



# Adventures in Filbar™



By Frank Schmidt

## FT - Borgusburg



## **BORGUSBURG**

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# Borgusburg

Halfway through Allatrama towards Vulgaria is a rich mining community known as Borgusburg. Nearly 50% of the wealth of the country is located here in the form of precious metals, gemstones, and furs. The residents of this walled community are exceptionally hardy and do little more than work to make their lives better and survive in the barren wilderness of the frozen south.

The town is surrounded by a double walled, timber fence that has several guard towers. The sole entrance to Borgusburg is through 18' double gates. These gates and matching fence are able to keep out all but the tallest of Giants that are present, but rare, to the lands. Each tower has a ballista on it to protect from aerial invaders including the Pecos Roc which has been foraging closer and closer to the community putting the residents on edge. This creature resides atop a dormant volcano where the Pecos Mine is also located.

The residents of the town are mostly born and raised in the area and have come together to provide a safer environment for the miners and trappers of the region. There are no outlying farms and most goods are obtained from a monthly merchant caravan or the bi-annual guard patrol that comes for the accumulated wealth obtained from the areas mines. Recent winters have been short allowing some crops to be grown but most of the residents have fully stocked cellars to make sure they do not run out of food. Meat is not usually an issue due to the wildlife but grains, fruits, and vegetables are always in high demand. Visitors that have any of these items will quickly discover they have a lot of friends.

The miners usually work one month at the mines and one month in town spending what they've earned on women, gambling, and alcohol. When these men initially come into town there are plenty of fights and arguments but it lessens as the miners run short on wealth. The citizens here all have dual purposes and all are expected to defend the walls should the city be attacked. Everyone participates in mandatory weapons training every month and everyone can take care of themselves.

The city is run under the authority of "The Denka" which is the equivalent of a Baron. Uta Likness is the formidable woman that holds this position and was appointed by the king. Meeting Uta the first time can be quite disconcerting due to the heavy scarring on the right side of her face. In her youth she was an adventurer and saved her party from

a pack of Owlbears but was seriously injured in the process. The wounds she received that day are a testament to her toughness. A larger woman, her presence commands respect and she will tolerate no less.

The buildings here are constructed of wood or sod and some have stone bases. The mage's tower and mint are exceptions as they are completely made of stone. All buildings have cellars where food and valuables are kept. The people are friendly but guarded towards outsiders and dress in heavy fur cloaks and leggings. The environment ages the people visually but the elements have toughened them to where they are resistant to disease and cold. Every member of the community is expected to spend one day away from Borgusburg participating in a hunt or wood gathering. These forays into the wilderness last up to two days and when they returned the finds are split equally among the citizens (not the transient miners, travelers or adventurers).

The largest building in town belongs to the church and is constructed of heavy timbers with a holy symbol of two, back to back, half-moons rising above the city. Religion is fairly important in Borgusburg and the deity worshipped in Allatrama is Krogan. He is represented by a large man with elk horns carrying a weapon in the form of the two half-moons. Services are held every three days and attendance is expected by everyone aside from wall guards.

During the daylight hours the town is filled with sounds of people working hard from the ringing of the smith's hammer to the sounds of animals being slaughtered. Ducks, geese, sheep, and goats are present at most buildings and are used as food. At times the children of the city will be chasing a stray animal attempting to take it back home. There are also a few dogs present in the city and these creatures tend to be aggressive when approached. These animals are trained as guard dogs and will be calm when the owner is nearby. At night the town has sounds of laughter and raucous behavior near the taverns usually at the beginning of the month as opposed to later.

The "streets" of Borgusburg are dirt trails that are quite wet and muddy from use especially during the winter months when constant travel mashes the snow down. Some trees are present inside the town and those are home to birds. Sewage in the city is handled a bit differently than other more "civilized" areas. Waste is disposed of near the town wall where the livestock are kept. The pigs are particularly fond of the pile and tend to roll in it frequently. Two wells supply water to the city on either end of town.

One of the more interesting items in Borgusburg is a black stone statue of an imposing fighter. The statue depicts the man, dressed in furs, swinging a double headed axe. Atop the swinging axe is the bronze head of a humanoid. This monument is for the city

founder and hero of Allatrama, Gable Stamperfoot. This man not only founded Borgusburg but also fought at the legendary Ice Bridge to the south. There he made a name for himself wielding his weapon "Giant Reaper" fending off several Frost Giants attempting to pass into the country. Discoloration on the bronze humanoid head is from people passing by and rubbing it for luck.

### **1. City Gate** – Constable Abel Stoa

The walls of the city are very tall and are composed of buried tree trunks with the tips sharpened to dissuade invaders from climbing over. The only entrance is a set of double doors flanked by 20' high towers. Each tower is covered in a roof but still allows the occupants a 360 degree view of Romig Basin. Guards are present at all times and enter through a ladder in the floor. The twin towers are home to the permanent members of the watch and their equipment. The top of each tower has a ballista and several hundred rounds of missiles for that item and the longbows each carries.

The commander of the watch is a permanent member, not a business owner. Constable Abel Stoa has been in charge of the town for the past fifteen years and served another twenty years in the old army of Allatrama. He is a gruff but fair man. For those seeking entry that are unfamiliar to the guards he may be called upon to interview those seeking passage. His face has scars from too many battles to count and his voice is gravelly. Being in his presence for more than two minutes gives anyone the distinct impression that he is not to be messed with.

The guards rotate towers on an hourly basis in a counterclockwise formation. The men and women of the watch wear a black, ring mail jerkin, helmets and carry a variety of weapons with them. The other towers of the wall have no roofs at this time and the main towers are the preferred station to be at. Visitors are required to identify themselves, the weapons they carry, their intentions, and a 5gp per person entry fee into the city. Once allowed entry they are briefed on the laws of the land and are told it is far better to follow the law than break it.

## **2. Blacksmith** - Carlos Seim

Carlos Seim is a veteran of the Ice Bridge Wars and appears to be quite old. Despite his advanced age the blacksmith can still handle himself. Because of his age he could be excused from foray service but insists on doing his part for the city. He can handle most work although now he specializes in mining equipment repairs.

## **3. Blacksmith** - Nella Ihle

A young woman named Nella handles the affairs of this blacksmith shop. She learned her trade from her father years ago and took over his shop after his passing. She is in her late twenties and is already quite skilled. She and Carlos (#2) help each other with the workload of the miners as their equipment tends to break frequently. Like Carlos, she can handle most any work given to her although she has recently taken an interest in working on general household items that make lives easier in town.

## **4. Fletcher** - Einride Schou

A retired archer, Einride Schou is the local fletcher. His primary job is to make sure the city watch has the inventory needed to protect the walls. His secondary job is to make sure those going out on foraging duty have items necessary. He is also trains the militia on the use of his items. He specializes in arrows but also handles crossbow bolts.

## **5. Tracker** - Ellan Lande

Ellan Lande is a hunter and surveyor of the land. He generally keeps to himself but makes a living supplying Finngard (#32) with information about the surroundings in the basin and the mountain rings. He has travelled extensively throughout Allatrama but opts for the solitude of Borgusburg as it reminds him of growing up in the wilderness. He will occasionally venture outside the walls for spell components for the local mage and alchemist.

## **6. Laborer's Lodgings** - Olave Buras

Olave Buras bought this location after a bad fire consumed most of the interior. The building has been the Freedom Inn but was converted into a "flop house" for the transient miners known to frequent the area. Olave restructured the building and turned a 15 room inn into a place where forty miners could each have a small bed and bureau to keep their belongings. As the miners move back and forth from town to worksite they often find themselves low on funds and reside here for a modest fee. Olave comes from a mining family and has a great deal of respect for the men and women who dig the dirt. This location is the equivalent of a very poor inn.

## **7. Mage's Tower** - Mandus Bryne

Taller than the walls but shorter than the church, this circular tower is home Mandus Bryne. Known in the area as a sage/seer/user of the magical arts this man wears many hats in the community. Very little is known about Mandus before his arrival in Borgusburg aside from the information he was a mage. After staying a few weeks in town the mysterious man bought some land in town and overnight a gray stone tower was erected as if by magic. The structure is somewhat narrow with a diameter of 15' but towers nearly 25' high. Only a few citizens have been allowed entry and those that have come out examining the exterior reporting the interior to be far more expansive than it appears. Mandus prefers to keep to himself studying old books. He does frequent the tavern scene when bards are in town to learn of goings on in the rest of the world. He frequently speaks with the bards alone when possible.

## **8. Mint/Treasury** - Jean Murer

This building has a triangular shaped with the top tapering at almost 15'. Made of white stone the structure appears quite secure with a heavy iron door affixed to the front of the building. This location is where the precious metal and gems are taken for security until the biannual wagon arrives to remove it. The Denka issues her own currency in exchange for the valuables that is accepted at all shops and business in town. Those wishing to leave town can make arrangements with Jean Murer, Lord of the Currency, to extract their real assets in exchange for the tokens. These tokens are made on site by Murer and no one

aside he and The Denka are allowed within "The Triangle". Rumor and conjecture has people believing that the interior of this odd building is protected by enchants and magical creatures, which may or may not be accurate. The only key to the door is held by Jean and he is a rather suspicious person of outsiders in the town. This building was built after the mage's tower and is just as strange.

**9. Brewer - Arnolv Nese**

This building is surrounded by old and new casks giving the impression that it is the brewery. Arnolv has been running the shop for nearly twenty five years and it very skilled at making the most of his ingredients. With the area lacking in usable farmland Arnolv has learned how to be creative with the supplies he has available. He frequently buys grains needed for this elixirs from the merchant train but has also found other substances to use. With some Druidic training, the brewer is aware of the flora and fauna in the area and has been able to use items such as pine nuts, conifer cones, and the roots of the indigenous plants to his benefit. His cellar is twice as big as his building but most of the area is used as storage. He is a friendly individual.

**10. Money Changer - Bernharda Lybeck**

Bernharda Lybeck is about the only person in town that Jean Murer trusts completely. The pair work together to keep valuable metals and gems off the streets as much as possible and deal in tokens to be used as currency. When visitors arrive in Borgusburg they will be directed to this location to exchange their valuables for special tokens that the city mints. Bernharda is also the local tax collector making her the last person most people want to deal with. Despite her title and power she is an exceptionally fair person. She also wields a mean long sword in times of trouble. She and Jean are also exempt from foraging forays due to their jobs.

**11. Mason - Jon Eriksen**

Jon Eriksen is a recent arrival to Borgusburg. He is an architect and stone mason from the north edge of Allatrama. The Denka has plans to increase the size of her community as she has learned of a rather large ore strike in the northern

mine and anticipates the city growing quickly. As a result she has petitioned the king for assistance in planning out the "new" city and Eriksen was sent up to the city. At this time he is still attempting to determine his options and will be quite preoccupied with a multitude of details as The Denka is not a patient woman and prefers action over planning.

**12. Magistrate's Office "The Denka" - Uta Likness**

The southern ruler of Allatrama is Uta Likness and her title is The Denka. A large and explosive woman, Uta enjoys making sure that life runs smoothly. A former general, she was given this position out of merit and no one disagrees that she didn't deserve it. Rumors have it that Uta has Ogre blood in her due to her size and ferocity in which she fights. She is a woman of action and expects those around her to get results.

Her home/office is decorated in a simple, no frills fashion and comes from years of barracks life. She is early to rise and goes to bed late. While she does not drink she can be found in the taverns insuring that there are no problems. The men and women under her command adore her as she is always at the forefront of battle and will not hesitate to relieve someone on the wall and take their shift.

Uta would be considered pretty except that half of her face is covered in substantial scarring from an Owlbear attack. If she catches anyone staring at the injury she will become quite angry and ask them if they have a problem. Those meeting with The Denka will find her to be an intimidating person initially but will be bolstered by her sense of duty and of right and wrong. She is a fair and just ruler and attempts to run the south as best she can. Some days she will lead a foraging party out on her own and give the guards a respite from the duty. She is a strong warrior and an intelligent leader and not someone to be messed with. She presides over city business once a week after church services. She considers the priestess Jona Borger (#25) one of her closest confidants as The Denka is very religious.

**13. Carpenter - Moses Moy**

One of the community's older residents, Moses Moy is a highly skilled carpenter. He can work on something as mundane as a roof or as delicate as interior

ornamentation. A recent widower, his work has begun to suffer as he appears aimless. He has multiple projects that he has stopped working on while he attempts to move through the grieving process. As a result any contact with him will be listless and lost.

**14. Frosty Tavern - Norolf Ramberg**

Set near the main entrance to Borgusburg is the oldest tavern in town. The Frosty Tavern has been quenching the thirst of weary travelers for decades. This well-worn building has seen better days but the interior is rich with history in that patrons have scrawled their names into the woodwork over the years. Norolf Ramberg recently purchased the tavern and has been considering making some changes but is concerned about losing the feel of the institution. The prices are fair and the food is good and the ambience is more of a quiet, "local" bar. The establishment is a favorite of the guards.

**15. Snowfall Inn - Arnrod Opsal**

Arnrod Opsal runs the Snowfall Inn which has been in his family since before the War at the Ice Bridge. Despite the age of the building it is in remarkable shape. The interior is made of dark wood with ornate carvings. The rooms are small by normal standards but are warm and clean. Arnrod and his family continue to run the business and are preparing to turn it over to their eldest daughter Rya in the next few years. The rates are reasonable and this is normally where the merchants tend to stay when in town.

**16. Rope Maker - Gjeruld Hetland**

This small shop belongs to Gjeruld Hetland and his family. The Hetlands are the local rope and net maker. Along with the mundane items they fashion hemp harnesses for livestock and animal mounts. Gjeruld's work is always in demand because rope has so many uses. He is currently working on a project with Deodor (#21) to create a trebuchet for defense of the town.

**17. Tanner** - Eilov Tanberg

As you approach this area the familiar aroma of boiling leather wafting through the air and the unmistakable boiling pots of a tanner. Multiple hides are strung out around the building. A large heavysset man in a stained apron is stirring two pots and nods his head at your approach. With an impressive display of dexterity he hoists both oars out of the pots catching several hides in the process. He lifts the partially tanned items out of the boiling water and lets them drip dry with the oar across the pots before approaching you. Eilov is a skilled tanner and is a very busy man. He does not deal with consumers but can direct purchase inquires to the right people (or his sister). He will be happy to cure any pelts the party comes across and is rather inexpensive for the quality of work that he does.

**18. Borgusburg Stables** - Rosetta Lovik

Nearly half of Borgusburg is dedicated to a communal farm where a variety of animals are housed. This area is also dedicated to waste from the residents so the entire section has an "aroma" about it. Rosetta Lovik is responsible for the day to day operations of the Borgusburg Stables. This lady is quite beefy and walks with a strange gait after suffering pelvic damage in a riding accident years ago. Those adventurers with mounts can pay for their housing at this location and be certain the animals are well taken care of. Multiple stalls are present and if the merchant caravan is not present there will be plenty of open spaces.

**19. Butcher** - Milliam Rokhaug

Situated in close proximity to the stables is Milliam Rokhaug's butcher shop. While some members of Borgusburg butcher their own animals, Milliam does a fine job at a reasonable price. Owners of livestock only need to give Milliam a time to handle the task and the work is completed quickly. If the owner wants, Milliam will make arrangements with Eilov (#17) to take care of the hide. He will also deal with the leather workers if a specific item is wanted.

**20. Leather Goods** - Analius Tanberg

A wide assortment of leather goods can be located at the Tanberg Shop. Analius is the sister of Eilov, the tanner (#17). Both of the Tanbergs grew up learning

the aspects of leatherworking but took separate paths to their careers. Analius was always more creatively oriented while Eilov enjoyed the solitude of tanning the raw hides. Analius is able to create most anything in leather but her penchant is for travelling bags. She emblazons all of her creations with a decorate "T" indicating the artist. Analius will accept special requests on her projects but the cost is usually more.

**21. Blade & Mail** - Deodor Seim

A battered and pierced set of old plate mail sits outside this business indicating an armorer's shop. Deodor Seim has been a Weaponsmith for most of his life having been an apprentice after his parents tragically died in his youth. Deodor is a skilled artist and has performed commission work for guards and for The Denka. Request pieces take a bigger investment in time and money. Deodor is also an amateur historian but specializes in arms and can probably identify any lost/recovered magical weapons or armor if they have a history behind them. He and his family have always lived in the area and it was only recently that he came in behind the walls.

**22. The Leather Hoof** - Gunne Ramberg

Wandering through town an attentive adventurer will notice that most of the boots that people wear are all the same. Gunne Ramberg is the local cobbler and bootblack. For the past three decades Gunne and his family have been making the footwear that the residents of Borgusburg rely upon. The cobbler works with the local tanner and furriers to obtain the materials he needs to craft his goods. He used to go out on the fur trails in his younger days but now allows others to obtain the raw materials and pay them for their troubles. He is a kind man but his quiet nature can sometimes confuse people.

**23. Pergot Bread** - Pergot Sorensen

While the "aroma" from the tanner's area is putrid the air around this business is quite pleasant. Pergot Sorensen is a widow that enjoys baking and runs this shop. Like Arnolv (#9), this fine woman requires grains from the north to make her products but has also discovered local ingredients. Her pastries have a

unique “tangy” flavor to them due to the items she uses to create them and they are not for everyone. Most of the residents of Borgusburg appreciate the offerings and will point out that her concoctions are an acquired taste. Despite being middle aged, Pergot appears older than she is due to the stress of her lost husband and running the business on her own.

#### **24. Barracks**

This large building is home to some of the married militia members and their families. The Denka did not feel the need to have married families living in the towers and ordered this building made. It is also used for training and the armory where the weapons used by the citizens are kept in times of attack. It is also where carts and sleds are housed which are used in foraging forays. There will always be someone present at this location but outsiders are turned away unless they have reason to be here.

#### **25. Shrine of Krogan - Jona Borger**

Rising highest in Borgusburg is the temple dedicated to Krogan, the patron deity of Allatrama. The peak of this large log building is decorated with twin half-moons back to back and trimmed in gold. Inside, the cavernous chamber can nearly house the entire populace for services and town meetings. The pulpit is constructed out of a cut tree trunk which has been carved in the face of Krogan and the back wall has two crossed polearms adorned with gold and silver axe heads. The bladed sections are in the shape of the religious symbol. There are no benches or seats, those worshipping Krogan are expected to live on their feet.

The religious leader for Borgusburg is Jona Borger a transplant from the northern border. She decided to go into the wilds of the south to spread the good word and settled in the town nearly five years ago. Since her arrival she has met with every single member of the area and is quite active in the daily lives of her followers. The Denka considers the cleric to be a trusted confidant. Jona is a strong woman of average build and while not particularly attractive she has charisma when she speaks.

**26. Locksmith Chest maker - Austin Hage**

The building at this location belongs to Austin Hage, a relative newcomer to Borgusburg. Austin promotes himself as a locksmith and maker of storage boxes. With trust being high amongst the citizens he does not get much business and considers his work more of a hobby. Very little is known about the lithe man but he never seems to run out of tokens (wealth) but it is believed he brought most of his value with him from the north. He is a friendly individual that enjoys conversation but after speaking with him for any length of time people get the impression that they talked more than he did. This rogue-ish character is quite the gambler and enjoys the confines of the Iron Dice (#42).

**27. Alchemist - George Schanke**

George Schanke is an older man that runs an alchemist shop from his home. He speaks with a stutter but his skills are pitch perfect. Thanks to George's hard work Pergot (#23) and Arnolv (#9) have been able to utilize various plants that are indigenous to the area as a grain substitute. The taste is slightly off but with such a short growing season his skill has allowed them to use local resources to bolster their products without costing them more money. George is always looking for strange ingredients for his elixirs and will pay well for them. With recent concerns over the Pecos Roc, the alchemist believes that feathers from this creature may allow him to create several useful potions including those of flight and avian control. He has some healing potions available but consuming them has a noxious side effect to personal body odor.

**28. The Banded Raptor - Bronnild Thoe**

One of the more fortified buildings sits back off the road at this location. Bronnild Thoe is the local jeweler/gem cutter and one of the richest members of society. He is the lead appraiser in stones dug from the ground and also makes jewelry from the gems and ore pulled from Romig Basin. Bronnild is always busy between crafting items and teaching his two apprentices how to do their jobs. A spindly man, he detests the mandatory foraging expeditions as they take away from his work. He has made efforts to pay off people to take his turns but that has led to hurt feelings and some in town do not care for the jeweler.

**29. The Black Anvil - Robin Bang**

Robin Bang is a lovely young woman from the western coast. She had been a weapons apprentice for ten years and decided to move out on her own to make a name for herself. When she heard of a recent ore strike in the area she felt the time was ripe for her to leave her home and move on. Robin obtained passage on a merchant caravan and crafted items for the caravan in lieu of payment for the travel. With a few extra coins she picked up she was able to purchase this small building that is little more than a big shed. For the past few weeks she has been assisted by Carlos (#2) and Nella (#3) but is now comfortable being on her own. She initially wanted to open a weapons shop but is currently surviving on mining work including a special creation known as the Banger Axe. She has combined the slicing head of an axe with a pointed pick of a miner's tool and has been selling it as a 2:1 item. One miner has taken a chance on the item and had good success with it and word is beginning to spread.

**30. Fabric of Color - Tollek Brustad**

Many of the residents of Borgusburg are able to make their own clothes but Tollek Brustad is the only one that has made a career out of it. Tollek works closely with Reidalv (#31) to create cloth from the raw materials available to them. The pair team up to shear sheep and collect parts of unused pelts for their work. Tollek likes to make sure very little goes to waste and is quite happy to obtain small bits of worked leather or old fabric to recycle them into new items. He is also a dyer, meaning he is able to turn bland fabric into colorful pieces of a wardrobe. He is a talkative soul that enjoys sizing people up. Some warriors find his attention unusual and potentially aggressive until it is discovered that he is just examining their clothing choices.

**31. The Rugmaster - Reidalv Aanes**

For those heading out into the frontier a must stop is this location. Reidalv is the local weaver that creates rugs, tents, and reams of fabric. Adventurers across Allatrama enjoy Reidalv's ability to craft fabric that keeps moisture out which is very useful on long trips into the frontier. Aside from his larger items the "Rugmaster" also makes travel bags that are equally resistant to moisture rivaling those made of leather. He and Tollek (#30) work together on a frequent

basis sharing ideas and methods which is convenient considering their close proximity.

**32. Merry Maps Cartographer - Finngard Grimstad**

Another favorite spot in "Adventurers Corner" is this business. The Merry Maps is run by Finngard Grimstad and features numerous maps of the area including the current status of most of the mines in Romig Basin. Finngard spent his younger years trudging through the wilderness and only recently decided to sell his sketches and maps of the area. Many adventurers have maps with the trademark script F&G etched somewhere. Finngard enjoys the company of adventurers and their ilk and often purchases maps made by these groups in order to further his own supply and curiosity. Finngard pays on a sliding scale depending on quality and importance of the maps offered to him.

**33. Furrier - Noe Meas**

A short squat man named Noe Meas is the furrier in Borgusburg and pays well for pelts delivered to him. The furrier has merchant connections throughout Allatrama and is a major source of income for tailors and clothing makers in the northern reaches. Trappers always stop by Noe's shop after a trek into the wilderness to swap fur for tokens. While Noe pays well for the animal skins he makes a very large profit from the merchants. No one in Borgusburg complains except for Tollek (#30) who would prefer a piece of the market himself instead of having to go through Noe. The shop has a particular funk about it leading up to the merchant caravan taking his inventory.

**34. The General Store - Caren Jorgensen**

Rivaling the size of the church is the town's General Store run by Caren Jorgensen. This establishment features both new and used items within the spacious confines. Caren is somewhat of a collector and, like the rest of Borgusburg's residents, does not like to see anything go to waste. She has a vast selection of used mining equipment from those that attempted to make a go but failed. She is the first stop when the merchant caravan arrives in town as she is one of their biggest customers. People flock to her shop the day after the

caravan arrives to see what items have been delivered. When she first started her business she used the current home of the Black Anvil (#29) but quickly outgrew that location and built the current structure to house her general merchandise. Her notable feature is a very long and thickly braided pony tail which "swishes" when she walks.

**35. The Cave-Inn - Salmund Sommerfelt**

Despite the name this business is a favorite of the miners who are taking time off. Salmund Sommerfelt offers discounts to those of the mining profession as he himself used to be a "dirt digger" in his earlier days. The Cave-Inn is a moderately priced resting spot for those people looking for a good room and warm food. The Cave-Inn actually feeds those who stay twice a day from their own kitchen. Gelda Sommerfelt, Salmund's wife, enjoys cooking good food for those who shared her husband's profession. Years ago Salmund was involved in a cave in that nearly killed him. When the dust cleared he was pulled to safety by his comrades but noticed that the debris was peppered with a thick stream of silver. He collected the ore, shared it with those who rescued him, and quit the business to start a new life as an innkeeper.

**36. Mining Equipment - Saras Sommerfelt**

While the general store (#34) has some mining equipment The Pickaxe has a greater selection of items and specializes in every aspect of those seeking to join the profession. Saras has obtained maps from Finngard (#32), several of Robin's (#29) special axes, rope and climbing gear from Gjeruld (#16), and other miscellaneous equipment from other sources for a one stop shopping experience for future wealthy miners. Saras offers excellent sales pitches and can be quite charming. Her cute appearance also helps her sell her goods as "harmless flirting is harmless" as she always says. She took over the shop from her parents who died last year. Despite her upbeat exterior she is very worried about her future in Borgusburg.

**37. The Pink Marble** - Jetlene Hetland

One of the busiest establishments in town is The Pink Marble. This brothel provides services and companionship to those seeking it in this cold and forlorn countryside. Jetlene Hetland is the owner/operator of the establishment and has a small stable of women and two men in her employ. This establishment is well known for miles around and a favorite the first week when the miners come into town. Jetlene is a savvy businesswoman that recognized the need for such an establishment and opened it with the blessing of The Denka who is a frequent visitor to The Pink Marble. The Denka and Jetlene have a very friendly relationship. The setup of this business appears very much like an inn but does not serve food or alcohol. A large slab of pink marble adorns the front desk where business is conducted.

**38. The Hairy Potter** - Bjornar Knutsen

Everyone needs storage containers and in this section of Allatrama that means stopping by The Hairy Potter. Bjornar Knutsen deals with the manufacture of most of the storage containers used in Borgusburg. He makes clay pots, woven sacks, and even casks for Arnolv (#9). As a potter and cooper his work is in high demand and has caused him to take on a third apprentice to try and keep up the work. As the name implies Bjornar is a very hairy individual.

**39. The Upright Cart** - Leikvin Holtan

Just off the main road in town is the Upright Cart which is signified by an old cart standing on its end. This is the location of the area Cartwright Leikvin Holtan. This man is the main supplier of carts and wheels used by the miners and by those going out into the wilderness. Leikvin actually receives his wages from the merchant caravan as they want capable people handling their equipment when possible. With the rugged terrain the caravan usually takes a beating on the poor roads and must be maintained frequently. When the caravan is in town Leikvin does not accept any jobs no matter how urgent the task. Leikvin has large arms and can easily turn over wagons without assistance. Years of experience have taught him where the best leverage is making him appear stronger.

**40. Miller's Windmill - Holmgeir Ottum**

The center of town is home to a very large windmill that is used by the miller Holmgeir Ottum. This dour man is responsible for making flour products from the few natural ingredients the people of Borgusburg has available to them. Holmgeir is an angry person as he feels he has made a poor choice coming to town before thinking about the limited resources. Upon his arrival and construction of his building he was soon told that the top portion needed to come down. When asked why he was told that no building is allowed to dwarf the steeple of the temple. Recently he has changed over his equipment and is now using the windmill to crush rocks with raw ore and gemstones to free up the resources while using less manpower. So far his tests have had poor results and he will probably be leaving town in the near future.

**41. Healer - Lukkas Sundt**

This building belongs to the local healer Lukkas Sundt. Before Jona (#25) came to town Lukkas was the only source of healing in this region. He is quite adept at setting fractures and mending cut skin. He is also an amateur alchemist with a collection of salves, potions, and wilderness remedies available for purchase. Surprisingly most of his homegrown items work as well as magical healing.

**42. Iron Dice Gambling Hall - Danhilda Lunn**

As the name implies this building is a gambling hall. Miners, flush from the mines, usually find time to whittle away their amassed profits at the tables in this establishment. Danhilda Lunn is the owner of the establishment and runs a fair establishment. While losers are always incline to yell "cheating" very little of that underhanded activity occurs. In past years this business was the site of many and vicious fights mostly due to alcohol. The Denka proclaimed that the establishment would no longer be allowed to serve libations to curb the fighting and the injuries to the city watch. Shortly thereafter the two taverns opened up next door. Various dice and card games are always available when the hall is open (usually nighttime) and Danhilda has hired two large burly guards to help with any "issues" that may arise from angry patrons.

**43. Four Kings Tavern - Bendt Nordhus**

After the Denka banned liquor sales at the Iron Dice Bendt bought the old building next door and renovated it into the Four Kings Tavern. The building is in poor condition and is filled with a variety of strange items making it appear more like an attic than a business. The tavern does serve alcohol and that is apparently enough to keep thirsty miners coming in despite the shape of the building. Bendt is a drunken sot that is barely keeping the business running and is in danger of losing the building to his competitor Gunnu (#44). Bendt is a former gambler which is how he was able to afford the building and convert it so quickly.

**44. Gunnu's Place - Gunnu Karlstad**

Like the Four Kings Tavern (#43), Gunnu's Place was created out of the necessity on the alcohol ban for the gambling house. Gunnu Karlstad saw the business opportunity to create a tavern and did so from the ground up. His competitor Bendt just converted an old building while Gunnu took his time and created a "classier" structure with finer features. Unlike Bendt, Gunnu doesn't have a drinking problem and his business is flourishing because of a better atmosphere, attractive barmaids, and a better clientele. Gunnu also makes sure that travelling bards find his business quickly. Gunnu is seeking to buy out the Four Kings Tavern and make it an addition to his own building, only better.



Borgusburg map <above> and view down Main Street <below>

