

# TALES OF BHARZUL

## BACKGROUND

Bharzul has many iconic landmarks and towering structures, but for most folk who live here these are merely a backdrop to routine everyday life. If you are passing through the city, make sure to take some time to wander the smaller streets and avoid the expensive, crowded tourist traps.

### SIZES

**GRID** 22x17 (300DPI)

**VTT** 3080x2380 (140DPI)

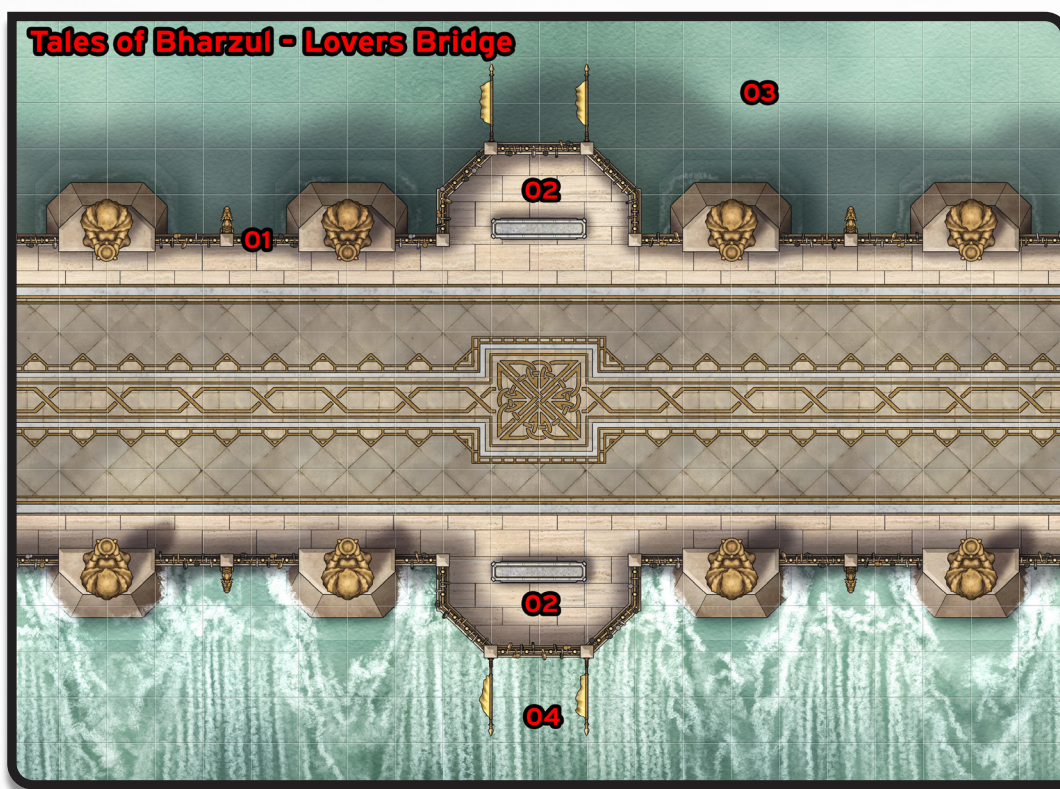
**PRINT** A2/ANSI C

ROOM	NAME	DESCRIPTION
01	Watcher Statue	The Watchers were twin warriors of dwarven legend who protected the city in the distant past. Their statues and likenesses can be found throughout the city.
02	Marketplace	Almost every community within the sprawling Low City has its own marketplace. As well as being the centre of trade, it is a common area used for a variety of local events and as a general meeting and gathering place. Most Bharzulians have a space for craft or work within their home, and the bi-weekly markets run primarily on trade of goods and services. Coin is still universally welcome, however.
03	Insignia	Many communities have their own insignia or emblem. These symbols can be found in places of prominence, such as the marketplace or town hall, or on flags draped from buildings.





ROOM	NAME	DESCRIPTION
01	Padlocks	Many couples come here to take in the beautiful views and attach a padlock to the railings to symbolise their union. It is tradition to then throw the key down the waterfall to prove their love will never end.
02	Lookout Point	The bridge crosses a wide lake at the southern end of Low City, and so provides incredible unbroken views of the city above, as well as the valley far below and the distant ocean. At night the flickering reflection of the city beckons many to this spot.
03	Channel	Various channels and rivers run through the city powering its many devices and delivering clean water. Some of them reconnect in large pools and lakes like this one before flowing into the valley below and out to sea.
04	Waterfall	Although more of an angled channel than a direct drop, the pull of the water here is powerful and if one were to fall in they would struggle not to be carried further out and dropped hundreds of feet over the edge.





ROOM	NAME	DESCRIPTION
01	Upper Ramparts	The wall leads almost the entire way around the city, breaking only where it reaches the mountainside. It is large enough that people live and work up in here in some places, although key areas like the main gates and watchtowers are only accessible to the city guard.
02	Water Channel	When the sluice gates are opened, water shoots from the bronze figureheads on the outer walls, washing anyone who is in their path off the side of the cliff.
03	Crane	
04	Waterfall	After making its way through the city, this river flows down the mountain through the outer wall.
05	River	After passing below the wall, the river will run out to the valley below and join the larger River Sarrios before reaching the Dorric Sea.
06	Beacon	These large beacons are stationed along the outer wall. They are permanently lit and in times of emergency or celebration, chemicals are added to the fires to change their colour.

