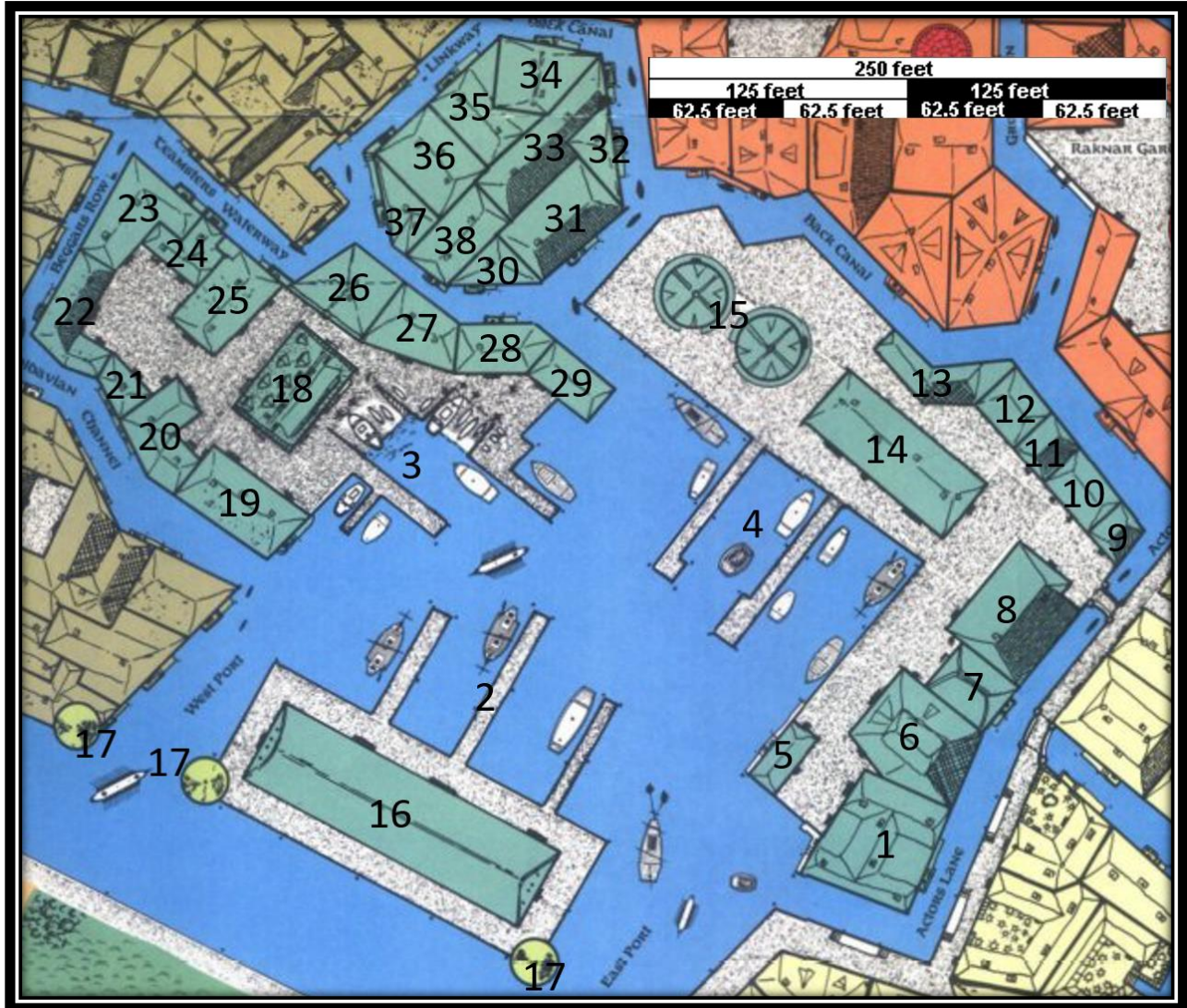


# The Port Quarter AC 1014

*Glantri's BETTER TOWERS AND DUNGEONS magazine is pleased to welcome back one of our and I'm quite sure not one of your favorite correspondents, Micky the Mage!*

Thanks Ed! You do need to lose that suit though man. After going through the heart of Glantri City commerce in the Business Quarter we are now going to the Port Quarter which is the ribcage of Glantri City commerce. Refer the map for the numbering as it will not match Gaz 3 for obvious reasons.



1. City Port Authority

2. South Docks
3. West Docks
4. East Docks
5. Ti Beudeff Public House
6. Schnorr Shipping Line
7. Glantri City Fire 2<sup>nd</sup> Banner
8. Umbarth Warehouse
9. Moneylender
10. Umbarth Warehouse
11. Warehouse
12. Monster Handler's Warehouse
13. Monster Handler's Warehouse
14. Schnorr Warehouse
15. Grain Silos
16. Schnorr Warehouse
17. Watergates
18. Schnorr Warehouse
19. Warehouse
20. Covered Lumberyard
21. Glassmaker

22. Warehouse
23. Warehouse
24. Boatman's Tavern
25. City Guard Post Port Precinct
26. Gondolawright
27. Schnorr Warehouse
28. Chandler
29. Shipwright
30. Sailmaker
31. Ropemaker
32. Cooper - Carpenter
33. Lens Crafter - Blacksmith
34. River Teamsters Headquarters
35. Sailmaker
36. Gondolawright
37. Ropemaker - Carpenter
38. Stained glass maker