

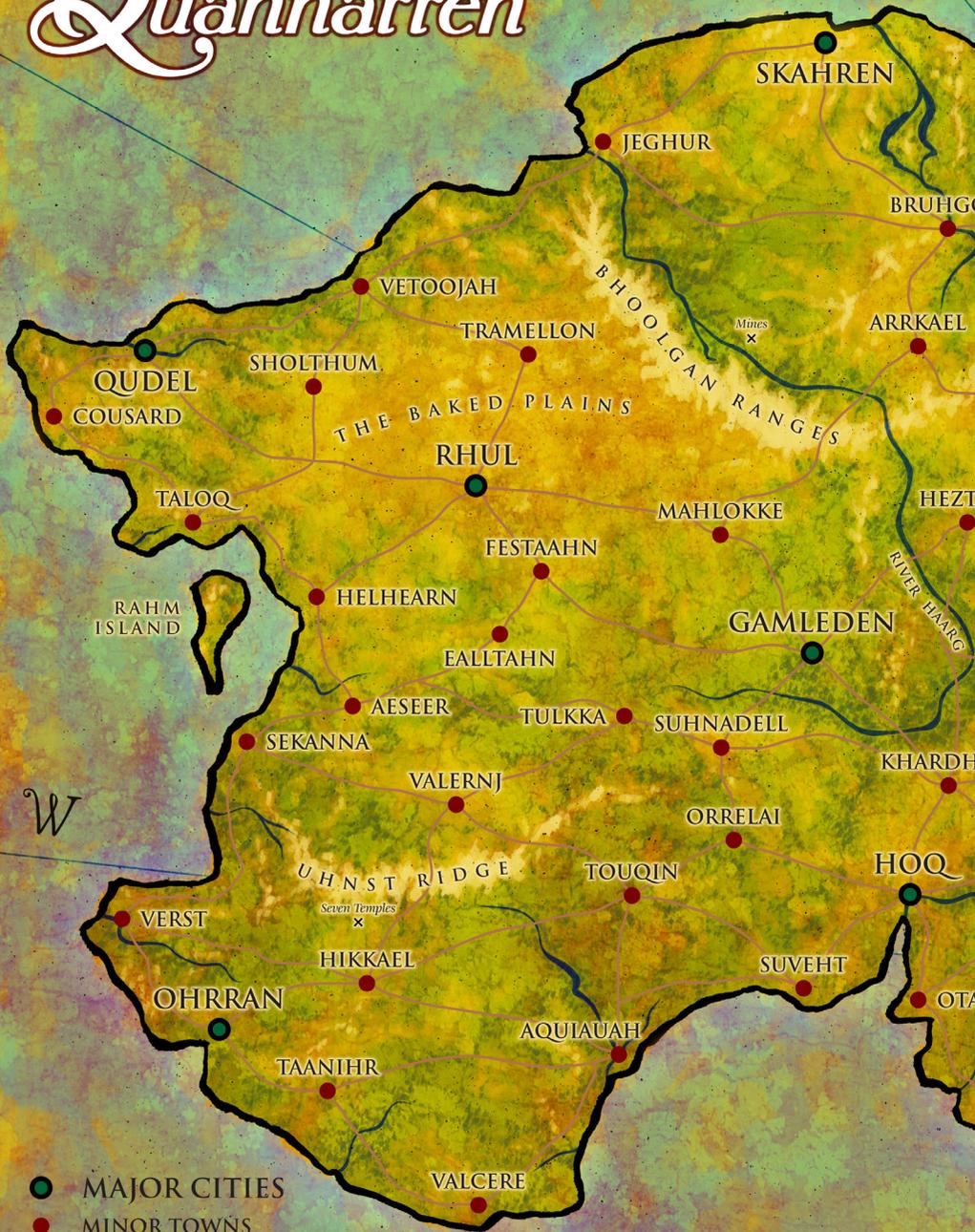
BEYOND THE

MORNING MOUNTAINS
VOLUME ONE



INSTRUCTIONS,
RULES & MAPS

Quahnarren



0 25 50 75 100
Statute Miles



N

DANSHOK

PUHTAH

YEDDAM

BADLANDS

x
Rains of Arkron

FHITH

HOUGHST

SUQERN

Sacred Bone Tree
x

VEQUAHN

KIST ISLANDS

VELKONNEN PLAINS

MOORNEHM

ENTOLLEN

USTAHM

THE SKAR

DEHANTHOR VALLEY

TORVAAN

DUQUELLAH

BHAN

MAHRANST

Tower of Xanath
x

BALQUIS

THERN

SERAF

SAQUINN

VINGAHL

LETAQ

MORNING MOUNTAINS

Great Statue of Tahsanook-Lai
x

CAELEN

DUPHAY

KUTUHL

LIUST

BOLVERRE



HOW TO PLAY AN ADVENTURE GAMEBOOK



Beyond the Morning Mountains is an interactive fantasy adventure set within the exciting and dangerous world of Quahnarren. You play the role of a skilled woodworker embarking on a seven-day journey south, where you hope to start a new life in the prosperous town of Liust.

The nature of your adventure across Quahnarren will be determined by the specific route you choose to follow and by your individual choices to the situations and possible conflicts that may arise along the way. There are multiple paths to take across this ancient land, creating the opportunity for many different stories as you head south toward your final destination. You travel with a large pack on your back, containing a selection of clothes, equipment and tools, together with your waterskin and a limited supply of food. You also carry your axe, which can be safely fastened to your pack, to be used as both a tool and a weapon on such a journey.

To play the gamebook you will need a pencil, eraser and at least two six-sided dice, along with printed or hand-created copies of the *Character Record* shown on pages 6-7, and the *Battle Boxes* shown on page 17. Your character's skills and abilities are determined by numerical values, preset or generated by rolling dice to represent your overall capabilities, proficiency and endurance. These values, together with details regarding all of your carried possessions, are entered onto your *Character Record* to document your current status throughout your Quahnarren adventure.



The gamebook format requires the story to be broken up into many sections, representing the choices available to continue your adventure. Turn to the indicated section number for the particular choice you wish to follow to then read the next part of the story and ultimately complete your journey. The text will make no sense if read in the printed order and you are advised to only read the sections that form part of your individual story to retain the sense of discovery for further playthroughs.

When faced with circumstances that require an outcome determination, you will be instructed to test one or more of your personal values by rolling two dice against the noted results. This process represents the mastery of your skills, your fortune, and reflects the mysterious and powerful Quahneri gods and spirits overseeing all. When encountering an adversary during your adventure you may choose to attack them in combat, or if unable to avoid conflict must then fight to remain alive. To resolve these engagements you will enter into a *Battle Resolution* process to determine if any damage is inflicted, and then ultimately decide which opponent emerges victorious. Complete details of all gameplay mechanics can be found in the following sections covering rules and instructions.

CHARACTER RECORD



The *Character Record* (shown on pages 6-7) features all of the key information needed to track your personal attributes, possessions and vital knowledge gained throughout your long adventure. This document will be regularly updated to alter your values as you gain or lose equipment and items, earn or spend coins, purchase or consume a meal, or when noting important details and new information.

BASE PERSONAL VALUES

The top section of the *Character Record* details the four personal values of your character. These values represent your overall capabilities, proficiency and endurance – key components that will determine if you can successfully reach Liust and complete your adventure. The first three of these values are automatically set at the following:

EXPERTISE	8
ARMOUR	5
PERCEPTION	7

The fourth personal value is calculated by rolling two six-sided dice (2d6) and then adding 30 to this total:

HEALTH	2d6 + 30
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Enter these four values into their specific boxes at the top of your *Character Record*.

Your EXPERTISE and PERCEPTION may change during your adventure as you achieve greater levels of skill, knowledge and awareness, which will then increase your personal values beyond these initial figures. Your EXPERTISE will also increase if you are equipped with a weapon that includes an EXPERTISE bonus, and your ARMOUR will be similarly increased if you wear or carry items with an ARMOUR bonus. Upgrading your character with enhanced weapons and new protective items is an important strategy that can significantly aid you in overcoming some of the powerful adversaries to be found throughout Quahnarren.

Your HEALTH value determines how capable you are regarding physical fitness and endurance, and your ability to absorb injuries and wounds. This value will change constantly as you suffer minor injuries, become fatigued and enter into dangerous combat. Unlike most other fantasy gamebooks, there is no upper limit on your HEALTH and you may increase your value above the initial number by finding or purchasing food during your adventure. You can regain a small amount of HEALTH by eating provisions or by resting and sleeping. If your HEALTH ever drops to zero, you have perished in your adventure and must start again (see page 16 for further information).



CHARACTER RECORD

CLOTHES CURRENTLY WEARING		+
TORSO-1:		
TORSO-2:		
TORSO-3:		
HANDS:		
LEGS:		
FEET:		

ARMOUR CURRENTLY WEARING	W. I.	+
HEAD:		
ARMS:		
HANDS:		
SHINS:		

WEAPON / SHIELD CURRENTLY USING	W. I.	+
WEAPON:		
*SHIELD:		

** No ARMOUR bonus from using a shield, whilst wielding any two-handed weapon in battle.*

ARMOUR / WEAPONS CARRIED	W. I.	+

NOTES

CHARACTER RECORD



CLOTHES

You begin your adventure wearing the following clothing:

- Dark green *LINEN SHIRT*
- Tan short-sleeved *LINEN TUNIC*
- Brown *FUR JACKET* with four pockets
- Dark brown *COTTON TROUSERS*
- Padded *LEATHER SHOES*

Enter all of these clothing items into the *Clothes Currently Wearing* section on your *Character Record*. You may only wear one item from each of the following six categories at any time, but you may carry extra pieces of clothing in your pack. If you decide to replace any currently worn clothing with a new item, remember to then add it to your *Possessions* once removed from the *Clothes Currently Wearing* section, if you intend to keep it and carry it within your pack.

TORSO (first layer)

Shirt

TORSO (second layer)

Tunic

TORSO (third layer)

Jacket

Coat

HANDS

Gloves

LEGS

Pants

Trousers

FEET

Shoes*

Boots

* including Moccasins & Sandals

New clothing items can be purchased from commercial establishments, stalls and vendors in one of the many villages, towns and cities throughout Quahnarren. Note the full details given for any new purchases in the *Possessions* or *Clothes Currently Wearing* section on your *Character Record*. Prices for similar items may vary due to their local availability, the quality of materials used and the time required for manufacture. You may also have the opportunity to acquire discarded or unclaimed clothing found during your journey.

PACK

Your pack contains a variety of useful items:

Tinderbox

Waterskin

Paring knife

Set of woodworking tools

Cooking utensils

Old *METAL LANTERN* with one spare candle

Tan *LINEN SHIRT*

Map of Quahnarren

CHARACTER RECORD



Enter all of these pack items into the *Possessions* section on your *Character Record*. You may acquire and carry as many individual items as you desire, however, some large items will need to be recorded as a *Weighted Item*, as you are physically unable to carry an unlimited amount of weight on your journey.

WEIGHTED ITEM

Large and/or heavy objects that you find or purchase during your adventure must be noted as *Weighted Items* by checking the 'W. I.' column on your *Character Record*. This requirement is to be documented only when specifically noted in any accompanying instructions or in an item's purchasing description.

You may only carry a **maximum** of three *Weighted Items* at any time, so must sell or discard a currently held *Weighted Item* before acquiring any new object that would exceed the three item limit.

ARMOUR

As you are only a tradesperson infrequently exposed to dangerous situations, you do not own nor wear any armour at the start of your journey. New armour can be purchased from armourers throughout Quahnarren. You may only wear one item from each of the following four categories at any time, but you may carry extra armour in your pack.

HEAD

Helmet

ARMS

Gauntlets

Vambraces

HANDS

Gauntlets*

SHINS

Demi-greaves

* As gauntlets cover the hand to forearm, they cannot be worn at the same time as gloves.

Note the full details given for any new purchases into either the *Armour Currently Wearing* or *Armour/Weapons Carried* sections on your *Character Record*. Remember to include any ARMOUR bonuses in the '+' column alongside the space provided for detailing the item, when noted in the item description.

Not all towns and villages will have an armourer available within their settlement, but you will likely find more than one available in major cities like Balquis. Prices for similar items may vary due to their local availability, the quality of materials used and the time required for manufacture. You may also have the opportunity to acquire unclaimed armour found during your journey, or to remove desired items from the bodies of fallen adversaries. If you decide to replace any currently worn armour with a new item, remember to add it to the *Armour/Weapons Carried* section once removed from the *Armour Currently Wearing* section, if you intend to now carry it within your pack.

CHARACTER RECORD



As a traveller desiring to carry just a reasonably light load, you are only interested in small pieces of armour that do not add significant weight to your person. The only heavy items you may decide to carry are a helmet and shield, which offer individual bonuses to increase your ARMOUR value, but must also be recorded as *Weighted Items*. Note that you cannot gain an ARMOUR bonus from using a shield, whilst wielding any two-handed weapon in battle.



WEAPONS

You already carry your axe (add this to the *Weapon/Shield Currently Using* section on your *Character Record*), which is a very formidable battle weapon in your skilled hands. As you progress through your adventure, balancing any EXPERTISE and ARMOUR bonuses gained from new items with the cost required to purchase desired weapons and armour is a key element in enhancing your chances of survival on the journey to Liust.

As with armour, new weapons can be purchased from armourers, and also from commercial establishments and market vendors selling small weapons such as daggers and knives. Note the full details given for any new purchases into the *Weapon/Shield Currently Using* or *Armour/Weapons Carried* sections on your *Character Record*, including any EXPERTISE bonuses in the '+' column. Prices for similar items may vary due to their local availability, the quality of materials used and the time required for manufacture. You may also have the opportunity to acquire unclaimed weapons found during your journey, or to take desired items from any fallen adversaries. If you decide to replace any currently used weapon with a new item, remember to add it to the *Armour/Weapons Carried* section once removed from the *Weapon/Shield Currently Using* section, if you intend to continue carrying it with you on your journey.

COIN POUCH

The official currency of Quahnarren is a silver coin, stamped on one side with the mark of prosperity. You carry a leather *Coin Pouch* on your person, within which you store all coins. You begin your adventure with the following amount:

$$2d6 + 75$$

Enter this total amount of coins into the *Coin Pouch* section at the bottom of your *Character Record*. It is imperative that you carefully manage your needs for food, clothing and accommodation with the desire to purchase new items, weapons and armour. Failure to retain enough coins to purchase provisions and feed yourself when requested will result in a loss of HEALTH, possibly leading to an untimely death due to a critical lack of sustenance.

CHARACTER RECORD



PROVISIONS

You begin your adventure with a total of 12 provisions (nonperishable food) in your pack. Enter this quantity into the *Provisions* section at the bottom of your *Character Record*.

Provisions provide +2 HEALTH when eaten and are widely available to purchase from a variety of commercial businesses, vendors and from your fellow Quahneri. At times during your journey you will be instructed to immediately consume one provision to maintain your general health and wellbeing. If you are without provisions at this time, you will be instructed to reduce your HEALTH and should then seek to purchase food at the earliest opportunity to avoid any future instances. Provisions can be consumed at any time – except when engaged in battle – and there is no limit on the amount of provisions that you can carry or consume.

SPIRITUAL ALIGNMENT

Many Quahneri pray to two gods: Rhast, the formidable and intimidating male sun god, and Likothi, his female partner, who is the protector of the earth and all life upon it. At various points along your journey you may find an opportunity to align yourself with either god, which will allow you to pray for their guidance and protection, particularly in demanding moments of confusion or distress. This spiritual alignment may make a difference in situations where you would otherwise be adversely affected. If you choose to follow Rhast or Likothi, enter their name into the *Alignment* section at the bottom of your *Character Record*. You can also change your allegiance from one to the other when given the opportunity to do so at a place for their individual worship.

The people of Quahnarren lead lives full of demanding ordeals and misfortune, danger, and unavoidable conflict. Life for countless unfortunate people flickers only briefly before being abruptly extinguished, so many eagerly seek answers within otherworldly influences to help explain the difficult aspects of their arduous world. Belief in all-powerful gods, mystical forces, spiritual energies, unnerving myths and superstitions is therefore common throughout Quahnarren.

Scripture and religious stories tell of the violent beginnings of their world, the machinations of the gods and their enemies, and the creation of mankind to reverentially obey the will of the gods. It is said that Quahnarren was formed from equal parts of Rhast and Likothi; fire and volatility from the sun god, fused together with natural beauty and resilience from the dignified earth mother. In problematic periods and threatening moments throughout their lives many believers will switch their allegiance from one deity to the other, sometimes even shifting their loyalty between the two, optimistically attempting to achieve greater personal reward and favour as they promise new and increased devotion. Many though have suffered too much adversity and no longer hold belief in such deities. They follow no heavenly master, instead preferring to believe in their own controlled destiny and prepared to only accept the rewards earned from a commitment to hard toil and their own sensible decision making.

BATTLE RESOLUTION



Throughout your adventure across Quahnarren you will become involved in many situations that may cause you to engage in battle against hostile human enemies, aggressive creatures or fiendish spirits.

To resolve these conflicts you must battle your opponent by rolling dice and recording the outcome in the *Battle Boxes* on page 17. When instructed to begin a battle you must write your opponent's name and their given data in the assigned spaces at the top of an empty *Battle Box*, and then enter your own personal data in the lower spaces.

The *Tales of Quahnarren* gamebook series features a new and unique gameplay mechanic, known as the *Momentum Sequence*, to register the changing fortunes of each combatant involved in the struggle. The rules of battle consist of 5 steps:

1. Determine each opponent's *Strike Speed*.
2. Determine if the *Strike Speed* winner causes any HEALTH damage.
3. Record the *Momentum Sequence*.
4. If a *Strike Set* is achieved, determine if a normal or charged *Heavy Attack* will be initiated.
5. Repeat steps 1 to 4 until one opponent loses all HEALTH and is therefore defeated.

Note that only standard six-sided dice are used in this adventure. They are always referred to within the text as 1d6 (one dice), 2d6 (two dice) etc.



THE BATTLE PROCESS

■ *Step 1:*

Roll 2d6 for your opponent and add this total to their EXPERTISE value to determine their *Strike Speed*.

Roll 2d6 for yourself and add this total to your EXPERTISE value to determine your own *Strike Speed*.

The highest *Strike Speed* total decides which opponent is the quickest to attempt an attack. If both totals are equal, simply repeat the *Strike Speed* rolls again.

BATTLE RESOLUTION



■ *Step 2:*

Roll 2d6 and compare this total against the *Strike Speed* loser's ARMOUR value to determine if any HEALTH damage is inflicted.

If the total rolled is higher than their ARMOUR value, they have been struck and their HEALTH value must be reduced by 2.

If the total rolled is equal to or lower than their ARMOUR value, the strike has been successfully blocked and no HEALTH damage is incurred.

■ *Step 3:*

Record the *Momentum Sequence* of the battle by entering either a 'I' or a 'X' in the momentum bar provided. A 'I' represents success for your opponent and a 'X' indicates that you currently hold the momentum in battle.

If you are struck and lose HEALTH, or cause no HEALTH damage to your opponent, enter a 'I' in the first available box within the momentum bar.

If you strike your opponent and cause HEALTH damage, or suffer no HEALTH damage from your opponent's strike, enter a 'X' in the first available box within the momentum bar.

Whenever you regain the momentum from your opponent, alter their most recent 'I' to a 'X' to record this momentum shift toward you.

■ *Step 4:*

The Momentum mechanic also allows both opponents to use a powerful *Heavy Attack* when the momentum has decidedly shifted in their direction. When a set of three consecutive strikes or blocks – known as a *Strike Set* – are entered for either combatant, they now have the opportunity to influence the direction of the battle to an even greater extent.

YOU:

Can immediately launch into a normal *Heavy Attack*, or save this *Strike Set* and use it to charge a future *Heavy Attack* of increased power.

BATTLE RESOLUTION



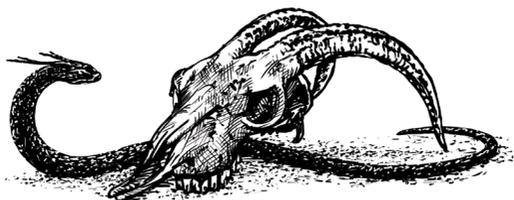
If you choose to inflict immediate damage with a normal *Heavy Attack*, roll 3d6 against your opponent's PERCEPTION.

If the total rolled is higher than their PERCEPTION, they have been powerfully struck and their HEALTH must be reduced by this rolled amount. Draw a long vertical line through your last 'X' to indicate the use of your *Heavy Attack* and record another 'X' in the momentum bar.

If the total rolled is equal to or lower than their PERCEPTION, you fail to correctly land your *Heavy Attack* and only inflict damage of 3 HEALTH to your opponent. Draw a long vertical line through your last 'X' to indicate the end of your current *Heavy Attack*.

Your *Heavy Attack* increases in potency as you gain further momentum beyond the initial *Strike Set*. For every further 'X' you are able to achieve in an unbroken sequence, an additional 1d6 is added to the initial 3d6 roll against your opponent's PERCEPTION. This increased power may quickly change the course of a difficult battle, or deliver a swift demise to your opponent.

If you choose to save your *Strike Set*, record this decision by marking a circle in the *Heavy Attack* charge counter above the momentum bar. Each further strike or block saved in this counter indicates how many additional dice you may use to roll against your opponent's PERCEPTION when you decide to activate your charged *Heavy Attack*.



Saving your *Strike Set* and charging your *Heavy Attack* introduces the risk of losing momentum to your opponent and therefore surrendering your current opportunity to initiate a *Heavy Attack*. Whenever you have activated your charged *Heavy Attack*, or have unfortunately lost your charging *Heavy Attack*, draw a long vertical line through your last 'X' to indicate the end of your saved attack. You must now begin again in building a new *Strike Set* for another *Heavy Attack* opportunity.

Remember to also erase or draw a line through all marks made in the charge counter after the use of your *Heavy Attack*, or when you lose the momentum of the battle and unfortunately surrender the opportunity to initiate a *Heavy Attack*.

BATTLE RESOLUTION



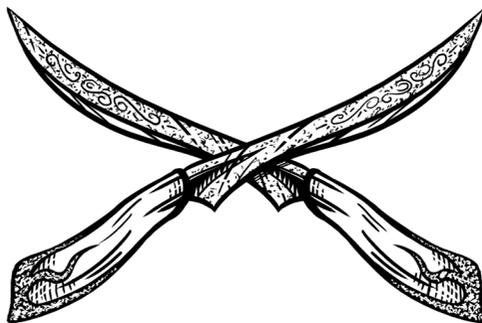
YOUR OPPONENT:

Roll 2d6 against your PERCEPTION.

If the total rolled is higher than your PERCEPTION, you have been powerfully struck by their *Heavy Attack*. Add together your opponent's EXPERTISE, ARMOUR and PERCEPTION, and then deduct your ARMOUR value – reduce your HEALTH by this final amount. Draw a long vertical line through the last 'I' to indicate the end of their *Heavy Attack* and record another 'I' in the momentum bar.

If the total rolled is equal to or lower than your PERCEPTION, your keen awareness and overall fighting skills have assisted you to successfully avoid their *Heavy Attack*, and you only suffer damage of 3 HEALTH. Draw a long vertical line through the last 'I' to indicate the end of their *Heavy Attack*.

Note that your opponent does not have the ability to save and charge their Heavy Attack as you do, nor gain additional dice beyond the initial 2d6 noted.



■ Step 5:

After completing the standard battle steps, and then determining if a normal or charged *Heavy Attack* will be initiated, repeat steps 1 to 4 until one opponent loses all HEALTH and is therefore defeated in battle. If you are defeated in battle by your opponent, your adventure is now over.

DIFFICULTY & TESTS



DIFFICULTY

The *Tales of Quahnarren* gamebook series features two levels of difficulty, known as *Ongoing* and *Restart*. You may choose to play under either system, which adds flexibility and choice for all types of players.

Ongoing allows you to continue your adventure from the point of your demise and to retain your current progress. Replay from where you suffered an untimely death (repeating any battle lost) using the same HEALTH and personal values. The penalty you must pay for this miraculous resurrection is to roll 2d6 and deduct this amount from your *Coin Pouch*. If you are ever without enough money to pay this cost in full, you must additionally discard one non-food item of your choosing from your pack.

Restart is the traditional gamebook difficulty system and is the ultimate test of individual determination, perception and fortune. Upon death you must restart your adventure from the beginning, after rolling and recording new personal values (and amount of coins) and with only the starting items on your *Character Record*. With the benefit of hindsight you can now avoid any perilous situations, be better prepared for conflict, or choose a different path of discovery across Quahnarren.



TESTS

There are two types of tests to be found in the *Tales of Quahnarren* gamebook series: those simply involving single dice rolls to decide your luck or fate, and specific personal tests which utilise your current EXPERTISE and PERCEPTION values in circumstances where your individual skill, awareness and luck will determine the immediate outcome.

The simple test process involves rolling 1d6 against the described results and then turning to the noted section as defined by your rolled total. In these tests you do not have any influence over achieving a particular result.

The more specific tests incorporate your individual character values to act as dice modifiers that will increase your chances of successfully rolling the required amount. In these tests you use 2d6 to roll a total equal to or lower than your current value to achieve success. A high personal value for EXPERTISE will importantly aid overall strength and skill, particularly in battle, and players possessing a high PERCEPTION will greatly enhance their chances of successfully finding any hidden objects and clues, or avoiding traps and dangerous situations that threaten your health. Therefore, finding opportunities to increase these values should be of utmost importance.

RULES OF FOURS



A gambling game popular across most of Quahnarren, *Fours* is a basic dice game, playable by two or more people, where chance, opportunity and a venturesome strategy mix within a simple rule set that has entertained and infuriated countless players over many years.

The Quahneri enjoy a wide range of social pastimes, including many gambling games and speculative contests, and regularly meet at organised establishments such as the *Black Dice* in Ustahm, and the *Keblore Inn* or *The Weeping Eye* in Balquis, to partake in a few games of *Fours*, whilst also satisfying their need for a refreshing drink and a little social interaction.



RULES

The simple aim of the game is to roll the greatest combined total. Score multipliers are given for two, three, or four of a kind, where each multiple dice adds an additional value of 4 to the calculated amount – ie, two rolled 6 equal a value of $12 + 4 = 16$; three rolled 2 equal a value of $6 + 8 = 14$. Also, any multiple 4 that is rolled is doubled in value from 4 to 8 – ie, three rolled 4 equal a value of $24 + 8 = 32$.

To determine the winner in the case of a tie, the player with the highest ranking two, three or four of a kind wins – ie, four of a kind beats three or two, and three beats two (including a double two of a kind). The greater dice value also acts as a ranked decider when an equal number of two, three or four of a kind are rolled – ie, 6 ranks highest and 1 the lowest. If players are still tied or no multiples feature, any 4 rolled determines the winner, and if the game is still tied it is now officially declared a draw and all players regain their full bets. If anyone rolls four x 4, they automatically win the game as the highest ranked player.

RULES OF FOURS



Play the game by rolling all required dice for both yourself and your opponent(s). It is preferable to use four dice if available.

◆ *Step 1:*

Place an initial bet of 1 coin for each player.

◆ *Step 2:*

Roll 4d6 for each player and determine which dice are to be retained. Any two, three, or four of a kind of any dice, or any 4 that is rolled, must be retained.

◆ *Step 3:*

Place your bet of 4, 8, 12, 16 or 20 coins against the outcome of the upcoming rolls.

◆ *Step 4:*

Reroll any dice not retained from your initial roll, as desired.

◆ *Step 5:*

Your opponent(s) will automatically reroll all dice of 1-3 value (except multiples as noted above), unless they are retaining any two or three of a kind, in which case they will reroll all dice not retained.

◆ *Step 6:*

Calculate the total value of the rolled dice for each player to determine the winner, noting any two, three or four of a kind and applying all score multipliers.

◆ *Step 7:*

The winner receives 1 coin for each player in the game, plus double their placed bet of 4, 8, 12, 16 or 20 coins.



STRUGGLING TO SURVIVE
THE MANY DANGERS OF
QUAHNARREN?



*Tales of
Quahnarren*



RARE ITEMS
VOLUME ONE

YOU MAY NEED A RARE ITEM!

QUAHNARREN.COM



HO

Sacred Bone Tree
X

SUQERN

VEQUAHN

AL

VELKONNEN PLAINS

MOORNEHM

ENTOLLEN

X
YOUR HOME

USTAHM

THE SKAR
DEHANTHOR VALLEY

BHAN

Tower of Xaanagh
X

DUQUELLAH

TM

BALQUIS

TERN

SERAF

SAQUINN

IN

VINGAHL

LETAQ

MORNING MOUNTAINS

Great Statue of Tahsanook-Lai
X

CAELEN

DUPHAY

KUTUHL

LIUST

BOLVERRE

USTAHM



- BARRACKS AND GUARD POSTS
- TOWN AUTHORITIES
- MARKET CORNER
- TAVERNS AND INNS
- COMMERCIAL ESTABLISHMENTS
- RESIDENTIAL HOUSING

- TOWN AUTHORITIES**
1. USTAHM MEETING HALL
 2. WARDEN GUHLNAAR'S OFFICES
 3. ADMINISTRATION OFFICES

- TAVERNS AND INNS**
4. KLARHURN ALE HOUSE
 5. SPOTTED SERPENT
 6. TORR TAVERN
 7. BAHDUM INN
 8. BLACK DICE
 9. THE LOST SPIRIT
 10. DARK WHISTLE
 11. HAANSTROM INN
 12. SKEEN TAVERN

- COMMERCIAL ESTABLISHMENTS**
13. FALUUM'S EMPORIUM
 14. MYSTIC BAZAAR
 15. ISTUKHAM
 16. USTAHM ARMOURER
 17. NORTHERN HAVEN
 18. PECCAR BAKERY
 19. RAHGEN'S STABLES
 20. AZIFHAR BATHHOUSE
 21. THE EASTERN TRADER
 22. BAKED ON THORRS
 23. THE STOREHOUSE
 24. THE BOLT
 25. NAH-RASHIQ

BALQUIS



OFFICIAL & PUBLIC BUILDINGS

1. SHRINE OF LIKOTHI
2. THE TUURKAHN
3. OFFICES OF THE HEAD ARBITER
4. BALQUIS DISPUTE FORUM & ADMINISTRATION OFFICES
5. SHRINE OF RHAST

TAVERNS, INNS & GUEST HOUSES

6. THE FANCY RAT
7. KEHLORE INN
8. THE KARBEHALLA
9. GOLDEN CHALICE
10. WESTERN ALE HOUSE
11. THE RAVEN'S REST
12. THE WEEPING EYE

13. DUHLARANN ALE HOUSE
14. NAHYUN GUEST HOUSE
15. KNOOHIDLAN'S INN

COMMERCIAL ESTABLISHMENTS

16. HABOOK FINE SILKS
17. STRUEHT PELTS
18. TOOSAI'S LEATHERWORKS
19. KULIM XOLLHAR - ARMOURER
20. HUSKAAN BROTHERS STONEMASONS
21. THE HUB & SPOKE
22. THE COPPER MUG
23. MARKEL'S FOODSTORE
24. JUNCTION TRADER
25. MEIHUAN JEWELLER
26. KERKAE'S BAKERY

27. GREEN LEAF
28. BLACK JOHN'S HOMEWARES
29. THE IRON HOOK
30. THE NATURAL ROOT
31. TAPESTRA GARMENTS
32. SUNDOWN ARMOUR
33. ILLANGHUR BUTCHERY
34. HERBAL HOUSE
35. ISSAHTA - SHOEMAKER
36. THE BALQUIS ARMOURER
37. DUHGRIT GRAIN STORE
38. ZANJIBAHR SPICES
39. HAPHEN SUPPLIES
40. HALNAAR THORSSON - PHYSICIAN
41. HAHMLON - WEAPONSMITH
42. SOUTHERN SUPPLY STORE



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