

## PTOLUS CLIP-ON SCREEN REFERENCE FOR DMs

### The City Council Tribunal

Igor Urnst (The Commissar)  
Kirian Ylestos (Prince of the Church)  
Mother Superior of the Sisterhood of Silence

### Other Important People

Aoska (half-celestial member of the Malkuth)  
Adlam Theobold (archbishop of Lothian)  
Doraedian Mythlord (influential elf)  
Iron Mage (powerful wizard)  
Jevicca Nor (mighty Inverted Pyramid mage)  
Kevris Killraven (crime lord)  
Lady Fransin Nagel  
Lady Verrana Rau  
Lord Dered Abanar  
Lord Kirstol Dallimothan  
Lady Peliopo Erthuo  
Lady Devina Kath  
Lord Dorant Khatru  
Lord Renn Sadar  
Lord Thollos Sheva  
Lord Iristul Vladaam  
Menon Balacazar (crime lord)  
Moynath Autumnsong (powerful sorcerer)  
Rehoboth Ylestos (Emperor of the Church)  
Sorum Dandubal (Guildmaster Delver)  
Zavere and Rill (Lords of Castle Shard)

### Noble Houses

Abanar (mercantile) Nagel (altruistic)  
Dallimothan Rau (rogues)  
(dragons) Sadar (shadows)  
Erthuo (scholars) Shever (technology)  
Kath (the arts) Vladaam (evil)  
Khatru (military)

### Other Important Groups

Delver's Guild (adventurer organization)  
Sisterhood of Silence (female monks who help keep the peace)  
Keepers of the Veil (undead hunters)  
Knights of the Pale (good-aligned order)  
The Fallen (demons in the Dark Reliquary)  
The Forsaken (admirers of death and the undead; allied with the Fallen)  
Balacazar Family (criminal organization)  
Inverted Pyramid (mage organization)  
Killraven Crime League (upstart criminal organization)  
Knights of the Golden Cross (good-aligned order serving the Elder Gods)  
Longfingers Guild (thieves' guild)  
Malkuth (angels in the Pale Tower)  
Order of Iron Might (warrior's guild)  
The Shuul (technology-based order)  
The Sorn (spellcasting mercenaries/assassins)  
Urthon Aedar (mysterious wandering judges)  
Vai (death-worshipping assassins)  
Viridian Lords (plant-bonded rangers)

### Special Materials

Aethel (absorbs energy)  
Black adamantine (resists magic)  
Firestone (long-burning fuel)  
Heliolith (negates gravity)  
Ithildin (glows in moonlight)  
Ithilnaur (strong and glows in moonlight)  
Liquid light (residual goodness)  
Liquid shadow (residual evil)  
Marlite (magic dead)  
Moonsilver (liquid metal)  
Vallis (raw magic)

### Major Deities

Ahaar (CG Lord of the Air)  
Asche (N God of Cities)  
Father Claw (CE Serpentine Lord)  
Gaen (LG Goddess of Light)  
Gorgoth-Lol (CE Goddess of the Dark Elves)  
Heiran and Nareis (LE and CE, Sisters of Death)  
Lothian (LG Official Imperial Deity)  
Maleskari (NE God of Shades)  
Melann (NG Goddess of Farming)  
Mocharum (LG God of the Dwarves)  
Myliesha (CG Mistress of the Wind's Path)  
Navashtrom (NG God of Strength and Harmony)  
Teun (LN Mother of All Machines)  
Thamus (NG God of Protection and Defense)  
Watcher of the Skies (N God of Divination)

### RACES OF PTOLUS

#### Major Races

Dwarves  
Stonelost  
Grailwarden  
Elves  
Shoal (Harrow\*)  
Elder (Cherubim\*)  
(Dark\*\*)  
Half-Elves

Gnomes  
Halflings  
Humans

\* More of a minor race.  
\*\* An NPC race.

#### Minor Races

Aram (centaurs)  
Assarai (lizardfolk)  
Cherubim elves  
Harrow elves  
Litorians

#### NPC Races

Aasimars  
Dark elves  
Minotaurs  
Orcs  
Ornu-Nom  
Toruk-Rul  
Sorn-Ulth  
Half-Orcs  
Tieflings

#### TRAVEL TIMES IN THE CITY \*

STARTING POINT	DESTINATION ON FOOT									
	Nobles	Oldtown	Rivergate	S. Market	N. Market	Midtown	Temple	Guild	Warrens	Docks
Nobles	—	10	25	20	32	20	22	35	50	38
Oldtown	13	—	15	10	22	10	12	25	40	28
Rivergate	28	17	—	25	10	20	10	30	40	34
S. Market	23	12	26	—	22	10	22	20	35	23
N. Market	35	24	11	22	—	18	10	25	40	23
Midtown	23	12	21	10	18	—	8	15	30	17
Temple	25	14	11	22	10	8	—	20	35	20
Guild	38	27	31	20	25	15	20	—	20	10
Warrens	41	30	34	23	23	17	20	10	—	16
Docks	63	52	51	43	50	40	45	30	28	—

STARTING POINT	DESTINATION BY CARRIAGE									
	Nobles	Oldtown	Rivergate	S. Market	N. Market	Midtown	Temple	Guild	Warrens†	Docks
Nobles	—	5	12	10	15	10	10	20	30	22
Oldtown	6	—	5	5	10	5	5	15	25	17
Rivergate	13	6	—	12	5	10	5	15	25	17
S. Market	11	6	12	—	10	5	10	10	25	12
N. Market	17	11	5	10	—	10	5	10	25	9
Midtown	11	6	10	5	10	—	5	5	20	6
Temple	11	6	5	10	5	5	—	10	25	10
Guild	21	16	15	10	10	5	10	—	15	5
Warrens†	23	18	17	12	9	6	10	5	—	13
Docks	36	31	30	30	30	30	30	20	11	—

\*All times are in minutes and assume average crowds and traffic and a brisk pace, traveling between the centers of two districts.  
†Public carriages for hire do not venture into the Warrens; these times assume travel by private carriage.