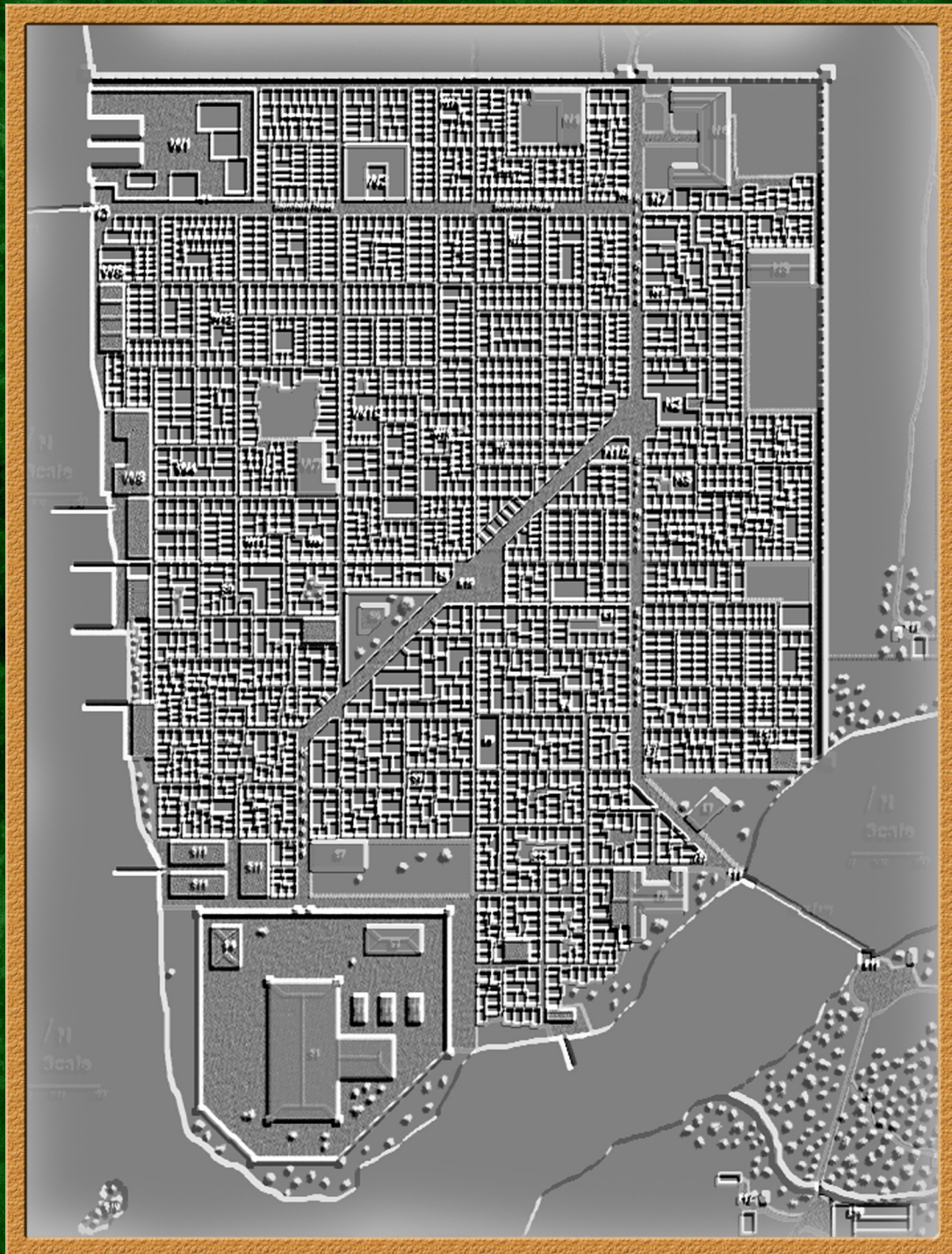


# Archendurn



**Guild Companion Publications**

# City of Archendurn



# City of Archendurn

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## Introduction

Welcome to the city of Archendurn. This is the capital of the Archendurn Kingdom, from which King Argril Clement rules over a fairly large but sparsely populated kingdom within the world of Aernth.

Within this document you will find the details behind the city of Archendurn as they exist within this setting. However, this small city can easily be placed into any existing campaign setting or used for the starting point of a single adventure.

As a layout note, you will see that some suggestions have been placed in various parts of the text, all of which appear in *Italicized* type. These suggestions are meant to aid GMs in altering the information for use in their own setting.

The Archendurn kingdom is set in a temperate climate with warm summers and cool winters that result in light snowfall. It is primarily a sparsely populated and heavily wooded semi-wilderness area. There are pockets of cleared farmland around the numerous villages that are spread throughout the kingdom. The largest of these is the city of Archendurn, which also serves as the primary trade and governmental center. It has a population of about 6,500 people living within the city walls, and another 14,800 living in the surrounding countryside (within two day's walk) and a standing army of 500 soldiers. Most of these people live on farmsteads.

The city sits on the banks of the Clearwater River where the Hoarsbey River dumps into it. The Clearwater is a major river, which is navigable by large riverboats resulting in Archendurn being a relatively important river port for the local lands.

This module will not provide a detailed history of the city of Archendurn as that is only relevant to the World of Aernth setting, and it is likely that most GMs will use this module within their own settings.

**Notes on Pronunciations:** The intention here is to give a Celtic flavor to this medieval city, so the old Celtic pronunciation conventions have been used. For starters, the letter “c” is always pronounced with a “k” sound, and a “ch” is pronounced with a slightly softened “k” sound almost like an “x” (as in the Scottish English word “loch”). Vowels that appear with a *fada* (the á, é, í, ó, and ú) are always pronounced with a “long” vowel sound, while those without are nearly always pronounced with a short vowel sound.

Another item to note is the fact that there are two ways to pronounce some of the consonant sounds. When trying to determine the pronunciation of a consonant, look at the vowels next to it. If the vowel before it has a long “a”, a long “o” or a long “u” then the consonant is pronounced as a *slender* consonant (it will have a slight “i” quality to it). If the vowel sound before it is a long or short “i”, then the consonant will be pronounced as a *broad* sound (it will have a slight “u” quality to it).

The “bh” that sometimes appears in these words is pronounced with a “w” sound (as in the English word “won”). The “mh” is pronounced as a “v” sound (as in the English word “valley”). When a “gh” appears within a word, it is not usually pronounced other than

making the vowel before it being pronounced with a slightly more nasal quality.

Also note that there are no natural letters J, K, Q, V, W, X, Y, or Z in the old Celtic alphabet. Of course, the intention is to provide a tool for a Game Master, so these are only suggestions and may be ignored at the GM’s discretion.

## Peoples and Cultures

Before the knowledge of iron forging came to the area, the native peoples had primarily been a hunter-gatherer culture with strong ties to Druidic beliefs. The technology of iron forging was brought to the region when the Ruglund Empire expanded its borders. However it did not take long for the native peoples to rebel and join forces with many of the other groups that had come under the corrupt rule of the Ruglund bureaucracy. The major factors in this were the joining of the Archendurn peoples, the Firbulg peoples that lived along the western coast of Clearwater Lake, the wolf-men of the huge peninsula that juts into Clearwater Lake, and the elves to the east. This was the start of the downfall of one of the largest empires in human history.

Once the local people broke free, they continued to inhabit the Ruglund fort at the point where the Hoarsbey river drained into the Clearwater River, naming it after themselves and proclaiming that they would never again be ruled by an outside force. One of the leaders of the rebellion on the side of the Archendurn people was elected as King and was entrusted with the mission of protecting the people and lands.

It did not take long for the people to learn that they had better quality iron reserves in the mountains along the northern borders of their own lands. This resulted in a thriving trade of iron goods, which is now an important part of the Archendurn economy.

The current Archendurn kingdom extends east to the shores of the great Clearwater Lake and north to the Grey Mountains and includes several other peoples besides the native Archendurn people. These include a very small number of Firbulg. Dwarves also make up a fairly large portion of the population along the mountains.

The entire population of the kingdom is about 136,000 spread out over an expansive area with large tracts of woodlands between them. About 85% of the population belongs to the native Archendurn peoples, 5% are dwarves and a further 3% are Firbulg. The remainder is very diverse in race and cultures of origin.

The Archendurn people tend to average 6’ tall for males and 5’ 5” for females. Average weights are about 200 pounds and 140 pounds respectively as these people are fairly stocky. Hair tends to be light brown or reddish brown, with both men and women wearing it long. Beards and moustaches are common among the men, while women frequently wear their hair tied back in ponytails or braided.

The clothing most commonly worn by the Archendurn people is wool, with flaxen and hemp also being common. It is often woven into various plaids or solid colors using a lot of greens, reds, blues, grays, and browns. Most of the material is dyed using various natural dyes resulting in somewhat drab colors (the colors are not normally very bright looking). Wide leather belts are also common. Hooded cloaks

## North Archendurn

### N1- Brolion Mercantile

This shop caters to the needs of the local farmers and their families, carrying a wide variety of farm tools and implements, as well as household items and cooking utensils. Their prices are about average for most of the items that they carry in the shop. While they can get specialty times, they charge a 20% premium for these custom ordered items.

Gaermon Brolion, the owner is a large man with a constant scowl and long light brown hair that is kept tied back with a thin leather cord. Despite his outward appearance, he is a friendly and helpful member of the community, although he rarely speaks unless spoken to. His family has been dealing in goods used by the common people of Archendurn for several generations now, and has earned a reputation for fair and reasonable prices.

His wife and three teenage daughters help out in the shop, while his only son operates a second mercantile that they just recently opened in one of the neighboring communities (Hoarsbey) as part of the family business.

### N2- Heraideron Pottery Works

This is one of the largest employers in Archendurn, with over 50 workers, producing large amounts of pottery. A huge wood fired kiln is used to cure the finished products and for helping in the glazing process. The Pottery Works makes dishes, mugs, cups, canisters, bowls, flasks, bottles, jars, etc. They are the only large manufacturer of pottery in the entire kingdom. Some of these products are even shipped to distant lands as containers for other farm products or just as finished products themselves.

The Heraideron family name had died out two generations ago, leaving a single daughter, who married the fourth son of the then reigning king of Archendurn. However, the family name was kept out of respect for the founding family and for the reputation that had been built up over the previous seven generations. The current owner is Cíale Clement, who is a second cousin to the current king.

Cíale and his wife, Erin, treat their employees fairly and reward them appropriately for their work and dedication. Cíale is a tall and somewhat stocky man with medium length (down to his shoulders) dark-brown hair that is somewhat thin in the front. He is nearly always seen with a smile on his face and an upbeat attitude, despite his severe limp. The limp was caused about 15 years ago by the collapse of a large wooden shelving system that was used to store finished goods until they could be packed for shipment to their final destination. When the large wooden structure started to collapse, he dove into the fray to push two of his employees to safety, but suffered a severe broken leg that has never healed properly. Erin had been pestering him for several months prior to the incident to fix the unstable structure as someone was going to get hurt.

His wife is a friendly woman with long light brown hair and green eyes common to most of Archendurn inhabitants. She is of average build but somewhat tall, standing only a little shorter than her husband. She is the daughter of a farmer with sizeable and fertile lands who lives along the outer edge of the cleared lands, about a day's walk from the city.

### N3- O'Connel Farm

This is another one of the large farms just outside of the city walls. The O'Connel family has been supplying many of the residents of Archendurn with milk and eggs for several generations. They also supply some of the mercantile shops, farmers' markets, and taverns with chickens and beef. Due to their close proximity to town, they have been able to turn the small surpluses of the past generations into farm improvements resulting in increased productivity. They are now responsible for a large share of the food products sold to local businesses. One of their largest buyers is Hierdoren O'Reili, the cheese maker [see S5].

Old man Bill O'Connel is shrewd and impatient, with a dislike of strangers. His eldest son, Bertrand, now runs the day-to-day work at the farm. However Bertrand still has to answer to his demanding and ever critical father, so his control is somewhat limited.

Most of the members of the O'Connel family are of average build and height, with reddish brown hair. They tend not to be overly friendly, but some say that a large part of this is due to old Bill being so ornery towards everyone.

### N4- MacMaithel Cartage

Transportation is essential to the farms that are able to produce a surplus of products, in order to get them to market or to the buyer. Euthien MacMaithel is the man that provides that service to many of them.

He has regular routes, which his drivers follow between Archendurn and the various small villages within a few days' travel. These drivers carry small packages and small shipments of goods (less than wagonloads) between the various communities.

Regular runs between Archendurn and Willowdale are also made once a week, often using two or three wagons for a single run due to the large amount of products traded between them. Willowdale is not easily reachable by riverboat, so much of their surplus products are transported to Archendurn where they can then be loaded on ships for transport to distant lands.

He also does extensive hauling of hemp and flax from the various farms around Archendurn to the Rope Works and to several small cloth weavers. Regular runs between the sheep farms and cloth weavers are also common.

Euthien's great grandfather, who sold his small farm on the outskirts of the tillable lands to a newly arrived foreign family, actually started the business. He had already been hauling goods for some of the neighboring farms by that time, and with the gold he received from the new residents, he purchased two more wagons and teams of horses, as well as a building in Archendurn. The business has steadily grown ever since.

Euthien currently has 18 wagons, 5 sleds (for use in the winter months when the snow is too deep for the wagons to get through for important deliveries) and 68 horses, as well as 23 teamsters in his employ. He will occasionally hire mercenaries to escort his drivers when they do longer runs through dangerous areas to the more remote parts of the kingdom or to other neighboring lands.

**Noise** (King's Seneschal/Spymaster) - **Profession:** 20lvl Rogue

**Race:** High Man

**RR: Magic:** +72

**RR: Stamina** +77

**RR: Will:** +87

**Hits:** +133

**PP:** +120

**Init:** +17

**DB:** +12

**BMR:** 11'

**Ag:** 91 (+9)

**Co:** 57 (+4)

**Re:** 91 (+9)

**Sd:** 86 (+9)

**In:** 96 (+11)

**Pr:** 46 (+2)

**Qu:** 77 (+6)

**St:** 61 (+5)

**Attacks:** Paired Daggers +85; Single Dagger +94; Thrown Dagger +89; Martial Arts Strikes +84

**Perception:** +84

**Stalk/Hide:** +93

**Other Skills:** Acrobatics +38, Climbing +80, Contortions +38, Appraisal +30, Crafts: Seneschal +78, Healing +50, Herbcraft +50, Lore: Local Region +68, Lore: Local Gossip +68, Lore: Royal Affairs +78, Signaling +35, Duping +48, Public Speaking +28, Trading +18, Attunement +32, Runes +30, Foraging/Survival: Forest +35, Navigation +25, Riding: Horse +43, Tracking +35, Armor Skills +19, Jumping +34, Swimming +84, Ambush +93, Disguise +61, Locks & Traps +65, Pick Pockets +60, Poisoning +90, Sniping +93, Streetwise +63, Trickery +81

**Languages:** Archendurn, Bornheld, Ogham, Ancient, Elven, Silent Tongue

**Spell Lists (Universal):** 65 ranks distributed as GM requires (suggestion: Boost spells, Detect spells & Minor Healing)

**Equipment of note:** Tends to wear plain and functional pants and shirts with long sleeves, with a long but thin cloak. All are usually black or dark grey in color and of hemp or flaxen material. For footwear, he prefers a high pair of soft leather boots. While not apparent, he also always carries at least two daggers hidden within his clothing and/or boots.

**Daemien Osteimh** (Master of the Dungeons) - **Profession:** 12lvl Fighter

**Race:** Mixed Man

**RR: Magic:** +32

**RR: Stamina** +105

**RR: Will:** +82

**Hits:** +132

**PP:** +15

**Init:** +12

**DB:** +47

**BMR:** 15'

**Ag:** 81 (+7)

**Co:** 86 (+10)

**Re:** 46 (+0)

**Sd:** 81 (+9)

**In:** 51 (+1)

**Pr:** 41 (+0)

**Qu:** 77 (+6)

**St:** 101 (+18)

**Attacks:** "Large" War Hammer +140/+130; Thrown Blade +90/+80; Wrestling +107/+97; Brawling +105/+95;

Dirty Fighting +91/+81

**Perception:** +60

**Stalk/Hide:** +21/+11

**Other Skills:** Climbing +75/+65, Appraisal +11, Crafts: Administration +42, Healing +31, Herbcraft +6, Lore: Local Region +15, Duping +21, Public Speaking +16, Runes +6, Navigation +6, Armor Skills +55, Jumping +70/+60, Swimming +45/+35

**Languages:** Archendurn

**Special Abilities:** Giantism, Dense Musculature

**Armor:** Chain Mail (DB +40, Maneuver Penalty: -10, Casting Penalty: +6)

**Equipment of note:** Rumored to be the offspring of a Giant, Daemien is a physically imposing specimen. He wears leather boots and breeches, with a chain vest and bracers over a woolen tunic; he also usually wears a long cloak of wool with a hood. His weapon of choice is a massive war hammer (attacks as a 2H War Hammer, but does *Huge* criticals instead of *Large* criticals).

**Rian Otthelma** (Capt. Kings Guard)- **Profession:** 20lvl Fighter

**Race:** Mixed Man

**RR: Magic:** +62

**RR: Stamina** +100

**RR: Will:** +74

**Hits:** +127

**PP:** +13

**Init:** +14

**DB:** +34 (+74/+134)

**BMR:** 11'

**Ag:** 92 (+9)

**Co:** 86 (+10)

**Re:** 62 (+3)

**Sd:** 71 (+7)

**In:** 52 (+1)

**Pr:** 56 (+4)

**Qu:** 87 (+8)

**St:** 91 (+11)

**Attacks:** TWC (Rapier/Main Gauche) +115/+100; Shielding Weapon (Rapier/Main Gauche) +105/+60;

Rapier +145; Main Gauche +120; Main Gauche (thrown) +80; Short Bow +96; MA Sweeps +90; Blindfighting +84.

**Perception:** +78

**Stalk/Hide:** +96

**Other Skills:** Acrobatics +76, Climbing +80, Appraisal +14, Crafts: Calligraphy +62, Healing +9, Lore: Local Region +56, Lore: Heraldry +56, Lore: Court Gossip +56, Signaling +29, Duping +55, Public Speaking +30, Runes +9, Animal Handling: Horse +15, Navigation +9, Riding: Horse +41, Armor Skills +50, Jumping +80, Swimming +80

**Languages:** Bornheld, Archendurn, Elven

**Special Abilities:** Swashbuckler, Ambidexterity

**Armor:** Masterwork Star Metal Chain Shirt, SL Boots (DB +40, Maneuver Penalty: +0, Casting Penalty: +3)

**Equipment of note:** He wears a specially fitted, high quality, and very light chain armor\* of a strange metal that gives him an additional +15 to his DB, in addition to having a minimum encumbrance penalty of -0 (with his training, this results in no penalty to his movement when wearing it). He tends to wear loose fitting clothing, which allows him to wear the tight fitting armor beneath his clothing, giving him the appearance of being unarmored most of the time. He also always carries a very fine quality Rapier\*\* made of an extremely light and resilient metal (same as armor above), that results in a +15 OB for this weapon. His clothing is bright and gaudy, giving him the appearance of a "court dandy". He generally prefers not to use a shield, but on rare occasions will, giving him an additional bonus to his high DB. Depending on the ability of his opponent, he will often utilize a fair proportion of his OB for defensive purposes, making it difficult for his opponent to make contact, embarrassing and frustrating the foe, while Rian flaunts his lack of concern. Note, however, that he generally doesn't kill his opponents in these minor duels as at court such an act can easily lead to war, and his first concern is the welfare of the Kingdom (and Prince Eineil). If anyone does threaten any member of the Royal household, he will attack with deadly accuracy and speed, throwing all caution for his own welfare to the wind.



# G.C.P.

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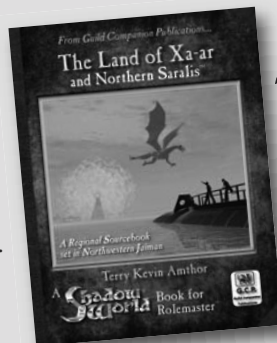


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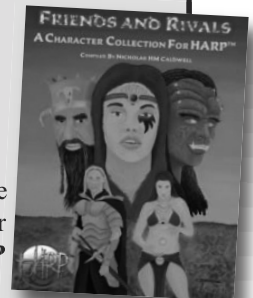
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