

# Dalreoch

Dalreoch is the capital city of **Dael Riata** and serves as the seat of the **Ranald** dynasty. It is the largest city in the realm, with a population estimated at over 25,000 residents. Situated on the **River Reoch**, the city is a vital hub for a flourishing trade network that connects the Kingdom with **Bernicia** and the **Skyssian Isles**.



## Stories

They are in the story

- First appears - it is the setting for the short story called 'Wedding Party', and possibly intended to form part of the setting for a story provisionally titled 'Heirs'.

## Description

Dalreoch is a not quite coastal city, on the river estuary of the River Reoch it was built on a rocky outcrop in the delta. Given the violent nature of Daelian history Dalreoch has multiple curtain walls around the King's Keep, the old town, the merchant city, and an outer bailey. Over the main channel from the dock is a forest actively managed for building ships. Several shipyards line one of the channels, known as 'the yards'.

There is a well established university on an island between the 'College Stream' and the Main Channel. Many of the nobles of Dael Riata have been educated there, and the 'Library Annex' is one of Dalreoch's notable taverns, famed for the quality of its wines - most of which are imported from southern [Cottalem](#) through the university's ancient links with the University of [Dacidade](#).

The city is divided into several distinct districts, each serving a specific economic or social function:

- The Merchant City: This bustling commercial sector is separated from the main city walls by fields used for livestock and is the first area encountered when traveling from the main docks.
- Old Dalreoch: Accessed through the [Old West Gate](#), this historic district features three-story houses with ground-floor shops and narrow, winding streets.
- The Inner Bailey: The administrative heart of the city, containing an impressive stone square with pillars, statues, and the [King's Keep](#).
- The Waterfront: A "forest of masts" characterizes the riverfront, where ships dock four deep at various jetties to unload goods and passengers.

## Landmarks and Institutions

Dalreoch is home to several of the most significant structures in [Dael Riata](#):

- [The King's Keep](#): Originally a defensive fortification, it was rebuilt by [Alasdair II](#) as a grand palace featuring four turrets topped with golden domes and green royal flags.
- [University of Dalreoch](#): Located on an island downstream from the city center, this institution is renowned for its library and its expertise in the "dangerous arts," such as fire and transmutation.
- [The River Fort](#): A massive defensive battery guarding the entrance to the [River Reoch](#), equipped with catapults capable of launching heated iron shot at hostile vessels.
- [Skyssian Board of Trade](#): A prominent, bright blue building with a matching flag, marking the center of foreign commercial interests in the capital.

## Security and Governance

The city is governed directly by the Grand Duke of Reoch, a title currently held by [King Alasdair V](#). Order is maintained by several military and civil bodies:

- The City Watch: Constables who patrol major thoroughfares like [Gallows Street](#) to test shutters and maintain the curfew.
- The City Guard: A formal military unit recognized by their green shields with a red diagonal stripe.
- [The King's Lifeguard](#): An elite veteran force commanded by [Sir Iain Alpin](#), distinguished by

green enamelled breastplates featuring a gold stag.

## Social and Economic Life

Dalreoch is the primary engine of the Dael Riatan economy, fueled by royal duties on maritime trade. Trade: The city exports timber, stone, and skilled sailors while importing luxury goods such as silk, pearls, and emeralds.

Local Establishments: Popular gathering spots include [The Drum](#), an inn known for raucous carousing, and the [Water Gate](#), which provides lodging for traders and visitors. Public Spaces: The [Gallows Market](#) serves as a site for both commerce and the enforcement of the King's justice, including public executions and royal proclamations.

## Relationships

### People

Notable people

- [Alasdair V, King of Dael Riata](#) lives here

### Places

There are several notable taverns in Dalreoch, the most famous of which are:

- The King's Head - the oldest site of a tavern, but was used as a courthouse and prison during the time of Alasdair I.
- The Library Annex - out near the university, and a popular haunt of academics
- The Troll's Head - featuring an actual Troll Head on a pike above the main door
- The Drum - notable for the frequent brawls
- The Sore Heid - frequented by the Guild of Physicians
- New Bridge Inn - one of the older continuously open taverns in Dalreoch, although not the oldest location of a tavern.
- The Outside Inn - the second oldest tavern, just outside the Old West Gate.
- The Wonky Wheel - just inside the Merchant's Gate.
- The Bag O' Nails - on the Merchant's Road between the walls of the Merchant City and the Outer Bailey of Dalreoch.
- The Full Purse - next to the Exchange in the centre of the Merchant City, famed for some of the excessive drinking when successful deals have been done.
- The Bunch O' Grapes - just inside the Old North Gate, and a popular spot with the Barber Surgeons Guild.
- The Water Gate - the only tavern in Dalreoch to have its own gate and jetty, rumoured to have been involved in smuggling into and out of the city at times. It is run by [Aodh MacAodh](#) an infamous character. A favoured haunt of the [gilruary](#) clan when they're in the city. Often one of their ships can be seen moored against the wall.
- The Drovers' Rest - technically neither a tavern nor in the city, it lies over the river to the East on the road to the cattle market. However it hosts a lot of visiting drovers, and makes a

convenient spot for those looking for cheaper accommodation.

[Skyss - Story Background](#) [Characters](#) [Skyss - Places](#) [Pantheon of Skyss](#) [Other Background](#)

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