

Ashwall - Major Rydonian Fishing port.

Population 3400, primarily human, some other civilized races. The town is defended by a strong stone wall and gatehouse. It is governed by a consortium of guildmasters, known as the Silver Order, overseen by Guildmaster Nabalsha, of the Fishing Guild of Rydony, who acts as Ashwall's Delegate in Vosstern. Ashwall has a bustling market, and is Founded at the mouth of the Azunne River, protected from the storms of The Eastern Divide by a peninsula to the west.

The largest licenced Inn is the Bizzari Inn to the North of town, which is a homely wayside resting place. More risky taverns and brothels can be found in the warren of makeshift residences around the market, although they move around regularly to avoid sanctions.

The captain of the guard is called Ilumman, and stays in his room all the time, delegating to his second, Tuso, and becoming more and more depressed at his situation.

Most of the towers on the eastern side of town are chipped in some way, and two were abandoned last year. A mandatory conscription has raised a camp of uncertain levies just outside the town, just waiting to be attacked by the disparate, yet seemingly coordinated bands of pirates who have taken over the Azunne Bridge and are becoming bolder by the day. Word has been sent to the capital, but it never reached, lost either in the hands of some shortage-profiting businessman's bribed official, the sea, the pirates, or Bureaucracy.

The Gilardengo Academy teaches magic for practical purposes. Auto spinning potters' wheels, self cleaning utensils, lighter plows, but most importantly, spells and items for the fishing industry. Stronger sails, de-barnacling hulls, storm control spells etc.

The major Religious buildings in town are the Great temple of all, and the facing, and entirely opposite, buildings dedicated to Asmodeus, the demon lord, and Pelor, god of the sun. Both have had more converts in the recent hardship, partly for solace reasons, and partly because clergy weren't drafted for Tuso's pet army.

Bizzari Inn

Location:

Just outside the Gate of Karlediath. It is opposite the Monument to Overlord Heinrichson and the Tufano Household.

Description:

The inn is a three-storey stone-walled building, with several stained glass windows and a mixture of elf-wrought and solid crafted tables and chairs. Accommodations consist of several large rooms with beds and feather mattresses.

Innkeeper:

The innkeeper is a young female halfling named Alviarl.

Menu

1. Baked Phoenix and Barley Biscuits, Glass of Mead (2 sp)
2. Roasted Goose with Nutmeg and Artichoke, Glass of Cider (2 sp)
3. Roasted Whitefish and Soft Cheese, Tankard of Stout (9 cp)

Patrons

1. Hildga: Female Dwarf Priest, Neutral. Hildga has a narrow face, with auburn hair and dark hazel eyes. She wears modest garments and a sling of vials and potions. Hildga speaks with a quiet voice.
2. Athen Porte: Female Halfling Peasant, Neutral. Athen has black hair and narrow gray eyes. She wears modest garments and a gray cloak.
3. Mera: Female Human Artist, Neutral. Mera has black hair and brown eyes. She is extravagant and vengeful. Mera seeks a company of adventurers to hunt down and capture the legendary thief known as The Fool.
4. Beta: Male Human Merchant, Neutral. Beta is fey in appearance, with short gray hair and sharp gray eyes. He wears simple clothing and a wooden holy symbol.
5. Gane: Male Human Merchant, Good. Gane has cropped black hair and hazel eyes. He is romantic and impartial. Gane seeks a company of adventurers to expose a corrupt aristocrat who serves the Vampire of the Verdant Labyrinth.

Rumors

1. The wizard Atis has discovered or created a new form of magic
2. The queen is a descendant of Myazou the Infernal
3. Mele the Alchemist is actually a dragon from a distant realm
4. The trees of the Prone Vale have gained sentience and speech
5. Kater was once a lady but her lands were destroyed in a magical cataclysm