

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 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.

Lost in Rhum is a collection of buildings and locations that were included in the original City of Rhum supplements, but due to the reformatting of the current release, these buildings were no longer located in the detailed neighborhoods. Rather than let them vanish for years, we have caved into the demands of Rhum's fans and are releasing these settings together.

These locations were originally in **Rhum After Dark, the Adventurers' Guild, the Soldiers' Guild** and **Rhum Darkside**. Because of this, there is a fairly good mix of buildings that would cater to player characters, both in what they sell and how they entertain. Because this is not a neighborhood that can be used together, but instead of collection of buildings scattered around the city, much of the background information on Rhum has not been included.

For those people not familiar with Rhum, a glossary has been provided at the end of this book. It 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.

Using this Supplement

The city of Rhum has been broken down into sectors to aid GMs in finding locations. Each sector is 1,000'x1,000'. The sectors are indicated by the east-west location and then the north-south. The locations in this module can be found throughout the city.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
P															
R															
S															
T															
U															
V															
W															
X															
Y															
Z															

All locations within each sector are listed as even or odd numbers. This is to avoid confusion with those buildings that span sector divisions. Sectors are numbered with odd or even numbers in an alternating pattern. Sector AP is an odd sector, AR is an even sector and so on.

Each of the full location descriptions is broken down into five parts:

1. The physical description of the location. This typically includes a description of the sign marking the location and the building itself. If applicable, descriptions of the grounds and any related buildings will also appear.
2. The description of the people associated with the location. Employees and owners will be described. Each person will have a brief characterization narrative along with their attributes and skills. For combatants, equipment will be listed here.
3. A description of the goods and/or services offered. Merchandise and other business will be detailed along with their prices.
4. A description of the security of the location. Guards, locks and others precautions are described along with their effectiveness. The hours that the establishment is open will be listed here.
5. A description of the clientele. Numbers and types of people will be shown along with what times they will be at the location. Typically only brief descriptions and cross-references will be given.

LOCATION DETAIL

AU01 Abandoned Army Stable Headquarters of the Dragons

1. Sign: Painted on the front of the building above the main doors are the words "Rhum Army: Cavalry Division" in black, block letters.

Building: This is a wooden building in a deteriorating condition. The wood was never painted nor preserved in any way. Because of this, it has turned a dull grey and is beginning to rot. Since the army has all but abandoned the building, it is unlikely that this situation will ever be corrected.

The building itself is a huge stable now given over to storage of carts and wagons. The building measures 80'x35'. A pair of huge, double doors hang on the west wall. The stalls have been ripped out to allow more room on the dirt floor. The roof is held up by a number of wooden posts. A hayloft is hung 10' below the 26' ceiling. The hayloft is 55' long and takes up the entire width of the building. Ladders attached to the inside and outside wall lead to the loft.

The floor of the building holds three wagons and five carts. These now unusable vehicles were originally used to build Rhum's city walls. Inside the wagons various tools and supplies can be found, such as rope, blocks and tackles, hitches, etc. These supplies are old and unkempt. They have a high chance of breaking if actually used.

2. Lipfitz ("Fitz") is the present leader of the Dragons. He is a skilled street fighter and has led the Dragons well so far. He is typically a quiet man, often brooding over a problem without ever telling anyone what troubles him. He has begun to train the Dragons in tactics and discipline. Under his teaching, they are becoming more like a mercenary unit than a street gang. **Lipfitz:** human male, age=23. S 7 K 6 E 6 W 5 A 6 P 7. CAR 3 CMB 2 DSA-Long Sword 1 DWF 2 ETQ 1 HST 2 INT 3 LDS 3 MEL 1 [BRL 2 (Fist 2 Grapple 1) SWD 2 (Dagger 4 Long Sword 3)] RNG 1 [XBW 1 (Hand Crossbow 3) Sling 2] R&W-RHO 1 RHO 3 RHM 2 RDS 4 ROG 2 (CAM 1 MVQ 2) RUN 2 SCR 1 SED 1 SEN 3 STR 3 WPC 2. Fitz will normally be fully armed with a long sword, two daggers, a hand crossbow with eight darts, and a sling with six spiked bullets (½T). He also has studded leather armor (24@2), lock picks, and other tools, but will only wear them when it is warranted.

Stomodo is the Dragon's war chief and therefore leads most attacks. He is violent and never wants to retreat, an attitude that almost got him killed before the Dragons made friends with Filo. He is very cocky and considers himself to be a ladies man. He opposes Fitz's

leadership, because he feels that Fitz is "too sentimental". **Stomodo:** human male, age=20. S 8 K 4 E 8 W 3 A 5 P 5. ARM 1 (Mails 1) CAM 1 CAR 3 CMB 2 INT 3 LDS 2 MEL 2 [Battle Axe 3 BRL 2 (Fist 2 Grapple 2) SPR 2] MVQ 1 RHO 3 RHM 1 RDS 2 RUN 3 SCR 1 SED 1 STR 2. Stomodo has taken to carrying his battle axe everywhere he goes. It is strapped to his back and cannot be quickly drawn, but he likes it. When going into battle, he wears chain mail armor and carries the axe, two javelins and a dirk.

Trillim is the Dragon's wizard. He was the most promising apprentice in the Parnania Mage's Guild, but was forced to flee when the orcish occupiers outlawed human mages four years ago. Trillim presented himself at the Rhum Mage's Guild but was not well received. They insisted he go through a long series of tests and implied he would have to begin his apprenticeship again. He was disgusted and decided to have nothing to do with them. He met Ckacle and Fitz at a bar the same day and agreed to join the Dragons in exchange for the protection they offered him. He has become a great asset to the gang and is respected by all the members. He is blunt and does not waste time. He is handsome, but cares little for anything beyond his search for knowledge. He carries a heavy grudge against the Mage's Guild. **Trillim:** human male, age=27. S 5 K 8 E 5 W 6 A 5 P 5. CHM 1 COU 1 (ETQ 2) FSA 1 FOR 1 LAT 3 RHO 2 RHM 1 SCH 2 (RES 1 TCH 1) Staff 2 STR 2 VEL 3 WMP 2 (Charm 1 Invisibility 0 M.Bonds 2 M.Shield 0 Sleep 2). Fitz has convinced him to carry a staff for his own protection.

Moxer is Trillim's apprentice. He was a young kid looking to make a name for himself and started hanging out with the Dragons. Trillim choose him as the most intelligent of the Dragons and started to teach him. Moxer is under a strict regime, and is not sure he likes being an apprentice. He is also becoming a little nervous about the level of violence he is being exposed to. He simply does not have the drive and fortitude to continue along the path the Dragons have chosen. **Moxer:** human male, age=17. S 5 K 6 E 5 W 4 A 5 P 4. BRL 1 (Fist 2 Grapple 2) CAR 2 CMB 1 ETQ 2 FOR 1 INT 1 Knife 3 MVQ 2 POL 1 RHO 3 RHM 2 RDS 2 RUN 2 SCH 1 (R&W-RHO 1) SCR 3 STR 2 WMP 1 (Sleep 1).

Kist, Bopel and Ghen are the more senior members of the gang. They have been running with the Dragons for a while and are starting to be seen as possible leader material. Kist is a thief and a pick pocket. He is very pleased with the direction the Dragons have taken and hopes it will raise him off the street. He is a calm, planner and likes everything to be done quickly. **Kist:** human male, age=20. S 5 K 5 E 5 W 5 A 7 P 5. BRL 2