

4 CHÉLEMBY CITY



OVERVIEW OF THE CITY

The city lies on the west bank of the Vúlden Mund, where the river broadens to form a bay about a half league wide and a bit more than a league in length. To the north and west lies Redâro *nalârd* (holding). To the west and south lies the Ligabôre 'district' of Lékby *nalârd*. Across the Vúlden are the *nalârd*en of Ry, Elbrâth and Jáager.

DISTRICTS OF CHÉLEMBY

Chélemby is a relatively large settlement and has several distinct neighbourhoods, which the citizens call *ômraten*. These districts have no official standing, and their names and boundaries have been known to change from one generation to the next. Each of these districts is keyed and described in its own section.

There are eight districts within the city's walls. Oldest of all are **Gâmelkîke** and **Vandlâge**, which lie within the first set of walls. The second walls enclosed five more districts. The commercial heart of the city is the harbour district of **Indhólden**. **Héligstrøm**, the quarter of the 'holy stream', is urban but quiet. **Kórtæsel** is the poorest quarter, while **Tófel** is a middle-upper class

CHÉLEMBY DISTRICTS

District	Environ	Patrol/Police Presence
Gâmelkîke	Urban Lawful	The Watch / Ânstrad Séska
Héligstrøm	Urban Lawful	The Watch
Indhólden	Urban Lawless	The Watch
Kórtæsel	Urban Lawless	The Watch
Nylâvetby	Urban Lawless	The Watch
Pâgeten	Urban Lawless	The Watch
Stôrstol	Urban Lawful	The Watch / Royal Guard
Tófel	Urban Lawful	The Watch
Vandlâge	Urban Lawful	The Watch
Bådstrand	Rural	The Watch
Ligabôre	Wilderness/Rural	Clan Pâserin/Agrîkan Guards
Redâro	Rural	Clan Redâro/Larânian Guards

Environ: Nature of the district in terms of lawfulness and landscape. Nighttime environ may be vastly different from the daytime environ. It is relatively safe to walk the main streets almost anywhere in the city between dawn and dusk.

Patrol Presence: Principal law enforcement body that might be encountered. This does not indicate the frequency of patrols. The City Watch patrol some districts frequently on regular and/or random routes (e.g., Stôrstol), while other districts (e.g., Kórtæsel) may seldom see them. This does not necessarily indicate the Watch are afraid to enter the district, but have for various reasons left those areas to their own 'rough justice'. Near *tia-nalâri* clanhouses, clansmen may patrol, or at least watch, the streets. Whenever important clansmen venture out, they will probably have escorts.

neighbourhood. **Stôrstol** is the 'best part of town' and the location of older clanhouses.

Two newer districts are not yet built up. **Pâgeten**, the 'gardens', includes some of the newer noble clanhouses. **Nylâvetby** is somewhat more developed and more middle class.

Bådstrand is the only part of the city outside the walls and is mostly sand, grass and trees.

Two other areas outside the walls are often mentioned in the context of the city and may well become parts of it in a few decades. **Redâro** is a *nalârd* belonging to and named for the *tia-nalâri* clan Redâro. **Ligabôre** is part of the *nalârd* of Lékby, which is held by clan Pâserin. The city's Agrîkan temple is within Ligabôre, while the new Larânian temple is in Redâro.

WALLS, GATES & CASTLES

First wall: Construction began on the first set of walls around TR462, soon after the foundation of the city. They were not completed until TR580, by which time a large portion of the town lay outside. The first wall surrounds present day Gâmelkîke and Vandlâge and constitutes the inner wall of the city.

Second wall: Just three years after the first walls were finished, construction of a second wall began. Construction proceeded quickly and the main enclosure was finished in TR590. They enclosed what are now Kórtæsel, Héligstrøm, Tófel, Stôrstol and Indhólden districts. Work continued sporadically over the following decades on sections protecting the harbour.

Third wall: Construction of the current outer walls began in TR692 and was completed in 699. The 'third wall' enclosed what are now Nylâvetby and Pâgeten. Together with elements of the second and first walls, they make up the outer defences of the city.

Part of the second wall was subsequently 'reused' when it was enclosed by the third wall.

Outer Gates

Sîrnen's Gate (*Sîrnenap Grind*), the south gate, connects to Bådstrand and points south.

West Gate (*Védo Grind*) connects Chélemby to the Ligabôre district of Lékby.

North Gate (*Garés Grind*) connects Chélemby to Redâro and the Hýzel Gâdè (Hýzel Road).

Wharf Street Gate (*Bólegâdè Grind*) is a postern gate connecting Gâmelkîke to the old shipyards.

Harbour Gates (*Havn Grînden*) are two adjacent gates connecting *Kórt Bólè* (Short Wharf), *Havn Gâdè* (Port Street), *Vísk Gâdè* (Fish Street) and *Mûr Gâdè* (Wall Street).

Bridge Gate (*Jant Grind*) is immediately south and connects to Núbolè (New Wharf).

Inner Gates

Captain Gate (*Anfører Grind*), just north of the *Aémon Kikè*, is a remnant of the second wall.

CHÉLEMBÝ CITY / HÉLIGSTRØM H1

HÉLIGSTRØM

Héligstrøm district lies immediately west of the old city. It is a blend of poor to wealthy households and has several commercial workshops. Most of the businesses are long established, but few do what could be called a thriving business, as Héligstrøm is somewhat removed from the city's main business and traffic areas.

Héligstrøm is bounded on the north by Kórtæsel, on the east by Vandlåge, on the south by Indhólden and Stórstol, and on the west by Tófel. It is bisected by the *Hélig Strøm* (Holy Stream) from which it takes its name.

The district is sometimes called by its old name, the Hollows, as the areas on either side of Þirdas Gådè and Hýzel Gådè (the main streets) consisted of boggy pools and dense thickets. The damp/rough parts of Héligstrøm have long since been filled and levelled.

The Watch patrols the district. Most of the district may be generally classed as urban lawful, but there are parts that tend to be less law-abiding. Criminal elements sometimes spill over from Kórtæsel or Indhólden. Clans Manâgath, Armôrian, Tirdáan and Yvârnis have clanhouses here and, together with clan Redâro, own most of the buildings.

Local legend has it that many years ago, before even the first city walls were built, a lady and her retinue, along with considerable treasure, ran off the Hýzel Gådè and into a boggy pool. It had been very wet that year and the party could not escape the mire. Search parties found no trace of them and they were presumed to have perished a few hundred yards from the city.

Romantics may still hold close the belief that there is a fortune in gold and silver among a dozen rotted corpses buried somewhere beneath Héligstrøm, to say nothing of the apparitions so many residents swear they have seen upon the Hýzel Gådè in pitch night when all good souls lie abed and dream virtuous dreams.

PROMINENT FEATURES

Héligstrøm has always seemed to be on the edge of other, more important or distinctive areas and lacks much in the way of notable features. The Sunset Orb courtesantry [H03] may be its best known business.

The houses along the Hélig Strøm have attractive gardens, and the side streets tend to lack traffic compared to other districts. This makes Héligstrøm a pleasantly quiet place. Locals often picnic in the green verges along the old city wall, especially in the grassy areas around Þirdas Gate.



CHÉLEMBY CITY / YVÂRNIS CLANHOUSE H05-1

VÂRNIS CLANHOUSE (H05)

The Yvârnis clanhouse is one of the larger clanhouses in Chélemby City. It is three stories tall, and has been expanded and re-developed a number of times over the years. It overlooks pleasant gardens and the Hélig Strøm, and is connected by a bridge to the Sunset Orb courtesany [H03].

GROUND FLOOR

1. Entrance Hallway

The main entrance opens to a large and inviting hallway, with a fireplace, expensive rugs and wall hangings. A door to the west provides access to the bathhouse, and two doors at the north end open up to the gardens in summer.

2. Main Hallway

The central ground-floor hallway, with stairs up to the first floor feast hall. A large statue of a clan ancestor dominates the room. A rack for storing visitors' cloaks is guarded at most times.

3. Kitchen

A large and well-stocked kitchen supplies the needs of the clanhouse. Stairs lead down to cellars with further food-stores and barrels of wine and beer.

4. Lower Dining Room

The smaller of the two dining rooms in the clanhouse, where the staff and regular occupants eat when a feast is not taking place.

5. Patio

A paved patio looks out over the gardens, providing seating and storage. It is generally guarded.

FIRST FLOOR

6. Central Hallway

The central hallway features a famous tapestry which tells the tale of the Three Selkie. A statue, apparently from ancient Dínibôr, is also on display. The hallway is almost always guarded, and is warmed by braziers in winter.

7. Common Room

The common room is where clan members and guests can meet and relax when visiting the city. During festivals, this is sometimes converted to sleeping quarters for clan visitors.

8. Feast Hall

The great feast hall, reached from the stairs below, is the largest room in the clanhouse, and the centre of many important clan activities. Master Írlon and vâlhakâr Swey enjoy entertaining, and the clanhouse is often a place of merriment and feasting.

