

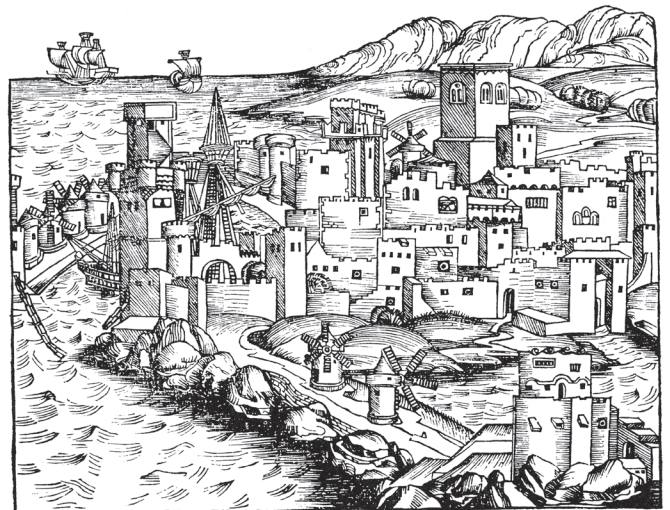
Welcome to the City by the Sea

- This is a city of merchants, nobles, and the most common of common folk.
- It's been more than a hundred years since the Marquesa was thrown out. Since then the city has been run by the Council.
- The Council members are nobles, wealthy merchants and guild masters.
- Even the most bitter of political enemies agree that it is uncivilized to have people murdered. Well-mannered people settle things with duels, preferably fought by hired professionals.
- The poor people on the waterfront make good efforts to keep in fashion, making it hard for newcomers to gauge someone's social standing at a glance.
- Luxury goods from across the sea come at a steady stream, but the grain ships are fewer and carry a lighter load than they used to. The price of bread is higher than ever.

City by the Sea

by Anders Bohlin

A setting and oracle for *In a Wicked Age*
or other games, inspired by Ellen Kushner's novel
Swordpoint, and other things.



The City's Quarters

The Harbours

- Taverns and brothels catering to sailors and dockworkers.
- Windmills placed along the breakwaters.
- The old fort, now the city's prison.

The Hill

- Tall houses of the nobility.
- Streets patrolled by the watch, kept clean and free of street mongers.

Market Quarter

- Artisans' shops, market stands and pedlars.
- Busting with activity all day, quiet at night.

Marquesa's Quarter

- Named after the Marquesa's palace, rebuilt to house the Council hall.
- The city square, where labourers go to find employers.
- The university grounds, robed scholars scurrying about.

The Waterfront

- Rough neighbourhoods the watch doesn't visit.
- Old extravagant houses, once home to the nobility.
- Quiet during the day, bustling at night.

Female Names

Anna
Aude
Auria
Aziza
Blanca
Calliste
Catehan
Clairmond
Despoina
Domeca
Dorcas
Elyasant
Fillmena
Flora
Godina
Gostanza
Ioanna
Iolanda
Isidora
Iuliana

Male Names

Almerico
Andemio
Aram
Arsalan
Asim
Balamonte
Baldan
Bardas
Bareil
Darras
Durante
Ector
Farrokh
Farzin
Garvisso
Giorgio
Gregoras
Iakobos
Ioannes
Jordanus

Popular Taverns

Arandha's
Bottle and Sword
Blushing Monk
Gianni's
Savina's
Pipe and Drum
The Brill
The Crab
The Duck and Eel
The Pigeon
The Turtle
The Yellow Raven

Oracle: City by the Sea

Diamonds

- A Master and servant, but also passionate lovers.
- 2 An upstanding watchman, fallen on hard times, forced to work as a hired thug.
- 3 A Council member, acting frightened, secretly welcoming the brewing riot.
- 4 A skilled apothecary, best in the city, still young and unmarried.
- 5 Academic rivals, committed to duel on university grounds at midnight.
- 6 A small-time criminal, suddenly flush with coin.
- 7 A slim dagger, poison-tipped, meant for a member of the Council.
- 8 A swordsman, doubting his chosen vocation after his first kill.
- 9 A thief, unwittingly trying to sell his loot to its rightful owner.
- 10 A girl from a noble family, uninterested in marriage, but hungry for love.
- J An aristocrat, near penniless, keeping up appearances.
- Q A shipwrecked sailor, brought back to the city of his birth.
- K A priest, his robe soon threadbare, teaching people on the waterfront to read and write.

Clubs

- A A sailor and the lover who stopped waiting for him long ago.
- 2 An heiress to the Marquesa, planning a coup to reclaim the city.
- 3 A servant, dressed in green, come to issue his master's challenge.
- 4 An exiled noble, newly returned in disguise.
- 5 A duel, not for money, but for love.
- 6 A well-paid informant, suddenly refusing to talk.
- 7 A back alley chapel, plaster falling off, site for secret meetings.
- 8 The crew of an foreign warship, anchored out of sight, hoping to acquire supplies.
- 9 The old fort, currently the city's prison, once again being readied for use.
- 10 A gang of cut-throats, loved protectors of their neighbourhood.
- J A hard-pressed lawyer, desperately seeking a witness.
- Q The iron bound chest of a goldsmith, it's contents missing.
- K A modest scribe, ghost-writer of many erotic letters.

Hearts

- A The city's most famous criminal, and the man sent to catch her.
- 2 A circle of friends, brightest and best of the university, troublemakers all.
- 3 A necklace, set with precious stones, boldly stolen.
- 4 A thrill-seeking aristocrat, trying to make friends on the waterfront.
- 5 A wealthy merchant, narcissistic and power-hungry, trying to buy a chair in the Council.
- 6 A favourite sword, missing from its scabbard, now in the hand of a mere child.
- 7 A stout tavern keeper, keeping her hot-headed guests out of trouble.
- 8 A young streetwalker, knife in hand, exacting his payment.
- 9 A sailor, not long ashore, already challenged to a duel.
- 10 A purposely misplaced letter, hinting at a conspiracy.
- J A scruffy beggar, quick witted and well-read, demanding entry to the university.
- Q The spoiled young son of a guild master, threatening to elope.
- K A trail of blood leading to a waterfront apartment.

Spades

- A The city's finest duellist and his unlikely lover.
- 2 A lowly servant, pockets full of bribe money.
- 3 Members of the Council, meeting in secret to plot revenge.
- 4 The keys to an aristocrat's secret granary, placed in a conscientious servants hands.
- 5 The spurned affections of a noble lady.
- 6 A penniless student, more familiar with drink and dice than with books.
- 7 A merchant's daughter, young and willowy, determined to become a swordsman.
- 8 A waterfront tavern, alive with gossip and laughter.
- 9 Two thieves stealing bread to survive, one caught.
- 10 A protective landlady and her petty criminal tenants.
- J A lady, head of the Council, and her rebellious son.
- Q A theatre, preparing to put on a new play from a banned writer.
- K The workshop of the city's most fashionable hatter.

The woodcut, fashioned in the workshop of Michael Wolgemut, is a depiction of Rhodos. It is one of over 1,800 illustrations found in the Nuremberg Chronicle (finished in 1493).