

The Quickie Guide to The City of Rhum

Any time a person walks into a new city, they need some time to orient themselves. This can take some people much longer than others, but when it happens to adventurers, it can slow down the game, especially when the character has localities in Rhum, but the player does not. The following pages are intended as a hand out for players new to Rhum, and for game masters wanting to speed up their games.

GMs should feel free to pass these handouts directly to players. The city handouts can be a bit specific, and the GM may ask the player which one they would prefer (maybe even one per level of locality level). Which city handout the player receives should correspond to the characters' history. These sheets will most likely serve as scratch paper for the players to write all the notes they find about their contacts, favorite places, and other information about Rhum. For this reason, the game masters should be prepared with more than one copy of each.

Rhum City-First Reaction.....	2
Any characters without a Rhum locality	
Rhum City-Adventurers' Guild.....	3
Any member of the Adventurers' Guild	
Rhum City-Caravaneers' Guide.....	4
Someone who has traveled to or through Rhum	
Rhum City-Peasant Travelers' Guide.....	5
Farmers or other common folk who know of Rhum	
Rhum City-Wealthy Districts.....	6
Those who would have been exposed to Rhum's wealth	
Rhum City-Non-Human Districts.....	7
Any non-human character or one who might be friendly to them	
Map of the City of Rhum.....	8-9
Rhum City-Soldiers and Guards.....	10
A character who may have been trained as a warrior in Rhum	
Rhum City-Mages and Magic.....	11
Any spell casting characters	
Rhum Countryside.....	12
All characters with this locality	
Rhum Darkside-Traveling Rogue.....	13
Any character dealing with things illegal, but not living in Rhum	
Rhum Darkside-Local Thug.....	14
A character who grew up in Rhum or worked as an enforcer	
Rhum Darkside-Gang Member.....	15
A character who was directly involved with a street gang or organized crime	
The Rhum Almanac.....	16

Locality sheets like this can be of great value to the game master. They stop the characters from wandering aimlessly, and often foolishly. For those game masters who do not have every square inch of the city documented, locality sheets direct the characters towards those areas you have already developed. (If they know the names of two bars, they will typically go to those instead of trying to find new ones.) Lastly, they will help key those GMs without everything completed as to which areas they need to finish first.

Rhum: First Impressions

As you approach the city of Rhum, the first thing spotted is a large tower. From a long distance, the tower appears to be a child's toy, but as you near, you can see that the tower is work of incredible engineering. Standing more than 120' tall, the tower is a marvel of modern construction. Some one tells you that it is the Bell Tower: look out post and communication system all-in-one.

The walls of Rhum can also be seen from far off, with the land around being so flat. They stand about 20' high and appear quite thick and sturdy. Buildings do pop their heads above the wall's level height, but only the Bell Tower dominates the sky line.

Entering the North Gate:

As you enter the North Gate, you are taken with the activity of the city. An odd bazaar town has been set up outside the city's walls, but the interior of the city is positively bustling. Directly in front of you (to the right) is an inn beckoning you with its advertisements painted on the side of the building. The corner to the left is a guard post of some sort. In front of you (south) down the major street the following shops can be spotted: the aforementioned inn (The Canterng Colt), a tavern (The Happy Harpy), and a restaurant (Homecooking Better Than Mother's).

Before you get to the city's first intersection, you are approached by a guardsman, who directs you to the tax booth. They collect two copper coins from you and inform you that you will need to change your money to Rhum standards. Money changers are spread throughout the city, and one of the young children standing near the gate will help you if you need.

As you prepare to actually enter the city, you are accosted by many young boys, and few girls, who begin to direct you to this inn, or that money changer, or the other tavern. These youngsters are obviously in the employ of these places, but they might be useful to you. You also notice that they specifically avoid going near your purse.

Looking to the left, you see a stable, plus many smaller businesses. More businesses stretch to the right, and it appears as though the main street is the one directly ahead (south). Far ahead you see several large buildings that are probably temples and/or governmental buildings. It appears that this south-bound street travels straight and unobstructed right to the center of the city.

The streets are filled with people, horses, and narrow wagons. You have heard that the gates of Rhum are too narrow for some wagons, so special ones are built for use within the city. The smells filling the air near the gate are generally from the restaurant and some bakery that must be nearby. As you enter the city, the breeze is lessened and the scents begin to run the gambit from stables to breweries to the occasional sweet smell from a kitchen.

As you move south just to clear the immediate gate area, you can see that this area near the North Gate is a mix of businesses catering to travelers, though a few more neighborhood style businesses can be seen just off the main street. There is a carriage service, a store front that seems to be a religious based healing service, a lamp shop, a scribe specializing in legal documents, a tailor shop and a cobbler shop both boasting of their repair work, and various places to eat.

A sign painted on the side of a building indicates that you are on North Caravan Way. The street is paved with red brick and well maintained despite the constant traffic it must receive. There is a military presence, but things seem to flow of their own accord. Truly this is city teeming with life.

Rhum City Locality

Adventurers' Guild

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

Belonging to the Adventurers' Guild you know of many of the businesses in that area, and of the goings-on thereabouts:

The **Adventurers' Guild Hall** is in the south-central region of the city. This smallish building contains training rooms for adventuring skills and knowledge. Quickton is the Guild Master. **The Porch** is a local bar across the alley from the guild hall. While the service is bad and the beer is worse, it is very cheap! It is a big hang-out for adventurers waiting for jobs. Several flop houses and cheap hotels can be found near the Adventurers' Guild. Other than these, and the guild hall itself, this is a normal, low to middle-class neighborhood. Laborers and craftsmen make their homes here, filling the rest of the area with homes, apartment buildings, and everyday shops.

The **Bazaar** is just to the south of this neighborhood. Here every type of food (prepared and ready for the cooks) can be found. A veritable maze of tents and slapped together stalls, the bazaar is filled all day by homemakers, servants, and other shoppers.

The **Smiths' Guild** controls the creation and sale of steel weapons and armor in the city. Each smith has a specific charter that allows him to sell only a particular product. **Supremely Sharp Steel** is probably the best place to get swords or blades. **Kene's Missiles** and **Wooden Weapons** are also good spots to find offensive equipment. **Gelpas' Armory** is the only place in town to get armor, but shields come from **Intricate Shields** near the **Soldiers' Guild**. These monopolies can make it difficult to get custom work done quickly, but **Caravan Town** outside the city gates always has foreign merchants willing to trade just about anything. When success sweeps you away, **Enchantment Specialties** and the **Amber Enchanter** will be ready and willing to sell the magical equipment that makes adventuring the stuff of legends.

There is a big rivalry between the Adventurers' Guild and the Soldiers' Guild. Although this rivalry seldom if ever results in fights, dirty looks between the two groups are common, as is bragging. Adventurers are often looked down on by some of the other citizens. Too many adventurers with short tempers and no sense have affected the common citizens for too long, whereas the Rhum Army is credited with saving the city when it was attacked by the city-state of Garnock some twenty years ago. Those who have bothered to understand that period know that it was in fact Rhum's militia, made up of a fair number of adventurers, which truly saved the city. The Army is also credited with getting the current wall built around Rhum.

Rhum City Locality

Caravaneers' Guide

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

Rhum is a big "port" for the cross-country caravans. Being located at the crossroads of Snobist, Helatia and Nanerette, most products move through Rhum at some point. Rhum is the beer capital of the world, with four major breweries and countless cellar brewers. Also producing ceramic and fur products, Rhum would be a legitimate stop on the routes, even if it was out of the way.

The best part about being in the beer capital of the world is going to the bars. Caravans usually stop for two days in Rhum, while the caravan masters make deals, and the teamsters unwind. Bar hopping is more important than a regular place, because it offers a wide variety of beers and waitresses. Unfortunately, the locals in Rhum are pretty conservative. Ladies of the evening can be found at some of the bars or at certain houses. Those that hang out in the parks after dark are typically undesirable.

Rhum is a rough town if you stray off Caravan Way, the main street that runs from the North Gate to the South Gate. There is a tent city on the west side of town, outside the wall, that caters to the caravans, but the real fun is inside the city. The tent city is good for a quick, hot bite to eat or a fast beer, but it lacks the variety of the city.

The adventurers in Rhum are some of the most frequent caravan guards on the continent. Sitting on the wagons all day, and itching for a fight, these guys come in all shapes and sizes. Some are good; others aren't. It's tough to tell which are which. Most of them can hold their own against bandits, even ogre bandits, and it's not uncommon for one to surprise you by knowing magic.

The city guard of Rhum are well trained and typically too honest. The army handles all problems outside the city, and it's not uncommon to spot their patrols on the roads. They don't hassle the caravan masters that they know, but they might search a train if they suspect something. Bandits are pretty thick around the city, but between the army and the adventurer guards, they can be beaten back.

Some good places to get a drink include: **The Happy Harpy** (North Gate), **The Canterling Colt Inn** (North Gate), **The Better Races** (east - non-human), **Kaybel's Pub** (north), and **The Brawling Bear** (south). Avoid **Queen's Parlor**, it is simply too dangerous.

Rhum City Locality

Peasant Travelers' Guide

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

Rhum is a large city, with far too many people. Though it is said that Helatia, Brinston and some of the other cities are much bigger, Rhum is overcrowded. The roads to it are hard packed dirt, but many of its streets are paved with cobblestones or bricks. Businesses near the gates are always over priced, and the only trustworthy places are found within the residential neighborhoods.

Being such a large city, Rhum has many things to offer. If one needs an item not produced in this region, Rhum is certainly the best place to look. The **Bazaar** carries a wide variety of goods, not just foods, as some think, and this is the best place to begin looking. There is a trustworthy guide service (**Flaggert's Guides**) near the North Gate, but this service is not cheap. The city guards can be helpful, but the soldiers in the army seem gruff when approached about these type of things. A good source of information is one of the guilds. While they themselves are not always easy to find, they will usually help travelers find what they need.

Typical Rhoric cuisine consists of pork and poultry in heavy gravy. Potatoes and bread are typically served on the side. All foods are cooked completely, especially the vegetables. Lunches are usually a thick stew or a meat pie, a large bread roll with meat and gravy baked into the center that can be held in the hand. The morning meal is heavy, containing eggs and meats along with breads or rolls. Milk is often drunk during meals, and beer and apple cider are commonly served, even to children.

Venturing out at night in the city can be dangerous. Thieves, pick pockets and muggers hide in the darker alleys and are very common on the city's south side. Again, keeping to the residential neighborhoods is the best course of action, and entertainment can typically be found in the local inns.

Work can be found at the **Teamsters' Guild**, and the laborers there are typically treated with some respect. Inn owners will typically not trade work for rooms, no matter how qualified the person may be. Inexpensive lodgings can be had at the **Hostel of Ixarick**, patron god of the traveler. The sick and injured should seek out an **Aid Station**. These chapels to Brakin, patron god of Rhum and god of life and justice, offer magical healing for a relatively low price. For those looking to shop and then return home, Rhum is famous for its beer and pottery.

Rhum hosts an annual Beer Festival, a Cheese Festival and Seed Days, at which farmers from across the region can come buy seed or borrow needed funds to get their crops going. The Feast of Brakin is the year's most important religious festival at the end of the year.

Rhum City Locality

Wealthy Districts

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

Everyone knows that true shopping experiences in Rhum center around the **Plaza**. Although rather small, the Plaza holds the more prestigious shops, with more surrounding it on all sides. **Plaza Gemstones, Panrom's Pelts and Furs, Rhum Silken Goods, Lady's Accessories** (a perfume shop), and a host of other fineries can be found in this area. Well seated as the entryway to Rhum's more fashionable neighborhoods, the Plaza serves as a foyer and a barrier.

The northwest side of the city is the site of the finer homes and families within Rhum. Law and order are kept by the **Crimson Lions**, an elite force dedicated to the safety of the inhabitants of this neighborhood. The **Rhum City Guard** patrol as well. Manors and villas can be found in this neighborhood, some with well-manicured lawns, a rarity in this city.

The City Council of Rhum meets almost daily in the **Council Chambers**. Recently, Lord Stephen has become mayor, replacing a long series of merchants. His upper class genealogy has made him acceptable to some, but his focus on military matters is not helping the economy. The **Merchants' Guild** plans to defeat him in the next election.

When it comes time to settle down for the night, **The Castle Inn** is the finest establishment in town with wonderful gardens and large suites. It also contains **The Manor House** restaurant with the finest wine cellar in Rhum. When the season is right (late fall and early winter), the **Rhum Opera House** strives to equal Brinston's culture. Performances are typically after dinner due to the magical lighting used within the opera house., though some afternoon performances do exist.

Rhum is a city of laborers and craftsmen. They typically do not delight in the finery things in life. For this reason, the arts are rather neglected. Although this advice may seem odd, a music lover might find something appealing about a quick trip to **The School for Advanced Learning**. At this university, skilled musicians often practice their art in a covered plaza, next to the school's library.

Rhum is the regional hub for the **High Order of Telepathy** and all financial matters either occur within the city or pass through it. While the **Merchants' Guild** strives to continue bringing caravans loaded with the finest goods from across the world to Rhum, they also work to invest the fortunes they have made to the mutual benefit of themselves and the people of Rhum. For this reason, those with money can go to the **Merchants' Guildhouse** to find investments in businesses and farms throughout the Rhoric Plains.

Rhum City Locality

Non-Human Districts

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

On the east side of Rhum, just north of the stables, tanners and stockyards, is a neighborhood of non-humans. Dwarves, elves and a sizeable number of halflings live in this area, and have opened shops that specifically appeal to others of their races. Ogres, orcs and goblins more often make their way in the human culture and are not found in their own neighborhood.

Upon entering this neighborhood, the first thing that becomes apparent is the wonderful smells from the **Tarposh Bakery**, a bakery run by halflings with doors that most humans cannot use. Most of the other shops in this neighborhood do cater to both humans and non-humans and deal in crafted items such as candles, cabinets and glassware. There are no dwarven enchanters in the city of Rhum.

Those looking for a drink without receiving any hassles can go to the **Better Races** tavern, a rather racist dwarven establishment, or **The Happy Harpy** near the North Gate. People are warned that while **The Happy Harpy** is a friendly and welcoming tavern, it is the hangout for many active adventurers. For true elven cuisine, **Leaoptis Park** offers a wonderful setting and a delightful meal, but only during the warmer seasons.

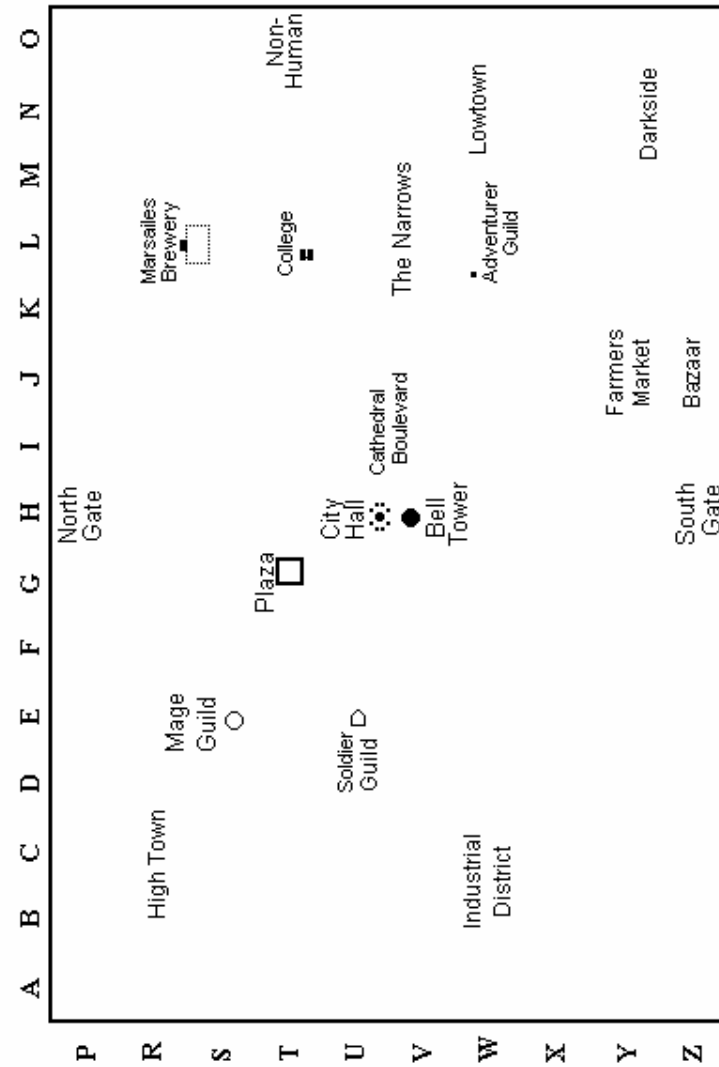
While the clothing shops of Rhum do cater to the "off-the-rack" clientele who will not be in the city more than a day or two, there is a large number of tailors who will make garments for different sized people. Halflings often get these garments at slightly cheaper prices because they require less material. This same factor goes for furniture and other sizable items.

Situated between Rock Cove, Slyvania and the Triad, Rhum has a large number of non-human imports. Elven and dwarven crafted items can be found in many stores, and certain merchants are encouraging the importation of all manner of halfling goods.

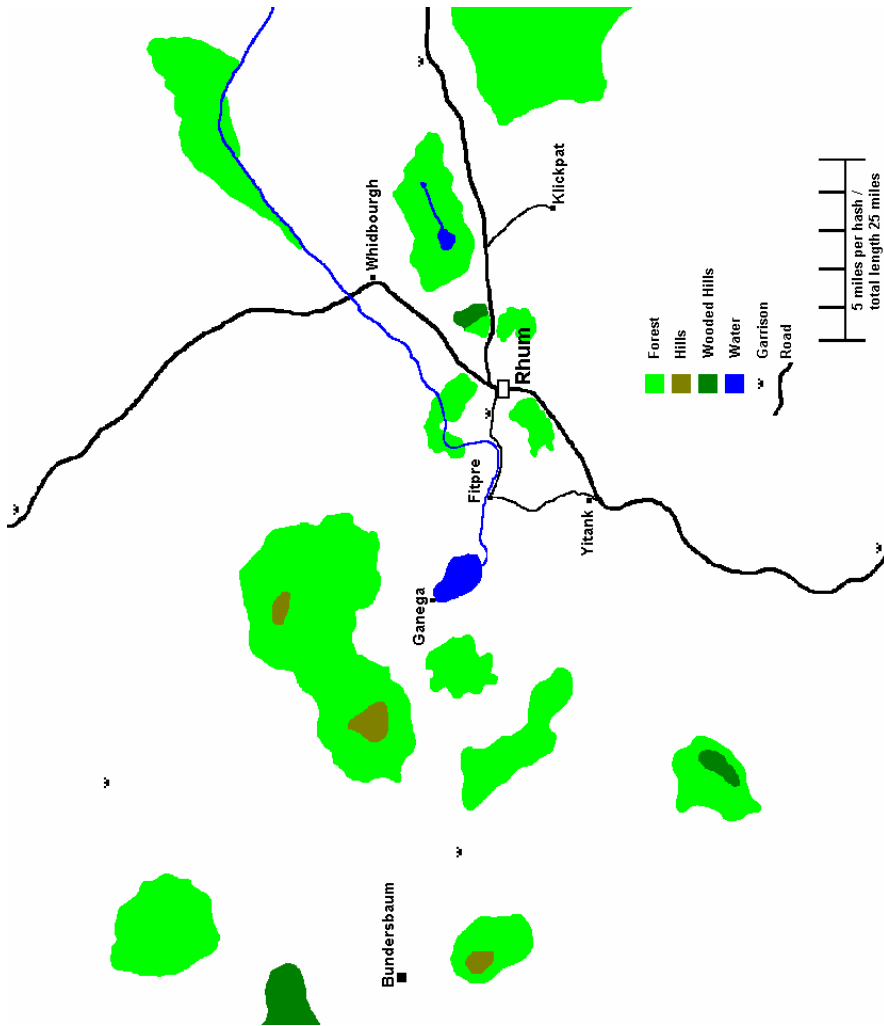
Those familiar with different cultures should be warned. Rhum is an expensive place to live or visit. Prices in Rhum are higher than in the Triad, though wages are often higher too. Rhum's merchants are a cagey lot, and although use of magic to defraud a customer is illegal, other methods are not. Rocchairian dwarves should be warned that their socialist ways are completely foreign to the Rhoric natives. Elven noblemen may find themselves more familiar with the economy, but the idea of nobility is frowned on in Rhum, where a pioneer spirit is most respected.

Rhum City Locality

City Map



Rhum City Locality Countryside Map



Rhum City Locality Soldiers and Guards

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

The **Rhum Army** is actually based out of **Old City**, the former site of the city of Rhum before it was moved to its current location. **Old City** is only about two miles west of the current city and occupies the former palisade that once protected the core of the city. Two dozen years ago, after repelling the attack from the city-state of Garnock, the **City Council** felt the city had been damaged too heavily because the protective wall barely encompassed one-fifth of the city. It was the **Rhum Army**, fresh from their victory of Garnock, that built the wall surrounding the current city.

Old City is the headquarters and the barracks for the cavalry (heavy and patrollers). The archer units are typically stationed in the garrison towers that protect the city's wall, and the infantry could be at any one of five border garrisons or within the city garrisons.

The **City Guard** is responsible for keeping peace within the city walls. They walk patrols through the streets and investigate crimes. The **Empowering Statement** allows the **City Guard** to take any action necessary to prevent crime within the city. The courts generally support the guard when they use this justification to pursue criminal activity wherever it is.

The **Soldiers' Guild** is based on the west side of town within a fortress intended as a back-up should the city walls ever be breached. Being such a powerful political group, the soldiers have been able to change that entire neighborhood to cater more to their needs, including ripping up the paving stones in the street in front of the guildhall so cavalry practice can occur with less risk to the horses. **Lord Mayor Stephen**, is a member of the **Soldiers' Guild** and is making changes to the laws enacted by too many merchant mayors in the past.

Soldiers can get training at the guildhall, but there are also various tutors and trainers throughout the city. The **Temple of Manoto**, dedicated to the god of war, offers the basics in weaponry. **Kringman's Fencing** studio offers a more advanced education. Boys can attend the **Young Man's Club** to begin their martial instruction.

The **Mages' Guild** is north of the **Soldiers' Guild**. Although the two guilds are politically aligned, there is little contact between the actual members. North and west of the **Mages' Guild** is **High Town** where all the wealthier homes are. The southwest corner of the city is dominated by industry including ceramics factories and breweries. The southeast corner of the city is the problem area. Typically referred to as **Darkside**, it is where thieves and criminals attempt to hide from the **City Guard**.

Soldiers and guards are issued their equipment, but anyone looking for a little something extra can stop by **Warriors' Wonders**. For top of the line equipment, **Supremely Sharp Steel** is probably the best place to get swords or blades, while **Gelpas' Armory** is the only place in town to get armor

Rhum City Locality

Mages and Magic

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

Rising out of the wealthiest neighborhoods in the city is the **Mages' Guild**. This ominous building is one of the largest buildings in the city and one of the most feared. Years ago a sorcerer's spell met an alchemist's experiment and the explosion blew huge chunks out of the side of the guildhall. The citizens will not forget this one freak accident and large combat spells are no longer allowed within the city. (The **Mages' Guild** owns a farm for these types of spells.)

The guildhall itself is a central octagon with six, 65' towers jutting out of corners. Each style of magic (Conjuring, Druidic, Healing, Illusionary, Necromantic and Sorcery) has its own tower. The entire building was constructed from a dark mined on the eastern border of the Rhoric Plains. The result is a menacing look, coupled with the knowledge that barely controlled magics are occurring just inside the walls. The common people's fears were such that a stone fence was erected to keep people farther back from the structure.

Apartments and rooms for rent are always available near the Mages' Guild, because so many people are uncomfortable living near the building. There is a common superstition among the non-magical, that if the shadow of the guildhall falls on you, you are going to have bad luck until dawn the next day. The large number of daily visitors to the guildhall would disagree with this odd belief.

The city of Rhum and her citizens is accepting of magic, but few understand it. The benefit is that there are magical shops and stores in the city. The most trustworthy magical supplies come from **Dark Artifacts** by the guildhall and **Tarrio's Enchantment Supplies** across from the **Plaza**. There are many suppliers of more mundane supplies still required for magic, but **Justen's Inks** stands out for his services of specially preparing inks for magical purposes.

The **Mages' Guild** is working diligently to change its image within the city. Too often considered secondary to the **Soldiers' Guild**, the **Mages Guild** is trying to rewrite its image as the third university in the city (along with the **School for Advanced Learning** and **Royal Dumbrisbirk University**).

The **Enchanters' Guild** is technically part of the **Mages' Guild**, but the two organizations avoid too much contact. In an odd twist of fate, the **Enchanters' Guild** holds the mortgage on the **Mages' Guildhall**, after the mages vastly outspent their budget when designing the flashy guildhall. The enchanters have shops throughout the city selling everything from minor protections at the **Amber Enchanter** and the **Ivory Enchanter** near the **City Gates** to **Magical Conveniences** selling household magics to the ultimate in magical power being sold out of **Xasert's Custom Made Magic**. Similarly, alchemists such as **Highfonus** make the magic of alchemy open to the public, or at least the public that has enough money.

Rhum Countryside

General Information:

Rhum is centrally located on the continent, and completely land locked. The land is typically flat, with scattered rolling hills. Farming communities dominate the eastern and southern regions. Northern and western regions are still untamed wilderness, where hunters and fur trappers endeavor to survive and prosper.

The Rhoric Plains (the area surrounding Rhum) are lush, green lands during the summer months, but suffer from severe winters. Their people have been hardened to this life and are considered a hardy, stoic lot.

Races:

The Rhum is dominated by humans. Halflings and ogres have a presence, because of the nearness of their "nations". Dwarves are welcome in the city, as are elves. Orcs, giants and goblins are known but very rare, and may raise eyebrows in some neighborhoods. Other races are likely to stand out.

The Rhoric humans are typically larger boned people. They have various shades of brown hair, and blonde is uncommon but still occurs. Their eyes are typically blue or brown, any fluctuations coming from foreign influences. Skin tones are lighter than many of the other humans.

Languages:

Rhoric is the main language of the human and halfling societies. Rhoric is often seen as a harsh language due its wide usage of "r" and "g" sounds. It is considered to be an easy language to learn, because there are very few exceptions to the rules of grammar. The only difficulty is the number of variations on the language. Rhoric is a living language, and has many dialects. People speaking different dialects will notice the difference, but should be able to understand each other.

Banglor is the goblin tongue spoken by the ogres native to the area. This is a simple language often considered to be inadequate for conveying complex thoughts. In addition to the ogres, a surprising number of humans speak Banglor, mostly the fur trappers and others who make their living in the wilderness.

Landmarks:

The city of Snobist is north of Rhum. It is peopled by Rhoric people as is Rhum. The halfling Triad is actually three cities to the east (and a little south) of Rhum. The flat lands of the Rhoric Plains serve as proof against finding one's way since there are few hills and no mountains to orient oneself. Getting hopelessly lost in the woods or even the wheat and barley fields is common. Well established roads do exist, typically linking the major cities.

Countryside:

The Rhoric Plains are filled with small farming communities. Cereal crops, especially barley, are the most common. Potatoes and other starchy fillers are also common, but not exported nearly as often. Most of the farms are smaller family owned enterprises, not huge plantations. The one exception to this is the frequent apple orchards. These can be large businesses, typically producing and selling ciders.

Rhum Darkside Locality

Traveling Rogue

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

Like any major city, Rhum is an open target to a traveling rogue. There are travelers galore, many of who live on farms and do not know how to avoid thieves in a major city. On the other side of the spectrum, the **City Guards** are well-trained and experienced, so keep an eye out for them before doing anything. The absolute paradise for such operations is **Caravantown** outside of the city. The **Rhum Army** acts as security here. They might be skilled at repelling invasions, but they know nothing about how to catch criminals. A note must be made about the number of adventurers in and around Rhum. These adventurers may be some of the wealthiest marks, but they are easily the most violent. They should be approached with the utmost caution.

Caravantown is filled with booze-halls and warehouses. Most of the taverns do not have names, because no one cares. Remembering is not a high priority after a night in **Caravantown**.

Inside the city walls is a metropolis of cosmopolitan cultures. One would think that a little city like this would be peopled only by Rhoric humans, but elves, dwarves and especially halflings are common. Though Rhorics dominate, Xandrians and Velesans are commonly seen, while Marilicks and Tanta Bosh can be found without too much trouble. Despite the number and styles of people, it can still be difficult to blend in once you leave the common, travelers' areas. The neighborhoods are tight knit communities that watch any outsider with suspicion.

Rhum can generally be broken down into six parts. The center of the city is the governmental areas with some cathedrals thrown in. The northwest side of town is where all the money is. The southeast side of town is where all the money isn't. The southwest side of town is dominated by factories and warehouses. The center sections east and west of the governmental areas are filled with minor residences. The center sections going from the **North Gate** to the **South Gate** are the tourist spots.

Local criminals are organized into gangs, some more sophisticated than others. Many of them hang out at a dive called **Queen's Parlor**. As a "freelancer" non-residents can enter, but it is a dangerous spot. The humans and non-humans are in the midst of a simmering battle. The one non-human gang and the non-human freelancers have held their own through solidarity, but any organization on the human side could reverse that advantage. It would be best to avoid that disagreement altogether.

Those outside the law will not find much in the way of spiritual or magical help. The **Temple of Catamib** focuses on helping the poor and not those working against the rich. The mages and enchanters cannot tell one expert from another, so they avoid helping any so as to avoid the gang conflicts in the city.

Rhum City Locality

Local Thug

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

Everyone knows there are four organized crime gangs in the city, but they are very busy with their own private wars. **Bili's** human gang is at war with **Fred's** mostly elven gang over race. **Mendalius'** gang was all but destroyed by the **City Guard**, but refuses to completely give up the ghost. **Filo** is an extortionist desperate to look legitimate.

It is the street gangs that have an impact on the people of Rhum. The petty thievery and muggings are typically coming from the street gangs, not organized gangs or freelancers. The **Flames** and the **Blues** seem to have been at war for generations, but they still manage to commit the majority of petty violent crimes in the city. The **Dragons** seem to have either hit a major sore or found a benefactor, because after losing some members in street fights, they have begun to gain more power again. The **Cobblestones** are often laughed at because of they are so young, but these children make up for their lack of size with vast numbers. Sometimes it seems that every kid under the age of 12 is a member of the gang.

Anyone in Darkside could find **Queen's Parlor**, the organized crime hang-out, but it is easier to find a knife in your ribs in that place. There are always a number of quieter pubs in the **Narrows** where the marks are easier and the competition is less likely to knife you while you're going for some craftsman's coin purse.

Rather than pay the high prices, a wise rogue goes to the **Bazaar**. In the winding alleys and "streets" of the **Bazaar** and **Farmers' Market**, bargains galore can be found, including the five fingered kind. (Farmers typically have slow eyes.) The best part is that the **Bazaar** is on the border of Darkside. As long as you know the alleys better than the **City Guard** (and who wouldn't), escape is almost assured, no matter what you have done.

A freelancer looking for help or for work can typically find it either at **The Black Tailor** or **The Recruiting Office**. Either can get a trusted person a conversation with the appropriate criminal element. When real muscle is needed for a job, help can be hired from **Sharrilock Grungremarsson** and his ogres.

The secret to the stealthy life in Rhum is to live under the gaze of the watchful. Only a fool goes into the northwest side of town looking for a score. Between sticking out like a pig at a ball, the **Crimson Lions** add to the coverage of the City Guard, not to mention any private security that might exist. Staying in the darker areas of the city allows for forgiving targets and virtual invisibility when required.

Rhum Darkside Locality

Gang Member

The Standards:

Often considered the adventurers' heaven, Rhum is home to hundreds of bounty hunters and explorers. Made powerful by the influx of money brought in by the adventurers, Rhum has established her dominance in the region despite her smaller size. Rhum is ruled by a city council with a democratically elected mayor. It has a large standing army, plus a powerful militia backed by all of the adventurers.

It was not so long ago that everybody knew there were two power brokers in Darkside: **Bili** and **Mendalius**. Each ran a gang of organized criminals, and they were friendly rivals. Bili's gang was more fun-loving and more popular. They were pickpockets and cat-burglars mostly, interested only in fencing their loot and having a good time. **Mendalius'** gang was far more violent. They enjoyed inspiring terror in their enemies and would not hesitate to kill anyone who got in their way.

The Night of Blazing Venom nearly wiped out **Mendalius** and his gang. When the **City Guard** came to arrest **Mendalius**, his gang began firing poisoned arrows at them. Surrounded in their warehouse hide-out, a fire started. Those gang members not killed surrendered to avoid the fire, only to be hung for their crimes.

Two other organized gangs had risen and were positioned to fill the void. **Fred** (who's elven name is completely unpronounceable) leads a gang of non-human thieves, though their focus is typically outside of Rhum. The racism of both **Fred's** gang and **Bili's** have brought the two organizations into heated opposition. **Filo** is an extortionist backed by powerful mercenaries and battle mages. As the powers shift and adjust, **Filo** stands as the most powerful of the gang leaders though he is the most subtle in his displays of power.

There are also four street gangs in Rhum, but they are simply not as powerful as the organized crime gangs. The **Dragons**, the **Blues**, the **Cobblestones**, and the **Flames** each have their own territories, and seldom venture out of them.

In Darkside, **Queen's Parlor** still stands as neutral territory (for humans). Formerly controlled by **Mendalius**, this rough tavern is now frequented by every affiliation of human criminal in the city. **Bili's** gang hangs out at **The Downslope Pawnshop**, a front for his stolen goods fence with a tavern in the back. **Duke's Guest Room** is a flop house, but it is one of the cheapest places to bunk for the night. For entertainment, there is always the **Casino** for calm gambling or **Dogs & Baiting** for bear, bull or even giant spider baiting.

The Smoking Alchemist is the shop for dedicated poisoners, but only those who have been pre-approved by Mendalius can purchase the weapon poisons here. When in the city, **Rnum Kqum** the smuggler can be relied on for poison and for extra special (and stealthy) weapons. **Basil** at **Dangerous Toys** (near **The Downslope**) will build weapons or contraptions for those in the business, no questions asked.

Criminals know, if they are caught in Darkside and the City Guards are hot on their trails, the **Final Retreat** crematorium can offer them assistance, if they have enough coin. Few know how the help is offered, and fewer are brave enough to venture inside.

The Rhum Almanac

Population: There are roughly **40,000 citizens** registered to vote in Rhum. Many of these people live in the outlying villages and towns, and not within the walls of Rhum. There are also a large number of people within the city walls who are not registered to vote, though it is assumed that 40,000 is a close estimate of the number of people within the city.

Physical Size: Rhum's north and south walls are **15,000' (2.84 miles)** long, while the east and west walls are **10,000' (1.89 miles)**. This gives the city an area of **5.38 square miles (3,444 acres)**. The wall of Rhum is **50,000'** long.

Climate: Rhum has a temperate climate with bitter winters and warm summers.

Average Summer High Temp: 85°F

Average Summer Low Temp: 60°F

Average Winter High Temp.: 30°F

Average Winter Low Temp.: 15°F

Rhum is just south of the planet's equator and as such receives roughly 11 hours of sunlight and 10 hours of night each day. South of Rhum the daylight hours lengthen, and north of Rhum the nighttime hours lengthen.

Industry: Rhum is considered by many to be the beer capital of the world. Four major breweries produce sufficient quantities that the exports reach most corners of the civilized world. In addition to these major producers, most bars will brew their own beer, often in quantities large enough to supply inns in the local area.

Rhum is not the major ceramics producer that Parnania is, but what the city lacks in quantity, they often make up for in uniformity. Rhum has several ceramics factories where the output can be consistently relied on. By producing relatively cheap, uniform products, it is the plates and steins from Rhum that grace the tables of many of the fine castles and restaurants in this region.

Rhum continues to serve as the trading post for the region. Fur trapping is a major industry, and the pelts will typically flow through Rhum on their way to furriers throughout the more temperate regions. Lesser jewels such as agate, opal and jasper are also found throughout the region and brokered in Rhum.

The farms near Rhum typically grow wheat, barley or hops. The wheat is used for breads, while the barley and hops are brewed into the beers. Apples are very common, and most farms will at least have several trees if not a small orchard. Farm products for use in the city are most commonly the tubers and root vegetables, such as potatoes, carrots, parsnips and turnips.

Terrain: Though Rhum is described as being on the Rhoric Plains, it is not itself surrounded by plains. It would be more accurate to say that Rhum is at the northern edge of the Rhoric Plains.

To the north and west of the city, forests are more common than fields. West of Rhum hills and even mountains begin to rise. There are no major rivers or lakes near Rhum, but countless ponds and creeks can be found.