Kurleigh

Founding Date 280
Type Large city
Population 8,000,000
Included Locations Undercity
Owner/Ruler Catherine Fouquet
Owning Organization Cuswar
Kurleigh (once Kurleigh Castle) is the capital city of Cuswar Province. For the longest time it was the only Dwarven Fortress left over from the Dwarven empire that still had a population. Overtime people continued to settle in Kurleigh because of its secure location and growing population. The city is populated by more than eight million people. Easily the most diverse city within Ovenica, and that’s saying something. Nearly anything can be found in Kurleigh, if you have the money for it, and if you don’t have the money there are an endless stream of jobs that need doing.

Kurleigh continues to be known for having the best armor smiths in Ovenica but has also become the hub for the creation of airships and most of the work is related to their production. In addition, Kurleigh has a large group of mages constantly working to pump out cheap, quality of life magic items. The biggest resource available to the people of Kurleigh are the many ore veins connected to the lowest levels of the city. Unfortunately, since The Tunnel King attempted to create a sovereign state, the lower levels (starting at around level 12) are pure chaos. Monsters from deep beneath the earth wander the levels in droves. People left over from The Tunnel Kings reign, who were not allowed into Kurleigh during the split, also wander in roving bands of marauders, preying on the weak. It is also believed that The Tunnel King themselves still lives somewhere in the lower levels, but no one has seen them in a very long time. Because of this danger, mining operations can last up to several months and are given heavy escorts. These missions generally travel in All Terrain Explorer Vehicles in order to traverse the rugged underground environments.

Due to its location underneath a mountain, and in the centre of a mountain range, Kurleigh lacks access to a way to grow large quantities of food. Because of this they need to import most of the food that can be found within the city. This is a very expensive process, but with the money pouring in from making airships and other large vehicles it hasn’t become an issue. Yet.

Demographics

Kurleigh Castle has a healthy mix of all races. Due to it's incredible size it quickly became a melting pot for all peoples.

Government

Kurleigh is ruled by a council of citizens representing different aspects of the city:
Merchants
Infrastructure
Military
Education
Engineering
Magic
External Relations
The Council lives within the Council buildings and are paid through the peoples taxes. They require a majority vote to pass laws. Laws are usually brought to the attention of the Council only after they have already been heavily edited and reviewed. While some discussion happens during council meetings, the majority are very boring as the council merely gives their approval of the process to get the request in front of them.

Defences

Aside from it's location, and being built deep into the mountain, Kurleigh Castle boasts dwarven architecture specifically designed to keep enemies out. Deep chasms crossed by thin bridges, high caverns with ancient scaffolding to always get the high ground on an invading enemy, and even the ability to seal off sections of the city before flooding them with water.

Industry & Trade

Kurleigh Castle supplies much needed ores (both raw and refined) to the rest of Ovenica. The dwarven mines went deep and they left a lot behind. Additionally most of the nations gemstones come from Kurleigh Castle and there are many people within the city who work in the gem trade as either miners, appraisers, or gemcutters.

On top of the ores and gems, Kurleigh Castle makes good use of the ancient dwarven forges. Most have stood the test of time and the dwarves who live within the city use them to make some of the finest metal work in all of Ovenica.

Assets

Kurleigh Castle itself is an asset. The ancient dwarven buildings provide sanctuary, housing, and industry like no other Ovenican capital.

Guilds and Factions

The Silverbeards are the most well known guild of jewelers in Kurleigh Castle. They are an elite group and only accept the best of the best. However due to their extreme selective process their guild is small, consisting of only around a dozen members at any time.

The Grayshade guild is the largest guild of jewelers in Kurleigh Castle. Most who wish to make a living join the Grayshade guild in one of many roles. Grayshade jewelry is sold all over Ovenica.

The Felguard are the most prolific bladesmiths in Kurleigh Castle.

History

Most Dwarves know the power of Kurleigh Castle. Much of the ancient history has been lost but one story has been passed through the generations. Before the world shattered the ancient dwarves had an empire that covered the continent. They lived prosperously and wanted for little until an enemy came from the south, across the sea. The enemy is not described but it put an end to the dwarven empire. By the time the dwarves were able to rally themselves to mount a proper defense of their land Kurleigh Castle was the last stronghold. An army larger than any before it or since stood at the base of the mountain and threw themselves against the gates of Kurleigh Castle for seven long years. On the final day of the seventh year the moon passed over the sun and coated the world in darkness. Seeing this as a boon the dark army attacked with all their might, but when the shadow had passed the army had vanished. Legend says the fallen dwarven gods granted Kurleigh Castle a boon as reward for their persistence unwillingness to bend beneath an oppressor.

Some scholars believe the story is nothing more than a legend and that the ancient dwarves used their advantage in darkness to wipe out their enemy. Regardless the tale bolsters the spirits of many dwarves, and others, who live within the walls of Kurleigh Castle.
On August 1st, 1051, the death of the Seraph and the Mother sent ripples through the world. Kurleigh felt these ripples the hardest. Vertim failed, suddenly in some cases, and airships literally began falling from the sky. One crashing directly into Kruleigh's largest prison. The city was evacuated, but millions of lives were lost in the ensuing chaos. The streets turned into anarchy as three high profile criminals had escaped; Vythserix (An adult blue dragon), Kaelix (An undead Mindflayer known as as Illithilich) and Iskara (a deadly assassin). Iskara escaped the city shortly after the evacuation. Vythserix (and her previously unknown mate) were both destroyed by the adventuring party known as the Guardians of the Lost. Kaelix was also killed by the Guardians, but not before he was able to raise a horde of undead several million strong to wander the city, effectively making it impossible to reenter without significant time and effort.

Architecture

Kurleigh Castle is an ancient dwarven structure. Many of the buildings are carved directly from the stone, others are built with seams so thin you would think they were non existent.

Geography

Kurleigh Castle is built into the side of the Hadstone Mountains. A river runs through the town, fed by a lake at the top of a mountain. The river is used to power the ancient forges, as well as flood the city as a last minute defensive action. In recent years massive roots have grown down through

the ceiling of the mountain, which Mother's Shepherds have used to fortify the city, building bridges and additional levels. Throughout the city glowing mushrooms have become commonplace.

Natural Resources

Silver, Gold, Iron, and Copper are most common within the ancient dwarven mines. Rubies, emeralds, opals, and diamonds are also fairly easy to find in the mines.

Revision #2
Created 12 June 2025 14:56:42 by Jumaani
Updated 12 June 2025 15:17:13 by Jumaani