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A WORLD OF
BARNAYNIA
RPG SETTING

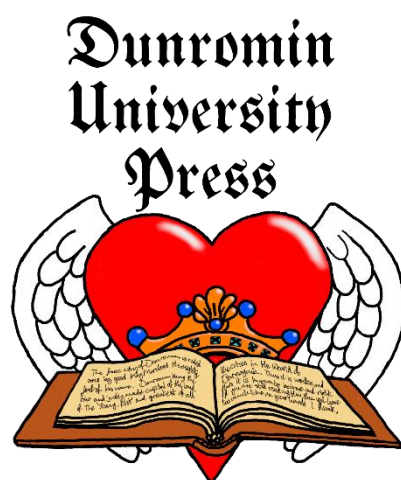


A Traveller's Atlas of the Free City of Dunromin and the Land of the Young



A map resource for the Free City of Dunromin, World of
Barnaynia fantasy game setting

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A Traveller's Atlas of the Free City of Dunromin and the Land of the Young



Dedicated to the fond and joyous memory of Alan Matthews; Big, Bad, Butch, Bonking Al.
He lost his final battle with cancer but is no doubt still rolling his bones in Valhalla, just
waiting for us all to catch him up, as usual.

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Map 1 – The Free City of Dunromin



Welcome to the Travellers' Atlas of the Free City of Dunromin and the Land of the Young!

Dear Reader,

This resource has been imagined, designed, play tested, tinkered with, partially burnt, lost, found, play tested, lost again, play tested and completely re-worked on computer over the years since 1986 when it was first conceived. It is intended as a supplement to the **Free City of Dunromin** and the **Land of the Young** fantasy game setting although there is no reason you can't use it with your own imaginings and other game settings. It may be used a dormitory city setting for players to rest and train between adventures, or developed as a whole campaign setting in of itself – comprehensive resources for this option are included in the **Players' Guide to Dunromin** and the **Games Master's Guide to Dunromin** (available as separate publications).

In this publication you will find several maps of the city, including a general over-view of the city, country and world setting, and some of the city temples. Also enclosed are some larger scale maps of the area including a political overview showing civilised, patrolled and unpatrolled (wilderness) areas of the amazing World of Barnaynia upon which Dunromin, capital of the Land of the Young rests.

Dunromin and the Land of the Young was originally designed for **OSRIC™** FRPG game setting.

The separate publication the **Players' Guide to Dunromin** (SM01) is 200+ pages and is split into three parts. These are a history and social portrait of the city; an adventurer's guide to the city; and numerous appendices of optional special rules, monsters and character classes developed for the city. The whole is ably supported by a thorough Contents and Index system.

The **Games Master's Guide to Dunromin** (SM02) is also 200+ pages and is designed in a similar way, which is with the majority of the information being system independent. The GM's Guide to Dunromin consists of GM-only information about the city and its inhabitants, including the Guilds, temples, over 100 NPCs, new classes, monsters, spells and magic items. Subsequent publications will detail the areas outside the city and further afield, as listed on the back cover of this book.

This game setting is comprehensive, play tested and produced to the highest standards available to the writer. This atlas is available free of charge to anyone wishing to use it and as a taster for the amazingly flexible game setting that is the **World of Barnaynia** and the **Land of the Young**. Whether you choose to use just these maps or investigate more of the fabulous City of Dunromin, the Land of the Young and Barnaynia itself, I wish you happy adventuring and as much fun here as possible. **Enjoy!**

Yours Sincerely,

Simon Miles

Derbyshire, UK ©2018

Credits:

Play Testers: Anthony 'Taff' Pearce, Adrian 'Arse' Bell, Martin Vallance, Pete Leary, Rob Hooley, Lynda Hooley, Drew Shearsmith, 'Spikey' Mikey Barnett, Jim McDermott, Big Andy, Craig 'Small' Tooke, Mad Mick, Andy the Bus Driver Man, Paul Venner, Robin, Ray Jennings, The Eight, Mark 'Penfold' Wardale and Trina Wardale, Dave Webb, Strangely Brown, Wilf the Cosmic Axe Lord, John Learner, Alan 'Big Bad Butch Bonking Al' Matthews (RIP), Craig the Vampire Lord, Gordon Watt, April Hooley (Dunromin spans two generations!), Sean the Bunny, Lisa, Cal and Rich.

Maps and diagrams: hand-drawn, scanned and annotated using Campaign Cartographer and Gimp by Simon Miles and Mark Wardale.

Everything else: Simon Miles. All trademarks remain the property of their owners.



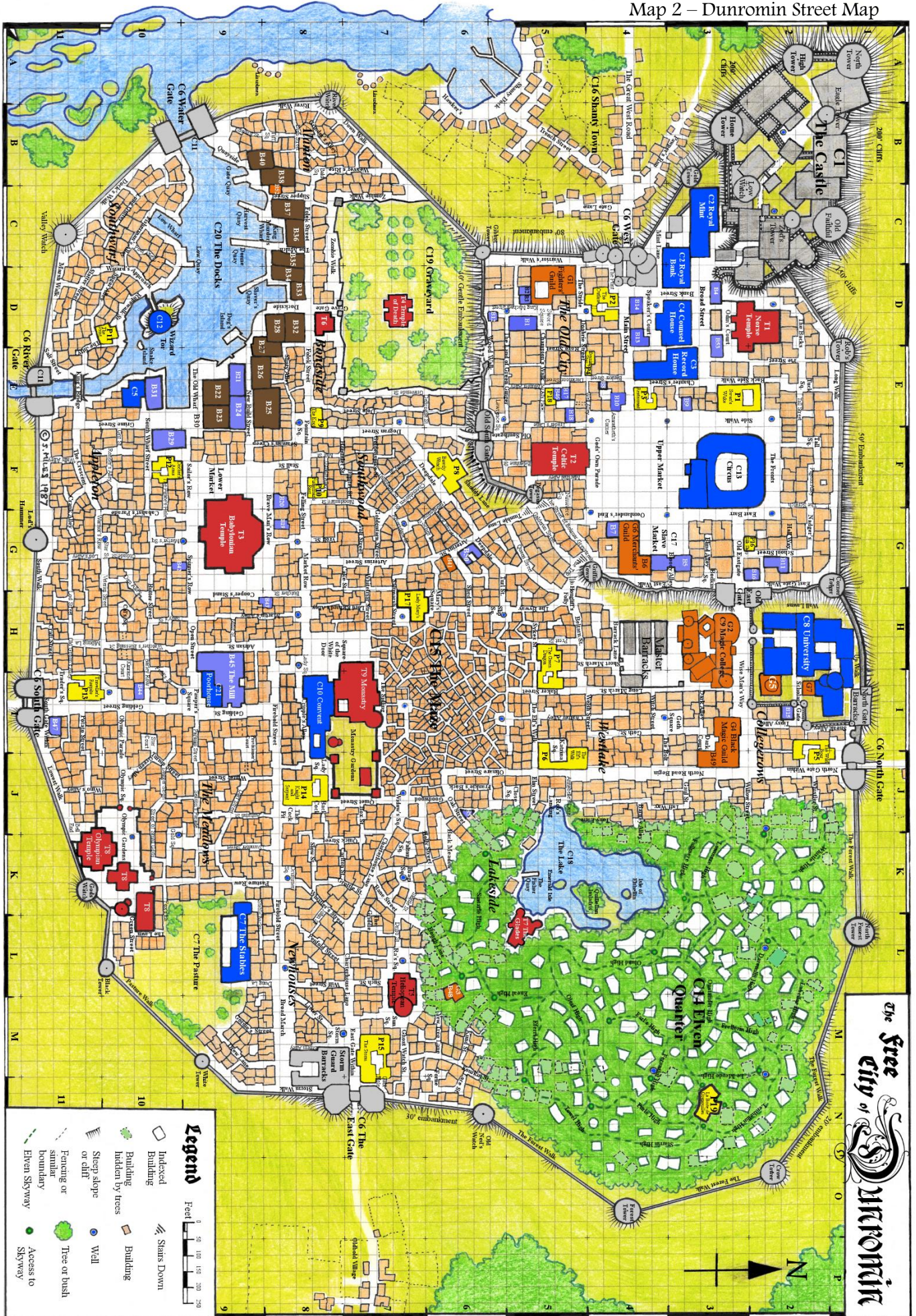
Guide to the maps:

The table below lists all the maps relating to the city of Dunromin contained herein, as well as the larger scale maps detailing the wider Land of the Young and the whole improbable **World of Barnaynia** itself. Note that the map “References” are non-sequential as there are other maps currently being developed of the further areas and which will be included in other publications and together in a more comprehensive atlas, **SM09 – Collected Maps of Barnaynia and its Provinces**, at a later date (also intended to be a free download).

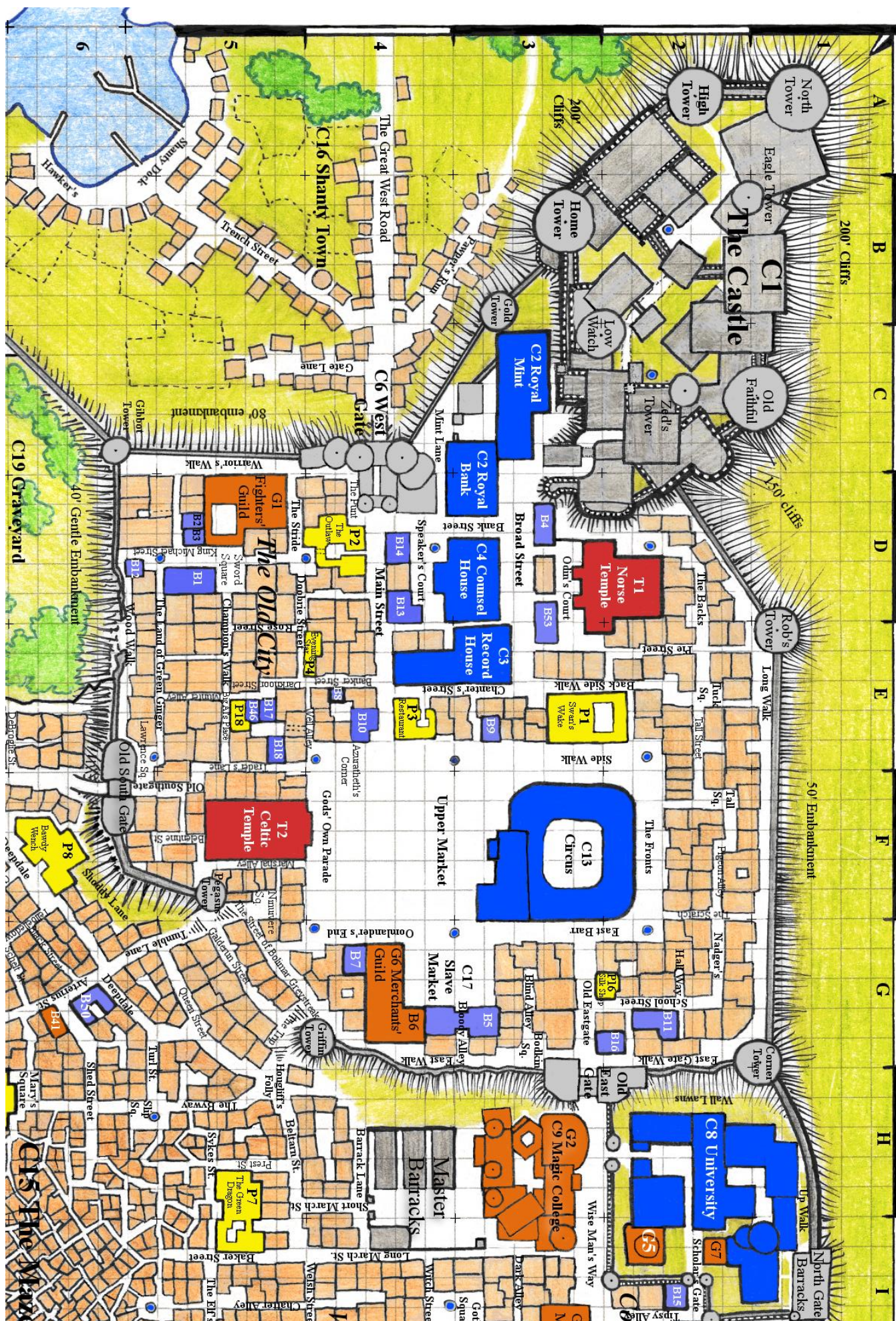
While some of the main buildings have been mapped most have not. This situation will slowly be remedied for some locations when time allows, but is intended to give the referee a free hand in designing the interiors of those buildings they wish to use.

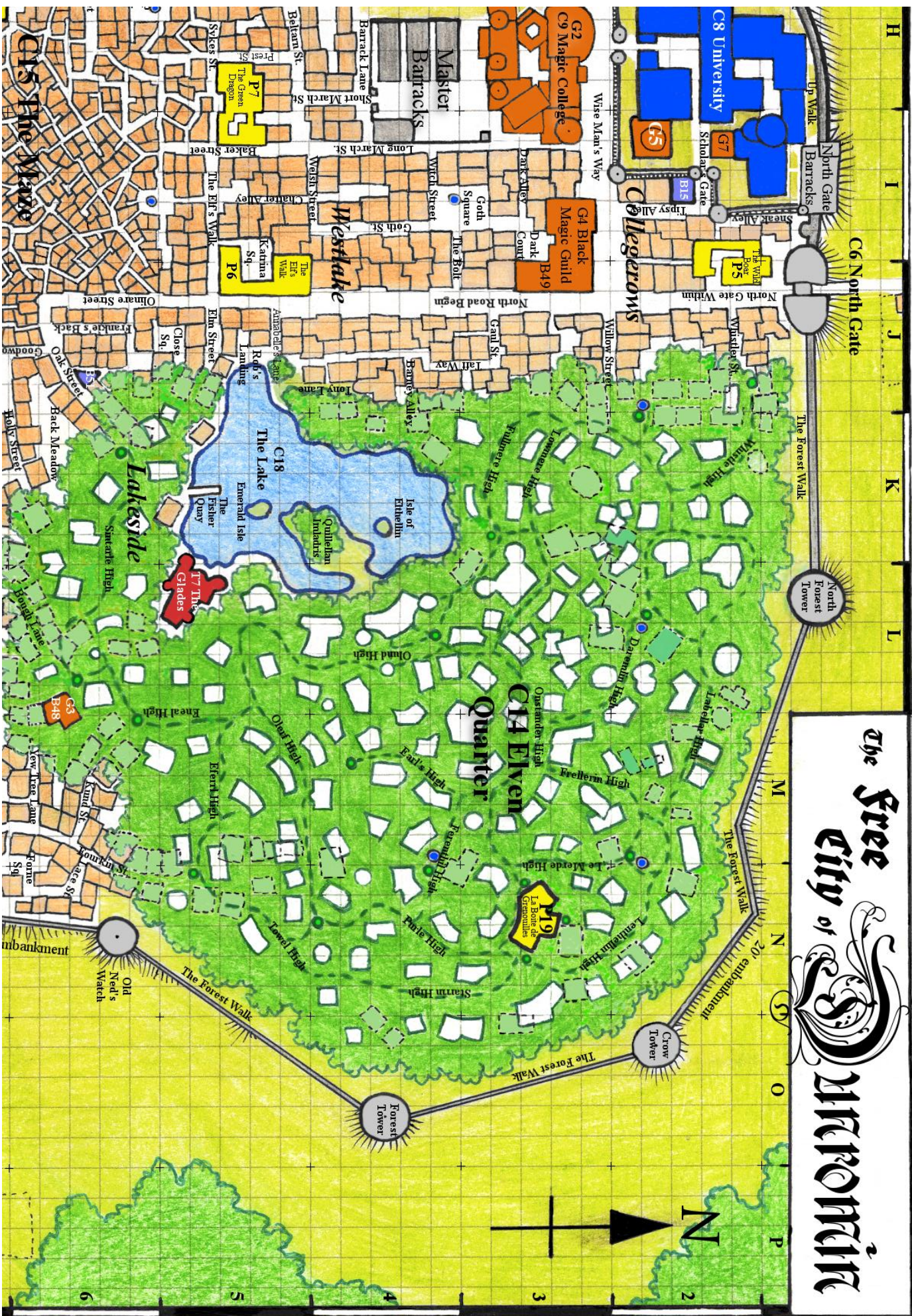
| Map number and Reference | Explanation |
|--------------------------|--|
| Map 1 Ref C05 | Map of Dunromin: This map is intended to be printed by the reader in colour or black and white at A4 size. Map1 is an over-view of the city with the important locations marked – Dunromin is a classic medieval city but of an unrealistically large size and supplied with a fantastic sewage system. Founded nearly 600 years ago by some power-hungry adventurers it is now the capital of a whole kingdom and the centre of a vast trading empire. |
| Map 2 Ref C06 | The Dunromin Street Map: A more detailed map of the whole city – this is not intended for printing as the A4 scale used is probably too small to read a lot of the detail. This map is intended for virtual reading and can be inspected with the magnification function of the pdf Reader. |
| Maps 3-6 Ref C06a-d | Detailed maps of the city – designed to be printed in colour and pieced together (roughly) to provide a complete A3 size map of the city; some jiggling and overlapping may be required |
| Map 7 Ref C07 | Castle Plan – this map just offers external detail of the main castle of the lord and king of Dunromin, currently King Mordred the Mighty, First of his name, Lord of the Free City of Dunromin, King of the Land of the Young and its vassal states. More complete floor plans may be done at a later date... |
| Map 8 Ref M02 | Central and Eastern Land of the Young – hand-drawn and coloured, this gives a view of the eastern end of the Land of the Young and the location of Dunromin within it. |
| Map 9 Ref M20 | A map of Duransk and Potters’ Ford, a Baronial Capital on the north-eastern frontier with the Low Moors. This hand drawn map is included as a sample of the kinds of places that are being created for the Land of the Young |
| Map 10 Ref M22 | A map of the Barony of Garibaldi, located in the far southwest corner of the Land and previously called the Barony of Border Creek and Troll Bridge. Baron Garibaldi rules these two market towns; both are rich and fast growing due to the opening of new trade routes south (the so-called “Wine Road”). This makes it an excellent base for adventuring in the wilderness to the west and southwest and it will be dealt with in more detail in a later publication SM08 An Adventurer’s Guide to the Barony of Garibaldi . |
| Map 11 Ref M23 | A map of the Ragged Forest, a remote and wild area on the eastern fringes of the Land of the Young. Included as another sample for you to enjoy. |
| Map 12 Ref M03 | Large scale map of the peninsula of which the Land of the Young is the dominant kingdom (it is claimed) – includes the key to other map references in the left-hand column on this page and a map of the UK for scaling |
| Map 13 M04 | Large scale map of a significant part of the upper world, showing Dunromin and the Land of the Young’s place in the ‘civilised’ world. This is a copy of an ancient scroll dating back to 1987 |
| Map 14 | The Land of the Young – Political; a large-scale map of the peninsula indicating the number and extent of the civilisations occupying the area, including the “wilderness” areas between them. |
| Map 15 | The Land of the Young – Physical; a large-scale map of the peninsula with the political boundaries removed for convenience of understanding. |
| Map 16 (collection) | Building maps – some of the temples have been mapped here by Mark ‘Penfold’ Wardale using Campaign Cartographer. More samples to be enjoyed. |
| Map 17 Ref W01a | The World of Barnaynia – originally hand drawn in 1987 this is a more detailed copy of an ancient scroll showing the current understanding of the shape and nature of the planet (excluding the “Necklace” asteroid belt) of Barnaynia. This is as the world is believed to be, more or less unanimously by the learned inhabitants of the Dunromin Guild of Magic and the University of Dunromin. This is an artist’s impression of first-hand witness statements but no one is really sure how <i>much</i> artistic license has been included... |

Map 2 – Dunromin Street Map

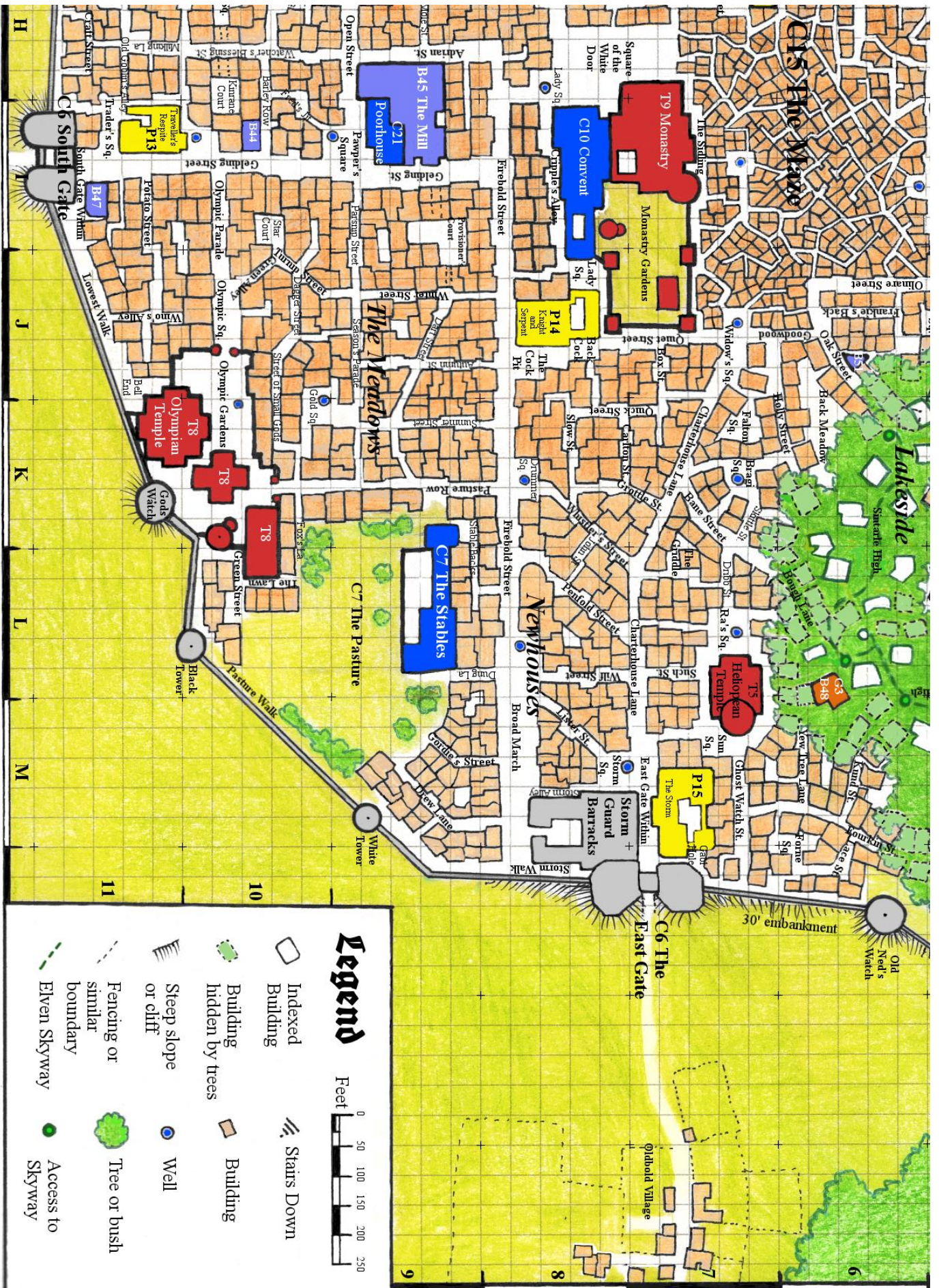


Map 3 – Dunromin Old City; the northwest quarter of the city

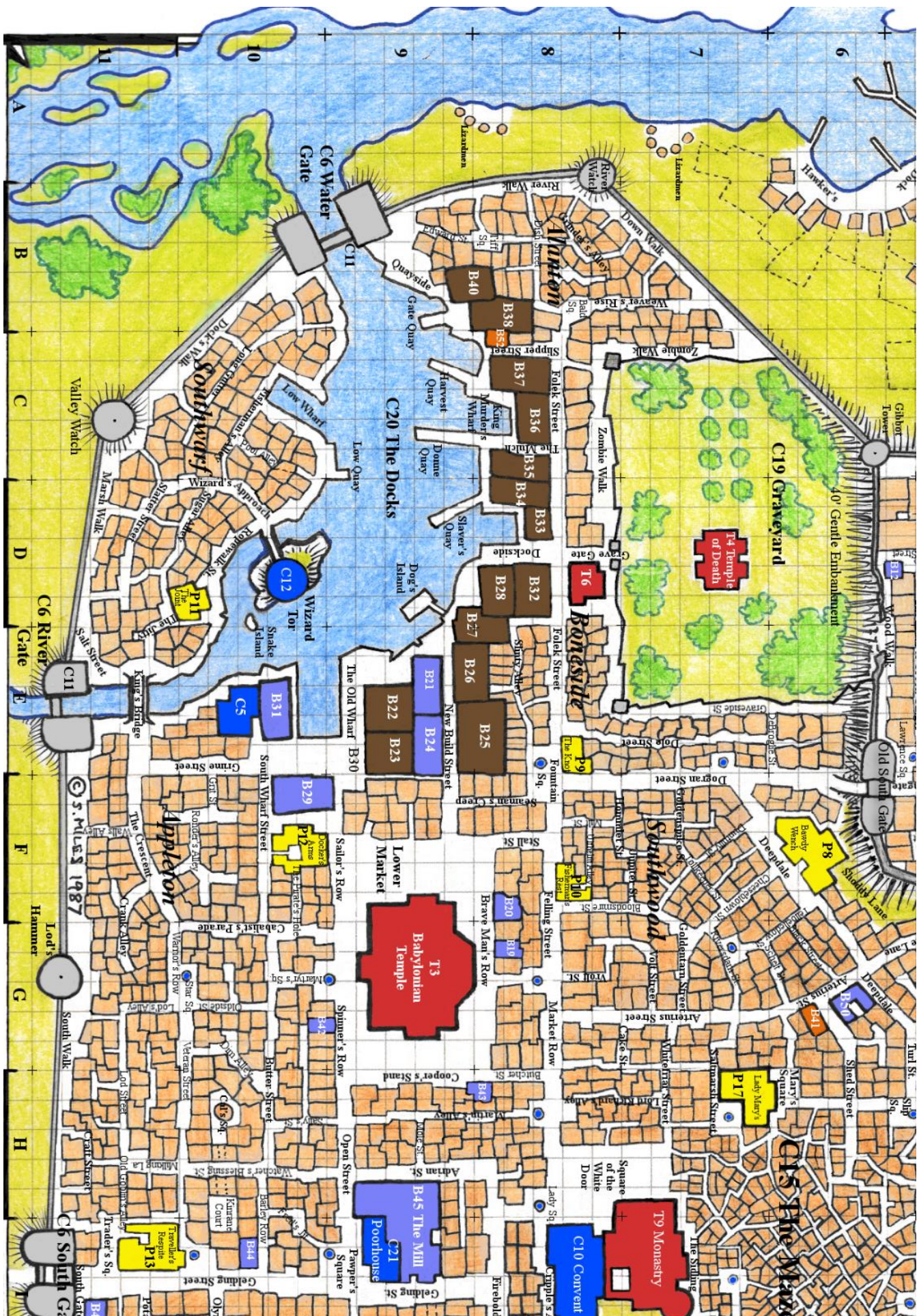


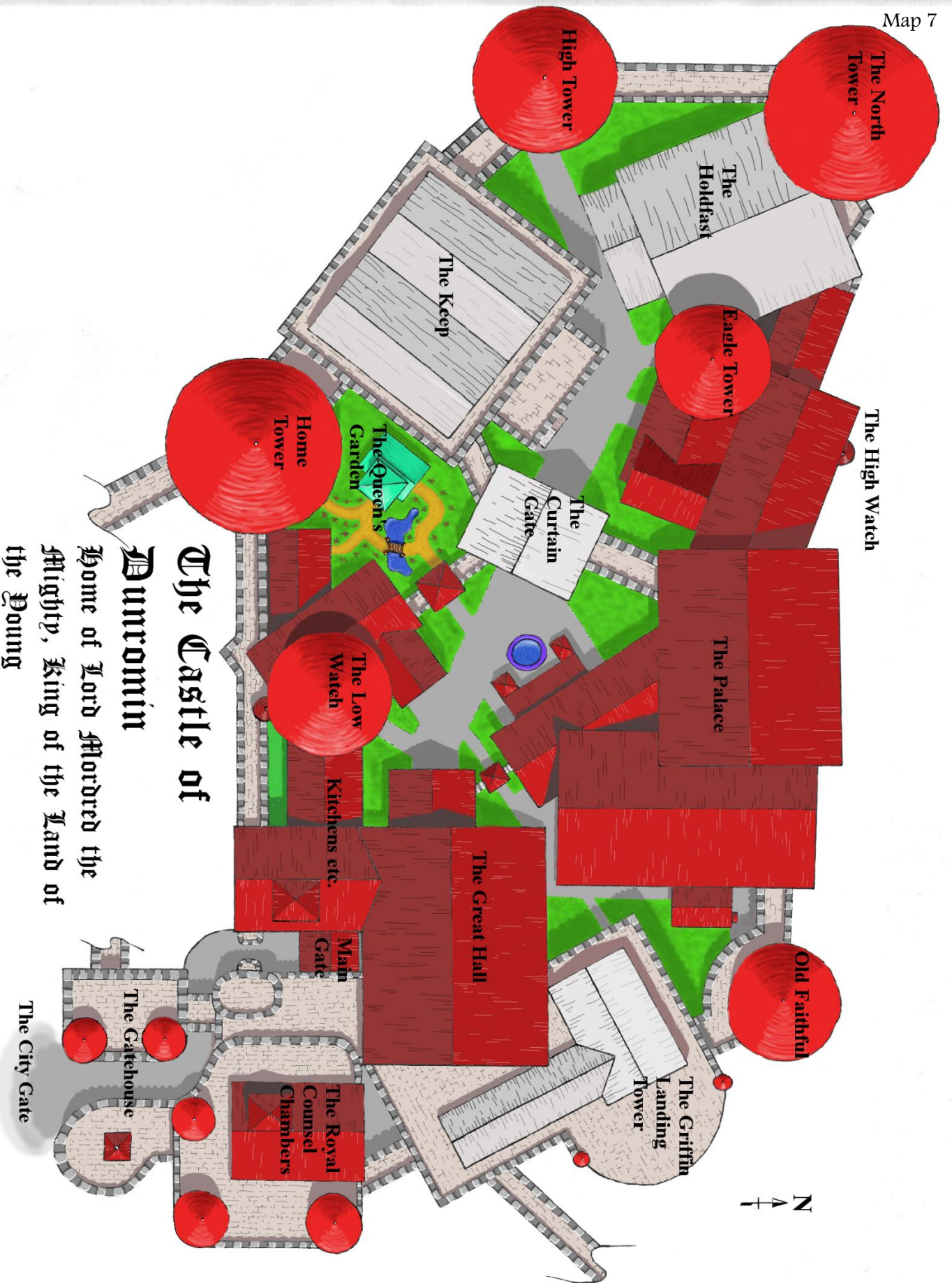
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Map 5: the southeast quarter of the city

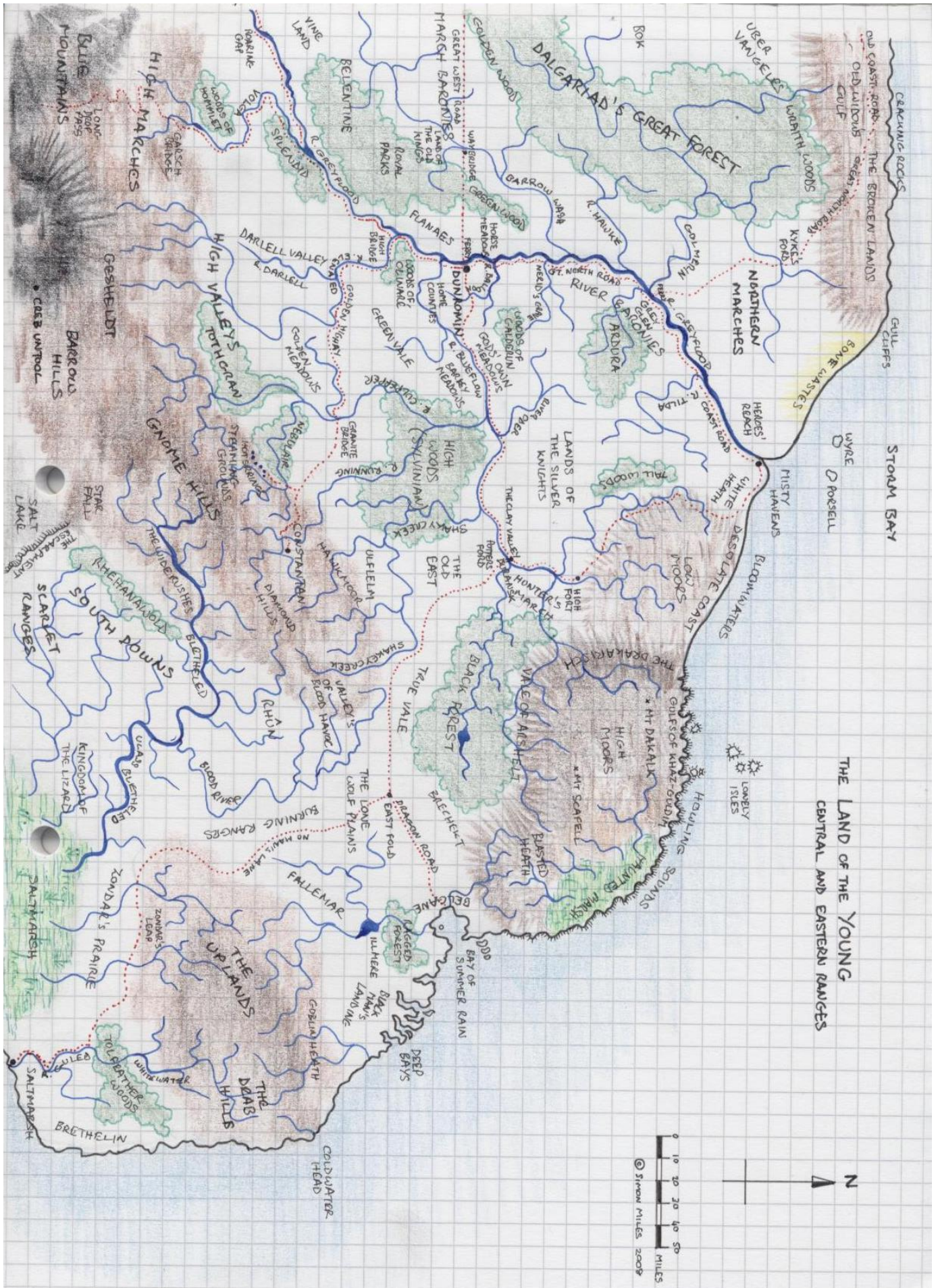


Map 6: The Docks – the southwest quarter of the city



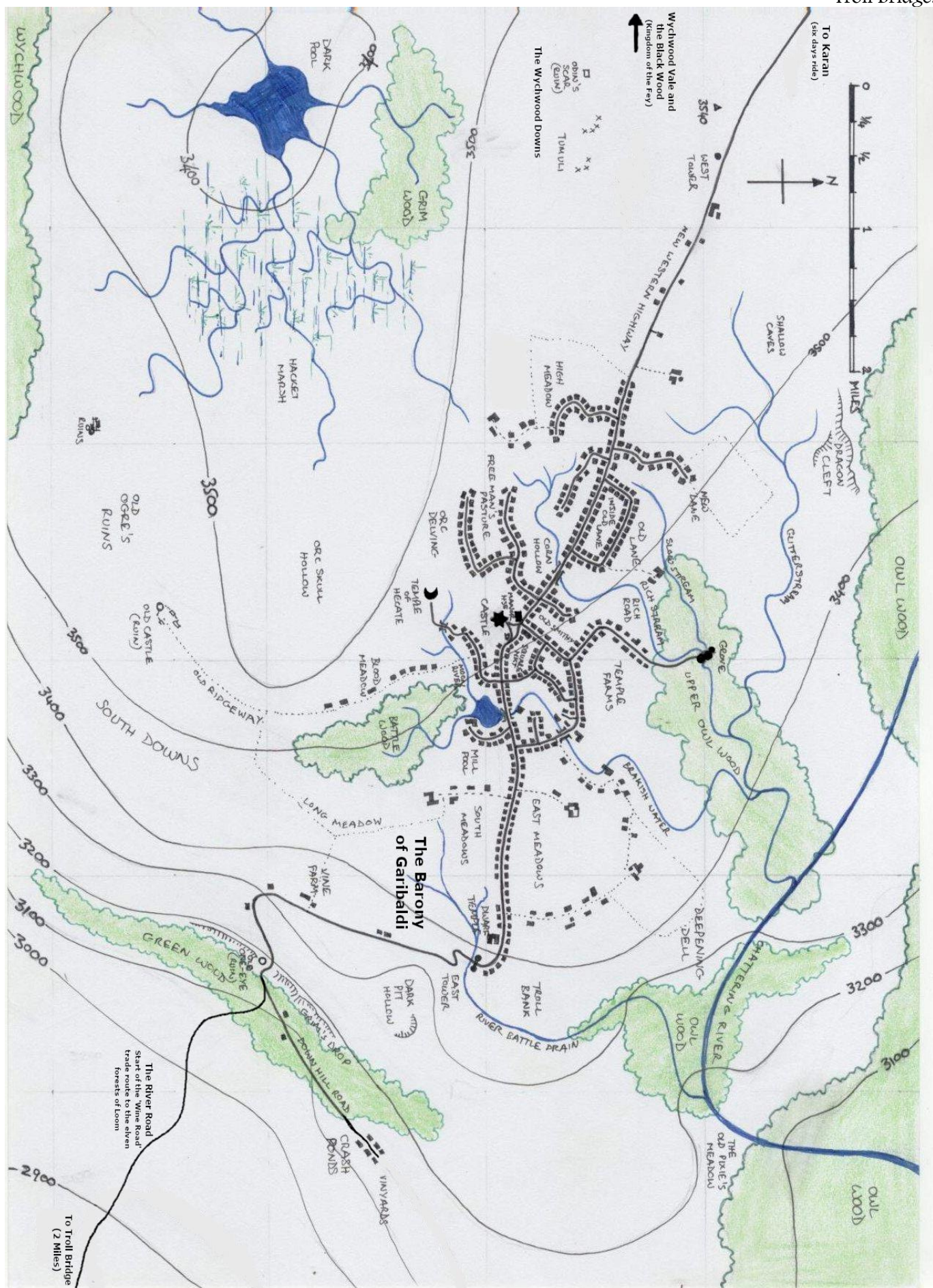


Map 8 - Detailed map of the Eastern Land of the Young

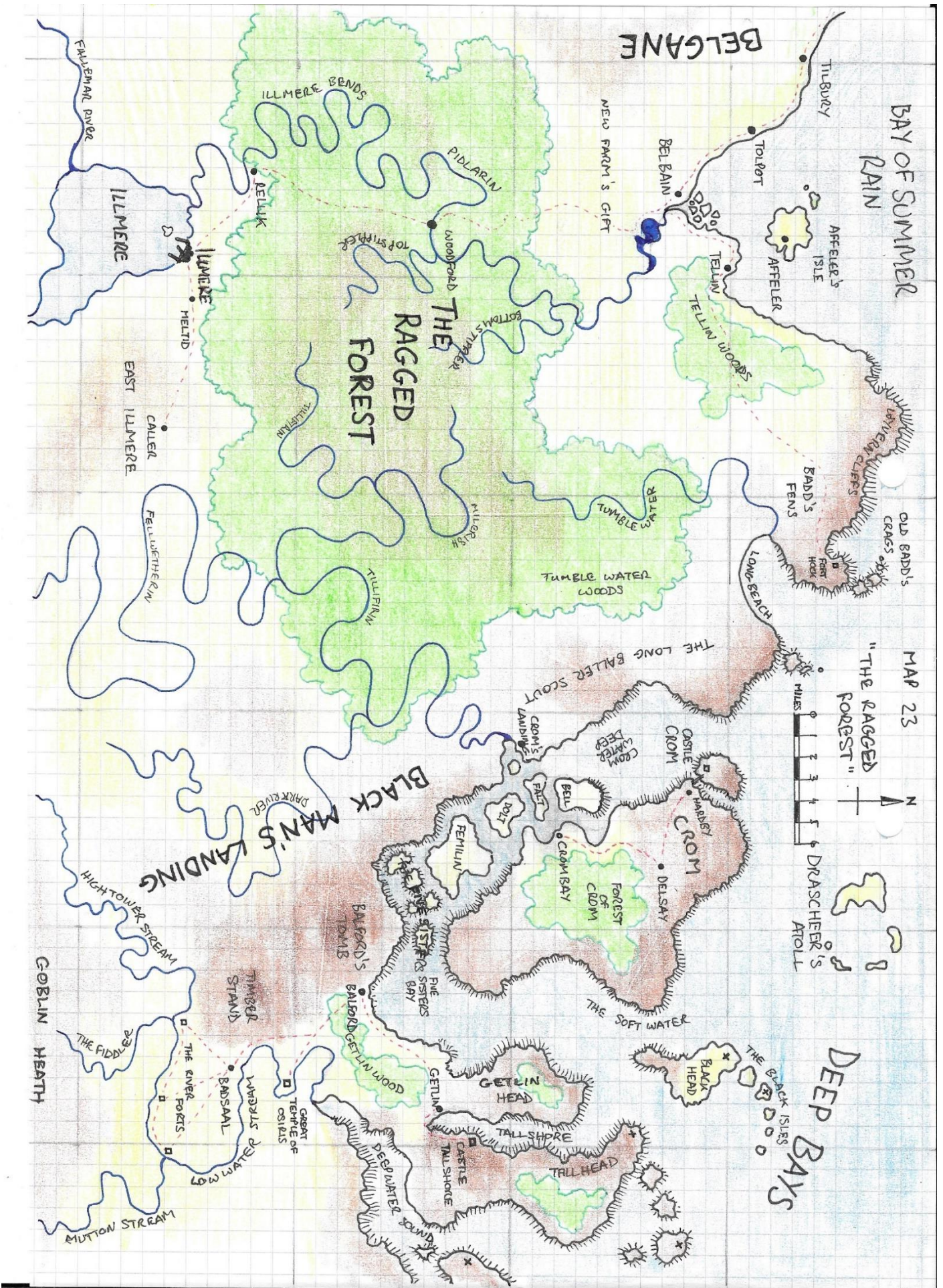




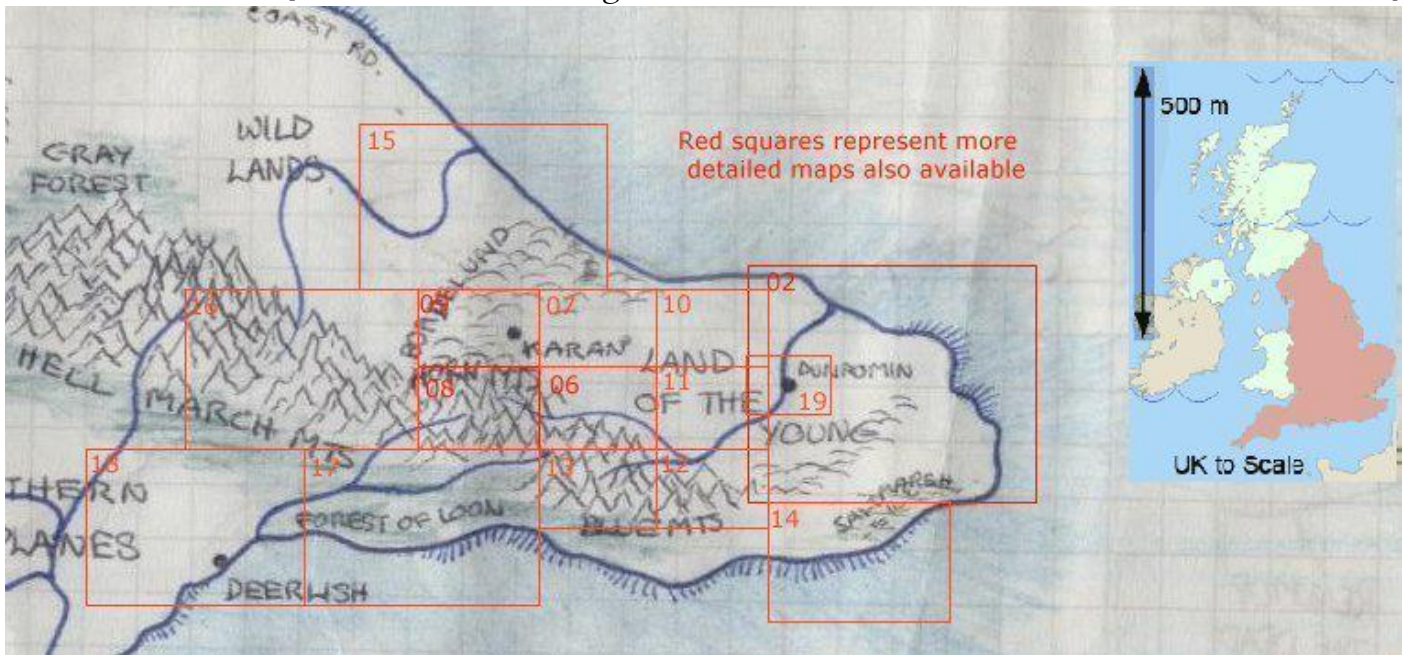
Map 10 – The Barony of Garibaldi;
located in the southwest corner of the Land of the Young and previously called the Barony of Border Creek and
Troll Bridge.



Map 11 ~ The Ragged Forest; a remote and wild area on the eastern fringes of the Land of the Young

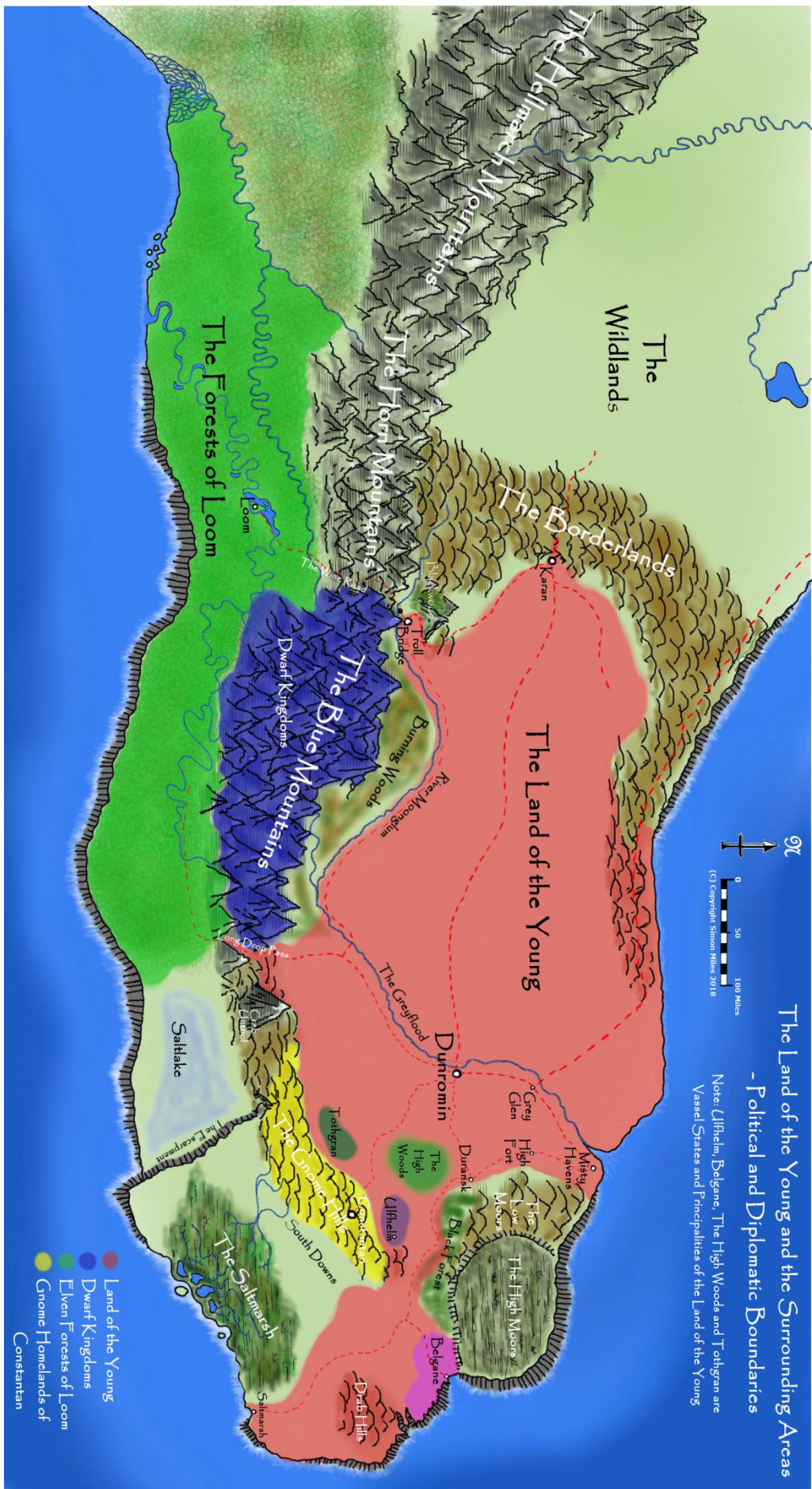


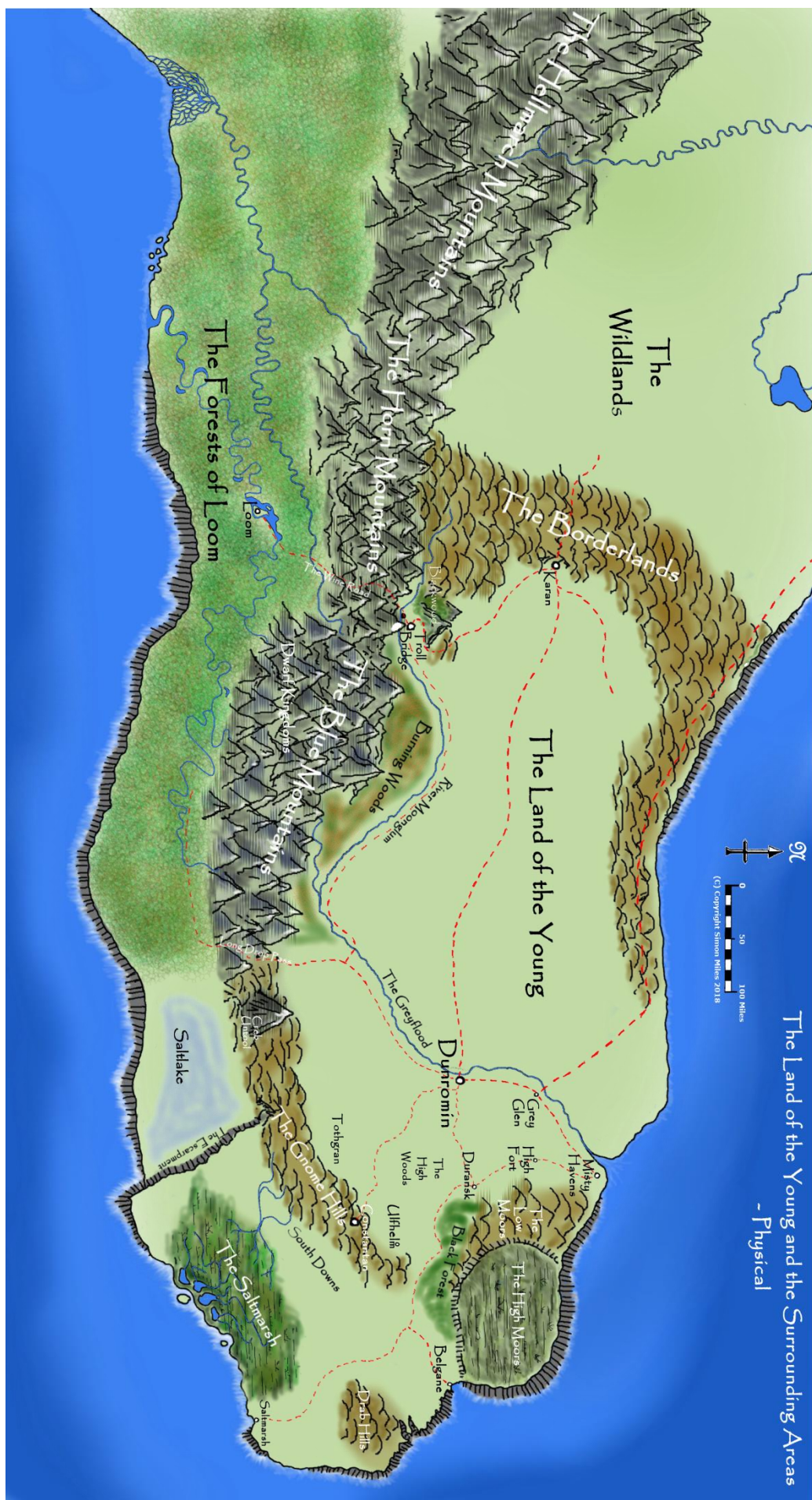
Map 12 – The Land of the Young and how maps fit around this (all to be available in SM09);
for example, Map ref 02 on this diagram is Map 8 in this publication above.
[I realise this is confusing but it will all make sense when SM09 is made available....]



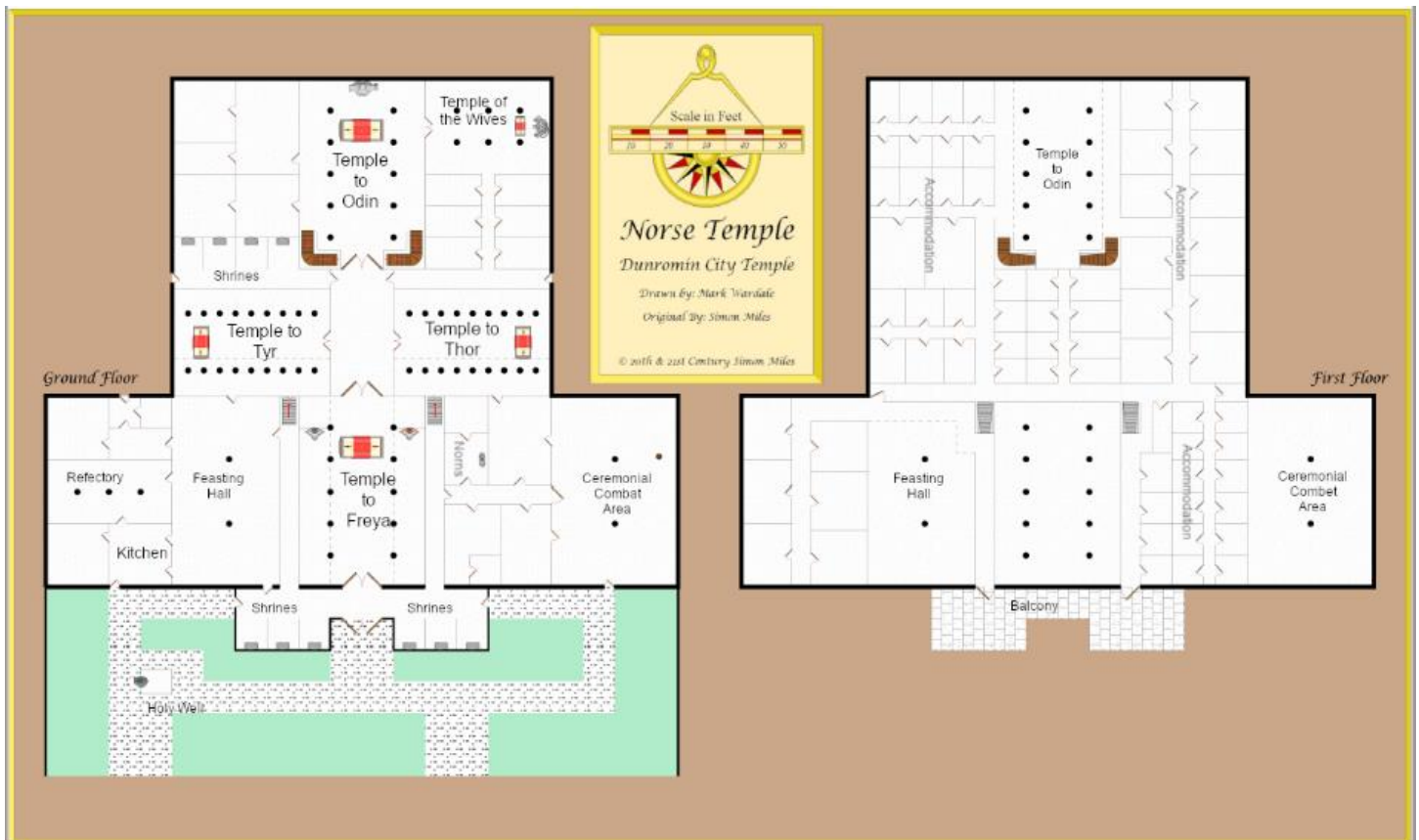
Map 13 – The part of the Upper World Containing the Land of the Young and Dunromin



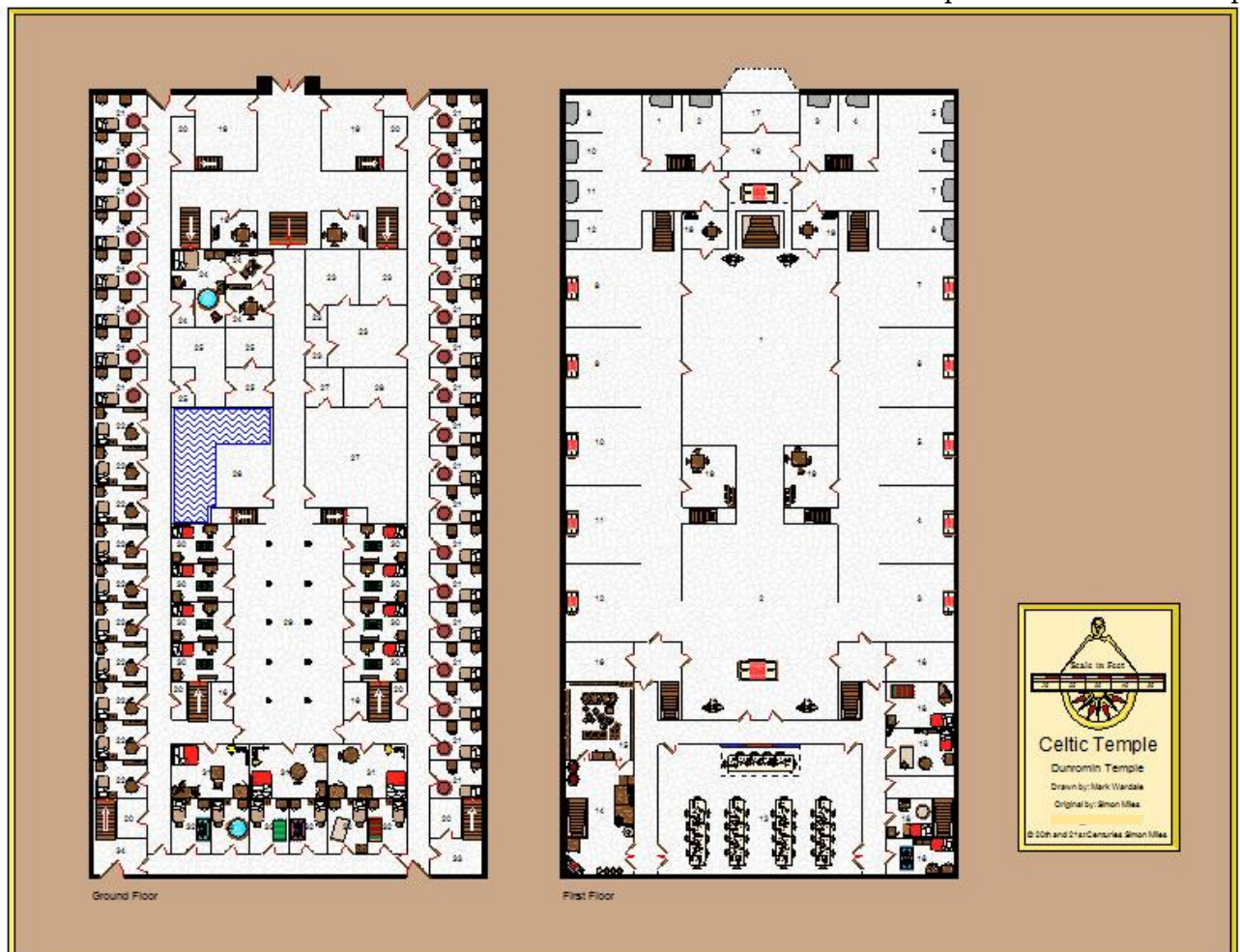




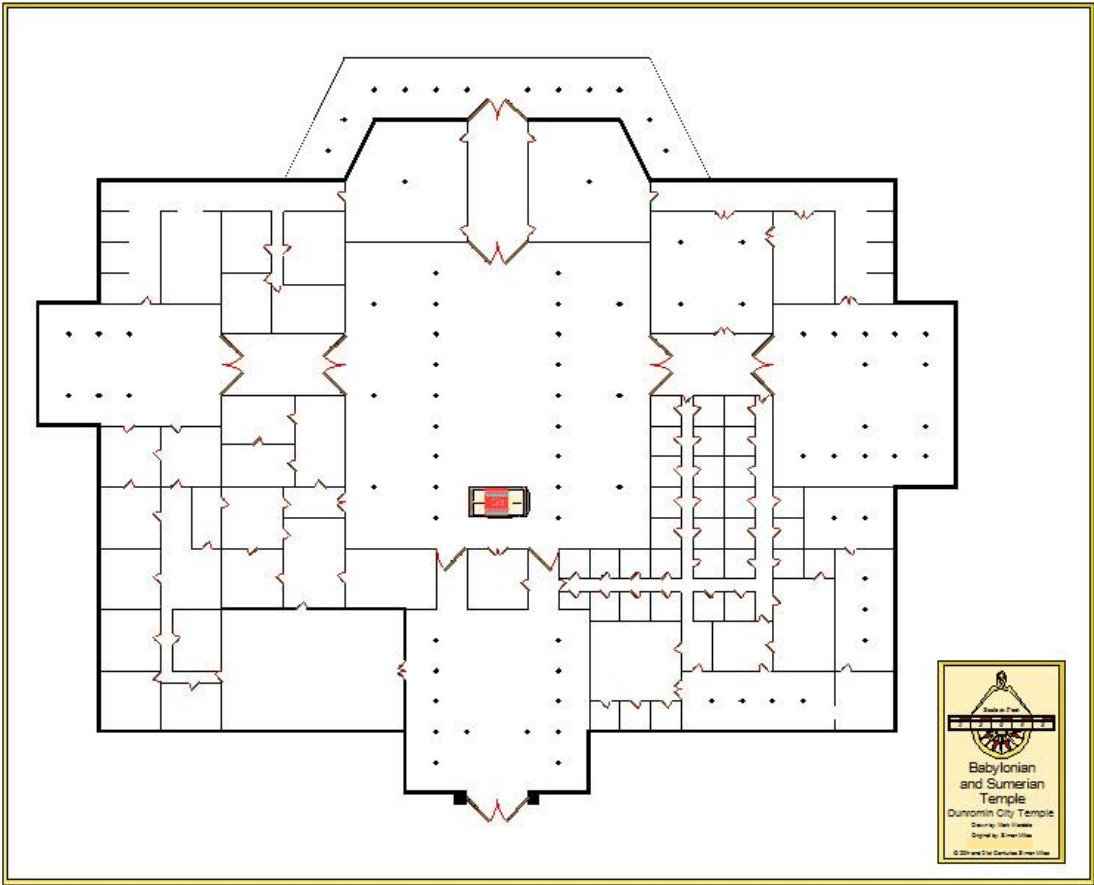
Map16a – the Norse Temple



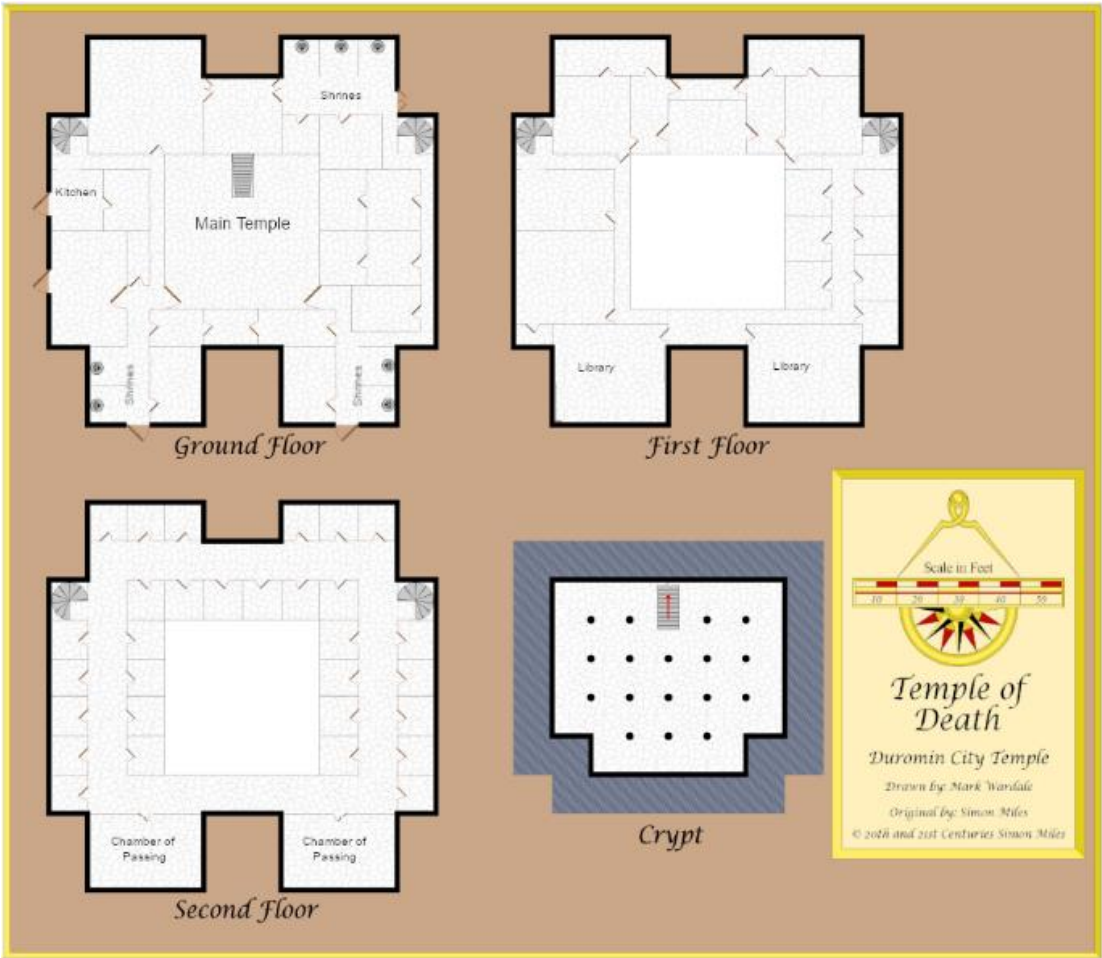
Map 16b – the Celtic Temple



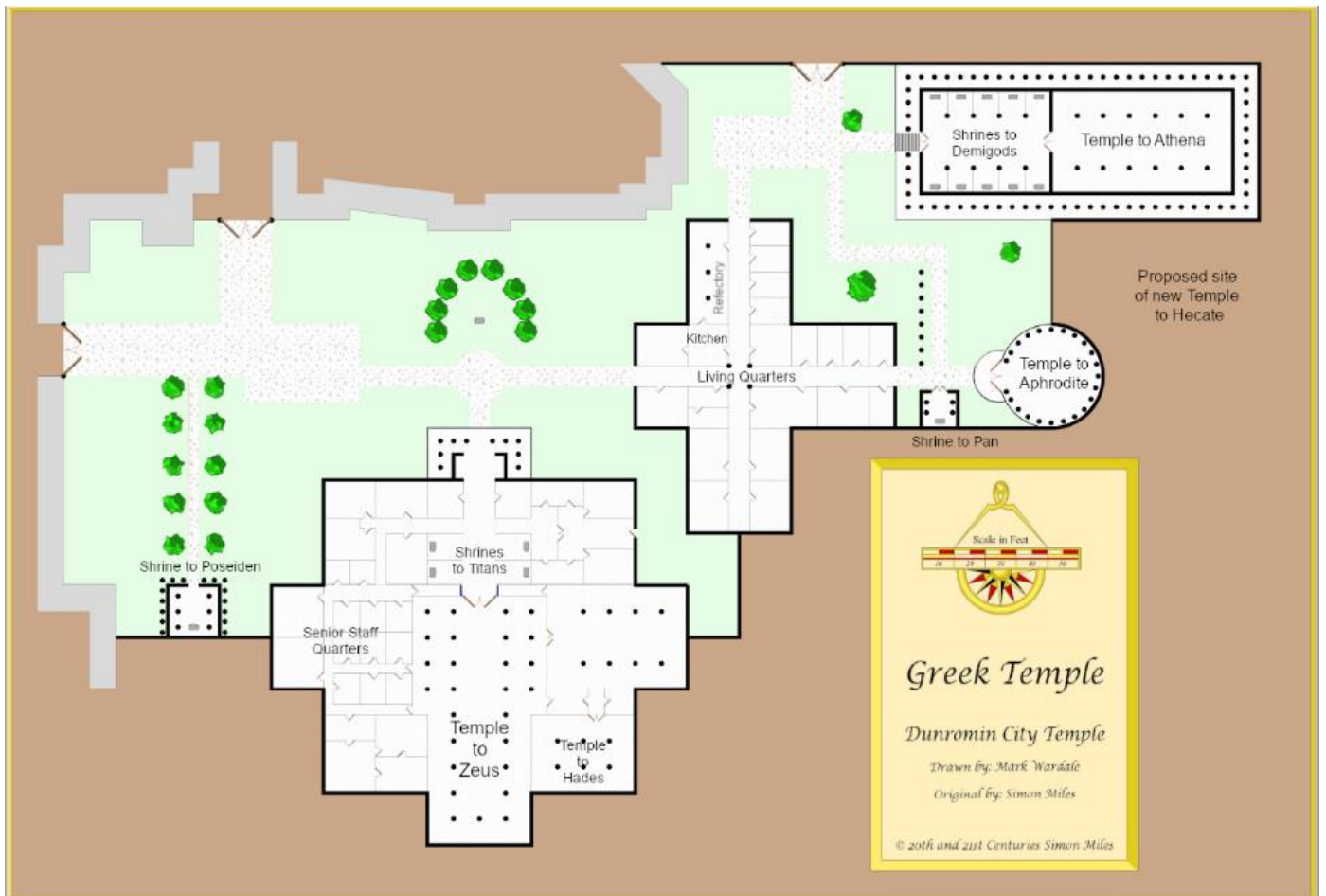
Map 16c – the Babylonian Temple



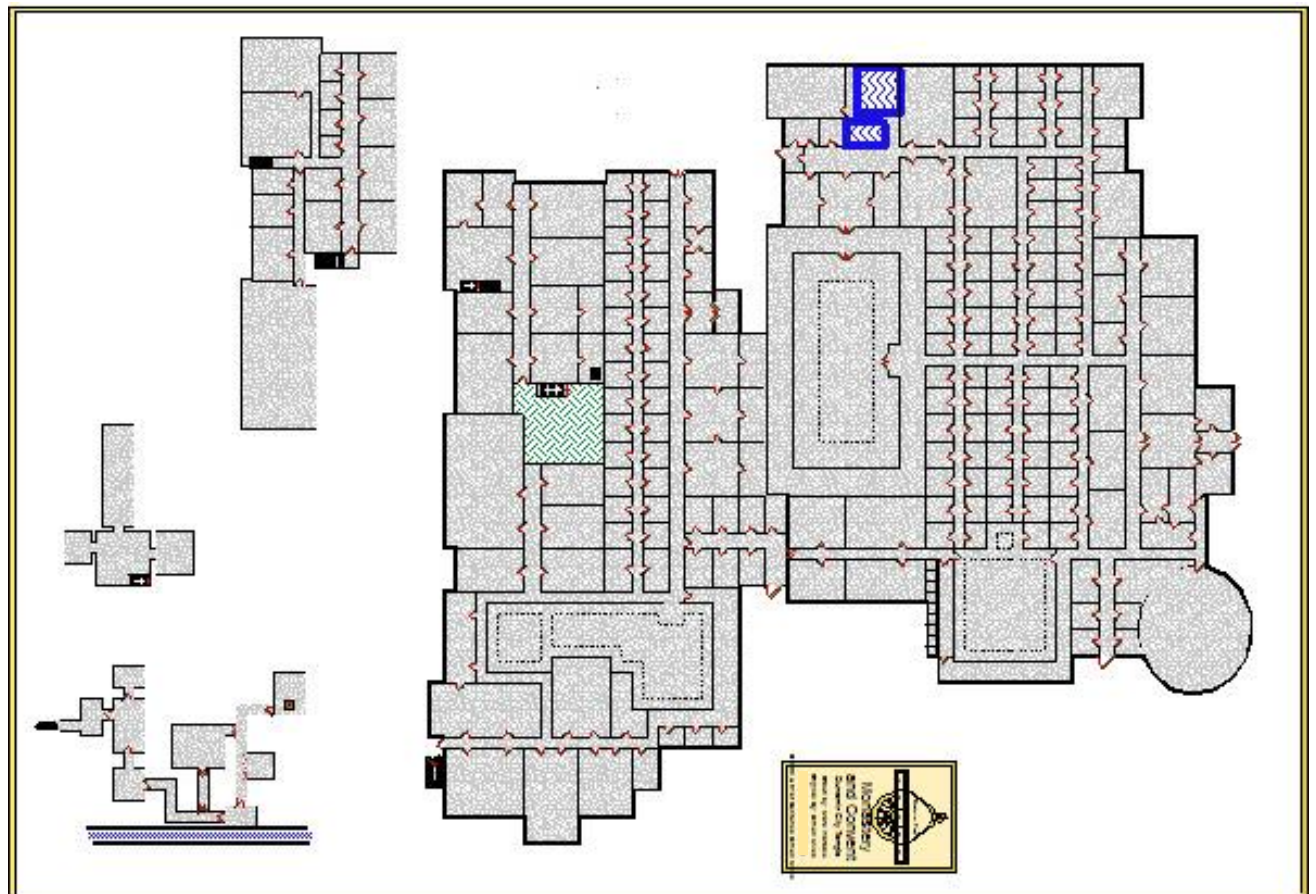
Map 16d – The Temple of Death



Map 16g – The Olympian Temple



Map 16h The Monastery and Convent



To find out more about the amazing world of Barnaynia the following products can guide you through the myriad adventuring possibilities, all ready to go!

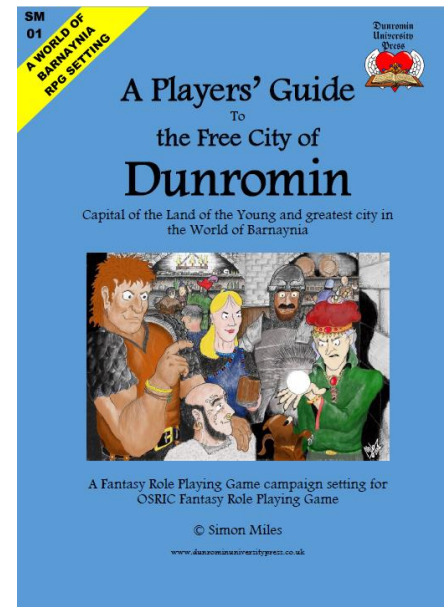
Just go to DriveThruRPG.com and search for Dunromin....

The Players' Guide to Dunromin

Dunromin is the capital of the **Land of the Young** and (probably) the greatest city on the **World of Barnaynia**. About its labyrinthine streets loiter innumerable citizens all looking to make a fast coin or two from naïve adventurers passing through. Save yourself that discomfort with this **marvellous guide** to all the significant organisations, buildings and people in the city, including a history of all the major events in the land over the past 600 years.

Includes:

- ❖ Well over 200 pages of beautifully illustrated new gaming situations and ideas to explore;
- ❖ 9 Temples and their rules to join or offend;
- ❖ 19 Inns and other pleasure houses to get into trouble in;
- ❖ Dozens of Guilds, Businesses, Civic Buildings and other establishments of interest to any adventurer;
- ❖ Over a hundred NPCs;
- ❖ Three new character classes and details on new variations on others;
- ❖ New monsters;
- ❖ Optional rules and ideas to consider, including aging and death, percentile statistics, wounding and a hit location system, thief skills, and more...

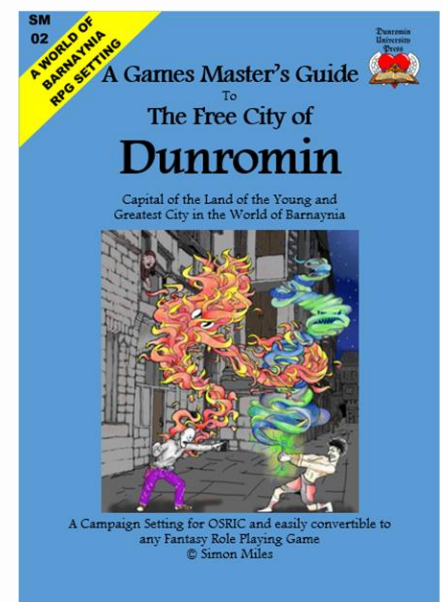


The Games Master's Guide to Dunromin

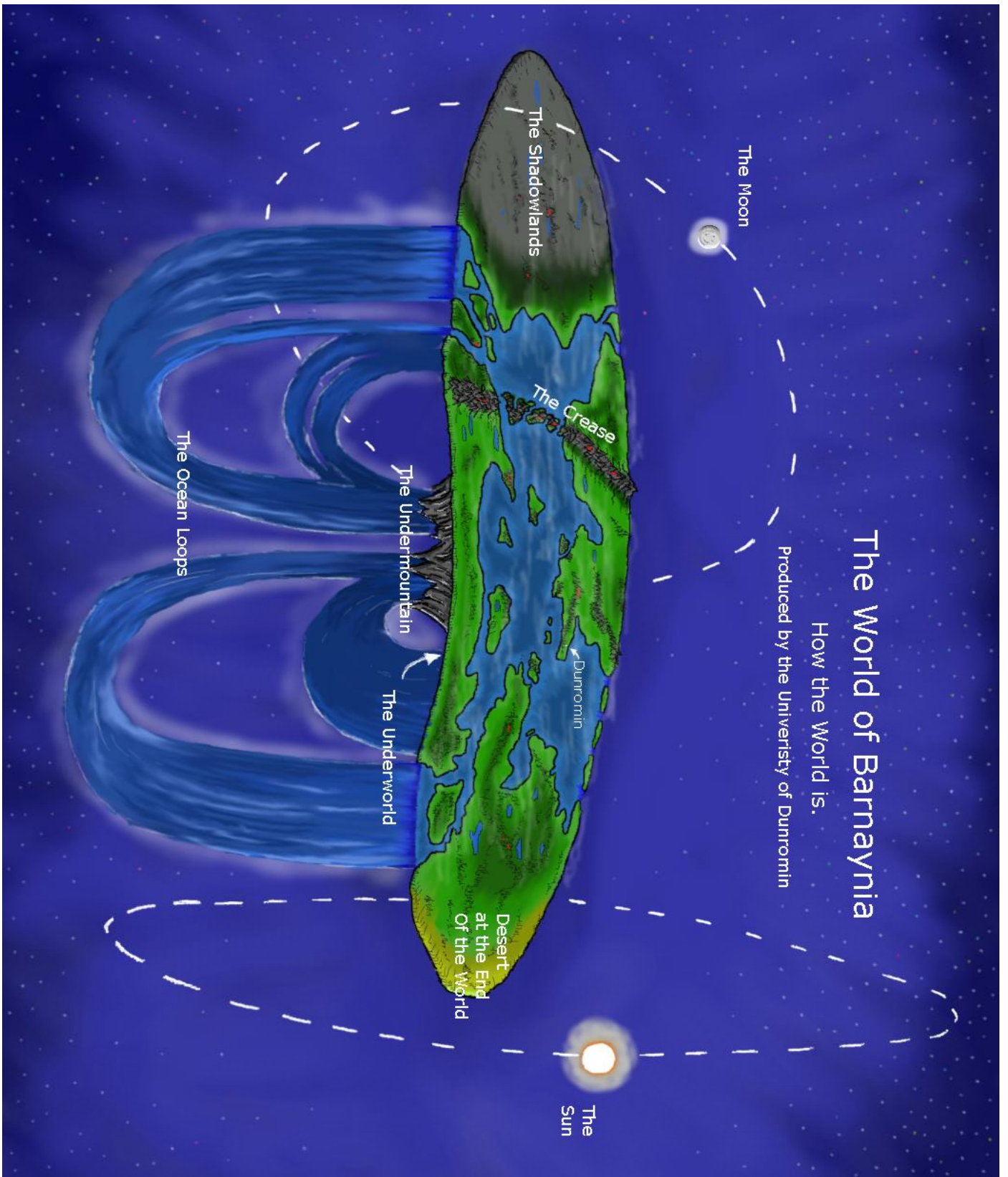
While Dunromin is a feast for the mind for any player with enough coin to take advantage of it, everything in the Players' Guide is but a veneer for the grimy underbelly that is the capital of the Land of the Young. Only the Games Master's Guide can peel back that veneer and expose the fun and wonder concealed by it...

Includes:

- ❖ Well over 200 pages including all the GM information on all the locations, Guilds and personalities in the Players' Guide;
- ❖ 60 pages of NPCs;
- ❖ 2 new NPC character classes;
- ❖ Dozens of adventure hooks and ideas;
- ❖ Wandering Monster Tables;
- ❖ New Magic Items;
- ❖ Details about all the new monsters;
- ❖ Several different campaign ideas;
- ❖ Everything you ever wanted to know about the City Guard and law enforcement;



And much, much more!

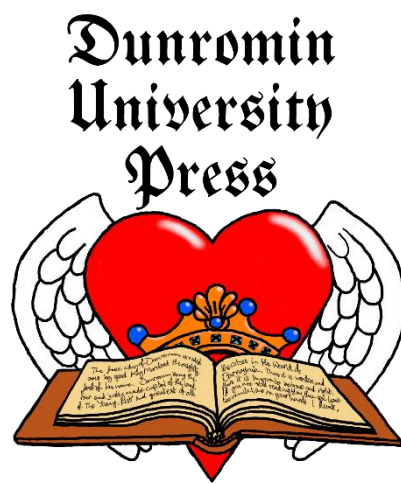


After all that, wouldn't you just love to join your friends in a relaxing ale or six down at the Bawdy Wench Inn? Everyone's welcome, any time...



Catch up on all the latest publications and gossip at www.dunrominuniversitypress.co.uk

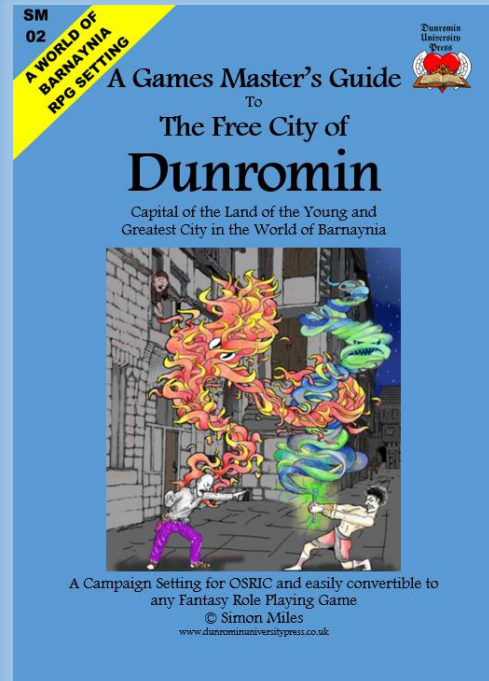
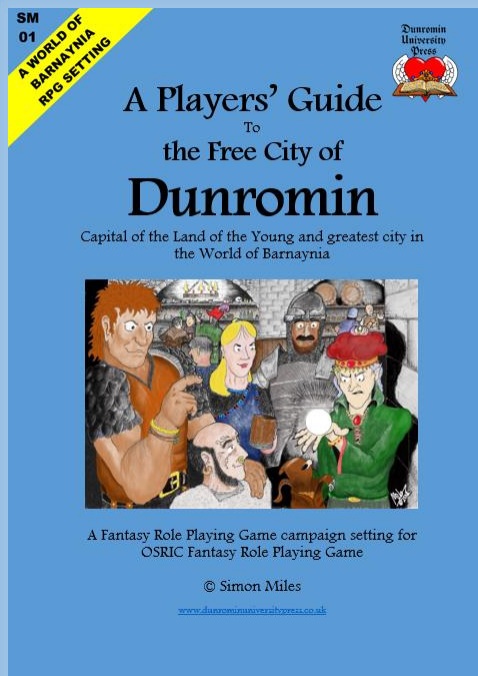




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If this publication has whetted your appetite for some wild adventures in and around the Free City of Dunromin, Capital of the Land of the Young, then have a look at these other publications set in the bizarre World of Barnaynia!



Available Now:

**SM01 The Player's Guide to Dunromin and;
SM02 the Dungeon Master's Guide to Dunromin.**

Available soon:

- SM03 - City-guide to Karan; Second City of the Land of the Young
- SM04 - Gazetteer of the Land of the Young – Campaign Resource
- SM05 - A World Guide to Barnaynia – Campaign Resource
- SM06 - The Warren – an Adventure for character levels 6~9
- SM07 - Under Mirt's Folly – an Adventure for character level 4~7
- SM08 - Adventurer's Guide to the Barony of Garibaldi – Campaign resource
- SM09 - Collected Maps of the Land of the Young and its Provinces – Campaign resource
- SM10 - The Pit of Panzar – an Adventure for character levels 4~7
- SM11 - The Orc Battle Forge – an Adventure for character levels 4~7
- SM12 - The Trials of a Young Wizard – Introductory level adventures
- SM13 - The Tomb of Firkin – an Adventure for character levels 1~3

