

Holiday Glorantha:

The 'Real City' of Old Pavis

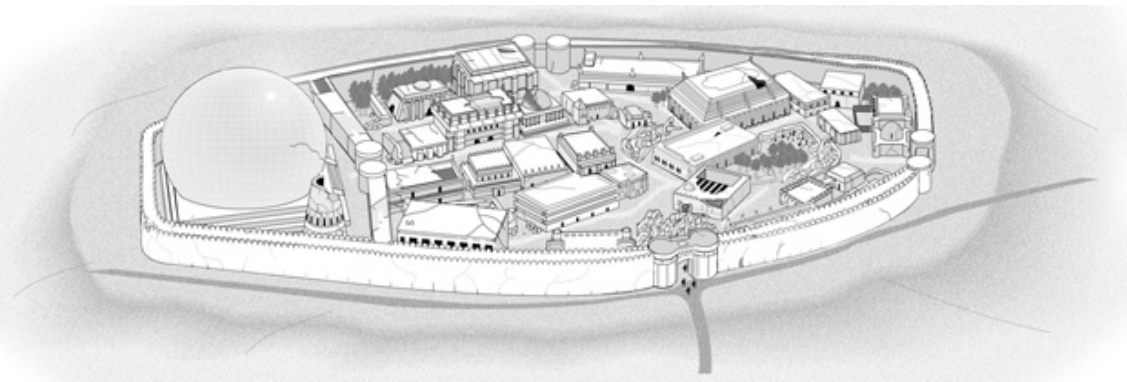
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History

The Real City represents the first completed part of the original city of Pavis. Although it was constructed by dwarves, its design was heavily influenced by architectural styles that Pavis had admired during his time in the Empire of the Wyrms' Friends. This settlement has withstood the ravages of its enemies over the centuries with greater success than other parts of Old Pavis partly due to this dwarven durability. Nomads managed to destroy several of the ancient buildings, however, and the temple itself has a large crack across its front. This was caused by rhino tribe magic, during an invasion led by nomad Khan Toras Joran. Buildings smashed by nomad magic mostly block the main street near the gates, however the resulting heaps of masonry are now crucial to city defences.

The residents have always felt a deep loyalty to Pavis, and are dedicated to keeping the essence of the original city alive. Without their continuing loyalty, the worship of Pavis might have completely vanished. In return, Pavis has helped protect the residents from attack, and at least sheltered them in the Temple and hidden tunnels during the worst periods of nomad and troll activity. Local history records that the number of survivors here sometimes fell to less than a hundred souls, but the very fact that they survived at all appears nothing short of miraculous. Since the Dragonewts broke the Rubble open in 1539, and slew many troll warriors who tried to stop them, the Real City has slowly begun to re-establish itself as a lively echo of Old Pavis. Dorasar's arrival has influenced the nature of the Real City somewhat, and he assisted them with rebuilding and donations of supplies, in return for a negotiated relocation of the Spirit of Pavis into

the new temple.

The Old Pavic families in the new city acknowledge the Real City as their ancestral home, and there are blood ties between the two groups. Some of the families of Real City also own property in New Pavis. Relations with the Lunars are stable, with the official Lunar policy being that the Real City is just another settlement in the Rubble. The Real City residents themselves like to claim that they are a free province, undefeated since the time of Pavis, and all Lunars are required to complete weighty forms before entering. The Lunars tolerate this independent stance, so as not to threaten their plan to woo Pavis into marrying the Red Goddess, an outcome publicly supported by Benderit, the current High Priest, or 'Son', of Pavis.

Getting There

The easiest way to reach the Real City is to leave New Pavis by the People's Gate (after filling in the appropriate Lunar paperwork), and travel out past the Zebra Stockade along the old roadway. It is a little more than one key-mile from here, and takes around half an hour of careful travel. However, the Real City is far enough into the Rubble that attacks on those traveling at night are fairly common, and not unheard of against small groups traveling during the day. The ruined areas are quite dense, especially past the halfway point on the roadway, and can easily hide ambushers. The next most common way to reach the Real City is to pass through the demolished Wyvern Gate (perhaps hiring the services of one of the numerous escort agencies), and make a slightly longer trek across marginally more dangerous ruins. Rarely do more than a few weeks go by without adventurers emerging directly from the Rubble at the Real City to seek refuge with varying degrees of urgency.

At First Sight

The upper part of the glinting multi-faceted sphere of the Pavis Temple usually catches a viewer's attention first. This can even be seen from the Great Walls alongside New Pavis, but often disappears from view whilst one travels through the ruins. On close inspection, the size of the Temple looming above the Real City walls often surprises newcomers, as it is one of the largest buildings in Prax. The Real City walls are 15m high dwarf-made stone defences, and, whilst not as tall as the 25m giant-built Rubble Walls, are nonetheless impressive. Six sturdy towers punctuate the wall, one either side of each gate. The walls have proven their worth again and again throughout the area's violent history, although sometimes even they were not enough. Some of the buildings inside are four stories tall, and travelers can occasionally see the tops of these above the walls as they cross raised areas of the Rubble.

City Defences

The Real City benefits from ancient Pavic magic that is slowly being reactivated, in addition to the walls and the vigilance of the Protectors. The Pavis Temple staff, understandably, gives little away. However, it is said that in the event of a serious attack they can activate protective sorcery, on and above the city walls, which can resist spells, spirits, and even physical intrusion. The Pavis Temple also controls spirits, which patrol the settlement.

Visiting the City

Many Manside residents consider the Real City to be their local trading center; however, there are entry regulations. Entrants must agree to respect Pavis, Opili, and the hospitality of the Real City. It is customary also to give your name, cult and reason for visit when entering. Casual visitors may stay without restriction for two full days, and then must leave an hour after dawn. If they want to stay longer, they must petition the Mayor (through the Captain of the Watch) stating their special circumstances. Any 'undesirables', whose survival might be threatened if they were simply evicted, will be escorted back to New Pavis with the next supply convoy. Mansiders tend to visit only for a few hours in the middle of the day, respecting the wishes of the residents.

If the visitor's privilege is abused by repeated frequent arrivals for no real purpose, the Watch will establish an entry toll as they see fit. In this way the settlement discourages floods of refugees

from the Rubble straining their meager resources and very limited accommodations. Gifts to the City certainly increase the chances of being welcomed back without awkward questions. At any one time there are also several dozen honorary residents who are granted a yearly permit to enter and leave the Real City as they wish. These are usually people who have visited several times, shown their trustworthiness, and have some significant attachment to the city even though they don't wish to live there. (Talk around New Pavis is that certain rebel personalities take advantage of such freedoms, but Real City authorities vehemently deny this.)

Pavis Cultists from New Pavis are the most common visitors, other than the Mansiders, and are welcomed in relative friendship. Even so, it can be quite a surprise to new Initiates that the Real City retains many traditional customs and behaviors. It often appears that one has stepped back in time, until the visitor gets used to their ways. The Orlanthei of New Pavis are greeted as friendly neighbors when on recognized business, and many of them have grasped the nuances of local custom here and fit in quite well. For the first-time visitor who is not a Pavis Cultist, the social atmosphere is initially quite cold, with these new arrivals being subjected to stares, and hearing whispers from darkened doorways.

Lunars are treated politely, but are never engaged in friendly conversation nor invited to stay. Those Lunars who genuinely believe that they are friends of Pavis can be disappointed by their reception here. Likewise, adventurer groups are tolerated if they have a good reason to enter the city, such as to purchase supplies or be healed, but are encouraged to leave as soon as possible. The exceptions to this rule are adventurer groups with a significant membership of Pavis Cultists. Sometimes locals cannot help but question these dashing fellows about their experiences in the Rubble and New Pavis, and perhaps even foreign lands if the group is one that has traveled.

Nomads rarely come to the Real City in large groups, and such are always watched carefully. Only Ceremonial processions of nomads dedicated to Waha, who visit on certain Holy Days, are regular visitors. Trolls are also rarely seen in groups of any significant number, but their traders sometimes attend markets, and others might visit as members of adventurer parties. The few merchant trolls who visit fairly regularly are sure to show their respect ostentatiously. None of this means that there is overt prejudice: there have been, and still are, both troll and nomad worshippers of Pavis, and these are accepted. This wariness represents a sensible caution amongst the Real City residents, unsurprising given their history.

The Real City Interior

Inside the main gate is an uneven open area, bounded by the gatehouse itself and by rubble heaps and broken foundations. The locals know this place as "Foes Welcome", and the rubble is mostly the remains of a building destroyed by nomad magic. The inhabitants have set up shielded missile locations and easily rolled boulders to greet invaders. An apparent path through the main pile of shattered masonry is actually a decoy known as "Dead Troll Lane". Once beyond "Foes Welcome", the real Real City is at last clearly visible.

The ruins here are in a variety of states of decay, and this disordered mixture is emphasized by the lack of any original coherent street plan. Even as a shadow of its former glory it is still impressive, and reflects the beauty the original city must have held. The large buildings are all of especially fine design, a blend of dwarven and EWF architectural styles. Several buildings were three or four stories high, and a ruined tower stands even higher, although its top has long since disappeared. In area, some of the buildings are as large as those in major cities of the West, and local youths have taken over a large room in one ruin as an 'arena' for contests of skill.

The streets still give the general appearance of a city at the end of a violent siege, with shattered paving stones, rainwater pools, and ever-present large piles of broken masonry. Closer examination reveals that the pools are part of a carefully designed watercourse (which still empties into the original drains), and the piles of rubble have been rearranged to allow entry to buildings, and to provide strategic barricades for the inhabitants to fight behind if necessary. The

trees that grow singly or in small patches of woodland, amidst the ruins provide fruit and limited quantities of timber.

Visitors who are not known will be acknowledged only with nods and grunts, and the normally playful children will tend to run and hide from them. The inhabitants otherwise go about their daily tasks seemingly at peace with themselves. Their antipathy towards outsiders is a result of the centuries of extreme persecution they have suffered.

Residents of the Real City

More than 500 humans live here at present. Dwarves maintain a small trading presence at Flintnail Mansions, and sometimes as many as several dozen of them might congregate here for special meetings or recreation. They arrive through tunnels known only to themselves and the city leaders. (It is widely believed that tunnels lead here all the way from Dwarveside in New Pavis.) No Aldryami live in Real City, however Elf groups from the Garden visit from time to time and are welcome here. They much prefer Real City when they have to visit a human settlement, and find the disordered architecture and overgrown streets much calmer to Elfsense than the straight lines, stenches and pandemonium of New Pavis. On Pavis Holy Days, the Aldryami help keep the valuable city vegetation thriving by speeding the growth of useful trees and shrubs with their magical singing. Apparently these rituals have continued, whenever possible, since the days of the Old City.

The humans have reclaimed parts of many buildings, and dwarves have also helped them restore sections of housing, which allows them to live in a reasonable shadow of the city's former greatness. The city's dwarves have in fact been crucial to human survival throughout the last centuries, sheltering and feeding their neighbors, often for extended periods. (This aspect of the city's history is not normally discussed with outsiders.) Whilst the inhabitants live in fairly close proximity in these reclaimed sections of buildings, storage space is usually underground, and there is considerably more recreational space outdoors here than at New Pavis.

The Real City culture is tied intimately to the Pavis Cult, and children normally become Initiates on reaching maturity. All the residents are staunchly committed to supporting what they see as 'true' Pavic society, as opposed to the "frontier town" mayhem of New Pavis, and as always are prepared to fight fiercely to defend their ways. The residents work as a semi-closed community, and grow their own fruit and vegetables around their dwellings. Food supplies have been significantly increased through hunting in the Rubble since the troll domination was broken. The Real City culture appears to operate as an extended temple society, with a single hierarchy revolving around the Priesthood.

The tough admission policy of new residents is due to the limited resources of the Real City. Even so, a handful of successful ex-adventurers and a few former New Pavis residents have added to their numbers in recent years. In the mid-1500s a few individuals and families from the 'City of Thieves' outside the walls were also allowed to settle here, and a few more in the years following Dorasar's arrival. However, the Cult is determined to retain a truly Pavic identity here, and are very careful who is allowed to become a resident.

Since the humans began to live above ground again, residents who die are cremated on top of the towers of the temple walls in a traditional service. Real City residents were forced to use more mundane and messy ways to deal with physical remains when confined underground.

People of Note

Benderri - Son of Pavis

The current High Priest of Pavis conscientiously spends the vast majority of his time looking out for the welfare of the residents and any other members of the Pavis Cult that are in need. Whilst he is old now, he is still strong-minded and not to be trifled with, often flexing his will from his position on the New Pavis City Council. It is his determination that has gained most of the important concessions from the Lunars, helped by his public view that marrying Pavis into the

Lunar Pantheon is a good idea.

Bendrath - Daughter of Pavis

Bendrath is a former adventurer who was born in Oldtown and has spent time in the Rubble. He is the younger brother of the mayor. He is a new Priest, dedicated to restoring the whole city to its former greatness. Bendrath is the least Lunar-friendly of the Temple staff, and his enemies say he has rebel sympathies. He certainly spends as little time in New Pavis as he can, where an evening at Gimpy's with his friend Goram the dwarf is more to his taste than passing the time with members of the occupying forces.

Bilkar – Daughter of Pavis

A Real City native, Bilkar has worked his way up the cult hierarchy from altar boy. Although technically senior to Bendrath, Bilkar has chosen to defer to the newer Priest's quicker wit and more active devotion to the cult.

Gomor anx the Wise – Mayor of Real City

The Mayor is elected by popular vote (all adult residents are required to vote), but must also be approved by the Temple. His duties are simple: to act as official spokesperson for the City, and to co-ordinate and organize the small committees required for important city decisions. Gomor anx is always willing to meet with residents to discuss any problems. He is both an Initiate of Pavis and of Issaries, and sometimes disagrees with High Priest Benderri as to the extent of concessions they should allow the Lunars.

Nervon Kline

Originally from Aggar, Nervon made Prax his home a long time ago, and doesn't talk about his past. Whilst a demanding employer, he is generous, and he has often provided temporary employment for reliable fellows, even adventurers who have found themselves stuck in the Rubble and taken shelter here in the Real City. He is an initiate in the Cults of Humakt and Pavis (Opili), and has been for a long time, apparently once turning down the opportunity to take the test for Pavis 'Champion'. Kline commands the small but effective Real City Watch that conducts patrols and mans the walls, gate, and lookout posts. He also commands the irregular force known as the Real City Armed Escorts (RCAE).

Ginkizzie the dwarf – Daughter of Pavis

Also a priest of Flintnail, he is believed to be the most senior dwarf living in the Rubble. Though he is rarely abroad in New Pavis these days, he and his closest dwarf colleagues (especially Karzad the Chief Mason) have a liking for the Real City, and can usually be seen at least once a week at the Real Inn. Like the Flintnail dwarves in general, his comparatively sociable demeanor is strikingly unusual for the species.

Hovak the Morocanth

An officer of the Watch, he is a rarity in several ways: an aging morocanth, thumbed, and comfortable with humans. He is an extremely successful ex-adventurer, and is good friends with Nervon (who sponsored his appointment). Still a formidable warrior, he and Opus (the bound spirit in his broadsword) are stalwarts of internal security. Brought up on the Praxian plains, Hovak nevertheless had unusual ambitions and temperament for a morocanth, and eventually chose to abandon his people's traditional spirits and worship Tatouth the Scout. (He is also an initiate of Opili the Protector.) Despite his formidable appearance, he has been seen letting three or four human children ride through the sculpture garden on his back - when off-duty of course. Hovak is loyal to the Real City, but could be tempted onto an adventure of an impressively high quality (such as a Cradle coming down the river, or the need to recover Balastor's Axe before Lunar archaeologists find it).

Argan the Curator

During the day, Argan is often found at the New Pavis Knowledge Temple or expeditioning under heavy guard in the Rubble rather than the Museum. He has made study of the Rubble his life's

work. Rather scatterbrained, Argan relies heavily on his own enormously convoluted notes; however people with immense patience may be rewarded by revelations. Unfortunately almost half the time, his knowledge is wrong or misleading, and even when correct he easily forgets how he came to such assumptions. His name is coincidental and has no connection to the troll trader cult. If this similarity is pointed out he always reacts with mild amusement, as if he had never considered it before. He is a devotee of Lhankor Mhy and also an initiate of Pavis.

Argan the Curator:

Physical Abilities: Ceremonial Masonry 5w, Spot Hidden Object 11w2.

Mental Abilities: Dwarf Masonry Lore 8w, Geography of the Old City 15w, History of Pavis 19w, Myths of Flintnail 3w, Myths of Lhankor Mhy 15w, Myths of Pavis 18w, Pavic Philosophy 12w, Ramble On and On 7w2, Read/Write Auld Wyrnish 4w, Read/Write Mostali 15, Read/Write Old Pavic 11w, Rubble Survival 17, Speak Mostali 15, Speak Old Pavic 8w, Speak Trade 17, Tracking 17.

Combat Abilities: Staff Fighting 18.

Virtues: Friendly 8w, Intelligent 9w.

Flaw: Forgetful 5w.

Magic: **City Harmony** 4w, **Exploration** 17w, **Knowledge** 14w, **Literacy** 6w.

Relationships: Devotee of Lhankor Mhy (Chernan the Seeker) 11w, Initiate of Pavis the Founder 2w, Member of New Pavis Lhankor Mhy Temple 7w, to Real City 16w.

Followers: **Finrax the Dwarf** (Hide in Cover 6w2, Listen 7w, Make Useful Things 14w, Rubble Survival 8w2, Sneak About 7w2); **Lorn the Lad** (Clean Up 15, Fetch and Carry 19, History of Pavis 17, Keen Vision 6w2, Look Busy 8w)

Gedge Firebow

A local celebrity, Gedge is a Sartarite who came to Pavis in 1604 as a child. After adventuring in the Rubble for several years, often alongside Hovak, he became well known as a guide and hunter. He was permitted to move into the Real City as reward for aiding the RCAE on some dangerous missions. Gedge instructs in the finer points of hunting and in archery for a living, as well as being the Chief Hunter. A crack shot with a Firearrow, and mean hand with a broadsword, he can still often be tempted to guide adventurer parties (for a stiff fee of course). He is an initiate of Ormalaya.

The Real City Watch

The full-time Watch consists almost entirely of Initiates of Opili, who are known as Protectors. Presently they number 49, including Nervon and Hovak. In an emergency they are able to call upon around 200 able-bodied city residents in a matter of minutes by blowing alarm horns. The citizens are all reasonably well trained, as practice at arms is required of all residents that are able. If the city walls are breached, aboveground defence will be limited, as Watch leaders are trained to lead a fighting withdrawal underground through trapped entrances. All dwarves available also aid in any defence, and are rumored to have a variety of bizarre weapons stored at Flintnail Mansions for this purpose.

A squad of ten 'Protectors' staffs the Gatehouse at all times. They admit visitors first into the retaining area between the gate and the portcullis, if it is too dangerous to leave them outside whilst they are being questioned. Often the guards include two or three dwarves armed with magically assisted repeating crossbows, or with blunderbusses and other oddities if there is reason to suspect trouble. The guards are required to submit all suspicious visitors to thorough assessment by questions and magical detections. This has led to some harrowing delays for those seeking sanctuary from pursuing forces, but the guards always know what they are doing. Sometimes, members of the Watch will sally forth and rescue groups under attack who have almost reached the Real City. They will never sacrifice themselves pointlessly, but if Hovak is duty commander he can rarely restrain himself from attacking any Chaotic scum that dare to disturb the peace. Captain Kline also hates to see trolls attacking people almost as much as he despises human bandits.

The Real City Armed Escorts (RCAE)

A fairly recent addition to the Real City population, Kline created the RCAE. These warriors are

recruited from a variety of local sources for contracts that may be renewed season by season. All who are not at least Initiates of Pavis or Opili must swear strong oaths of loyalty under Kline's watchful eye. Duties are simple: they are contracted to protect the twice-weekly supply convoy to and from New Pavis, as well as ensure the safety of important visitors journeying between New Pavis and the Real City. They are also available for hire on other expeditions into the Rubble, but Kline may veto any jobs he thinks are too dangerous or disorganized. Their pay is low, but they receive regular training, and food and shelter are free. The Real City gains the benefit of extra warriors for its protection and prestige, and profits from the occasional mission that finds something of worth in the Rubble.

The Grey Company

Originally this Company was a band of dilettante adventurers which formed way back in the mid 800s. They roamed the River Valley and the Wastes, and later helped protect Old Pavis from the nomads. When the Troll invasion drove everyone underground, the Company bravely fought on. They survived as heroic defenders and a scourge of the trolls, but suffered inevitable casualties, and eventually the Pavis Temple was given joint custody of their resources. Sadly the Pavis Cult became the sole owner, when all remaining members vanished in the Rubble around 1370. The Pavis Cult honored their requests and kept their records and special items safe inside the temple until the Company could be reformed, which it was in 1564. Since then, they have waxed and waned in fortunes, mostly acting as a superior band of independent Rubble adventurers, guides and bodyguards. Currently there are 11 members, and their leader, Skren Vester, is both an initiate of Pavis and a Wind Lord of Orlanth Adventurous.

Prices

Being a relatively isolated outpost, many items are difficult to come by. Some residents store goods for sale, knowing that many visitors do not wish to return to New Pavis, or are in a great hurry. Therefore if required goods are available, double the price compared to the regular New Pavis cost, although friends of the Real City can expect a better deal.

Places of Interest

1) Pavis Temple – *“The Pavis Temple is the original temple, and its cracked, but intact, crystalline walls still shelter services, in defiance of the worst that nomad or troll could do. This cyclopean structure has given spiritual backbone to the surrounding colony of humans ever since it was founded. The human culture of Pavis has always been centered on this temple. It is enormous and seems to be made out of a single piece of translucent pinkish-white stone. The only mar on the structure is a single crack running the height of the front. Pavis himself is no longer believed to dwell permanently in this temple, and (some of) the (cult) leadership lives in New Pavis. Still, this old temple has the patina of centuries to shed honor and respect upon its main priest, Bendorath. The temple is still the site of sacred city rites, carried out anew each Holy Day. Though Pavis lives here no longer, he is said to be here every Holy Day.”* (Moon Design's 'Pavis and the Big Rubble', 1999)

Differing rumors say that this building is made from the heartstone or the headstone of the Faceless Statue; however surely that would make the statue unfeasibly vast? Whether or not either is true, this enormous multi-faceted dome is a wonder to behold, and in certain lights still reflects the sun from radiant crystalline grains within the stone, revealing its magical origins. It contains shrines to Flintnail, Opili and Zola Fel, and rooms maintained by Bendorri, Bendorath and Bilkar. Within the Temple are also two 'Wonders': (i) the 'Eyes' of the Faceless Statue, which are actually ancient bindings for the spirits that patrol the Real City and its nearby surroundings; and (ii) the 17 immortal (but not indestructible) warriors remaining from those created from the Statue's teeth by Pavis. (These normally line the entryhall motionlessly, but spring into action when commanded by chief cultists or when an attacking force crosses the Real City walls.) Various lesser and greater spirits also reside in the temple, performing duties and wielding magic the nature of which few people now recall.

The walls that divide the Temple from the main city are comparatively recently reconstructed, and the entire Real City used to be the Temple compound. Lunar Priests visit this Temple quite regularly, renewing requests for Pavis to 'marry' the Red Goddess. This is required by the Pavis Cult, as the first step before the Lunars can renew their application at the more convenient New Pavis Temple. Some cynics have suggested this is all part of a Pavic conspiracy of passive resistance to Lunar plans, but spokespeople from the Cult deny this completely. Beside the temple stands a battered mausoleum containing the burial vaults of Estangtang Griffin Rider, Opili and Jokat Pulos, three famous leaders of the Pavis people during the days of the nomad raids. One of the most remarkable features about this original Temple is its lack of a discernable door. On Holy Days, worshippers, led by the priests, walk in procession directly through its surface at the top of the stairs, near the crack made by the Great Rhino.

2) Main Gate – This is the chief access point to the city, the other gates having been blocked long ago. The two strong towers are connected by a double-wall, with a small room above. In the wall facing the Rubble are large double-gates of huge bronze-bound wooden slats, including a smaller postern gate with a small grill. Behind these is an enormous portcullis, creating a retaining area under the gate's huge arch. The Gate Guards have their own series of questions, which replace the Lunar paperwork that New Pavis offers. In fact, only Lunars must complete forms to enter here, often needing an hour or more to do so. All others who enter are greeted with a ritual challenge, typically something like: "Halt! What are you called and what is your business?" - "I am Jerod, son of Mornil and I have come to attend the market." - "Do you swear before Opili, our Protector, not to bring harm to the people and property of this city?" - "I so swear." - "Pass friend and hoist a drink for me." These ritual words draw the attention of the protective spirits attached to the Pavis Temple and make them aware of the visitor. *(Despite the Main Gate commonly being perceived as the only access point, there is also entry to the settlement via at least one super-secret tunnel. This connects the sewers near Flintrain Mansions to an exit hidden by a concealed 'Flintrain door', half a key-mile away to the northwest.)*

3) The Real Inn – Nailed to the wall outside this establishment is an old metal sign. The writing on it is regularly repainted, and reads in Trade and Pavic, "The oldest pub in Pavis." A smaller plaque on the wall inside also makes the claim that this was Balastor's favorite drinking establishment. Moran is the name of the Innkeeper, a Pavis Initiate who claims his ancestors have run the place since the time of Pavis himself. The building certainly was some kind of hostelry before, and has been carefully restored. The food here is famous: Moran has contracts with Gedge and his hunters and prepares memorable dishes every day. Accommodation is reasonable, and it is the only proper drinking establishment in the Real City.

4) Flintrain Mansions – This large residence was taken over by dwarves when the humans began to live above ground once again. They have walled most of the doors and windows, and only allow visitors into the main parlor area. It is here that they seal trade deals, and off the parlor is a wide corridor where the Rubble Trackers sometimes discuss missions with hopeful employers.

5) The Sculpture Garden – In their spare time, local youths have created a unique exhibition space here. On this derelict site, amidst the small and bedraggled trees, they have gathered bits of old statue, rusted and shattered metal, and sections of wood. From these they have fashioned makeshift sculptures and other indescribable installations, often painting sections of them in garish colors. This has proved an unlikely venue for dwarf and human co-operation, and several small pieces of unfathomable machinery have mysteriously appeared overnight, adding to the artistic jumble. Callous visitors have occasionally tried to steal these unusual items to sell elsewhere, discovering too late that the dwarves maintain a constant watch, and that thieves must pay a high price in goods or services if they don't want to be evicted naked into the Rubble.

6) Jolanti Heights – This large housing block is amazingly well preserved. Some rooms on the second story, and most of those below this level, are still sound, although only a few have been patched up enough to be comfortably habitable. Some of the rooms are vast, easily the size of entire dwellings in certain of the poorer parts of New Pavis. One of the rooms here has been

converted by local youths into a bad-weather sports hall. The architecture here and at Riverview Apartments remains the best example of (mostly) still-standing EWF buildings throughout the whole of Prax and Dragon Pass. At the back of Jolanti Heights stands a small roofed structure supported by pillars and open to the elements. Its local name is the “Temple of Winds”, however it is not known to be an Orlanthi sacred site.

7) Riverview Apartments – Very similar to Jolanti Heights, just smaller. Another popular place with local residents, especially as its stable upper floor overlooks the Rubble: across Kakstan’s Art Museum down to the River of Cradles. One of the Real City’s permanently staffed watchposts is on the roof of this building. Whatever structure was originally between this building and the Watch HQ is completely gone except for the foundations.

8) South View – Another example of beautiful architecture, however in a much sadder state of repair than Riverview and Jolanti Heights. Its main point of interest is that it contains the Issaries Hostel known as the “Rubble Runners’ Rest”.

9) Rubble Runners’ Rest – Retired adventurer, and Issaries cultist, Sendrik Wideyes runs a cheap and cheerful series of cramped dormitories on the lower floors of this building. His prices are very generous for the Real City; however guests are expected to undertake chores as part payment, and may even stay for free, weeks at a time, if they enroll as official helpers. (Sendrik can arrange a special permit for people he takes a shine to.) This hostel gets supplies via the regular convoys from New Pavis. Its main customers are adventurer groups passing through, and people staying over around market time. At any time during daylight hours, Sendrik may play for long periods on an unknown stringed instrument he picked up on his travels. Whilst some of his tunes touch the soul, others are considered an acquired taste.

10) The Law Courts – In great disrepair, although efforts are being made to reclaim some of the rooms.

11) The Entrance to the Drainage Tunnels – Below the city, dwarves and humans long ago created a labyrinth of secret fortified caves and tunnels to protect them from nomad and troll depredations. These areas have entry points off the main drains. Only the city leaders and dwarf masons still regularly inspect these areas, in case they are ever needed again. The main drain is still partially used for its original purpose, and many latrines in the buildings above have been restored. The domestic cisterns do, however, require refilling with buckets, as no aboveground piped water has functioned for centuries.

12) Headquarters of the Watch and the ‘Real City Armed Escorts’ – This large building has been fortified over the last decade, since retired mercenary Nervon Kline gathered the best of the local fighters and New Pavis lower-class adventurers to forge them into a respectable fighting force. Suspicious characters and thieves are held here, awaiting trial or deportation to New Pavis, depending on the severity of the offence. The Armed Escorts and the Watch are not one and the same, but are very much interlinked. Kline is now head of the Watch, and some of the Protectors always lead the supply convoys. The community’s zebras are penned in the shell of the building next door.

13) The Old Town Hall - Gomoranx and his family and servants live in this formerly prestigious building that has been extensively restored. Many of the upper rooms are still exposed to the weather; however the ground floor and basement provide comfortable living, comparable to the best places in New Pavis.

14) Rubble Museum – Especially since the founding of New Pavis, adventurers have swapped unusual items for the cost of meals or accommodation. These have been supplemented by rare discoveries made by the RCAE whilst performing their duties outside the Real City walls. Two

famous exhibits are here: a battered metal signpost informing the viewer in Trade and Old Pavis that Balastor's Barracks is only two key-miles to its right; and an enormous wooden fork the size of a man, said to have come from a Cradle. Visiting adventurers from New Pavis are often surprised that information they found hard to clarify in the larger city is clearly displayed here in the tabletop models. Museum staff are: Argan the Sage; his assistant Lorn; and Finrax, a dwarf artisan who helps create the impressive models.

15) The Old Traders' Hall – This building retains much of its original sculpted façade and Issaries Holy Symbols, and is considered one of the landmarks of the Real City. Families now live in the booths and rooms amongst the faded grandeur within.

16) The Market – Twice every season, on Waterday in both Harmony Week and Stasis Week, the Real City hosts a large market along this street. Here Mansiders, travelers, and New Pavisites gather to barter food, equipment and information, and the locals sell produce and items they have made. Markets are the only times that the City actively welcomes visitors, and many people from New Pavis attend, as much to experience the traditional culture as to buy anything. The unusual city pump is also situated here, and is in good working order. Apparently, long ago, every district of Pavis had one of these dwarf-designed items.

17) Transients' Shelter – This ruin is mostly protected from the weather, and has the added advantage of an exterior courtyard where a fire may be made if those using the shelter have brought their own wood, or can afford to buy some. The Watch requires penniless, suspect, or rowdy adventurer groups to stay here, if some emergency, or lack of discernment by the gate guard, means that they are allowed into the city at all.

18) Tower of Alchemy – A small group of Quicksilver and Lhankor Mhy cultists have taken over the lower three levels of this tower (the higher level being too damaged). With the occasional help of dwarven experts, they pursue their dangerous professional exploration away from Lunar rules and regulations. Once there was a fourth story laboratory, but they blew out one of its walls. The services of an alchemist are available for a very reasonable fee.

19) Sisko's Stables – The only private stables in the city. Sisko, a friendly ex-Zebra Rider, will stable most riding beasts (rhinos are barred, and all nomad mounts other than zebras cost extra). Usually a few zebras in reasonable condition are for sale, as well as standard riding gear. Animals are also penned on the open ground alongside the building.

20) Werrick's Store – Werrick is considered a genuine Real City relic. At 84 he is still a sharp-witted individual with dry humor and a thirst for imported wine. He's also an Issaries cultist with a formidable skill at striking bargains. His front store is fascinating enough, and some say he has a cellar filled with bric a brac he can't bear to part with. Locals have a saying: "If you can't find it at Werrick's, you can't find it anywhere." He sells and trades everything from minor magical items (such as matrices), to simple traveler's gear, and can recount his memories of the day Dorasar and his forces arrived at the Big Rubble. Some adventurers correctly assume that Werrick's store is designed to take advantage of the, often dire, need for magical items, or the need for quickly gaining ready cash in exchange for spoils.

21) Lightbringer Shrines – This building was originally a theatre, or possibly a meeting hall of some kind. It was refitted soon after the arrival of Dorasar, when the Real City became a relatively safe place to live again. The overseeing Priest here is technically Riblin the Talker, a Lhankor Mhy Sage who is more likely to actually be at the Real Inn or the Tower of Alchemy. The only genuine full-time staff member is Cillandra, who is an Acolyte of Chalana Arroy. The basement of this building serves also as the Real City hospital, although for emergency cases, the healers must call on their Temple in New Pavis for aid. Each Lightbringer Deity has a small shrine here; however the Real City residents are primarily Pavis cultists, so visitors are the main users of these facilities.

22) The Watchpost – This small building is the informal meeting place for the night patrols to use during shift changes and special alerts.

23) The Old Jail – The lower floor of this building is an all-weather meeting and trading place for the residents. Here they informally discuss matters of interest, barter goods, assign daily tasks, and distribute food from the public allotments as well as that brought from New Pavis. This local market takes place every morning except Godday and during the twice-seasonal city market.

24) The Drill Hall –The building is sheltered enough to provide cover in bad weather conditions. (Captain Kline and the other Protectors train the locals here in combat techniques for free.)

25) The House of the Grey Company – Inside this building (restored by the new members in the mid-late 1500s) powerful spirit guardians and wardings protect the Armory, Library and Treasury. Among the most valuable contents are the diaries of the original Company, which include rare lore from long ago. Members of the Company may sometimes be seen sparring, through the gates of the walled front yard.

