# Rathurbosk article by Dirk Remmecke, Abenteuer Magazine number 1

So that the Rathurbosk can be transferred to other settings, an explanation of its geographic location is appropriate. The world of Legend mimics a pseudo-medieval Europe. The landmasses of central Europe (Algandy, Ferromaine, Kurland, and the Selentine Empire) and Scandinavia (Krarth) are separated by a gap only a few miles wide. At the bottom of the gap, there is a constant roar of water and spray, where the North Sea and Baltic Sea (the Mergel and Mistral seas, respectively) meet. Crossing is only possible at the narrowest part of the gap, a mighty stone bridge: the Rathurbosk.

Krarth is a bleak, grey land ruled by the degenerate descendants of once proud (and demonic) magi. The Rathurbosk is, in the figurative and literal sense, a bridge city: it is the only way to get to Krarth. Every trade between Krarth and the south must traverse this bridge.

Foreigners know the city under the name Rathurbosk, whilst residents distinguish between the city and the bridge, referring to the latter as “the Rathurbosk”.

Rathurbosk is nominally a part of Krarth. When the magi were still powerful, special laws made sure travellers and traders in the city could feel safe. To what extent the present inhabitants are still under the rule of the magi is unknown. Although Krarth has become weak, Rathurbosk will certainly give some form of tribute to one or other magus.

Centuries of contact with Krarth, isolation, and in-breeding have also led to whimsical character traits amongst the residents.

### First Impressions

*Insane construction – sender, partially skewed turrets -salty air – the sound of the sea – half-timbered houses leaning against each other – in the middle of the city, a clock tower dominates the roofs – seagull swarms – windows in the stone below the street level – ladders and stairs to the sides of the bridge – fine haze from the depths of the cliffs.*

The Rathurbosk is ancient. The bridge is made of solid rock and it is not clear what kind of phenomenon could have formed it naturally (most likely, the work of the magi of Krarth). It stretches 600 metres across the narrowest point of the gorge. The sea level is about 300 metres below the city. The bridge itself is 60 metres thick and between 40 and 50 metres wide.

## South Side

The city needs only low city walls because of its extravagant architecture. In front of the walls is a wild collection of huts and shanties. Here live people who, for various reasons, want to benefit from the trade passing through the city. The gates are closed at night, so travellers that reach the city after dark will have to stay in a dingy inn or stable amongst the shanties.

A guard captain records the names of each visitor. Weapons must be surrendered, and horses must stay outside the gate until dark – only when the city sleeps may horses be led through the city. If the guard is asked for a recommendation, the best inn is the “Flynt Rydd”.

### The South Gate



## The Street

Rathurbosk consists of a single elongated street, between 4 and 5 metres wide, that runs down the middle of the bridge. The street is made of stone and is stepped near the gates due to the vaulting of the bridge. This makes it impossible cross the city with a cart.

At the midpoint of the bridge stands a clock tower, in which the world’s only mechanical clock strikes.

The age of the city is obvious.

### Impressions of the City

*Narrow streets and even narrower side streets – citizens dressed with exaggerated splendour – creeping decay of the building fabric – moss between stone slabs and on walls – the city guard wear overly decorated uniforms.*

To the left and right of the main street, side lanes end after a few metres, either in a narrow courtyard, in a front door, or out into the abyss. Occasionally, wooden planks lead along the outside – sometimes with, and sometimes without, a railing. Here, you can sometimes see children shooting at seagulls with slingshots.

## FLYNT RYDD

The “First House on the Square” has an unusual architecture for taverns, but it is indicative of the style of the whole city: the tavern is a narrow, five-storey building comprised of a single high room. Balconies adorn the walls of this space, each balcony turned inward to allow a view of the ground floor, more like an opera house than an inn.

The whole ground floor is occupied by the kitchen. On two large fire pits, roast pork is prepared. The smoke collects in the gable before being drawn through hatches. The whole room smells heavily of fried fat, fish, and tobacco.

The balconies can be closed with curtains and the top balcony row even has glass windows. Pulleys and baskets allow the staff to serve the guests without using stairs. Each balcony is connected by a narrow corridor, accessible via spiral staircases in the four corners of the building.

Gutmooto (aged 50) is the host and owner. As a former sailor, he can spin all sorts of stories. His upper body is covered with tattoos – one for each of his incredible adventures: dragons, sea snakes, pirate ships, etc.

## The City Council

The city council comprises the oldest members of a handful of ancient families.

The duul Guidor Family traditionally leads the city administration. The head of the family holds the office of Treasurer and is responsible for all types of taxes and charges. Over time, he has subsumed other functions into his role, including the responsibility for law and order. Trilothi duul Guidor, the eldest son of the Treasurer, commands the city guard.

It is the ambition of all inhabitants of the city (and also many inhabitants of the shanties outside) to marry into one of the ruling families.