

The City of Carse

A Fully Populated and Indexed City
For use with all Role-Playing Games.

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Sample file

INTRODUCTION

The City of Carse is a fully populated, predominantly human, city designed to be compatible with any role-playing games that can use a medieval-flavored city and adventures. It is especially designed for use with Midkemia Press's CITIES encounters book but with little or no modification it is suitable for nearly any city environment.

The large player's map (provided as pieces in the back of this book) provides a bird's eye view of the walled city and the surrounding environment at a scale of 1"=80'

This booklet contains:

- 1) Information about the history and current political/social situation in the city.
- 2) Map enlargements of each of the 14 areas of the city delineating poor, merchant, and rich quarters, minor and major streets, and codes for each building. The pages following each enlarged map contain information on each building with the section, including the names and occupations of those who reside with the building. Businesses are also cross-referenced by type in the rear of the book. While the majority of businesses are developed, a few have been left for the Game Master (GM) to add so that each game can be individualized. Should the Game Master not wish to do any customization, the city is sufficiently complete to be used without modification.
- 3) Extended descriptions of a large number of City Characters (as per the Townsperson, Character, and Personage Encounter types in the CITIES book). These are individuals that players may interact with and are brought to the player's attention by events or GM driven circumstances. They may become involved in adventures, invest in businesses, become enmeshed in local politics, etc. as a result of such meetings. PERSONAGES are local figures of some importance and influence such as the Baron, the Sheriff, the High Priestess of the Sea Goddess, etc. CHARACTERS are delineated according to the Midkemia Game System but are easily convertible to the specifics of other systems.
- 4) Several pre-defined 'adventures' to provide the GM with ready-made environments to involve the characters in the city's life.

The history and social situation of Carse will hopefully provide a rich source of ideas for the Game Master to draw upon, to keep your players interested, and to provide an 'established' city without feeling 'brand new'. While certain businesses, building, etc. have been intentionally left vague in order to allow each Game Master to individualize the city to personal specifications these locations can be simply left vacant and ready for the players to purchase and move in.

What's new in the 4th edition? We've redone the city map sections to hopefully make them more readable and have spent considerable time validating the shop numbers with the map numbers. Finally we've added extensive hyperlinks to make navigating throughout the document easier whether you use the Table of Contents or Acrobat's bookmarks.

Welcome to the City of Carse!

Acknowledgements

Many thanks to the many mothers and fathers of Midkemia prominent among them being the Thursday (then Friday) Nighters who spend many hours playing in Midkemia and providing endless suggestions for improvements. Chief among them are: Tim LaSelle, Alan Springer, Jon and Anita Everson, Dave Guinasso (of The Black Tower fame), Rich Spahl, and Jeff and Lori Velten.

Thanks to Anita Everson for her diligent editing, Daniel Everson for his contributed section on integrating Carse into a previously defined game world, and Jon Everson for his addition of pre-defined adventures to aid the GM.

And our deepest thanks to Ray Feist (world famous author!) for his many hours of work and whimsical insanity without which Carse would never have been done either on time or half so well.

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<https://www.midkemia.com/>

INSTRUCTIONS

The city of Carse is designed to be run with a minimum of preparation by the Game Master. A read through of the information contained within this booklet should be enough to ensure many hours of varied and interesting encounters and adventures even if no individualization is desired.

The area maps in this booklet indicate which streets are in poor, merchant, or rich areas of the city. Also indicated are major (**flagstone**) and minor (**gravel**) streets that can be used in determining types of encounters. The pages following each area map describe the buildings shown in varying detail, providing material for many player interactions. A large majority of buildings are identified by function and described in some detail, with important characters detailed. A few have been left empty, providing an opportunity for individualization by the Game Master, or to provide opportunities for Player Characters to set up businesses or residences. In the same vein, the city is populated with few non-humans: hobbits, elves, and dwarves etc. This allows for a completely human environment for games requiring such, but should non-humans be desired, only a few minutes is needed for the Game Master to identify characters with appropriate descriptions and change them. The large player's map shows street names (as do the area maps), but no individual building identification in order to promote greater realism. The Game Master can thus describe what the players see, hear, and smell rather than their identifying the buildings around them from the map. It also increases the reality of the game as Player Characters must ask directions from passing Non-Player Characters, ask strangers to read signs should language or education provide the need, get lost, get incorrect directions, etc., all increasing the number of encounters, and hopefully enlivening the adventure. Since the buildings are cross-referenced in the back of this booklet by business type as well as location, a player asking for "the nearest alchemist" can be directed more easily and realistically.

Included in the back of this booklet, for the Game Master's convenience are the following:

- A price list of different items in the city that also gives some idea of the relative monetary worth based on the different costs we have quoted.
- A table for quickly determining what is available at a stable at any given time.
- Maps of Castle Carse, the Temple of the Sky God, the City Administration building, and the surrounding area.

Game Masters may also notice a few other features of Carse which have been included to increase the variety of possible encounters and to provide an active, dynamic city:

1. Two special areas have been included, the Bazaar, and the Caravanserai. Both areas are outside the walls and can provide extended interactions between Non-Player Characters and Player Characters. The Bazaar, in particular, is a product of our collective whimsy and can be easily discarded or modified should it not be appropriate to the Game Master's particular needs.
2. In numerous instances, different businesses are owned by members of a single family. This may provide encounters with one family member referring Player Characters to relatives and friends, deals with one member requiring the affirmation of another, etc.

The following terminology is used throughout the book.

- The Mockers = the local Thieves' Guild
- HTK = the number of 'Hits required To Kill' the character. This is for those hit point oriented systems. For systems not using hit points it is an indication of the relative expertise and/or physical state of the individual.
- Many map notations indicate "Sign of the ...". This indicates that a symbolic sign is present rather than a name. If no name is identified no name is present and the characters will have to depend on locals for directions.
- Taverns are coded (l#, f#) where l# is the level of the lodging and f# the level of the food present (1..6 with 1 being very poor and 6 being excellent). Not all taverns have rooms so they may be encoded (no l, f#) only. This coding matches with the information found in the Cities Encounter book.
- Stables are graded 1-4 (s#) (with 1 being poor and 4 being excellent) and correspond to the table in the back of the book.
- On the map the major streets are visually differentiated from minor streets
- Carse uses the 'gold' standard, where prices are typically quoted in gold pieces (gp), silver pieces (sp) or copper pieces (cp). Typically 1gp = 10 sp = 50 cp

Characters are listed based on the Character Development rules in our own Tome of Midkemia but we have attempted to make it clear how to convert to your local game system.

Thanks for buying The City of Carse.... We hope you have many happy hours of game time using the product. Comments are always welcome.

Stephen Abrams
Managing Partner
Midkemia Press

OVERALL DESCRIPTION OF CARSE

HISTORY OF CARSE

Ages ago the inhabitants of this area were invaded by the army of a baron from a now near-mythical kingdom to the east. The Old Race, as the original inhabitants were called, resisted the newcomers.

A people of the sea, given to fair hair, green, blue, and grey eyes, the Old Race found their simple life as fishers, hunters, and traders changed by the more vigorous newcomers. Though resentful of the newcomers and the castle they built, they were slowly absorbed into the newly emerging city. Upheaval in the kingdom a century later caused the Barony of Carse to be nearly forgotten, and it is now a completely independent state.

Many descendants of the Old Race are still suspicious of the kingdom culture that dominates life in Carse. Some descendants of the newcomers are distrustful of those who are clearly of the Old Race, but most people find the culture that has grown from the merging of the two peoples comfortable and this distrust and hatred hard to understand.

Carse, despite being forgotten by the Kingdom, is a busy trading center on the coast of the Endless Sea. Every day ships from distant lands, flying strangely colored banners can be seen entering and leaving the harbor, bringing new trade goods and leaving with the products of the city. This has provided the city with a cosmopolitan feel far in excess of its size and location. Foreigners are a common sight in Carse and little is made of their presence. While most people of the city either speak the language of the Old Race, or the Kingdom Tongue, the Common Tongue is most often spoken in public because of the number of foreigners present.

THE SOCIAL ORDER OF CARSE

Much of Carse's current social reality is due to the ancient conflicts between the Old Race and the newcomers. Most of the establishment, those who wield power and influence, are descended from those who came from the Kingdom, though there are some of the Old Race with influence in evidence. Most of the sailors are fair-haired Old Race, but the City Watch, the Baronial Garrison and the Castle Garrison are composed mostly of Kingdom descendants, giving rise to petty harassment of more militant members of the Old Race. The women followers of the Sea Goddess, descendants from a matriarchal society, resent the passive role inflicted upon women by the dominant Kingdom culture. These conflicts have brought into being three contending secret organizations.

THE IRON FIST:

This is an organization predominantly composed of military men, active and retired, of Kingdom descent. Their aim is the enslavement of the Old Race and the destruction of all Old Race institutions. Their mark is a mailed fist, and is used by members to identify one another. Because the Baroness is of the Old Race, they want to depose the Baron and set up a military government. They are directed by the mysterious Council of Five.

SHARWEN:

An organization composed exclusively of women, mostly of the Old Race, who are fanatically devoted to the Sea Goddess, and who are working to establish a matriarchal rule and a return to old ways. Their plans include establishing the social preeminence of women. However, many of the Old Race are fully

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integrated into the culture of the city and do not favor these goals, often actively and passively working against them.

BROTHERHOOD OF DALSHRA:

A small, newly formed organization, headed by Callistro the Magician, its aim is the establishment of a magician-dominated society.

POLITICS IN THE CITY OF CARSE

The current Baron of Carse, Bogardis IV, began his reign at the death of his father fifteen years ago. His wife, the Baroness Winona Almareth, is of the Old Race and they have two daughters, Willa and Beryl. The Baron is the ultimate political force in Carse, holding nearly absolute power. He, like his father before, no longer pays lip service to the fiction of being part of the Kingdom, and no longer are any roads, harbors, forest, or woods referred to as the King's, but rather the Baron's, except the King's Mill Pond as something of a joke. The Baron has absolute control over the military and the City Watch.

The Baron's direct control and protection extends from Carse, 20 miles along roads and rivers. After that local administration/protection is provided by feudal baronets, knights and strongmen, owing allegiance to the Baron.

GM: The Baron should control enough farmland to be able to feed the city, at least in good years. How much land is required will vary with your campaign (e.g. the fertility of the soil as well as magical or clerical support). You may look at the Far Coast Campaign Area Guide on our web site (<https://www.midkemia.com>) to see what works in our campaign.

Gran Dorwellan is Baron Bogardis' Chamberlain, and is empowered to act on the Baron's behalf whenever the need arises. He is acknowledged as one of the shrewdest minds in the Barony, and the Baron often seeks his advice. It is said he knows enough about the dealings of the other nobles of the area to ensure their loyalty to the Baron.

All landowners, merchants, and craftsmen are lightly taxed once a year. The sums are sufficient for the Baronial needs, as there is a slight import and export duty on all goods entering and leaving the city. These taxes underwrite the cost of the military, the Baron's estate, the City Watch and all public works. Both the Baronial Garrison and the Castle Garrison are military organizations, and are under the direction of Captain Holdar Acanlef, who reports to the Baron and his Chamberlain. The City Watch is under the supervision of Sheriff N'tara Lakven and his Deputies.

The **Baronial Garrison** is a small military organization numbering 200 soldiers, and has the responsibility of defending the town from outside forces. They man all the gates into the town and the towers on the town wall, and patrol the roads leading to Carse. They are stationed in 4 barracks in the 4 quarters of the town: Locations A1 (Sergeant Heronimus Grimes, local commander), D1 (Sergeant Helmut Keon, local commander), H18 (Sergeant Holden Kailor, local commander), and M2 (Lieutenant Angus the Bore, local commander and also head of the entire Baronial Garrison). Each barracks holds 50 men.

The **Castle Garrison** is a military organization numbering 100 soldiers, and have the responsibility of guarding the Baron and his castle. 35 of their number are the Baron's personal guard, the White Wing, commanded by Lieutenant of the Guard Bullroarer Redhand. The other 65 soldiers of the Castle

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Garrison, the Baron's Hand, are commanded by Lieutenant Hardaway and are tasked with manning the entrance to the castle gates and castle towers, while also being a ready reserve for the Baronial Garrison or City Watch. The location of the Castle Garrison's barracks is within Castle Carse.

The **City Watch** numbers 65 watchmen and 5 specialists. It is responsible for keeping the town peace. It may call on any citizen to assist them in their performance of their duties.

The Day watch starts at dawn, the Night watch is late afternoon to late evening, and Graveyard watch is late evening to dawn. The Day watch usually has 8 watchmen traveling up and down Gate Street listening for altercations and 4 two-man patrols walking beats down the side streets. Two of these patrols combine when checking Backfields. The Day patrol reports to Sheriff N'tara Lakven, the head sheriff,

The Night watch usually breaks into two eight-man patrols, usually swinging by taverns to "check on things". Night watch reports to Sheriff's Deputy Feylen Alkara;

The Graveyard watch has two eight-watchman patrols each accompanied by a dog handler 'specialist' with two dogs. Graveyard watch reports to Second Deputy Berwick Blackthorn. The City Watch guards the jail (see [CITY ADMINISTRATION BUILDING](#)), and the Caravanserai has a 6-man squad. Watchmen are billeted in their own homes, but every five days sleeps at the jail (on call). The specials on the City Watch payroll are two dog handlers, 2 Lesser Path Magicians (all having a Smell Magic spell), and a thief-detective. These specialists will assist the **Baronial Garrison** or the [B2: DOCK ADMINISTRATION](#) as needed. The magicians stay at the jail at night and use an Orb of Scrying to check the city walls and monitor the patrols. Sheriff N'tara Lakven reports directly to the Baron and his Chamberlain.

GM: In campaign/world magic and magic items may be more or less common than depicted here. The City Watch is not meant to be invincible but has successfully kept Carse safe and relatively peaceful for years. As always, feel free to adjust things to match your campaign.

You can see possible patrol routes in Adventures in Carse ([MYSTERIOUS MUMMY DUST DISAPPEARANCE](#)).

JUSTICE IN THE CITY OF CARSE

Both the Baron and his chamberlain can dispense high, middle, and low justice, high justice being their sole prerogative. The Magistrate can dispense middle and low justice, although the Sheriff usually deals with cases requiring low justice. The Sheriff assigns the town watches, from the ranks of the City Watch, and is considered responsible for maintaining good order in the city.

NATURE OF CRIMES AND JUSTICE:

- High Justice -- all capital crimes, or crimes committed by habitual offender where the death penalty is called for.
- Middle Justice -- all non-capital felonies, or misdemeanors committed by habitual offenders where long term imprisonment is called for.
- Low justice -- all misdemeanors and petty crimes.
- Other justice -- temples and guilds usually handle internal matters concerning guild members.