



Basemap : <http://davidmoss3.tripod.com/id45.html>, canon Ravenloft info, and various sources such as [https://www.dandwiki.com/wiki/A_Magical_Medieval_City_Guide_\(DnD_Other\)/Around_Town](https://www.dandwiki.com/wiki/A_Magical_Medieval_City_Guide_(DnD_Other)/Around_Town)

Levkarest is the capital and largest city of Borca with a population of 8,500. Levkarest is also Borca's capital and a major nexus for trade. Levkarest is situated on the western side of the Luna River. The Crimson Highway travels through the city's core with the Sunrise Gate at the west and the Sunset Gate at the east. In addition, the Old Svalich Road drifts into Levkarest from the northeast out of Barovia and ends in Caina, a satellite village of Levkarest.

Name of roads

Those in bold are commercial streets (except road#2 Grand Ave), others are mainly residential streets. In the slum area, there are also many warehouses.

Water Fountains and Wells Every ward has a water supply, either a well or a gravity fountain fed by a cistern. Like the street market, the water fountain is a place for work and socializing. In the morning, women and children congregate at the fountain to draw the water for daily family use. This leads to much gossip and playing as well.

Levkarest's main thoroughfares are broad, colorful and remarkably clean, kept so by the dictates of Lady Ivana and with the aid of several aqueducts supplying water to the city's fountains and waterworks. The true cleaners, however, are a ragged army of peasants sent out each day from warehouses, and once I wound my way into the narrow side streets, I quickly encountered squalid slums. Sludge oozing from the city sewers has rendered the marshes beneath the Fen Bridge toxic, perhaps even producing the huge vermin supposedly sometimes seen squirming through the muck. Levkarest is not a pristine city; it merely sweeps its wretches beneath the proverbial rug.

Levkarest is a major trade center; the shops and eateries offer goods from throughout the world, for the right price. What the merchant guilds do not have, the trade guilds can obtain. Locals also

1. Crimson Hwy

2. Grand Avenue

3. Cadgers Court

4. Muzzle Row

5. Gander Row

6. Bawders Row

7. Nook St. (The Nook)

8. West Cadger St.

9. Sir Mounts Court

10. Stake St. (The Stake)

11. Lords Row

12. Channel St.

13. Bridge St.

14. Blue Avenue

15. Merlot Lane

16. Lament Lane

17. Ebullien St.

18. The Watchers Rd

19. Devils End

20. Grove St.

21. Peach St.

22. Paramour Avenue

23. Teshher St.
24. North Teshher St.
25. South Teshher St.
26. Filchers Row
27. Bell St.
28. West Bell St.
29. East Bell St.
30. Trammel St.
31. Kings Court
32. Shoal St.
33. Ardor St.
34. Lindy's Lane
35. Bedwidgery St.
36. Gallery Row
37. Knawels St.
40. North Trammel St.
41. Bauchavick St.
42. Accolade Row
43. Azealeas St.
44. Skel' Urns End

45. Camille St.
46. South Saints St
47. North Saints St.
48. Sorrows End
49. Rouge St.
50. Chippies Lane
51. Clergy Rd
52. Requiem Way
53. Lusat St.
54. Epithals End
55. Demonia Row
56. Far View St.
57. Sunders Court
58. Razoos Way
- 59. East Camber St.**
- 60. West Camber St.**
61. Seed St.
62. Terrace St.
63. Vagarien St.

Name of places

Random names generator : <https://www.mithrilandmages.com/utilities/Inns.php>

A Peace Park (Parc de la paix)

B Great Cathedral compound

C Boritsi Music Hall

D Gallery Row

E Sunset gate The larger of the two gatehouses of Levkarest. In this gatehouse are the main prison holding cells and courthouse

F Sunrise gate The smaller of the two gatehouses. This one is has only a couple of cells for holding prisoners.

G Fen Bridge (sinister bridge at night, poorly lighted. Rumors that cadavers are thrown from the bridge in the marsh at night ...)

H Academy of Styles (Gaz p35)

a respected finishing school,

(a private school where girls are prepared for entry into fashionable society)

I Marsav Hall (Gaz p35)

Marsav Hall is a true palace, hidden behind high walls at the northern edge of town. Marsav is the official seat of Borcan government; its expansive grounds include record halls, militia barracks and private quarters for the family of Levkarest's stapan, Conte Sulo Boritsi. Boritsi is Lady Ivana's brother, though at 63 he more closely resembles her grandfather. He is also her closest advisor.

J Rosebud Thorn Inn Gaz36

Affluent visitors should turn to the Rosebud's Thorn (common quality rooms, good quality meals)

K Defraya Manor Inn Gaz36

tion of liquors. Desfraya Manor (good quality rooms, good quality food) is an aristocratic townhouse turned boarding house. Camille Boritsi favored the Desfraya family, but their fortunes fell with her. Debts shriveled their holdings to this manor, but the eccentric ex-aristocrats seem to enjoy their lesser station. Staying here is as close as most folk will come to staying as the guests of nobility.

L Sun's Peak Inn Gaz36

quarters, or they can cross the Luna to the Sun's Peak in Caina (common quality rooms, common quality meals), which caters to Barovian tastes in both décor and cuisine. Last and least is the Dark

M Dark Maiden Inn Gaz36

Maiden (poor quality rooms, poor quality meals), a squalid gambling den near Sunrise Gate that apparently adopted its current name (and lurid sign) in a cynical — yet successful — bid to attract Lady Ivana's patronage when she and her entourage go slumming.

N Laughing Pig tavern A tavern that is large and lower class. Frequented by workers. A place where things happen. Usually fights or threats, etc.

O Mava's Bistro An upper middle class small restaurant. Very artistic and ritzy.

P Sisters of Mercy A large single story building. An order of women run the establishment, giving care to the sick and needy.

Q Green Briar Boarding House: A large four story old house. Lower class.

R Bath house Camber Bathhouse: A middle/lower class bathhouse.

S Lilies and Lace: A brothel that is more established and middle class.

T The Weeping Willows Sanitarium: A large stone building. Looks like several squares put together at different intervals so as to NOT match. Forming a square like half arch, so to speak, when seen

through a birds eye view. Four stories tall. There is a high wall surrounding the building.

U The White Rose: A lower class tavern.

V Bawders Bathhouse: A lower class bathhouse.

W Blue Nun beer hall

X Chippies Lane: A small street with a multitude of cheap brothels.

Y The Fickle Trout tavern

Z Fish and Barrel tavern

AA Amber Draught tavern

AB The Hourglass tavern

AC The Crippled Calf tavern

AD Farmers market

AE Black Balcony Bar. Open sunrise to midnight. Best brew: Romaine Homeblend with Gold Powder (60sp/shotglass)

AF Epiphany tavern. Open sunrise to midnight. Best brew: Midnight Epiphany (13sp/shotglass)

AG The Temporal Tease Inn. Open all day; travelers must secure lodgings before sundown. Best brew: Distilled Honeyrot (11sp/mug)

AH Raoul's Candle Factory (Chilling Tales)

AI Tinfelia's tavern (Chilling Tales)

AJ Luna ferry. The toll is quite expensive for the whole group and the horses (10 gp) but Tara pays after bargaining for half of the asked amount.

AK Delignan Inn (private inn). Aka the "Purple Inn" for its purple façade. **Where the twins stayed.** some kind of very upscale place where you have to be introduced by local nobility or fortune

AL **Boritsi Trade Co. Levkarest office & warehouse**

AK old Ezra church (abandoned since the Cathedral was opened. A rough 120' long church made out of stone and wood roof)

AL Hala's Hospice

AM Margot's book store - art books (and perhaps more ?)

AN Boritsi Library. Books : Medical, legal, civic, scholastic, and religious. Books cannot be taken from the library, and librarians can always refuse service. Libraries often require people to use a guide or a librarian to expedite searches, as well as to prevent theft and damage to the books. These assistants are, of course, also compensated in coin. The library also house discussions on art and architecture.

AO Levkarest's cemetery, as the town the cemetery is divided in two – large mausoleums for the rich, wooden cross and pauper's grave for the rest. Spooky place at night, near the river. Many famous people are resting there (Camilla Boritsi)

AQ Spaima Gallery – see Gaz IV cut dread possibility
Weird art, grotesque and bloody. In Elgin Dezuni and Rozalina's newest portraits, their expressions are serene, their bodies stylistically maimed.

AR Tatenna's cooking oil (with manor in the back, separated from the store by a garden) – haunted, see Chilling Tales

Random shop :

- 1Blacksmith
- 2Woodcutter
- 3Mill
- 4Charcoal Maker
- 5Butcher
- 6Fishery
- 7Bake house
- 8Brewery
- 9Furrier

- 10Carpenter
- 11Tailor & Cobbler (shoe maker)
- 12Barber
- 13Mason
- 14 Monastery (satelite Manor)
- 15 Barn (Tithe Barn)
- 16 Granary
- 17 Cattle Barn
- 18 Stables
- 19 Warehouse
- 20 Bath

Commodity markets are specialized markets. Spread throughout the city, numerous commodity markets provide wholesale merchants and local citizens with goods.

- 21 Vegetable markets
- 22 cloth markets
- 23 spice markets
- 24 grain markets
- 25 horse markets
- 26 wood markets
- 27 wool markets

- 28 artists supplies
- 29 musical instruments
- 30 China (Ronaldo Parthar, from Chilling Tales 17)

Various street events (adapted from Souragne Gaz WE)

- ⌚ A dog barks in the distance, followed by several replies.
- ⌚ A little girl is looking for her pet (cat / dog). She is poor / rich and she cries.
- ⌚ A man passes quickly in the street, followed by woman screaming at him. Apparently, he was unfaithful / has spent all the household money in the slums.
- ⌚ A swarm of mosquitoes suddenly surrounds the heroes, for a minute or two.
- ⌚ A man falls on the ground. He apparently suffers from exhaustion. People help him getting back to his feet.
- ⌚ Signs of a recent battle: tracks and blood drops in the dirt.
- ⌚ A silver coin lies in the street.
- ⌚ A poor woman and her young son sells refreshing beverage made from pressed fruits.

- ⌚ A lost bag lies in the street or on a bench (full of dried fruits, or whatever).
- ⌚ A group of field workers escort one of them to his home. His/her leg is broken.
- ⌚ In the market place, the town crier announces an impending marriage, the birth of a child, or another important news.
- ⌚ A drunken man is taking a nap under a tree.
- ⌚ A man / woman appear very sick.
- ⌚ A group of children torment a dog / cat by tying things to its tail.
- ⌚ A group of young men crouch around a bone dice game.
- ⌚ An old woman walks through the street, carrying a bundle of wood over her shoulder.
- ⌚ An old woman / young children is apparently very afraid of one of the PCs.
- ⌚ A bard / musician is performing / practicing songs beside the road on his instrument.
- ⌚ An abandoned home. The windows have been boarded shut, but the door is opened.
- ⌚ Eggs have been dropped in the street, broken.
- ⌚ Sounds of thunder in the distance.
- ⌚ A cart driven by an old woman hauling cages with chickens to the market.
- ⌚ A rat passes across the road and hides in a hole or a pile of debris.
- ⌚ A small inquisitive dog runs up to the party, and sniffs around for a couple of minutes.
- ⌚ A man in butcher apron runs after a street urchin for a bite of food he's stolen from him.
- ⌚ A house takes fire.
- ⌚ A young noble, on a horse, passes.
- ⌚ The smelly carcass of a fish rots in the sun.
- ⌚ Violent, gut-wrenching coughs echo through an alley.
- ⌚ A shackled prisoner is escorted through the street by the militia. Other people might be following them, crying or pleading the prisoner's case.
- ⌚ A dead dog, covered in flies, with a large bite in the flank.
- ⌚ The party catches a quick sight of a foppish dandy checking himself over just before knocking at a door.
- ⌚ A man / woman is dead and relatives are mourning the person.
- ⌚ A horse pulled noble carriage passes nearby, more or less ignored by the populace.
- ⌚ A man (artisan) struggles with replacing the wheel on his wagon, as his wife and three young daughters look on.
- ⌚ Crows feeds on the carcass of a dog or cat.
- ⌚ Just then, it begins to rain lightly.
- ⌚ A boy and girl in straw hats are carrying cane poles and a basket of small pond fish (or frogs).
- ⌚ A pair of unsavoury looking characters tosses daggers at a human target roughly painted on a tree.
- ⌚ An old beggar with milky unseeing eyes holds up a cup (within a few coppers can be seen).
- ⌚ A ball strikes one of the PCs. A child runs up and demands they give it back.
- ⌚ A friendly dog follows the party for a short while.
- ⌚ A group of small children, hidden behind a tree, putting the hat on the ground with a hidden cord trick.
- ⌚ While talking, a PC swallows a bug.