

## A BIT OF LOCAL COLOR (LONOJ)

Lonoj sits where the Aralin River joins the Hochor, well upstream of New Arvai. The Aralin is navigable for some distance upstream, and the part of the Blackspikes whence it flows is particularly rich in minerals (including gems) and metals, so Lonoj is the location of the biggest markets for gems and jewelry on Urnod; for a surface human city, it has notably large populations of dwarves and rock gnomes.

Lonoj is a place where just about anything can be bought or sold, except for slaves. The laws of the city are heavily slanted toward the merchants and other business owners. Because of that (and because there are so many dwarves) Lonoj is much less rowdy than, say, Auriqua (another city with lots of mineral wealth).

The various guilds in the city meet from time to time as needed as a city council, and every now and then select a mayor from a short list of qualified and interested candidates. The mayor does serve at the pleasure of the guild-council, but they value consistency of government enough that they don't make any changes without good reason. The mayor more or less runs the city government on behalf of the council.

Lonoj has a lot of wealth, and riverboats going upstream stop here first after leaving New Arvai, so there are lots of exotic goods available.

New Arvai is about 10 days downstream on the Hochor River; the return trip upstream takes 18-21 days. Getting there by roads along the river takes about 30 days. Erlin is 20-24 days upstream on the river; the return trip downstream takes 10-12 days. Getting there by roads along the river takes about 30 days.

### **Neighborhoods of note and other things on the map**

*The Slips* is the harbor, where riverboats come and go. There's some housing for people who work on the boats, ashore or on the water, and there are bars and lodging for visitors.

*Torlin* is a mostly residential neighborhood, with some merchants and more than a few bars.

*Silent Up* is the neighborhood around the main gate in the city's wall. There are lots of businesses here that cater to merchants and travelers.

*Orbi's Round* is another neighborhood that's mostly residential. This is the part of town where most of the dwarves and gnomes who live in the city reside, if they don't have homes over their businesses in Facet Square or Chimney Shell.

*Chimney Shell* is where the forges and smithies in the city are, where minerals and raw metals are turned into jewelry. Many of the city's dwarves and gnomes work here, and some of those live here. There are businesses that serve them.

*Ash Hill* is where much of the slag and dross from Chimney Shell used to go. Now it's a lower-class neighborhood, with homes, bars, dangerous inns, and distressing whorehouses.

*Blossomside* is where the city's government is mostly located. There are nice homes and some businesses where it borders with Facet Square.

*Thiovel* is where the city's police and prison are. Many of the police and prison warders live around here, and in Naggedon, and there are bars and other businesses that have mostly those as their clientele.

*Naggedon* is a neighborhood of middle- and working class homes, with the odd bar and merchant business catering to them. lots of government workers and some mid-level merchants.

*Stikkiton* is a neighborhood of businesses catering to those who work on the water. Many of those who work in The Slips live here.

*Facet Square* is a big neighborhood with merchants of just about every quality level selling just about anything-and-everything, but especially focused on jewelry. There are some other types of businesses, and the occasional home, but this is mostly where things are bought and sold (at least to non-Lonoji).