

## **SCHWARTZENBRUIN: THE CITY OF PLEASURES**

(A story of caviar and cream)



Schwartzenbruin is one of the largest cities in Living Greyhawk accommodating at times in excess of 30,000 people. No official census has ever returned a full result so in reality Schwartzenbruin may house considerably more. A lot of Schwartzenbruin's population is transient in nature. Mercenary companies, merchant caravans, ships crews and tourists adding to the seasonal arrival of native clansmen for important business, signing on, and festivals. As a result Schwartzenbruin has developed into a city that can cater for the diversity and needs of a great many cultures and ideas. Its inns and taverns are legendary and its courtesans unrivaled. Schwartzenbruin is the perfect place for battle weary mercenaries and adventures to unload their loot and frustrations. The city guards are swift to act but lenient on penalties a quick bribe seeing you escorted home and the peace kept.

### **ORIGINS**

Schwartzenbruin inherited its rather totemic name (Black Bear) from its earliest days. The island (see map) that is the home of the original city was first settled by the Ur-Flanne and in particular a tribe who's primitive nature worship saw them adopt the black bear as their totem; the island was once home to these creatures. The Schwartzenbruin tribe over time has been absorbed into the general population but the city and the canton still honor their ancient name. The city still keeps several tamed black bears and the official emblem of the city is a rearing black bear. Schwartzenbruin natives refer to themselves as the Bruinsmen (Bearmen). An old folk tale has persisted to this day that some of the ancestors of the original inhabitants of the island (perhaps even Perren himself) could transform into a black bear if their need was great. Schwartzenbruin is an old city full of the ghosts of the past; buildings lay atop older ones that have been built atop ancient ones. Every year city developers accidentally breakthrough into an older

layer and upon the mysteries of the past. It is not for nothing that Schwartzenbruin is said to have two underworlds.

## **THE MODERN METROPOLIS**

Modern Schwartzenbruin in many ways consists of three linked cities, the Old City, the New City and the Shore. As the city has grown new areas have been added each generally comprising newer families. The Old City is defined as all that is contained within the old wall, the old wall runs from Perrens Gate to the High gate and all the way around the back of the islands perimeter. In the Old City can be found the oldest families, the true Bruinsmen and a lot of old money live here. The New City is defined as “all that is on the island not contained within Old Wall”. New City is still very old and is the home of many wealthy merchants and non-Perrenlanders. Here is were the visitor to Schwartzenbruin is the most welcome and most easily relieved of their money in areas like the Longmarket and the Arena. The Shore is the city across from the island. It is the latest edition to Schwartzenbruin being only some 220 years old and still a work n progress. The need to house so many has seen the shore line across form the New City transform from a small village, catering as a point of embarkation from mainland to island, into a fortified metropolis to rival the island city itself. Here dwell many wealthy refugee families and mercenary families that have migrated to the relative safety of Perrenland and the legendary wealth of Schwartzenbruin to start a new life. Many Clan families have moved here to make a name for themselves as well. Here can also be found poverty and the struggle of the poor to survive.

## **THEIVES GUILDS**

Schwartzenbruin is a place of subtle crime. No less than three separate guilds operate in defined territories within Schwartzenbruin.

**The Old Guild:** The oldest and strongest of the Guilds operates out of the Old City and is buried deeply within the fabric of Schwartzenbruin’s old money. This guild is headed by a godfather like figure called “The Het”. Its specializes in racketeering, gambling, smuggling and the subtle disappearances of problems.

**The Mockers:** The New City is home territory to a loose confederation of petty thieves, pickpockets and con men. The Mockers guild seldom comes into conflict with the other guilds or the authorities as it confines its activities to unwary tourists and out-of-towers, leaving locals and heavy crime well alone. It operates heavily around “Mockers Gate” were it spots, “The Longmarket” were it has many friends and the “Arena” were it scalps.

**The Rafters:** This, the newest guild, only fifty years old or so, operates out of the Newcity and is spreading its influence into areas traditionally controlled by the Old Guild bringing it into conflict with them. The Old guild claims that this group is actually a front for a cult of Kurell, something the Rafters strongly deny.

**Other Rogues:** Rogues that are new to Schwartzenbruin (outsiders) who operate within the city need to be careful as they stand a good chance of being detected by one of the guilds. The Old Guild will act quickly and demand its cut of takings and, by laying down its rules, bring the outsider into the first layer of its network and hence under-control. The Mockers will demand that the outsider pass their test and become a member or else quit their territory. The Rafterers will openly invite membership and subtly indoctrinate new members overtime into its own unique way of thinking.

## **THE TEMPLES**

All of the faiths of Perrenland are represented in Schwartzenbruin, and here the Old Church has its High Temple in the Old City district as well as smaller temples in key locations. Most citizens of the city pay homage to one or more of the gods and religious festivals of note are often also public holidays.

## **SCHOOLS, EDUCATION AND SPECIALIST TRAINING**

Schwartzenbruin has many institutions renowned for the quality of their knowledge and their ability to impart it to paying student. Of note are the Colleges of Rao, the Seven Stages and the National Military academy. Many craft masters hold schools for paying pupils and apprentices. Adventurers can get just about any type of training here they can afford to pay for.

## **MERCHANTS, MARKETS AND THE PORT**

The church of Zilchus dominates commerce. The various merchant companies or Costa's do little that is contractual without it being under-written, insured or witnessed by a priest of Zilchus. The only rival to this is in matters of conveyance and some legal matters, which is handled by the "Old Church" and its priesthood of Allitur the ethical. The favors of Procan and Beory are heavily sought after by the many Captains of merchant vessels about to embark on the lake to distant ports. Trade is a major source of income to Schwartzenbruin. Its own local industries provide a great deal of produce that can be exported and used in turn to buy foreign produce. Thus imports of exotic items and goods make Schwartzenbruin an exceptional location to find that which is rare. Several daily and weekly open markets operate in the three city districts, and many exotic items and bargains can be picked up at these, or your pockets can be picked. The ports are controlled by the Harbor Masters who manage taxation of cargoes and try to stop smuggling. They work on commission and thus may have a vested interest in the prevention of such activities.

## ADMINISTRATION

Schwartzenbruin is run by its mayor who is elected every four years. The mayor has decisions ratified by an elected council that is also elected for four years. The Voorman of Perrenland also has his official offices here as does the Voorshoalman of the Old Church. Politically Schwartzenbruin is the heart of the nation, every year Canton councils are held, as are many Clan councils drawing scattered clans together. Every major clan has its own clan house where clan members can get friendly advice or protection if in need. Many clans send delegations yearly to maintain their standing as voting members of the clan council's.

## JUSTICE

Justice is mostly dispensed by the city guards at the discretion of guard Captains. These appointed officials hold substantial power in their respective area of patrol. Each of the city gates has the offices and petty gaol of a Guard Captain. Serious criminal cases are brought before the city magistrates in the city court located in the High Gate. Appeal mechanisms do not generally exist. Convicted criminals will either have themselves or their clan fined for theft or injury crimes, failing this a stint in the Dread Prison Bapthmorda is probable, more heinous crimes like unprovoked murder will see the criminal hurled from the Paleen Rock to their death.

## KEY LOCATIONS

- 1) **Fort Dian.** This is the oldest fortified structure in the city. The central keep is the home of the magical relic "The Girdle of Dian" and its guardians, an order of the Old Church called the Dian Sect. The outer towers and ward are used by the Bruingardt (bearguard) an ancient martial order, of members by invitation only, that has heavy links with the Old Church.
- 2) **The Arena** is a place where many crowd-pleasing events are held from gladiatorial contests to spectacular plays with magical enhancements. A small school of illusion is reputed to exist within the actors and stagehands of this large production venue. **2a The White Theater** is where many traditional or historical plays are performed, it is the common theater as admission is always free. **2b The Seven Stages** is a school for bards that puts on paying performances often of macabre nature. Its members and teachers include many of the performers from the Arena. Here aspiring bards can perfect the type of performance medium they are studying.
- 3) **Old Harbor** is a small sheltered bay where ships and barges can unload and load produce bound for the old city and the Longmarket, it is the oldest harbor. The harbor Master of the Old Harbor is the highest-ranking harbor official in the city.
- 4) **The Longmarket** is a massive building three stories in height, a long avenue runs from end to end with many stairs providing access to floors above and below. Many small shops and crafts line each avenue. This is Schwartzenbruin's bizarre and almost anything can be found here if you know where to look. The Mockers refer to the Longmarket as "their market".

- 5) **Harbor Gate** the most heavily controlled gate in the old city its guards are the most expensive to bribe.
- 6) **Old Temple, Colleges of Rao, Hospital of Zodel, Solcarde House.** All these buildings are owned by the Old Church and play an important role in Schwartzenuin society. The massive temple complex of the “**Old Temple**” houses the seven gods in separate shrines as well as the main worship hall. Here the offices and administration of the old Church run apace. Ecclesiastical guards make sure the visitor ends up in the correct corridor. The “**Colleges of Rao**” are both prestigious universities. They cater for all the classical education a Perrenlander could want. It is also the location of a small but influential college of wizardry with a very high price tag for admission. The “**Hospice of Zodal**” will heal freely anyone with the need who cannot afford it. They are not inclined to use magical methods unless normal healing is inadequate. They frown upon healing PC’s who have got themselves injured whilst exploring the cities back alleys. They will, however, heal the sick and the poor. Their efforts are responsible for keeping the over-crowded city essentially disease free and generous donations are made to them by many citizens and the city council. “**Solcarde House**” is a church run orphanage and is constantly looking for foster homes for the orphaned or abandoned children of mercenaries who got themselves killed.
- 7) **Perren’s Keep** is a beautiful old style keep built during the height of Perrens reign. It is the traditional home of the Voorman and his offices.
- 8) **Perren’s Gate** for ceremonial purposes is the official entry point onto the old city and its guards have to lug around the most regalia, which they consider an honor.
- 9) **Mocker’s Gate** the common gate into and out of the Arena district with all its pubs, taverns, hotels, gambling halls and brothels. Here a mocker is always waiting to spot easy targets for the guild.
- 10) **Garden Gate** stands guard over reserved tracts of land put aside by city ordinances a long time ago. Here citizens often have picnic’s and the area is well maintained by a dedicated local group of volunteer gardeners. Drunks are quickly removed by the garden gate guard for 3 square meals and a nap in a cozy cell over-night. In times of need additional military personal use these areas for camping.
- 11) **Naval Gate** is the district where the lake's navy has ships under repair or construction. Several warships are always located here with their crews off duty in the city.
- 12) **The Necropolis** is the place the dead are buried, it is patrolled by guards from the Old Church to prevent grave robbers or necromancers from taking advantage of its inhabitants restful state.
- 13) **High Gate** this is the location of the judicial courts of Schwartzenuin and the mayor’s official office is here, its meeting halls are full of the politics of Perrenland.
- 14) **Dockyards** is where shipwrights build and repair the lake’s shipping.
- 15) **Procan’s Grotto** is the location of a sacred grotto dedicated to Procan. Much ship’s companies sail round here before leaving on their voyage to make offerings and receive the blessing of the priestess. A small community of Aquatic elves also resides here.
- 16) **Old Dockside** is where many fishermen tie up and unload it also the place a ferry ride can be purchased to shore.

- 17) **New Quays** is where Merchants load and unload produce from the Shore city district. Many fishermen also tie up and unload here. It also the place a ferry ride can be purchased to the island.
- 18) **Schwartzenbruin Regimental Barracks and the Gate Keep** is the location of the Schwartzenbruin regiment, a powerful mixed military unit, under the command of the Voorman by right of custom but generally commanded by the whim of its highest officer “The Voorgardtcapitan” .
- 19) **The Old Prison Gate** was once the old city prison but is now the location of Schwartzenbruin’s military academy and its “Yunggardt” regiment.
- 20) **Paleen Rock (Shrine to Nurell)** is an ancient site harking back to the days of the original tribal inhabitants. The sheer cliff at this site plummets straight down onto a pointed rock from which the site takes its name. Capital crimes are punished here by hurtling the criminal to their death. This was always a ritual dedicated to the placation of Nurell the god of evil and death.
- 21) **The Green Tower (Lighthouse)** was constructed four centuries ago by a cabal of wizards who wanted to re-assure the suspicious inhabitants of their good intentions. It is the most famous of the lighthouses in Schwartzenbruin. The red light from the tall green stone tower wards ships at night from running aground in the tricky city harbor. In times of peril the light is known to change to an eerie green, an effect the wizards who practice in the tower are loath to explain.
- 22) **Village of Narbells** is a small ferrying point across the Undrill’s river mouth.
- 23) **Bapthmorda (The Dread Prison)** is a very dank and foreboding prison constructed about a century ago. Here the undesirables of Schwartzenbruin are accommodated, sometimes for protracted periods. It has its own internal subculture and its guards are feared for their methods.
- 24) **Village of Weisshaven** is a where travelers are likely to stay before crossing the Undrill to Schwartzenbruin.
- 25) **The Hillside Market** is also called the Common market by those who use it, this is the poorest market in Schwartzenbruin being in the poorest district.
- 26) **The Great Barter** is a collection of stalls, and tent shops that have almost as much variety as the Longmarket. Here is located the offices of many trading companies and the Temple of Zilchus.

## **SCHWARTZENBRUIN AN ARCHITECTURAL PREMISE**

The city of Schwartzenbruin is a large metropolis. Over time its buildings have had the tendency to be pulled down and reconstructed for different purposes. It is common to find public, residential and commercial buildings all sandwiched together in one large city block. The architecture is based on the need to fit as many people as possible within the confines of the city walls. This has forced builders to look upward and most buildings are between 3 and 5 stories high. The streets, apart from the official avenues, are mostly narrow and get very little sunlight. This produces a lot of rot in the foundations of many buildings leading to a constant reconstruction process within the city. Building design is best described as eclectic, as functional needs are modified and constrained by the available space. Buildings are therefore shoved closely together, mostly wall to wall, back to back. This produces many bizarre angles in building design. Schwartzenbruiners make good practical use of these impractical spaces to house their chimneys, sleeping cubicles, staircases and storage spaces. Space is at a premium in the city and many families have only three or four rooms on a single floor of a five-story building. All buildings are of stone and many have external staircases as well as internal ones. Many buildings also have inhabited cellars. Public Wells are maintained by the council.

**BELOW ARE SOME TYPICAL CITY BLOCKS (Harbor gate area)**

