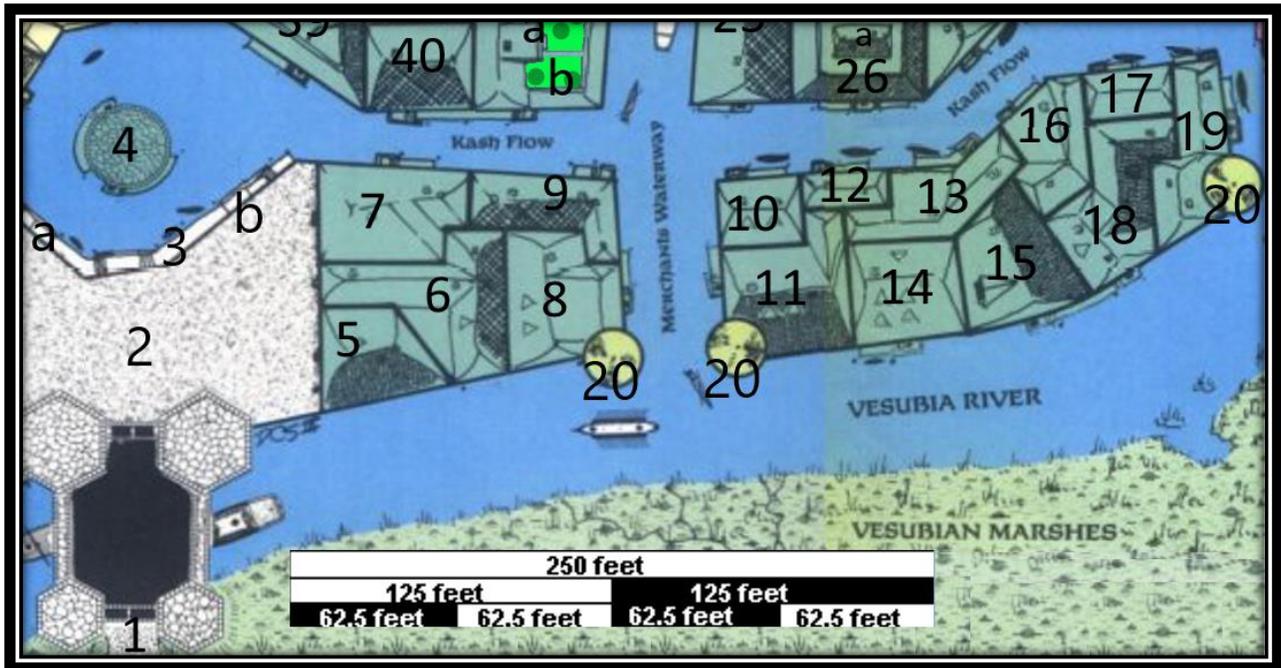


The Business Quarter AC 1014

Population: Approximately 200

THE DUCAT PRECINCT



The Ducat Precinct extends from the Towerbridge Plaza east along the north bank of the Vesubian River until it meets the Vlaardoen precinct at the Duke's Canal. The Ducat and Sovereign Precincts are separated by the Kash Flow. The Ducat Precinct largely consists of several blocks of large, up to five-story, buildings consisting of a mix of opulent residences of merchants and businessmen and large guild or mercantile operations and upscale boutique businesses catering to wizards. Property prices in the Ducat Precinct are the highest in the city outside of the Noble Quarter thus only the wealthy can afford residences and only the offices of the largest and most wealthy mercantile firms are found in this precinct.

1. Towerbridge

Towerbridge is the large defensive structure protecting the southern entrance to the city. Two small five-story 60-foot-tall defensive towers are on the south bank of the Vesubian River, and two larger seven-story towers, rising over 80 feet over the north bank of the river. The bridge spanning the river between them consisting of two huge bronze plates can be raised or lowered to allow large ships to pass on the river or in case of an attack on the city from the south. The defenses of Towerbridge were strengthened substantially during the Great War with Alphatia. Gone are the pitifully inadequate ballista

and catapults of the pre-war years, replaced with batteries of Magic Missile, Lightning Bolt, and Fireball on swivel mounts giving a wide range of fire from ground to aerial targets. In case of war or civil emergency the Towerbridge defenses can hold up to 300 defenders (50 each in its smaller towers, 100 each in the larger).

Two Troops each of 20 constables of the City Watch (see Citadel Quarter location #2) led by a Watch Captain are stationed here. One Troop is assigned to the small towers across the river and the other to the larger towers on the north bank of the Vesubian. The Troop of City Watch assigned to the large towers are on standby for any problems, either at the south towers or in Towerbridge Plaza. The Towerbridge gate, like the other two inner main gates is open to traffic entering and leaving the city at all hours of the day. The constables assigned to the south towers assist agents of the Department of Trade in collecting entrance fees that must be paid to enter the city. Each individual is charged 5 Pennies, plus 2 Sovereigns per mount. Palanquins and carriages are charged 1 Ducat. Merchandise is taxed at 3% of its assessed value. Any domestic merchandise entering the city will be inspected to make sure that it has been assessed by agents of the Department, known as Adjusters. Any merchandise that originates from within Glantri that has not already been not already assessed by an Adjuster will be seen by the on-duty Adjusters assigned to the Towerbridge and their goods inspected, documented, assessed, and then taxed. Once all fees have been paid, one is free to cross the bridge and enter the city.

2. Towerbridge Plaza

The Towerbridge Plaza is a large paved common area that is one of the busiest places in all of Glantri City and is often packed with people along with horses and wagons at all hours of the day. From the Towerbridge Plaza one can take a gondola to other points in the city or one can exit the plaza to enter the Entertainment Quarter to the west find food, drink, and lodging along with pretty much any kind of entertainment one could or might not want to imagine. In addition to the Ducat Precinct City Guard station several businesses catering to merchants and their guards border the plaza to the east.

3. Towerbridge Gondola Port

At the north end of Towerbridge plaza is a large gondola port which is considered the 2nd busiest in the city next to Rad's gondola port (see Noble Quarter, Rim Precinct location #40). Many gondolas of various types are found at the dock from sleek 4 passenger models transporting individuals all across the inner city to large barge-like gondolas transporting goods arriving into the city from the south. The large port area is subdivided into two sections, (a) and (b), to help ease congestion and speed up the movement of both people and goods.

Section (a) is the landing used for gondolas handling private traffic of individuals. All gondoliers will ask anyone heading to the Citadel for their passes and will refuse passage to those who do not possess one. Passes are either permanent, issued directly for workers, or are temporarily issued to visitors by a city constable, often obtained at the Ducat Precinct City Guard Post right next to the gondola port (see

location #7) stating the destination and purpose of the pass holder. Typical passenger rates for gondolas leaving Rad's gondola port to the following popular locations are as follows:

- Any location in the Citadel or Noble Quarters: **1 dc.**
- West End Gondola Port, or any place in West End Quarter: **7 sv.**
- Any location in the Amaryllis Precinct of the Middle Class Quarter: **6 sv.**
- Rad's gondola port, Port Anton gondola port: **5 sv.**
- Any location in the Aalsmeer Precinct of the Middle Class Quarter: **4 sv.**
- Any location in the Muscari Precinct of the Entertainment Quarter: **3 sv.**
- Locations in the Hyacinth Precinct of the Entertainment Quarter: varies from **2 sv.** to De Westelijk Promenade to **1 py.** to eastern parts close to the port
- The Open Market Port: **1 sv.**
- Any location in the Ducat Precinct of the Business Quarter: **1 py.**

Section (b) is where commercial traffic is loaded and offloaded upon gondolas. Most commercial traffic involves either local goods going back and forth from the Open Market via the Open Market Port (see Business Quarter, Sovereign Precinct location #21) or trade goods entering the city from the south of Glantri and even from Darokin. Most commercial traffic are local goods coming to market so the commercial landing is often busiest in the early morning when local farmers bring their goods into the city but when large caravans arrive from the south the commercial landing can remain jammed for hours while goods are loaded upon freight gondolas. Goods shipped from Towerbridge gondola port often are shipped to either the Open Market Port in the Sovereign Precinct (see location #21), the docks of Port Anton in Port Quarter, or to the West End or Rad's gondola ports.

4. Merchant's Consortium

This large 65-foot-high tower is the headquarters of the Merchant's Consortium which is a society of important Glantrian merchants who strive to control all significant aspects of the movement of goods within Glantri and especially with imports and exports. Located at the intersection of Kash Flow and Safe Conduct it is in the center of the busiest, most congested, area gondola traffic in the city and is time consuming and difficult even if the tower is less than 40 feet from the Towerbridge gondola port. However difficult it might be to reach is a still a necessary trip for many as any merchant doing over 1000 dc. a year in business must belong to the Consortium or risk reprisals including being frozen out of important contracts, 'problems' with Assessors from the Department of Trade, and occasionally contracts taken out for the special talents of the Unseen Hand or Fellowship of the Pouch.

The Consortium itself contains offices for the staff of the Consortium that process the applications of new members and take entrance fees and dues from in process transactions and also process payments from branch locations in Glantri. The 4 most important branches of the Consortium are located in Kern, Vyones, Nyra and Rymkigrad. The upper floors consist mainly of richly appointed meeting rooms where merchants of the consortium can discuss business. The top floor consists of a grand meeting room and ballroom where the Consortium will hold its annual gala which attracts many nobles and Glantri's richest merchants. The head of the Consortium is Gertrud Schnorr (Age 69, T14, AL-N, see locations #11 and #42 for more details). The tower also has several sublevels where the Consortium guards, hired from the Glantrian Security Agency (GSA) are billeted (see location #35). Deep in the

catacombs under the Consortium is vault of the Consortium whose location and very existence is known by only a select few and contains currency, gems, jewelry, and Certified Letters of Credit from major banks valued at almost half a million ducats.

5. Guild of Protective Services/ G.I. Graeme

This four-story stone building has two entry doors. The northern most door opens to a stairwell which take one to the third floor and the Guild of Protective Services which is a guild for guards paid to accompany and protect merchant goods transported throughout Glantri. The Guildmaster Ansa Pääkkönen (Age 49, F15, AL-C) works closely with the Merchant's Consortium to only hire caravan guards from the Guild and has worked out deals with several leading Glantrian trading firms to hire only Guild members. The third floor is where members can come to apply (5 dc. fee) and pay their monthly dues (1 dc.) and check help wanted notices for future scheduled caravans. The Guild offers a death benefit of 10 dc. to any guild member killed in the line of service. Many guild members hang out during the day at the Guild's third-floor lounge with a fully stocked bar. It is known by merchants that the lounge is the place to go for quick short notice hires. The fourth floor is where the offices and personal quarters of the Guildmaster are found. Daily receipts from the Guild are deposited daily at the GCB&T (see location #39).

The southernmost door opens to the display area of retired Senior Sergeant Graeme Forsythe (Age 59, M7, AL-C) who upon retiring from the Grand Army in 1003 after serving in Brannart's Mage banner for 25 years took his pension and life savings and bought this vacant two-story space and opened a store for weapons and armor. The ground floor is a large showroom of good quality shields, armor, and weapons of various types. Graeme charges standard rulebook prices for his gear and patronizes several armor smiths and weapon makers in the city for his store's stock. 'Glantrian Issue' Graeme is he called himself harkening to the moniker the common Grand Army soldier refers to themselves as, will greet potential customers with a big smile and is often found with a mug of Klantrian Porter in hand. His personal quarters are found on the building's second floor and contain a custom vault, with many powerful magical wards, created by his childhood friend who owns a workshop in Glenmoorloch building custom personal vaults. Graeme's vault contains his life savings totaling nearly 100 cr. and his prize possession, a bottle of rare 31-year-old Blair Atholl Whiskey which he won on a bet on his beloved Glenmoorloch football team valued at 10 cr. which is saving for the day he finds out his cheating ex-wife has finally passed away.

6. The Consortium Stable House

This large two-story building is owned by the Merchant's Consortium and is primarily used to temporarily stable and house the mounts and wagons of caravans in between caravan runs to and from the city. Personal mounts can also be stabled here if there is space for them, which only in rare cases is there not. A large ramp just inside the main doors leads to the 2nd level is where horses are primarily stabled. The ground floor is reserved for wagons, carriages, and heavy beasts of burden such as oxen or

the occasional elephant. The head stablemaster is Tüdeviin Üitümen (Age 35, F3, AL-N) who manages a staff of 15 which take care of the mounts and beasts of burden stabled here and guard the location at night against potential thieves. Prices for stabling are 1 sv. a day for horse, 3 sv. a day for wagons or carriages and 5 sv. a day for heavier beasts of burden. The stable is not intended to be a long-term stable and so there is a three-day maximum for stabling after which renewal of the stabling space is dependent on demand, space, and the good graces of the Merchant's Consortium.

7. City Guard Post Ducat Precinct

This stylish three-story marble building is by far the most impressive of the 24 City Guard Posts in the city for good reasons as it was once the Glantri City branch of the Architects Cadre until AC 1006 until it moved into a new building in the Sovereign Precinct (see location #40) and the city claimed the building as a new location for the precincts guard post which used to be at building location #5. The 1st floor is the waiting and holding area for those dealing with the Constables or those being dealt with. Due to the location of this precinct, it is one of the most chaotic and busy compared than other city guard posts are in the city. Much of the traffic are those new to the city who seek passes to enter the Citadel Quarter for various reasons but most often needing passes to The House of Ministers for licenses. Three constables and a shift commander can be found on duty here. Four sleek and well-armed gondolas are tied up outside the building on Kash Flow and are used for patrolling the precincts canals.

The 2nd floor contains the offices where the Chief Constable of the Rim Precinct, Precinct Captain Ellen van Grunsven (Age 38, M13, AL- L) and her shift commanders do their paperwork. The 3rd floor is the top of the tower and contains the armory. A single underground level exists below the guard post which contains the living quarters of the 24 Constables assigned to the precinct. The 24 constables are broken into 3 shift groups of 8, with one being the shift commander. Each group works 12-hour shifts which they rotate every 2 months. The 3 shifts are 7am-7pm, 1pm-1am, and 7pm-7am. Precinct Captain van Grunsven lives in Aalsmeer Precinct and usually works the 7am-7pm shift. In addition to the living quarters of the constables the sublevel also contains small cells to hold any suspects detained by the precincts constables until they are seen by a Procurator who will determine if they are to be charged with a crime. Those that are to be charged are taken to the City Courthouse (see location #9) for detention until their trial. Those that are not to be charged are immediately released. The City Guard Post is connected to the sublevel of the City Courthouse by stout locked doors and prisoners are transported from their temporary holding cells to more longer-term cells in the Courthouse where they will await their trials and sentencing if found guilty.

8. Umbarth Mansion

This fabulous ornate four-story mansion is the home of Eldrich Nuada (Age 462, E9, AL-N), the longtime head of the Glantrian branches of Darokin's Umbarth Trading House. Eldrich spends more of his time either at the main Umbarth trading house in Glantri in the cities Sovereign Quarter (see location #23), or out on rare trips in the field to the smaller Umbarth trading houses in Erendyl, Nyra, and Mylissis. His mansion is where he and his family reside, not work if one does not count the regular

soirees Eldrich will host often having A-list guest lists of Glantrian Minsters and Subministers of Trade and Finance, leading Glantrian Merchants, as well as Ambassadors and Nobles.

The first floor is noted for its Grand Marble foyer with a fountain that spouts not water but the finest Darokinian wines and its Grand Ballroom in which Eldrich can easily entertain a hundred guests. The 2nd floor is split between large suites for guests overlooking the canals and Vesubian River with servant quarters to the rear of the building. The 3rd floor has common areas for Eldrich's family with large libraries and game rooms including a grand dining room where he will occasionally privately dine with special guests like Ministers or Princes. The top floor has the person living quarters for Eldrich and his wife Elora (Age 387, E7, AL-N) as well as his three sons; Gorluin (Age 121, E5, AL-L), Merith (Age 103, E4, AL-N), and Aiduin (Age 87, E2, AL-N) who are also employed by the Umbarth House and often act as his eyes and mouth when needed for routine business outside the city.

9. City Courthouse 1st Circuit

This grand marble five-story building is the home of the 1st Circuit Court of the Glantri City branch of the Ministry of Justice. The 1st Circuit covers six inner city precincts: The Crown, Vlaardoen, Rim, Citadel, Sovereign, and Ducat. The 1st Circuit of Glantri City consists of; three Adjudicators who hear cases and rule upon guilt or innocence and pass judgement upon the guilty, two Promulgators who advise both the Adjudicators and Procurators on the fine points of Glantrian law, and seven Procurators who make initial judgements on the merits of cases against the accused and will later will before the Adjudicators argue for the conviction of those, they originally deemed had no proof of innocence and thus are, under Glantrian law, presumed guilty. The 1st Circuit is a prominent posting for only the most talented of those in the Ministry of Justice for it is, by Glantrian law, where High Crimes and Felony cases against Glantrian nobles are heard. The very rare case brought against a ruling Prince is heard only by the High Court of Glantri (see Citadel Quarte location #4).

The Ground floor is a large open area with many columns supporting the upper floors above and containing many statues of noteworthy Ministry of Justice officials who served in the 1st Circuit over the long history of Glantri City. A contingent of 5 constables from the Ducat Precinct City Guard is always found here during daylight hours when the Courthouse is in session and will assist the Procurators and will bring prisoners from their cells below to the court rooms in the upper floors during their trials. Many times, Magistrates for hire will be found lounging around the 1st floor hoping to score a client in need of representation. The constables will escort any Magistrates requested by the accused in need of representation or those already hired to the cells where they may speak to their (prospective) clients. No such notion of private Magistrate-Client privilege exists in Glantri, and the constables will always remain in close proximity in case of an elaborate escape attempt. A heavily barred and stoutly locked door leads to the sublevel of the Ducat Precinct City Guard Post next door where prisoners can be easily transferred, and constables can move freely between the two buildings.

The 2nd floor contains the offices of the Promulgators and Procurators as well as a large legal library containing many copies of Glantri's laws. The top three floors each contain a small courtroom capable of seating 25 when cases have not been closed to the public including friends and family of the accused on trial. Each floor also has the private offices and study of each of the three Adjudicator. The Senior Adjudicator of the 1st Circuit Court, Judge Mariken van Loon (Age 62, M6, AL-C), has a well earned

reputation as one that no one, especially a noble, wants to be in a courtroom with. She felt she had made her name after presiding over the successful (secret) trial of the Viscount of Redstone, Arlana Jerbat, on the charge of High Treason in AC 1007. Van Loon felt she had punched her ticket to higher office. However, she felt she was passed over by the Council of Princes for the open position on the High Court of Glantri in AC 1012 and since then she has become bitter and short tempered and has not found one defendant innocent that has come before her.

The wheels of Glantrian justice turn very quickly indeed in Glantri City. In most cases anyone arrested by a constable of the City Guard will be seen a Procurator within 48 hours and if a prisoner cannot prove to the Procurator beyond a shadow of the Procurator's doubt that he is innocent, he will be declared 'presumed guilty' and within 24 hours escorted by the constables to the cells of the City Courthouse where he will await trial. The accused do have the right to hire a Magistrate to speak for them before the court. A prisoner unless under extenuating circumstances that might lead to a Glantri City court docket being overly full will rarely have to wait longer than a week to stand before an Adjudicator and have his trial. Again, unless there are many extenuating circumstances, trials rarely last more than several hours and after an hour break the Adjudicator will return and pass his judgement on the accused.

Those accused of Misdemeanors have the greatest burden of proof put upon them to avoid going before an Adjudicator but also receive (relatively speaking of course) better treatment from the City Guard and also rarely have to wait more than a day once they arrive at the Courthouse before they have their 15 minutes in court as the high standard of proof of innocence applies to the Adjudicators as much as it does the Procurators. Those found guilty of general misdemeanors are fined and are freed as soon as an agent Department of Collections arrives to receive the payment which will be taken, along with the formal scrollwork of the details of the crime and its sentence to the High Court House in the Snowdrop Precinct of the outer city where it will eventually be sent to the House of Ministers where the fine will be deposited and crime notated in the personal records of the guilty. Those unable to pay the fine are jailed at the main city jail in the Calla Precinct to serve off their fines at a rate of three days per ducat owed.

Those accused of the more serious Misdemeanor of *Wounding or Attempting to Wound an Arcaner* receive fewer niceties from the constables than those accused of committing less serious misdemeanors. Though the burden of proof of innocence is still high, more time will be given prior to trial for a defendant to seek and receive consul from a hired Magistrate. If convicted a scribe attached to the Courthouse will write up the formal scrollwork which will go into their personal files, and they will be put back into the cells underneath the courthouse pending transfer to where the execution of their sentences will take place (see Citadel Quarter location #2).

Those accused of Felonies and Treason have the least burden of proof of innocence though it is still quite high, and the accused are known to occasionally receive sadistic treatment at the hands of the constables in charge of their care prior to their trial. Often the most time is given to the accused to seek and receive consul but still rarely are given more than a week. Those convicted of Felonies or Treason have scrollwork sent to the House of Ministers notating their crimes and their assigned punishments and are sent back to their cells until transferred to where their sentences will be carried out (see Citadel Quarter location #2).

10. Pets by Aatami/ Component Function

This four-story building is broken up into two tenement halves one taking the first two floor and the 2nd taking the upper two floors. Upon arriving at the gondola dock, one sees a main door leading into Pets by Aatami with no visible stairs to get to the 3rd floor entrance to Component Function. A few minutes might be needed to note a reddish colored permanent Floating Disk on the dock that upon stepping onto will gently lift one 25 feet up above the gondola dock to arrive at the main door of the establishment.

Pets by Aatmai is a long-time fixture of the Ducat Precinct and has been a favorite of Glantrian wizards and their children for three decades. Established by the much beloved (even during the height of the Great War) Alphatian wizard Aatami (Age 74, M22, AL-L) he still finds great enjoyment showing off his pets to young Glantrians and finding good homes for his stable of 'pets'. Most wizards, even most nobles can claim to have one time bought and grew to love a pet they had bought from Aatmai. While Aatami has many different pets available his pride and joy are the following new additions to his store for the little tikes of Glantri to possible take home with them.

FELINE FOWL
When one finds themselves deep within the forests of Faerun, they must keep their eyes to the sky; they just might be lucky enough to spot a Feline Fowl. These cat-bird hybrids come in all shapes and sizes, from the majestic Bobtail-Owl to the cheery Russian Bluebird. Their feathery tails are covered symbols of wealth among the high class, and the practice of poaching these stunning creatures has thinned their population into near extinction. Still, these beasts live all across the woodlands, occasionally gracing worthy adventurers with their hauntingly beautiful songs.
450dc

25dc
ALMIRAJ
An almiraj (pronounced AWL-meer-ahj) is a large, timid rabbit with a 1-foot-long spiral horn emerging from its forehead, not unlike the horn of a unicorn. If driven to attack, it tries to spear enemies with its horn.

100dc
FUZZY BUZZY
Roughly the size of a kitten when fully grown, the fuzzy buzzy resembles a cat with a large wide tail ending with a bee stinger. It has soft fur, coloured in vibrant yellow, white and black. The back paws are more feline, whilst the smaller front paws are more insectine. The fuzzy buzzy does not have ears, rather horn-like antennae. The fuzzy buzzy's wings are like that of a pixies.
Summer Court Servants. Fuzzy Buzzys serve the Scellic Jey, performing similar tasks to bees in the pollination of leywild flora. Seen as a similar rank to sprites and pixies, fuzzy buzzys are highly sought after as familiars due to their cute appearance, important work and delightful honey.
A spellcaster with a fuzzy buzzy familiar must allow the fuzzy buzzy to fulfil its pollination duties, but is rewarded with copious amounts of honey. Artisans have been known to create fabulous honeycomb or mead from the honey of a fuzzy buzzy.

Aatmai lives alone on the 2nd floor of his tenement and with several of his favorite pets. He keeps little of his wealth here, mainly small amounts of coins, preferring to keep it at the local GCB&T (see location #39). He owns no valuables other than his treasured pets. His business is open from noon to 8pm and often many children from the Business and Noble Quarters can be found here oohing and ahing over his selection of pets and generally hanging out with the friendly and childlike himself master wizard.

Once one has stepped off the permanent Floating Disk and entered the main door of Component Function, they find themselves in a literal fun house for wizards of any level of experience. The proprietor Jean le Rond (Age '48', M18, AL-C) only is open at night from 6pm to 2am and has one of the largest selections of spell components to be found in all Glantri City. Any spell component required of a common spell through 5th level can be found here (150 dc. per level), more difficult to find components for common 6th and 7th level spells can often be found here (60% of the time at 200 dc. per

level) and even the hardest to find components for common 8th and 9th can sometimes be found here (30% chance per component at 250 dc. per level). Jean is often asked of his odd hours and explains that it is a lot of work and a lot of time to keep in stock common items and find rarer ones so he is often out scouring the city and its markets until late in the day looking for the components so wizards will not have to waste one's precious time doing so.

The 3rd floor is where Jean keeps his display area of components. He keeps a list outside the front door of newly procured components. The current list when I dropped by yesterday morning looked like this:

- 6oz Bat fur (wizard eye) 300 dc.
- 1g Sesame Seeds (Passwall) 750 dc.
- 8oz lodestone shavings (Power Word Stun) 28 cr.
- 1g Chondite (Meteor Swarm) 45 cr.

During the day when he sleeps, he keeps the Floating Disk locked in on the 3rd floor so as to have no intruders and keeps three Demos Magen to guard against intruders or thieves. Jean's personal quarters are on the top floor and consist of his bedroom, office and a hidden door leading to his personal vault where he keeps his personal wealth in the excess of 100,000 ducats in coin and gems.

11. Schnorr Mansion

This once four-story tenement building is now the scene of much activity during the day with large numbers of tradesman working and gondolas coming and going transporting building materials from the Sovereign precinct. The tenement building was bought in AC 1012 and for two years now workers supervised by Master Architect Adriano Pavanni (Age 70, M29, AL-N) of the Architects Cadre (see location #40) have been turning the building into a palatial mansion. Her new home is intended to equal if not top the Umbarth Mansion opposite it on the Merchant's Waterway for its new owner Gertrud Schnorr who is sparing no expense in its construction and has invested nearly 75,000 dc. into the construction of her new home. Pavanni estimates it will take another 6 months to complete the construction work to be ready for Schnorr to move in and take up residence.

In addition to being Head of the Consortium of Merchants Gertrud is the head of the Schnorr trading house and is the richest and most successful merchant in all of Glantri and spends her long workdays either at the Merchants Consortium or at the Schnorr Trading House (see location #42). Gertrud will often stop by and check on progress when going between her Trading House and the Consortium. While the work on her new home continues, she keeps a suite at The Watertower Inn (see Entertainment Quarter, Hyacinth Precinct location #6) and is a regular at its restaurant where she will often order her personal favorite dish the Inn's famed Dragon Steak.

12. Temple of Rad

Tucked away in the swirling activity that is the Business Quarter is a small refuge for peace, quiet, and reflection, the quarters Temple of Rad. This temple though small one is a busy one serving

the residents of the Quarter, as many of the residents of this Quarter are government officials, Army Officers, and wealthy merchants for whom attendance to morning services is either required or expected. The temple has assigned to it eight Acolytes, five Shepherds and its Lead Shepherd Tuulikki (Age 31, M12, AL-L). This is Tuulikki's second posting after being promoted to Lead Shepherd, previously having been Lead Shepherd at the local temple serving the village of Zhitomir in the Barony of Palatinsk, and though completely loyal to Glantri, as an Alphatian descendant who has the very noticeable physical traits of being of pure Alphatian stock she has feared backlash against her and works twice as hard as any Shepherd might to prove not just her loyalty but her devotion to the Temple and Philosophy of Rad.

The temple itself is rather small compared to other city temples and consists of four floors and a subterranean level. The main floor consists of the standard large open chapel area where morning services are held. The second floor contains private meeting rooms where the Shepherds can meet privately with any of the faithful who need private consultation or advice. The third floor has two large libraries, one academic one magical, and a common area laboratory where the Acolytes and Shepherds can conduct their personal magical research and experiments. The top floor is reserved to the Lead Shepherd and contains her personal quarters as well as private libraries and a laboratory.

The subterranean level is where the vault of the Temple is and is protected by two Malfera which were tasked by the High Master of Dreamlands, Prince Jherek, to guard the Temple's Vault against any non-Shepherd entering the vault and to do so for 5 Years. The current twosome of Malfera guards term of service is set to expire in AC 1016 after which Prince Jherek will surely summon two more guardians from his stronghold in the Dimension of Nightmares to act as guards for the vault as he has for the last 20 years. The vault holds, by the last accounting by the Lead Shepherd, nearly 25,000 ducats worth of coin and gems given as offerings by the wealthy attendees of the temple.

13. Covered Market/Residential Building

The ground floor of this four-story building is open to the Kash Flow Canal, with 12 massive stone columns supporting the upper floors. The large, paved area under the building serves as a companion to main inner-city market in the Sovereign Precinct (see location #22) and is known as the Covered Market. The space is often used as a market during peak times, like Arcanium, when more space is needed or when heavy rain or snow makes the Open Market inconvenient for shopping for Glantri Cities elite.



The doorway from the Covered Market to Location A is guarded by a door man who will only let owners and guests through the door which opens in a stylist foyer with a grand staircase leading to the 2nd and 3rd building floors.

The second floor is the home of the head of the Monster Handler's Syndicate and his family. has Alexander Leslie (Age 38, F23, AL-C), been the head of the Guild for seven years after leading the Guild's Rymskigrad branch for nine years. He spends much of his time out of the city visiting the Guild's main branches and overseeing their operations and finances. The Guild has its main branches in Glantri City (see location #41), Rymskigrad, Vyonnes, and Lizzieni and smaller ones in Kern, Leenz, and New Alvar. Leslie has a large office here in which he sees important clients and heads of guild branches. Leslie's wife Camile (Age 29, M12, AL-L) is a statuesque blond Averoignian beauty (Chr 18+) who is a GSoM educated Botanist as well as a trained Glantrian physician and specialist in Aconite based anesthetics and teaches classes at the General Hospital (see location #19) often to Army medical staff on the proper use and dosages of the highly toxic plant found in abundance in the foothills of the Glantrian Alps. The couple has 5 children, with one daughter of magical ability, Emilia (Age 12) who is in her 5th year at the GSoM and wants to follow her mother into the medical field.

The third and fourth floors are taken up by a single residence occupied by the extended family of the Glantrian Subminister of Trade, Aryan Pasayat (Age 72, M28, AL-L). In addition to Aryan, his three children and their families live here including his eldest daughter Shreya (Age 48, F8, AL - N) who runs the Pasayat Trading House (see location #30) along with her husband, her brother, and sister and their spouses. The large family is close and maintains living and family quarters on the 5th floor and uses the 4th floor for business meetings and seasonal socials in which they invite many leading merchants and nobles. The family has strong ties with the Viscountess of d'Ylourgne Sita Peshwir and she regularly attends their socials, with the Pasayat family being regular attendees at Peshwir's monthly socials at her lavish mansion (see Noble Quarter, Crown Precinct location #19)

14. Business and Residential Building

This large five-story building has two main entrances. The building has gondola dock on the Vesubian River to the south which has an external staircase with each upper floor having exterior balcony landing with doors to the interior. To the north, off of the Closed Market, is large main entrance which opens to a foyer with a door to the ground level of the building and a staircase leading to each of the upper levels.

The ground floor is the home and shop of famed Sindhian tailor Akshani Bhojana (Age 48, NM, AL-L) who counts some important and stylish nobles such as the Prince of Sablestone Harald Haaskinz; the Duke of Hightower, Fernando de Casanegra; and the Viscountess of d'Ylourgne Sita Peshwir among his clients. While Akshani naturally specializes in traditional Sindhi clothing; the Sari, Salwer, and Choli for women and the Jodhpuri and Dhuti for men; he is also quite proficient with traditional Glantrian styles especially the long multi-pocketed robes preferred by most Magic Users. Bhojana has a small display area where he shows samples of his work and greets customers. Much of the floor is taken up by his shop where he and his two apprentices can often be found working on custom orders or new designs for display and sale. The remainder of the space is taken the personal quarters of Bhojana and his apprentices. Bhojana

keeps little of his wealth on hand in the store and makes nightly deposits at the Sovereign branch of the GCB&T. (see location #39). Akshani has the following on display and for sale at his shop:

- The Haashinz Signature One Piece. Royal Blue. Six Outer Pockets. Eight Inner Pocket (500 dc.)
- Midnight Black Embroidered Silk Sari (250 dc.)
- Lemon Yellow Lehenga Choli with pink and yellow shaded blouse (400 dc.)
- Navy blue Jodhpuri suit (300 dc.)

The second floor is the home and shop of Daniela Paglione (Age 36, M27, AL-N) who is a regular presence in the markets of Glantri City checking arriving caravans from Darokin for the arrival of tea leaves from Sind, Ylaruam, or especially the much rarer, and higher quality, teas from Ochalea. Daniela is considered a connoisseur of teas from other nations, having adventured widely during her youth, and even knows the differences in taste and quality between growers in those nations. She selects the pick of the litter from the merchants and then offers them for sale here in shop. In the five years since she retired from adventuring and set up shop in Glantri City her business has become quite popular with the upper society of Glantri, who can afford the high prices such rare and high-quality teas fetch, and thus has become highly successful financially. Daniela feels today she has established herself as the foremost purveyor of tea in the city and is considering moving out of this flat and purchasing both a dedicated shop in the Sovereign Precinct and a large mansion in the Daffodil Precinct. She is unmarried but not on the market as has been carrying on a relationship with Senior Professor of Glantrian History Harri Mäki (Age 48, M32, AL-L) and he is often found spending his nights here with Daniela when his duties at the Great School allow him. Daniela is currently selling the following:

- Ochalean Daisun Green (2000 dc./6oz)
- Sindhian Odiyana Black (100 dc./1.4 oz)
- Sindhian Nadujab Green (50 dc./1.4 oz)

The third floor is the home and shop of master of the Fen master Luthier Jefferson Squire Rickenbacker (Age 57, F4, AL-C) and his family. Stringed instruments of his are highly sought both by nobles who fancy themselves musos and seek the status of owning his instruments and actual virtuoso musicians who can appreciate the quality and tone of his instruments. He has a small shop where he keeps on display some models that are for sale. He also has a workshop where he will work either on special orders or new instruments of his own inspiration. A Rickenbacker Lute is known for its expert craftsmanship and fine details but what sets a 'Rick' apart is its tone which differs from most lutes with its big round bottom and zingy treble jacked punch. A typical 'Rick' from Jefferson can be bought for 10 cr. but custom models from him can cost many times more than that. In addition to his shop and workshop Rickenbacker lives here with his wife Grace (Age 52, NM, AL-N). They have one child a son, Cassidy (Age 27, NM, AL-L), who in addition to being a virtuoso player is a Professor of Music at the Beaux Arts de Vyonnes.

The fourth floor is the home and office of the legendary Alphatian Major (ret.) Lauri Häyhä (Age 55, F14, AL-L) who served as the Banner Captain of the famous Red Devils, the 3rd Banner of Carnelia's Division (now the Glantrian 2nd Light Infantry Division). Lauri first won the prestigious archery competition on Glantri's Army Day in AC 995, defeating the 18-time defending champion from Caroltina's Division Senior Sergeant Theodmer Valwarin, and defended his title 15 times winning every year (AC 995-1006, AC 1010-12) until he retired from the competition. Lauri also retired from active duty in AC 1011 with over 450 confirmed sniper kills of both humanoids and Alphatians during the Great War. Lauri is one of 4 Grand Masters of the Long Bow in Glantri, with the other 3 previously being students of

his. Out of his office Häyhä will meet those who seek his training in the Long Bow and will hold training in his home studio teaching not just advanced technique but using his balcony overlooking the Vesubian to practice those advancing shooting techniques at distance, shooting at targets in the marshland across the river from the city. Lauri is very selective in who he will take on, rarely taking on students below the Expert level and only the most talented and wealthy will seek out his training. Häyhä's prices are double what normally are charged but the chance to succeed to higher ability on the Long Bow is also twice normal chances of advancement. Lauri lives here with his wife and four young grandchildren, as their son Eino was killed in action at the Battle of Huledain Camp in AC 1007 and his wife died of the plague a year later.

The fifth floor of the building is the home and shop of Liliana Enriques y Calderón de Montero (Age 196, E6, AL-L) and her husband, the Arch Master of Life Sciences at the Great School of Magic, Luis Montero (Age 197, EW20, AL-N). Luis often lives at the Great School during the 10 month term due to his duties but occasionally finds an evening to stay with his wife as he does during the winter breaks. Liliana is known for her beautiful and elegant works of pottery which she sells in a small shop she runs out of the family's home. Her pottery is often sought out by alchemists for storing their various creations and concoctions. Liliana has a workshop in which she creates new styles and shapes to stock her shop or fills specific custom orders for her customers. Typical items for sale by Liliana are as follows:

- Three-sided bowl with black ash glaze with honey gold painted leaves and gold birds (1500 dc.)
- Set of 4 mugs. Rich brown tones with deep red glaze (100 dc.)
- Large 14" Hand-Painted Pottery Floral Vase (200 dc.)

While the shop brings in a nice tidy income, it is more a labor of love for Liliana and a way to keep busy while apart from her husband for long stretches of time as they are extremely affluent due to her husband being the Arch Master of Life Sciences at the Great School of Magic. The couple have three children who have all graduated from the Great School but are unmarried and still reside here with their parents; Santiago (Age 102, EL12, AL-L) who is the Precinct Captain of the Hyacinth Precinct of the City Guard of the city constabulary, Valentina (Age 98, E9, AL-N) who works at the House of Ministers in the Department of Natural Resources, and Alejandro (Age 98, E9, AL-N) who is a Procurator at the 1st Circuit City Courthouse.

15. Kier's House of Klass/Residential

This large five-story building has two main entrances. The building has gondola dock on the Vesubian River to the south which has an external staircase with each upper floor having exterior balcony landing with doors to the interior. To the north, off of the Closed Market, is large main entrance which opens to a foyer with a door to the ground level of the building and a staircase leading to each of the upper levels.

The ground floor is the famed and infamous Kier's House of Klass. A school run by the eccentrically non-noble, but exquisitely beautiful and charismatic, Lady Miss Kier (Age 41, M13, AL-C) she offers young Glantrian ladies of nobles and otherwise ambitious families a proper education in proper Glantrian etiquette. She will teach young Glantrian ladies the best techniques, both magical and mundane, in how to wash and groom themselves, how to keep a wardrobe looking fresh (including washing and sewing for repairs), how to develop a unique personalized fashion sense, proper Glantrian etiquette, how to

write polite messages, how to politely and with dignity encourage or discourage social entreaties, dancing, and the right things to say and act in difficult situations. Her school while the butt of jokes among some of the nobility has proven to be wildly successful and even has seen the patronage of some of the leading noble families of Glantri. She employs 5 assistants who help her and generally has between 15 and 30 students enrolled at a time and charges a rate of 5 dc. a day per student. Lady Miss Kier keeps a suite of private rooms for her personal quarters with views of the Vesubian River and is unmarried but socially active and has got to know some of Glantri's most powerful men quite intimately.

The second floor was bought by the Glantrian government many years ago and is kept for use as a residence for the Subminister of Commerce due to its location in the heart of Glantri's Business Quarter. The current Subminister of the Commerce, Alexander Lazerov (Age 53, M20, AL-L), lives here with his wife Sasha (Age 46, F3, AL-L) and their adult daughter Elena (Age 19, F2, AL-N) who also works in the House of Ministers but for the Department of Trade as a and often spends her work days at the Gate of Rad (see Noble Quarter, Rim Precinct location #38) collecting entry fees for those entering the inner city from the north. Even when Alexander is home from work at the House of Ministers, he is often found hard at work well into the night in his study checking ledgers versus receipts from the Magic"Я"Us stores found throughout Glantri. Lazerov knows they are a huge moneymaker for Glantri, and he is responsible to not just the Minister of the Mercantile Ministry but ultimately the Treasurer of the Council, Princess Juliana, and as Alexander is very ambitious and hopes to become the Minister himself some day and attempts to find and resolve any irregularities (or fraud) for which he would be ultimately responsible for.

The third floor is the home of Krondaharian Merchant Dogukan Eyüboglu (Age 48, M16, AL-N) who lives with his wife Ceyda (Age 39, NM, AL-L) and their 3 unmarried daughters Çağla (Age 16, NM, AL-C), Narantuya (Age 14, NW, AL-L) and their oldest daughter, Soyolmaa (Age 21, M3, AL-N) who is betrothed to Lieutenant General Ganzaya Chuluunbat (Age 47, F17, AL-L) who is stationed at the Citadel and is chief of the department of Transportation. Dogukan spent much of his youth as a foreign trader running Shire tobacco from Darokin to Krondaharian silk to Darokin. He became very wealthy was able to leave the actual transport to hired hands and would use his magical carpet to arrange the actual purchases in Darokin and Glantri Cities. His success did not go unnoticed however and even though he was a member in good standing of the Darokinian Merchant guild Eyüboglu was seen a drain on House Umbarth profits which used its massive resources to undercut Dogukan and nearly run him out of business. He was saved however by the invasion of Thar in 1007 which ended all Darokinian trade with Glantri and Dogukan went back into the field and led several dangerous caravans runs between Glantri and Darokin and with the shortages of tobacco in Glantri, high demand, he made a fortune several times over after only 3 caravan runs. Today he has retired once again from the field and has his oldest son, who resides in Darokin City, handle purchases, sales, and transport details to Glantri.

The fourth and fifth floors is the opulent residence of the guildmaster of the Spokemen's Guild Rannigar Budulug (Age 69, M21, AL-C). Rannigar is particular about his privacy and employs three F9 house guards to watch over his residence, especially his private quarters, while he is working or out of the city. Unannounced or unscheduled visitors of lower classes are brusquely turned away with instructions to seek the guildmaster at the headquarters of the Spokemen's Guild (see location #29). Those of higher social and political rank are still turned away with the same instructions to seek out the guildmaster at the guild's headquarters but are shown more respect and courtesy.

The office of the guildmaster is heavily protected from intruders with magic including the personal vault of Rannigar's in which he keeps all his important documents; which in the wrong hands (ie. the

constabulary) would see him living out the rest of a very long life as a Black Pudding in the bottom of some nobles personal privy shaft. As such his safe is rigged with a fireball spell effect that will incinerate all documents if the right password is not spoken when opened.

16. Emporium de la Mort/Residential

A main door from the gondola dock gives access to this four-story building and a large staircase leading to the upper floors. The ground floor is occupied by one of the more unique businesses to be found in the Business Quarter.

Emporium de la Mort deals in the Necromantic Arts. The Shop mostly sells Skeletons (hp 1d4+4) for 100 GP each and Orc Zombies (hp 2d4+8) for 200 GP for those for whom a mere human servant is not good enough as well as selling common spell components needed in the Dark Arts. The Emporium sells Skeletal Dinosaur and Armored undead Elephant mounts on a limit base for 400 GP per HD out of its large warehouse location in the outer cities Crocus Precinct. Visitors to the Emporium are either greeted by its owner Aozy Markov (Age 57, M19 3rd Circle Necromancer, AL - N) or his assistant Quill Cadieux (Age 22, M11 2nd Circle Necromancer, AL - N). Markov is considering selling the business to Cadieux and retiring to the dark woods of Erewan due to a recent fascination with the Fey kindled after seeing Larry Elmore's pictorial showcasing their beauty in Playmage magazine. The Emporium is open from 4pm to midnight and when they are not here, they can usually be found throwing down a few Thunder Grogg's at Aozy's favorite haunt, the Undead Ed Bar and Grill (see Entertainment Quarter, Muscari Precinct location #38).

The second floor is the residence of the Boldavian master of the Mover's Guild Piet van Beek (Age 62, M28, AL-L) and his lovely wife Milunka (Age 24, M3, AL- N) and their 5 young children. Piet spends most of his time working at the guild headquarters (see location #33) but occasionally has to go out of town and attend to guild business at guild houses throughout the Principalities. He employs two F5 house guards to guard his home and his beloved wife and children in his absences from the city.

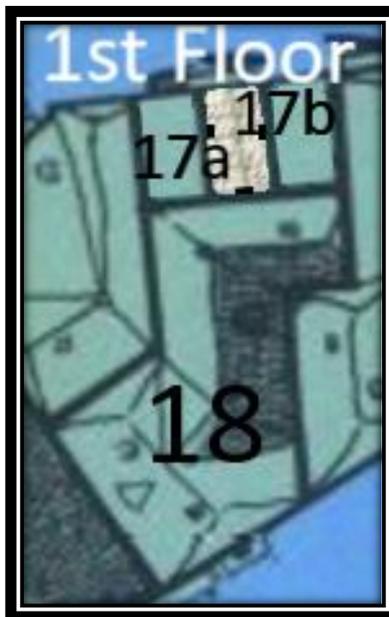
The third floor is the residence of the Mistress of Public Speaking at the Great School of Magic, Bettina Dörrie (Age 43, M13, 3rd Circle Blue Dracologist, AL-N). Bettina has owned this floor for many years prior to becoming a Mistress at the Great School and chose to remain living here rather than taking advantage of the free housing offered to Masters by the Great School. Mistress Dörrie live here with her partner Imelda deGusti (Age 41, M9 2nd Circle Alchemist, AL-C) and together host regular parties which are known for their penchant to turn into scenes right out of Caligula. Needless to say, guest lists are limited to women and guests to their parties often come obscured or disguised for many are well known Glantrians and most prefer their particular orientations to not become common knowledge. One notable exception is Princess Dolores who has recently become a regular attendee to their monthly parties and loves to make a grand splashy entrance.

The fourth floor is a single tenant space owned by the Guildmaster of the Jeweler's Guild Pieter Lyppens (Age 72, M4, AL - N) and his wife Meike (Age 63, NM, AL-C). The Lyppens are only found residing here when Guild business brings them to Glantri City and are usually found at their primary residence, a large opulent mansion in the Koopmangouw (Merchants District) of Kopstar. In their frequent absences the head of the Glantri City branch of the Guild (see location #27), who keeps a small

suite of rooms apart from the master suite of the Lyppens, is the primary resident here along with 4 F7 house guards who guard the residence and its tasteful and very expensive furnishings and works of Flaemish art.

17. Byron's Bakery/Wolf's Word/Business-Residential

The three-story building has gondola dock which opens to a ground floor courtyard and also has an external staircase leading to each of the two upper floors which have an exterior balcony landing with doors to the interior. The ground floor courtyard is noted for many stony planters containing lush greenery and colorful flowering plants. Three doors exist the courtyard leading to 17a, 17b, and building 18.



Location 17a is small commercial space in which a satellite location of the famed Bryon's Bakery (see Middle Class Quarter, Aalsmeer Precinct location #5) was launched two years ago. Every morning before dawn freshly baked crumpets, biscuits, scones, and iced buns are brought here from the kitchens in the Aalsmeer Precinct location and sold here for hungry nobles, residents of the Ducat, and even workers and staff at the Parliament Building who need a quick snack and a good quality cup of tea on the way to work or during a mid-day break. The manager here, Martha Cole, (Age 38, NM, AL-N), opens the doors at 5am and stays open till 3pm. Bryon's baked goods go for a copper penny or two each but many of the customers here keep tabs which they pay off weekly as many do not carry such small change upon them.

Location 17b is another small commercial space that is owed by the former editor of *Better Towers and Dungeons* magazine, Wolfgang Gaus (Age 42, F3, AL-C), before being fired after seeing readership drop off after pissing off a certain popular contributor who bolted to the Piazza Food Network. Wolfgang bought himself a newsstand here, renamed it 'Word from Wolf', where he carries the latest issues of

periodicals including; the *Glantri City Gazette* (see Middle Class Quarter #4) which is printed daily and covers notable events in the city and high society gossip, as well as a weekly Sunday edition which provides an overview of event from around the nation and notable events from outside Glantri, the ever popular monthly *Playmage* magazine whose issue last month featuring the 'Women of the Great School' was the bestselling periodical in Glantrian history and needed 4 print runs to satisfy the demand, various specialized academic and sports related periodicals, as well as the iconic *Better Towers and Dungeons* which Wolfgang did not intend to carry but was forced by popular demand, especially once Micky the Mage was rehired by the monthly magazine to provide his wit and insight into Glantrian life and society. Periodicals here range from 5 pennies for a copy of the *Gazette* to a sovereign for a copy of *Playmage*.

The second floor is the home and workshop of alchemist Janos Kerpos (Age 79, M34, AL-N). Janos lives alone and from his shop sells potions he has created and has at any time a chance of having the following available (check once per month for availability): 90% a common potion (those listed in the basic rulebook), 50% uncommon potions (expert rulebook), and 20% rare potions (Companion and above). Prices are 150% of enchantment costs. Janos arrived in the city in AC 1010 and was originally from West Portage before the war, or so he tells customers to his store. The truth is Janos's real name is Kempainen and was one of the Alphatian wizards that assaulted Glantri City in late 1009. However, just as his group materialized high above the city, and were evaluating potential targets well above (or so they thought) spellfire and missile range and before they thought it necessary to cast defensive spells, his group was spotted and targeted by an observer for the M.S.-Flak-Zwilling 08 battery atop the Citadel that fired up a twin volley of Meteor Swarms at the group of wizards. Kempainen, the only survivor of the group of the five Archmages, avoided the worst of the impacts that killed the others but not the resulting fireballs and was horribly burned and near death. He retreated to the mountains to the east and performed emergency healing before returning home to his lands in Stonewall to fully restore and heal. However, by the time he returned, 6 hours later, his home and nation were both gone, sunk under the waves.

Still horribly burned and disfigured and barely alive he returned the safety of the Colossus Mounts and recovered slowly and healed over several months. Kempainen seeing little choice, sold off many of his most valuable personal magical items; disguised himself and his burns, and disfigurements; and using his substantial seed money bought this vacant flat in AC 1011 and has been living quietly for the last several years and plotting what to do next with his life and whether to return to NACE or stay on here in Glantri and discover its arcane mysteries, secrets, and powers that Alphatia SO obviously underestimated including the very Radiance that Alphatia wizards wanted access to and went to war to get. Typical potions found at his shop and chances to have in stock with their prices are as follows:

- Potion Invisibility 3 doses (90%) 3000 dc.
- Potion Flying 3 doses (50%) 4500 dc.
- Potion Ethereality 3 doses (20%) 7500 dc.

The third floor is the home and office of one of the newest arrivals in the Ducat as well as one of the most unique in personage of the Vormelker (Age 538, Nagpa 6, AL-C) a Nagpa who arrived this year in Glantri City along with Diekhoff, the new Ambassador to Glantri from Serraine. Vormelker paid thrice market value (15,000 dc.) to buy this floor from the hesitant to sell, but ultimately greedy enough, previous owner. Vormelker furnished his new flat in classic tomb-deco, registered and joined the Sage's League, and now uses his office space as a place to meet prospective clients who wish to pay (250 dc./hr) to plumb the vast depths of Vormelkers substantial knowledge of ancient history, place and cultures from the nether regions of Mystara, as well as obscure languages.

18. Residential Building

This four-story residential building has two main entrances. The building has gondola dock on the Vesubian River to the south which has an external staircase with each upper floor having exterior balcony landing with doors to the interior. To the north, off of the courtyard, is large main entrance which opens to a foyer with a door to the ground level of the building and a staircase leading to each of the upper levels.

The ground floor is the home of Doctor Margaret Mackinnon (Age 28, M24, 4th Circle Alchemist, AL-N). Margaret the head administrator of General Hospital and also has a third private entrance to her residence which connects the private study in her home to her ground floor office at the adjacent General Hospital. Margaret is currently out on six months maternity leave (paid in Glantri for government workers) and in is in her second month as she stays at home with her newborn girl, her third child but first girl. Her husband Mattias (Age 30, F3, AL-L) is a discharged Deca from Jaggar's Division, who lost a hand during the Great War, and now is a say at home father to the couple two other infant children.

The second floor is the home of the Guild Master of Guild of Magistrates Viktor Vasnetsov (Age 43, M19, AL-N) and his wife Lotte (Age 43, M20, AL-L). Neither are usually found at home during the day as Viktor is usually at his office at the Parliament Building while Lotte is a professor of geometry at the Great School. Even when not at work the couple are rarely found here as both enjoy the nightlife of Glantri City and both are passionate for the theater and attend nearly play on its first night and enjoy eating out together afterward in the many dining establishments in the Entertainment Quarter. Both husband and wife have since converted their now adult children's rooms into personal offices and studies however the couple still do share a laboratory and still will research spells together as they did on their first date almost 25 years ago.

The third floor was bought by the Glantrian government many years ago and is kept for use as a residence for the Subminister of Education and Health. The current Submistress, Jassin Eruanna (Age 578, EW14, AL-N), has lived here since AC 945 when the government first bought the property. She lives here alone but spends little time here for she spends much her time when not at the House of Ministers at the General Hospital next door quietly observing the doctors at work. Though it drives them mad there is little to do for the Submistress is their overall leader. She does maintain a large study adjoining a huge library with many educational and medical tomes which she will often be found reading when she is at home.

The fourth and fifth floors are the home of Thanelian Naelee and his family. Thanelian (Age 47, F21, AL-L) has long been the most prominent and successful Wendarian Merchant in Glantri braving the Wendarian passes between the two nations. He was given a royal charter by King Gylharen in AC 1003 after formal diplomatic ties were established to expedite trade between the two nations which was helped immensely by the opening of the far west of Glantri by the Council in AC 1006 opening a slightly longer but much safer and quicker year-round trade route between Glantri and Wendar. Naelee spends most of his time either at the Naelee Trading House (see location #36), or in Vyonnes at his smaller trading house. His wife Glorian (Age 39, T5, AL-N) oversees operations here in the city when Naelee is absent and also handles the couples four children who all are enrolled at the Capital Academy in the Amaryllis Precinct.

19. The General Hospital

This huge six story building is one of the great sources of Glantrian civic pride and is the flagship center for medical care in the Principalities. Administered by Doctor Margaret Mackinnon (see location #18) and in her absence by Doctor Étienne de Montaneis (Age 54, M30, AL-N) the hospital serves primarily as an adjunct to the Great School of Magic and its School of Life Sciences. The hospital has 4 floors of beds able to care for 300 patients at one time but in emergencies, as it did during Thar's siege of Glantri City in AC 1007/1008 it can easily accommodate three times its normal capacity. As opposed to other Hospitals in Glantri City and throughout Glantri like Glantri Hope Hospital (see Middle Class Quarter, Aalsmeer Precinct location #20) that generally provide low-cost medical treatment to Glantrians of all economic and social classes and are managed and funded by the Minister of the Interior though its Department of Education & Health, the General Hospital is managed by the Great School of Magic and jointly funded out of the Grand Army and Great School budgets. General Hospital's primary purpose is to serve as a training hospital in which students who have graduated with their Physicians diplomas, a degree program at the Great School available to non-magic users as well as magic users (see Citadel Quarter #5), receive further on the job training and a practical education through experience.

The General Hospital employs a staff of 25 experts in the various fields of non-magical medical care such as: Anesthetics, Antiseptics, Herbal Medication, Battlefield/Emergency Care, Surgery, Obstetrics, and Epidemiology. The staff will train newly graduated students of the Medical Program at the Great School as well as offering continuing education and advanced training to Glantrian physicians especially those of the Grand Army. While it serves primarily as a research and training hospital during peacetime it also sees to the care of those who live in the precincts of the Citadel, Noble and Business Quarters. However, it will regularly take patients from hospitals other quarters and precincts of the city that are deemed non-life-threatening cases and would serve well as training and learning cases for the newly minted physicians out of the Great School. Occasionally General Hospital will take emergency life-threatening cases as training tools only when it was decided that a trip to a closer Hospital was not absolutely vital.

General Hospital keeps two gondolas in its gondola ports ready to move at a moment's notice to any need for urgent care. The notorious Drs. Luke (Age 28, F7, Chr 18, AL-C) and Laura (Age 25, M10, Chr 18+, AL-very C) are the primary emergency care expert physicians on duty at General Hospital during prime hours pulling 12-hour (6-6) night shifts and when they aren't off in a closet somewhere doing the vertical bop, they are often at the ground floors physician ER ready room playing cards and smoking good Shireton tobacco waiting the word they are needed. In addition to being world class emergency care physicians they are each supremely talented gondola drivers and upon receiving an emergency dispatch can jump into one (or both) of General Hospital E-10 powered Gondolas that can accelerate from 0 to 60 in five and a half seconds and has a top speed of 70mph and traffic permitting can get to the West End in less than a minute. Each medical gondola can carry up to 12 people.

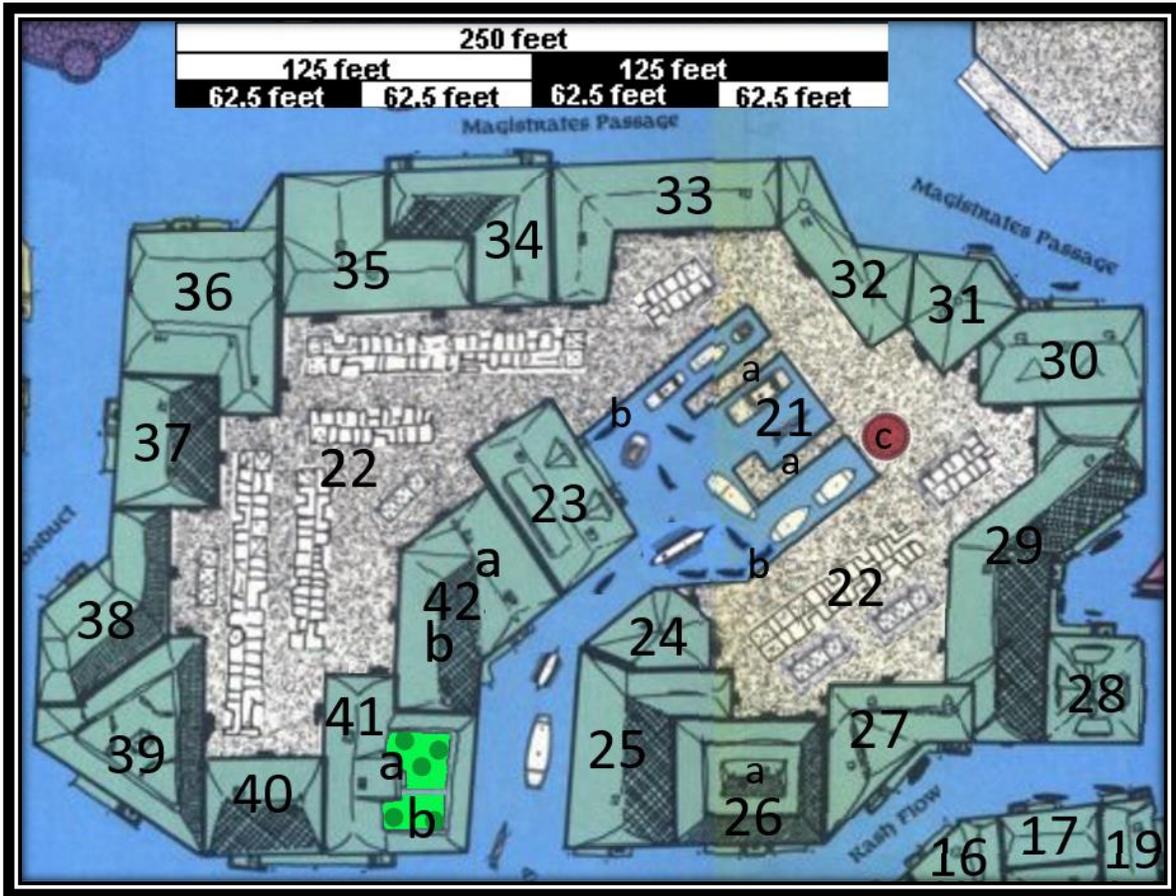
20. Watergates

The Watergates are a series of six gates that guard the points where Glantri City's canals meet the Vesubian and Isoile Rivers. Each Watergate consists of two slim yet tall at 70 feet towers that are manned by a Troop of 20 constables of the City Watch and are commanded by a Watch Captain. Each

tower of the gates contains a barracks which houses 10 constables. A set of large metal chains between the two gate towers can be raised from below the water to bar entry to any boat or ship. In the two Watergates of the Business Quarter the gate to the east, on Duke's Canal bordering the Vlaardoen Precinct is usually closed. The Watergate on Merchant's Waterway is open from dawn to 2 hours before midnight and closed during the middle of the night. Any closed gates will only be opened by the order of the Watch Captain or his superior officers in the City Constabulary including naturally the Supreme Judge of the Council. Occasionally a noble upon the water in his personal boat will demand a gate to be opened, usually the one on Duke's Canal, the Watch Captain does not have to open the gates solely at the command of a noble but unless they have specifically been ordered to not let anyone through the gates the Watch Commander will order them opened for the noble if he values his job. Grave consequences are likely to result of a decision of a Watergate Watch Captain to deny a noble entry without prior orders from his superiors.

During the annual raising of the walls in late fall to protect the south side of the city for when the rivers freeze the Watergates become defensive towers like those around the city wall. The chains are left under the water/ice once the river has frozen solid and the six meeting points of the canals and river have walls raised between and connected to the flanking towers of the gates. The defensive armaments of the towers consist of two heavy catapults and one Magical Missile battery. Though normally the gate towers are manned by a squad of ten constables, in times of war each tower of the gate could hold up to 50 soldiers. The Watergate towers can be accessed by a small gondola port/main door at canal level and have heavy doors 50 feet up that can connect the cities winter defensive walls.

THE SOVEREIGN PRECINCT



The Sovereign Precinct is dominated by the Open Market which is one of the few places in the city where nobles and mundaners could be found side by side. Surrounding the Open Market and its docks are a ring of guild's and businesses. By city ordinance no building in the precinct may have residential space for rent or for sale though business owners and guild members are excepted and allowed to reside within their business/guild in the Sovereign Precinct.

21. The Open Market Port

While there is a certain truth to the Rad's and Towerbridge gondola ports being called to be the busiest in the city, they do see the most people and goods pass through them, but neither can rival the sheer insanity and chaos of the Open Market Docks especially around transition times at 12pm and 8pm. While busy nearly for all the hours of the day, the Open Market Port often becomes the absolute Abyss midday and early evening when small transport river boats compete with flatbed gondolas for space at the two main piers (a) for offloading incoming and loading outgoing goods. Adding all the gondolas transporting shoppers into and out of the two gondola ports (b) makes for a mass of humanity that has to be seen to be appreciated and due to the constricted waterway only allowing a single lane of traffic coming and going, it is not unheard of to experience long backups lasting hours (especially during Arcanium) to get into or out of the Market Port. A little-known fact that is there have been 6 recorded murders in the Market Port as results of disputes between boat captains and/or gondola drivers.

A slim five story watchtower (c) is home to a troop of the City Port Authority. Recently built after the notorious double murder of two gondoliers by a river boat captain after a water rage incident in AC 1006 the tower is where Port Captain Rinus Kooymans (Age 43, F10, AL-C) and his 20 constables are stationed. The constables are in charge of traffic control in waters of the Market Port as well as policing the two main cargo piers. The tower is designed much like the various City Guard posts throughout the city with heavy doors, barred windows and slotted shutters allowing for covered archery fire. The ground floor is a waiting area for those dealing with or being dealt with by the constables. The 2nd and 3rd floors contain offices where the Port Captain and his constables work as well as several holding cells for those detained by the Port Authority. The 4th floor is where the constables are billeted. Kooymans lives in a rented flat in the Dahlia Precinct. The 5th floor is the armory and has stairs leading to the roof where a handful of constables are always on duty and manage traffic into and out of the port. The roof also contains a heavy ballista for defense of the tower and the port. The 20 constables are divided into 3 squads which each works 10-hour shifts with the Port Captain himself working the 9am to 7pm shift.

22. The Open Market

The Open Market is a Glantri City institution, one of its most famous landmarks and has changed little in the last 125 years. It is known as one of the few places In Glantri where one can find the lowest of the mundane, the highest of the nobility, along with everyone in between all rubbing shoulders. The market grounds are never closed and are often packed regardless of the time of day. The mood and atmosphere of the Open Market will vary throughout the day as its primary sellers and buyers evolve and change as the day progresses. The Open Market is heavily patrolled by the City Guard out of their Sovereign Precinct Guard Post (see location #23). Even with the show of force by the constables, thieves and cutpurses are always present and looking for easy and profitable targets.

During the early morning through the mid-day (generally from 4am to 12pm and known as 'early day' in market parlance), a large part of the market is taken up by local farmers or small merchants who bring fresh locally grown produce and even small livestock for the kitchens and dining room tables of the lowliest and most high of inner-city residents. This time is the busiest time of day for the Open Market, but one dominated more by middle to lower class shoppers. Nobles and other upper class city residents are not often found here during the morning hours at the market. Nearly all nobles and many of the rich city residents all have either personal chefs or stewards that handle planning of daily menus, acquiring what they need here at the market and food preparation for their households. However, some nobles who might have some pressing business, to be brought out so early in the day, with one of the surrounding shops might decide to also peruse the wares of the other vendors and merchants when here in the Sovereign in hopes of getting an early jump on finding some obscure book or spell component before the wizards really descend upon the market later in the day.

As the sun passes its highest point in the sky and morning becomes afternoon the atmosphere and clientele of the Open Market begins to change. The farmers and merchants of food and produce leave and are replaced by local craftsmen who often close up their shops in the city and bring their goods here. Locals are occasionally joined by those who have travelled here from all parts of Glantri. Much as the 'early dayers' the 'late dayers' will attempt to rent any available stalls from the Master of Market (see location #41) or failing that, merely roam the large market grounds loudly and creatively hawking their creations and products as they try to attract attention and potential customers. During the 'late

day' (generally 12pm to 8pm) nearly anything one might think to purchase can be found at the market. From musical instruments, paintings, and drawings, scrolls and inks of varying quality, shoes and clothing, carpets, and tapestries among the many things one can think to buy.

As the sun goes down the atmosphere of the Open Market will change again, beginning what is known as the 'early night' in market parlance. In conjunction with falling of darkness the local craftsmen leave, returning to their homes and shops, and are replaced by the merchants, both large and small, and their goods from out of the city which after having arrived and processed the merchants will have their best inventory brought to market and made available for sale. Most stalls are claimed by the larger merchant houses for displaying their goods and smaller merchants are often left to create their own makeshift displays for their goods. With much of the professional population of the city now off of work many will come to the market to see and be seen and socialize as much as shop. The atmosphere at the market during its peak hours (9pm to 12am) is downright jovial, especially on nice summer evenings with many groups of friends meeting, shopping, and socializing.

Around 12am, with several exceptions, most of the surrounding shops have closed up for the night and the merchants will start having their unsold goods taken back to their warehouses and stored and the merchants are slowly replaced with shadowy furtive vendors, dealers, con-men and crooks offering all kinds of items but especially goods are geared to magic users and arcane in nature which makes the 'late night' one of the most popular times for Glantri's wizards and nobles to be found at the Open Market even at such late hours. Even in spite of the heightened presence of the City Guard, the darkness and shadows of the market make perfect places for private, even secretive, deals and transactions with magical items, components, books, and scrolls changing hands in exchange for coin, gems or promises of a favor not forgotten. The 'late night' continues strong for two to three hours until the wee hours of the morning when it finally peters out and the first 'early dayers' begin to arrive and start to claim the best stalls for their produce and livestock.

23. Umbarth House

This fabulous ornate hard wood three-story building is the home of the famed Umbarth Trading House of Darokin while Toney House still has a presence in Glantri it lags far behind Umbarth especially since the events of the last decade have severely weakened both trading houses, but Umbarth still remains the main Darokinian trade presence in Glantri in AC 1014 as it has for the last five decades. House Umbarth's operations in Glantri are rather simple in theory. Like most trading houses, speculative trade covered in GAZ11 is a very small, a minute part of their overall business due to the high risks and high costs and overhead thus most of a merchant's cargo has been selected in advance with prices already negotiated and agreed upon prior to departing for Glantri. Once a foreign trader arrives then the cargo to be delivered to those who ordered the goods. Most individual merchants in charge of a caravan often purchase several loads of their own 'speculative' cargos which they can bargain and barter for highest prices with foreign buyers but on average due to space concerns they are very rarely more than 5% of a major trading houses total cargo load in a caravan.

Darokinian merchants trading with Glantri import high demand, thus high value, rare and difficult to obtain goods in Glantri from Darokin (and beyond). The most popular items are Shireton tobacco, Thyatian (Alphatian) silk, Minrothadian coffee, fine Ylaruaian porcelain, and fruits and coffee from

lerendi. Once the goods arrive in Glantri City, often by riverboat from Erendyl, they are stored in Umbarth House warehouses at both ports; the large Port Etienne in Nerine Precinct of the outer city, and Port Anton in the Port quarter of the inner city (see Port Quarter, Port Precinct location #16). The vast majority (some 80%) of Umbarth goods imported from Darokin are sold and transferred to the warehouses of domestic trading houses which then distribute the goods through Glantri and resell it at their final destinations to local shops or private individuals. Another 10% of what Umbarth imports into Glantri are sold and transferred to merchant houses engaged in foreign trade with Wendar and northern Sind, primarily the Pasayat and Naelee Trading Houses who also then transport it and resell it locally to domestic merchants in Sind and Wendar. The remaining 5% plus any speculative trade done unofficially by the individual merchants generally reaches its final destination when it arrives in Glantri City. Much of that remaining 10% makes its way to the Umbarth warehouse at Port Anton where goods are paid for and taken away by agents of buyers, usually commercial enterprises in the city but also by the Glantrian government or Great School of Magic. Any speculative trade is handled by the owning merchants and usually involves negotiating with any number of interested buyers to get the higher price, and those goods are often what ends up in Glantri City and then often on to the Open Market for the highest bidders to purchase.

The main entrance from the Open Market leads to formal waiting area where prospective customers are met by a formally attired clerk who inquires as to the standing of the customer (which trading house do they represent). As noted above, House Umbarth rarely deals with small individual customers unless they are important (and rich) such as nobles. Once it has been determined who the customer represents and what their business is, to buy or sell, they are taken inside to the 1st floor where one of a dozen or so Umbarth agents are found who will meet with the agent and discuss business.

Example: A tobacconist in Wendar City notes his stock of fine Shireton tobacco is starting to run low so he contacts the Wendar City branch of the Naelee Trading House to purchase 100 bags. As Darokin (or the Shires) does not trade directly with Wendar the request is transmitted from Wendar City to the Glantri City branch of the Naelee Trading House. Then an agent from the Naelee Trading House (see location #36) is dispatched to the Umbarth House seeking to buy that 100 bags of Shire Tobacco. The Umbarth agent will check warehouse inventories in Glantri City to see first if they have the requested amount directly on hand.

If Umbarth does have 100 bags directly on hand the two agents will negotiate a sale price and any terms such as deposits. Once one is agreed upon House Naelee would pay House Umbarth the agreed upon total and transfer the goods from the warehouses of House Umbarth to House Naelee after which Naelee would ship the goods to Wendar City.

If Umbarth does not have the tobacco on hand in its Glantri City warehouses to complete the transaction directly they will arrange for the tobacco to be brought via land caravan. Again, the costs will be negotiated and once all parties were in agreement the Umbarth agent would contact other Umbarth agents within Darokin and the Shires who then would make sure the 100 bags of Shire tobacco were routed onto a Umbarth caravan heading to Glantri City.

The second floor of the Umbarth House contains the meetings rooms and offices of the supervisors of this branch of Umbarth House who must review and sign off on any agreements made on the ground floor involving transactions over 10,000 daros (gp) any extremely large transactions (over 50,000 daros) are usually handled by the heads of the trading houses in direct negotiations. The head of Umbarth Trading House in Glantri is Eldrich Nuada (Age 462, E9, AL-N) who is the longtime (since AC 979) head

of the Glantri mission Darokin's Umbarth Trading House. His office and those of his chief subordinates who handle the day-to-day operations of the Glantri City branch are on the 3rd Floor.

Nuada works closely with the Darokinian Ambassador to Glantri Elbridge Gerry to try to rebuild what years of war and upheaval nearly destroyed, and the Umbarth House with it, resuming the past levels of extremely profitable trade between Glantri and Darokin. While many have written about the events in Glantri and Darokin of the last few years since AC 1010, very little, as in no attention has been paid by writers to the economic costs to nations of the wars and conflicts of the last ten years, especially to Darokin whose very life blood is commerce. It was as if Darokin remained the same when nothing around it had remained the same. The wars brought incredible economic losses and changes to Darokin's economy and no Darokinian trading house suffered quite like Umbarth.

House Umbarth built its fortune, as several prominent Darokinian trading houses did, on foreign trade and was the prominent Darokin trader with Glantri, Alfheim, and Ethengar. By AC 1000 it was the 6th largest trading house in Darokin. In the Great Reconning of AC 1005 Umbarth had risen to 4th richest. Then it all fell apart for Umbarth and for Darokin. The Umbarth main base of operations and much its accumulated wealth was lost when Akesoli was quickly overrun on Ambyrmont 5, AC 1005 by the forces of Sind and Hule, with the head of Umbarth, Greenleaf Vickers and many of his senior traders barely escaping with their lives much less saving much of their hard currency and wealth kept in Akesoli. Then in AC 1007 the hammer really fell on Umbarth and the Darokinian economy. It's main foreign trading partner, Alfheim was overrun and conquered by the Shadow Elves and all that trade was lost. Earlier the same year King Thar invaded Glantri and stopped all trade between both Alfheim and Glantri with Darokin and made any caravan runs through the Broken Lands to Ethengar barely profitable for years and in effect Darokin lost 3 of its largest and most profitable foreign markets; Sind, Glantri, Alfheim as well as little profitable trade with Ethengar (Vestland and Heldann) as increased security costs with doubling and tripling of guards with manpower in small supply to the war with Hule/Sind, and still even with that caravans suffered heavy losses which made trade through the Eastern Broken Lands as Thar attacked Glantri a break even proposition. It wasn't until last year, with most humanoids driven out of the Eastern Broken Lands has trade with Ethengar regained some sense of normalcy. By the time the next Great Reconning came in AC 1010. House Umbarth had fallen all the way to number 9 barely still remaining a member of the great houses of Darokin.

Ambassador Gerry's appointment to Glantri in AC 1011 coincided with the end of the war between Glantri and the Broken Lands and together Gerry and Nuada have worked tirelessly in the last 3 years to start to rebuild trade with Glantri. That process started with forging a new trade route which bypassed the Broken Lands to the west. Both Gerry and Nuada are pressing the Council of Princes hard to upgrade the poor trail currently running between Fort Fletcher and Erewan and with the last of the Glantrian debt being paid off early next year the Council is expected to take the huge amount of its budget currently allotted to debt repayment Glantri is likely to invest a large part of those budgeted totals into rebuilding the war shattered south of Glantri and invest in new infrastructure. Both the Ambassador and the head of Umbarth House in Glantri are expected to lobby the Council of Princes heavily in AC 1015 to allocate funds to upgrade and perhaps even fully pave the current route Umbarth has forged the last few years from Fort Fletcher to Mylissis or even Erendyl where riverboats can move Umbarth goods quickly to Glantri City upon the Vesubian River.

24. City Guard Post Sovereign Precinct

Though in the Sovereign Precinct this City Guard Post looks like one that might be found in the West Side Quarter. City Guard Posts are constructed for defense not for aesthetics. The Sovereign Precinct post is a three-story tower with heavy doors, barred windows with slotted window shutters allowing for archers to defend the post from cover. The ground floor is the waiting and holding area for those dealing with the Constables or those being dealt with. Due to the location of this precinct and the amount of petty (and sometimes not so petty) thievery that goes on in the Open Market, it is considered the most chaotic and busy city guard posts in the inner city.

The 2nd floor contains the offices where the Chief Constable of the precinct, Precinct Captain Margaret O'Malley (Age 40, T16, AL-C) and her constable's work. The Chief Constable and 4 Constables can be found here during normal daylight working hours. The 3rd floor is the top of the tower and contains the armory. Several underground levels exist below the guard post. The 1st sub level contains the living quarters of the 30 Constables assigned to the precinct. The Precinct Captain lives alone at her home in the Freesia Precinct after her husband left her for the long hours she works and was rarely ever home. O'Malley usually is found here at the Guard Post from 6am to 10pm. The 2nd sub level contains several small cells for holding prisoners before a Procurator from the Courthouse of Glantri responsible for this section of the city (Business Quarter #9) comes to evaluate the case against them. The Procurator will either order them taken to the cells of the Courthouse (see location #9) to await trial or sign for the prisoners release. The Precinct Captain splits her 30 constables equally into 3 teams which work 12-hour shifts and will overlap during peak times, 12pm and 8pm.

25. Eefjie's Experimental Experience/ Goldsmith's Guild

This marble two-story building's main entrance is on the Open Market. The hand carved oak double exterior doors are unlocked from 9am to 2am and open into a small foyer where a guard hired from the GSA (see location #35) is always found and will assist those inquiring about either of the business locations found in the building. Due to the nature of those two buildings, one catering to magic users, the other to the wealthy, any low-class or suspicious looking visitors will be questioned as to their business at the building. If they cannot show to the guard's satisfaction that they are arcaners, or wealthy enough to have business with the Guild on the 2nd floor, they will be asked to leave immediately, politely at first and by the point of a sharp drawn sword if they do not immediately leave the premise. The foyer has the main entrance to Eefjie's shop, and an elegant wrought iron spiral stairwell leads to a 2nd floor landing where doorway to the Guild is located. Both sets of doors which are locked and magically secured and trapped when the business is not open.

The ground floor is home to one of the most famed and most patronized businesses in the entire city. Eefjie's Experimental Experience is owned and operated by Eefjie Stoepker (Age 47, M26, AL-N) and offers a wide selection of equipment for use in wizard's laboratories. Eefjie's normal business hours are from 2pm to 2am. Her store's inventory is filled with the work of some of the best Flaemish craftsmen in Glantri. Pretty much anything, mundane or magical, a wizard could need or want in their laboratories can be found at Eefjie's in a range of styles and prices from the merely functional made of common materials to the highly ornamental being inlaid in gold, encrusted in gems, or carved from rare and expensive woods. While common laboratory items such as crucibles, flasks, chalkboards, scales, and

burettes can be found here some of the most sought after and priciest are the magical laboratory items with the following being some of the most popular:

- **Orb of Boiling (2000 dc.):** *This orb is a floating magic item that can carry 1 gallon of any liquid inside. Once inside it will begin to boil within 30 seconds, keeping all contents inside unless the boiler chooses to let the gaseous materials out.*
- **Glass Mask (3000 dc.):** *A leather helmet with a glass face plate that has been enchanted with a create air spell that protects a wizard from inhaling poisonous fumes and protects their face from splashed chemicals.*
- **Balance of Precision (1000 dc.):** *A magically enchanted scale for weighing solid material. The balance is sensitive enough to distinguish a blank scroll page from one with writing on it.*

The afternoon hours often find many students of the Great School here placing orders for their masters with Eefjie or with her staff of three store assistants. Later at night one is often likely to chance upon the greatest of all Glantrian wizards, Great School Masters, and Nobles at her store. Important customers (Generals, Ministers, Subministers, Masters of the Great School, as well as Nobles) will be invited by Eefjie's private parlor, offered refreshments and snacks, and receives private showings of her merchandize and demonstrations of her newest acquisitions. Eefjie's also has gondola dock upon the Kash Flow that only has access to Eefjie's but is magically locked even when the shop is open and only for Eefjie's private use as well as for her customers to load purchases onto Gondolas and bypass the often-chaotic Open Market Port.

The second floor is the headquarters of the Goldsmith's Guild and is open from 9am to 11pm. Upon entering the headquarters, one enters a richly appointed common area surrounded by 8 open display rooms where the most famed master goldsmith's of the guild display some of their best, and often most expensive work. The guild employs one guard for each display room to make sure that none of the pieces of display disappear or are stolen. Occasionally one of the master goldsmith's will be here in person to unveil new creations and is usually accompanied by a party sponsored by the guild to honor the master goldsmith.

A guarded door from the common area enters the headquarters of the guild which is not open to the general public and only to guild members. Here the Guildmaster of Goldsmiths, Enrico Sirola (Age 63, M15, AL-N) has his office and a magically warded vault where the display goods are kept when the Guild is closed for the night. A series of meeting rooms are used for guild business and negotiations with trading houses and governmental officials. Only the most talented goldsmiths are granted membership in the guild and applicants must apply in person to the Guildmaster and have their work and reputation judged before being accepted. Currently there are 27 members of the guild throughout Glantri. The guild has secondary branches in Lizzieni, Nyra and Kopstar.

26. The Green Room/Sheppard's Puddings

This two-story building with a private residence upon the roof has two doorways which open onto the Open Market. The westernmost which opens directly to the ground floor and the eastern door which leads to a stairwell leading up to the second floor. Upon the Kash Flow the building has gondola dock with a doorway into the ground level and an external staircase up to a balcony on the second floor which has a door to the interior.

The ground floor is home to the Green Room, is located. The owner, Jean-Luc Demy (Age 52, F14, AL-N) serves high quality wine and spirits and has traveling musical troops, minstrels and bards play upon a large central stage from 9pm to 2am. The Green Room is open 24 hours a day but is favored by many workers and employees of the House of Parliament for a quick drink during their mid-day break or later for drinks and relaxation after work. In addition, many patrons of the Open Market will drop in to have a drink or take in some entertainment. The Green Room will hold up to 200 people but has been known to accommodate up to twice that on special occasions or during Arcanium.

The Green Room, however, is just a business front for one of the most secretive Glantrian organizations. Upon flashing the correct sequence of hand signals Demy will lead the person down to the storage cellar of the Green Room and through a secret door which leads to the headquarters of the feared GSS, Glantrian Secret Service. The head of the GSS, Lord Aart Verlien (M36, Age 98 (68) 4th Circle Fire Master, AL-C), was the uncle of his older brothers' daughter, the Countess of High Sonden Sinaria Verlien. He has served as head of the GSS since AC 981 and commands approximately 50 name level agents of various types, fighters, wizards, and thieves and 100 other lower-level agents of various classes who are investing with broad power to investigate and arrest those whose who are deemed to be national security risks and enemies of the Magocracy. The head of the GSS is appointed by the Grandmaster of the Great School himself as befitting the most powerful agency defending the Magocracy against its enemies, both foreign and domestic.

The GSS has long focused on three groups, clerics of any nationality, Ethengarians of any vocation, and the dread organization known as the Followers of the Claymore. The GSS is most active in the Sablestone region, where the Followers of the Claymore are thought to be most prevalent but also now also is actively searching for Hulean spies or agents. The GSS also maintains dozens of agents on the Ethengarians border watching for agents and spies from the Great Khan. Glantri City is also a focal point for the attentions of the GSS and the 20 name level agents from the agency are based in the city and are considered the elite of the GSS for they have very delicate and potentially explosive if mishandled missions. The first is counter-espionage against agents trying to access the secrets of the Great School of Magic. Often these are powerful, and even high-ranking diplomatic officials from other nations so great discretion is often required in investigating and preventing them from assessing the secrets of the Great School of Magic. The 2nd mission of the GSS in Glantri City is also quite delicate, preventing a repeat of cases of treason and traitors the like of Viscountess Arbana Jerbat from happening again and closely observing and looking for any signs of treason from the nobles themselves. Obviously, this mission is highly classified and is only known to the Council of Princes who the ones were to ask Prince Etienne in AC 1008 to task Lord Verlien and the GSS with performing this secretive, extremely delicate, but vital function for Glantri.

The second floor is the home of Sheppard's Puddings which is the business of choice for many wealthy city residents for the installation of Black Pudding waste disposal systems in inner city homes and businesses. Owned and operated by the Aalbanese wizard Taavetti Sheppard (Age 54, M21, AL-C) his business has a common area where several Black Pudding disposal units are displayed. A larger private area is a laboratory and workshop where he handles and cultivates Black Puddings. He also has his office where he meets important clients and handles negotiations and contracts for sales. He offers a lifetime warranty on any of his disposal units and charges 50 cr. for a kitchen disposal unit and 75 cr. for a privy disposal unit. Sheppard's Puddings is open from 12 pm to 8 pm. Taavetti keeps little of value here at his shop other than his precious puddings and make daily deposits at the GCB&T (see location #39) at the end of the business day if he has sold any of his units during the business day.

A stairwell off of Sheppard's office leads to a private residence upon the building (a) where he lives with his wife Sieglinde (Age 43, M5, AL-L) and three teenage children: Josef (Age 18, M9, AL-N), Kielo (Age 14, F1, AL-L), and Bettina (Age 10, M3, AL-N). Josef just graduated from the Great School last year and works with his father at the shop. Kielo has no magical ability and is enrolled at the City Academy where she is studying military history and tactics and plans to have a career in the Grand Army. Bettina is enrolled at the Great School and is only found at home during winter breaks from the school.

27. Rhianna's Room of Research/Jeweler's Guild

This two-story building has two doorways which open upon the Open Market. The north facing door which opens directly to the ground floor and the west facing door which leads to a stairwell leading up the second floor. Upon the Kash Flow the building has gondola dock with a doorway into the ground level.

The ground floor is home to Rhianna's Room of Research which is owned by Rhianna de Nicks (Age 42, M19 4th Circle Witch, AL-L). Rhianna operates a bookstore here which specializes in obscure topics and subjects both mundane and magical. She also organizes monthly seminars by famed Glantrian scholars and occasionally foreign ones as she did in AC 1012 when she hosted the Karameikan wizard Clarissa the Seer who offered signed copies of her book and spoke of her experiences in the Hollow World to a packed house of scholars, generals, and nobles. Rhianna has over 500 tomes in her shop she has accumulated over the years and will be closed during the winter months while she vacations outside Glantri and hunts for new additions to add her store's collection. She will also selectively buy books from sellers at her shop offering 80% of their assessed value. A small reading room is available for her customers to peruse before buying but in no cases may a customer, not even the most powerful of Glantrians, copy any pages of her store's collection.

The stairway to the second floor leads to the local branch of the Jeweler's Guild in Glantri. This guild is largely dominated by Flaemish artisans and has its headquarters in Kopstar. Only the most talented and creative of jewelers are selected by the guild for membership and has an entrance fee of 1000 dc. and monthly dues of 100 dc. payable at any of the branches of the Guild. The fees guild members pay go to subsidize the Juweel Academie in Kopstar where promising jewelers receive guild instruction in advanced techniques and the rigorous standards of quality expected of guild members that they would need to be able meet to be accepted into the guild one day. In addition to the Kopstar and Glantri City locations the guild also has branches in Braastar, Glenmoorloch, and Rymskigrad.

The Glantri City branch of the jewelers guild displays selected works of city guild members which are also for sale. The branch is heavily guarded during business hours (9am to 9pm) and has the most expensive and powerful wards protecting the branch during the night hours. The head of the Glantri City branch of the guild is Dirk Duisenberg (Age 52, M12, AL-C) and is found here unless called to Kopstar to attend to guild matters at the guild headquarters. In addition to his office the guild has several meeting rooms where guild members can hold discussions and private meetings.

28. Glantri City Fire 1st Banner

The single-story building is owned by the city and is a fire station run by the City Department of Fire Suppression, which is based at the city administrative building in the Snowdrop Precinct of the outer city. The first banner is based here and led by Fire Banner Captain Hamish Mackenzie (Age 30, M16, 4th Circle Water Elementalist, AL-L) and his Fireboat commanders, Fire Banner Lieutenant Emil Zhivkov (Age 25, M11, 3rd Circle Water Elementalist, AL-N) and Fire Banner Lieutenant Constantine Lecca (Age 18, M9, AL-C). The banner consists of 20 bannermen who along with their officers reside here and are on call 24/7 to respond to any fires that break out in the Citadel, Noble, or Business Quarters.

The 1st Banner has 2 fireboats under its command at the ready at its gondola dock on the Duke's Canal which each will hold up to 12 fire suppressors and have large pump mechanisms which will take water from the canal and allow the either of the two water projectors attached to the pump to spray water up to 100 feet away. With exception of a few buildings, in the Vlaardoen Precinct, all the buildings in the inner city are in range of a fire gondola's water cannon but fires in buildings out the gondolas range or fires in high value government buildings or noble homes will be aggressive fought by the officers using magic and their secret craft water Elementalist abilities. The office of the inner-city Fire Marshall, Vassily Andreikov (Age 52, M23 4th Circle Water Elementalist, AL-N), is located here. The Marshall is responsible for coordinating the four inner city Fire Banners (see Port Quarter, Port Precinct location #19; Middle Class Quarter, Aalsmeer Precinct location #4; and West End Quarter, Anemone Precinct location #67) and making the decision to deploy banners to areas outside their normal coverage areas when fires are too large, too dangerous, or threatening too vital a building for one Banner to handle.

29. Spokesmen's Guild/Magic"Я"Us /Brewers Guild

This huge three-story building, the largest in the Business Quarter, has three doorways which open upon the Open Market. The northern most facing door opens to the ground floor, the southernmost leads to a stairwell leading up the third floor, and the central facing door a stairwell which goes up the second floor. Upon the Duke's Canal the building has a large gondola dock with a doorway into the ground level and a stairwell leading up to a landing on the 2nd floor which has a doorway to the interior.

The ground floor is the home of the headquarters of the Spokemen's Guild. Here are found the offices of the Guildmaster Rannigar Budulug (see location #15) and working spaces where applicants to the guild are screened and evaluated by employees of the guild. Accountants of the guild are also found in offices here on the ground floor in which fees due the guild (a 3rd of a guildmembers wages) are paid. A large series of meetings rooms are where the guildmaster will meet those, often nobles, who needs the services of the guild. The guildmaster will often directly assign guildmembers based on the specific talents of the members of his guild and the status and wealth of the customer. Nobles always get the best available while merely rich non-nobles get less capable guildmembers. Underneath the ground floor of the building is a series of chambers and tunnels where those accepted to receive guild training are conditioned and billeted while undergoing their training.

The second floor of the building is taken by the largest branch in all Glantri of the state-run business Magic"Я"Us. Operated by the Department of Commerce and set up in the wake of the

exposure of the depth of the PSCC driven black market in Glantri for magic items in AC 1003. Here magic items, scrolls, and spellbooks can be legally bought and sold at fair market prices (1000 dc. per spell level, sold at 100+d20% and purchased at 100-d20% of an items assessed enchantment value). While prices will not be able to compete with black market prices, the Glantrian government does offer fair market prices based on how common the item is and how many a branch has already in stock but unlike the black market all items are checked by the store manager and his staff and are magically verified to be legitimately what they are claimed to be with any charges a wand or staff may have remained documented for a potential buyer.

The Business Quarter branch of Magic"Я"Us is run by Benoit Jauffret (Age 57, M31, AL-N) and is open from 7am to 3am with several hours downtime for cleaning and inventory restocking. Jauffret has a staff of four that help him run the store. His four assistants are Galvan Magen created by Jauffret who do not require any sleep, breaks or even meals and help Jauffret with running the store but also guarding it while Jauffret, who works the store from 6pm to close, sleeps into the late morning hours in his personal quarters at the rear of the store. Also in the rear of the store is a large magically warded lead lined vault in which store overstock, as well as the stores change coinage is stored until needed for the early morning restocking of sold items. Jauffret personally delivers the previous day's receipts every morning to the House of Ministers, making deposits at the Chamber of Coin with the accounting scrollwork going to the Department of Commerce. The branch has a wide selection of magical items with prices being highest for those items the store does not have in stock and lowest for those common items it already has in overstock. Prices and availability are generally as follows:

- **Red Light Items (B):** Potions 95%, Rings 80%, Wand/Staff/Rod 70%, Misc. Magic Items 50%, Swords/Weapons/Armor 30%
- **Blue Light Items (E):** Potions 75%, Rings 60%, Wand/Staff/Rod 50%, Misc. Magic Items 30%, Swords/Weapons/Armor 15%
- **Green Light Items (CM):** Potions 50%, Rings 30%, Wand/Staff/Rod 25%, Misc. Magic Items 15%, Swords/Weapons/Armor 7%

The third floor of the building is home to the headquarters of the Brewers Guild which is more a political organization than commercial whose members are guild masters of smaller regional brewing guilds in both Aalban, Bergdhoven, and Klantyre which are the three leading beer production regions in Glantri. Membership in the guild is restricted to those independent brewers or brewing companies that produce in excess of the equivalent of 250 kegs of beer annually. Those selected for membership in the Brewer's Guild must pay an entrance fee of 500 dc. and monthly dues of 75 dc. payable at any of the branches of the Guild in Leenz, Kopstar or Glenmoorloch. The fees guild members pay go to finance lobbying activity on behalf of the guild with the Council of Princes and House of Lords to gain preferential treatment in economic and fiscal (tax) matters. The Brewer's Guild currently has 28 guild members, 9 from Aalban, 7 from Klantyre, 5 from Bergdhoven, 3 from Glantri City, and 1 each from Noevelle Averoine, Caurenze, Blackhill and the Duchy of Fenswick.

The Brewer's Guild headquarters here does have a large common area where monthly formal galas are held and many nobles and officials from the House of Ministers are invited and provided the best food, drink, and special entertainments that the guild can buy. Many guildmember attend these formals and lobby their guests for preferential policies and are said to provide substantial bribes and kickbacks to influential legislative and bureaucratic leaders. The guildmaster of the Brewer's Guild, Hugh McEwan (Age 49, M4, AL-N) is a master lobbyist and is good terms with many influential and powerful people in

the city. Hugh has a large office here and several meeting rooms and offices for use by visiting members of the guild while they are in the city.

30. Pasayat Trading House

One of the most distinctive buildings in the Sovereign Precinct is this large 3 story sandstone building which serves as the headquarters of the Pasayat Trading House which is one of the great Merchant Houses in Glantri that specializes and has a near monopoly in trade with the Sablestone region as well as with Gullavia and Sind to the west of Glantri.

The first floor is comprised of offices and conference rooms where agents and scribes employed by the Pasayat Trade House negotiate sales and purchases from other trading houses and Glantri City producers and manufacturers. Unlike many other trading houses in Glantri, Pasayat offers direct loans and trade credit to select preferred customers.

The second floor is where the personal work offices are located of the current head of the Pasayat Trading House, Shreya Pasayat (Age 48, F8, AL - N) who is the eldest child of Aryan Pasayat the founder of the trading house and is currently serving as the Glantrian Subminister of Trade. Along with the offices of Shreya are the offices of her husband, her brother, and sister all of whom work for the family business and handle various executive duties at the trading house but answer to Shreya.

The top floor is used for special occasions by the trading house and is a large richly adorned open area used for hosting events sponsored by the Pasayat Trading House. Sometimes the events are business related, debuting new special trade goods imported into Glantri or hosting seasonal parties for the local independent merchants and Glantrian producers and manufacturers of trade goods. In addition, the trading house will host cultural events during the year celebrating traditional Sinhi holidays and promoting Sindhi culture, often hosted in conjunction with the current Viscountess of d'Ylourgne Sita Peshwir.

Pasayat land caravans depart Glantri City once a week along the Sablestone-Glantri City Road and with scheduled trade stops in Les Hiboux, Vyonnes, Moulins, Sydarthur, Kern, before ending at Estin and turning around and making the same stops on a return trip to Glantri City. During scheduled stops goods are both delivered and taken on for Pasayat clients from the local Pasayat branches and warehouses has in those towns. A typical outbound Pasayat Caravan from Glantri City to Estin has the following travel itinerary:

Glantri City -> Vyonnes: 5 days after a 1 day stop in Les Hiboux

Vyonnes -> Moulins: 3 days after a 1 ½ day stop in Vyonnes

Moulins -> Sydarthur: 5 days after a 1 day stop in Moulins

Sydarthur -> Kern: 2 days after a ½ day stop in Sydarthur

Kern -> Estin: 3 days after a 1 ½ day stop in Kern.

Start of Return Trip to Glantri City; Estin -> Kern: 4 days after 2 ½ days rest/refit in Estin

Typically, one large caravan every month leaves Estin for the short but very dangerous journey west out of Glantri into the wilderness between Glantri and Sind arriving after nearly two weeks of travel at the

Sinhi city of Karakander in the Rajahstan of Peshmir. These caravans are heavily guarded and Pasayat will often send magic users, often times a wizard, employed by the trading house to aid in defense of the caravan and speeding travel through magic. A typical Pasayat Caravan between Estin and Karakandar has the following travel itinerary:

Outbound Trip to Karakandar

Estin -> Jalbad (Sind): 5 days

Jalbad -> Karakandar: 6 days after a 2 day stop in Jalbad

Inbound Trip to Estin

Karakandar -> Jalbad (Sind): 8 days after 4 days rest/refit in Karakandar

Jalbad -> Estin: 6 days after a 1 day stop in Jalbad.

Spends 3 days rest/refit in Estin before starting another round trip to Karakandar.

Pasayat also dominates trade with the small nation of Gullavia deep in the Adri Varma and has a caravan depart from its Vyonnes location every 6 weeks with a stop in the Barony of Sherlin to take on supplies and extra guards for the dangerous journey across the wastelands of the Adri Varma.

Outbound Trip to Gullavia City

Vyonnes -> Lotharia (Barony of Sherlin): 2 ½ days

Lotharia -> Velders (Gullavia): 2 ½ days after a 1 day stop in Lotharia

Velders -> Gullavia City: 13 days after a 1 day stop in Velders

Inbound Trip to Vyonnes

Gullavia City -> Velders: 16 days after 4 days rest/refit in Gullavia City

Velders -> Vyonnes: 5 days after a 1 day stop in Velders.

Spends 3 days rest/refit in Vyonnes before starting another round trip to Gullavia City.

Though dangerous and with high overhead due to added guards and extra provision due to lack of stops, the two westward routes bring in expensive and rare trade goods such gems, precious metals, tea, coffee, and spices. Much of which is destined for Glantrian markets, but Pasayat often serves as a middleman for the Umbarth Trading House which will purchase goods from the lands west of Glantri (especially Gullavia) from Pasayat and ship them southward for sale to its markets and other trading houses in Darokin. Pasayat just completed last year its first trading house in Wendar in the town of Oakwall where they trade for/purchase Wendarian lumber that is in such short supply in the Sablestone Region. Pasayat caravans depart the Vyonnes Trading House every X number of days and make the X day journeys to Oakwall for lumber which is brought back to Vyonnes and loaded upon the regular Pasayat caravans leaving Vyonnes heading westward to Sydarthur, Kern and Estin. The Pasayat House has no further plans to expand further into Wendar or to try to compete with the Naelee Trading House.

Pasayat is just bypassing Naelee on supplying lumber and to an area that Naelee has no presence in. The Pasayat Trading House enjoys excellent relations with the Umbarth Trading House as their interests do not conflict and they have established a mutually beneficial relationship. However, Pasayat's relations with the other large major trading houses of Glantri are far more tense, bordering on hostile. While the Naelee Trading House specializes in and has a near monopoly in trade with Wendar to the north as well as northwestern Glantri the two compete bitterly for the rich and lucrative domestic trade between Glantri City and Nouvelle Averoigne. While the Pasayat Trading House was established first, and is far richer, the Naelee Trading House in a series of shrewd moves gained control of the of the riverboat routes up and down the Isoile River and charged Pasayat merchants several times what others

were changed. As a result, Pasayat only uses land caravans on the Sablestone-Glantri City Road and also decided to bypass buying from Naelle House when it came to providing lumber to the Sablestone and opening its own trading house in Wendar.

Relations with the Schnorr Trading House, which dominates domestic trade and is the largest and richest trading house were similarly strained by the competition for the rich Noevelle Averoignian market, but Schnorr wisely decided it should not try to compete with *both* Pasayat and Naelle in moving higher priced finished goods and valuable commodities between western Glantri and Glantri City and thus devoted its attention on moving less glamorous bulk agricultural goods which has still proven very profitable.

31. Vaarn's Exotic Ensembles/ Weaponsmith Guild/Fly Jefferson's Carpets

This marble three-story building has a large set of carved mahogany double doors opening to an entry foyer with an entrance to the ground floor tenant space with a staircase leading to each of the two upper floors. A gondola dock is located on the Magistrate's Passage at the rear of the building with a private entry door to the ground floor and a magical floating disk lift which can be used to access the 2nd floor.

The ground floor is occupied by one of the most infamous and popular businesses in the city, Vaarn's Exotic Ensembles. Vaarn Gooris (Age 38, M17, AL-N) specializes in using 'exotic' material such as skins from monsters for making clothing and accessories for both the enjoyment and disgust of Glantri's upper classes. Upon entering her store from the main entrance off of the foyer one comes into her showroom where one might find such items as; 4" heels crafted from the hides of various chromatic dragons (20 cr.+), feathered Roc skin cloaks (50 cr.), tight form fitting evening dresses and robes made from the hides of trolls (30 cr. but with a lifetime guarantee as any rips, tears, or sword/dagger thrusts will miraculously repair itself within 10 minutes). Vaarn keeps a small office in the rear of the shop. Here she meets clients looking for custom creations as well as suppliers/adventurers with offers of raw material for a potential new product line.

Vaarn's Exotic Ensembles is only open from 3pm to 9pm and when not here at her store she is often at her shop in the Narcissus Precinct of the outer location where Vaarn employs 5 master tailors and cobblers who create the works she displays at her shop here in the Sovereign Quarter. Vaarn rules her business with an iron hand and in addition to being quite cruel is highly ambitious and is saving her coin to try to purchase a tenant space in the Noble Quarter when one next comes open. Her client list is a small one but a powerful one as she counts Princess Carnelia, Princess Dolores, and several other minor nobles among her clientele. Such high-powered clientele proved valuable last year when Vaarn debuted a new line of Turtle skin purses (questions about how and where her raw material came from are grounds for immediately expulsion by her 2 18 Str, 3 Int, 3 Chr store 'assistants'). A group of young firebrands from the Great School of Magic led by young Katya Verlien-Zirchevski found out and picketed her store. The situation escalated quickly and nearly came to violence before a few words from some of her clientele to the Grandmaster Prince Harald suddenly put an end to the protests (see the Glantrian Almanac AC 1000 – AC 1020 for ALL the details...).

Occupying the 2nd floor is the headquarters of the Weaponsmith's Guild which is more a political organization than commercial whose members are guild masters of various weapon making guilds throughout Glantri. Those selected for membership in the Guild must pay an entrance fee of 250 dc. and monthly dues of 50 dc. payable at any of the local branches of the Guild found throughout Glantri. The fees guild members pay go to finance lobbying activity on behalf of the guild with the Council of Princes and House of Lords to gain preferential treatment in Grand Army procurement and levying fees/tariffs on competing foreign weapons. The Weaponsmith's Guild currently has 64 guild members with the largest concentrations in traditional weapon smithing regions. Currently there are 9 guild members from Belcadiz, 10 from Caurenze, 7 from Klantyre, 12 from Glantri City, 6 from Erewan, with the balance of other guild members spread throughout Glantri.

Upon entering the Weaponsmith's Guild headquarters there a large common area where the works of various guild members are displayed. Visitors are greeted by a representative of the guild who will help match the particular desires of a potential customer to various members of the guild and provide contact information and referrals. The rest of the 2nd floor is taken up by meeting rooms and offices for use by guild members. The guildmaster of the Weaponsmith's Guild is Richard Raleigh (Age 65, F11, AL-L) and is a famed bowyer whose Fenn long bows boast prices starting at three crowns. Though having a large office here at the Guild headquarters Richard is often not found here unless duties or quarterly guild meetings require his presence but instead is often found at his business in Taterhill.

Ascending the staircase to the 3rd floor sees one arrive at the popular and famed business Fly Jefferson's Carpets. This busy establishment is run by Jefferson Kaukonen (Age 32, M23, AL-N) who employs a staff of 5 travel agents who arrange magic carpet travel from Glantri City to various points throughout the known world. Kaukonen owns a fleet of over a dozen personally enchanted large flying carpets with a normal capacity of 8 adults, which also he employs pilots to fly, that run regularly scheduled routes between Glantri City and her business locations in selected points beyond but also can be chartered to specific destinations when carpets and pilots are available at a normal rate of 1 dc. per mile. A new route is expected to be announced later this year of regularly scheduled weekly flights between Glantri City and Karakander in Sind. Regularly Scheduled routes from Jefferson's are as follows with number of flying carpets assigned per route in parenthesis:

- Glantri City - Darokin City (4) Scheduled overnight stops in Trintan, Corunglain, and Favaro

4 days travel time. Cost 100 dc. Returns via the same route after a 1-day layover at the Darokin City branch of Fly Jefferson's Carpets. Normal departures every 3 days from Glantri City.
- Glantri City - Thyatis City (2) Scheduled overnight stop in Trintan, Corunglain, Aengmor, Nemiston, Kelvin, and Kerendas

7 days travel time. Cost 200 dc. Returns via the same route after a 2-day layover at the Thyatis City branch of Fly Jefferson's Carpets. Normal departures every 10 days from Glantri City.
- Glantri City - Wendar City (2) Scheduled overnight stops in Glenmoorloch, Leynorn Woods, and Duncansby

4 days travel time. Cost 125 dc. Returns via the same route after a 1-day layover at the Wendar City branch of Fly Jefferson's Carpets. Normal departures every 5 days from Glantri City.

- Glantri City - Ierendi City (1 but increased to 4 during peak winter months) Scheduled stops in Trintan, Corunglain, Favaro, Darokin City, Athenos, and Northkeep

7 days travel time. Cost 200 dc. (peak winter travel rises to 300 dc.) Returns via the same route after a 2-day layover at the Ierendi City branch of Fly Jefferson's Carpets. Normal nonpeak departures every 3 weeks, or every 5 days during peak tourist months.

32. Woodworker's Guild

This large single story wooden building is noted for its ornate yet chaotic carved exterior. The woodworker's Guild has occupied this building for over a 100 years since it was first build. During construction the Guild commissioned several of the finest artists in the field of working with wood to grace the exterior walls of the building. While the works themselves are stunning, admirers are often left with headaches as the architect in charge of the project neglected to set a theme for the artists so one can easily find a beautiful carving of an outdoor scene right next to a (leaving *nothing* to the imagination) carving of the AC 917 Playmage of the Year Hillary McClinton.

The interior of the Woodworker's Guild is a large open space where the works of the artisans and artists of the Guild are displayed for sale. Items ranging from ornately carved dark hardwood chairs to carved wooden busts of famous Glantrians can be found here. A small section of the building serves as an office for this branch of the guild. The guildmaster of the Glantri City branch of the guild, Alejandro Cortez Ramirez (Age 62, NM, AL-L), can often be found here with a small staff that will help any prospective customers with sales, being put in touch with guildmembers for commissions, helping existing guild with problems and processing requests from woodworkers for membership in the Guild. The headquarters of the Guild is located in Erewan with branches of various sizes found throughout Glantri and in all major settlements.

33. Mover's Guild

The posh three-story marble building contains the Glantrian headquarters of the Mover's Guild. The guild largely serves the far more mobile noble class, arcaners and wealthy mundaners but who members do offer services geared for the humbler means and special needs of the middle class. The Guild has at least one and often multiple branches in each of the Principalities and also have smaller branches in Free Province administrative settlements of more than 500 (see Citadel Quarter, area#4 House of Ministers, page 28 for list of Free Province administrative centers and their populations).

Upon entering the building prospective customers are met by a representative who will politely determine the social and financial standing of the prospective customer. Non nobles and the non-wealthy Arcaner/Mundaner are directed to proceed into the large open 1st floor area where the guild movers/their representatives serving the middle and lower classes are found, often loudly hawking for attention. The more prestigious, experienced movers that cater to and have experience with the unique needs and challenges of moving nobles, wizards and the merely very wealthy all have offices on the 2nd floor of the guild well away from the noise and chaos of the 1st floor.

Any nobles arriving in person will be taken up to the 3rd floor into the private and well adorned office of the suave Boldavian Guildmaster of the Mover's Guild Piet van Beek (Age 62, M28, AL-L). Any noble representatives or merely wealthy are taken the more private and quieter 2nd floor and attended first upon by employees of the guild in private meeting rooms. The staff (Guildmaster) will interview the prospective client note the various details of the pending move, distance involved, time constraints, special needs (a given with nobles) and will recommend suitable guild member moving companies the staff feels suitable and up the task to the client and arrange to have the representatives of the movers meet the prospective clients and discuss terms and prices. Prices and services can vary wildly especially for nobles with services running from teleportation, to flying carpets, to overland caravans.

34. Marieke's House of Inks and Scrolls

The large imposing stone two story building is home to one of the busiest businesses in the Sovereign Precinct. For many decades Marieke's has been the Glantrian intuition for the needs of government officials, professors at the Great School of Magic, and nobles. The owner, Marieke van Nieuwkerk (Age 62, M6, AL-L), deals mainly with bulk supplies but does have a small section of her shop set aside for displaying high quality inks and vellum but those wizards who need such high quality usually shop at specialized shops in the Middle-Class Quarter.

The main entrance to Marieke's from the Open Market opens to an area where her staff of 4 meets customers often from government ministries and the Great School of Magic and takes their orders. Private customers are also helped but are rare as Marieke's does specialize in supplying bulk quantities of common quality inks and vellum. The back half of the ground floor is connected by a magical lift to the 2nd floor where vast amounts of ink and vellum are received from her suppliers in the outer city and then delivered via the large gondola dock out back on Magistrate Passage. The top floor of the building is taken completely by rows of shelves of ink and vellum. In addition to her sales staff up front Marieke employs 5 strong workers who handle receiving, stocking, fulfillment and loading of the 2 Gondolas Marieke owns for delivery. The normal business hours at Marieke's are 8am to 5pm.

35. Glantrian Security Agency/ Carpe Diem Realty/ Translations by Tatiana

The large stone two story building has two entrances. The west entrance opens into a foyer which has entrances to the northern and eastern wings of the subdivided first floor. The northern wing of the first floor is where the headquarters of the GSA, Glantrian Security Agency, is found. Though the GSA sounds official like a government entity it is a really just a guild of private guards that are much in demand in Glantri for protecting wizards and their towers. Here at the GSA nobles and other rich and powerful can be put in touch with those who are guild members and serve the elite in any number of ways from house/tower guards to personal bodyguards. Unlike many low-level low-quality guards that usually are members of the Guild of Protective Services and hired out as caravan or shop guards, the members of the GSA are generally experienced adventurers or combat veterans of the Grand Army and often possessing special talents and often having their own magical weapons and armor.

Those in need of hiring experienced mid to high level guards can come here, or any branch in major settlements in Glantri, and meet with the GSA who will determine the client's needs and recommend guild members they think best suited for the client and arrange interviews between clients and guild members. The Guildmaster of the GSA, Dominico Navarro (Age 49, F20, AL-N), has his office here but is often out overseeing the operations of the 20 odd branches throughout Glantri. The going rate the GSA charges equates to 10 dc. x level a month. The rates are doubled for elves.

The eastern wing of the first floor is where many hope to be able to patronize one day but few ever will for it is where the prestigious Carpe Diem Realty is found. Owned and personally managed by Lola de Rodríguez (Age 78, M12, AL-N) for almost 40 years, Carpe Diem specializes in high end rentals and sales of property in Glantri City, especially in the Noble and Business Quarters. Though residential or commercial space does not become available for rent or sale too often but when they do, they are almost handled by Carpe Diem and often by Rodríguez personally. Lola has small staff of 3 that either assist her on the most lucrative of sales in the Noble Quarter (Lola has a fee of 10% on any transaction, netting over 14,000 ducats on the two homes sold in the Noble Quarter in AC 1013) or handle property sales elsewhere in entertainment or Middle-Class Quarters.

The eastern entrance opens to a stairwell that leads up to the second floor and is where Translations by Tatiana is found. Upon entering a prospective client is often met by Tatiana herself who will determine a client's needs and give them an estimate based on the linguistic difficulty and the length of needed translation. The owner, Tatiana Dashova (Age 41, M10, AL-L) bought the top floor of this building in AC 1009 after the previous owner who ran a business of selling spell components died of the plague. Tatiana is a graduate from the Great School of Magic who excelled in her academic studies in linguistics and is today fluent in 9 languages (Thyatian Common, Traladaran, Sindhi, Dragon, Elf, Ignan (Plane of Fire), Auran (Plane of Air), Nagpa, and Sphinx. Tatiana occasionally teaches at the Great School of Magic as a lecturer when the School has need of her however here at Translations by Tatiana, she offers three services to prospective clients, translation of scrolls and tomes, She has one full time employee who scribes for her and minds the business when Tatiana is away for in addition to written translation she has hired herself out as an interpreter occasionally is out of the city for weeks at a time. Tatiana has a large living space with a great view of the Parliament Building in the norther section of the 2nd floor.

36. Naelee Trading House

Formerly a high-end dining establishment that was bought by the government of Wendar in AC 1007 and in turn given over to Thanelian Naelee to establish a headquarters for his trading house in Glantri. Wender took 1% of his gross profits for 6 years until Naelee paid off the last he owed Wendar last year and now owns the building completely. The Naelee Trading House was established in AC 1003 after Wendar and Glantri celebrated a strong relationship by formalized a trade agreement, after a Glantrian adventuring party (led by the current Viscount of Amboise Michel Leconte) defeated an evil threat to Wendar and recovered a priceless national magical gem called the Elvenstar, and grew rapidly once a year-round safe trade route was established through far western Glantri, between the Adri Varma and Black Mountains, rather than attempting the seasonal and *highly* dangerous direct routes through the humanoid and dragon infested Wendarian Ranges.

Naelee today dominates the trade between Glantri and Wendar directly handling 80% of the trade between the two nations. In AC 1004 barely 75,000 dc. worth of goods flowed each way between the two nations. Today that figure stands at nearly 400,000 dc. leaving Glantri consisting of gold, wine, and textiles while just over 250,000 dc. worth of Wendarian goods find their way into Glantri consisting largely of common and precious woods and rare furs. Fine weapons and armor of elvish make are one of the most popular import items as they have a very different unique style very different than those of the elves of Alfheim and Erewan.

The building has slowly and in stages over the years to reflect the needs of the Naelee Trading House but also to reflect Wendarian architecture. The building has the look of a log cabin with long planks of pine adorn the building's exterior which gives this area of the precinct and Open Market a distinct and pleasing smell. There are two main entrances to the Naelee Trading House off of the Open Market. The eastern entrance is a large double door opening to the first floor. The southern entrance opens to a stairwell leading to the 2nd Floor.

The first floor which previously was a grand ballroom has been converted to storage space for Naelee goods arriving at inner Glantri City via boats at the Open Market Port (see location #21) and is held until they are transferred to customers within the inner city via the gondola landing on Magistrate's Passage. This area is well guarded 24 hours a day and at any time of day or night there are five hired F3 led by an E5, who a Naelee employee is often a caravan guard rotated to duty, guarding the Trading House.

The stairway up the 2nd floor leads to the heartbeat of the Naelee Trading House in Glantri which is a series of offices where Naelee agents process order requests from their agents in Wendar and meet representatives from trading houses in Glantri City who wish to buy Naelee goods imported from Wendar or export their own goods to Wendar. Both Thanelian and Glorian have large richly appointed offices here where they meet the most important of visitors, not just from buyers and sellers but also host the regular meetings the Naelee's have with Fenanor Forgemight the Ambassador of Wendar to Glantri. Both Thanelian and his wife Glorian jointly run the trading house and in Thanelian's many absences from Glantri City Glorian runs the trading house with the same authority her husband has.

The trading house has several branches in Glantri, with large trading houses in Vyonnes, Loopmont, and Les Hiboux along with smaller ones in Mainbois, Savator, Erdene in the Black Mountains Free Province and Fash'her and Voronmil in the Wester Wendarian Free Province but here at the main branch in Glantri City is where nearly 80% of the trade Glantri has with Wendar is coordinated. Nearly all of Naelee's goods enter and leave Glantri City via riverboats from the port in Vyonnes with a stopover at the riverport in Les Hiboux. A normal riverboat trip between Vyonnes and Glantri City takes 3 days with a 6 hour stop to load and off load cargo in Les Hiboux. Naelee land caravans to Wendar City from Glantri depart Vyonnes once every 10 days and moves north along the Great Northwestern Road and with scheduled trade stops in Loopmont, Savator, Erdene, Fash'hr, and Voronwil in Glantri. Once the caravan enters Wendar it makes stops in Oakwall, Sylvair, and Wendar City. During scheduled stops goods are both delivered and taken on for Naelee clients from the local Pasayat branches and warehouses they have in those towns. A typical outbound Naelee Caravan from Vyonnes to Wendar City has the following travel itinerary:

Vyonnes -> Malinbois: 2 days

Malinbois -> Loopmont: 2 days after a ½ day stop in Malinbois

Loopmont -> Savator: 3 days after a 2 day stop in Loopmont

Savator -> Erdene: 2 ½ days after a 1 day stop in Savator.

Erdene -> Fash'her: 3 days after a ½ day stop in Erdene
Fash'her -> Voronmil: 2 days after a 1 day stop in Fash'her
Voronmil -> Oakwall (Wendar): 5 days after a ½ day stop in Voronmil
Oakwall -> Sylvair: 4 days after a 1 day stop in Oakwall
Sylvair-> Wendar City: 3 ½ days after a 1 day stop in Sylvair
Start of Return Trip to Vyonnes; Wendar City -> Sylvair: 6 ½ days after 4 days rest/refit in Wendar City

While the Naelee Trading House specializes in and has a near monopoly in trade with Wendar to the north as well as northwestern Glantri it has been locked in bitter competition for the rich and lucrative domestic trade between Glantri City and Nouvelle Averoigne. While the Pasayat Trading House was established first, and is far richer, the Naelee Trading House in a series of shrewd moves gained control of several guilds of riverboat works and now have effective control of the of the riverboat routes up and down the Isoile River and charged Pasayat merchants and trade several times what others were charged and effectively forced Pasayat traders to move by land up and down the Sablestone-Glantri City road giving Naelee a large edge in being able to quickly move goods between Glantri City and western Glantri. However, Pasayat did retaliate and stopped buy imported Wendarian lumber from Naelee and instead set up its own trading house in Wendar to supply Sablestone with its own lumber cutting out the Naelee House as a middleman.

The Naelee Trade House enjoys excellent relations with both the Umbarth Trading House and Schnorr Trading Houses as their interests do not conflict and they have negotiated mutually beneficial relationships. While the Umbarth Trading House, and Darokin, have little need of what Wendar has to offer in trade its market is an important one for Darokinian products so House Umbarth will import Darokinian goods intended for Wendar to Glantri City and sell to Naelee merchants who in turn will move the goods to Wendar. Relations with the Schnorr Trading House, which dominates domestic trade in Glantri and is by far the largest and richest trading house were originally strained by the competition for the Noevelle Averoignian market by the establishment of the Naelee Trading House, but Schnorr wisely decided it should not try to compete with both Pasayat and Naelee in moving higher priced finished goods and valuable commodities between western Glantri and Glantri City.

37. Hannes' House of Security/ Glantri Express-Arcane Teleposters

This stone 3 story building has two entrances. The eastern entrance from the Open Market leads to Hannes' House of Security. The southern entrance opens to a stairwell taking one to the 3rd floor of the building and the local branch of Glantri Express-Arcane Teleposters.

The eastern ground floor entrance opens to sitting room of Hanne's House of Security which offers services providing home and tower security, specializing in protecting items of a great value. Prospective clients who enter the business will often be met by the son of the owners, Markus Schenker (Age 25, M14, AL-N), who will discuss the nature of work the client is seeking from his parents Hannes (Age 57, M31, AL-L) and Kaarina (Age 48, T25, AL-N). Business is very good for the senior Schenker's, and they are rarely found here at the office. Once they return to home Markus will brief his parents on any clients and the type of security they are looking for.

The services Hanne's provides vary upon the needs of the client but over the years he has developed some unique spells to help safeguard a clients most precious and valuable items. Two of his most popular are:

- a variant spell (based on the rare spell 4th level Warning Trumpet introduced in module CM8; also see [The Citadel Quarter AC 1014](#) pages 54 and 57) which sets off an alarm (thief thief thief!!) if an item is moved. A password which is uttered when the spell is first cast will negate the alarm spell if said within 5' of the protected object. The alarm is permanent unless dispelled. Hannes will charge a customer 8 cr. per spell application.

This spell and many of the service Hannes can provide are not fail safe especially against high level magic so most customers seeking his general services are rich mundaners and low level arcaners. High level spellcaster, and nobles, will often provide for their own security and safeguarding of their valuables. However, the 2nd most popular spell Hannes can provide has been purchased by some nobles and is a unique enchantment of Hanne's.

- a custom spell created by Hannes that places an enchantment upon a non-organic item that is attuned a specially enchanted crystal ball in Hannes possession that will pinpoint the items location. If an item that Hannes has enchanted is reported as stolen by a customer, he can locate the item for the customer. The spell effect is permanent until dispelled and costs 25 cr.

In addition to the sitting room, the first floor has offices and workshops for the Schenkers. All 3 have living quarters on the 2nd floor of the building along with Markus's wife, Bettina (Age 23, NM, AL-L), and their 2 young children who are 2 and 4 years old.

On the third floor is the local branch of Glantri Express-Arcane Teleposters which serves the Noble, Business and Entertainment Quarters in the inner city. Here messages and letters are sent and received from branches throughout Glantri. Glantri Express is not a government run business but a private one whose headquarters is in Kopstar but one catering to private citizens. The government of Glantri uses its own system of communication, varying between scrolls of communication to teleportation of scrolls but Glantri Express allows private citizens to correspond with each other from Sablestone to Bramya and from Nordling to New Kolland.

While many branches, and this branch does, do offer teleportation of messages it is rather expensive (14 cr.) most messages are delivered non-magically in two ways depending on how much the customer wishes to pay and how quickly they need it sent. Messages can be delivered by trained birds or by slower and cheaper ground delivery. Messages by bird travel at a rate of 50 miles a day are charged at 3 dc. per day so for example it takes a messenger bird 6 days to travel the 264 miles from Glantri City to Kern and a message would cost a customer 18 dc. Messages to be sent by messenger bird dropped off at this location are in turn delivered by the staff to the main branch in the Middle-Class Quarter (#14) which has the tower containing the trained messenger birds.

Ground transport is much slower but it's also cheaper and less prone to being lost due to aerial predators (2% of messenger birds never arrive). Messages to be sent by ground are taken here and shipped via caravans heading in the direction of the destination where they are delivered to the closest branch of Glantri Express-Arcane Teleposters. Delivery times are highly variable based on scheduling, speed and itineraries of caravans. Ground transport rates are calculated by estimated mileage. That

same message from Glantri City to Kern might take a month but is only charged at 1 sv. per 10 miles so would only cost the sender 2 dc. and 6 sv.

Once a message has arrived for a local customer at a branch, a messenger is dispatched to deliver the message to the recipient. The branch manager here, Nergüi Narantuya (Age 34, M19, AL-L), has a staff of ten that assist her with sending off mail and receiving and delivering incoming mail for the three Quarters of inner Glantri City this branch serves.

38. Braejr Brewery/Adventurers Guild

The large concrete three story building has one entrance that opens to a foyer with a stairwell up the 2nd and 3rd floors. Many roguish looking figures can be found hanging with mugs in hand around in the foyer for good reason as this building houses a brewery and a meeting place for adventurers.

The 1st floor entry from the foyer opens to a small tavern of the Braejr Brewing Company. Dating from before the creation of Glantri and for over 300 years this brewery has produced the signature city beverage the Jever Pilsener which has a unique taste and a bright, sparkling gold color, and offers an instant thirst-quenching experience because of its dry finish. The tavern sells mugs of Jever for 3 copper pennies and is open around the clock. The majority of the first floor is taken up by the brewery itself malting, mashing and fermentation processes take place along with which also has a sublevel where the beer is stored for conditioning before being distributed throughout the city. The owner of Braejr Brewery, Albert Heijn (Age-50, NM, AL-L) is the 10th generation of family owners and has both of his sons working here and ready to eventually carry on the family tradition of supplying Glantri City with its beloved and time-honored beverage.

On the second floor is the Inner Glantri City branch of the Adventurer's Guild. The head of the branch Adventurer's Guild, Joachim Eisenmenger (Age 54, F23, AL-N), runs this active branch of the guild with the help of his staff of 3 F2 guild employees. Here Joachim directly takes requests, at this branch often from nobles or their agents, for adventurer parties to undertake specific tasks. He also receives dispatches from other branches and will post them for interested local adventurers. Per most guilds at their locations Eisenmenger and his staff also handle applications for new members to the guild and handle record keeping and due collections for adventurers based in Inner Glantri City.

Unlike many of the businesses and guilds in the Business Quarter who bank with GCB&T (see location #39), the Adventurer Guild does business with The Bank of Glenmoorloch (see Noble Quarter #49) as the headquarters of the Adventurer's Guild is also in Glenmoorloch and the guild and bank have a long relationship with each other with the bank often employing high level guild members to test its defenses against theft. Every night Joachim has one of his staff make deposits of dues collected and cuts of any commissions the guild collects. Standard commission rates for the guild or 5% of any fee a client pays a guild members. The guild does not take a cut of any treasure or loot a guild member gets in the course of a job but does collect a monthly due of 5 dc. The fee for an adventurer to join the guild is 100 dc.

39. Glantri City Bank and Trust

This large marble building is the main branch of the Glantri City Bank and Trust which has smaller branches throughout the city. This large three-story building (with one sublevel) was originally built over 100 years ago but has been constantly upgraded with the latest in security measures against magically aided theft.

The main ground floor is where most transactions (those with sums under 10,000 dc.) are handled during normal business hours which are 7am to 9pm with special after-hours services available upon request. Those who have transactions greater than 10,000 dc. are taken to private offices on the 2nd floor where they are given red-carpet treatment by senior bank personnel who attend to the needs of the client. The GCB&T as it colloquially known provides the following services to customers:

- Exchange of foreign currency with a 10% fee
- Storage of coin/jewelry/gems with a 100 dc. minimum. A monthly fee of .5% for amounts over 100,000 dc. and with a 1% fee for lesser amounts
- Issuing of Certified Letters of Credit (CLOC) with a fee of 5%. Minimum amount 5,000 dc.
- Storage of documents, books, and assorted other non-monetary valuables in safe deposit boxes for a fee starting at 25 dc./month for a small box

The third floor contains the living quarters, office, and private vault of the manager of the Glantri City branch of GCB&T, Gertrud Nottebohm (Age 61, M20, AL-N). Nottebohm oversees the overall daily operations of the branch and will personally handle any transactions with any of the nobles or major trading houses. Gertrud also handles any transfers from other branches to the main GCB&T vault at this branch. The head of GCB&T also has an office here but does not reside here. Nikolai Antonovich Claasen (Age 73, M31, AL-L) has overseen an explosive growth in GCB&T over the last 20 years he has been running it starting from a small moneylender to becoming one of the great banks of Glantri and just last year cracked the top 5 of Glantrian Banks by assets and is planning to expand the banks coverage to the south of Glantri. Gertrud has five personal assistants, Cauldron Magen, who also double as guards who only answer commands by Nottebohm or Claasen who was the wizard that created them.

The bank has one sublevel, the vault is accessible via a heavily guarded and warded stairwell from the main level and contains a guard barracks for 25 F5 guards and a vault of rows of locked boxes set into the walls. These are the safe deposit boxes that can be rented out for storage of important items and documents. A large vault is here well protected by high level magic and many wards which contains nearly 100,000 dc. in various coin. Any thieves who made it to the vault might think this was the main vault of the bank, but they would be mistaken. The main vault is only accessible by Claasen and Nottebohm who each wear a special ring of Gating which allows them to open a gate to the Outer Plane of Elysium. When making a transfer between the prime plane and Elysium Claasen or Nottebohm would be accompanied by the 5 Magen who actually transport any coin, gems, or jewels between the vaults. Such transfers are done in great secrecy, the gate only opened while within the large vault, and the existence of the main vault, in a cave, in Elysium is known only to the two ring holders.

40. Architects Cadre

One of the most notorious locations in the Business Quarter is this building which was for many years a cheekily named 'Magic for Sale' store supposedly specializing in selling items for mundaner magic tricks. In reality it was a front for the People's Spell-Casters Company, an illegal organization that sold stolen spell-books and magic items and helped unlicensed spellcasters avoid Inspectors of the Utterance. The location was discovered by a band of adventurers hired by the City Constabulary to get to the bottom of a rash of thefts during Arcanium in AC 1003 which resulted in dozens of arrests and the permanent shuttering of the Magic for Sale store. The Architects Cadre, which had been looking to move from its location on Towerbridge Plaza immediately purchased the building and tore it down and rebuilt over three years a grand building which serves as the Glantri City branch of the Architects Cadre.

The new two-story building was designed by famed Master Architect Adriano Pavanni. While the load-bearing walls are brick, the exterior sides were faced in white Caurenzian marble, which Hunt detailed in the manner of Thyatian neoclassical architecture of the seventh and eighth centuries. The facade of the guild house facing the Open Market features bays that are defined by two story Corinthian pilasters. These frame arched windows on the ground floor and rectangular ones on the second on most of the facade.

Entrance to the ground floor is through one of two Baroque-style doors, each weighing a ton and a half. Both are embellished by the monogram "AC" set into an oval medallion. They were made at the Van Mackelenbergh Bronze Foundry in the Violet Precinct of the outer city. Upon entering one finds themselves in The Stair Hall is a two-story room that features walls and a grand staircase of yellow marble, with a wrought iron and gilt bronze staircase railing. The railing is based on those found at The Emperors Palace in Thyatis . A ceiling painting featuring great wizards of Glantri's past adorns the ceiling. Here any visitors are met by the staff of the guild. Those on guild business or in need of service of the guild are taken to the 2nd floor. Those who wish to tour the 1st floor of the building pay a fee of 5 dc. and receive a guided tour of the various rooms of the 1st floor which highlight Caurenzian styles and feature prominent artwork by famed Caurenzian artists.

On the 2nd floor is where guild business is handled and where the head of the Glantri City branch of the Architects Cadre, Master Architect Frederico Mazzari (Age 79, M7, AL-C) has his office. Here on the 2nd floor is where prospective clients can meet architects of the Cadre and discuss plans for new construction, additions or remodels and work out terms and fees. Also, members of the Cadre often meet here to discuss new styles of architecture or other trends in the field, especially regarding the use of magic, and of course this is where they come to pay their monthly dues.

41. Phachiceh Plants/Monster Handler's Syndicate

This two-story wood building with a courtyard is one of the oldest original buildings in the Business Quarter dating back to the Flaemish Kingdom. One the home of a prominent Flaemish noble it was zoned for commercial use in AC 840. The building has two entrances off of the Open Market each leading to the buildings current, and long-term, occupants.

The northern door leads to the famous Phachiceh Plants via a 20-foot-long hallway. The owner Phachiceh (Age 450, EW15, AL-L) has owned and operated a business specializing in herbs and plants for over 100 years in this same location. She only occupies the two floors of the central part of the building (a), but her business is dominated by a large magically climate-controlled greenhouse in which many various herbs plants are grown and for sale. Phachiceh's greenhouse has some decorative plants and flowers but generally grows herbs and plants used for medicine and for magical components. Some of the most popular medicinal plants she grows, and sells are Echinacea, Gingko, and Ginseng. Phachiceh also sells herbs such as Mandrake, Belladonna, Aconitum (Wolfsbane), and Vervain. Phachiceh handles customer inquiries and transactions in her small ground level space. Her living space and laboratories are on the northern half 2nd floor which is accessed via a stairwell in her ground level space.

The western building entrance is where the Glantri City branch of the Monster Handler's Syndicate has its offices. A list of available merchandise is posted at the entrance and changes every day. The list today was the following:

Ostego(Death Fiend), an eye	50 cr.	Cockatrice, a feather	15 dc.
Gorgon, a scale	5 cr.	Frost Giant, a 6"x6" piece of skin	32 dc.
Bargda, a horn	40 cr.	Hellhound, pint of blood	10 cr.
Dragon, per egg (unidentified)	25 cr.	Manscorpion, a tail	4 cr.
Purple Worm, gallon of slime	75 dc.	Blink Dog, ounce of hair	90 dc.

The entrance leads to a small foyer which has a wizard locked double door leading to the ground floor where monsters, live and dead, are stored and a staircase leading to the 2nd floor. The head of the branch of the Syndicate, Alexander Leslie (Age 38, F23, AL-C), has his office here and is found here unless he is at the Syndicate's other important branches in Glantri. His staff of 14 help customers in need of monsters, either components or whole specimens. A staircase on this level leads back down to the ground level which is where the live specimens the Syndicate keeps are kept. The ground level has many cages where small to man sized monsters are kept. The courtyard (b) is where some larger specimens are stored. Larger specimens that space or public safety will not allow to be stored here can be found at the Syndicates warehouses in the Port Quarter (see Port Quarter, Port Precinct locations #12 and #13). The gondola dock on Kash Flow is used to transport monster specimens into and out of the building and often draw crowds in gondolas to watch the highly technical and dangerous process.

The Syndicate has a close working relationship with the Monster Hunters Union and will often purchase specimens from them and sell to interested customers, often wizards. The standard rate for monsters is 10 dc. per HD then times 10 if they have one asterisk, twenty for two, thirty for three etc. If the Glantri City branch of the Syndicate does not have a requested specimen here or in its warehouse it will check with other branches throughout Glantri and arrange transport for pickup (with a suitable fee) if the customer wishes. If it is a monster the Syndicate does have on hand in any of its locations, the customer is referred to the Monster Hunters Union (see Middle Class Quarter, Amaryllis Precinct location #55) to discuss having a specimen captured for the customer.

42. Schnorr Trading House

This imposing split level stone building, the largest by square footage in the Quarter, is the home of one of the most powerful and wealthy organizations in Glantri, the Schnorr Trading House. The Schnorr Trading House has grown from its humble beginnings in Leenz over 40 years ago to become the leading domestic trading house. Today Schnorr handles nearly 40% of the vast amount of domestic trade between the various Principalities and regions of Glantri which is nearly double the next largest domestic trading house, the Moretti Trading House based in Lizzieni (see Port Quarter, Port Precinct location #5). Schnorr has large trading houses in Leenz, Kopstar, Braastar, Taterhill, Glenmoorloch, Bramya and Rymiskigrad but this is where the head of Schnorr Trading House, Gertrud Schnorr oversees the operations of her trading house and meets with the heads of the other major trading houses.

The Schnorr Trading House, and other domestic trading houses, operate much as the foreign trading houses like Umbarth, Pasayat, and Naelee as earlier described. Unlike the foreign traders that deal almost exclusively with other trading houses, domestic traders in addition to dealing with trading houses also deal with businesses even individuals ranging from mundaner shop owners to nobles ruling dominions. The process is much the same as it is for other supply houses but often there is no middleman or 3rd party for domestic traders. If an individual or business needs say... 5 loads (100 bags) of Boldavian garlic they contact a domestic trading house and upon reaching an agreement on price, including shipping, the trading house will purchase the garlic and deliver it to the local branch of the trading house for the buyer to pick up. Unlike foreign or multiple party trade, such one-on-one domestic trade is almost always strictly cash up front, not payment upon delivery as it is with foreign trade, as domestic trade is far more reliable (i.e., safe) than the far riskier foreign trade across many miles much of it being wild and dangerous.

The Schnorr Trading House has two distinct sections. One is for warehouse with the other section for trading house office space. A large double door leads into the attached warehouse (a) which is a single-story section of the building in which Schnorr Trading House stores goods that are delivered from their warehouses in the Port Quarter to either be sold at the Open Market or to store for any of their customers in the Business, Noble or Citadel Quarters for later delivery via the buildings gondola dock. The Master of Market who is a Consortium employee has their office here and is in charge renting stalls in the Open Market and resolving minor disputes. Two F5 guards are always on duty here as the warehouse is generally open 24 hours a day with goods continuously being moved in and out of the warehouse.

The large four-story section of the building (b) is the heartbeat of the Schnorr Trading House and has a main entrance facing west on the Open Market. The ground floor is taken up by an army of Schnorr agents who process order requests individuals or businesses here in Glantri City as well as from other Schnorr trading houses throughout Glantri. Though peak hours are from 8am to 6pm the trading house is open 24 hours a day and there is always an agent available any time of day. The second floor contains offices of branch supervisors who handle local branch finances, logistics, operations, and branch personnel. The third floor is split into 2 large rooms; one is a tastefully adored ballroom with a full kitchen used for special occasions when the Schnorr House hosts special functions; the other is a large conference room in which the heads of Schnorr House meet, often daily, to discuss business.

The top floor is the executive level where Gertrud and her top executives have their personal offices. Her eldest son Dieter (Age 44, F8, AL-L) who is considered to be the heir to the leadership of Schnorr

House is the actual head of this branch of Schnorr House. The heads of Schnorr House finances, logistics, operations, and personnel also have offices here.

- Finances – In charge of making payments, collecting payments, and making withdraws and deposits at the Bank of Glenmoorloch where the Schnorr House is rumored to have an account balance of over 4 million ducats.
- Logistics – In charge of land based and river-based transport of Schnorr goods. Logistics arranges new transports in conjunction with Operations and tracks existing ones to make sure that Schnorr goods get to where they are supposed to go.
- Operations – In charge of taking orders from individuals, businesses, government bodies and from other trading houses. Operations also handles placing orders with local businesses, craftsmen, farmers, and other trading houses for goods required in other regions of Glantri.
- Personnel – In charge of the large (over 1000 employees) number of Schnorr House employees. Fills vacant permanent positions or hires temporary help based on special needs.

A large and lavishly appointed executive meeting room is also here on this floor where they hold meetings and have meetings with heads of important trading houses, nobles, and high level Glantrian government officials. Schnorr House has excellent relationships with Umbarth House and is often the first trading house Umbarth will approach when caravans arrive from Darokin to purchase the goods the Darokin merchants have brought to Glantri. Conversely Schnorr House offers excellent rates to Umbarth for Glantrian goods that Umbarth wishes to buy to resell back in Darokin. Relations with the Pasayat and Naelle Trading Houses, which in the last decade have substantially cut into the domination of domestic trade with Sablestone and Noevelle Averoigne that Schnorr once enjoyed. Gertrud Schnorr wisely decided it should not try to compete with both Pasayat and Naelle in moving higher priced finished goods and valuable trade commodities between western Glantri and Glantri City and devoted its attention on moving less glamorous but profitable bulk agricultural goods.