

# THE CITY OF RHUM

## Introduction

The City of Rhum is a modular supplement for the **LEGEND QUEST** game. When used together, these modules will form a detailed city where the characters can live and adventure. Everything a **LEGEND QUEST** character will need can be found within the walls of Rhum, and probably more. Since Rhum is presented in various supplements, game masters are able to pick and choose which supplements (typically representing neighborhoods) will be of value to their games. Although Rhum and all of its buildings are intended to be used as a complete set, it is easy for any game master to pluck the settings out and use them in other cities, or as stand-alone locations. Care must be taken in these cases, as the people of Rhum interact with each other. Some modifications may be necessary to maintain a coherent setting.

Though Rhum is intended to be used along with the **LEGEND QUEST** game, it is a city that has been used in whole and in parts in various other fantasy role-play systems. The **City of Rhum** series has been redesigned to be used with Board Enterprises' **Grain Into Gold** generic supplement. **Grain Into Gold** establishes a generic economy that can be used in any game system. Rather than attempt to use the limited price information in the rule book, all prices and exchange values have been modified to match this new system. The **City of Rhum** series does not require the **Grain Into Gold** supplement; it simply follows the same ideals.

**Welcome to Rhum** is the North Gate District of Rhum and as such is the first thing people see when they enter the city through the North Gate. Because of this, it is the perfect first introduction to Rhum. It will house the player characters in inns, feed them in restaurants, stable their horses, and give them shopping opportunities. Being so close to the gate, and thus convenient, it is not the best place to find a good deal, but it is a great place to find most things a traveler would need.

This supplement is laid out in the following manner: First is the introductory material intended to help explain some of the basics about the city as a whole. Next is the description of the buildings and locations themselves. There are ten full location descriptions detailing the building, people, stock, security and customers. There are also over forty locations described in less detail to help fill out the neighborhood. Lastly are the appendices and glossary. Appendix B details the prices for many of the most commonly sold products or services. A location summary and large map are included as well.

For those people not familiar with Rhum, the glossary serves as a quick reference of how certain words are used in **LQ**, and also details abbreviations used; people referred to, but not fully discussed; and places outside of Rhum.

## The City of Rhum

Rhum is ideally located for adventurers. The areas to the west are uncivilized and inhabited by ogres, wolves and other creatures. The lands to the north may be settled, but are still very wild. Being on the trade routes allows Rhum to have access to goods from many far off and exotic regions. The trade activities also provide many jobs as bodyguards, outriders and bounty hunters. All of these factors have caused a large number of adventurers to reside in Rhum, which has in turn caused a number of adventuring specialty shops to spring up to cater to this niche. This has caused a snowball effect bringing more adventurers and more adventuring shops into Rhum.

Rhum has a temperate climate with large variations depending upon the season. The summers are clear and warm with highs reaching 80-85°F. Autumn cools to highs of 60-65°F with moderate rainfall. The winters can be very harsh, with heavy snows and lows below 0°F. Spring is the rainy season, with highs similar to autumn, but twice as much rain. Blizzards and tornados are uncommon, but do occasionally occur in winter and spring.

The main exports from Rhum are beer, furs and ceramics. Rhum has four major breweries, each producing enough beer for export. The fur trade is booming to the north, but Rhum has the best trade routes for moving the furs to other areas. The soil east of Rhum is perfect for making strong ceramic products. Several large ceramic factories have taken advantage of this and export their products across the world.

The city of Rhum has a rough quality to it. To be sure, it has its elegant and imposing neighborhoods, but the overall mood of the city tends to be less refined. Rhum could very easily be turned into a much higher class city. The army is very well trained. The walls are strong. The city guard is adequate. Most importantly, an incredible amount of money changes hands within the walls. The main problem is that many of the city's residents are retired adventurers, and they prefer the more rugged style of life. The wealthier citizens realize this and are often at odds with the adventurers. The Council also realizes the city's potential, but enjoys the power of a militia made up of active combatants. Many of the business owners themselves have some

adventuring experience and cater to adventurers. Adventuring is also a main source of income to the city.

## **The History of Rhum**

The city of Rhum came from very simple beginnings. In the middle of a ruthless wilderness, Martel Samcom built a trading post out of the logs he cut to clear a patch of ground. Dealing with fur trappers, couriers, bounty hunters and even bandits, Martel made a good living as the only spot of civilization for days. During his spare time, he built a small house and a barn, despite the fact that he had no animals. As he became better known, and therefore busier, he started to rent out space in his unused barn to people in need of shelter. These same people soon decided it would be better to build their own homes than to continue paying Martel. Ten years after Martel built his trading post, there were fourteen homes and cottages built up around him. This growing community first attracted a medicine man, who sold alcohol as the cure-all. Next, came a family of horse breeders, who set up a stable. An inn, a wheelwright, a blacksmith, a witch, and a geologist-assessor followed shortly behind. Martel Samcom died 32 years after he opened his trading post. That year there were 52 buildings making up the community.

Interested in the fur trade at Rhum, caravans formed dirt roads leading to the growing village. As the caravans started passing more frequently, the village grew. Soon the settlement, still in an untamed wilderness, decided to raise a protective wall. This first wall was a wooden palisade that enclosed seventy buildings in a rough oval. Expansion planning was not done in an effort to complete the wall as quickly as possible.

Twenty-four years ago, the City Council decided to change the location of the city. Martel's trading post had been built on a hill, both for visibility and water run off. It was this hill that was enclosed by the original wooden palisade. Though over the years various larger walls were built, more homes and buildings were built up outside the wall. This had offered them no protection against the assault by the city-state of Garnock. Although the Rhum army and militia were able to repel the attack, serious damage was done to many of the buildings. Instead of rebuilding where they were, the Council decided to move to a flat plain less than two miles east of the hill.

Work began in the summer. First, the eastern wall was begun. As work on the wall progressed, some buildings were moved (dragged) from the hill to the new site. Others were built or rebuilt within the new boundaries. The Council controlled all planning and lot assignments with the funds generated helping to pay for the building of the wall. The army and their horses were made available to the building citizens and proved integral to the completion of the new city. Over a four

year period, many buildings were built and surrounded by the present defensive wall.

The new city was well planned, including space being left for expansion within the walls. Areas were also left open for city parks, wells, and government buildings. Roads were laid out, and all building activities were forced to follow strict rules. This extensive planning seems to have been remarkably successful. Rhum remains a structured, ordered city.

It is not known where the name Rhum came from, nor what it means. One legend says it is a dwarven word for "little village" and was used by dwarven brewers when they delivered their beer. Another legend states that it was the name of an ogre that claimed the village for a short time. Even after the citizens had defeated him and his bandits, they were unable to stop people from using the name. The upper classes of Rhum claim that the name was chosen by the townspeople two years after Martel died. They refuse to comment on why the name would have been picked.

## **The Neighborhood**

The North Gate District was one of the first zoned areas from when the city was moved. Unlike most of the rest of the city, this district was zoned for many small shops. Even the restaurants and inns are smaller and more cramped. The owners put up with this mainly for the convenience of being so close to the gate.

An almost hidden fact is that this district is mainly residential. As one of the first districts laid out, many people wanted to be as close to the gates as possible and locked in their lots as soon as they were able. Travelers would probably never guess that just two blocks off the main road is a very normal, craftsmen's residential neighborhood.

North Caravan Way runs from the North Gate to the Council Chambers and the Bell Tower. From the Bell Tower to the South Gate, the road is called South Caravan Way. Both North Caravan Way and South Caravan Way are meticulously maintained. As with other streets on the north and northwest sides of town, this neighborhood was first dirt roads, then cobblestone roads, and recently has been replaced with brick roads. Should a brick on North Caravan Way become loose; a team from the Rhum City Engineers office will be sent over to fix the problem. While the side streets are maintained, one or two loose or missing bricks will not merit the attention of the Engineers.

## **Time**

Time in Rhum is told by the sun. The day begins at sunrise, and all morning times are referred to as \_\_ hours after sunrise. Noon is when the sun is directly overhead, and afternoon times are similarly referred to as \_\_ hours