

## THE TOWN OF TROBRIDGE

## OVERVIEW

Trobridge is governed by one Eliar D'anrubel, a knight of the Order of Shirewards, and garrisoned by some 75 regular troops, all of whom bear the spanned bridge standard of their holding. As one of the largest settlements in the area, Trobridge is seen as a haven for travellers headed to or from the Free City of Markhaven to the west, and as a centre of commercial activity spawned from the Ferric Hills to the north-east. It also forms the nexus for the scattered villages that surround the area, especially those located on the fringes of the Winding Woods to the north.

## MAP KEY

Key	Building	Type
1	Town Hall	Government
2	Road Gate	Military
3	Inner Watch Gate	Military
4	Barracks	Military
5	Common Square	Government
6	Trobridge	Government
7	Magistrate	Government
8	Treasurer/Changer	Government
9	Licensing Office	Government
10	Officers' Quarters	Military
11	Livery	Government
12	House of Ghon	Inn
13	Common Ostler	Inn
14	Duskflow Overlook	Inn
15	Ironton Caravan Company	Guildhouse
16	Woodsmens' Union	Guildhouse
17	Craftwielders' Tradehall	Guildhouse
18	Agriculturalists' Union	Guildhouse
19	Velvet Hand Guildhouse	Guildhouse
20	The Infinite Temple	Temple
21	Armoursmith	Merchant
22	Weaponsmith	Merchant
23	Metal smith	Merchant
25	Apothecary	Merchant
26	Provisioner	Merchant
27	Tailor	Merchant
28	Glassblower	Merchant
29	Potterer	Merchant
30	Wainwright	Merchant
31	Cooper	Merchant
32	Carpenter	Merchant
33	Trader	Merchant
34	Bowyer	Merchant
35	Jeweller	Merchant
36	Druid Grove	Special
37	Graveyard	Special
38	Loxmaster	Special
39	Templar barracks	Temple
40	School of Terramancy	Special
41	Dock area	Merchant
42	Customs Office	Government
43	Orchards	Government

## AREA DESCRIPTIONS

## 1. TOWN HALL/CENTRAL KEEP

The main keep of Trobridge is both the most formidable feature of the town and its centre of government. Stone walls of 15', with wooden towers as shown rising 25' in the air. Each tower is manned by one guard. Central keep is of thick wooden walls, and houses a central reception chamber on the first floor, with apartments for dignitaries on the upper storey. Flanking towers are manned by two guards each; 50% chance of a working ballista on one of these towers.

The knight Eliar D'anrubel is the ruler of Trobridge and a member of the Order of Shirewards. He shares space with his two lieutenants (Arcon Melprise, sorcerer; and Dannel McClor, man-at-arms castellan of the fortress). The keep itself maintains a standing garrison of some 15 guards, including those who man the towers, above. Guards at the central keep are garrisoned at that location and represent the elite defenders of Trobridge (all are men-at-arms of Average to Veteran status; q.v., Section 9.3.2). The town's Inquisitor (name unknown) also resides here.

The keep also supports a dungeon for hardened or particularly dangerous criminals, a small armoury, and a treasury containing the bulk of Trobridge's wealth. The courtyard is used for official functions, executions, and administrative notices.

## 2. ROAD GATE

These four gates are of stone standing 10' tall; the flanking wooden towers rise 15' from the ground. Each tower is manned by a single guard; a third guard mans the joining wall and gate. A toll for entrance is charged for all; 1sp per head is charged for people and 1cp per mount or beast of burden. A flat 2sp toll is charged for each wagon; 1sp is charged for each cart.

While not flanked by supporting walls or defence structures, each gatehouse commands a wide range of fire, so those attempting to circumvent the towers are automatically challenged and, if obviously seeking to avoid the toll, shot at.

The gate guard issues a pass for those who pay the toll; guards and officials within the town proper may demand to see this pass at any time. Failure to produce the pass are incarcerated; those who repeatedly fail to secure a pass are ejected from the town.

## 3. INNER WATCH GATE

As above, though no toll is charged. However, passes to the inner, administrative section of the town are issued. Guards within this portion of the settlement almost always demand to see passes to the inner section and penalties for failing to secure a pass are more strict than for the road gates at Area #2.

## 4. BARRACKS

This complex houses the guards who defend Trobridge; there is space for 60 guards during normal duty (i.e., 30 on-duty and 30 off-duty); 90 guards during times of war or strife. Any guard regularly stationed here will be of Good to Average quality (q.v., Section 9.3.2).

Guard rotations occur in 10 - 12 hour shifts; duty consists of manning a road gate (Area #2), an inner watch gate (Area #3), the Trobridge (Area #6), the Common Square (Area #5), the docks (Area #41), or the town's streets in general. The entire town guard is captained by one Hron Gronvelon (q.v., Area #10). The stablemaster, Willim, is a font of information, as he is privy to most of the rumours that filter back to the barracks from the guards about town. Thus, he often knows about unusual visitors to Trobridge, current events, and much gossip about citizens or visitors.

## 5. COMMON SQUARE

This broad area serves as the town's central hub and marketplace. In general, this area is used for public announcements, executions, public punishments, festival celebrations, and commerce. As a marketplace, this area resembles a tent city every other day (or, at minimum, three times per week) as vendors of nearly every readily obtainable item hawk their wares. Merchants who set up for market day predominantly consist of local farmers, but can include travelling merchants who sell rare goods, or local itinerant merchants who compete with the residential vendors for common goods (housewares, weapons, armour, gear, provisions, livestock, etc.).

## 6. TROBRIDGE

This broad construction gives the town its name, and it traverses the long Duskflow River at one of its narrowest points. The bridge itself is of stout wooden planks and founded on stone pilings. It is arched significantly to allow most river traffic (its centre rises some 50' above the river's surface). The bridge is also warded by 2-4 guards at any time.

## 7. MAGISTRATE

An important official in Trobridge, Rolan Sarviar is the judge and jury in all major disputes that occur with the town's borders. Disputes are heard every morning from 09:00 to 12:00; in most cases, judgements are proclaimed from the Common Square (Area #5) just after the midday meal. Sarviar is a middling priest of Templar and is able to cast minor truth-telling and lie-detection magic as a result. Fair and widely known for his objectivity, Sarviar feels that he graces this small town with his judicial wisdom, and, as a result, he has little tolerance for deception or misdeeds that fly in the face of the law. He will, however, mitigate the sentences of law-breakers who are victims of circumstance or who show genuine remorse for their transgressions.

The eastern annex of this building serves as a gaol for drunks, low-key miscreants, and law-breakers who cannot afford to pay fines imposed by the court.

## 8. TREASURER/CHANGER

Office of Trobridge's moneylender, Anient Folmbar. He is very pragmatic and terse; all transactions are conducted fairly. The moneychanger's coffers are regularly escorted to the town's treasury at Area #1.

Antient charges 8% for foreign coinage, but any coinage of Æl dūn origin is accepted at face value.

#### 9. LICENSING OFFICE

All permits for building, residence, adventuring companies, and merchantile organisations are secured here, typically for an annual fee of 5-10sp per individual involved.

Any adventurer in Trobridge is expected to be a part of some chartered company, whether independent or officially sponsored. Only chartered parties may secure commissions from Danrubel or his representatives.

This office also grants weapon permits for arms carried within the city limits; visitors to the town will be asked by the gate guards to secure a weapon license from this office. All normal weapons incur a 1sp per day charge, with a pass issued; two-handed weapons of any sort are charged double. Failure to produce a pass when asked results in incarceration. Passes must be renewed on a weekly basis.

#### 10. OFFICERS' QUARTERS

The officers of Trobridge's guard/militia are quartered in this large house; the area also serves as a "warroom" for the town in times of crisis, and a lodging for military diplomats and figures.

#### 11. LIVERY

Trobridge's stables for mounts belonging to town officials, including residents of the Central Keep, the Officer's quarters, and visiting dignitaries.

#### 12. HOUSE OF GHON

An affluent tavern and inn of Trobridge, it is run by Marvis and Delilah Ghon, a married couple who has lived in the area all their lives. As might be expected, the Ghonshire is named for ancestors of Marvis, who helped found the region after the Goblin Wars of 840 FE.

The inn's accommodations are of Good quality (q. v., Section 6.5.3) and there are several rooms available (1 common room, on the first floor; seven Average private rooms, and three Good private rooms (these last 10 rooms are on the second floor)).

Delilah is a locally famous cook, and her dining room makes the House of Ghon a favourite stopping place for many of the region's travellers. The stables across the street are also owned by Ghon, and there is space for a dozen horses.

#### 13. COMMON OSTLER

Artemis Gileri is Trobridge's common ostler, and he not only stables horses for those lacking the space to do so themselves, but he also engages in shrewd horse trading. He is an accomplished horse trainer (Animal Handling: 5D). His prices are fair, and he is well liked in the community.

#### 14. DUSKFLOW OVERLOOK

A reputable tavern and inn of Average quality (q. v., Section 6.5.3) run by twin sisters, Myra and Celia McCuin. The Overlook is popular amongst travelling merchants and marketplace types, as well as off-duty guards and dock labourers.

Beyond the common area on the first floor are the 10 private rooms on the second storey (all of Average quality). The McCuins own the adjoining stables, which is for use by patrons only.

#### 15. IRONTON CARAVAN COMPANY

Run by Kili Un'Devklar, a loduarv from Ironton in the Ferric Hills, the Ironton Caravan Company headquarters in Trobridge is a satellite of its parent organisation in Ironton proper. As such, it outfits caravans destined for or travelling from Ironton, deals with administrivia pertaining to such caravans, and negotiates merchantile activity on behalf of the Company in the area.

This area houses a small stables with fresh mounts, a few wagons and carts, administrative offices, and a stone-walled secured building used to house merchandise. The company grounds is warded by a half-dozen duarvish men-at-arms.

#### 16. WOODSMENS' UNION [Wood Hall]

The guildhall of the Woodsmens' Union supports some 14 members, all of whom are charged with warding the local wilderness, scouting this area, assisting

in hunting and trapping, and caring for the Lord's Orchards (Area #43).

The Union is led by Methwylyde Thuviar, a demardi warden; the remaining members are composed of 4 wardens of varying ability, 2 scouts, and an Earth elemental (the remaining six members are normal men).

This Union hall is a good place to gather information regarding the local wilds, or to secure the services of a guide for local jaunts.

#### 17. CRAFTWIELDERS' TRADEHALL [Guild of Artisans]

This large house is the union headquarters for the local craftwielders, which includes representatives from all major merchantile interests in Trobridge. The activities of any commercial ventures within Trobridge are administrated from this guild, which is a powerful influence in the town.

#### 18. AGRICULTURALISTS' UNION [Growers' Guild]

Basically a guild of farmers and herders, formed to gain some leverage against the Craftwielders' Union, which had at one time relaxed restrictions on travelling merchants who sold perishable (farm-based) products. This was done in an effort to promote the influx of coin and prestige into the community, though it put local farmers at a disadvantage.

As a result, the Agriculturalists' Union was created to galvanise the interests of the local farmers, who have since achieved preferential status within the town's commerial arena.

#### 19. VELVET HAND GUILDHOUSE

A rogues' guild of sorts, but totally unrecognised as such by anyone outside its membership. The building itself is made to resemble a shop selling musical instruments and is fronted by Birith Thordin, a loduarv bard of amicable disposition.

The guild is unique to Trobridge and is not affiliated with any other underworld organisations of the Seven Shires. The Velvet Hand works most outside the town's boundaries, typically by providing intelligence to bandit encampments along the Ironton Road that leads through the Winding Woods to the north.

The Velvet Hand supports a membership of 14: Birith (the bard), 9 bandits, 3 burglars, and one bounty hunter (Apgar, a half-orc)

#### 20. THE INFINITE TEMPLE

Trobridge's only recognised religious organisation, the Infinite Temple is dedicated to the Procreator. The Father Thomas McClorn presides over masses, which are held thrice per week. Attendance is good, and the temple earns much in donations, which is seeks to inject back into the community (especially in a general fund which is used to support the populace in times of strife).

#### 21. ARMOURSMITH [Norrin's Armour]

Norrin Un'klarsh, a loduarv smith (Armoursmithing: 6D). His prices are standard, and he has on stock any light or medium armour listed in Section 6.2.4 made from metal or leather.

#### 22. WEAPONSMITH [McBlain's Edge]

Samuel McBlain, a Baeleron smith (Weaponsmithing: 4D). His prices are 10% lower than standard; there is a 75% chance he has on hand any 1Hm or 1Hh weapon, and a 35% chance that he stocks any 2Hm weapon.

#### 23. METALSMITH [Donnegal Smithy]

Lorman Donnegal, an Ældûn smith (Metalsmithing: 5D). He works mostly in silver, gold, and tin, and his prices are standard.

#### 25. APOTHECARY [Ardic Herbery]

Cewyth Iluviar, a nolardi alchemist (Alchemy: 4D). He manufactures natural healing agents (Ecology (woodland): 5D), but can fashion magical potions if provided with the proper ingredients. He will not willingly create any poisons.

#### 26. PROVISIONER [Torrence Goods]

Nigel Torrence, a Baeleron merchant, sells items of an edible nature. He deals well with local farmers and stocks breads, meats, vegetables, and fruits. He also sells preserved foods for travelling.

#### 27. TAILOR [Bolcroft's Garmentry]

Russ Bolcroft, a Baeleron merchant, tailors clothing of Plain to Good

quality. He is also skilled at leatherworking (Leatherworking: 3D), and can fashion leather armour, which he infrequently makes to sell to Norrin Un'klarsh (Area #21).

28. GLASSBLOWER [McTesh Glassworks]

Peter McTesh, a Baeleron merchant, fashions glassware in this workshop.

29. POTTERER [McTesh Pottery]

Oland McTesh, a Baeleron merchant (brother to Peter, Area #28), sells crockery and objects from clay.

30. WAINWRIGHT [Murray Wainsmithy]

Thomas Murray, an Esonian craftsman, makes and repairs wagons and carts. Most of his work is done repairing vehicles for the Ironton Caravan Company (Area #15), but he also lends his services to any potential buyer.

31. COOPER [McGrand's Coopers]

Linden McGrand, a Baeleron merchant, makes barrels and casks.

32. CARPENTER [McDale Woodworks]

Gregory McDale, a Baeleron merchant, is an accomplished woodworker (Carpentry: 4D).

33. TRADER [Ian's Emporium]

Ian McMalcom, a Baeleron merchant, deals with goods of all descriptions, from general equipment to weapons and armour. He gathers most of his wares directly from the docks, as many of his suppliers are headquartered in Markhaven. As such, he is often able to procure items from beyond Trobridge's immediate sphere of influence. He has been known, on occasion, to traffic in illegal wares, but does so only when his financial situation is dire.

Assume that Ian has general items in stock 65% of the time; weapons or armour 25% of the time. If given enough time, he may be able to collect unstocked items through his contacts. All items in Ian's shop are priced with a 20% markup.

34. BOWYER [Shael's Fletchery]

Shael Enebel, a demardi female, is Trobridge's bowyer. She has in stock common MSS weapons, all at a 10% markup due to her fine craftsmanship (Bowyer: 5D).

35. JEWELLER [Auric's Fine Jewellery]

Auric Glorinstave, a nolardi trader, is an excellent gemsmith (Gemsmithing: 6D); he works with Lorman Donnegal (Area #23) for jewellery settings. His shop is closely watched by the guards at the nearest inner watch tower.

36. DRUID GROVE

This sacred grove is dedicated to Balidae, the goddess of Nature and Wisdom. Linnorm Gregor, a hermit-like man, wards the area.

Little is known about Linnorm, save that he dwells alone in his grove, makes occasional forays north to the Winding Woods, and that he sometimes provides tutelage to those seeking knowledge in woodcraft.

37. GRAVEYARD

Trobridge's small graveyard is warded by Thomas Ilnton, a Baeleron human and undertaker. There are several graves here, but not so much as might be expected, since most people who die in Trobridge are buried on family lands or cremated and committed to the Duskflow River. Ilnton works closely with Father McClorn of the Infinite Temple (Area #20).

Ilnton himself is rather old and positively set in his ways; he tends to impress others as stubborn and cranky. He is, however, a good source of information regarding the town's history (he keeps census records and the town's unofficial geneology).

38. LOREMASTER

Marcinilil Thurdain, a nolardi sage, resides here and offers his knowledge in the fields of Ecology, goblinoid culture and society, and local ancient history.

The architecture of his home is unlike other dwellings in Trobridge, and it fairly recalls the sylvan tones of his original home. The three-storey building is of mixed construction, with wooden walls of the upper two levels

supported by a strong foundation of fitted stone. Verdant ivy boughs cover most of the outer walls, though many windows along the first and second floor are unobscured by such growth.

The Loremaster shares space with his single companion, Shaylene, a ferardi female who serves as his assistant and paramour. Shaylene is far younger--by ardic standards--than Marcinilil, though the private activities of this pair are hardly the subject of gossip or even conjecture amongst the citizenry of Trobridge.

#### 39. TEMPLAR BARRACKS

The local fighting order of the Infinite Temple maintains a compound here; there are 23 templars in all (2 squads of 10 each, two lieutenants, and a captain). Contrary to expectation, these are not Bright-sashes, and are in fact, members of the HighStar, a small organisation of templars within the church who eschew reform for blasphemers over punishment.

Generally amicable to the populace, the HighStar's members provide assistance to the town's constabulary and defence when necessary. They are also used to capture or deal with especially difficult or dangerous criminals, ultimately in conjunction with Rolan Sarviar, Trobridge's magistrate (Area #7).

#### 40. SCHOOL OF TERRAMANCY

A college of Earth elementalism, the school is run by Sarrak Fardweller, a near-legendary figure in local history, who is the protagonist in many bardic lays sung about the goblinoids of the Dim Hills to the north.

Sarrak oversees the tutelage of a half-dozen earth elementalists and presides over ceremonies to Ul'fren, a powerful elemental lord of Earth. A separate area of the school is dedicated to the training of potential bondsmen, and this aspect of the college is administered by Gravian "Orc-piercer" McTolsh, a retired knight of the Shirewards.

#### 41. DOCK AREA

A small dock facility, used to gather and send goods via the Duskflow River. Most incoming goods are from Markhaven, while downriver traffic is sent to Orehold.

#### 42. CUSTOMS OFFICE

This tower is manned by a trio of guards under the command of William McFral, the customs officer of Trobridge. A base duty of 10sp per 100 pounds of goods is levied, with adjustments made for extremely valuable or rare material.

#### 43. ORCHARDS

Maintained by the Woodsmen's Union (Area #16), this broad area features a public garden, with apple trees to the west and east. These trees can trace their origin to the One Tree of Gloronel, and Lord Eliar D'anrubel keeps especial watch over them, seeing them as a sign of Trobridge's good relations with the Fey Court in particular and the ardic peoples in general.

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