

Yephis

Overview

Yephis is a prosperous and increasingly crowded fortified city standing on the east bank of the River Roslan. It is known for its barge-building operation. The population has grown to the point that older structures are being torn down and new, taller, buildings need to be erected, some as high as four stories.

Yephis is a member of the Lords' Alliance. A trade agreement with Monsein Town brings grain and produce to the city too. Yephis is the historic rival of (Unnamed neighbor) and animosity between the two communities is pervasive.

Description

The city is connected by a fortified bridge wide enough to accommodate two wagons with room to spare to a citadel on the west bank. There, the Evermoor Way (linking Monsein and Unnamed to the coast and providing a crossing of the River Roslan. Yephis is a crossroads trading town, so it is always bustling with caravans entering and leaving its walls. It is renown as a place for merchants, smugglers, mercenaries, and spies from all over the North to meet and conduct business. To this end, the local thieves' guild, The Hand of Yephis, have great influence in the city.

The Roslan Trail runs North from the city to the coast. The trail hugs the eastern bank of the River Roslan. Yephisan soldiers patrol the road.

Common Knowledge

Local Knowledge

Local people, living around the area can be expected to know the following information:

A rash of disappearances have been reported in the city, most of the victims being drunkards, poor people and the homeless... simply people who are defenseless and won't be missed. The townsfolk are wary of this, but little has happened in terms of counter action or investigation.

Regional Knowledge

Yephis's rivalry with neighboring <Unnamed> is well known in the area. Though relations are strained-but-friendly most times, but it does turn to aggression and conflict at times if events lead them that way.

Yephis is also known in the region as being a hub for rogues and thieves. Though known for infighting, the woman's only thieves guild, The **Hand of Yephis** (or simply the 'Hands'), have pull within the city but not beyond.

Global Knowledge

Yephis is know the world over as a member of the Lords' Alliance, with their chief ruler, the Waterbaron, being their representative.

Yephis is also known across most of the world as a premium builder of barges. It has fast become their leading industry and export. It is also known that little food is produced in the town itself either and they are dependent on imports to feed the people.

Places of Note

Commerce/Business Locations

Type	Name	Loc	Description	People/Proprietor
Stonecutter	Careful Carver	G08	Finishes blocks brought in by river barge for use in construction.	Roar Dursk, Male Human
Brewery	Olde Town Brewery	M07	Largest (only?) Brewery in the city	Branadin Thunderbrew, Male Dwarf
Sailmaker	Shimmering Sheets	G06	Sailmaker for the Baron	Shang Mua, Male Human
Winery	Wizard of Wines	L10	A few local wines and lots of imports	Trey Solvenstein, Male Human
Shipwright	Baron's Barges	G08	Pair of connected covered dry-docks for ship and barge construction.	Tirvit Togantu, Manager Margof Sov, Foreman
Carpenter	Plumb Bob	H07	If you want it from wood this is the place	Bob Plumb, Male Human
Warehouse	Baron's Stores	I11	Storage for gear for the Baron and his retainers. Generally well guarded.	Nim Stevrosk, Male Human
Farm	Honey Bee Gardens	Q05	Farm setup in the abandoned quarter produces finest hone in the area and other crops.	Fenjor, Male Elf Joyra, Female Elf

Trade and Movement of Goods

Dock	Pier 1	I01	Public Dock	Henry van Es, Male Human
Dock	Pier 2	I01	Public Dock	Ernest Conway, Male Human
Dock	Baron's Dock	I03	The largest dock in the harbor	Lance Hybrid, Male Human
Warehouse	Warehouse A1 - A4	Q09	Relatively new and very orderly warehouses built as a city facility.	Hugh Durkini, Male Human
Warehouse	Warehouse B1 - B4	R09	Relatively new and very orderly warehouses built as a city facility.	Gilbert Drover, Male Human

Fortifications

Type	Name	Loc	Description	People/Proprietor
Keep	Lookout Keep	D11	Small keep on opposite shore used as a tax collection and early warning installation.	Gunter Ryomary, Captain Aldous Cooper, Lieutenant
Gate, Outer	Bridge Gate	I09		Adrik Daraln, Dwarf Male
Keep	Waterbaron's Keep	I13	Fortified mansion and home of the Waterbaron.	Manfred Ryland, Waterbaron Dustin Stanley, Majordomo Eldeth Thranore, Female Dwarf
Gate, Inner	Baron's Gate	K10	Interior Gate, Normally Closed	Einkil Frostbeard, Dwarf Male
Gate, Outer	Olde Town Gate	L05	Outer Gate, Normally Closed	Zed Home, Male Half-Orc
Gate, Inner	Market Gate	M07	Interior Gate, Normally Open	Gilthur Orcfoe, Dwarf Male
Gate, Inner	Glittering Gate	M12	Interior Gate, Normally Closed	Kilia Steelfist, Female Dwarf
Gate, Outer	Fury Gate	N14	Outer Gate, Normally Closed	Whurbin Durthane, Dwarf Male
Gate, Inner	Yartar Gate	O05	Interior Gate, Normally Open	Anbera Silverstone, Female Dwarf
Gate, Outer	Cabbage Gate	P03	Outer Gate, Normally Closed	Henk Wedgwood, Male Half-Orc
Gate, Inner	Teamster Gate	P07	Interior Gate, Normally Open	Finellen Trueanvil, Female Dwarf
Gate, Outer	Warehouse Gate	S09	Outer Gate, Normally Closed	Gillyd Bigtoe, Female Dwarf

Gathering and Public Entertainment

Type	Name	Loc	Description	People/Proprietor
Gazebo	Gazebo	K08	Pleasant spot in the park	Varis Iathrana, Male Elf
Amphitheater	Cosmos Amphitheater	N10	Hot spot for entertainment	Giselle Harlow
Meeting House	Cross Meeting House	N12	Large building for public meetings	Jacoba Larper
Coliseum	Fury Coliseum	N12	Arena for all types of competitions	Lia Goltorah, Female Elf

Government

Type	Name	Loc	Description	People/Proprietor
Burial	Barrow	K07	Old barrow, still in use	Xappan Pain, Male Tiefling
Mausoleum	Mausoleum	L07	Just what the name says	Quelenna Iathrana, Female Elf
Courthouse & Gaol	High Court	L12	Upper court and jail	Conrad Hart, Male Human
Gallows	Gallows	N06	An unpleasant place	Selma Lynch, Female Human
Pillory	Pillory	N06	Just what the name says	Himo Mellerel, Male Elf, Brother of Raer at the Ugly Pig
Town Hall	Olde Town Hall	N07	Government functionaries	Arnaut Gutierrez, Male Human
Courthouse & Gaol	Hall of Justice	O04	Lower court and jail	Simon Francois, Male Human
Ruins	Ghost Town	P05	Ruins not yet removed	N/A

Hospitality

Type	Name	Loc	Description	People/Proprietor
Bathhouse	Shimmering Bubbles	L10	The best (and only) bath house in town	Franciso Sanchez, Male Human
Inn	Golden Schooner	J03	Service for sailors and river travelers.	Felix Bouchard, Male Human
Inn	Wink & Kiss	J09	Favorite haunt for various shady types	Emma Clifton, Female Human
Tavern	Double Battleaxe	K12	Nice tavern run by two half-ogre sisters who carry battle-axes.	Gabriela & Veronica Diez
Inn	Baron's Arms	L12	High class inn	Jorge Iglesias, Male Human
Tavern	Ugly Pig	N05	Primarily serves soldiers stationed at the nearby barracks	Raer Mellerel, Male Elf, Brother of Himo at the Pillory
Inn	Darkroot	N07	Dark place serving darker tastes	Isabella Langdon, Female Human
Inn	Drift on Inn	O04	Caters to bureaucrat types and others with business in the city seat	Heather Marley, Female Human
Brothel	Sheath & Dagger	O04	Its a brothel, not hiding it either	Ana Bravo, Female Human
Inn	Belching Boar	O07	Working class inn	Cecilia Misener, Female Human
Inn	Yartar Manor	O08	Largest Inn in town, fine facilities and a boarding house	Nordak Foamtankard, Dwarf Male

Military

Type	Name	Loc	Description	People/Proprietor
Barracks	Baron's Barracks	J14	Baron's elite troops are boarded	Henry Bernard, Male Human
Stables	Baron's Stables	K14	Stables for Baron's calvary	Yurk Coombs, Male Half-Orc
Barracks	Flintwood	N03	Dwarven company barracks	Mabina Kearns, Female Human
Barracks	Honor Barracks	N08	Olde Town Company barracks	Berre Dupont, Female Human
Barracks	Triumph Barracks	O05	City Guard Barracks	Solomon Clayton, Male Human

Religious

Type	Name	Loc	Description	People/Proprietor
Temple	Holy Stone	H07	Temple featuring prominent stonework	Avelina Dupont, Female Human
Shrine	Shrine of Honor	J12	Shrine dedicated to achievements of various Waterbarons	Petrona Ramirez, Female Human
Temple	Chapel of Zeal	K11	Very well appointed temple	Dara Ariessus, Female Elf
Temple	Church of Triumph	N04	City Temple	Aline Browning, Female Human
Temple	Cathedral of Light	N09	Largest building in town	Odelina Bertrand, Female Human
Monestary	Monastery of Restoration	N11	Monestary	Ramiro Santos, Male Human
Temple	Open Arms	P00	Modest temple tending to the needs of the poor	Jose Navarro, Male Human

Shops

Type	Name	Loc	Description	People/Proprietor
Arcane	Mages for Ages	K13	Magic shop with (presumably) limited inventory and some consumables	Fivin Caphalath, Male Elf
Wines & Beverages	Perfect Pour	M10	A shop stock a wide range of libations	Alane Kennedy, Female Human
Fletcher	Pointy End	N13	Bows, Arrows, Quarrels, Crossbows, Spears, Javelins...	Beiro Rothenel, Male Elf
General Store	Ration Shope	M09	A little bit of everything	Peter Fidget, Male Human
Jeweler	Sapphires	J12	Jewelry shoppe	Sarah Digby, Female Human
Books & Scrolls	Scribner	M10	Mostly mundane books, but also a selection of magical scrolls	Donia Higgins, Female Human
Leatherworker	Tan My Hide	Q10	Leather armor and other products	Murook Dudley, Female Half-Orc
Shady Dealer	Tarnished Eagle	O03	Pawn services and illicit products	Ny barg Carlton, Male Half-Orc
Tailor and Textiles	Ultimate Alterations	M11	The place is you need something made from cloth	Mara Withrethin, Female Elf
Potion Shop	Victorious Secret	M13	Alchemical concoctions	Regan O'Dwyer, Female Human
Market	Market Square	L09	Main open air market. Booths change with some frequency	Pella Goodbarrel, Female Halfling
Smithy	Baron's Smith	L13	Weapons and metal armor even horse shoes	Zarid Grask, Male Half-Orc
Expedition Outfitter	Yarl's Outfitters	N03	Specializes in everything needed by those adventurous dungeon delvers	Yari Mcfadden, Human Male
Market	Olde Market	O06	Smaller open air market in the heart of olde town	Claira Withrethin, Female Elf
Smithy	Hot Hammer	P04	Maker and marketer of all manors of metal armor and weapons.	Orsik Deepdelver, Male Dwarf