



THE CITY OF BORHEIM

The great dwarven city of Borheim is a metropolis of trade and commerce on the western coast of the Second Continent. Serving as a center of operations for the Reclaimers, traders in the city deal in quarried stone and precious metals, using the profits to fund their excavations further. Though the city was founded by the dwarves, its booming economy attracted the attention of human entrepreneurs who took advantage of its location outside the cradled sea to dodge the Goldlords' harsh taxes. This detail also makes the city a haven for smugglers and tax-evaders who wish to evade the Goldlords' scrutiny.

VALIANT PURPOSE

The Reclaimers, who founded Borheim, are a group of Dwarves dedicated to reclaiming their ancestral home of Derrevene from the Goblin Scourge. Derrevene can only be entered via the Onyx Pillar, located at the center of the continent, but the Goblins have taken control over the pillar and are holding fast against all attempted assaults. The Reclaimers aim to find a new way into Derrevene, namely digging into the earth until they eventually break through the ceiling of their cavernous homeland. These excavations take place well outside the city walls, and the city is built mostly out of the stone the dwarven miners have quarried in their efforts.

LANDLORDS AND SCOUNDRELS

Borheim fosters a unique mix of squalid, dirt-poor miners and aristocratic landlords. Those of lesser financial status tend to mingle with the smugglers and thieves in the Southern districts of the city, surviving on mere coppers per day. These poor conditions are a side-effect of the corporatization of the Reclaimers – while most miners work out of a dedication to taking back their homeland, the few who own the land these mines are dug into make huge profits from the precious metals their workers dig up. These landlords have little incentive to raise their wages, as their workers are already driven by their cause. So far, few have rebelled against this system, but crime has become so prevalent in Coppertown and South Row that city officials are considering instituting a minimum wage, much to the dismay of the landlords.

A CITY OF MANY PARTS

The city is made up of a number of vastly different districts, spanning many different spectrums. The Gray District is orderly and well-maintained, while the South Row has little to no guard presence. The people of Old Harbor are wealthy, while the majority of Coppertown is dirt-poor. Shops in the Wells District are fairly pricy, while the Backend shops are cheap and shady. Each district has its own purpose and its own social ecosystem, as detailed in the sections below.

THE WELLS DISTRICT

Located in the centermost part of the city, the Wells District is the largest of the city's commercial centers. The district is home to merchants of all kinds, from travellers peddling their wares in the squares and side streets, to resident blacksmiths, carpenters, and even sellers of tools and artifacts from the Arcane Ward – though these people are often looked down on by the scholarly elite.

The Wells district earns its name from the deep stone wells that can be found scattered throughout the city's many squares and alleys. However, when the city developed its sewer system roughly eighty years ago, the excavation caused most of these wells to become unusable. Nowadays, most water in the city is either pulled from the one surviving well in the center of Coldstone Square, or from further upriver, outside the city walls. The remaining wellheads now serve as hidden passages into the sewers, where a poor and unsavory subsection of the population resides.

ANYTHING AND EVERYTHING FOR SALE

It's often said that if you can't find something for sale at the Wells district, it doesn't exist. This isn't entirely true. The district, like the others North of Gate Street, is quite well policed, and as a result illegal trade is more difficult to get away with. But those who aren't deterred by dusty shops tucked away in dark back-alleys can find unexpected things, and having the right contacts can be important for narrowing down more specific searches. The most common shops are those that deal in stone goods, precious metals, and jewelry, thanks to the excavations outside the city, but those drawn to Borheim by the growing economy make it possible to obtain any commonly available item. Prices, however, are not low. Though no respectable merchant would be caught dead saying it aloud, Backmarket is where to go if you're looking for bargain prices on questionably obtained goods.

NOTABLE LOCATIONS

COLDSTONE SQUARE

Though not centrally located within the area, Coldstone serves as a center for business as well as living. Bordering the river to the South and Old Harbour to the West, Coldstone hosts the largest open air market in the city. Roughly 2500 square meters of space house countless stalls and carpets where merchants who can't afford a storefront peddle their wares. It is also home to numerous beggars and pickpockets who use the ever-present crowds to their advantage. There is also a raised section to the South, perfect for public events, performances, and public addresses. The platform can be rented out for full-day events, and it is the central location of the Borroday festival, an annual holiday shared by all dwarves who follow the God Borro. The Well at the center of the square is one of the last functional wells in the district, and it draws people of all kinds to the square and creates even more traffic for the traders there.

TIRDA'S FORGE

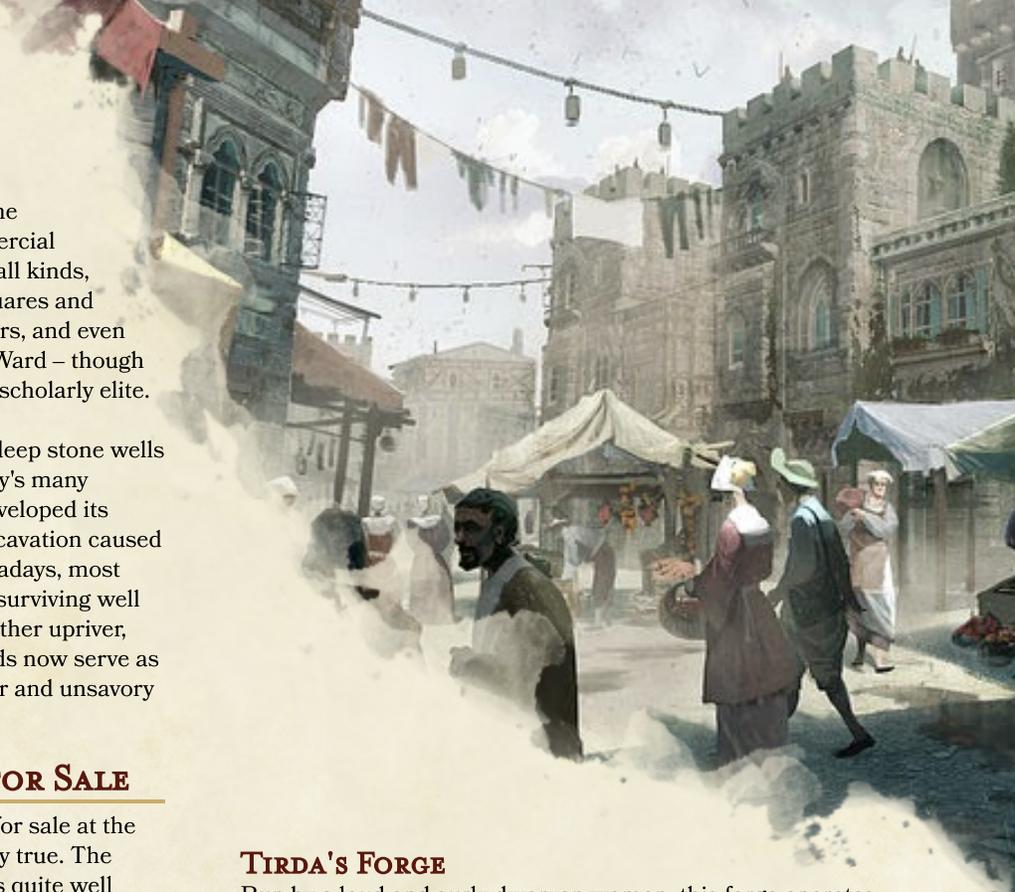
Run by a loud and surly dwarven woman, this forge operates just North of Coldstone Square. Its a low building, its roughly hewn stone blocks stained with soot. Tirda is a fiercely competitive woman, and she runs a tough business, earning a reputation amongst the locals for being, in her own words, "a penny-pinching hard-ass." She has hired on a number of apprentices to keep her forges running smoothly, but she forces them to do all business out the front of the shop – nobody, not even the employees, are allowed in the back.

THE SWARTHY WORKMAN INN

Perhaps the oldest building in the Wells Quarter, this tall freestanding inn stands out against the surrounding shops by being built of timber and planks, rather than gray stone. It stands four stories tall at the Northeastern corner of Colstone Square. The inn is of fine quality, and has been a popular drinking spot for locals since it was first built on the outskirts of Old Harbour. It's changed hands several times since then, and is currently operated by a loud, boisterous and friendly dwarf named Ernest, who has been subtly jacking up his prices since he bought the place. The regulars haven't noticed yet.

CORWIN JEWELERS

Corwin Jewelers is a luxurious jewelry store situated along the road North of Coldstone Square, just South of the Gray District. It is run by Cairne Corwin, one of the wealthiest landowners in the city and owner of the largest private excavation, Cairne's Pit. The jewelry store is built of gray stone with intricately chiseled pillars flanking the door and large glass windows displaying its wares. Corwin deals mostly in gold, silver and gems, but claims to have access to "all the wealth Borro has to offer." He also deals with the mages of the Arcane Ward to create valuable enchanted trinkets.



SAMPLE BUILDINGS

d12 Building

- 1 Cheap tavern, relatively crowded and boisterous. Live music drifts out its open front door.
- 2 Low quality jewelry craftsman, striving to break into the market.
- 3 Common provisioner selling preserved meats and fruits.
- 4 Tiny corner store with fresh produce, supplied by a farm outside the city
- 5 Potion seller from the Arcane Ward, peddling minor healing and enhancement potions, as well as stronger potions which he warns could kill a dragon.
- 6 Small two-story home belonging to a scribe who does business through his sitting room.
- 7 Amateur artificer with little arcane training, selling mostly useless artifacts while posing as an accomplished mage.
- 8 Family construction contractors with an office on the first floor. Will build from lumber or stone for reasonable prices.
- 9 City-owned guard barracks and armory. Blacksmith works out front and will create arms and armor at high prices.
- 10 Old storefront, now empty and for sale.
- 11 Bookstore with neatly sorted shelves visible through the window. Clerk is supposedly a famous writer.
- 12 Workman's supply, selling manual labor tools for miners and farmhands.

SAMPLE EVENTS/ENCOUNTERS

d12 Scenario

- 1 A beggar in Coldstone Square becomes hostile when shooed away.
- 2 A raving prophet takes the stage at Coldstone and begins raving about the end of the world. The guards won't remove him because he paid to rent the platform for the next four days.
- 3 A deafening electrical snap wakes up the whole street North of Coldstone. A thief attempted to break into Corwin Jewelers and was electrocuted by warding magic.
- 4 A troupe of charlatans wheel their cart into town, set up camp in Coldstone Square, and provide a marvelous performance aided by strange magical pyrotechnics.
- 5 A squad of 4 guards are preparing to break down the door to the local bookstore. They're heavily armed.
- 6 A cart carrying stone blocks breaks down in the road from the East gate. The driver is furious and blames a pedestrian for sabotaging his axel.
- 7 A small dwarven girl asks for help, saying she dropped her doll down a back-alley well.
- 8 Noxious fumes start pouring out the potion shop, causing those who inhale them to become euphoric.
- 9 An anonymous businessman is attempting to buy an entire block of the city, and a few of the shopowners are mysteriously staying quiet about it.
- 10 The body of a wealthy mineowner floats by in the river.
- 11 An arms dealer is selling concealeable weapons to civilians without proper paperwork, and the guards are getting nervous.
- 12 Shops are closed for a regional holiday.

