

# PORT QUINN, THE PULSE OF THE NORTH

*Turned, casting one last gaze across the squalor of the docks around me: an old dwarven woman fishing idly; three dirty children, one a halfling, tumbling in the dirt, laughing and screaming after a toy; other adults, transporting crates of goods coming in from the north out of Stoneflow and heading out south to Nocturne and points beyond. The docks were alive. My eyes drifted beyond, to the looming keep of red stone so covered in green ivy that the stone itself was more a belief than fact. A town to be missed, but one our travels would carry us through again.*

-Stoneflow Shipping captain

As the Kingdom of Serentyll's northernmost city, Port Quinn is more diverse than most towns in the predominantly human, halfling, and gnomish kingdom. A large town in its own right, it has seen a sudden surge in population as dwarves flee from Kol Taram to the north, resulting in a ramshackle but slowly improving dwarven quarter springing up overnight. Within the Temple of Helm, a clever cleric has learned how to fashion arcanelly infused clockwork prosthetics but pushes the boundaries of this new science. The Sandy Assortments general store sells a variety of items, many of which are like those missing off certain ships, and it's rumored that smugglers operate out of a secret basement.

This release will detail the city for those who wish to use it for their campaign settings, one-shot adventures, or purely as inspiration!

## Parts of the Port

Port Quinn is a large town, which sees significant naval traffic from the highly advanced dwarven stronghold of Stoneflow to the north, the Southern conglomeration of

islands known as Sunrest, and the nefarious Nocturne, City of Nights to the south. Humans make up about sixty-five percent of the population, and gnomes another fifteen. Dwarves make up the plurality of the rest, with a few elves, half-elves, and fewer than ten tieflings in total. Aside from a few well-known entities, like the goblin ringmaster Dindin and his travelling circus or the rare aarakocra monks from the north, monstrous races are typically disliked.

Port Quinn sits centrally on the Sunward coast, north of the Shaded Woods where bandits use the complex growth to stay hidden, and south of the Salt Flats, an eight-mile swath of dried-out, saltmarsh inhabited by the odd ghoul.

Port Quinn is primarily made up the following quarters:

- The Docks
- The Market Quarter
- The Living Quarter
- Castle Quarter
- The Dwarven Quarter

## **Important Historical Events**

Established in 1374 T.A., Port Quinn has not yet seen its 100<sup>th</sup> birthday but has grown quickly, and several events have left their mark more so than others.

## The Tear

In 1104 T.A., an arcane experiment gone awry within Corpsbrye, now a haunted ruin of the formerly looming tower, tore a hole in reality leading to a demonic infestation from The Abyss. This portal was shut, but ever since, the fabric of reality nearby has led to several smaller incursions. This had led to an especially powerful bias against tieflings.

# PORT QUINN, THE PULSE OF THE NORTH

## Refugees from Kol Taram

Recently, dwarves have begun to stream by the dozens from the north, speaking of a dark wyrm rising from deep within the Kienscall mountain range that the dwarven citadel of Kol Taram is built into. As such, even with the farmlands to the north of Port Quinn, food prices are rising sharply. Initially, Proust Pale Ale had a monopoly on beer sales, which has recently been overturned to allow the sale of dwarven stouts, leading to further tension between the merchants of the two groups.

## Prices and Places

Port Quinn's traffic sees daily changes in which goods and services come in and go out. This leads to wildly fluctuating prices, as well as ample chances to travel north to Stoneflow (although only the dwarven ironsides can currently penetrate the ever-iced ocean of the Suffocating Straight) or south-east to the high-magic, politically complex Sunrest Islands. They could even travel further south, to the crime-ridden and sprawling city of Nocturne.

## Guide to Port Quinn

*The heck you askin' about The Port for? You not from around here, huh? Listen... you want to stay amongst the good folks, those that'll rob you from the front, you stay in The Docks. That's where all the people live. Market aint bad neither when the merchant-lords aren't around. Otherwise, best be careful... that's where you'll get picked clean and find yourself thankin' them for it.*

-Thom, Barkeep at The Cold Harp

## Passing Notes in Port Quinn

Unfortunately, Port Quinn has no official mail system. There are often idle children and dockhands, especially toward the beginning and end of the workday, who will be willing to deliver a message, though how reliable they are is unpredictable. This tends to run from 2cp to deliver a simple verbal message to 1sp to deliver a small parcel.

## Spellcasting Services

Spellcasting in Port Quinn is not terribly common. The gnomish Cleric of Helm, Doctor Twee Lightfoot, can offer several healing services, including highly advanced prosthetics for missing limbs. Outside of him, there will occasionally be passengers aboard merchant vessels who can offer some services, though these will be expensive due to the rarity of such services in this region.

## Lifestyle and Standards of Living

Port Quinn's economic ladder has three rungs: The poor, who live in The Docks and the southern reach of the Living Quarters. They work the docks and the farmlands to the north. There are the merchants and higher-class citizenry of Port Quinn, that make up a very small middle class. Finally, there is a small elite, all of whom are related to the five members of The Merchant Council that presides over Port Quinn. They all live within The Greenkeep.

## Education and Research

Tamrid is a middle-aged woman who comes from the Living Quarter to teach the younger children of The Docks (those who can escape labor) basics in education. The few middle-class families typically send their children south, either to one of the private schools within the Garden of Knowledge, or Ieldorhall, a private academy in Greenfield.

Twee Lightfoot conducts his own research within the Temple of Helm toward blending the

# PORT QUINN, THE PULSE OF THE NORTH

arcane and machines to help people with their various maladies.

## Shopping Centers

The Market District houses the majority of large shops, established taverns, and places of commerce for Port Quinn. Within the Dwarven Quarter, illegal stores without permits have opened, offering a variety of unusual artistic talents and particularly fine steel. The Docks has a variety of individuals offering wares that they have... stumbled across.

## Healing

The Temple of Helm, run by Twee Lightfoot, offers healing services, as does Sister Cariel, a half-elf member of The Red Hand, a wandering healing organization that works across Dominion, though she is retired and does so mostly out of her home in The Quarter of Lords.

## Holidays

The Merchant Council helps maintain peace by holding a Work's End Festival at the end of each month, which is a large community potluck, with alcohol provided by The Merchant Council within The Grand Hall of The Greenkeep. There are also several other holidays:

### **Zeidgar** (*Elvish, The New Beginning*)

Celebrated on the 31<sup>st</sup> of Summertide and rolling over to the 1<sup>st</sup> of Highsun marks the beginning of the new year in Alberon, and is celebrated with open-air block parties, open-air cooking, bards traveling through the streets, and general revelry.

### **Tournament of Turnips**

Celebrated on Leaffall 12<sup>th</sup> to celebrate the victory of the Serentyllian army against the demonic incursion caused by The Tear. There is a grand tournament and feast held in the turnip

fields to the north, giving the tournament its name, with the winner being given the honorific "The Turnip Knight".

### **Festival of Fear**

The 30<sup>th</sup> of The Drawing Down celebrates The Festival of Fear, where children dress up as adventurers, and visit each house to slay the monster for treasure. Each adult wears a monster costume and gives out small treats and toys.

### **Bunderbarg**

The 1<sup>st</sup> of The Claws of Sunsets marks Bunderbarg, a day where everyone gets up at dawn, and travels around, helping to fix others' projects. Treats are left in the doorway for those who wander by and help.

## Recreation

Just like any population center, there must be recreation beyond the inns and bars! During the fall months, there are often small, informal melees and tournaments held on the outskirts of town. There are two things specific to Port Quinn

### **Sport Fishing**

Despite being a popular center of trade, Port Quinn also boasts a huge variety of sea life, both native to the Sunward coast and also those brought from warm currents from the south.

### **Rakkarasco**

A black jack like game, played with small tiles similar to dominos with only pips on them. The first player builds their wall of three tiles, and wagers. Once the walls are all built and wagers set, they then build a four-tile "castle" with two shown faces and two hidden faces. The object of the game is to be at the highest point, the lowest point, or have exactly 15 points. You play until every player but one is eliminated.

# PORT QUINN, THE PULSE OF THE NORTH

## The Merchant Council

The merchant council is five chairs that are bid on each year by any interested merchants with a primary address and a business within the city limits. Below are the current council, along with a little about each!

1. **Lord Stodard Hightaker** (human) is the longest standing member of the council, essentially inheriting the position from his father. He is fair but has a vested interest in keeping the top merchants within the city as they are.
2. **Doctor Twee Lightfoot** (gnome) is the most-absent member, and also the only one who has had his seat purchased for him by the other members. His wisdom, popularity, and ingenuity are always welcome, though he is often preoccupied with his work.
3. **Perceival Proust** (Human) owner of Proust Pale Ale, he has taken the seat back from his daughter while she is vacationing. It is rumored that she has been kidnapped.
4. **Caravan Master Barton Minatal** (Human) runs the local chapter of the Red Shield Caravansary, which paid for his membership. He is mostly interested in keeping competition away from his company and is known for sending up-and-coming adventurers off on near-impossible tasks.
5. **Gilda Breakstone** (Dwarf) is the newest member of The Council, the dwarves within their own quarter combining wealth to buy her the seat. She has pushed hard for positive change that allows the dwarves and humans to benefit from each other.

## Religion

Within Port Quinn, as in most of Dominion, the primary religion is that of the Pantheon of Law and Light. Other religions are tolerated, but, Port Quinn is not a terribly religious city, owed somewhat to the large variety and transient nature of those who visit.

Twee Lightfoot runs the Temple of Helm, though it serves primarily as a hospital under his careful guidance, specializing in blending clerical magic and clockwork machination to create wondrous limbs for those who have lost them.

In the District of Lords sits a small building, a single room with six altars to each of the gods of Law and Light: Helm, Melora, Tyr, Sune, Tempus, and Creot.

Beneath the city, lost within the maze-like sewers that the kobolds who live beneath have expanded over time into a massive, mostly empty warren, is a series of rooms that house The Midnight Assembly, a cult that creates monstrous undead abominations out of stolen corpses. They worship Myrkul, The Bone Lord, as they push to discover some new way to live forever in undeath.

## Organizations

In a town that moves as much trade good as Port Quinn, there are several organizations on both sides of the law. Several are listed here, but there are several others that can be left to your discretion.

### Circle of Silence

As in most of Dominion's towns and cities, The Circle of Silence has a presence here. The incredibly clandestine crime ring has operated in secrecy since before The Kingdom of Serentyll was established. Their symbol is a rotund face, with the eyes crossed out, and the smiling mouth stitched shut; to break the code of silence was met with swift and usually

# PORT QUINN, THE PULSE OF THE NORTH

brutally violent death. While they have no official headquarters, they are sure to have agents here.

## **The Red Shield Caravansary**

Led by Barton Minatal, this group has a monopoly on escorting the many merchants who land in Port Quinn to their various destinations across Dominion, offering a variety of services to the traveler, from a simple horse and carriage to fully armed escort. They have a compound on the western outskirts of Port Quinn, just outside of the Living Quarter.

## **The Gavenoir Club**

A wine tasting club, run out of the private wine bar of the same name, located in The Castle District. Many of the wealthier citizens are members, and it is the best place to hear news, gossip, or make deals to those with access. It is invite-only from current members, who's identities are loosely guarded.

## **Districts of Port Quinn**

Port Quinn is a town that sprawls fairly close to the ground; over time, from the original portion of the town (now called the Castle Quarter) quarters have been added over time. Each has its own character which shifts subtly as it spreads outward from the Castle Quarter.

### **Local Fashion**

Within Port Quinn, clothing tends to run sleek, and features leather as a functional, protective measure more often than not. The middle classes and upper classes dress wearing fine cloth tunics and pants for both men and women; within Port Quinn, primarily due to the nature of the mud and brick streets, dresses are extremely rare.

## **The Docks**

The poorest of the districts is The Docks, the district which is attached to the docking area for the many incoming and outgoing ships. Houses are small, ramshackle, and of poor quality, but the streets are alive with children, merchants, and others who continue to push forward.

## **The Cold Harp (*Inn, Poor*)**

The Cold Harp is a small, circular bar which serves only bacon, and Proust Pale Ale. It sleeps about fourteen people in bunked beds taken from an old ship. Owned by Scorn, one of six tieflings in the entirety of Port Quinn, and so many avoid the bar out of mistrust.

## **Sandy Assortments (*General Goods, Modest*)**

Owned by the vibrant and friendly Rohdesia, the Sandy Assortments is a general store composed of all sorts of odds and ends that Rohdesia acquires from merchants off the docks. There are mostly mundane things, but every now and then, across from the small koi pond in the inner atrium of the small store, there is a rarer item on sale. Beneath, there are rumors that an orc-led smuggling operation works out of a hidden, subterranean dock... but that couldn't be true...

## **Thom's Oyster Cart (*Food, Poor*)**

A simple wooden pushcart is operated by a similarly straight-minded individual who is easily fooled. He sells the freshest oysters in Port Quinn, however, and his oddly lovable demeanor has won him some support and help from the denizens of the docks.

## **The Market Quarter**

The Southernmost quarter of Port Quinn, set back beyond the maze of shacks and hovels that make up many of the houses for those in The Docks, lies The Market Quarter, with larger

# PORT QUINN, THE PULSE OF THE NORTH

stone buildings for more established vendors, and houses for the few middle class and a few merchants.

## **Port Quinn Treasury** (*Bank, Fine*)

In a trade city, being able to move large sums of money, or store it for later is incredibly handy, and so the Port Quinn Treasury was funded by the Merchant Council. An imposing, four-story stone-block building with marble accents, it serves as the highest point outside the central spire of The Greenkeep, and an excellent vantage point. Loans can be obtained, and the Treasures often know of ways to make money around town.

## **The Spice Market** (*Store, Fine*)

Owned by Janis, a wood-elf who hails from the far western continent of Everest, this small wooden store with canvas overhangs features large bins of a variety of spices, incense, pipeleaf, handcrafted wooden pipes, incense holders, and small chests, as well as a few salves (and rarely, a health potion.) Janis dislikes dwarves as a result of the influx of dwarves undercutting her business.

## **The Pause** (*Fletcher, Good*)

The quiet, patient, and serene Derilia Stonegull, still a fine tracker in her own right, but slowing a bit in her middle age of 133, owns this L-shaped wood and plaster building with a stuffed bear just inside the door.

## **The Living Quarter**

North of the Castle Quarter lays the dual sections that make up The Living Quarter. Gates have been torn down, leaving the walls permanently open between the two districts when growing population and transit meant an increase in bottlenecks going in and out. The small, eastern neighborhood that calls itself The

Quarter of Lords includes many of the older families of Port Quinn.

## **Proust Pale Brewery** (*Brewery, Fine*)

Proust Pale Ale is a light, effervescent ale that sits at about 3.1% APV. Until recently, the Proust family had taken advantage of laws to be the only beer allowed for sale within Port Quinn, but recent changes and a push from Gilda Breakstone have led to that monopoly being broken.

## **The Castle Quarter**

The heart of Port Quinn is The Castle Quarter, the northern third engulfed by large juniper trees and a keep covered in green ivy, which spreads out into several other points of interest, along with residential neighborhoods of the lower-middle class, and several larger villas owned by those who have created their own wealth.

## **The Green Keep** (*Seat of Government, Fine*)

The massive keep made of huge stone blocks carved from the mountains to the west has been so overgrown with ivy that it appears to be entirely green. Each of the members of the Noble Council live within its halls, each in one of the four towers on the corners, and the High Merchant living in the upper floors of the primary keep that rises six stories up into the sky, easily the largest building in Port Quinn. It keeps criminals in dungeons beneath the castle, though the conditions are not bad. Audiences are granted with prescheduled appointments through the Steward of the castle, and a large banquet hall serves as a feast location at the end of each month to appease the lower class.

## **Port General** (*Grocery Store, Modest*)

The main location where farmers bring their produce from the northern fields, and food is traded for. Many small wooden stalls hold local

# PORT QUINN, THE PULSE OF THE NORTH

food, but many exotic things as well thanks to the bevy of traders that come from Sunrest.

## **The Silk Saucer** (*Café, Fine*)

The first building seen when arriving in Port Quinn through the main gates is the Silk Saucer, a coffee, tea, and baked-goods store serving higher-end clientele in a beautiful, brightly lit building the south western portion being nearly entirely glass. Lord Hightaker takes his tea here every morning.

## **The Temple of Helm** (*Religious Structure, Modest*)

A small, square structure sits atop fifteen feet of steps that spill down from each face, and the smell of sage wafts outward, covering the smell of blood from the complex surgeries that Twee performs inside. At all times during the day, lines of those wishing to see Twee about fixing their limbs, missing or mangled, wait along the benches.

## **The Royal Magpie** (*Inn, Fine*)

An L-shaped, two-storied villa with vaulted ceilings. The bottom floor is a fine bar of oak with comfortable, cushioned, high seats. The bartenders wear vests, and serve quickly, and quietly. This is the first choice for nobles and wealthy merchants passing through Port Quinn.

## **The Dwarven Quarter**

Hastily erected by dwarves fleeing events transpiring north, in Kol Taram, The Dwarven Quarter is composed of whatever material could be quickly had; though there is a ramshackle appearance to many of the buildings, the craftsmanship is still, unmistakably dwarven, and with the recent help of Merchant Councilwoman Breakstone, the quarter is quickly growing. There is some suspicion of non-dwarves within the quarter, and the Town Guard do not enter; law and

order are kept by the Hammerguard, the dwarves' own militia.

## **The Fisthall** (*Government Building/Tavern, Modest*)

In typical dwarf fashion, the first building erected typically serves as both a tavern and a town hall, and The Fisthall holds true to form. A large stone circle serves as a hand-to-hand fight to submission, and the winner can carve their name into the circle, adding on with each win. Gimgam Grindstone, a burly, baling, black-bearded dwarf is the current champion, and though he puts forth an attitude, he will instantly respect those who can best him. There is no bathroom here, a reminder that those drinking here are supposed to live close by. They serve the locally made stout-style beer, Homebrew.

## **Implements** (*Blacksmith, Modest*)

Meullic Ironluck is an ill-tempered, younger dwarf whose disposition improves significantly with the gift of alcohol. Can make simple weapons but serves primarily as a civic smith.

## **Old Gran's Porch** (*Store, Poor*)

Occasionally, if she hasn't gone wandering, the 244-year-old dwarf, Old Gran can be found whittling small wooden crafts on her porch, which are available for purchase. She is absentminded, and occasionally will follow people for hours at a time without realizing it.

## **Hammerguard Hall** (*Government Building, Modest*)

Simple, gray brickwork make up the outside of a utilitarian building that is not much larger than a hut. It has several rooms for those on-duty, as well as a pair of jailcells, which are typically empty.

# PORT QUINN, THE PULSE OF THE NORTH

## Under and Around

Though much of Port Quinn is described above, there are several places of note outside the city proper.

### The Sewers

A maze of six-eight feet-tall sewers have been carefully dug and smoothed out by the Port Quinn Kobolds who scavenge for things on the streets at night. Over time, the sewers grew far more complex than necessary, and house all manner of strange creatures and odd places.

### Red Shield Caravansary

A compound just outside the main gates of Port Quinn, this company provides mounts, carts, escort services, guides, and even recovery and rescue services. There is nearly always work for adventurers here, and can lead to many points across Dominion.

### Cemetery

Northwest, just outside of the gates of Port Quinn and beyond the Red Shield compound, is a large, gated-off series of hills, gracefully scattered with graves and mausoleums, the most famous of which houses the body of the famed elvish prophet Vera Waithe.

### The Northern Farmlands

To the north, beyond the Living Quarters, are acres and acres of rolling farmland. Many from Port Quinn will commute there to work if dock work can't be found, and trek back late at night. It isn't uncommon for stranded laborers in the outer farms to sleep the night in barns.

## Dangerous Places

A town the size of Port Quinn doesn't house an elaborate assortment of dungeons, but it has a few.

### Midnight Assembly Church (Levels 1-3)

Buried beneath layers of sewer and carefully positioned walls of rubble, sits the Church of the Midnight Assembly, areas of the sewers that have been bricked over to create narrow tunnels filled with the wandering, clockwork undead that the cult creates. Also housed within this chapel is the mysterious monk, Chelle, who was saved by the cults leader and nearly rebuilt out of clockwork pieces. She owes a life debt to the cult but feels conflicted about it's practices.

### Mistgrove Bandit Camp (Levels 2-4)

South of the Shaded Woods, nestled in a densely grown portion of the forest known as The Mistgrove, is a bandit camp responsible for the increase in robbery along the southern road to Nocturne. To reach them requires navigating a complex maze of natural woods and very unnatural traps.

## Criminal Activities

With money and goods comes crime, and though criminal activity is relatively low in Port Quinn, it is no exception. Most of the crime centers around the smuggling of goods.

### The Yellow Banner (*Smuggling*)

A mostly-orc crew runs a smuggling operation to a ship docked somewhere to the South of Port Quinn. They come into a hidden pier beneath the Sandy Assortments, and use the shop as a place to fence their stolen wares.

### Port Quinn Kobolds (*Petty Theft*)

The Kobolds who live beneath Port Quinn are relatively harmless but will seize opportunity to seize items of interest left out overnight in the streets of Port Quinn.



# PORT QUINN, THE PULSE OF THE NORTH

## Forces of Law

Port Quinn has a standing town guard, but the tight-knit nature of the quarters tends to keep crime to a minimum, and eyes are always watchful of outsiders, especially in The Docks.

### Town Guard

There are roughly 50 members of the town guard, who wear leather armor with tabards depicting the white and blue stripes of Port Quinn. They operate out of the Greenkeep, but have a small, satellite office in The Docks to keep order there.

### The Shields of Serentyll

While none are stationed here permanently, the wandering knights of the realm, The Shields of Serentyll, each bearing a magnificent magic shield emblazoned with runes that tell of their deeds for The Kingdom, often travel to and from. Their word is the law within the boundaries of The Kingdom, and trump the town guard.

## Crime and Punishment

Within Port Quinn, crimes are dealt with on the spot by members of the guard, with small crimes like petty theft, public indecency, and minor altercations levying a fine.

Except for alcohol, pipeleaf, and tobacco, like most of The Kingdom, Port Quinn bans narcotics and other mind-altering substances. Being caught with such substances will result in time within the dungeon, and substantial fines or work served.

Assault, armed robbery, breaking and entering, will result in fines, and imprisonment for 1d6+2 months.

Execution is rare, but for large crimes will be considered, and carried out by the head of the Town Guard.

*This release is property of Adventures in Alberon and is not intended for commercial use without attribution and prior consent. Please use it with your friends, or to inspire your own worlds! Feel free to pull pieces out if they ring true to you. Questions, comments, or collaboration ideas are always welcome, at [jtreff@alberonrpg.com](mailto:jtreff@alberonrpg.com)*

*Dungeons and Dragons is properties of Wizards of the Coast.*