

## The Basics

- ☞ Most residents are human. Some elves. Dwarves rare.
- ☞ Two walls, one Outer, one Inner.
- ☞ Bridges connect everything.
- ☞ Openly carrying a weapon forbidden. (Legal Situations, 59)
- ☞ **The Palace Massive.** wise Lord Thrawl. Now Vosculous Eeeben, gambler.
- ☞ **Eminent Cathedral.** Church of Vorn: Grim Gaunt God of Iron Rust and Rain.
- ☞ **Church of Tittivilla.** Horned Queen: Goddess of All Flesh. Services used to be held in giant beast carcasses.

## Item Costs Shortcut

- Penny:** Average person buys in a day  
**1gp total**
- Nickel:** Basic Adventure/Camping gear  
**5gp** per syllable
- Dime:** Specialist, profession items  
**10gp** per syllable
- Quarter:** Luxury items, jewelry, fancy  
**25gp** per syllable
- Dollar:** Lethal or dangerous, drugs  
**100gp** per syllable
- Melee Weapons:** Max Damage gp.
- Ranged Weapons:** Max Damage x2 gp.
- Armor:** Just look it up.

## Oddities

- ◆ **Theatre** is popular, involves brutal combat and varied endings.
- ◆ **Noble hobbies** include:
  - Gardens of blue/black/magenta.
  - Slow Pets. Lobsters. tortoises.
- ◆ **Festivals:**
  - **Day of Masks**, wear to convince demons of a different city
  - **Day of Wolves**, wolves turned loose to chase through alleys.
- ◆ **Snake skins** can be read like books. Librarians breed and read them. Common snakes are common books. Giant snakes encyclopedias. Dragons are spellbooks.
- ◆ **Wyvern of the Well.** Answer for 700gp and petty question in return.
- ◆ **The Chain.** Two ancient homunculi who take bodies to fulfill contracts.
- ◆ **Old witches.** Subvert human rule. Dread (illusionist), Thorn (animals & plants), Frost (mistress of cold).
- ◆ **Hollow Brides** occasionally crash social gatherings. Floating vampire head.

## Vornheim Reference

**Vornheim by Zak S.**  
**Reference by David Schirduan**  
[Technical Grimoire](#)

## UrbanCrawl Rules

- ☞ **Rule 1:** Once explored, it's fixed on the map. Until then, anything goes.
- ☞ **Neighborhoods:** Write out numbers one-ten all crammed together. Roll:
  - 1d4 for wealth level
  - Back Cover: common business
  - Pg. 54 for next encounter
  - d20 for percentage of non-humans
  - Whenever the players seeking something, roll d10 for which neighborhood it's in.
- ☞ **City Blocks:** Roll 2d10. One die is where the players are, other is the goal.
  - The streets between are shaped like the die result. Roll more dice for more streets.
- ☞ **Floorplans:** Roll d4 on a sheet of paper. Draw (die result) number of straight lines outward to the edges.
  - Add more dice for complexity.
- ☞ **Chase Rules:** Both parties roll d10.
  - Add STR open ground, DEX obstacles.
  - Lower result falls behind by 6 x Result feet.
  - If either rolls a 1, hit an obstacle (apple cart, old man, crowd, etc)
  - If both roll the same use pg. 54