinahar of Westgate in the Year of the Bow (1354 DR). A friend of the family, a sage of mystical items by trade, told the lady what she had bought as a gift for her daughter, and the *antaglass* was covered by burlap (so as not to draw attention to it) and placed within a former dungeon cell behind the wine cellars. While the sage insisted that *Saarkanlyth's antaglass* should be studied and kept safe by such groups as the Harpers or the War Wizards of Cormyr, the ever-paranoid Dinahar clan members prefer to hold on to the mirror, for fear an enemy of theirs might get hold of it. No one has checked on whether the mirror is still there for more than a dozen years, for fear it might be activated, and it is up to the DM as to whether or not it remains dust-choked in a cellar or stolen long ago by ambitious and crafty thieves.

The Qysari Rings

This is a title used to consolidate the majority of magical rings made exclusively for the emperors of Shoon. Catalogued and identified by the slave-scribe Rativ ym Shoon in the Year of the Errant Kings (356 DR) and later recounted in *The Magics of the South* by the Athkatlan Herald Zatan Arrowswift, the *Qysari Rings* numbered twelve in all and are easily identified from other magical rings by what happens when they are put on or used: The bands alter themselves in harmony with the type of person that wears them. If a priest wears the ring(s), the bands retwine themselves so the bands twine vertically across the ring, while wizards see no change in the standard zigzag twining of the ring. Fighters and thieves watch the rings slightly melt and become flat bands, though the zigzag twining remains but now seems smoother.

Last Known Locations: During and after the fall of the Shoon, the *Qysari Rings* were never discovered, having been secreted away by the last qysar's vizar to various locations. Individual rings will have their last locations noted; though the history involved in how each got where it is today is as tangled as the nine centuries since their last collection. Seven of the twelve rings are listed below, along with their official titles, descriptions, and powers. Since the Qysar at the time of cataloguing was a wizard, the descriptions noted for each ring are considered their standards.

- **Akkabar's Battleblade Ring:** The bands of this ring, when their primary magic is activated, whirl off the wearer's finger and grow into a *blade barrier* up to 15 feet away in the direction the ring finger was pointing. The barrier lasts for 15 rounds (or until it reaches its damage limit or other canceling effects) and then retwines itself together into the ring. Created for the Pasha



Akkabar Shoon before the full rise of the empire, this *battleblade ring* was among the items of power he used to destroy the previous ruler and place himself on the throne of Calimshan.

- **Annulus Conflagros:** This ring has the powers of a *ring of fire resistance* plus a *wand of fire's* abilities with more application: *burning hands* three/day, *pyrotechnics* at will, *fireball* (6-dice 2/day), *wall of fire* 1/day. This item was the ring of Shoon III and the second of the Qysari Rings.
- **Annulus Qysarus Major and Minor:** Shoon IV's major ring alone acted as a *ring of spell turning*; the minor ring functioned singly as a *ring of spell storing*. But when worn together, the rings combined these two powers with that of a *ring of vampiric regeneration*. This power absorbs spell energy and transfers into hit points for the wearer of both rings. Likewise, the wearer can give up his own hit points to increase damage of spells stored in the minor ring. For example, a stored *fireball* and the sacrifice of 1d10hp, each damage die adds +1 point of damage (a 6d6 *fireball* would therefore gain a +6 bonus to damage).
- **The Dual Ring of Velsharoon's Bindings:** Formerly a "dual-ring" worn on little finger and index finger, a small chain connecting the two, this unique item provides both a constant protection vs. undead (as the scroll) and a +3 saving-throw bonus vs. necromantic spells. Empress Shoon V's phobia regarding undead saw this item made.
- **Qysarus Secretus:** Shoon VII's primary ring cancels all scrying and detection (by alignment, *ESP*, life force, psionic, or any other form) attempts.
- **"Unicorn's Bane":** Another of Shoon VII's rings, this one is a specialized *ring of teleportation* that allows the wearer to name a race, species, or even a particular person known to the wearer and to *teleport* to within 1d20+10 feet of that target. The item's only limit is that it only works within a two-mile radius. This ring is how Shoon VII managed to find and slay so many unicorns so easily.

Xamar's Baldric

A leather baldric tanned from a black dragon's hide and cured in spider's venom, it fuses with the wearer once put on, becoming like a black-scale tattoo across the chest of the wearer. It grants the following powers:

- *Spider climb* at will
- Immunity to all poisons
- +4 AC bonus (AC 6 minimum)
- Strength +1
- Poisonous claws that inflict 1d4 damage per strike, plus Poison Type A 2/day

Curse: After 2d6 years of wearing the baldric (and removing after it is donned requires at least a limited wish), the fate of the item's original owner catches up to the wearer. A greedy Calishite thief forced a mage to create this for him but did not understand the item's curse, and after building up his name and that of his item for nearly a decade, he transformed fully

into a giant spider. This same fate awaits anyone who is cursed to wear the baldric, whether the powers are used or not. Legends that goes along with the item mentions that all of its wearers disappear after about 10 years or so, but there's never a mention as to how or to where. The item returns to its material state once the transformation into a giant spider is completed. Methods to remove the curse, if any, are left to DMs to determine but they should be extraordinarily difficult.

Artifacts

Most folk can hardly identify the subtle distinctions that make artifacts different from the many nonstandard magical items of the Pasha's Lands. In the simplest of terms, artifacts are far more costly in terms of creation (materials and magic), use (incurred curses), and destruction (unique and extraordinary methods). While many of the preceding items are quite powerful in their own rights, they are not artifacts, as steps were not taken to ensure that the creation would be indestructible.

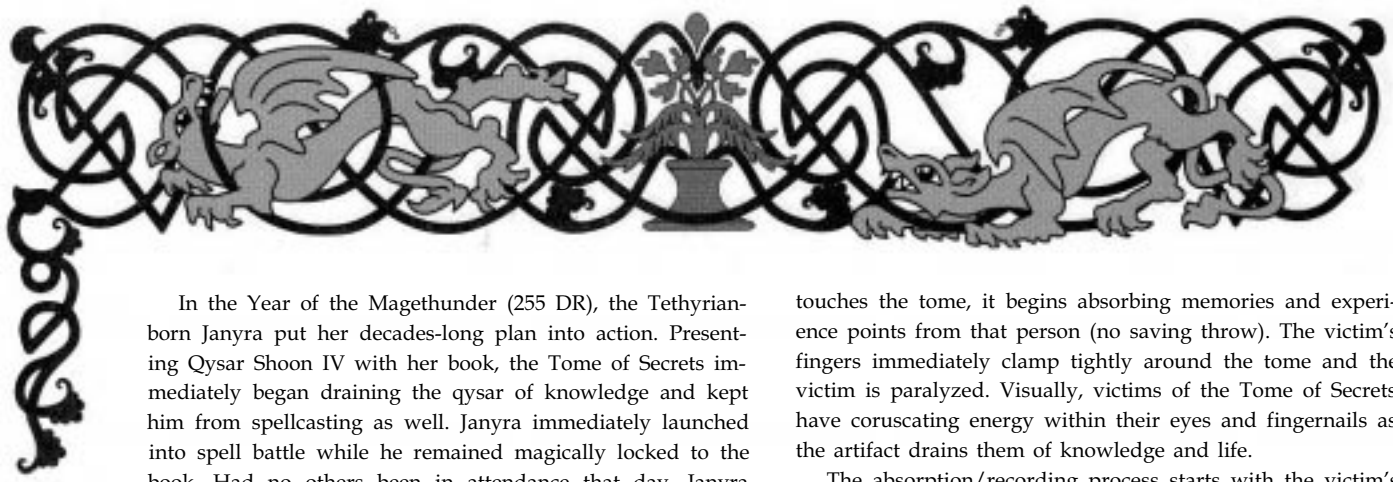
Janyra's Tome (Tome of Secrets)

This unique book is a small (9 inches square), almost nondescript book of auburn leather embossed with seals that are similar to Deneir's holy symbol. However, rather than a candle above the eye of knowledge, the eye acts as the seat of a long sword. This image is subtle and the tome must be held at angles to notice these embossings. The tome is held together by a solid bronze hinge. It normally inscribes the name of the last person to have left secrets within the tome on the spine, not necessarily the last person to touch it.

History

Janyra was the wife of a high-ranking court nazir and had created a number of magical items for the qysar's court in the past. Unknown to her husband, Janyra in truth worked against Shoon rule as a Tethyrian rebel, and in that work the *Tome of Secrets* was born.

Janyra's Tome was created in concert by Janyra, a priest of Deneir, and an elf from Shilmista. Created over the course of 21 years along with *Janyra's rings* (see above), the *Tome of Secrets* was originally planned to be a way of quickly and completely sharing information between mages, priests, and all those allied in the cause of bringing down the rule of the Shoon over Tethyr and the other lands of the Empires of the Shining Sea. Due to problems during the enchantment process (born of attempts to mix elven spellcasting with human wizardry and priestly magic), the *Tome of Secrets* came into being, its power far less controlled and far more malevolent than planned. Still, with their great artifact in existence, the plot to bring low Qysar Shoon IV moved on.



In the Year of the Magethunder (255 DR), the Tethyrian-born Janyra put her decades-long plan into action. Presenting Qysar Shoon IV with her book, the *Tome of Secrets* immediately began draining the qysar of knowledge and kept him from spellcasting as well. Janyra immediately launched into spell battle while he remained magically locked to the book. Had no others been in attendance that day, Janyra might have become the greatest Tethyrian heroine as the Slayer of the Shoon. Instead, the court erupted in chaos, and just as Janyra was to incinerate the qysar with fire, she died at the end of her husband's own scimitar. Others pried the tome free from the qysar's magic-frozen hands and died as their minds entered the tome.

The *Tome of Secrets* remained in Shoon hands for most of the remaining Imperium era. Shoon VII gained one of *Janyra's rings*, as did Shangalar the Black, and they used the tome to great effect during their days to interrogate stubborn spies or to steal the secrets (and the lives) of wizardly enemies. The *Tome of Secrets* was one of the few artifacts not to fall into the claws of Iryklagathra the dragon after the Shoonach Conflagration. With the fall of the Mameluks in the Seventh Age, *Janyra's Tome* became lost for many centuries.

Campaign Use

This book, while created for a noble cause, is a flawed creation and is nearly uncontrollable. Wizards with any morals whatsoever seek the *tome* merely to lock it away from those less scrupulous. Across its history, the *Tome of Secrets* has slain numerous people but exposed few secrets as very few who wear one of *Janyra's rings* have encountered the tome.

The greatest danger of the *Tome of Secrets* is its misuse by those who deal in secrets, magic, and power. All it takes is a telekinesis spell to hide the book among a wizard's other books, and one needs only to wait until the hapless mage touches the tome, and it feeds on all of his knowledge. As no amount of mental shielding prevents the tome from stealing one's innermost thoughts, its use on prominent figures such as King Azoun IV or Vangerdahast of Cormyr or Piergeiron or Khelben Arunsun of Waterdeep could be disastrous (especially to those for whom they keep their secrets).

Powers

The *Tome of Secrets* can be moved by telekinesis or merely by picking up the table or other surface on which it rests and moving that. Draping cloth over it to pick it up in a bundle does not protect the carrier from the tome's effects. However, covering the tome with an open chest and tipping its previous setting over so the tome falls into the chest has been used several times to steal *Janyra's Tome*. No magic, psionics, or physical force can open the tome's covers. Only a wearer of one of *Janyra's rings* can touch the tome without invoking its powers.

Constant: The instant an unshielded living person

touches the tome, it begins absorbing memories and experience points from that person (no saving throw). The victim's fingers immediately clamp tightly around the tome and the victim is paralyzed. Visually, victims of the *Tome of Secrets* have coruscating energy within their eyes and fingernails as the artifact drains them of knowledge and life.

The absorption/recording process starts with the victim's most recent memories and experiences, erasing them from the person's mind at a rate of 500 XP per round. It causes an initial shock for 1d6 points of damage and takes an additional 2 hit points of damage per turn. The victim permanently loses the memory of the previous 24-hour period each round. Once each turn, immediately after sustaining damage, the victim has a chance to attempt a successful Bend Bars roll at a -25% penalty. This is the only way a lone character can be free of the tome; others can pry it out of the victim's fingers but unless they wear one of *Janyra's rings*, they too become the tome's victims.

During this time, the *Tome of Secrets* is inscribing the character's every thought, memory, and experience down for the tome's master to read. No matter how much information is recorded in the tome, its size never changes. Pages just magically peel off the inside covers if more information exists, beyond what could be inscribed on 100 vellum sheets, until the recorded information has been read.

Invoked: If the viewer of the *Tome of Secrets* should happen to be wearing one of *Janyra's rings*, she can touch the artifact without fear of its constant powers. She can also glean the knowledge of the tome and gain its greatest benefits:

- Any thoughts of the previous victim or victims are fully ascribed within the pages in a language the reader understands. The initial pages are the earliest experiences recorded. If a person dies while in contact with the tome, the person's entire life and sum total of knowledge is in the tome, and the coruscating energy within their eyes and hands becomes a blast at the point of death, filling the tome with the final essence of the victim.
- The reader finds out any magic or information held by said character, including any uncast spells inside the victim's mind. The magic of the *Tome of Secrets* is powerful enough to inscribe spells as if it were a wizard's spellbook. In fact, while other knowledge and writing fades immediately after reading it once, magical spells remain within the book for 10d20 years. At present, there are no spells within the tome. As priest spells rely on the attentions of their gods, the reader only gains insight into temple prayers and rituals and the words (but not the true connections to the divine and thus the spell).
- Reading the life experiences and knowledge and thoughts of a character will educate the reader in many ways. After a minimum of three months (480 hours) of absorbing the information gleaned and twice as much time in practice and exercise of said skills, the reader can gain 1d10% of the experience





points absorbed if the victim was of the same class as the reader. If the reader wishes to learn a new class (either as a multi-class or dual-class), she can gain 1d5% of that same experience. Further study and practice of more skills can be learned, depending on the level of the victim; readers can only gain as much as 10% of the victim's total stolen XP.

- Any information or experiences beyond a reader's comprehension will be unreadable. This applies solely to magical knowledge like spells, magical researches, and the creation of items. If the reader is not a wizard, the material is unreadable and unfathomable.
- The reader must proceed through the tome in order, and no matter where one may try to open the tome, it always opens to where the reader left off. Each life must be experienced/read in order, so if there are three recent victims of the tome, yet the reader needs to dig out the information from the final victim, he must find the time to read all the recorded experiences of the previous two victims before reaching the desired information.
- Information the reader wishes to retain from these readings must be recopied onto other parchments, as the writings dissolve as soon as they are read and understood. Spells remain for 10d20 years due to their inherent magic interacting with that of the tome.

Curse: There are two separate curses attached to the *Tome of Secrets* –

If a character dies while in contact with the book, the

will become a haunt centered on the tome.

If the reader reads the entire recorded life and experience of a victim who died due to the tome's magic, there is a 10% chance that the reader's mind and persona will be subsumed by the studied persona. For all intents and purposes, that person exists again and now resides in the reader's body, and the reader's original mind and persona are gone forever. This mental takeover can be resisted with a successful saving throw vs. spell (every Intelligence point above 15 adds +1 to the save; every Intelligence point above 15 of the victim's incurs a -1 penalty to the save).

Attempts to *resurrect* or *raise* one slain by contact with *Janyra's Tome* will return the body to life, but the victim's mind is blank and devoid of all the knowledge that was lost to the tome. The only way to restore them to their former selves are *wishes* or to teach them to read and then gain both the tome and one of *Janyra's rings* so the person can read of her former life and regain the knowledge in that way. Of those well-versed in the lore surrounding the *Tome of Secrets*, there are even whispered hopes that immersing the tome in the home pit of the mudmen will disperse the knowledge of a dead person into the mud, then using *transmute mud to rock* and *transmute stone to fish* spells may restore some semblance of the lost victim.

Suggested Means of Destruction

- The tome must be burned within a fire that also contains all three of Janyra's rings.
- The tome must be delivered into the hands of an avatar of Deneir, whose all-consuming knowledge should cause the tome to dissolve.
- The *silver fire* of four Chosen of Mystra can destroy the tome, but only with the cost of their lives as well.

Staff of Shoon

This 8-foot-long staff appears from afar as a long, slim quarter-staff carved from knobby white birch. Upon closer inspection, it is easily identified as something closer to ivory, and those who have seen it before recognize the staff as a fused cluster of 12 unicorn's horns. The widest part of the staff is five horns at the top, which taper down to two clusters of three horns (all points down), and the final point of the staff is a lone horn arranged point-up.

In the past, Shoon VII disguised the staff's true construction with an illusion that made this appear as a slim crystal staff topped by a sapphire. During the nine centuries it has rested in Sharpfangs' lair, the illusion wore off and the staff now appears as it really is.

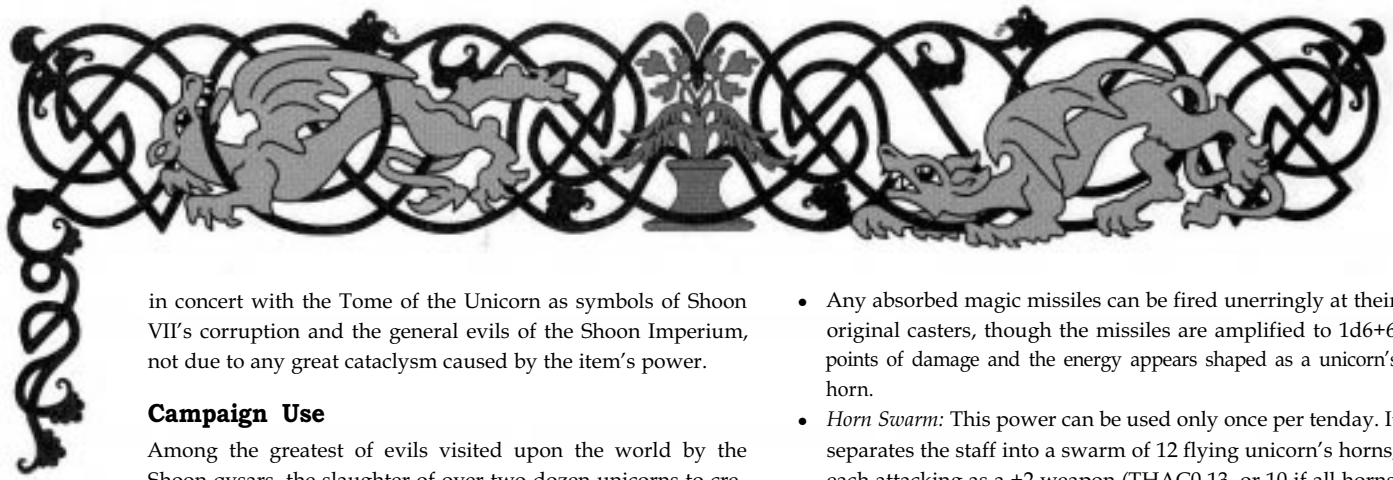
History

Many over the years have postulated that the Necroqysar Shoon VII planned all along to slaughter the unicorn herds of Shilmista in the Year of the Mourning Horns (355 DR), simply because their purity annoyed him. To be frank, Shoon could not have cared less about unicorns (or elves for that matter). All he focused on was the control of his empire and his magic. When his plans demanded the sacrifice and blood of a dozen unicorns, he singlemindedly slew the unicorns (and the elves who tried to save them) merely to prepare the components of his greatest magical book for enchantments.

Still, Shoon's intellect saw the power of these unicorns beyond his immediate need for their blood. Collecting their carcasses in his sanctum deep within the Imperial Mount of Shoonach, Shoon VII also created the *Staff of Shoon* from "waste matter and flesh frail in its morality." Thus, while it is an artifact of some power, it was hardly a major project in Shoon's eyes, rather just an attempt not to waste useful magic. While he rarely considered it an item of great import, his loss of the staff to his draconic nemesis, Sharpfangs, brought his pride to bear. For the remaining years of his reign, Shoon sought the *staff* less for its power than for the restoration of his pride.

Since the Year of the Battle Talons (358 DR), the *Staff of Shoon* has been in the control of Iryklagathra "Sharpfangs" the blue dragon. As none have entered her lair and left again (save as spirits wending toward their final rewards), no one knows whether she holds it today. The *Staff of Shoon* is remembered





in concert with the Tome of the Unicorn as symbols of Shoon VII's corruption and the general evils of the Shoon Imperium, not due to any great cataclysm caused by the item's power.

Campaign Use

Among the greatest of evils visited upon the world by the Shoon qysars, the slaughter of over two dozen unicorns to create the Tome of the Unicorn and the *Staff of Shoon* still rankles in the minds of many who hold the noble creatures sacred. Anyone bearing this staff evokes immediate emotional responses from many folk, and thus numerous enemies of Mielikki's or Lurue's church seek this staff merely to wield its maddening influence and make their enemies careless.

The staff has rested for the long centuries in the treasure hoard of Iryklagathra "Sharpfangs" the blue dragon, ever since she stole it from the grasp of Qysar Shoon VII himself. She has little interest in using the *staff*, nor does she wish to sell it. While other dragons feel the need for information or manipulation, Iryklagathra hoards all her magic and all her coin. She has long known of Sapphiraktar, the blue dracolich, and she wishes to use her magical treasures and her power to gain entry to his circles of power. Barring that, she continues to marshal her own might, expecting an eventual showdown against Balagos the Flying Flame and Charvekkanathor the Scarlet, the two red wyrms of the region who stand in the way of her "deserved" title as the Dragon-Ruler of southern Faerûn.

Shoon VII, in his current guise as Zallanora Argentresses of Amn's Cowled Wizards, also seeks to restore his power and he wishes to reclaim all that was once his. This, of course, includes the *staff*. He bides his time in facing Iryklagathra, as he wants his revenge to be without flaw (nor does he wish to repeat the near-defeat of their last encounter more than nine centuries past).

Powers

The *Staff of Shoon* is a +2 magical staff (bonuses for attack and damage rolls). Major powers are noted below.

Constant: There are a number of powers that are automatic and ever-present for the wielder of the *staff*.

- As long as the bearer holds onto the staff for at least one turn a day, the artifact confers immunity to aging and all aging attacks.
- While held, the staff provides immunity to all poisons and death spells, and a +6 saving throw bonus against sleep, charm and hold spells.
- Any *magic missiles* targeted on the staff's wielder are absorbed into the artifact.

Invoked: The wielder of the *Staff of Shoon* can invoke the following powers:

- *heal* once per day;
- *teleport without error* once per day (1-mile maximum distance in any direction).

- Any absorbed magic missiles can be fired unerringly at their original casters, though the missiles are amplified to 1d6+6 points of damage and the energy appears shaped as a unicorn's horn.
- *Horn Swarm:* This power can be used only once per tenday. It separates the staff into a swarm of 12 flying unicorn's horns, each attacking as a +2 weapon (THACO 13, or 10 if all horns are aimed at one target, 3d12 damage each). The horns disappear from any wounds they incur to reform as the *Staff of Shoon* in the wielder's hand at the end of the round in which they attack.

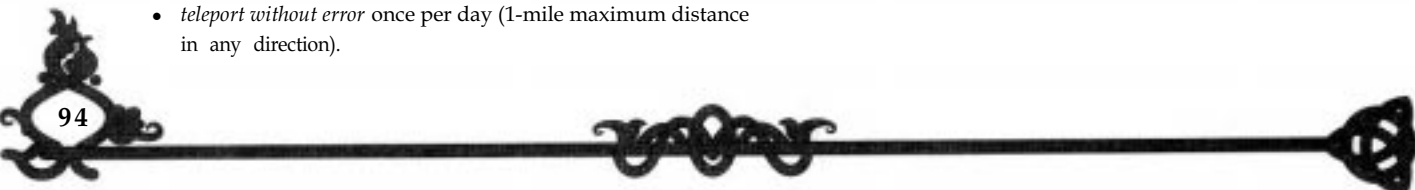
Curse: Given the power of this artifact and the great evils performed in its creation, there are a number of curses incurred upon the wielder that remain for as many days (or months or years) as the character wielded the *Staff of Shoon*.

- All fresh water that the wielder contacts is immediately fouled and turns a murky black. Thus, the wielder of the *Staff of Shoon* is cursed to only drink wine, ale, or milk.
- Any sentient creatures faithful to Lurue, Mielikki, and Silvanus—specially unicorns—can sense the corrupted presence of the unicorn's horns and their bearer. While they may not fully understand why, any of the above creatures or people within 100 yards of the bearer of the *Staff of Shoon* can unerringly locate the person (no matter what attempts to hide are made, including normally inscrutable magic) and wish them great harm (Morale: 17 Fanatic).
- Any use of the *Horn Swarm* may reassert the long-dead unicorn spirits within the horns (5% cumulative chance per each successful hit with the horns). Once restored as the staff, the unicorn spirits can attempt to conquer the will of the bearer with a Personality Score (PS) of 60. The unicorn spirits wish to be freed of this corrupted artifact and will force the bearer to carry the staff to the headwaters of the Unicorn Run in the hopes that the purity of that place of power can cleanse their horns and shatter the malefic power that holds them in this terrible thrall. The PS decreases by five points every 24 hours, allowing the wielder to possibly break free of the spirits' control. (While the unicorns might seek a weaker-willed host to dominate and take them to their rest, they wish to force someone who would abuse their power—in other words, the wielder—to restore and free them.)

Suggested Means of Destruction

Bathe the staff in the combined tears of Lurue the Unicorn and the blood of Shoon VII.

- Immerse the *staff* in the headwaters of the Unicorn Run on the Feast of the Moon with a full moon directly overhead.
- Sacrifice the *staff* and all of its magic into the fires of a newly created and rising mythal.





Rumors & Rumbblings



hroughout *Calimport* and the *Empires of the Shining Sea* products, the authors warned DMs and players alike not to upset the status quo, not to rock the delicately balanced structures of social and criminal and magical power, or dire consequences could fall on the hapless heroes. Well, how do you adventure in Calimshan and its capital city if such great worry exists about upsetting the apple cart, as it were? Despite the warnings, this is a game about heroes and heroism. Let the PC heroes be heroes and face the challenges presented in these products here head on. This section gives DMs a few places to start doing just that.

Scenario Starts

This section provides a number of story elements that link both to NPCs and places within the Eraré Sabban (and beyond); these "story books" provide the main adventure catalyst and some of the backstory, as well as hints of some of the potential consequences for campaign play.

Genies Unbound

One of the PCs, while traveling about the city, accidentally bumps into a woman and causes her to drop a number of packages. As she stoops to pick up her parcels, a curious necklace falls out of her

posed, she quickly tucks it away, gathers the packages into her arms, and curtly walks off. If asked for her name, she will reply with "Nara" and do her best to put distance between herself and the PC. Later

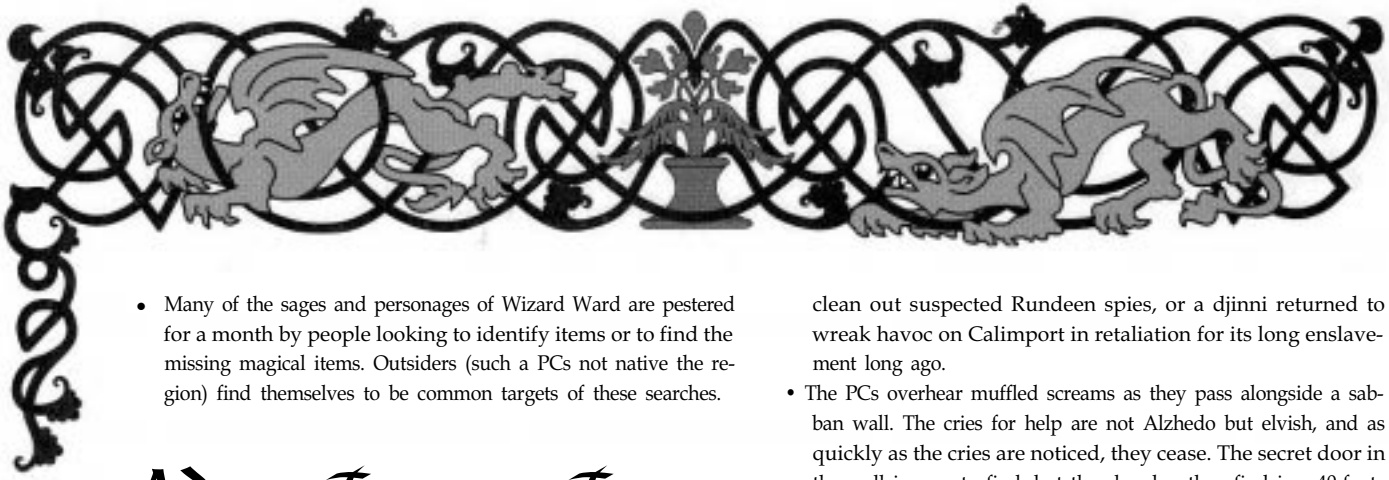
- The long-standing hunt for Sayednara "the Fiery Lady" has taken on more urgent tones of late. The Guild Arcane, which has kept some bound genies' *bottles and rings of djinni summoning* for emergency purposes, reports their mysterious theft from the Auret despite magical wards and guardians.
- The syl-pasha himself wants the rogue wizard Sayednara dead for her recent theft of 25 slaves marked for his household and jhasinar. He has placed a bounty of 1,000 bicenta (gp) for her capture, 1,500 if brought before him alive, and 3,000 if she and her genie ally are both captured alive. The amount climbs by 100 gp for each of the syl-pasha's slaves also returned to him.
- Unbound genies were recently seen disrupting the first harvest of the season among the plantations north of Keltar. Folk talk of two djinni in flight, heading for the Marching Mountains and a marid disrupting the fountains and canals in Keltar, before heading further up the Calim River.

The Arcane Armories

Under mysterious circumstances, items and artifacts all about the city of Calimport—indeed, the entire Shining Sea and Lake of Steam region—are suddenly turning up in Calimport. The Guild Arcane and more than a few pashas and sultans have agents scouring every corner of the city looking for the locations of the *Endless Bag of Saref Adnan*, *Halasahr's Slippers*, *Janyra's Ring of the Night*, *Najjar's Cloak of Weaponry*, and the *Tome of Secrets*.

- While the rumors about her tome are spurious, Janyra's Ring of the Night actually is within the city. The 15-year-old Kamal yn Nur el Maajan (TD5) found the black ring and plans to take it to his father so they can repay their debt to Pasha Vaadalen.
- The *Endless Bag of Saref Adnan* lies in Calimport Muzad, in the hands of the Temple of Old Night. Shar's priests slew its owner and brought it as an offering to the high priestess. Inside the bag were three pearls a foot in diameter each!





- Many of the sages and personages of Wizard Ward are pestered for a month by people looking to identify items or to find the missing magical items. Outsiders (such as PCs not native to the region) find themselves to be common targets of these searches.

Adventures at Random

This section includes plot nuggets, rumors, and ideas to give DMs a few ideas of how to involve the PCs in the City of Slaves. These can be developed and introduced as full-fledged adventures to simple gossip overheard by the PCs in the tavern, bazaar, or guildhall.

- Before time was measured by man, the dragons forged the first *genie's bottle* to contain a great enemy. Tenaarlaktor the blue wyrm grappled with her great foe, Hadar the djinn, and sacrificed her own life to trap the genie with her inside the bottle that bears her name. The platinum *Blue Bottle of Tenaarlaktor* has been a legend of the Empires of the Shining Sea region since the time of Calim, and many fakes have been sold to the gullible. However, a panicked trader recently in from the Trade Road through the Calim Desert reported that comrades had found the blue bottle within the ruins of Teshyll. Unfortunately, some desert raiders attacked and slew most of the traders before stealing the blue bottle. The trader swears the raiders mean to unleash the two spirits in the blue bottle simply to destroy the city of Calimport!
- Spell duels erupt at least once a day among the still-apprenticed wizards Tahar el Qilval (CN km M9), Hakiim el Nuvab the Firaskar (NG hem In8), and Kalil el Jamuz (NE hm Con7). Their tutors at Caaledar (W8) know the three of them fight for the love of a jhasina in a nearby festhall, and they allow the battles to continue as training exercises, provided they do not damage other wizards' homes. Unknown to all, the jhasina Teadra is actually a lamia under the command of Vorapa, the lamia noble of the Muzad.
- One night, tavern talk centers on an assassin wandering the streets of Calimport. While other details vary, the killer wears a blood-red sash woven of unknown, supple metals that allow it flexibility like cloth, but it keeps a razor's edge. The Blood-Sash Assassin has beheaded more than seven people in the past ten-day. This was learned by a passerby who still expresses amazement at being allowed to live. The amlakkar are on full alert against this cutthroat, but few clues exist beyond the sash and the black robes and mask worn by the killer. The only solid clue rests with the dead. All those beheaded were members of the Guild Arcane of Calimport and were formerly from Almraiven. Various rumors suggest the assassin is a vengeful jhasina out for revenge against former patrons, a rogue wizard breaking from the Guild Arcane, an assassin hired by the Guild Arcane to clean out suspected Runden spies, or a djinni returned to wreak havoc on Calimport in retaliation for its long enslavement long ago.
- The PCs overhear muffled screams as they pass alongside a sabban wall. The cries for help are not Alzhedo but elvish, and as quickly as the cries are noticed, they cease. The secret door in the wall is easy to find, but the chamber they find is a 40-foot-deep shaft (with no ladder) leading down into the Muzad.
- The elderly, ailing Pasha Sufontis summons and hires the PCs to go north to Waterdeep to notify his younger brother, Sammereza "Sulphontis," to return for some urgent business. The pasha dies in early Tarsakh before the PCs return to Calimport, and power plays begin among the former Jhasma, the widow, the pasha's four sons, and Sammereza. The PCs will be kept on retainer by Sammereza to help him to control the family fortunes and to find out the urgent message his long-estranged brother had for him.
- Calimport is outraged as numerous crypts and khamarkhas have been found desecrated or destroyed cover the course of a tenday in Kythorn. Walls show mysterious claw marks and some stone seems partially melted. The coffins (and bodies within) are missing. The earth above more than half of the mass graves of Kirruk Sabban has been disturbed, and the areas have sunken, as if many remains no longer still rest in their graves. All known necromancers in the city have alibis proving them innocent of the grave robbing, so authorities (and bounty hunters hired by several outraged families) seek new arrivals among the port wards with any links to such activities.
- Midsummer sees a wild storm front settle over the city. It blankets the land for miles around and engulfs Calimport in a lightning storm of epic proportions. The priests of Bhaelros scream of their god's vengeance at being shunned by those now covering in fear of his wrath. Some fear the azure lighting is linked to the rumored unleashing of the *Blue Bottle of Tenaarlaktor*. One direct effect of the storm is the temporary charging of all the magical wards of the city, leaving even previously hidden magical fields glowing and visible for a full day and night after the storm (though it does not reveal any ward's abilities).
- Patrons of the Festhall of Eternal Delight experience a night of terror as Shar's nightbringers from the Temple of Old Night fill its confines with darkness and attempt to kidnap many important personages into the Muzad. The political fallout against Sharess' temple could devastate it and give Shar the revenge she seeks unless these people are rescued soon.
- Recent events out on the Shining Sea have some worried, as the Nallojal reports numerous mysterious shipwrecks. Some fearful sailors pulled from the sea talk of "devil fish allied with manta and shark." Guild Arcane diviners are looking into it, and they warn of dark alliances beneath the sea bringing chaos soon.

FORGOTTEN REALMS

CAMPAIGN EXPANSION

CALIMPORT

By Steven E. Schend

The City of Glory Revealed at Last!

"Calimport? I'd sooner dive headfirst into Undermountain than risk my ship going to that gods-forsaken city!"

"Ah—the fabled City of Glory. Its wonders remain unmatched by any other city across Faerûn, e'en Waterdeep, for Calimport does not impede anyone's business due to some overbearing morality."

"Walking through Calimport, either among the alleys or atop the sabban walls with the nobility, immerses you in danger and corruption, as if you swam through eels and asps rather than walked its dusty, ill-kept roads."

What can one truly know about a place until he or she has experienced it firsthand? Calimport is a place of many truths, each more disturbing than the last. It is also the most influential trade city in southern Faerûn, whether its detractors admit it or not. Building on material from *Empires of the Shining Sea*, this supplement expands tremendously on what we know about the city that has been the seat of Calishite power since the arrival of the djinni lord Calim eight millennia ago. What can be found inside?

- The history of Calimport on a broad scale, showing the ebb and flow of power surrounding the city across time.
- A sweeping look at the city itself, including all of its landmarks, wards, and sabbans (districts), providing for the first time the key to finding ways through a city of more than two million people.
- A close-up view of the Eraré Sabban and its Taorahl Drudach, a waterfront district and neighborhood designed to be a central base for your own Calimport campaigns.
- Numerous magical items and artifacts, many of which hide among Calimport's shadows, from the *Battlecloak of Vycaena* and the *Codex Thealnakkar* to the *Staff of Shoon* and the *Tome of Secrets*.

Everything you need to know about the peril-riddled alleys, palaces, and underworld of the most dangerous city on Faerûn is contained in this 96-page book. Walk the dark paths among the sabbans or fly among the gilded minarets, but know that a thousand eyes and a thousand intrigues swirl about you at any moment! Come explore one of the oldest cities of Faerûn. The trip may change your life. . .

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