

# Iridia

role-playing games and miniatures, old and new  
by Christian Walker

## On Point

I thought I'd share some more material from an old campaign. This time around I'd like to present the town of Holsinger on Streele. I think that it's generic enough for the map and background to be used in almost any campaign setting. I have fond memories of the place and miss gaming with the players who helped make it come alive. On a final note, I've noticed an increase in the downloads of the current and back issues from the Iridia website. As I'm writing this (January 21), there have been 300 downloads for the month. It makes me very happy to share my gaming material with others. Many thanks for the support!

Until next time, Christian

## Holsinger on Streele

exploring the freelands of mirrym

*"Not even dishonesty can tarnish the shine of profit."*

Gabriel, caravan master

Holsinger on Streele lays in the foothills of the Dragon Run mountains. It is a wealthy community due to a lucrative trade with the numerous dwarven forges found in the highlands above. In exchange for dwarven gold, silver and iron ore, the humans trade meat, timber and other agricultural goods not found within the mountains. Such wealth attracts ruthless bandits and inspires intense greed.



Peter Lustig illustration

Holsinger on Streele was founded 250 years ago by explorers looking for a quiet land to settle. They had fled a war-torn homeland and found the fertile plains around the Streele River to their liking. While traveling north along the Streele River Valley from the coast, the explorers were frequently attacked by native humanoid tribes. Along the way a particularly valiant warrior, Footman Holsinger, was slain while defending his liege. His surviving companions named the town they eventually founded after him. Within a few years of settling the area, the dwarves in the mountains above made contact with the humans. The dwarves helped the humans to survey their town and very quickly a prosperous trade had developed.

Holsinger's wealth has created envious neighbors. Chief among these is the town of Venable, which actively seeks to penetrate the lucrative trade routes. Holsinger aggressively resists these efforts and pitched battles between the two towns are common. With all the violence swirling around Holsinger, the town leadership works very hard to ensure safety within the walls.

Holsinger on Streele is an ideal destination for those seeking to make their fortune. Cunning and strength are required, however, because the competition is stiff and outsiders are not always welcome. The various neighborhoods, or wards, of Holsinger are briefly detailed below.

## Town Neighborhoods

Holsinger is divided into six neighborhoods, or wards. No walls or other clear divisions separate the wards, but the quality and character of each neighborhood is apparent as one passes through. The town is patrolled by a watch numbering 50 individuals. It generally takes them 2d10 minutes to respond to a disturbance.

### East Gate

This is a chaotic area where people push and shove to make their way into town. It's always crowded, with numerous pubs ready to quench travelers' thirst.

### Trades Ward

Free standing warehouses, provisioners and workshops dominate this borough. There are always people working and hustling, even at late hours. A few cheap inns cater to caravan employees and do a brisk business as a result.

### North Village

Successful artisans, scholars and traders live here in well-maintained row houses. There are also a few free-standing homes with private gardens. A handful of pleasant inns with attached stables can be found here as well.

### River Run

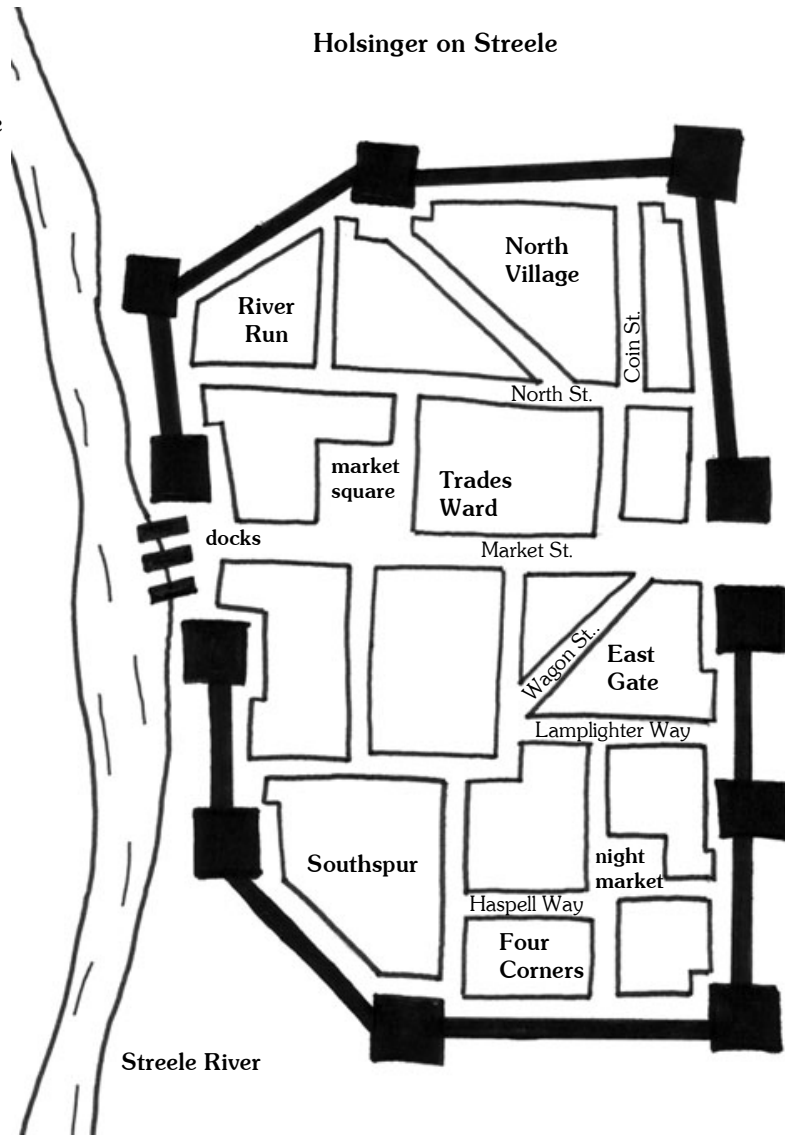
The town's elite live here in free-standing homes of high quality. The area is quiet, well-lit and frequently patrolled. One can also find specialty boutiques that cater to refined tastes.

### Southspur

This is a rough neighborhood that houses the town's dyers, perfumeries and tanneries. Those who live here are poor and often surly from having to endure the putrid stench.

### Four Corners

This is an out-of-the-way neighborhood where proud blue collar families maintain modest row houses. There are a few reasonably priced inns, as well as small shops that sell foodstuffs. A few abandoned warehouses have been converted into lofts by struggling artisans. The night market is a romantic square where teenagers and lovers gather to socialize.



**Holsinger on Streele** (large town): Conventional; AL LG; 5,000 gp limit; Assets 1,200,000 gp; Population 4,900; Mixed (human 99%, dwarf 1%).

Authority Figures: Mayor Hamilton, Exp5, LG; Gordon Reeve - Captain of the Watch, Ftr5, LG; Damon Pettigrew - Captain of the Garrison, Ftr5, LG; Micah - Captain of the Road Wardens, Rgr6, CG.



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