



# The City of Karan

The second city of the Land of the Young, Barnaynia



The City of Karan is a City Guide written for OSRIC version 2 fantasy role-playing game and usable with pretty much any Fantasy Role Playing Game

This guide book is intended only as a supplement to the existing campaign setting written about the Free City of Dunromin and the Land of the Young. This document is intended for use in conjunction with the Players' Guide to Dunromin and the Games Master's Guide to Dunromin and is not intended as a stand-alone product as such, although it could be used to give players and GMs ideas about other European medieval styled campaigns. All Trade Marks remain the property of their respected owners.

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By Simon Miles

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## Introduction

Karan is the second city of the Land of the Young. While there are many towns with significant populations it is Karan that everyone knows as the main rival to the might of Dunromin, which is the capital and seat of the King and the Royal Family of the Lufthearts.

The Karan of today is very much like a central or northern European medieval city, perhaps western Germany in the time of Charlemagne. Its culture is diverse and even double-headed as it is the product of an old culture, the Empire of Karan, and a new culture, that of the Land of the Young, which conquered the city 400 years ago. Rituals and celebrations persist from the days of Empire but the pragmatic, military ruling classes know exactly which side their bread is buttered on.

The town is bustling, business-like and forward-thinking. Little new decoration has been commissioned about the town but the older, grand buildings have been maintained and restored. The city’s main administrative area is based around the ‘Old Palace’ which is a collection of grand buildings below the main fortress that contains the west gate. The Prince’s residence is the ‘New Palace’, which is a true palace rather than an administrative centre. This is next to the lower, eastern gate and equipped with all the latest things to make life that much nicer.

Note that while Karan is superior to Dunromin in a lot of ways, it lacks Dunromin’s astonishing sewer and water supply system, rendering the atmosphere of the city far more of a style reminiscent of a mediaeval European city (i.e. smelly and disease-ridden).

Karan is built at the head of a pass coming in from the west, through the Borderlands, and owes its existence to the fortress that was built here to defend the fertile eastern valley and the various mineral mines. A gated weir brings water into the city and there is a well defended river out of the city to take away the filth. On the lower slopes of the eastern side of the head of the valley crowd the real metropolis of Karan. It is a warren of tall, sturdy houses over caves that are the dwellings and work places of the various artisans and labourers. The native merchant class is small and all the successful trading families in the city are immigrants.

Traditional Karanites (as people from Karan are known) value skills and production, not money and wealth. However, they aspire to such things and the smart merchant has always been able to make a fortune in Karan if they can see an opening in the market. Baron Garibaldi is a case in point. Karan is afflicted with the same magical malaise as Dunromin as regards the quality of the local grapes and has, as a result, to import all its wine. Unlike Dunromin, however, the malaise does not extend to beer.

When Karanites want real quality wine then it has to be imported from the south of the mountains, in Loom. This used to be through Long Drop Pass, far to the east, but Garibaldi's new Wine Road, south through the Blue Mountains, has short-cut this whole trade by several weeks. Now all the merchants using the wine road, for other products as well as wine, are making a fortune. Baron Garibaldi, holding the barony that is the gateway to the Wine Road, charges them all a reasonable tithe.

This sudden improvement in the trade routes to the Elven homelands south of

the mountains has changed the character of Karan quite a lot and the city now seethes with a press of people trading and travelling, subverting much of the standing of Dunromin, the capital city and traditional centre for all trade. There are many trade disputes ongoing, the king is being pressed by barons that own the old trade routes to change the rules. And of course bandits and thieves are on the move.

Despite the cunning of its artisans (and some of them match the best the dwarves, gnomes and elves have to offer) Karan lacks large quantities of raw materials besides timber, copper and tin, all of which it has in abundance. There is excellent quality slate and coal in the near mountains and some iron ore, but that's about it in terms of commercial sized deposits. That said there are always pockets of more precious mineral wealth being found, deeper and deeper below the city. Even these new discoveries are tiny, however, if compared with the mineral wealth of the gnomes of Constantan or the Dwarves of the Blue Mountains. In the lands about the city lie many small baronies made rich instead from grain, potatoes, cabbage and even fruits and cotton, but everything else bar timber has to be imported from further afield.

In terms of an FRPG Campaign, Karan might become relevant in a number of ways as an alternative to Dunromin. For instance, as the party increases in level Karan is more convenient as a base for the exploration of the great wildernesses to the west. The resources available here, at least as far as the party are concerned, are much the same as Dunromin, other than high-level training and magical research. Some resources will be more expensive, but skills might be cheaper, craftsmanship better. Indeed, the city

of Karan has its own Guild of Warriors, independent from the Dunromin Fighter's Guild, and a branch of the Dunromin Magic Guild. Likewise all the major temples have a representation here, including some others (which may or may not be variations on versions in Dunromin). The only real thing Karan lacks is the Library that Dunromin has. For this reason the Magical Trades, including the Black Magicians, will always gravitate towards the capital as they advance in power. And this is a situation unlikely to change in the near future...

In terms of general role-playing, Karan can be as complicated or as simple as the DM desires; it can be a basic dormitory and training haven or it can be the base for a whole political career.

Note that people from Karan have German accents even though they speak Common as in the rest of the Land of the Young. There is an old language of Karan, Karanese, really a dialect of Common, but this is rarely used any more.

## **A History of the City of Karan**

There has been a fortress of some kind on the site of the city for millennia as there are thick veins of copper and tin close to the surface here. Miners of all races have, at some point, attempted to plunder these riches but by far the most successful were the humans who built a large fortress here some 1200 years ago. They located it wisely in the gap between two peaks over the best pass for eighty miles in either direction. They then laboured deep and built an empire on the proceeds, extending a sphere of influence to the west and east and up to the coast in the north. In time they bumped up against other city states all around

them and dwarves and faery folk to the south.

In this golden era of its history Karan became the capital of a significant empire that stretched into the west and included many small realms in what is now the Wild Lands. These outposts of civilisation floundered and vanished when the upstart Lufthearts and their then-alliance of City States managed to defeat the Emperor of Karan, mainly by deception, bribery, treachery and ruthlessness.

The end of the war between the Land of the Young, as the baronies generally title themselves, and the Empire of Karan came at the Battle of Molem in CY284, and the Empire fell. The Lufthearts of Dunromin, in the form of King Mortain II and his new armies, were victorious and the royal family of Karan were brutally and comprehensively slaughtered by the king's rather over-zealous brothers and sons. The younger brother of Mortain II, Guerd the Merciless, was installed on the throne of Karan and quickly rewarded the Turncoat Vassals who had betrayed the Emperor with parcels of land termed 'Baronies' in the style of the feudal chiefs of the Land of the Young.

Since the collapse of the supposedly culturally superior Empire of Karan many of the diplomatic links with its western colonies, in the areas now known as the Borderlands and the Wild Lands, were abandoned. Some old barbarian tribes affiliated with the Empire still roam the Wild Lands but most of the ancient towns, temples and fortresses of the western empire have been deserted and fallen into ruin, now the haunt of humanoids and strange, darker things.

In return for their treachery, the 'Turncoat Vassals' were allowed to keep their names and lands, which is

why there is a prevalence of the adjunctive 'von' in the names of many of the baronies in the western Land of the Young. 'Von' is a shortening of the old Empire term Vassal, meaning 'loyal knight of the Emperor'. The name has lost its meaning now but is retained as an honorific; an indication of heritage and, some assume, a link to older, higher values and culture.

As with all things past, it is difficult now to appraise the Empire objectively. There can be no doubt they ruled a large area and many states were either their subjects or close allies. Plus the fact that so many of these little countries chose to ally themselves with the Empire even to the end of the war with Dunromin suggests that there was more than fear inspiring the loyalty therein. Many of the records were burnt but artefacts exist that suggest there was a carefully administered and benevolent ruling class that united all these subject states and controlled them centrally with a very loose hand.

Whatever the truth of such matters, there is no dispute that Guerd was a poor choice as a new Prince of the city. He was, to be fair, the perfect choice for the new conquerors of a subject city as he immediately decimated the ruling classes and removed the incumbent religions in favour of those that sponsored the Lufthearts. However, he completely failed to appreciate the worth of the social, political and mercantile structures that stretched into and beyond the Borderlands. These connections were lost, squandered, or simply ignored.

As a result Karan became a poor cousin to Dunromin when it might have been a true rival with a deep and rich culture, trade and industry of its own. The locals have outgrown any resentment they might have felt about

this but, deep down, there is still a determined arrogance to the peoples of Karan founded in the certain knowledge that, from their perhaps rose-tinted perspective, they are the better of the two cultures. It is now a time of change once again. With increasing trade to the south Karan is once more the hub of an empire, but this time an empire of trade, growing in might and worth every day.

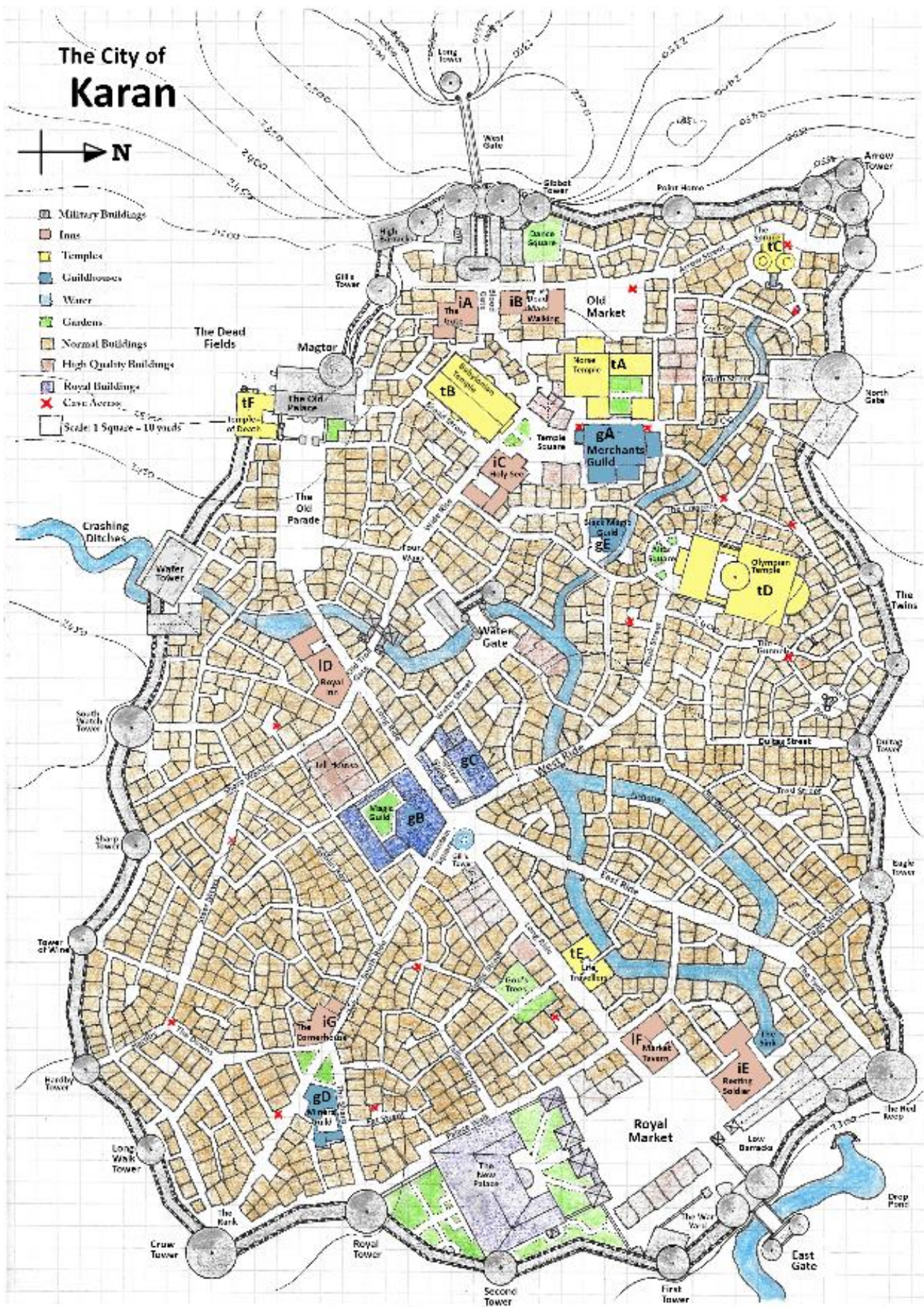
## **A View from the Gods**

### **The City**

Karan stands in a pass between two reasonably sized mountains and has been developed with the certain knowledge that the greater threat is from the west. To this end the silhouette of the city is dominated by the huge west gate, the ramp ascending to it from the wide river valley on the west side, and a set of towers and defensive structures to rival anything on the planet.

From this large fortification stretch the city walls, circling an amphitheatre-shaped valley around a river whose course has been diverted many times over the centuries. Within the city walls the houses and businesses of the Karanites froth to over-flowing. There is plenty of good building stone continually churned from the depths of the caves beneath, so the houses are all built of stone with slate roofs, mostly three to five storeys in height. Expensive buildings will be made of regular, cut stone blocks while poorer (and shorter) buildings instead use a technique similar to dry-stone walling of piling usefully shaped mining spoil together but then fixing them with mortar made from the local limestone in special kilns deep underground. Smoke from innumerable fires, above and below ground, human waste and the stench of the tanneries below





Map 1 – Karan City Map

Temple Hill give the whole city a pungent and unique character.

From above the lay of the land is clearer, with many streets, avenues and alleyways spiralling between the buildings and connecting the important centres together in an efficient and clean web. The river flows in through the southern gate, heavily barred and with a weir, through the city and out of the east, carrying the filth of the city over a forty-foot drop that effectively prevents any river traffic from outside the city entering it. There is another feed, from a natural aquifer under the northwest corner of the city, which provides fresh water and drains out the same way.

Scattered amongst the teeming morass of minor buildings are several more significant constructions that draw the eye to them. The Olympian Temple is a relatively recent addition built on the site of an older temple of a joint Egyptian-Celtic twist, now out of favour and lapsed. Near this is the even newer Babylonian Temple, which is grand but as yet poorly established, and the Norse Temple, which is the oldest in the city. There are other religious buildings as well but these three are marked out by their size and, in the case of the Olympian Temple, the white marble used to build their main columns.

To the southeast of the West Gate is the Old Palace, which is a classical, fairy-tale style castle of grand design but limited comfort. It was handed over by the royal family to the city about 150 years ago and is now an administrative centre and prominent accommodation for a lot of the important civic personalities in the city. The great hall also serves as a courtroom and arena for public displays. In the deep, fortified undercroft is the mint and treasury.

The New Palace is a much more modern and luxurious building in the east of the city on the flatter, more sheltered and better-drained land there. It has minimal defensive value but consists of extravagant rooms and accommodations for the Prince, his family and their guests. It is a tall, multi-story building designed to be as impressive as any renaissance European palace. In appearance it is not dissimilar to Blenheim Palace in the UK. It is also equipped with stables and gardens; a ridiculous extravagance given the shortage of land in the city.

Other landmarks in the city are explained in more detail later but it is worth mentioning the Caves at this juncture. As has been said, the might of Karan was originally based on copper and tin mining, both of which activities persist still beneath the city itself. The original miners were humans, gnomes and dwarves and, as such, the workings of the mines became accommodations in themselves. While referred to as 'caves' these underground constructions are far from rugged and random damp grottoes. Over the years they have been extended and developed into homes of the highest dwarven styles, including underground streets and businesses extending under much of the city and several layers down, although rarely outside the city walls. The mining itself continues in the lower pits and galleries, deeper in some areas than others, but the upper levels are very much more like an extension to the city above, just without sunlight.

That's not to say they are plush. Indeed, the housing is quite damp in places and, given that accommodation below ground and out of sight of the sun is usually cheaper than elsewhere, the people are poorer and the



There are three main areas to the caves, called the Top Caves, the Temple Hill Halls and the Dry Pool Warrens. Each area has its own character and style and they are interconnected by underground roads called 'Creeps'. Each area also has several openings to the surface world intended as accessways and ventilation shafts for the general populace. There are other entrances too, from various businesses and such, that aren't open to the sky. The public accesses are called 'Chimneys' as that is their main function, but each also has a stairwell, either straight or spiralling, down their sides and a roof to keep out the rain.

## The Surrounding Area

To the west is a wide river valley that is only recently being re-occupied by brave settlers from the Land of the Young, having been pretty much abandoned to wilderness for four hundred years. The hills and valleys in the west are mostly wild, scattered with ruins of the ancient civilisation, although some are still inhabited by communities that persist with ancient links to Karan. The soil west of the mountains is poorer than to the east which explains the sluggishness of the re-population after the fall of the Empire.

To the north and south are large castles on the first peaks about 8 miles



from the city, to guard the flanks of the city, but the land there is rugged and the terrain inappropriate for building anything more than a keep and curtain wall. To the north is Castle Nord, a sinister fortress that is essentially a very tall and practically impregnable keep. To the south is Wak Sud, which is a lower and wider but still imposing structure. There is a Sud Castle as well some 12 miles further south along the mountains that is the twin of Castle Nord.

The bulk of the civilisation that supports the city are ranged to the east in the fertile Vale of Karan and the Wide Valley beyond. These rolling hills are mainly farmland with scattered dozens of towns and villages, baronial castles and other signs of civilisation. The Great West Road leads off from here away to Dunromin, two weeks ride to the east - two weeks normal ride, that is; a messenger supplied with a fresh horse at every market town (baronial capital) can make the trip in five days, with only one sleep.

Not marked on the city map is Long Lake, which stretches away southeast of the city. The river that flows through Karan, also called the Karan River, feeds into the Nushelt River which flows east under Gods' Bridge and into the huge Lake Velk.

The climate here is similar to central Europe, with warm, wet springs, hot summers, cold and frosty autumns and a short winter of snow and ice.

### **Society and life in it**

The peoples of these lands are pleasant enough and pretty used to having secure borders and little need for walls and fortresses about their villages. Many have multiple trades, respecting the gaining of knowledge and skill for its own sake and cherishing the wise

and skilful among them, even artisan jug makers.



Clothing is practical and tends to be woven of dull colours denoting trades and professions, badges of guild membership are proudly displayed. Although peaceful, weapons are often openly displayed although armour rarely worn in the city other than by the Guard. Women wear more colour than men and are allowed more freedom and independence than was traditional in Europe in medieval times, but the fairer sex remain much less 'liberated' than in Dunromin.

Slaves are rare with good servants being recognised and rewarded for their skills as much as artisans. Vendors tend to have shops rather than market stalls and produce is brought into the city and delivered to partner shops rather than being sold by the importers or growers themselves on the streets. This means there are no specific 'market days' and most businesses close for one or two days of the week, depending on their religion for which day and for how long. Some

older factions of ancient religions persist with their own rules and different attitudes but these are all tolerated.

Although Karan is subject to the First Apostle of the Land of the Young, that is the freedom of religion, there is a more traditionalist view of faith in the city. Rather than your temple being viewed as a kind of Insurance Policy, as is more the case in Dunromin, the temple calendar becomes the centre of each family's life. More alarmingly, the differences between cults is often the source of bitter resentment and often violent protest. Such factions as there are in the city are most commonly split among the different temples although artisans and manufacturing are skills held in such respect that there are few trades unique to a particular faith.

Due to the uneven nature of the city there are few horses or carts about the place, people and mules being used for most transportation. Not all inns have stables and there is only one regiment

of cavalry in the Guard. There is one small regiment of gryphon riders and this position is the sole province of members of the royal family and their relatives.

There is a class structure, of sorts, to the city but it is shallower and broader than Dunromin. Labourers and servants are at the bottom, tradesmen above this and then the few civic dignitaries above this, along with the Barons and the Royal Family. Transition between classes is more common and there is generally a lot less snootiness in Karan about class than in Dunromin. The capital's class elitism and divisiveness being wholly replaced with religious doctrine.

The city follows the Dunromin calendar and respects the same festivals, although the different temples also have other specific holy days themselves scattered through the year that are respected and celebrated in different ways.

#### The Calendar:

No.	Common name	Days	Type	Alternative names
	Firefest	7	Festival	Dragonfest, Midwinter, New Year, Winter Solstice
1	Snowfall	21	Month	
2	Wolfwalk	21	Month	
3	Lamborn	21	Month	
4	Flowering	21	Month	
	Waterfest	7	Festival	Lifest, The Days of Full Time, Spring Equinox
5	Raindown	21	Month	
6	Greenleaf	21	Month	
7	Blooming	21	Month	
8	Sunwarm	21	Month	
	Earthfest	7	Festival	Midsummer, The Mothering, Summer Solstice
9	Sunhigh	21	Month	
10	Harvester	21	Month	
11	Gathering	21	Month	
12	Sunfall	21	Month	
	Airfest	7	Festival	Godfest, Beerfest, The Falling, Autumn Equinox
13	Brownleaves	21	Month	
14	Bitterbreeze	21	Month	
15	Fireseek	21	Month	
16	Icedown	21	Month	

The biggest festival is the autumn Beerfest which remained after the city was conquered as a bit of a snub to the conquerors, given that Karan can brew beer and Dunromin cannot. The Beerfest is a time of wanton drunken behaviour and features several games and parades of splendid and anarchic nature, including a rugby-like game played through the streets by three opposing teams using a wooden ball.

Exchange rates and trade are run much as in Dunromin but there is no central bank with the magical power that Dunromin has so trade is more often done in hard cash, barter or with credit notes secured on more substantial terms than a wax seal. Those of the upper classes who have grown used to the ways of Dunromin might be deeply affronted by the insistence of Karan merchants that customers pay in full and immediately for the wares they consume.

Also unlike Dunromin the Guarde, the force of law and order in Karan, is quite serious and energetic in the pursuance of its role. Indeed Dunromin citizens might be alarmed with the efficiency and dour nature of the city Guarde, who turn up promptly when called and execute justice rapidly and fairly. Some visitors have been quite affronted when their name, contacts and gold seem to have no relevance with the Karan Guarde when it comes to determining guilt and innocence. Such bizarre concepts as evidence, witness statements and due process are wholly unknown in Dunromin but applied meticulously in Karan.

## **Living in Karan**

### **Religion, Racial Attitudes and Stereotypes**

Much as for Dunromin, the racial stereotypes in Karan are fairly typical

for the Land of the Young. The main new experience is in the local humans, who are more aloof, dour and less humorous than their Dunromin equivalents. This comes from a deep-seated belief in their own cultural superiority and better breeding compared to Dunromin. This manifests itself as a snobbishness as regards process and the quality of just about anything. They set great store by using the correct terms of address and good manners at all times.

Karanites are not known for their sense of humour but, when relaxed and in good company, they can be very cheerful and have a darker, cynical sense that Dunromin people find morbid. Karanites are tolerant though and slow to anger, in general. They also have exceptionally good manners and are curious about outsiders even though they believe themselves superior.

The biggest difference between Dunromin and Karan is the role of religion within the day to day lives and attitudes of the locals. There are numerous holy days and festivals unique to the city and these are celebrated as stand-alone events or hybrid celebrations mixed with the more widespread faiths represented by the temples. Everyone is a lot more loyal to their own religion than in Dunromin and will proudly observe each rule of their faith in the firm opinion that this sets them apart and makes them superior to the rest of the population.

Religious arguments between factions as well as religions are common and passionate, even progressing to violence on some occasions, especially if beer is involved. As a result of this the party may find odd shops and businesses closed at inconvenient times or the availability of one form of

goods or another limited due to abstinence or selling out.

Of the non-human races, half-elves are fairly uncommon and will usually be mistaken for the race of their most dominant parent, usually the human in Karan itself. All breeds of elf are much rarer in Karan than Dunromin. Those elves that are found are usually High Elves and are rarely permanent residents, save for some outstanding craftsmen who relish the respect the community gives them. Grey and wood elves are practically unknown in the city other than passing through, and hastily at that. Most of the high elves found here will be of strained temperament, finding the lack of trees in the city curiously irksome.

Dwarves are more common in Karan than in Dunromin, due to the mining opportunities available, and can be encountered at any time of day or night in the caves. Many have taken up permanent residence and play active roles within the craft guilds, like the elves relishing the respect afforded good craftsmen here.

Dwarves like the beer here too and are generally a lot more cheerful than their Dunromin cousins, having a generally higher average charisma. Most of the dwarves encountered will be Hill Dwarves though, their Mountain brethren, although not uncommon, generally prefer to make their permanent homes in the higher climes of the Blue Mountains to the south.

Gnomish craftsmen lurk throughout every level of the city but are, in terms of actual numbers, very rare. Those that have established themselves are respected for their ability but not really liked. Gnomes are treated with suspicion and their habits of personal hygiene disdained. Polite society is certainly intolerant of gnomes and their ability in craft only recognised

begrudgingly. As a result gnomes in Karan tend to expect to be treated harshly and will be on their guard, and on the make, at all times.

Hobbits are common in the lower areas of the city, near the East Gate, but again are not given to taking up permanent residence in the place. There are many hobbits in the villages around and about, in some villages they are even the majority, but they do not like the pace and hubbub of the city in most cases. The hobbits are treated well, if slightly patronised, by the majority of the population.

Half-orcs are probably more common in Karan than Dunromin and are tolerated and encouraged far more. In fact half-orcs are treated a lot better than gnomes and with less suspicion. Numerous half-orcs exist in the Guarde and their human parent is more often viewed as a victim than as somehow 'unclean', as might be the case in Dunromin.

On the whole there is a greater tolerance of non-humans in the city and a far higher level of integration in terms of the crafts guilds than Dunromin, but this mix is not shared across the temples which have a notable racial purity about them. All the main temples are predominantly human, the Babylonian and Life Travellers are exclusively human.

## **Names and Titles**

The people of Karan take the formulation of a person's name more seriously than in Dunromin where pretty much anything goes, one way or another. It is very much the fashion that natives of Karan will have two names. The first name, their main name, can be anything but usually follows certain styles, heroes, fashions and so on. The second name will either

be a family name handed down by generations or the name of the mother or father's main trade in old Karanese, which could be just about any old word the DM or the Player makes up on the spur of the moment.

Those that are of direct lineage of one of the old Turncoat Vassals of the old Empire that switched sides to the King of Dunromin may use the 'von' title in their name, meaning 'Vassal of the Ruler'. Their second name usually being the name of the barony their treacherous ancestor was rewarded with by the new King. Such people are very proud of their ancestor's standing and prescience in switching sides at the crucial point, for instance John Von Luftwaffe.

Persons not from Karan who only have one name are usually called after a forebear (John son of Bert), where they are from (John of Dunromin) or they may have some honorific or title (John the Shadow or John the Dragonslayer).

There are far fewer possible titles to be had in Karan. There is the Prince himself and all his male and female heirs are called Prince or Princess as well. Successful or powerful individuals who are not appointed 'Baron' by the king may petition the Prince to be called 'Duke'. To qualify usually entails a great task completed or a litany of good works of one form or another. In theory the individual may not petition themselves but must be put forward by someone (anyone) else. It is not unusual for two prospective Dukes to petition for one another. Likewise, the Prince can award the title Duke to any worthy people if he chooses. The title comes with no extra benefits or responsibility but has significant currency in society as marking out an honoured and honourable person. The female version, Duchess, is less common and

merely refers to the wife of a Duke. Female individuals who earn the rank of Duke also have the title Duke, *not* Duchess.

Exceptional individuals who become Dukes but then don't become Barons but continue to do worthy things may even be elevated to the title Arch Duke, although this is very rare.

Of course the earned title of Dragonslayer, when appropriately earned, still trumps every title except Prince or King.

### **Cost of living**

Manufactured goods are the same price in Karan as in Dunromin but will be of better quality generally. Accommodation is cheaper, as is beer, but food is slightly more expensive, balancing out in the long-run. Objects of superior quality are more readily available, although no cheaper, and it is more likely that a given craftsman will take on an unusual commission, seeing the opportunity as a challenge rather than a labour. In general all the Core Rules and Dunromin Guide prices are common here, across weapons and armour too.

The exception is horses which are rarer in Karan and often twice the normal price. Adventurers will soon find out that travelling a day or two out of the city into the villages will allow access to horseflesh at more normal pricing, with the exception of warhorses of all types. These might be found in the stables of barons and powerful NPCs but prices will be inflated anywhere but Dunromin. Horse-trading is not a common business in Karan.

For ease of play a simple tariff of 1gp per level of the maximum level class of the player can be charged per day, plus 1gp per mount. You must pay these prices even if you are in training. This



reflects the pop-star lifestyle the PCs will be leading as they become more famous. It is possible to live as though you were first level all the time but this will invite derision from colleagues and strangers who are aware of the character's real power.

Other adventuring resources are less easy to come by. In general the Magic Guild and the temples are far less well-resourced than Dunromin and obtaining magical services is more troublesome here, although not impossible. Temples will be pickier about who they cast spells for and the Magic Guilds will tend to be more suspicious of unusual requests.

Spell Books and spells are the same price as in Dunromin but may not be readily available.

Magic Items in general are uncommon certainly, although many of the items sold at Garibaldi's famous 'Magic Auctions' have filtered through to this community. Certain potions may be available at the Black Magic Guild and Healing Potions may be obtained in very limited quantities from the Spruce at normal prices. Research into anything other than local history and geography of the Wild Lands is best done in Dunromin.

In general, the standard of living in Karan is probably a little below that in Dunromin, although the separation between rich and poor is less dramatic and extremes of both less common. The nature of the plumbing makes general health much worse than in Dunromin but life is a lot safer in terms of risk of assault or burglary.

Characters wishing to rent or buy property will find it available and the DM can use the random determination of property function later in this book as a basis for seeing what is available. Building a new property would require the clearing of a space first as there is not any space free in the city. Likewise building below ground is very strictly monitored and controlled.

### **Moving about the city and getting through the gates**

The streets of Karan are roughly cobbled, steep and usually filthy. Pots are emptied into the steep gutters and torrents of effluent flow through the streets during rainstorms. This makes getting about a tricky and unpleasant affair. Horses will find the going hard although mules will cope. As a result, sedan chairs carried by servants and



bodyguards (sometimes slaves) are far more common here than in Dunromin.

There are fewer street-sellers and beggars in Karan, likewise fewer pick-pockets and very rarely any muggers, even in the caves. The community is a lot more law-abiding than Dunromin and neighbours will look out for one another. Gossip spreads rapidly and bad actions are seldom forgotten.

The streets are regularly and aggressively patrolled by the *Guarde* so any misdemeanour has a much lower chance of success in Karan than in Dunromin. Likewise summary justice and bribery among the *Guarde* is a lot less prevalent.

The city gates are open dawn to dusk and passage through any is unrecorded (unlike Dunromin) but costs 1sp. The *Guarde* watch visitors closely and anyone out of the ordinary will be challenged and questioned as to their business, although access is rarely refused.

Any suspicious characters may find themselves followed by *Guarde* Runners – the younger members of the *Guarde* who are surprisingly adept at remaining unobserved unless looked for.

### **House ownership and taxation**

Given that there is no close check on who is entering and leaving the city, enforcing taxation is a lot more problematic for the government of Karan than Dunromin, but they have neither the resources nor inclination to do anything about it. Residents are taxed in strict rotation, based on where they live.

Every street is visited by the Master of Taxes of Karan (Tallin Striker) or one of his officers every year but not always in the same order. Everyone found in

the buildings at the time of the visit is required to pay their tax, as judged by the tax collector, there and then. Those unable to pay immediately are given an extension to raise the funds and a fine, usually of 5% of the tax due or 1gp, whichever is greater.

Annual taxation of this form will usually be about 10% of the estimated wealth of the individual. There is an appeals process but this is strongly discouraged as if the taxation is found to be correct (and it usually is as the rules are quite arbitrary) an additional fine is levied for time wasting.

Inns are visited by the Travelling Tax Man once per week and any visitors staying over a month will find themselves with a tax bill, usually 2-20gp, depending on how affluent they look. For this reason, visitors to the city rarely stay more than a couple of weeks. Likewise periodically moving inns is frowned upon and invites higher charges.

For the players this is unlikely to be an issue unless they buy accommodation in the city, but the DM can visit unexpected costs on them periodically to keep them on their toes.

## **Significant Geographical Features**

### **Military Buildings**

#### **West Gate**

The centre of military administration in Karan is the fortress built around the West Gate. In this area are barracked all the regiments of the guard save the cavalry, although patrols are stationed at the towers for daily duty rosters. As a result there is a regular and heavy flow of military personnel around the

area, although off-duty Guardes do not tend to wear their uniforms as is the fashion in Dunromin.

The West Gate is also the storage for most of the siege provision, in terms of military equipment and stores as well as food and drink, which is rotated and managed by the Quarter Master of the Guardes. Deep stores contain this equipment and food, along with firewood, oil and weapons, kept in sparkling trim and in quantities sufficient to arm and armour most of the adult population of the city if required.

Above the stores are the living areas of the castle, including the kitchens and mess halls, barracks and other such areas. The day to day administration and officers' quarters are higher up where the ventilation is better. There are also practice rooms and courtyards for fencing practice. Horse skills are practiced at the Low Barracks.

The castle is predominantly built as a defensive structure and its administrative functions play second fiddle to that. A quick glance at the western elevation of the city will illustrate this point, with the wide, unnatural valley between the Gate and the Long Tower providing a spectacular natural obstacle to any attacker. At first glance there would appear to be an easier passage around to the northwest but this too is heavily Guarded and the lack of a gate makes it a formidable obstacle.

External walls are at least 10 feet thick, thicker at the base, internal walls vary between 5 and 2 feet thick, depending on height and function. Unlike most castles there is no great hall or accommodation for the Prince or the Royal Family; towers are purely a military base.

## **All Walls and Towers**

The city walls of Karan are a stunning piece of architecture linking the numerous guard towers and encircling the whole inhabited area. They are uniformly 20 feet thick and vary between 30 and 50 feet tall, depending on the contours of the land they are built on. The top is predominantly level, crenelated on internal and external sides but not roofed. Guards patrol in pairs, taking about two hours to walk slowly between the top and bottom limits of the walls and back again, usually two to three towers apart. There are at least two guards in each tower at all times, out of sight, watching inside and outside the city. All guards on duty have loud whistles on a loop around their necks (not strong enough to strangle them). Crests on whistles and small ribbons on the lapel signify rank and regiment, other than the shield designs there is no other particular difference in the equipment and uniform for city Guardes.

The walls are also used by the military for training and getting quickly around the city as there is less traffic to hold them up. At a steady jog the Guardes can get from one end of the city to the other in about 20 rounds, slightly faster if required. All the Guardes regularly run around the walls in full kit, a process called "Running the Round" used as exercise and punishment (a process called "Being given the Run-around").

The city walls are also protected by magical protections. The top ten feet of the inside and outside of the wall is defended by dozens of invisible air elementals of 1-3 hit dice. These are bound to the nature of the wall and fly up and down the wall attacking any climber not bearing the appropriate headgear (called the Wall Workman's

Hats; there are 20 of them and they are kept under lock and key in the West Gate).

All the towers are accessed by only one or two heavily built doors at a relatively high level – usually the wall-top on a hidden connection to a neighbouring building. Access from the wall-tops down to the ground is not common.

### **Long Tower**

This solitary keep is the guard for the western end of the delicate bridge that affords the only street-level access to the city from the west. It has one heavily defended entrance to the east side but is otherwise constructed and defended as per all the other towers.

Outside is a temporary wooden administration area for logging visitors to the city from the west. Since the start of the re-colonisation of the Borderlands the traffic through this gate has steadily increased from a few riders or a patrol a week to dozens of people every day. As a result there is increased concern about security and all travellers are still searched on this gate (they are not on others) resulting in a constant delay in entry to the city here. Quite what is being searched for is not quite clear, but any signs of concealed weapons or personnel will result in an arrest and more thorough interrogation.

The purpose of the search is more to allow the guards to assess the visitors more thoroughly and warn the Treasury of any unusual cargoes or treasure. Well-known travellers and daily villagers passing to market are still checked but not as thoroughly. Guards will engage visitors in conversation if they are known, otherwise they will ask the visitor's business and such. Either way they are looking for information about possible threats to the city.

Between the Long Tower and the Western Gatehouse is a deep valley, deepened many years ago by magical means, and bridged by a single-span, delicate stone bridge. The bridge is an exquisite piece of work originally made by the humans who settled the place and since repaired and rebuilt using magic. While it remains strong enough to support normal traffic it would struggle with heavier visitors, like dozens of giants, elephants, mammoths or a sizable dragon landing. In the event of an attack by a significant hostile force the bridge could be destroyed fairly easily with a *Stone-shape* spell or a few determined men with hammers.

### **Gibbet Tower**

This is the home of the Gryphons and the Gryphon Riders. It has an elevated flat area on the east side that has no wall, used as a launch and landing pad. There are at least two gryphons patrolling most days, usually taking in a quick orbit from Castle Nord to Sud Tower. The Gibbet Tower has its name from when it used to be the place where the heads of enemies of the state and criminals were displayed, but this is now done on the top of the West Gate itself.

### **North Gate**

This is the smallest of the city gates and the least used. It is always shut and only opened for the passage of patrols out onto the mountainside (once a day). The access is thin and low, barely 8 feet broad and ten high, with regular gates, bars and murder holes all the way through. There is no access from the gate into the towers around them which must be entered through the barracks to the east or along the walls.

The North Gate has a large but mainly unused barrack building on its south

side which is used to accommodate any large bodies of armed creatures visiting the city, such as the king's bodyguard or any expeditionary force destined for the Borderlands. Barons may request this accommodation if passing through the city.

### **Arrow Tower**

This is the highest structure in the city and is the home of the Arrow regiment of the city Guard. This regiment is entirely made up of elves and half-elves in service to the city or the Prince. From here they can see many miles and practice their archery skills on butts set up around the surrounding hillsides.

The term "Arrow Tower" refers to the plan of the three main towers of the corner structure (all identical) and the very similar tower along the east wall slightly.

These towers contain some of the most pleasant, if cold Guard accommodation, including eating halls and some rooms given over wholly to music and quiet contemplation. Music can sometimes be heard playing in the tower which the locals take as a sign of good fortune and fair winds. Elves are not particularly common in Karan and this tower represents the largest concentration of them by some margin.

### **Low Barracks**

This is a less sturdy structure than the walls and towers and serves as accommodation and training for the cavalry. It has some stabling but most of the horses are kept and exercised in stables in a village a short distance (about half a mile) outside the city. The Low Barracks are instead a specialist blacksmith and store areas for the more expensive elements of the cavalry's equipment; primarily the heavier barding, spare tack, weapons

and military supplies, including their banners and other chivalric symbols.

### **Old Palace**

As has been said, this is a mainly administrative building now used by all the civic dignitaries rather than the Guard. The halls inside have been remodelled into office and work areas on the lower levels, and comfortable accommodations in the upper levels. All the Officers of the Court have an office and small sleeping area in this building, although most have more comfortable homes elsewhere in the city as well. Many of the clerks and scribes (at least, the unmarried ones) live in the place as well, in pallets in the old guardrooms.

The most important function of this building is as the centre of taxation, which is gathered by travelling clerks throughout the city and local villages, who are accompanied by veteran Guard members who act as bodyguards. The Tax Office (explained in more detail in the previous section) is based in the lower levels near the vaults

Other offices based in the Old Palace include the City Architect, the Keeper of the Royal Parks, the Master of the City Records and a number of legal advisers to the Prince.

There is a branch of the Dunromin Guild of Scribes here as well, running a closed shop as regards membership and the ability to get employment here. There are also a number of printing presses, the use of which the Guild of Scribes control very carefully.

If the party have any official business with the city organisation they will find themselves in these buildings rather a lot. All licences, land-rights and wills are dealt with here and every recognised lawyer in the city has offices close by.

The old hall is the High Court of the city where all significant cases are heard by the Prince or relevant deputy, usually the “Judge Accounted”, a role passed from one Guarde Captain to another on a weekly basis. Lowly cases, including most criminal cases, are presided over by the relevant Guarde captain as regards whoever arrested the individual. The laws of Karan are the same as Dunromin but are slightly more fairly administered, in that Karanites are quite particular about you being present at your trial, a detail the Guarde of Dunromin rarely worry about.

### **Water Tower**

This large, square building is the guard for half the city’s water supply. The broad stream that enters here is the result of several natural springs and has probably been enhanced by magical means.

The resulting large stream flows into a culvert, through a number of stone channels, each with its own portcullis and is completely submerged at some point to prevent boats or canoes getting down them. The flow then comes out into a pool close to the Old Parade square. The water ways are watched night and day for unsavoury creatures and raiders and there is a 16HD water elemental bound to the channels that will attack any undead or creature from a plane other than the Prime Material. There have been attempts to make the Water Elemental more useful against other foes but the terms of the binding are too vague to be effective.

While many drink the water from the river most of the population prefer to use fresher sources in the caves or, by far the majority, water drawn from the Spruce. Instead this stream is mainly used for washing and refuse. It gets steadily more polluted as it travels through the city and is dark and rank

with filth by the time it gets to the weir at the Sink and its exit from the city.

To the east of the Water Tower is a barracks building used by the Guarde as accommodation and including holding cells for prisoners. This is not a heavily fortified building like the rest of the zone except for the south wall, which is the same construction as the city wall.

### **South Wall Towers**

[South Watch, Sharp Tower, Wine Tower, Hardby Tower, Long Walk Tower and Royal Tower]

This set of towers are fairly unremarkable and intended as watch towers and defensive positions. While there is some accommodation here it is not used during peacetime except as shelter from the worst weather. Arms and siege equipment are stored in each tower and well maintained. The Guarde flow through the towers at all times of the day and night. Every tower has a ‘Low Door’ which is a well-defended, thick stone portal with a portcullis at street level with rapid access into the city via wide streets.

All the towers have thick walls with only a narrow spiral stair and some small chambers in the base of the tower itself. There are heavy doors to the wall walk and a crenelated top about ten feet above this. Most towers have heavy crossbows on this top, the larger towers have ballistae and there will always be at least two guards in each tower. All the towers have high-pitched, conical red-slate roofs to keep out the weather and light assault weapons.

All towers have an alarm horn for emergencies, tuned slightly differently so that experts in the Gatehouses can tell where the alarm is coming from. Each tower also has a briar kept dry and filled with a mixture of cunning powders so that they can be burnt and show various alarms – Red or pink means attackers sighted, blue for climbers on the wall, purple means a disturbance has been spotted within the city walls and Guardes are needed.

At dusk the gatehouses sound their horns and are answered by all the towers. This is an indication the city gates are shutting and that night is come. This process is repeated at dawn to indicate the start of a new day at the end of a peaceful night.

If there has been a death in the Royal Family that night no horns are sounded at dawn.

### **Crow Tower**

This tower is of a larger form than the others and has some larger rooms in its upper levels for additional purposes. These vary from time to time but can be used as holding cells or meeting rooms, practice rooms and so on. The larger size of the tower means it has more room for military stores as well.

Due to its position this tower gives the clearest view out across the valley to the east and additional guards are always on duty here watching traffic and movement in the valley, often sending notes and messages back and forth with the East Gate warning of any suspicious caravans or other visitors to the city.

### **East Gate and the War Yard**

This grand pair of towers and their barbican are probably the party's first experience of the city of Karan. Here all visitors to the city must pass and pay a toll of a silver piece whether leaving or entering the city. Unlike Dunromin there is no Book of Passers so there is no record of when people enter or leave the city. The Guardes here are alert though and will soon notice important people and characters passing the gate. Descriptions of wanted people are quickly circulated by runners and it is unlikely an undisguised fugitive will be allowed to pass without being challenged. Likewise important people are received here with appropriate respect and guided through to their accommodations.

The Guardes will not hesitate to obstruct the passage of anyone they don't like the look of and will search them if suspicious. Any such persons can be held here on the road or in the gaol while judgement from a superior is sought. The power of the Guardes is backed by the Prince and is above reproach for any actions, although they are generally very civilised and could only rarely be accused of heavy-handedness.

Inside the gate is the War Yard which is the meeting place for the Militia in times of civil unrest and a parade ground for certain civic occasions. When the alarm is raised those persons who are members of the militia and in the lower half of the city are expected to report to this area armed and ready for battle. The Guardes in its entirety, excluding the guards already at post and the cavalry, report to the West Gate at such times.

## **Second and First Towers**

These two towers have recently been rebuilt using the latest technologies for siege warfare. As such they look to be in excellent condition and have been white-washed (and kept fresh) for the maximum positive impression to new visitors to the city. Otherwise they are as any other tower on the wall.

## **North Wall Towers**

[Eagle Tower, Dultag Tower, the Twins and Point Home]

The North wall towers tend to be smaller than the south wall but are otherwise similarly equipped and Guarded. This means they have horns and coloured fire burners, weapons stores and sheltering places. The walls are only about 10-20 feet thick and the staircases are very narrow spirals.

## **The Red Keep**

This large tower has extra accommodations in it for different purposes as suits the Guardes who run it. In addition it has the smaller 'Little Red' tower just south of it which has a special smaller turret and murder hole for inspecting the exit from the river into Drop Pond. This is always Guarded in order to prevent entry into the city by this route (although this is practically impossible due to the weight of water flowing through and the bars and gates inside).

The Red Keep gets its name from the fact that the family of the Old Emperor were executed here after his defeat and their heads displayed on spikes on the walls for many months.

## **The Guardes**

The Guardes of Karan are an old and traditional fighting force that can trace the history of their fighting regiments back to before the end of the Old

Empire. They are answerable only to the Prince and each regiment's captain reports to the Marshal of the Watch, Sir Illion Percival, the most powerful military man in the city and a renowned Dragonslayer. He is assisted by the Quartermaster, a one-legged old soldier called Bob Scrote, and the Master of the Streets, Sir Neville Grint, who is essentially the chief of police.

Each full-time member of the Guardes is equipped with chainmail, small round shield (bearing his regimental symbol), club, sword (long, short or broad) and half-helm. They also have a whistle which is a crucial ceremonial possession and will have a coloured ribbon appropriate to their regiment attached to it. Whistles have the city crest stamped on them and act as a badge of standing both on and off duty. When on duty the guardsmen will also be armed with spears, bows or crossbows as suits their guard post – spears on the gates, bows and crossbows on wall patrol or tower watch. Short Striders (see below) don't tend to carry their spears or shields when patrolling the streets and will use clubs in preference to swords against unarmed suspects. All full Guardes members will be at least a first level fighter, up to fifth or sixth level among the older hands. They could be specialised in their weapons but must have proficiency with every weapon they are expected to use first (spear, club, bow or crossbow, short, long or broad sword).

The Karan Guardes are a different breed to their Dunromin equivalents. They are all Lawful, energetic and fearless. The rule of command is absolute and respected by military and commoners alike. The Guardes themselves have a reputation as humourless and intolerant but this is a little unfair as they do manage the peace with a fairly loose leash. The result is a remarkably



safe and secure city compared to Dunromin, if a little dull. It is very unlikely (but not unknown) for any Guard member will be open to bribery or otherwise corrupt.

The Guards themselves operate in regiments but may serve with more than one. Older Guards will have had careers taking them through several regiments through their service, several terms and possibly promotion to leadership or senior administration roles. Typically Guards start as young boys (rarely girls but not unknown), aged 12-15, who work as runners and drummers in a central pool with no specific regimental membership.

These recruits are then invested in the Guards and serve an apprenticeship as wall guards with either the North or South Watch or the Gate Wardens. In some cases individuals showing promise, or coming to the Guards at a later stage, can do a direct entry into the apprenticeship, starting as late as the age of 21 (or equivalent for demi-humans).

Once this apprenticeship is served (three years) they are then moved into either the Short or the Long striders, depending on their individual talents. As their career progresses they might serve as Sergeants or Officers in the various regiments or be seconded to support services such as supporting the Quartermaster or managing the regimental servants.

Normal terms of service are ten years but these are regularly extended as the life is good and old soldiers are reluctant to leave. Even older hands are used as Short Striders to use their wisdom and knowledge of the city to keep the peace. Once you leave the Guards you remain a member of the militia as long as you live in the city or nearby. There is friendly rivalry between the regiments but, due to the

movements between them, there is no resentment. Guards of all colours will support each other without question and relations between all the regiments are very good.

There are quite a number of female Guards but they are mainly recruited through the militia first rather than being apprenticed through the ranks. There are specific regiments for elves but the other regiments also have some demi-humans, mainly dwarves, half-elves and half-orcs. There are no gnomes in the Guards because of the low esteem they are generally viewed with in the city. Likewise, there are no halflings but this is due to choice rather than prejudice.

The militia is a non-professional organisation and is based on volunteers from the city giving up a day a month to train with the Guards for times of civil strife. It is an honourable occupation and is incentivised by the payment of a gold piece per level a month. There is no contract as such and payment is on turning up in the training days, which are staggered through the month. Records are kept of members and gifted individuals will be approached to serve as Marshals of the Militia or to join the Guards. Their numbers are swelled by the requirement of every boy of the city to attend four training days per year between the ages of 10 and 15 (or equivalent for non-humans). The parents of boys not attending will be fined.

Successful adventurers of a good reputation who settle semi-permanently in the city may be asked to join the militia if it suits the campaign. Although the pay may seem poor it could give the party links into more interesting personalities and sub-plots.

In times of civil strife, when all the horns are sounded at once, the militia is required to report either to the East Gate or the West Gate, whichever is closest, in their war trim or ready to be equipped from the gate stores. At such times any Guardes not on duty report immediately to the West Gate. All traffic through the gates is stopped and the Guardes will ready to close the gates on a flag or coloured light signal from the west gate Guardes headquarters.

This drill is rehearsed periodically, usually on the least busy days of the week, probably about once a season. As a result, if the party gets involved in some kind of large confrontation around the city they may be surprised by the Guardes's speed of response.

It is important to remember that not only does the city have a long and proud military history the city itself is effectively the western frontier of the Land of the Young. This means it is not uncommon for large groups of humanoids or significant larger creatures like giants or dragons to be observed close by. Whatever the intentions of these creatures the Guardes will usually ere on the side of caution as regards securing the gates.

### **The Regiments:**

**Arrow Guardes** – a regiment of 40-60 elven or half-elven (mainly high-elf and half-elven) warriors who watch keenly over the city from their accommodation in the Arrow Tower. They are recruited from local elven families and there is a great tradition and honour for those elves selected and their families. Many are magically empowered and have other useful skills.

The term of service is ten years but may be extended. This might be a useful background for a



player character. The Guardes captain of the Arrows is an old high-elf fighter-magic-user called Urth Goldenbow, renowned for great skill and charisma. His reputation and influence in city politics far exceeds his relatively minor position. He lives in a comfortable but unassuming house close by.

**North Watch** – this regiment of mainly humans guards the North Gate and wall, as far as the Eagle Tower. They are the smallest regiment numbering only 25-35 fighting men during times of peace. The Guardes Captain is traditionally a younger member of the royal family and is currently Sir Henry Luftheart-Minge, a cousin of the Prince.

**South Watch** – a large regiment responsible for the south wall from the Old Palace to the Royal Tower and numbering 50-80 individual warriors. Their

commander is Guarde Captain Sir Nelly Trang, a female fighter of outrageous war-fighting reputation.

**Westgate Wardens** – Originally just called “The Wardens”, this is the oldest regiment of the city and the ones responsible for the security of the West Gate, keeping important prisoners and such, as well as guarding the mint and exchequer. Its captaincy is an important position in the city and is currently held by Sir Bosworth Bosworth. They number 50-80 Guarde and have the highest proportion of female and dwarf Guarde

**Eastgate Wardens** – The busiest regiment, this group also has the highest proportion of spell casters in their ranks save for the Arrow. There are about 50-80 of them and they are responsible for the wall from Second Tower to the Red Keep inclusive. They also manage the flow of people through the important East Gate, dealing even-handedly with disputes and ruthlessly with outlaws. The Guarde Captain is Sir Guthry Edmunsonsen

**Royal Horse** – As suggested by their name this regiment is about 50% light cavalry and 40% medium. The remaining 10% are all High Level Knights and heavily armoured, the majority being in or closely related to the Royal Family. The Light Cavalry includes some excellent archers and spell-casters while the Medium Cavalry are excellent shock-troops for breaking up any kind of coordinated body of opposition.

The primary purpose of the Royal Horse is to act as bodyguards for

the Prince and his immediate family whenever they are out of their private apartments. As such the regiment has a number of very skilled individuals in their ranks and are capable of fighting or patrolling mounted or on foot. They number nearly 120 and are commanded by Sir Fellowes Mounthigh, being kept spread between the New Palace, the Low Barracks and another barracks with stabling just over a mile from the city. Although a large group, their duties are the least strenuous and only a third will be on duty at any time, many of the remainder having active adventuring or court careers as well as their service.

**Short Striders** – This group of 70-100 individuals are the police for the city and are responsible for patrolling the streets at all hours of the day and night, usually in pairs or fours, managing prisoners and supporting the civic bodies (i.e. the tax collectors). As such they are the group that the PCs are most likely to come into contact with. They are rarely very young recruits and any pairing will usually be a new member of the regiment (although still fully time-served wall watcher) and an old hand. They can go anywhere and ask anyone anything. All will usually have friends and family in the communities they patrol and will never lack for support if in difficulty. Their captain is Sir Brian Tallshadow.

**Long Striders** – This group of slightly more free-spirited or bold Guarde members are used to patrol the neighbouring areas of the landscape. Mounted on horses and often accompanied by

members of the Royal horse, at least two thirds of this regiment will be out of the city at any time. They spend their time patrolling through local villages, liaising with neighbouring baronies or patrolling the near wilderness west of the West Gate.

This regiment has the highest average level of all the Guard Regiments and the most capable swordsmen. They include many spell-casters and every patrol will have a ranger serving in them. Each patrol will be twelve Guardsmen plus at least one Royal Horse. As there are 50-70 in the regiment this means three to four patrols will be in the field at any time. The Guard members include many females and non-humans as well as a rich assortment of multi-classes. The captain is a high-level ranger by the name of Sir Mart Doomthud.

## **Royal Buildings**

While all the military and civic buildings in the city are effectively owned by the Prince, only the New Palace really concerns him on a day to day basis. This large construction is relatively new and very well maintained. Inside are grand and well-appointed reception rooms, a banqueting hall, huge kitchens and lavish accommodation for guests and the Royal Family alike.

It is unlikely, initially, that the party will need or want access to this building as all the city's business is conducted at the Old Palace. The Prince and his bodyguard from the Royal Horse process up the hill two or three times a week to attend to state business as required. As the party become more socially significant they

might be invited to balls or festivals at the New Palace and will come into contact with the Royal Steward, Matthew Bedlow, who pretty much runs the palace.

On such occasions a solid grounding in etiquette and heraldry would be a boon if one is keen on being invited back. Also, snubs and carelessness in behaviour will not be forgotten and the smallest misdemeanour will undoubtedly cause the party problems later, exactly as the DM wishes.

Access, even for invited guests, will be limited to the public chambers and ballroom in the central front of the building. The first floor up is the accommodation for family and guests with servants squirrelled away among the attics. The rear of the ground floor on the south side is the day rooms, relaxation areas and gardens for the royal family and close friends. While the north side is the kitchens, with significant areas below ground for most of the menial tasks of the house, including storage and cellars.

All areas are patrolled by trusted members of the Guard, often combining members of different regiments, the task seen as an honour and reward for good work, gallantry or long service. Guard members here will be attentive and experienced.

While less grand and domineering than the Lufthearts of Dunromin, the Prince and his family remain aloof and remote, ruthless and concerned entirely with their own interests and allies. The increasing trade of the city is swelling the royal coffers and some members of the royal family are keen to use this resource to extend influence west once more, with new baronies, colonies and fortifications following on from the pacification of the wilderness. There are opportunities here for the determined and savvy player.

Note that it is not in the custom of the Karanites for their rulers to keep mistresses so it is very rare any of the Royal Family will be out of their palace on anything but royal business, when in the city at all.

There are other royal buildings outside the city as well, including some lodges in deer parks and property interests in local baronies where they own businesses. The royal family, as a group or as individuals, will often be out of the city on royal visits and so on, although there is no equivalent of the Royal Progress associated with the old English kings.

Besides the royal family, relations and visitors from other families will often be in the city being trained or mentored in their civic duties, or looking for a wife or husband to procreate the family line. There are many social occasions linked to holy days and other special days and the upper classes of the city love having a ball to celebrate the various guild achievements of their loyal subjects.

## **Temples**

### **The Norse Temple - tA**

Marked on the map as **Temple A** and situated close to the West Gate the Norse Temple is a complex of stout, tall buildings with slate roofs, quite out of keeping with the log long-house of the traditional Norse worshippers. It is a formidable structure with a powerful influence on the city life as the current Prince and most of the Royal Family are Norse worshippers. Tithes and services are as per the Dunromin Norse Temple of which this is a closely controlled subsidiary. Head Priest is Eric Bloodaxe, a favourite of Odin, and he is assisted by Ellen the Red Witch (priestess of Thor), Sir Gurt of Karlsbad (a Paladin of Odin) and Letherin

Glittarr (Bard). Serving in the temple are about a dozen other priests, mostly acolytes, and twenty pretty heavy-duty and fanatical guards. The public areas of the temple are well attended and the rest served by a number of very loyal and long-serving servants.

### **The Babylonian Temple - tB**

Marked on the map as **Temple B**. This new and impressive structure is smaller and lower than its Dunromin equivalent and of a much more modest standing in the wider Babylonian organisation too. It is run by three anonymous individuals called the Three Blood Brothers, who wear red habits that obscure their identities but not the heavy armour they wear under it. They are all fighter-Magic-user-Clerics and call themselves Brother Blood, Brother Trust and Brother Purity. Exactly who they are and where they came from is not known but they have been here over ten years. Brother Purity has an odd accent that some think is from Skull Crag.

The Blood Brothers are assisted by a number of temple guards, perhaps thirty, and several acolytes. More powerful clerics may visit from time to time but are not based here. Services are as per the Dunromin temple although the power of the enchantments is limited to a lower level. The Babylonian Temple in Karan is less popular than its Dunromin equivalent as Karanites are more loyal to their Temples and less interested in trendy new fads like the extermination of all non-humans.

### **The Spruce - tC**

Marked on the map as **Temple C**. There is a magical spring deep beneath the city's northwest corner and its pure

waters are brought to the surface here by an ancient, magical Archimedes Screw of a fine ceramic material, enchanted to run without wearing out, called the Spruce. The shrine to a water deity of ancient form is based around the Spruce and is attended by a significant number of the womenfolk of the city.

This deity, also called The Spruce, was a powerful feminine fertility symbol of the old gods and still plays a significant role in the water festivals of the city.

The temple itself is located in a series of rooms built above and around the Spruce and is run by a pacifist sisterhood who dress with modesty and predict the weather, among other things. The three main Ladies of the Spruce are Percindra Ollenby, Jane of Munstervelt and Olandy Crystal. They are all significantly powerful witches and druidesses.

Such services as they might offer are charged for in curious ways, part monetary and part favours, quests and bequests. This is probably the closest thing to a Druids' Guild outside the Druid in the Woods in Dunromin and the two organisations have very close ties. A number of women help around the place, several of them accommodated permanently here.

Note that the Ladies of the Spruce aren't celibate and Olandy Crystal is married to Farnir Crystal, a carpenter of some renown.

### **The Olympian Temple - tD**

Marked on the map as **Temple D**, this is by far the most impressive temple in the city and has recently undergone a significant rebuild, funded by the wealth generated by Baron Garibaldi, who is also a High Priest of Hecate (but not based at this temple). The main shrine is dedicated to Zeus but

Aphrodite, Athena and Hecate also have significant chambers dedicated to them demonstrating a shift of power in the Olympian community across the country. The High Priest of the temple is Tellera Nistropolis, a priest of Athena, supported by Hera Speers (priestess of Zeus), Dantold Speers (warrior priest of Hecate), Catarina Folserrinin (Half elf priestess of Aphrodite) and Sir Frederick Blight (Paladin of Zeus). All services are available and there is a significant staff of powerful acolytes and clerics, but no druids, witches or guards other than the staff. All the servants are female and recruited locally, many serving here and at the Spruce with which there are many close ties. Some of the Olympians claim the Spruce is a feminine aspect of Poseidon but this is not spoken of openly.

### **Life Travellers' Hall (Temple of the Old Gods) - tE**

Marked at **Temple E** on the map. This ancient building is of an old style long out of fashion but curiously atmospheric. The windows are small and the ceiling low. The whole place is dingy and infused with strange scents and perfumes. Deep in the cellars are hidden shrines of great power and the upper areas are literally packed with shrines to many minor deities, cults, spirits and meteorological events. There are perhaps six hundred different entities enshrined here with strange and inconsistent divides between them both as personalities and spheres of influence.

The place is run by Gull the Ancient and his eleven children. Gull is a wise old man with great power, his children and grandchildren are likewise powerful and charismatic. Many of the native Karanites visit here often to make offerings and pray as well as

being a member of another more Dunromin style temple.

Although the cult of the old gods did suffer a lot of persecution in years past the faith has persisted. The beliefs survived the initial occupation and were revived under the First Apostle, but the significance of the temple as a civilian power is limited by its complete lack of representation at higher offices.

Player Characters seeking to have patrons among the Karan Old Gods would need to agree their powers carefully with the DM and should be limited in advancement socially as a result of their faith.



### Temple of Death - tF

This is marked as **Temple F** on the map, close to the Old Palace. In this white building is represented a number of different pantheons and their views of death, even the Celtic and Nehwon Deaths are enshrined here.

The staff oversee all funereal rites and all the dead of the city are burnt (due to strange magic in the mountains most unburnt cadavers reanimate in some form of undead or other...). The remains are placed in special pots, made locally usually, and buried in special areas of the land beyond the wall called the Dead Fields.

Such is the size of the population that there will usually be a few pyres burning near the gates here every day. The burial locations are rarely marked and a given hole will probably contain several layers of pots loosely grouped by temple or family.

The administration of the process is managed by Falk the White, a pragmatic and generous individual whose easy nature belies his considerable clerical power. He is assisted by a small permanent staff and about 12 acolytes of different temples serving on a rotation. Services at the temples are limited to dealing with and protecting the dead from disturbance.

There is a dedicated city gate through the wall here to allow people to deliver and visit the dead in the Dead Fields, but it is sealed at dusk with magic darker and more powerful than any city gate could manage.

## Guilds and Guildhalls

### The Guild of Mercantile Persons - gA

At location '**Guild House A**' on the map. As has been mentioned, Karanites do not set much store by mercantile ability and it is not a trait many of them demonstrate to the level even of the common street traders of Dunromin. As a result many of the most successful merchants in Karan have come here from elsewhere. That

is not to say the Karanites are completely without business acumen and they long ago established a Meeting Hall on this site to sort out contractual and other business-related issues. The place became a popular meeting place for conducting good business as well as resolving bad and membership of the guild is now pretty much a requirement for anyone wishing to have future in trading in the city. Membership charges are inconsistent and often unfair on younger members.

While membership isn't compulsory as such, the Guild decides in all trade disputes and will never find against a member in favour of a non-member. The guild staff are a contemptuous bunch of jobs-worths who place a great store in their own influence and position, rarely letting good business practice triumph over tradition and old friendships. Getting on in business in Karan most often happens despite the best efforts of the Guildmaster rather than because of him.

There is a change in the wind though and the current Guildmaster, Tyr Randal, is approaching the end of his tenure. Charismatic counsellors now have the ear of the Prince as the wealth being generated by new trade is making the Prince, who selects the Merchants' Guildmaster, consider some less than traditional candidates. But this is still a matter for the future and, at present at least, Tyr and his staff need to be plied with sweet words and bribes for a new merchant to succeed in anything but the most dull and traditional practice.

Tyr's staff consist of the Treasurer, Bob 'Widebelly' Thellin and the Secretary of Records, Willem Greatblows, as well as a number of established trading families and their patriarchs. These respectable old men are probably the

most corrupt public figures in the city but also the most cunning. While they are not members of any Thieves' Guild they certainly might as well be. Indeed, it is a curious result of their influence that the success of the Thieves' Guilds of Dunromin to penetrate the trade of Karan have been so lacking.

The Merchants' Guildhall itself is a stylish stone building with several meeting rooms surrounding a large meeting and feasting hall. Below are kitchens and many side chambers for servants and such. At the back is the Merchants' Counsel Chamber where trade disputes are arbitrated by the Guildmaster or an appointed deputy.

The whole place is sumptuously equipped and generously run like an old gentlemen's club (with women allowed). There are a number of rules about dress, manners and behaviour within the Guild to which all members pledge abeyance. These rules of process will be used to stymie any difficult characters, although it should be noted that non-members are not allowed past the outer 'Commoners Chamber' unless accompanied by a full member. Even then they are only allowed as far as the meeting rooms where business might be conducted. It is also not considered seemly to bring examples of one's wares to the Guildhall.

### **The Karan Branch of the Dunromin Guild of Magic - gB**

This building, location **Guildhouse B**, is designed along the clean lines and ideas of light and space more suited to a sixties University campus than a medieval city. It looks other-worldly, out of place and yet interesting, scaleless and oddly at ease with its surroundings. The place was designed with several large glass-steel windows



and includes a number of large, curiously shaped rooms the precise purpose of which has yet to be determined.

Due to a rather generous use of Planar Enhancement in the construction the inner dimensions of the building rather exceed its external ones and contained within are a large garden, sumptuous common room, a feasting hall with huge kitchens (rarely used), a theatre and a host of offices, private chambers and accommodations of various proportions.

There is also a brilliantly laid-out and airy library that is, alas, largely empty, sadly bereft of anything but the most common books. And it is here the Karan branch of the Dunromin Guild of Magic is found wanting. For space to think and conduct original research it is unsurpassed, but for resources and established peers with whom you might consult it is barren. The result is a strangely sad atmosphere of great ambitions unrealised, under-utilised space and silence.

That all said, any player character magic-user will love it here. There is cheap accommodation, considerable magical protection included, few distractions and access to untamed Wilderness close at hand. Serious research will have to be done elsewhere, however, and even the Guild of Scribes only keep a skeleton staff here (literally during the Festival weeks).

Apart from the very limited availability of any Magic-user over about level 5 and few research resources, the guild is pretty much as per the Dunromin Guild of Magic in terms of accommodation and services. The place is run by Araf Arraffensen, who is actually a retired nominal level MU and a very high level thief. Training in mage skills is available at a personal

arrangement between trainee and trainer, assuming one can be found.



### **The Guild of Warriors (Fighter's Guild) - gC**

This is an old guild that used to be based in the Old Palace but moved to the accommodations marked **Guildhouse C** on the map about 150 years ago. It is a robust building of three floors and a courtyard. The whole site is purpose built with more than adequate training facilities and stores, with a lot of well-maintained equipment. Guild Masters are offered accommodation in the top floor and there is a refectory with reasonable kitchens, priced to non-guild members at standard city rates, half this for members.

It is in the organisation of the guild that it differs most from Dunromin. In Dunromin the Guard and the Fighter's Guild are very different things but in Karan the one is based around the other. All Guard members are automatically guild members for life (as long as they pay membership rates) and entitled to use the resources and facilities whenever they see fit. There is a bar here too that is always full of old soldiers. This does mean that persons

seeking fighters for nefarious purposes may have to seek them through other channels.

If you can put up with the rather clique basis of the membership and the cold shoulder non-Guarde sometimes get in here, then the facilities are good quality, well-priced and well-run. All the services and training you would expect of a fighters' guild can be obtained here and party-less adventurers and hired swords advertise here, or are at least known of.

The main Guild Master, the Knight of Swords, is Sir Kelmutt Von Hessel, who is a high level fighter. He is assisted by Sir Thell Mere, a high elf archer, Alun Dethelt, a high level human fighter, and Gulf Dolphin, a human ranger who is also a guide for the near Borderlands and a limited area of the near Wild Lands.



### **The Miners' Guild - gD**

Located at **Guildhouse D** on the map, this guild has the largest membership in the city and represents all the mining and related workers, which is a significant proportion of the population. It is detailed here as it has the largest Guildhouse, other than the adventuring guilds and the guild of

merchants, but it will probably not have a significant impact on play. It is perhaps a useful resource to be aware of, especially if one wants to hire people skilled underground or contact dwarves or such. The Guild Master is elected annually from an executive committee of twelve, themselves elected from the normal members. The place has very much the feel of a modern Trade Union about it.

### **The Guild of Black Magic - gE**

The black, gnarly woodwork that frames the basalt block walls of **Guildhouse E** on the map sets this building apart from its surroundings. Like Dunromin, the 'White Magic' of the main magic guild has its darker opposite (or 'Life Magic') which is concerned with a more consumer-based form of magic and skilled medical personnel. In this many-roomed building meet witches, wise men, elves, gnomes and others with an interest in wilder, more natural magic. It is a place for outcasts and loners as well but not really as sinister as the Black Magic Guild in Dunromin.

Also available here are midwives and other people with significant and relatively mysterious (but non-magical) skills. There are several levels of cellars and rooms below ground including ideal storage for almost any kind of magical material.

Despite appearances, the place is not as grim or strange as the Dunromin Black Magic Guild, and the internals are often buzzing with activity, laughter and song, children running about and various 'alternative' lifestyle gurus chatting and drinking or just socialising here.

The top floor is a library and museum of the strange arts that are at the centre of the Guild's business but non-

members are not allowed off the ground floor. There is no stigma in being a member of both magic guilds in Karan as there is in Dunromin and the two organisations often work closely together on many different projects.

A whole host of people live in the guild, in curious little chambers scattered throughout the larger meeting areas and down into the cellars. Many druids who live out in the villages and surrounding areas maintain a bed space here and of course messages can be got to them from here. Anyone staying here for any amount of time is likely to come across pixies, bookas and even rarer magical woodland folk from time to time. There is a dryad, it is said, haunting the place but she hasn't been seen in a hundred years.

The party might find this a useful resource for local knowledge and for selling more unusual booty from adventures. Likewise magical services of all kinds can be obtained here and prices are controlled by the guild to make sure everyone is dealt with fairly.

The Guildmaster is the Master of Ceremonies, currently Seth Tolweezel, a magic-user and illusionist of considerable power. He liaises closely with the witching staff of the Spruce as well as priding himself on knowing a little of all the business and powers of every member.

## **The Caves**

The thing that sets Karan apart from many of the mainly human settlements of the Land of the Young are the cave systems that not only exist below the city (many towns have caves) but are completely integrated with the day-to-day functions of the city. Indeed, the caves are generally viewed as being more city streets that just happen to be underground.

In general they are dry and faced in cut stone but in many places remain bare, rough-hewn rock. There is damp and condensation all over the place but this doesn't necessarily make them a bad place to live. Likewise, while they do smell very bad they are well ventilated with many connections to the surface, both through the public 'chimneys' and the private entrances through individual houses and organisations (and inns).

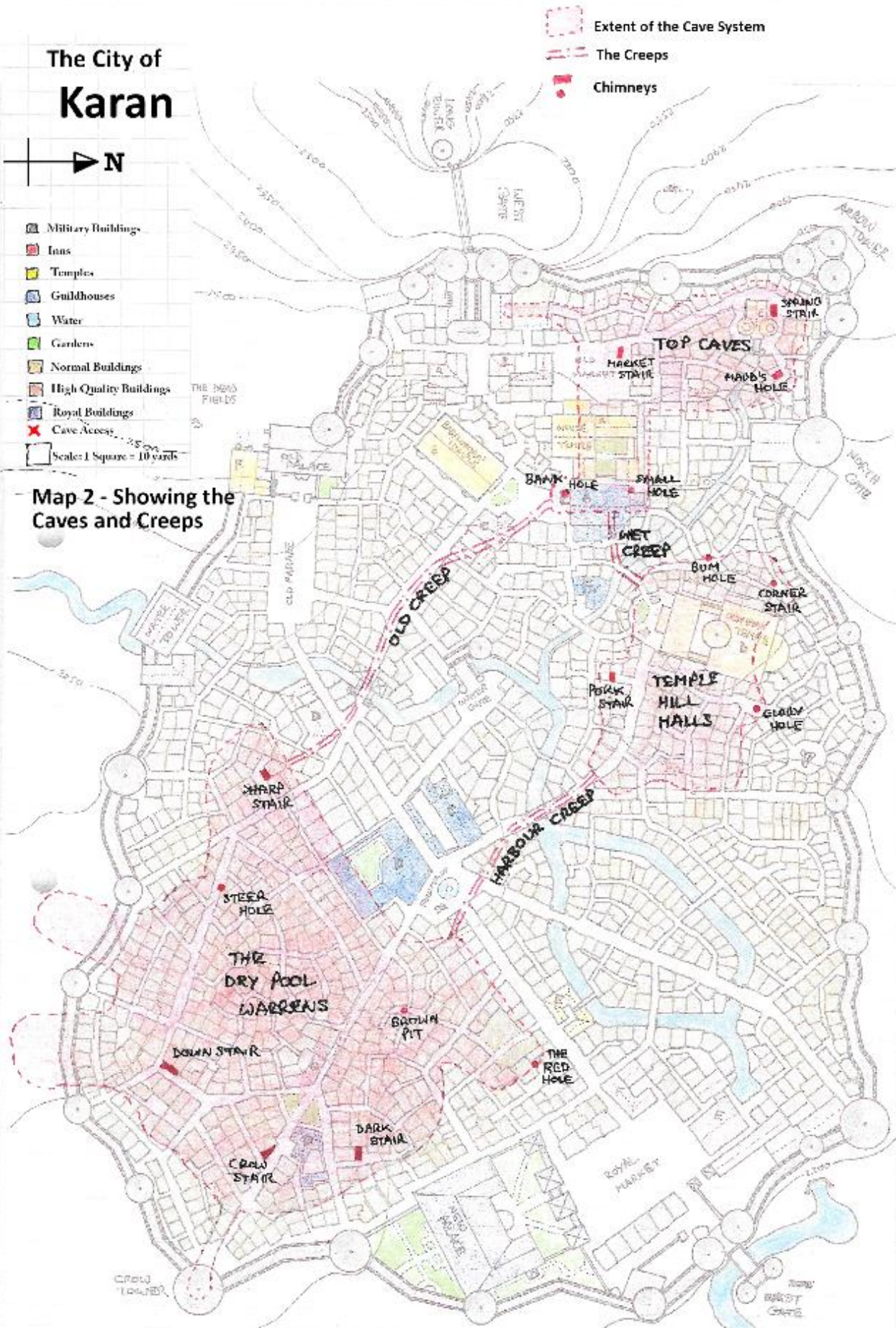
The upper layers of these tunnels are the most used and of the best quality. They contain private dwellings and businesses that either suit underground life or have just chosen to be there, probably through habit rather than a plan. Deeper down the population is sparser, with many unused caves and galleries that have been mined out but remain unoccupied. These dens often become homes to the homeless or the playgrounds of the city youth.

Below these are the working mines themselves, still worked by small groups of professionals who pay a toll and a percentage to the city as they dig out the valuables they discover. While this has been copper and tin in the past (to make bronze) they are now finding seams of gems and other valuable minerals, although in much smaller quantities than any of the more well-established mines of the Blue Mountains and Constantan.

There is enough here to provide a good living for the previously failing mining trades but this new-found wealth has an unknown shelf-life – it may grow or peter out, no one really knows. Remember that the structure of Barnaynia owes little to normal, terrestrial geological principles and more to the whim and plan of the deities that were involved in its construction.



- ### Map 2 - Showing the Caves and Creeps



## Map 2 – Karan Caves Map

The caves are still growing but, being Karan, any extensions or new tunnelling has to be carefully documented and registered with the city counsel. This means that accurate maps of the caves exist, although the quality is inconsistent and there are undoubtedly areas that are unknown to the authorities for various reasons. Legal tunnels have to be built and secured following logical and sensible precautions regarding strength, depth and proximity to neighbouring tunnels. As a result, cave-ins and subsidence is very rare (although not unknown) and noises of any new working will soon attract attention from neighbours and the Guard. Magical constructions will attract a lot of attention.

There is no common style required, beyond the positioning and extent of the passages, so the nature of the caves varies from locale to locale, following fashions of the time and influenced by the opinions and envies of the miners making them. Many of the upper, older halls are of a quality and style that a dwarf would be proud of. Newer constructions are occasionally also finished to the best possible advantage as well – especially if the miner concerned wants to advertise for more business. Stone removed during mining is transported to the surface by unskilled labour and provides building material for the city above.

There are three main areas to the caves connected by three main underground streets, termed “Creeps”:

### **Top Caves**

The smallest in terms of horizontal area but deepest and busiest of the cave systems, Top Caves are probably the oldest too. The upper levels bear lavish decorations and carvings of fruits and other surface attractions

neatly rendered in stone. Passageways on these levels are tall, well-built and faced with good stone, although showing their age and bulging with subsidence here and there (shored up well in some places). Public passages are lit with *Continual Light* spells in sufficient number to prevent getting lost but still providing plenty of shadow and murk. The colour of the light in these tunnels is tinged slightly purple giving anyone encountered an oddly pallid visage.

These caves are the main source of the new revenue as the deeper mines at the bottom of these caves, stretching nearly a thousand feet below the surface, are producing the new minerals the Miners’ Guild is so excited about. Most of the city’s miners work in this area and there is a vibrancy and excitement about the place. Many of the travellers in these tunnels are well turned out and not shy about using their wealth.

Mixed with the harder stones of the mines are a number of older limestone deposits, used in special kilns to make the strong mortar that holds much of the city’s stonework together.

### **Temple Hill Halls**

Due to the level of the water table in this area of the city many of the main thoroughfares in the lower parts of these caves have water channels cut down their centre. This makes the deeper Temple Hill Halls damp but also clean. There is less habitation in these lower levels but still areas where people meet for various reasons, legal and not so legal. As the Olympian Temple is on the top of the caves the top levels have restricted access and are well patrolled; the chimneys take visitors passed several Guarded doors and deep under the upper levels before allowing free access sideways.

Light is provided by several *Continual Light* spells cast into the stonework of the tunnel roofs, donated by local temples and exceptionally grateful adventurers, as with other locations in the city. As is the custom in the city this area has its own colouring to the lighting and the place is suffused with an orange tint, much as modern sodium street-lighting. This makes the area feel a little monochrome in the public areas but normal lighting in private chambers means the place is a reasonably pleasant area to live.

In the halls and warrens of the Temple Hill Halls are many traders, the dry air of the upper levels being well-ventilated downwards. The ready availability of clean water making several trades perfect for this, specifically meat treatment, slaughterhouses and cotton weavers.

The upper halls (thirty to a hundred feet deep) are very well built and maintained while the lower halls (down to three hundred feet in places) are predominantly natural, bare stone only rough-hewn in many areas. The deeper you go the quieter it gets and the more precarious the footing. And the worse the stench as the city's tanneries are located in these deep shafts.

### **The Dry Pool Warrens**

The widest and shallowest of the caves; this area is a mix of smaller systems that have slowly gathered together. This means the subterranean architecture varies widely from area to area; here beautifully carved and faced passageways with rich decoration, there rough tunnels with dangerously low ceilings. The tunnels vary between four and ten feet high and about the same wide, with many openings and chambers linked off the main thoroughfares.

While the main passageways are lit with blue-ish *Continual Light* spells cast around the place many of the private dwellings rely on lanterns and fires so the atmosphere is always smoky. Fuel is oil for lighting but coal for heating, which produces a lot of smoke. Although there is plenty of ventilation through public chimneys and many private access ways (called under-garden gates) the whole place smells of oil and coal smoke and some areas are quite difficult to live in.

There are many levels of various styles and uses but they don't extend much more than 200 feet underground at their deepest points (the 'Tin Pits').

There is no mining in this area any more, the old 'tin pits' having long since been exhausted, however there is a strong dweomer of magic to the area and as a result the craftsmen here claim their works are imbued with mystical powers. While this is, no doubt, true of some it is certainly not uniform but some of the finest human craftsmen in the world can be found here, particularly in the fields of jewellery, gold working, silversmiths and sword-smiths. It is the ideal place to come if you need a raw object for an *Enchant an Item* spell. As a result of this healthy trade there are some very rich families living in these caves with a supporting network of servants and tradespeople caring for their needs.

Note that only in this area do the caves extend beyond the city walls, although deep below them, patrolled and reinforced. These areas are well documented and checked so they are probably not a possible method of ingress to the city. There are probably routes into and out of the city below ground but they are not marked on any map.

## Old Creep

This tunnel wriggles and rises and lowers on its route, providing poor footings for the unwary. It is only about 6 to 12 feet wide but a full 12 to 15 feet high for some reason lost in time. There have been several attempts to improve this matter but they have never come to much. As a result and only sporadic smooth areas remain, all worn by the passage of thousands of feet over the centuries.

The depth of this Creep varies between twenty and fifty feet and there are a number of heavily-barred side-doors to private houses along the way. The route is well-patrolled and lit by bright *Continual Light* spells of a delicate pink shade every fifteen yards, cast on special bronze domes fastened to the walls.

## Wet Creep

The walls of this tunnel run wet due to the river passing close overhead and the seepage of cold causing extensive condensation. It is lit by pale green light cast at irregular intervals on structures carved into the walls resembling bunches of grapes. The tunnel itself slopes down to its middle and then back up again, resulting in a pool of water in the middle and a constantly gurgling drainage grate.

This pool normally varies between two and six inches deep but can render the passage impassable at times. There are stepping stones along the sides of this area but they can be covered by water too during the Spring as they are only eighteen inches deep.

## Harbour Creep

This tunnel is ironically named as there is nowhere in the city where the flow of the rivers above are sufficient to allow a harbour to be formed. It is a smooth-carved tunnel, roughly



straight and about ten feet wide by ten high, with plenty of room for people to pass. It is about forty to fifty feet below the surface and the lack of natural light is made up for by regularly spaced pools of dim red *Continual Light* spells on the ceiling about every twenty yards. It is a well-used highway and usually resonates to the tune of a number of buskers who frequent the place.

## Inns, Bars and Brothels

The inns of Karan differ in character from the curious haunts of Dunromin. While the drinking establishments of the capital vary hugely in character and clientele the inns of Karan are far more uniform and, well, dull. That is not to say they are boring, far from it, as there is a strong tradition of drinking, drug abuse and free speech in Karan.



As a result the inns have the main drinking hall, with a stage, and usually some smaller rooms for smaller groups and different entertainments. The manly staples of drinking songs and watching women take their clothes off prevail, with pits for cock-fighting and bare-knuckle boxing. Gambling is also popular in the city and there are many card-sharps, bookies and money-lenders regularly to be found at the inns and bars.

All the inns are detailed below and have accommodation available. Bars are not listed as these are usually converted private residences patronised by groups of a common interest, resembling clubs more than bars although all, ostensibly, open to everyone. There are likewise no businesses like the large brothels of Dunromin but rather small groups of street-walkers or regulars at inns who use their own houses or shared bawdy-houses for periods of time. Due to the fickle nature and inconsistent moral indignation of Karanites these businesses seldom last long but drift in and out of the social scene around the city.

As far as the adventurers are concerned, good accommodation is reasonably priced, as is beer. Wine is traditionally expensive and a must for anyone with a social standing to maintain, but spirits, particularly potato-based vodka and schnapps, are more popular here than in the capital. Whisky is also known here but is more often to be found on the Great West Road close to the ancient distilleries that are located there.

Magic is less prevalent in Karan as Dunromin and, as a result, conjurers can make a living here entertaining people in inns by performing illusions based on sleight of hand and distraction rather than raw power.

Often such persons may have some real magical ability as well which they use to spice up their acts. Such 'Magicians' are a popular entertainment and not taken seriously by the Guilds.

There follows a list of the main inns of the city, as marked on the map. Besides the details given below they are all very similar. In terms of clientele and pricing they are much the same, all being members of the Innkeepers Guild that makes sure their trade is protected by fair means and foul (a similar organisation exists in Dunromin but it is run by the three thieves guilds so there is more competition). All the inns are open all day and until midnight, some are open all night. Depending on how much they are prepared to pay, guests can probably get food and drink at any time.

### **The Gate - iA**

Marked at **Inn location A** on the map, this fine building has stabling and a courtyard attached to cater for guests with mounts and other travelling equipment – it is the first inn you will see as you come through the West Gate. Inside everything is clean and tidy with good drinking and games but few other distractions. The place is very popular with the older and retired members of the Guard due to its location and runs regular story nights when veterans are invited to share their experiences with whoever is visiting.

This is a good quality establishment with fair pricing and very little trouble. Good access to security means that anyone wanting to have too much 'fun' here might find themselves in deep water very quickly.



It has a common room on the first floor for 10sp per night and a number of rooms of various sizes. It has been known for people to be evicted from their rooms to make way for visiting nobility. Food is excellent quality and drinks slightly expensive apart from beer.

Old Molly Blackiron owns the place but she is old and senile now, missing her dead husband who died patrolling the Borderlands. The lion's share of running the place is shared between two daughters and a son, Shelly Higgin, Sally Tallman and Seth Blackiron, and their families. There are a number of part-time servants as well, almost exclusively recruited from the families and dependents of serving Guardes, ensuring staff loyalty, security and low wages.

### **The Dead Man Walking - iB**

Located at **Inn B** on the map this building got its name from being opposite the old gibbet where scoundrels and criminals were hung. During times of civil insurrection captured enemies of the city were often held in the cellars here as the place is an old barracks and the cellars were a gaol.

It is a little the worse for wear than the Gate opposite and is often the source of more noise at night. Being larger and cheaper with more rooms this attracts a lot of travelling traffic but its availability of whores and strippers also make it popular with the Guardes's younger members (and a lot of the veterans).

Its rooms are plenty and reasonably priced although woefully insecure. It is quite likely to appeal to adventurers and the main drinking hall is always full of a wide variety of customers, from average merchants to Guardes,

warriors, trackers, farmers, miners and ne'er-do-wells. Many con-artists and entertainers ply their arts here as well so it could easily be said this is the wildest inn in town, although it isn't.

There are two common rooms and many smaller rooms, even some small rooms available for hire by the hour. Beer and spirits are always available, food is wholesome and portions generous. Wine is a little over-priced but that reflects the clientele.

The current owner of the place is Harold Dunwater, who is a simple but efficient soul. He runs the place as his father did before him and his father before him. The inn has been in his family for several generations and a lot of the key staff are siblings, children and cousins. His wife Betsy is probably a lot smarter than he is and takes care of the financial side of things.

### **The Holy See - iC**

At location **Inn C** is a fine building with several drinking rooms, each aligned to a different aspect of the world's holy orders. It is a place of thoughtful drinking and animated debate – it even has a small library. The rooms are airy and some side chambers are run as private clubs by nearby temples for better service and privacy.

In terms of accommodation it is clean and well-tended, the seedier services are also available but keep a lower profile. There are also always lay-preachers of various faiths and lucky-charm sellers plying their trade here. Prices are average but the quality is good.

The place is owned and run by three brothers; Robert, William and Gunther Fellmoor, who are all ex-adventurers who settled here from the far north of the Land of the Young and all took local

wives. The staff is a mix of well-treated slaves, accommodated below ground, and local folk, none of whom live in.

### **The Royal Inn - iD**

Located at **Inn D** close to the Old Palace this place was once a fine and glamorous hotel. It has dropped somewhat since the move of the Royal Family to the New Palace but it remains a grand building with impressive architecture and generous rooms. It is well kept and provides everything of a good quality, although it is about 50% more expensive than the average. If one is not invited to stay at the New Palace then this Inn is the next best thing.

The main lounge is a quiet, sumptuous affair but there is a more serious drinking hall complete with stage and entertainments of quality on the first level below ground. The stage is very good and the seating can be re-arranged to improvise a theatre, which is done regularly for travelling bands of entertainers, musicians and storytellers of renown. One of the side-bars has become the place to be seen for the artistic members of Karan society and likewise social climbers and good artisans will want to be seen here.

The place is owned by Baron Sir Walter Rift but he lives mainly in his barony, about 15 miles southeast, so the place is managed by his trusty employee Welwin Von Treelter.

Welnin is a capable magic-user from a very old but unsuccessful family. Welnin lives in and is assisted by a staff of senior servants (called Porters, confusingly) and a small army of poorly paid servants kept in house and dependent on their jobs. Staff morale is pretty low but you would never guess that from their appearances or

behaviour, however lots can be found out with a well-placed bribe.

Notable NPCs are the head chef Romey Von Telk (who manages the kitchens but is not a great cook himself), Teresa Jarnillin (house-keeper and a very formidable woman, stick-thin) and John Von Telk, head of front of house and a distant cousin of the chef.

### **The Resting Soldier - iE**

The busiest and richest inn in the city, the Resting Soldier is located at **Inn E** on the map, conveniently close to the busy East Gate and the market square. It has five floors above ground, which are all guest rooms and eating areas, and several below. The first cellar is the beer hall and the lower ones stores and servants quarters. Despite the large number of rooms it is difficult to get a room at festival times. Some of the rooms are of superior quality but even these are well below the Royal.

The prices here are average, as is the quality, but the convenience and sheer volume of traffic keep it in the money. Gambling is very popular here, as are the other entertainments but, due to a curious religious belief of the owner, no bawdy entertainments are permitted. Fights are not uncommon though and the bouncers are the strongest and most numerous in the city.

This is a good place to do business as almost every trader or artisan in the city is known here and many are regulars. Likewise it is popular among all kinds of merchants and travellers and there is always someone looking for a caravan guard for the trip south or east. This inn has the richest mix of races too, catering for all the particular tastes of dwarves, halflings and most elves.

The owner is Vern Binstable, known as 'Big Vern', a very clever and keen man

who used to run an inn in Dunromin before moving 'somewhere quieter'. He married a local girl, Fellerina, and his two brothers-in-law also help out around the place; Gus and Trembat Nikschnaider. The rest of the staff are paid servants, mostly young and living in but with some old hands as supervisors.

### **The Market Tavern Inn - iF**

This riotous hall is always lively and located conveniently for everyone at location **Inn F** on the map. The main drinking area is L-shaped with several alcoves for privacy and a balcony all the way around with more seating upstairs. There are two small stages and acts are regularly running all through the afternoon and evening. All worldly delights are catered for and successful persons know to keep the staff and management sweet to ensure their own security. Regulars of the Bawdy Wench in Dunromin will be unimpressed by the place but it's still a lot of fun.

Almost every kind of distraction or service can be openly accessed here and there is always someone making a spectacle of themselves for some reason or other. Accommodation is plentiful and cheap, catering for volume rather than quality. There are a number of rooms that can be hired by the hour and some others that have more useful furniture and are often hired for longer periods. Food and drink are plentiful and cheap but not of the best quality.

The place is owned by a partnership of Tanner Blacksphear, a retired caravan wrangler and capable fighter-magic-user, and his brother in arms Sam Tarjacket, a fighter-thief of great renown. They are assisted in all duties in running the place by a half-orc

called Slick (sometimes called 'Slick the Orc' but he has no other name) and their head chef Annie Makeflower, a most capable woman. The staff suffer a rapid turnover of low-paid travellers and city youths, although there are some old hands in the place as well.

### **The Cornerhouse - iG**

This is a fairly quiet, simple but good style of establishment is located at **Inn G** on the map. Prices, quality and accommodation are all average but the place bustles along with many distractions and plenty of regulars from above and below ground that keep it interesting. The staff and patron are discreet, the clientele generally pretty civilised. This is the place to come if you want to keep a low profile, like things quiet or just want to be left to yourself with some reasonable security.

There is a main drinking hall with a small stage, other side-rooms and a dining hall. There are rooms of all sizes and of average quality although no common room (to keep the riff-raff out). Unusually, there are side doors to stairs to allow guests to come and go as they please but these are watched, surreptitiously, by staff to keep the place secure.

The owner is Teller Drinkwater, an honest but wily old trader made good, helped by his wife Tracy and their three sons Ham, Tan and Ribold. The cook is Old Jack Brew, a retired dwarven adventurer, and the rest of the staff are a mixture of slaves doing the drudge work and well-paid servants, some of whom live in and some out, but all very professional (several trained as thieves).

## Shops and other Businesses – Random Determination

Every building in Karan will have a function. Exactly what that function is depends entirely on what the DM requires of it so there are no detailed list of every building in the city. This is so as to allow the DM to set their own adventures as they chose around the city. Note that on the map ‘normal’ buildings and ‘high quality’ buildings are marked separately – this is merely to give some idea of where the wealthier people might be found and can be ignored as suits the DM’s purposes. The style is reflected in the types of use of the buildings detailed in the two tables below.

Regardless of how much time the DM spends detailing the city there will always come a time when the player will want to know the function of a property and the DM will not have prepared it. To aid in this situation and perhaps help out with some ideas about detailing the city in more depth, the following tables can be used to quickly provide the necessary detail as required.

Note that functions of buildings do vary from time to time but probably not as frequently in a medieval city as in a modern one. The tables are split into three, depending on the nature of the locale being investigated; Normal City Building, High Quality City Building or Cave. All the types of buildings are explained after the tables.

**Table 1 – Normal Buildings**

ROLL %	PURPOSE
01-12	Accommodation – Private dwelling
13-25	Accommodation – Rented apartments or rooms

26-32	Shop - food
33-40	Shop – manufactured goods
41-50	Manufacturing – Food
51-55	Manufacturing – Metalwork
56-57	Manufacturing – pottery or glass
58-68	Manufacturing – wood
68-69	Manufacturing - stone
70-78	Manufacturing - cloth
79-85	Food – eatery, take-away and/or bar
86-88	Professional
89-90	Currently unoccupied
91-95	Multiple use property – roll twice re-rolling results above 90
96-00	Multiple use property – roll three times re-rolling results above 90



**Table 2 – High Quality Buildings**

<b>ROLL %</b>	<b>PURPOSE</b>
01-30	Accommodation – Private dwelling
31-50	Accommodation – Rented apartments or rooms
51-52	Shop – manufactured goods
53-55	Manufacturing – Metalwork (jewellery)
56-57	Manufacturing – cloth (quality garments, furs, silk, etc.)
58-75	Professional
76	Currently unoccupied
77-95	Multiple use property – roll twice, re-rolling results above 76
96-00	Multiple use property – roll three times, re-rolling results above 76

**Table 3 – Caves**

<b>ROLL %</b>	<b>PURPOSE</b>
01-25	Accommodation – Private dwelling
26-30	Accommodation – Rented apartments or rooms
31-40	Shop – manufactured goods
41-45	Manufacturing – Metalwork
46-50	Manufacturing – pottery or glass
51-54	Manufacturing – stone
55-60	Manufacturing – cloth (specifically leather tanning)
61-65	Food – eatery, take-away or bar
66	Professional
67-79	Currently unoccupied

80-95	Multiple use property – roll twice, re-rolling results above 79
96-00	Multiple use property – roll three times, re-rolling results above 79

### **Explanations of table information:**

**Accommodation** – this indicates the property (or part of a property) is merely a living space for people, either that they own and live in themselves while working elsewhere, or that they rent. The landlord may live in the same building, locally or further away. It is unlikely that a rented building will have more than one function but very likely they will have more than one tenant, usually one tenant or family to a floor.

Roll 1d20 to see how many people live in that building, roll a 1d6 to determine how many groups/families this comprises of. Dependent on the situation there may be larger, whole families to a room or a small family having several rooms. The nature of the accommodation will depend on the DM's inclination at the time but also on the nature of neighbouring properties – rich people who own whole houses will not want to live next door to overcrowded tenements.

The difference in attitude of the inhabitant will vary as to whether they are the owner or a tenant, owners tending to be more possessive about their property and more determined and prepared to defend it.

**Eateries, Take-aways and bars** – The location is some kind of seller of food or other fuel for the body. You can imagine what you like here – a pie shop pedalling curious delights to passers-by or a restaurant heaving with simple fayre for the busy city-dweller; a quiet

drinking hole without accommodation (i.e. not an inn) or a mixture of some or all of the above.

Eating out tends to be split around two sorts of customer – the worker seeking something to eat during the day, either in their lunchtime or as a parcel of food to take with them and eat on the job. Or an evening repast as a diversion or entertainment, or to save the customer the bother of cooking something themselves. The latter offers the most scope but the location will be key here – general eateries will be common near markets and concentrations of working people (Guarde, the Old Palace and the various squares) but less likely in crowded back-streets.

**Shop** – A purpose-built place of business wherein people might obtain various goods manufactured on the premises or elsewhere. **Food** shops will tend to have a speciality; meat means butchers, and there might be several kinds of butcher (bovine, equine, poultry, etc.) or a general store – note that a food shop differs from an eatery in that the food is purely supplied, not cooked or served with any indication that it will be consumed immediately, although it could be. Meat sellers might slaughter on the premises or elsewhere. Fish, Fruit and vegetable vendors will be near the gates for fresh supplies. Cake-makers and bakers are likely to be manufacturing on the premises or part of a chain of businesses across the city serviced by a central manufacturing location. Likewise biscuit makers, pastry-shops and all the others varieties of food are available.

Note that it is unlikely a shop will specialise too much and rather diversify to get as big a footfall over their property as possible, for instance a wine shop might double as a bar and

may offer complimentary products. Or a butcher may also offer eggs and milk.

A shop selling **manufactured goods** will usually specialise in a specific area of goods, linked with a manufacturer of one sort or another, or possibly selling goods from several manufacturers, local or remote. The manufactured goods could be of any material or a combination of materials, such as hardware stores, clothiers, haberdashers and so on.

**Manufacturer** – depending on the nature of the manufacturing taking place you need to consider the location of the property. Some manufacturing will need access to large storage areas, running water or ventilation. Manufacturers might be quite happy to deal directly with individuals walking in off the street or they might already have a shop or other business partners through which they distribute their wares.

Remember that Karanites set a lot of value by the skills of their craftsmen and less so on the skills of their salesmen. As a result a manufacturer is more likely to honour an established relationship through a distribution partner than switch to a new customer, regardless of profit. **Food** manufacturers will include the wide variety of bakers, everything from pies to cakes, including bread in vast amounts. Lots of different food manufacturers exist, producing on different scales to supply their own shop, shops or distribution partners across the city. **Metalwork** manufacturers includes everything from blacksmiths to jewellers. Good craftsmen will not necessarily specialise too finely, so armour makers might be able to supply plate and chain, weapon smiths might try their hand at tools and agricultural devices. Jewellers and locksmiths are a good

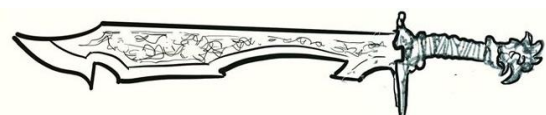


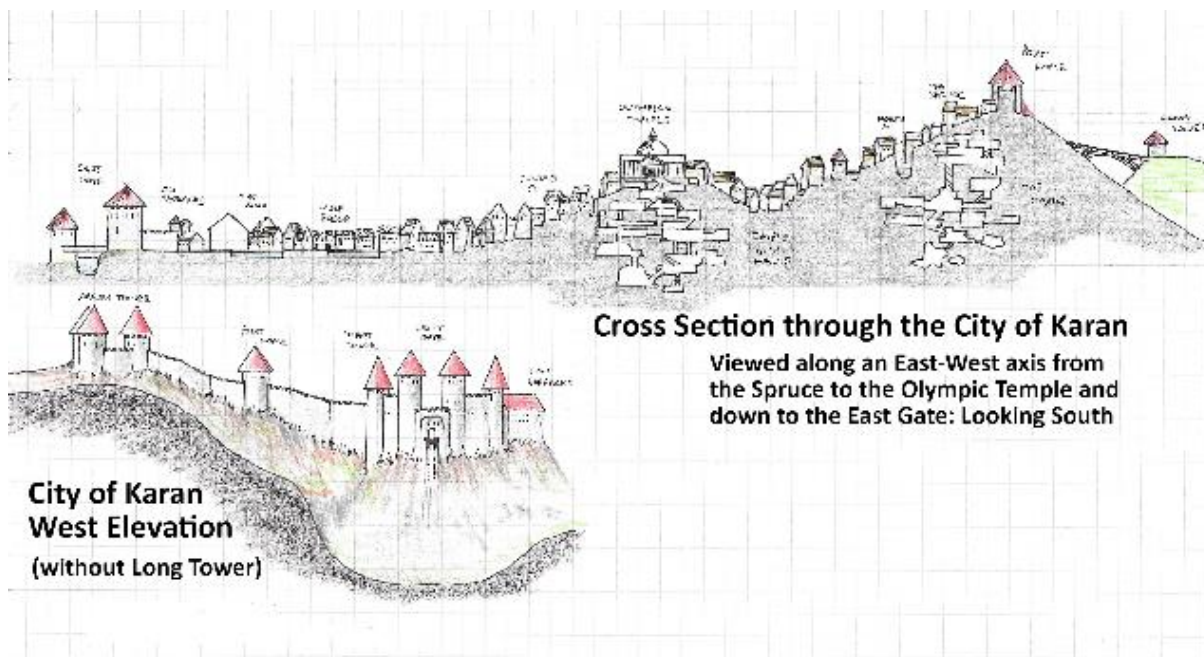
match although some specialists might pride themselves on working to the highest standard in a very specific market. In such cases they may have established partnerships with associated trades to produce a finished article; e.g. while there are some fletchers, various smiths might produce arrowheads and point you at their mate down the road for the shafts and someone else for the flights. This may or may not suit the party's requirements so it pays to shop around. **Pottery and Glass** are lumped together purely because their populations are limited, not because their processes complement each other. Potters will mass produce stuff for general consumption whereas glass-makers will probably specialise in blown or plate glass. Many glass-workers will be gnomes and the best glassware is imported from Constantan, the gnome capital. **Wood** workers will almost certainly have a specialisation based on the scale of the product they produce. Carpenters might make boats, carts or furniture, while joiners will work with builders. Any might also offer carving services but there will also be specialist wood-carvers. A good woodworker will be able to turn their hand to anything but most will be limited by the tools they have available, which in turn will depend on how wealthy they are or what work they prefer. **Stone** manufacturing encompasses stone masons carving fine work for buildings and tombs to builders merchants offering materials for building or extending, including the excellent local slate. Also included here are miners and others skilled in 'manufacturing' underground constructions. **Cloth** manufacturing is also a very broad church, varying from wool spinning to cotton to working the raw materials into finished garments of whatever nature. A cloth manufacturer might be

a cotton weaver or a maker of fine silk garments (due to the climate silk cannot be made in Karan but can be imported and worked here), a cloth worker might be making ladies' corsetry, leather armour or bed linen. They are all required and most exist in the city or in the villages around and about.

**Professional** – This includes sages, scribes, lawyers, architects and so on. Since there is a system of taxation there is a trade in accountancy, there is a Scribes Guild and members manage the availability of printed material very carefully. There are other trades as well, such as Caravan Wranglers, who lease caravans and manage the staff on them, guides and teachers, each with their own specialism they think they can sell to other people. The service industry in Karan is just as big as Dunromin but probably less highly thought of in the main (although just as expensive).

**Currently Unoccupied** - this category covers a number of possibilities. The owners might simply be away, a merchant travelling to buy more wares for instance, or the property might be unoccupied due to debt, death or simply a desire to move. While the main occupier might not be present a spouse and/or servants might have been left to look after it, or a neighbour might be keeping an eye on it. The property might be abandoned or up for sale. It might be boarded up and forgotten or guarded by some zealous businessman awaiting inspiration or permission for a new venture. In truth very few properties in Karan will remain unoccupied for long and street-level properties are much sought after. Of course, some might be haunted...





## THE GAMES MASTER'S SECTION

The following section is intended purely for the Games Master. It includes information that is either not readily available to a normal player character having grown up in Dunromin or having had a chat with a local, or is of a nature that it would spoil the enjoyment of game play were the players to know it beforehand. As such, it is assumed that any honest player would stop reading now...

### A Games Master's Introduction to Karan

Karan can be used in any way that suits your campaign. It is a fully-resourced city in which the characters can get training and supplies for wider adventures out into the wilderness to the west, so they could use it as a kind of dormitory or hotel. Alternatively, while in the city the DM might seek to invite the players into city-based adventures of a small scale or perhaps involving one or more of the significant

NPCs detailed later. Or the DM might seek to embroil the party in a wider, more complex plot spanning the whole country, involving barons, princes, kings, dark creatures from the deep Darkworld and even the mysterious Rakuli; the Great Old Ones of legend. Karan is reasonably stand-alone as well and can just as easily be incorporated into an existing campaign world.

There is little to add to the player's introduction as regards the make-up and history of the city for the DM. In the main the city is a lot less sophisticated than Dunromin, despite its reputation. The structure of the place, both physically and socially, is a lot more straight-forward with a lot less hidden machinations of secretive groups behind the scenes. That is not to say it is completely without intrigue but the character of the locals and the more enthusiastic law-enforcement bodies, at least at street level, is more personable than political.

The society of the city is a lot more simplistic than Dunromin as well, its people are workmanlike and lacking in sophistication, they are characterised by an often frustrating level of

pedantry and a respect of bureaucracy. They all have a great regard for their personal reputations as skilled and professional people, regardless of their occupation. Skill begets respect and any perception that one's skills are waning or that one is not as good as one suggests is a terrible slight. All workers will down-play their own skill out of modesty but will always be respectful of others, unless they have reason not to be. Any slights given are repaid and old issues are seldom left alone, sleeping dogs are certainly not left to lie, especially when a drink or three are involved.

Assuming the thorny issue of religion, reputation and skill can be avoided then the Karanites can be a lot of fun. They are simple folk when it comes to entertaining themselves, their humour primarily slapstick and bawdy, even racist. Wit and Intelligence is often treated with suspicion, the intellect of serious craftsmen often being down-played so as not to appear too proud of themselves.



**Religion** is more important in Karan than in Dunromin and the First Apostle is more of a safety valve here than anywhere. Which temple you belong to will affect your whole social life and certain religions will be treated less generously than would be the case in Dunromin. This cold fact is not really appreciated by the Karanites themselves who see their character as

more liberal and less materialistic than the Dunromin money-men. Other religions are tolerated but there is a distance between them in terms of mutual respect which doesn't occur in Dunromin. Needless to say Dunromin people tend to see Karanites as humourless yokels and religious dullards, while the Karanites will think anyone from Dunromin is likely to be a soulless, money-grabbing swindler.

This means that the temple the characters follow will be more significant here than it might be in Dunromin. Party members following different pantheons might find themselves drawn to different sides in civil strife, their temples might treat them unfairly while they continue to associate with one another and so on.

The piety of the characters will be more significant and the GM may choose to include additional duties, sacrifices and rules to make their lives more complicated and frustrating (i.e. fun for the GM).

The Life Travellers are an interesting proposition in this regard. While it might appear that the player can almost write their own script with whatever deity they select, the GM can complicate and confuse the player with extra, unusual beliefs and practices. If you're vegan then you can't wear leather armour, pescetarians may find it very difficult to find food in a dungeon. Maybe certain materials can't be used, or every life taken, no matter what species, must be blessed with a special solemn poem. There's endless fun to be had. Plus well-known followers of the Old Gods will be treated with open scorn and contempt by most, if not all, figures of authority, and even ordinary people in the street.

The 'Old Gods' by the way are the variety of spirits, deities, immortals and cults represented in the Hall of the

Life Travellers and should not be confused with the bewildering deities supposedly held sacred by the Great Old Ones (the Rakuli).

The character of **the Caves** beneath the city is the most interesting part of the place from an adventuring perspective. The upper levels of these should be seen merely as covered-over streets, but warmer and damper. The deeper they go the less pleasant they are to live in but still some way short of the slums of Victorian Manchester, for instance.

At the bottom are the most unpleasant industries, mining and tanning, with all other walks of life arranged in between in enclaves of crafts and religions. Locals will know the upper levels as well as they know the streets, the poorer the person, the more familiar they will be with the lower levels but the Guarde make sure there is no such thing as a 'no-go' area.

**The Guarde** are active, enthusiastic police and have considerable diplomatic and combat expertise. While they will need all their Fighter weapon proficiencies for their standard-issue weapons at first level, anyone of third level or over will be specialised in something. The level of a Guarde will depend on their experience, which will determine what regiment they are in. So wall-walkers are generally first level, while in all the other regiments any individual will be level 1d6, with the level 5 and 6 being either veteran old-hands not clever enough to get promoted, or corporals or sergeants. Normal street patrols during daylight will be two Guardesmen, one level 1d3, the other level 1d4+1. Four-man patrols at night and in times of civil unrest will be three Guardesmen of level 1d6 and a corporal of level 1d4+2 or a sergeant of level 1d3+3. Captains are dealt with

individually later but will be of greater than 5<sup>th</sup> level and more often in the double figures. There are many spell-casters in the troops as well, with one in ten Guarde being a fighter-magic-user or fighter-cleric (remember that humans can Multi-Class in this campaign setting). In such cases their levels will be the same for both classes and spells revised will be appropriate to the situation.

Most Guarde are humans but other races may be encountered, usually dwarves, half-orcs or half-elves. There are no gnomes or halflings in the Guarde. There is a specifically elven regiment so a patrol will be either elven (only in the NW quarter of the city), human or mixed human and dwarf (usually only in the caves) or other race. Magical weapons and armour, either from parallel adventuring careers or as family heir-looms are not unknown among all ranks of Guarde. This should all make the Guarde a dangerous enemy and encourage the players to behave themselves, probably...

### **The Merchants' Guild**

In the absence of a Thieves' Guild the Merchants' Guild is the closest thing to organised crime that exists in Karan. It is run by three loathsome individuals who lust for power and profit above all else. Tyr Randal, Bob 'Widebelly' Thellin and Willem Greatblows together form the board of the Guild and ensure their stipend is a cut of everything they can get their hands on. This means that their suppliers and customers will benefit in any legal matters put up to the Guild for judgement.

Businesses and individuals that are not members of the appropriate guild, all linked with this guild, are

constantly pressured by every legal and illegal encumbrance the trio and their lackeys can come up with.

Of course this will have very little effect on the party directly, unless they want to start a business. But this may be the opportunity for frustrating their ideals of a calm rest time between adventures. They might find prices changing, different traders refusing to deal with them for unclear reasons. Or maybe some NPC merchants want the party to find the bandits that are raiding their caravans, only to find the bandits are being tipped off by the Merchants' Guild Masters.

### **The Thieves' and Assassin's Guilds**

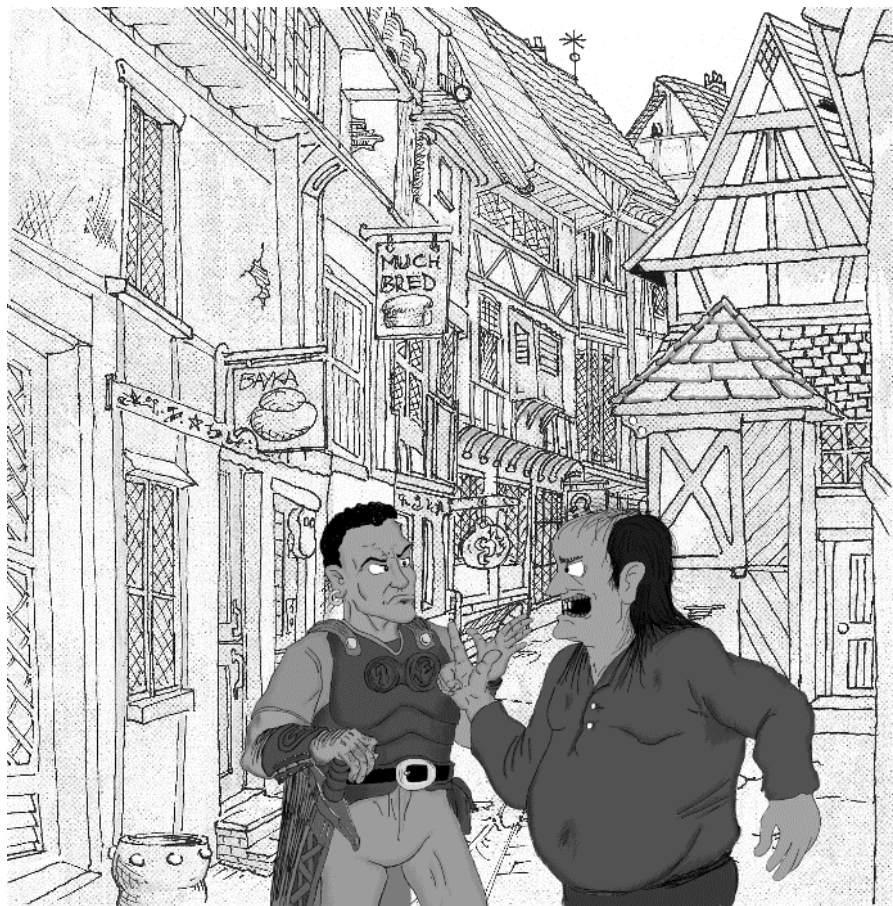
Compared to Dunromin, the Thieves' Guild of Karan is a nebulous and half-formed concept. Indeed, there really isn't one. There are groups of individuals that have the skills of pure thieves, or multi-classed thieves, who perform various nefarious activities as one-offs or as an ongoing business, but there is no single, large organisation you could point to and say 'that's a thieves' guild'. There are thieves, active and retired, there are street gangs and there are thugs for hire. You are as likely, really, to get your pocket picked or your horse stolen here as in any large town or even Dunromin, but there

is, as yet, no larger conspiracy resembling organised crime.

There are some important NPCs, none-the-less whom the player characters might become aware of, but none of them would be any use to a player character thief seeking training except in very unusual circumstances. PC thieves will have to seek for training in Dunromin or, if it's just statistic training, join the fighters' guild (see the **Players' Guide to Dunromin** for more information on improving statistics through training – this is an optional rule).

Nor does Karan have its own Assassin's Guild but rather has four groups of assassins independent of and oblivious of each other, mostly run by Sadre Dumont for the Dunromin Assassin's Guild.

There follows a list of the nefarious NPCs the party are most likely to meet in Karan:



- Sam Tarjacket is the joint owner of the Market Tavern, the roughest inn in the city, and has a small band of streetwise acquaintances he utilises for information and targeting wealthy patrons of other inns.
- Quick Jack Spire is a character to be found most days around the inns and business places of the city selling information about anything and everything. He is like a young Fagin and runs about twenty young humans as several street gangs gathering rumours and picking pockets. He is deceptively capable and has contacts in the Western Old Thieves' Guild of Dunromin.
- Emily Thellin is known to be a half-elven adventurer, very capable with a short bow, who hunts orcs and goblins in the Borderlands. She is also a very capable burglar with a taste for jewellery and magic items she then sells through a proxy in the Dunromin Guild of Magic or even less public channels.
- Ted 'Crusher' Bates is a fighter-thief and capable bare-knuckle boxer. He runs a few muggers around the low city and the caves. Not a big operator but a clumsy party might fall foul of him.
- Sadre Dumont runs a locksmith and chart-maker on the side of Temple Hill and is also the head of the branch of the Dunromin assassin's guild that operates in Karan. This means he is the 'point man' for three teams of assassins; the Moonies, the Widowmakers and the Shadows. Sadre, despite his occupation, is of royal blood (his mother was the bastard prodigy

of a previous prince and was well looked after by him) and still has close contacts in the royal family. He runs his three teams in the city mainly supplying information rather than killing lots of people – more details in the **Games Master's Guide to Dunromin**. The Dunromin branch of the Guild might use Karan professionals for a job in Dunromin and vice-versa, to keep the connection between target and operative as remote as possible.

The link-man in Dunromin for this is Tim Barane, a Dunromin Guardesman and organiser of the Royal Messenger service. Note that the 'Nightingales', the fourth group of assassins, are a group of 5 half-orcs who work for Slick at the Market Tavern. Sam Tarjacket doesn't know Slick is an assassin nor that his 'crew' of bouncers are likewise employed in this way (they are not all assassins).

- Slick the Orc is an assassin working directly for Tim Barane of Dunromin. He runs a gang of multi-skilled half-orcs called the Nightingales separately from Sadre Dumont. Sadre doesn't know what Slick is (although he may suspect something) but Slick is very much aware of who and what Sadre is. Slick also has links with some humanoid groups far out in the Borderlands and Wild Lands which even Tim Barane is unaware of. Slick is a Fighter-Assassin and his 'Lads' are all either Fighter-Assassins or Fighter-Thieves. Slick is a ruthless and very capable individual, as are his lads.





## Monsters in Karan

Karan is a civilised city. It is considerably more civilised than Dunromin in many respects and humanoids and troll-kin would certainly *not* be tolerated on the streets of Karan. That is not to say there are no 'monsters' living in Karan at all:

- There are a number of generally benevolent or neutral woodland beings passing through the Spruce, the Black Magic Guild and the Life Travellers' Hall most of the time.
- Bookas and similar might be found in any attic.
- The graveyard is occasionally haunted by spirit-type undead (Spectres, Wraiths and such) but the staff of the Temple of Death *usually* deal with these...
- Otyughs, slimes, oozes and such might rise from the various slime-pools along the course of the river, particularly the filth at the bottom of the exit waterfall from the city or the sump in the weir just upstream of this.
- The Caves are regularly infested with Faeries, slimes and suchlike.
- While the walls are protected, various flying monsters might

try and pluck away a Guard on the wall or some other exposed citizen. It is unlikely intelligent flying creatures like dragons would attack the city when there are so many sheep on the surrounding hillsides.

- There is always the danger of one of the mines breaking through to the Darkworld and unleashing untold legions of horrors, perhaps even the rise of the Rakuli.

## Plot Ideas and NPC Groups for Karan-based City Adventures

Practically any city-based adventure hook could be adapted to fit into Karan, just try putting 'City Adventure Hooks' or 'Urban Adventure Ideas' into the search engine of your choice. What we have here are some ideas specific to the city of Karan and the Land of the Young as a whole. Of course your plan may be to simply use the city as a base in which case the Borderlands and the Wild Lands to the west of the city can contain practically anything your heart desires...

- Digging the dirt on the Merchants' Guild - The party could be hired by someone with a bone to pick or might be crossed themselves.
- Investigating an assassination - the trail might lead all the way back to Dunromin and then back to Karan again.
- Denizen hunt - one of these mining beasts would be worth a fortune to the miners here.
- The Oracle arrives - Rodolph Baritz and his strange prescient skill could turn up in Karan fleeing the wrath of the King. Why he comes to be here and what chaos he might create while here can only be guessed.

The Oracle is described in more detail in the **Games Master's Guide to Dunromin**.

- In the Summer the baronies around Karan and the meadows close by are a well-known haunt of Papa Baz and his Carnival. Perhaps someone desires wrong doing to Papa Baz or one of the performers wants to escape. The party could get embroiled in his bizarre shenanigans for any reason... Papa Baz is described in more detail in the **Games Master's Guide to Dunromin**.



As well as these there are some interesting NPCs you might want to bamboozle the party with:

- Rembrandt of Skuttul is a high level magic-user and permanent resident of the Guild of Magic. He is good friends and has adventured often with a cleric called Dudley of the Life Travellers, but that's due to a *Charm* spell Rembrandt put on him. It is reasonably common knowledge that fighters travelling with Rembrandt tend

to die a lot, although this is purely through common adventuring accidents. At least that's what everyone thinks. In truth Rembrandt doesn't like sharing out the treasure too much. Rembrandt started out as a *very* talented and smart street urchin from Dunromin who started his career as a thief with the Poorhouse Thieves' Guild in Dunromin. He managed to get leave to come to Karan and even made a bit of money for the Guild before retraining as a Mage (character with two classes, this was always his intention). Since then he has been cultivating a new persona and attempting to extricate himself from the clutches of his old Guild somehow. Changing his identity would be problematic but he thinks that assassinating certain key individuals within the Guild in Dunromin might achieve this aim as well. To assist him with this he has had made for him some ingenious traps: These are eight-compartment boxes, highly decorated and opened simultaneously with a single key and springs. His intention is to cast eight *Fire Trap* spells on each of these boxes and have them arrive in the possession of his targets. How he might achieve this may involve the party in some way...

- The Widows of Poldark are six ladies who have banded together to form a party hell-bent on hunting down every orc in the world. Poldark was a human mining village in the Horn Mountains above the Burning Woods; a risky environment at the best of times

but the silver vein they were mining was very rich. Four of the 'Widows', Feren, Theresa, Gabriella and Romera, were survivors from the inevitable orc attack and were intended for slavery deep in the Darkworld. They were rescued by Garibaldi when he was low level and unknown and the five have been close friends ever since. Garibaldi brought them back to Dunromin where they took up their various training, funded by their friend as a loan. Two of the ladies lost husbands in the orc raid, all of them lost their entire families and they thirst for vengeance. They were joined in their activities by two astonishing strong women from the Barony of Grande Nez, Gizella and Fontain. During the War of the Ring the Barony of Grande Nez was sacked and the two women's families were slain while they were away training in Dunromin. They have a similar distaste for humanoids as the other Widows. The women are fiercely independent, savvy and capable but that's not to say they are anti-social. Due to their unusual nature and success in adventuring they are well known and respected in Karan, they even have several suitors although they appear to be less interested in getting married than hunting orcs. When not adventuring they spend their time at their comfortable house in Karan or visiting Baron Garibaldi and his Heroes down in the Barony of Garibaldi. If hunting humanoids the players might find themselves in competition with the Widows for the loot, or if the party get themselves into

a fix then the Widows might rescue them, or vice-versa.

- Slick the Orc (who is actually a half-orc) is an agent for a creature called Balthazar who lurks with his court and army on the northern side of the Wild Lands. Balthazar is a conqueror and has set his sights on the Land of the Young as his next big prize. However, having seen the failure of Kzenzakai in the War of the Ring Balthazar is playing a waiting game and seeding his agents into the fabric of the Realm, ready for the invasion... *[Balthazar will be the subject of another publication in the future]*.
- Jazzhound's Wanderers are a group of male and female clerics from the World Travellers Temple who travel about the city and surrounding countryside ministering to the faithful. They come across as a bunch of old loonies and mystics, which they are, but they also have unusual powers, gifts and callings. All are touched in some way by The Jazz of the Jazzhound. The Jazzhound is the common name of an ancient deity of magic and the night, closely associated with the moon and currently in a bit of a conflict with Hecate of the Olympian Temple. The Wanderers' powers may be the gift of foresight, shape-shifting capabilities or other mysterious powers of unusual forms.



## Key NPC Personalities and Functionaries

The following is a list of all the named NPCs in this book along with a little bit of extra information about them as befits the DM, as well as some others you might want to use. This information can be ignored or embroidered as befits your campaign. Levels given are generalised into

high/medium/low, so as to be tailored to the strength of your party. So Medium Level means roughly the same level as the party. Low level means not really a threat to the party (level 1-3 probably) and high level means that they are considerably higher than the party and therefore a potential threat. Where no level is given this means they are 'Peasant' class or 0-level fighters.

Alun Dethelt	Third Guildmaster of the fighters' guild and a fighter of considerable renown, high level fighter and infatuated with Olandy Crystal. Although a friend, she is married and his attentions are becoming less and less appreciated. Olandy's husband, Farnir, is unlikely to challenge Alun as the fighter would annihilate him.
Annie Makeflower	Chef at the Market Tavern Inn
Araf Arraffensen	Guildmaster of Guild of Magic only a medium level MU but a high level thief. Charismatic and friendly, he likes to know what all the members are up to but manages to do this in a fairly unobtrusive and friendly way. High Charisma.
Baron Sir Walter Rift	Owner of the Royal Inn, rarely in town. His barony is more than 10 miles away.
Betsy Dunwater	Wife of Innkeeper of the Dead Man Walking
Bob Scrote	Quartermaster for the Guard, an old one-legged soldier of medium ability with an encyclopaedic knowledge of the Guard's stock, requirements and suppliers. He regularly regales the older members of the Guard with tales he has picked up over the years. A vast knowledge of Guard activities for scores of years.
Bob 'Widebelly' Thellin	Treasurer of the Merchants' Guild. A friendly and portly man who regularly makes fun of his own corpulent frame. He is a native of Dunromin and has built an empire in Karan based on utter ruthlessness and a lot of strong-arm tactics. Not a nice person. Original name is Roberto son of Thellin and the nick-name 'Widebelly' was coined by an old adversary (who choked to death on some chicken bones, apparently).
Brother Blood	Blood Brother of the Babylonian Temple and a high-level Fighter-Cleric. He wears magical plate-mail under his red habit and carries a magical mace. He is thin but handsome with neatly cut black hair.
Brother Purity	Blood Brother of the Babylonian Temple, and talks with an almost impenetrable Scull Crag accent (his native tongue is Frapper, the language of Skull Crag). He is very tall and bald but always smiling in a friendly, open

	manner. Wears no armour but has Bracers of Defence and uses daggers in combat – a high-level cleric-magic-user-thief.
Brother Trust	Blood Brother of the Babylonian Temple. Thick-set and wearing chain beneath his habit, carries a mace and is a smiling, friendly and personable. He never forgets a face and is always ready for a chat with anyone human. Is politely rude (very rude) to anyone else. Very high level cleric.
Catarina Folserrinin	Priestess of Aphrodite, Olympian Temple. High level and rarely bothered with city affairs. Her main interest is in the myths and legends of the Borderlands where she adventures a lot. A useful source of information and very shrewd.
Dantold Speers	Priest of Hecate, Olympian Temple, medium level and brother of Hera. Hecate as a cult is on the up thanks to the success of Baron Garibaldi but Dantold is not a fan of Garibaldi and somehow resents the new status he has as a result of his rival's success. Think Professor Snape.
Dudley the Life Traveller	A local boy who has done well adventuring (mid-level cleric) with his friend Rembrandt of Skuttul. When in town he is mainly to be found in the Life Travellers' Hall or at his parents' house. He is a simple soul who seems to be the last person to ever want to go adventuring. But no matter what his mother says Rembrandt always seems to persuade him to come on another hair-brained scheme. Dudley has been killed and <i>Raised</i> at least once.
Elthlevin Duruninivar	City Architect. A human and senior member of the Guild of Scribes. Very skilled, happily married with three children, all grown up.
Emily Thellin	Half-elf thief of medium to high level - burglar and archer but more generally known as a very successful adventurer. A local girl done well. She is very passionate about her independence but also a little loopy. She has been a member of several adventuring parties but never stayed long.
Eric Bloodaxe	High Priest Norse Temple and a follower of Odin. Very high level but old. Wise and shrewd and an excellent judge of character. He does not tolerate less than the best from anyone and is not shy to voice his opinions. About anything.
Falk the White	High Priest of Death. High level. A very softly spoken and personable man, very friendly and sympathetic despite his grim appearance in his funereal finery.
Farnir Crystal	Carpenter and husband to Olandy, one of the Ladies of the Spruce
Fellerina Binstable	Wife of Innkeeper of the Resting Soldier Inn

Feren of Poldark	Mid-level Fighter-Magic-user and one of the Widows of Poldark, in fact generally regarded as their leader.
Fontain of Grande Nez	Mid-level Fighter-Magic-user-Cleric (Olympian) and one of the Widows of Poldark. She has the build of a powerful athlete and a delightful beauty.
Frederock Falstaff	Law Master based in the Old Palace. A very intelligent and slightly pompous man but very knowledgeable and loyal to the prince. As well as the law he keeps a very close eye on the social and political activities in and around the city. Often seems like an old soak but he isn't.
Gabriella of Poldark	Mid-level Fighter-Magic-User-Thief and one of the Widows of Poldark. She fights with two daggers.
Gizella of Grande Nez	A very strong lady and a mid-level Fighter-Magic-user-Thief and one of the Widows of Poldark. She fights with two short swords.
Gulf Dolphin	Fourth Guildmaster of the fighters' guild. A well respected and skilful Ranger (medium level). An excellent guide for the Borderlands and near Wild Lands but very expensive. May be paid to draw maps for you, which will be pretty good. He also supplies maps to Sadre Dumont.
Gull the Ancient	High Priest of the Karan Old Gods, a seemingly mad old man who spouts ancient sayings and gibberish most of the time. He is permanently affected with a <i>True Seeing</i> spell which has driven him slightly mad as he struggles to keep quiet about what he perceives about the people he meets. The main affairs of the temple are handled by his extended family but there are so many of them the temple struggles to stay in business. As a result some of the children are very money oriented.
Gunther Fellmoor	Joint Innkeeper of the Holy See Inn. One of three brothers and an accomplished fighter (medium level). Being the eldest brother he tends to be the spokesman but would do nothing without his brothers.
Gus Nikschnaider	Brother-in-law to Innkeeper of the Resting Soldier Inn
Ham Brighteye	Son off Innkeeper of the Cornerhouse, medium level fighter
Harold Dunwater	Innkeeper of the Dead Man Walking. A simple soul who runs the inn reasonably well but would be completely lost without his doting wife, who is the real brains. Has lots of friends and family in the area and is quite happy to talk about pretty much anything, endlessly.
Hera Speers	Priestess of Zeus, Olympian Temple, brother of Dantold and much more able than her brother although they remain close. She is high level and unmarried but has had a number of very powerful lovers and has a lot of influence. She has been pregnant on several occasions but has yet to bear a live baby; this is a source of great regret for her as she loves children.



Jane of Munstervelt	Lady of the Spruce, druidess and witch of high level. Munstervelt is a village in the mountains and Jane is everything a witch should be – think Granny Weatherwax.
John Von Telk	Porter at the Royal Inn - front of house. A very camp but snooty individual.
Letherin Glittarr	Bard in Norse Temple, mid-level and a store of a vast array of poetry and lore about the sagas of the Norse gods and heroes. He spends a lot of time travelling the civilised lands between here and the coast as well as acting as the main liaison between this temple and the other Norse temples around the country and Dunromin. Very well informed but very circumspect in sharing that knowledge.
Matthew Bedlow	Royal Steward and the man responsible for running the New Palace. He is a close friend of the Prince and was the Prince's whipping boy when they were younger. Matthew knows everyone who is anyone and is very efficient at his job.
Molly Blackiron	Owner of the Gate Inn but old and senile so the place is run by her daughters and son, Shelly, Sally and Seth. Her husband was in the Guard and was lost on patrol fighting undead. It is possible he is still out there somewhere as a half-strength Spectre or similar.
Nebarius Cringhe	Chief Law Master to the Prince. An ancient and grumpy old man whose wife died some years ago and he now very rarely leaves the Old Palace. Anyone wanting to do business with the Prince or any of the Royal Family will have to deal with Nebarius at some point. He is not a hasty man and has a deep concern for the lineage and reputation of the realm. Despite his feeble appearance he has many contacts about the city, including some rather nefarious ones. He is also a close friend of Jason Carudes, Guildmaster of the Western Old Thieves' Guild of Dunromin. He has apprenticed Paul Smith to replace himself as he has no others that he sees as worthy. Despite appearances he has a low opinion of Frederock Falstaff.
Olandy Crystal	Lady of the Spruce, druidess and witch, mid-level. She is a young and vivacious lady with a large number of friends and suitors, despite being married.
Old Jack Brew	Cook at the Cornerhouse Inn, a dwarf.
Paul Smith	Law Master and adviser to the Prince, although new to the job and least influential. He is a very clever local young man but with high morals as well. His parents were members of the Olympian Temple but were killed many years ago. He has been brought up by Tellera Nistropolis, High Priestess of Athena. He did have an ambition to be a paladin of Athena but didn't qualify. He has trained as a fighter and a cleric but was persuaded

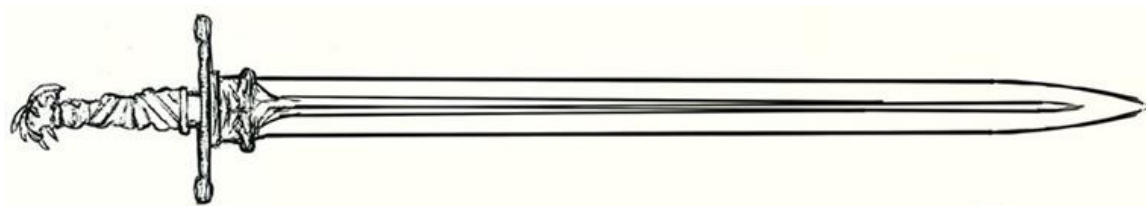
	to change careers after achieving only first level in each. He is closely involved with the Olympian Temple but his patron is Nebarius Cringhe who saw some potential in the lad.
Percindra Ollenby	Lady of the Spruce, druidess and witch although you wouldn't know it to look at her. She is a portly lady fond of the finer things in life and woodland animals. She also is a passionate supporter of orphans and foundlings taking a very close interest in their welfare, and generally the welfare of children throughout the city. Mid-level.
Percival Samson	Master of the City Records and an avid bibliophile with his own library of books, mainly fiction. Has also written down hundreds of stories he has heard at various inns about the city. Happily married.
Prince Garan of Karan	Prince of the City, Lord of the Land of the Young and uncle to the King. Garan is a middle-aged man and high-level Cavalier with a lot of adventuring experience. A noble old warrior whose exploits are legendary throughout the world (or at least the bits that matter). He married the only daughter of the last Lord of Karan and inherited the title that way, thus uniting the two cities and the land once more under the banner of the Lufthearts. He is currently training his great-nephew Prince Morev (Edmund), heir to the Crown of Dunromin. He has two sons and two daughters. He is assisted in running the city by his Law Masters but has more recently become reclusive and morbid after the death of his wife from natural causes about two years ago. He is a high-level Knight and third son of the previous king. His eldest brother, also called Morev, was killed during the Paladin Wars many years ago. Garan was in the wars too but in a separate campaign to his brother. Morev's body was never recovered.
Quick Jack Spire	Thief - runs street gangs, mid-level. A bit of a Fagin, old gentleman of the street kind of person but ruthless and friendless. He knows a lot about what goes on in the city and has his boys and girls listening for news everywhere they go.
Rembrandt of Skuttul	A high level mage and resident of the Guild of Magic. His tale is long and complicated involving a large number of deaths amongst his fellow party members. He was originally a street-runner and thief in Dunromin, in the Poorhouse Thieves' Guild but managed to get adventuring based out of Karan. Once established he re-trained as a Mage and made even more rapid progress. Quite what his plans are for the future are unknown but he is still a young-ish man. His only friend is Dudley the Life Traveller, a Cleric of some reputation who has actually been <i>Charmed</i> by Rembrandt for many years to keep adventuring with him (and healing him).

Robert Fellmoor	Joint Innkeeper of the Holy See Inn. The middle brother and mid-level fighter. One for the ladies despite being married.
Robold Brighteye	Son of the Innkeeper of the Cornerhouse
Romera of Poldark	Mid-level Fighter-Cleric (Olympian)-Thief and one of the Widows of Poldark. Said to be one of the greatest archers in the city.
Romey Von Telk	Porter at the Royal Inn - head chef
Sadre Dumont	Locksmith and Chart-maker (head of assassins guild, high level Assassin) who has a catalogue of maps of recent expeditions all over the civilised and uncivilised areas of the world, copies available for a price. An enterprising party could sell their old maps to him, but he won't pay a lot for them. Works closely with Gulf Dolphin although the latter is unaware of Sadre's other occupation.
Sally Tallman	Daughter of owner of the Gate Inn who helps her siblings run the place. An excellent cook.
Sam Tarjacket	Innkeeper of the Market Tavern Inn a mid-level Fighter-Thief but is retired and not really interested in adventuring any more. Has a bit of a gambling habit though.
Samual Packer	Keeper of the Royal Parks, a half-elf archer (mid-level ranger) who spends most of his time arranging the Prince's hunts for him. Travels a lot around the local baronies but is of impeccable character.
Seth Blackiron	Son of owner of the Gate Inn and helps run the front of house with his sisters.
Seth Tolweezel	Guildmaster or "Master of Ceremonies", at the Guild of Black Magic. High level mage and accomplished conjurer and sleight of hand artist. A rather annoyingly irreverent man but with lots of friends.
Shelly Higgin	Daughter of the owner of the Gate Inn and helps her siblings run it for their feeble-minded mother.
Sir Bosworth Bosworth	Guarde Captain of the Westgate Wardens. Mid-level fighter but greying early. Blusters a lot but means well.
Sir Brian Tallshadow	Guarde Captain of the Short Striders and a mid-level fighter of immense strength and constitution. He has come up through the ranks with a reputation for doing most of his talking with his fists. This is quite unfair as he is actually very observant and respectful. A fair man but not one to cross.
Sir Fellowes Mounthigh	Guarde Captain of the Royal Horse and a high level knight. Very much of the Lord Flashheart (from the Blackadder TV show) model, a shameless womaniser and glory-seeker. Very brave and very capable.

Sir Frederick Blight	Paladin of Zeus, Olympian Temple, high level. A Deep Elf Hunter of exceptional reputation and a close friend of Sir Tristram of Dunromin. This guy is very dour and grim but has quite a following amongst the young ladies of the court. He's not interested though.
Sir Girt of Karlsbad	Paladin of Odin, Norse Temple mid-level. He is the second son of Baron Karlsbad and is very well connected. He gained his spurs hunting trolls and giants in the Wild Lands. An excellent leader and loyal friend.
Sir Guthry Edmunsonsen	Guarde Captain of the Eastgate Wardens and mid-level Knight. He's old now and not as mobile as he used to be but still runs his men with a rod of iron. A strict but fair man although probably not a natural leader. Married with three sons all in the Guarde; two wall-walkers and a Short-Strider.
Sir Henry Luftheart-Minge	Guarde Captain of the North Watch. He married into royal family when he was young and has produced twelve children, the eldest two of which are now in the Guarde.
Sir Illion Percival	Marshal of the Watch. A Dragonslayer! A high-level and well known knight who has only recently retired from adventuring. He has three respectably sized dragons on his record (a black, a green and a copper) and several smaller ones. He has a deep mistrust of gnomes but won't say why. He is looking to get married and have a son.
Sir Kelmutt Von Hessell	"The Knight of Swords"; chief Guildmaster of the Fighters' Guild. A Fighter by class and very high level. He moved to Karan after serving in the King's bodyguard for a number of years. He is very well connected and married to a cousin of the king. They have three young children. He is also a close friend and comrade of the Prince.
Sir Mart Doomthud	Guarde Captain of the Long striders and a powerful ranger. He is married but without children. He also has some kind of feud with the Prince, they certainly don't like each other, but there are several versions of why. The disagreement is entirely personal and neither man would let it interfere with their professional work.
Sir Nelly Trang	Guarde Captain of the South Watch and the only female Guarde Captain. She is a very high-level fighter of fearsome appearance, frightening reputation and gargantuan appetites – violent, multi-sexual and multi-racial. None of the other captains quite know how to take her but she is a firm favourite of Prince Garan and particularly Prince Morev (Edmund), who is a good friend.
Sir Neville Grint	"Master of the Streets", which means he's the police chief and manages the Short Striders and the general peace keeping duties of the civilian population. This role is primarily administrative but he acts as the 'cover' for any Guarde Captain who is unavailable for duty for whatever

	reason. He is only mid-level but very well connected. He is based in the West Gate with Sir Brian Tallshadow.
Sir Thell Mere	Second Guildmaster of the fighters' guild and a high elf archer (high level fighter). He used to have a reputation as an excellent orc hunter in the Borderlands but hasn't left the city in years now. Married to a young human girl.
Slick the Orc	Works at the Market Tavern Inn (a fighter-assassin of mid-level). There's more information in the section about the assassin's guild. Despite his name he is a half-orc and has quite human features. He comes across as a bit slow and even simple but is a very intelligent young person with limitless ambition. He has contacts with some humanoids tribes and powerful operators out in the Wild Lands but he keeps this secret even from the Assassin's Guild.
Tallin Striker	"Master of Taxes" managing a staff of twenty professional tax collectors, six pairs of travelling tax collectors and eight clerks. Professional, charming and well connected, married with a son and daughter in the Guard.
Tan Brighteye	Son of the Innkeeper of the Cornerhouse
Tanner Blackspear	Innkeeper of the Market Tavern Inn and a mid-level Fighter-Magic-User. He is a retired caravan wrangler and retains a wide variety of contacts among the travelling merchants of the area. He knows a lot of stories about people and may be a useful contact for putting those needing help in touch with the party.
Ted 'Crusher' Bates	A famous Bare knuckle fighter and villain, also a mid-level fighter-thief. See the details under the Thieves' Guilds for more information.
Teller Brighteye	Innkeeper of the Cornerhouse. A wily old goose and mid-level fighter.
Tellera Nistropolis	High Priestess of Athena, Olympian Temple and a steel-spined old battle-axe of a woman. Unforgiving in her attitudes and straight as can be. Her ward is Paul Smith, a son of a dead comrade, whom she has nurtured and is probably the only thing she loves besides justice. He is like a son to her. He is now a Law Master in training and based in the Old Palace.
Teresa Jarnillin	Porter at the Royal Inn - housekeeper and a frightful gossip and petty (low level) thief, despite her posh appearance.
Theresa of Poldark	Mid-level Ranger-Cleric (Olympian) and one of the Widows of Poldark
Tracy Brighteye	Wife of the Innkeeper of the Cornerhouse
Trembat Nikschnaider	Brother-in-law to the Innkeeper of the Resting Soldier Inn

Tyr Randal	Merchants' Guildmaster and as crooked as a snake. He has manipulated his way to the top and has no friends left. This matters not a jot as he has powerful allies and leverage on all of them, many through money-lending which is his main business. Ruthless and selfish. He has some very important hold over Bob 'Widebelly' Thellin but what it is, who can say? Mid-level Diabolist but he keeps this very quiet.
Urth Goldenbow	Guard Captain of the Arrow regiment, a high elf Fighter-Magic-User of high level. Urth is a charismatic leader and major socialite. He hunts with the Prince, plays chess with the Guildmasters, lunches with Barons and frequents the Spruce regularly. He has friends everywhere and keeps everyone happy and working for the throne. He is also a Courtesan.
Vern Binstable	Innkeeper of the Resting Soldier Inn and generally known as 'Big Vern'. He used to run the Wild Boar inn in Dunromin but moved here after meeting his wife, Fellerina, who was a famous singer in Dunromin at the time but a native of Karan. Big Vern is a likable old rogue but probably a lot shallower than he appears to be. Medium level fighter.
Welwin Von Treelter	Manager of the Royal Inn, mid-level magic-user and brusque man of simple character. He is somewhat underwhelmed by his life but is happy enough with the little scraps of joy his occupation occasionally throws him. He did have the makings of a promising Mage but, as he puts it, "I faced my first dragon and discovered I was the most contemptible coward." He's quite an entertaining wit as well although prone to black moods.
Willem Greatblows	"Secretary of Records" for the Merchants' Guild. Willem is a weaselly little man who seems to have come to his high position rather quietly and revels in the power it gives him over other merchants. It is suspected he doctors the official records when it suits him. He is a loathsome individual with very dark tastes. He might be a Diabolist, thief or mage, or he might not be, as suits you.
William Fellmoor	Joint Innkeeper of the Holy See Inn and the youngest of the brothers. A mid-level fighter who hardly ever says a word to anyone, even his wife.





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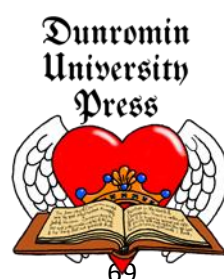
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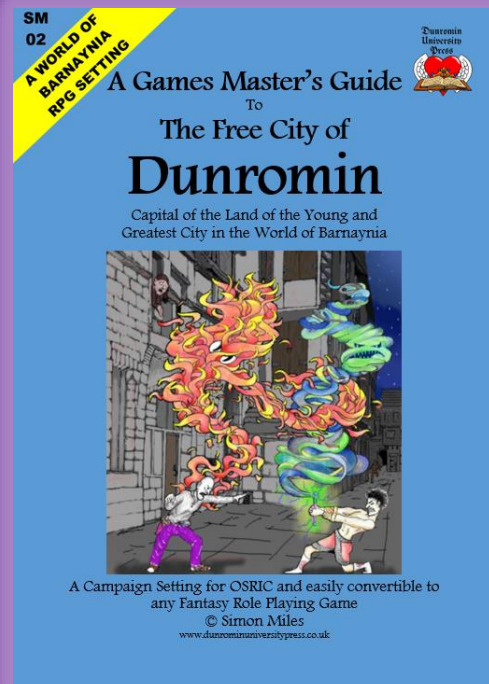
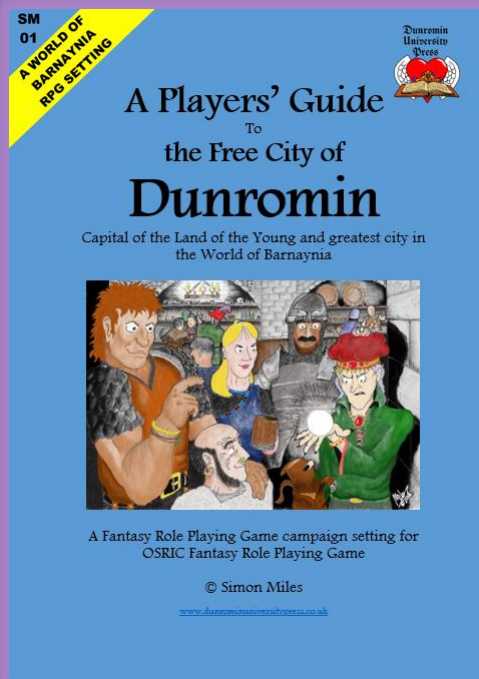
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