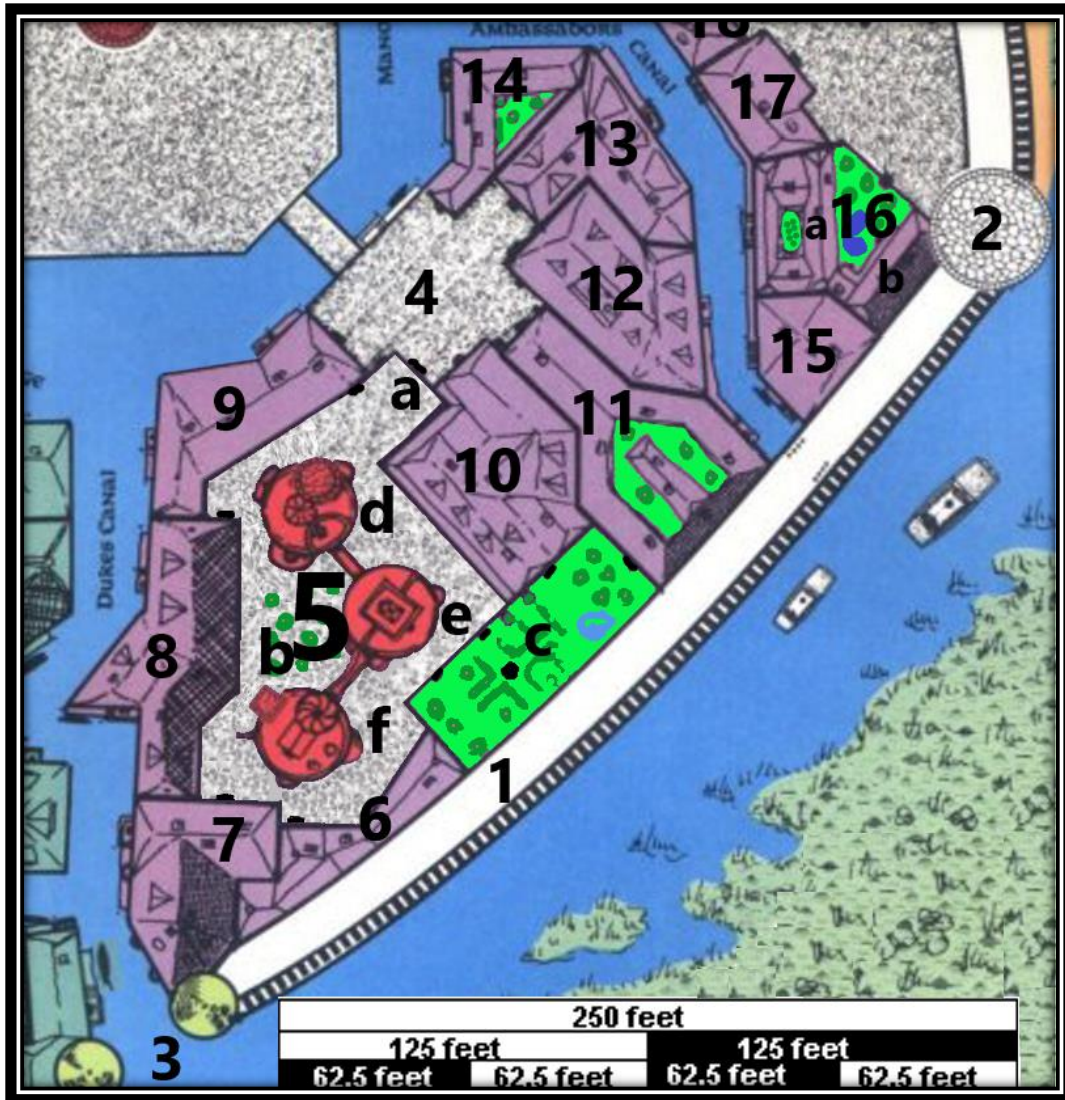


The Noble Quarter AC 1014

population: Approximately 400

THE VLAARDOEN PRECINCT



The most exclusive and expensive real estate not just in the city but now with the destruction of the city of Sundsvall in AC 1009 debatably the most exclusive and expensive in all Mystara outside of Emperor's Hill in Thyatis City. Many homes can be accessed via gondola; all can be via the Flammenplein south of Alexander Platz.

1. Inner City Wall

The Inner-City Walls of Glantri City are considered by geographers around Mystara as one of the 14 wonders of the world and are done for good reason. While a quick glance at a map may not reveal their special nature, walking through either of the main gates to the inner city reveals what only a geographer or military officer might notice. While the city walls of Thyatis are famed for their ability to withstand siege they are only 33 feet in height and 13 feet thick. The inner-city walls of Glantri City top out at an incredible 50 feet in height but more importantly are nearly 27 feet thick rendering the city walls indestructible to any volume of mundane catapult or missile fire or even the most potent of wizard spell fire. The construction of the 2 miles of walls covering the inner city on its landward side was completed in AC 840 after 10 years of construction under the direction of Alexander Glantri's brilliant Ochelean head engineer, the enigmatic Dr. Steely Wu.

The inner-city walls are often walked by patrols of Sentry Constables from the City Watch based in the Arch Towers. The City Watch is under standing orders, said to have come directly from the Supreme Judge of the Council, that any captured intruders upon the wall, any captured attempting to scale the inner-city wall to be brought before their Sentry Captain and after a rigorous interrogation was to be punished by being tossed from the top of the Arch Tower onto the ground just outside the inner-city walls. This edict is well known among the citizens of the city and the few cases of extra-judicial punishment the City Watch have had to impose have been criminals or foreigners were well advertised by the messes the local outer city residents had to scrape off of cobblestones below the walls.

2. Arch Towers

The backbone of the defenses of the inner city are the 8 Arch Towers arrayed along the 2 miles of inner-city walls. The towers stand some 75 feet tall and have several heavy catapults and batteries of Fireball on swivel mounts to be able to engage ground and aerial targets upon their highest levels. The next tower level contains multiple heavy ballistae on rails with large horizontal arrow slits to engage targets on their frontal facings. The levels below contain many arrow slits for traditional archers as well as several small pedestals for spellcasters to step quickly onto to cast spells onto attackers. The towers can be accessed via the city wall or a main exterior entrance at ground level.

Capable of housing 100's of soldiers in time of war the Arch Towers are each normally manned by a Troop of 20 Watch Constables of the City Watch which is led by a Watch Captain. Each Arch Tower is responsible for patrolling a section of the inner-city walls and for the three Arch Towers overlooking the Noble Quarter, next to the Grand Temple of Rad (location #16), next to the Widefarer Estate (location #29), and next to Feratti GT (location #45), the patrols are extremely diligent and watchful for potential thieves or agents trying to get unseen into the Noble Quarter below.

3. 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 Watch 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 single Watergate of the Noble Quarter this gate is usually closed. The gate will only be dropped 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 the gates to be opened, the Watch Captain does not have to open the gate solely at the command of a noble but unless they have specifically been ordered to not let anyone through the gate the Watch Captain will order it opened for the noble. Grave consequences, both career and mortal, are likely to result of the 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.

4. The Flammenplein

The Flammenplein is a large open area accessed via a gondola landing or via the Vlaardoen Brug from the much larger Alexander Platz. Though there is no law restricting access to the Flammenplein, however like the Citadel Quarter, and Alexander Platz, visitors must have a written pass from a city constable. Local gondoliers will ask for that pass before allowing unknown visitors aboard a gondola bound for the Flammenplein. Bribes as always can be taken but due the exclusive nature of noble homes in the Vlaardoen precinct the bribes would have to be substantial for a gondolier to risk taking a potential troublemaker, one who either could not or would not seek out a written pass, to the very area where some of the most powerful and wealthy wizards in Glantri reside.

Few bribes are taken however as there are two constables from the Crown Precinct always on duty walking the beat. Anyone on the Flammenplein they do not recognize will be asked for those passes, those without won't merely be escorted out but taken to the Crown Precinct Guard House (see location #18) and questioned. Those with discernable bad intentions (constables use magic such as ESP) such as theft or even assassination get a trip to the City Courthouse (see Business Quarter, Ducat Precinct location #9) and are charged with a very broad legal interpretation of the felony 'unlicensed activities'. Those innocent or able to hide their ill intentions will have their identities noted and get a warning and released. A second occurrence is considered to be an admission of 'bad intentions' and are handled as above.

5. Vlaardoen Estate

This is the large city estate owned by the Vlaardoen Family since the Flaem founded the city of Braejr in AC 450 and Duke of Linden Matthijs Vlaardoen established a large estate taking the whole of the current Vlaardoen Precinct as his own. Over the years the Vlaardoen family has sold off large parts of the original estate and today only owns a small part of what it once did, but what they still own is without doubt the most impressive noble home in Glantri City. Asked one time over mugs of Thunder Grogg by *Better Towers and Dungeons* correspondent, Micky the Mage, what she thought the Vlaardoen Estate would go for in today's market, Lola de Rodríguez of Carpe Diem Realty (see Business Quarter, Sovereign Precinct location #35) estimated it would have a market value in excess of 15,000 cr. (750,000 gp).

A 10-foot-high wall with a large double door (a) exists between locations 6 and 7. Entry through the door into the open plaza around the tower is controlled by a guard post and is manned 24 hours a day 7 days a week by at least two F3 house guards employed by the Vlaardoen family. Entry through the door into the plaza around the estate is controlled. Only Glantrian nobles, residents of the homes within the walled area (locations #6 - #9), uniformed members of the Grand Army, or those of the City Constabulary are allowed access without prior permission from either: the noble owner/chief steward of one of the homes within the gate, a member of the Vlaardoen family, the Vlaardoen family magist Heije Schnitger, the Chief Steward of the Vlaardoen Estate, or the Captain of the Hertogspaad (see tower d). The large interior plaza (b), renamed by Princess Julia as *Vanserieplein*, is often quiet, with nobles, their families with their servants taking leisurely strolls and often enjoying the large stand of apple trees between the Vlaardoen towers and The Hillsbury Home. The four non-Vlaardoen noble owned homes all have entrances opening onto the plaza. An entrance to a large park is found on the southeastern corner of the plaza.

The Rodolphus Vlaardoen Memorial Park (c) was named for the brilliant Flaem Prince who also was a leading General during the 40 Years War. A large 30-foot-high statue of Adolphus is prominent in the central garden area. A 15-foot-high wall between the di Tarento and Verlien homes provides an element of seclusion from the urban setting of the park and is frequented often by nobles and their families. The park is maintained by the Vlaardoen family who often sponsor events during the warm summer months hiring musicians and providing entertainment for any nobles and their guests.

The main part of the Vlaardoen City Estate consists of the three large towers in the center of the estate. The northern most (d) known as *De Koninklijk Hertogspaad* is a five-story high tower with a secondary 3 story tower on top. The central tower (e) known as *Het Paleis* is a seven-story tower with a large residence on the top. The southern tower (f) known as *Museum Kunst & Geschiedenis Den Flaem* is a six-story tower with a smaller residence and secondary slim two-story tower on top. All 3 towers have ground entrances and are also connected to their 4th floors by flying bridges over the courtyard between the towers. All doors are guarded day and night; *De Koninklijk Hertogspaad* and *Museum Kunst & Geschiedenis Den Flaem* are guarded by one Vlaardoen F3 house guard, the entry door to *Het Paleis* is guarded by two F5 Hertogspaad.

Tower (d) known as *De Koninklijk Hertogspaad* is the barracks of the Hertogspaad, the Knights of the Order of the Flaems, the only knightly order ever existed in Flaemish culture. Only the most highly skilled fighters compose the Order. Its number is fixed in forty-nine, as there were seven Knights for each of the seven Flaemish Dukes (seven times seven, the number sacred to Flaems), with the Archduke

as Head of the order in the past. Today when a knight dies, he is replaced by another one, personally chosen by the Prince/Princess, or by the Head of the Order, presently led by Sir Anton Vlaardoen. The Hertogspaar is composed of 42 fighter-knights (F5, pole arm+1 or lance when mounted, plate armor), 6 Lieutenants F7, Pole Arm +2, Plate +2) 1 Captain, Maarten Tromp (F9, Pole Arm +4, Plate +4), and led by Sir Anton Vlaardoen (F22, no armor, sword+3, shield+2). The Hertogspaar are assisted by a select group of 42 house guards (F3), 6 Sergeants (F4), and one Guard Lieutenant (F5) chosen personally by the Captain of the Hertogspaar who assist the Hertogspaar in guarding the estate and the Princess when she is in residence.

The Hertogspaar are extremely strict on ceremony and honor in memory of the proper knightly order they once were and have been charged with guarding the Vlaardoen Estates in Bergdhoven and Glantri City and guarding the Prince or Princess. Five of the seven groups of seven will always be found here when the Princess is in residence at the Vlaardoen estate with the remaining two groups guarding her primary residence at Linden. Conversely when the Princess is at Linden two groups will remain here guarding Het Paleis and the Princesses private residence from theft or from any elaborately planned future assassination plot. One group of 7 acts as a personal bodyguard for the Princess and will accompany her in public and remain as close to her as the Princess or circumstances allow. In times where there is both a Prince and Princess of Bergdhoven and the spouse of the ruling Prince/Princess is a potential heir (a wizard) one section of the Hertogspaar will be detailed as bodyguards for them. Children of a ruling Prince or Princess of Bergdhoven often get a bodyguard section of 7 Hertogspaar when they are deemed old enough and are outside their parents immediate protection.

A central circular stairwell connects all the floors and leads to the roof. The first two floors of *De Koninklijk Hertogspaar* are taken up by the barracks and common areas of the Vlaardoen Estate house guards. They normally work in rotating 10-hour shifts and 2 7-man sections are normally off duty and asleep at any one time. The Lieutenant in charge of the house guards usually covers the evening 4pm to 2am shift. The 3rd floor has small but private rooms for the eight officers of the house guards and separate common areas reserved for them. The 4th floor, which is connected to the 4th floor of *Het Paleis* by a flying bridge is a large open assembly area and serves both as a training area and armory for the house guard and the Hertogspaar. Three turrets protrude from this level each having a ballista, stockpiles of heavy rocks, cauldrons for pouring boiling oil onto attackers below on *Vanserieplein*, and multiple firing positions for archers. The 5th level contains the barracks and common areas of the rank-and-file Hertogspaar. The circular internal stairwell ends at the roof where another four Vlaardoen house guards are always on duty. Atop the roof is a small 1 story high defensive tower with a ballista atop which has a special swivel allowing it to engage aerial targets. The Captain of the Hertogspaar has his personal quarters in this small tower. Also, on top of *De Koninklijk Hertogspaar* is 3-story slim tower in which Sir Anton Vlaardoen keeps his personal quarters when he is in the city. He usually splits his time between Fort Nordling, and Glantri City with occasional visits to Linden when Princess Juliana is in residence there.

Tower (e) is known as *Het Paleis* and is the residence of the head of the Vlaardoen family, the ruling Prince or Princess of Bergdhoven, and is where they stay when they are in the city. The tower is guarded at all times by a 7-man unit of the Hertogspaar and their Lieutenant. Two guard the main first floor door, the remaining five of the unit and the Lieutenant are usually found on the 4th floor but will patrol the other floors. Princess Juliana prefers to spend her time at her estate at Linden but due to her duties, on the Council of Princes and as Treasurer of the Council, she spends most of the year living here in Glantri City. The first floor consists of a grand entry foyer with a main staircase leading the 2nd floor. The first floor also contains quarters for the servants of Het Palais. The 2nd and 3rd floor have multiple large

guest suites for guests of the Princess of Bergdhoven as well as private dining facilities for their use. The 4th floor, which is connected to the other two towers of the estate contains a large glass windowed greenhouse with large numbers of flowers and plants transplanted from the Prijncestujn at Linden. Five Hertogspaad and their lieutenant are always on duty here and will forcefully detain any unauthorized personnel that enter this location. A staircase from here leads to the Princesses private areas. The 5th floor contains Juliana's private lounge, her office, as well as a small intimate dining room with room for six guests. On the 6th floor Juliana has her magical library and laboratories. A stairwell well concealed by magic known only to the Hertogspaad leads to the top of Het Paleis where Princess Juliana has small quaint but luxurious furnished two-story manor home containing the personal living quarters of the Princess when she is the city.

Tower (f) is the *Museum Kunst & Geschiedenis Den Flaem* which is a museum dedicated to Flaemish history and its culture and displays many works of the great Flaemish artists of the late 600 years as well as a large gallery of artifacts of Flaemish history. The bottom two floors are dedicated to the museums art collection and the 3rd and 4th floors contain the museums many historical documents and artifacts relating to their history, including some very rare items that date back prior to the Flaemish arrival in Glantri kept in a special area on the 4th Floor. Passes to the Museum can be bought at the guard post gate (a) for 1 dc. if they have a pass or permission to first enter the Vlaardoen Estate. One Vlaardoen house guard is on duty on each of the first three floors and will allow visitors holding a paid pass to walk the museum but will intervene quickly if any works of art or artifacts are touched. Three house guards are always on duty on the 4th floor to guard the precious historical artifacts and to stop any visitors who attempt to access the flying bridge to *Het Paleis* or try to ascend the stairwell to the 5th floor. The 5th Floor is an open two-story tall area containing a large ballroom for hosting gala or large social gatherings. The ballroom was rarely used in the past by Prince Vanserie and his wife, but in AC 1010 Princess Juliana started hosting a grand gala on Fire Night here and invited all Flaemish nobles (unless one was on their death bed they were expected to attend), high ranking Flaemish non nobles such as high ranking faculty of the Great School, ambassadors to Glantri, ministers in the Glantrian government, and other select non-Flaemish guests that either were friends, allies or those that Princess Juliana wished to improve relations with. As the Vlaardoens had long hosted a huge Gala on Fire Night at their place at Linden Princess Juliana broke that tradition and alternates the location of the gala, on even years numbered years hosting it here in Glantri City and at Linden on numbered years.

A secret door, known though by all who live and work at the Estate, leads to stairwell going to the roof where the curator of *Museum Kunst & Geschiedenis Den Flaem* and the personal magist of the Vlaardoen family, Heije Schnitger (Age 88, M36, High Master of Fire, AL-N) works and resides. Schnitger provides magical support in case of assassination attempts, burglary, or an attack in force. He was credited with 7 kills during the Alphatian attack on the city in AC 1009. In addition to tutoring Princess Juliana, his 3rd Vlaardoen Prince/Princess he has served, and being the active leader of the Secret Craft of Fire Elementalism, he also works on enchanting magical items for the Hertogspaad. Three decades ago, he finished creating Rings of Fire Protection for all 49 of them and has been in the process of supplementing those and crafting Rings of Elemental (Fire) Adaptation for them. He has so far completed 35 of them as of AC 1014 and hopes but does not expect to live long enough to create one for each one of the Hertogspaad, he averages one a year, as they are difficult and time insensitive creations (as well as very costly but for the head magist of House Vlaardoen getting money and funding truly is not an object of concern). Schnitger has a central personal home atop the tower and slim three-story tower on the northwest edge of the tower that contains his libraries, magical and mundane, well as his personal research laboratory.

6. The di Tarento Manor

Once a building where the servants of the Vlaardoen estate resided it was sold in AC 921 to the Count of Soth-Kabree Frederick Cornhearst and renovated into a manor house suitable for a Glantrian noble. The manor house has two floors. The manor has changed hands many times over the years and today is owned by the Count of Glenargyl Antonio di Tarento who bought the manor from Emeth Urbaal in AC 1003, paying the Viscount of Redstone almost 80,000 ducat for the largely vacant and unused property.

Antonio resides alone here and with a minimum of servants because he values his privacy above all. His manor today serves as the base of operations for the Thug's Guild which Antonio leads. He used to run operations indirectly from his tower when he served as Viscount of Castelbianco but has found he has greater control and quicker response times when living in the city. He receives few visitors and allows no personal visits from guild members, still preferring to work indirectly via teleportation spells and Crystal Balls but feels being here in person allows him greater flexibility in dealing with any problems personally.

7. The Rientha Mansion

Once the building where the Vlaardoen city guards were quartered it was sold in AC 891 to the Viscount of Redstone Philippe Capostria. The Capostria family were famed architects of their day and renovated the former guard quarters into a fabulous and opulent mansion. Even though the noble line of the Capostria family ended in AC 931 the family continued to live in Mansion until AC 1005 when they were forced to sell by the City. However, no nobles were willing to meet the family's asking price and the Council of Prince looked the other way (grandfathering present non-noble resident owners) while the family continued to live there until the new Baron of Egorn Gerrid Rientha met their asking price and made tongues wag in AC 1010 when he and his wife Danira Vorshane-Rientha (Age 41, M23, AL-L) purchased the home from the family for the staggering sum of 145,000 ducats.

Danira resides here at their home full time now that she has discovered she is pregnant with their first child and has taken a sabbatical from her position as Mistress of Glantrian History at the Great School of Magic. Gerrid stays as close to his wife as much as events in Egorn allow him but otherwise considers his mansion here as his permanent residence as he has employed the best administrators his wealth can buy to take care of Egorn, so he is rarely needed in Egorn and is found here with his wife most of the time. The couple was fond of throwing socials ever month or two for friends and coworkers at the Great School and are planning a last one later this year before Danira's pregnancy becomes too advanced for the stress and work of properly hosting a party for the high society of Glantri.

8. The Hillsbury Mansion

Once where guests to the Vlaardoen Estate were housed it was the last building sold off by the Vlaardoen family of their once much larger city estate and was sold to the Viscount of Nathrat Edward

Hillsbury in AC 958. It renovated into a home befitting a Glantrian noble and after Edwards death it was the home of his daughter Margaret until AC 1009 when the Duchess of Fenswick Margaret Hillsbury died and was inherited by her daughter Dolores. Upon her becoming the Princess of Blackhill and inheriting the Aendyr Estate in the Rim Quarter (see location #30) Dolores had no need for the home and gave the title and ownership of the home to her 'great uncle', Edward's younger brother and Margaret's uncle, the Subminister of Procuracy Lord William Hillsbury (Age 79, F2, AL-L).

Lord Hillsbury has served as head of the Department of Procuracy since AC 1006 and was the Chief Procurator of Glantri City for four years prior to his promotion. He attained some fame and notoriety outside of his lineage several years ago when he represented Glantri in its the case before the High Court and prosecuted the against Prince Henri of Noevelle Averoigne. He lives here with wife Amelia. He has two grown children but neither had the ability to use magic thus could not be heirs to Fenwick when Margaret died. Both today live in Fenswick.

9. The Leconte House

Once housing quarters for visiting Flaemish nobles to the city, this beautiful marble building was sold to the Archduke of Westheath Bernard Batril in AC 926 and converted to a single residence suitable for a high-ranking noble of Glantri. Ownership of the home changed hands several times over the years and when the Duchess of Hightower Constanza de Blanca died heirless in AC 997 it was sold to Henri d'Ambreville and became a notorious party of the decadent Glantrian night life. For years Henri hosted outrageous and decadent parties famed for the games playing jumping ledges atop the roof of the building. After Henri's disintegration in AC 1011 ownership went to his disintegrator and sister-in-law, Princess Isidore. In AC 1012 she sold it to the war hero, and famed adventurer, the Viscount of Amboise Michel Leconte for a special 'house' discount of 50,000 ducats, estimated to have been more than half what Princess Isidore could have received for the house if she had put it on the open market.

Leconte resides primarily at his estate in Amboise with his two young children. Leconte's older sister Isabelle (Age 36, M9, AL-L) resides here with her husband Jean-Louis Foch and represents her brother at Parliament. Isabelle's only child Gaston (Age 9, M2, AL-N) is a student at the Great School and a member of the Vulture Dormitory. Isabelle is the legal heir to Amboise until Gaston graduates or any of Michel's children are found to have magical ability and graduate from the Great School.

10. The Verlien Mansion

The first building to be sold off from the once larger Vlaardoen city estate it once served as the home of the current head of the Flaemish Academy of Magic. With the building of the Great School of Magic the building became expendable and was sold to the Council of Princes in AC 882. It was given over to use by Ambassadors from other nations until AC 1006 when the current occupant, the ambassador from Karameikos, was expelled when diplomatic ties were severed between the two nations. The home was purchased from the Council of Princes by the Countess of High Sonden Sinaria Verlien for 105,000 ducats.

The countess split her time between her mansion here and her estate in High Sonden and would host monthly parties inviting the crème of Flaemish high society. When Sinaria's granddaughter Katja started attending the Great School of Magic in AC 1008 Sinaria invited her youngest daughter Andora and her husband Mikhail Zirchevski to come and live at the mansion and gave them a suite of rooms. However, the parties ended when the countess disappeared in AC 1012. After two years her eldest child and heir Pieter (Age 43, M12 3rd Circle Fire Elementalist, AL-N) moved into the mansion and resides here full time as he represents his mother waiting for her to either appear or get confirmation that she is dead. Pieter has resumed his mother's tradition hosting of monthly parties for important Flaemish residents of the city. Andora and her husband, now the Baron of Lipetsk and a Master of the Great School continue to live here but with Katya's impending graduation next year are starting to look for permanent residence of their own in the city even though the noble Master is eligible for living quarters within the Great School.

11. The du Marais Manor

Formerly the residence of the Ambassador of Darokin, the property was claimed by the city in AC 1008 and put it on the market for any interested nobles to purchase. The Republic of Darokin was paid a fair market price for the manor which was sold not a month later to the Prince of Morlay-Malinbois who winning bid was over three times (over 95,000 ducats) what the Council of Princes paid Darokin. The Embassy of Darokin was moved to the Parliamentary House in AC 1003 and the Ambassador took his own residence there after Glantri had claimed this property and bought it from Darokin to help address the dire shortage of housing in Glantri City for its nobility.

The manor is distinctive for having a separate residence on the roof with a private garden which was once the personal quarters of the Darokinian Ambassador. Today it is the personal quarters of Prince Malachie when he is in Glantri City. The Prince however spends most of his time in Morlay-Malinbois unless pressing matters before the Council of Princes require him to be in the city. The Manor is the full-time residence of the Prince's brother Noussoir who occupies a suite of rooms on the 3rd floor of the southern wing of the manor overlooking Rodolphus Vlaardoen Park and the Vesubian River. In Prince Malachie's absences Noussoir is known to host parties but not with the aim at furthering House Morlay or Prince Malachie but simply to elevate Noussoir's place in Glantrian high society.

12. The de Montebello Mansion

Once the residence of the Ambassador of Alfheim the mansion was abandoned when the Ambassador left the city when Alfheim was conquered by the Shadow Elves in AC 1007. The Council of Princes claimed the vacant mansion and put it up for bids for any interested nobles to purchase. Offers from non-nobles were not solicited and were ignored, regardless of how much, when offers were given. Countess Isabella de Montebello's bid for 90,000 ducats was chosen as the winning bid and she quickly moved in. The Mansion was immediately given a makeover to reflect the particular tastes of the highly stylish young elven noble.

The three-story mansion is a repository of many fine works of Belcadizan artists which are showcased on the Mansions first floor in its grand foyer and ballroom. The 2nd floor is given over to servants and to large guest suites for those lucky enough to merit invitations to overnight at the mansion. The top floor is the personal quarters of Isabella and her husband as well as a newly constructed suite of rooms for their first child, David, who was born this year. The Countess is one of the few nobles with large homes in the Noble Quarter who does not host regular parties or celebrations. Most attribute it to differing to Princess Carnelia and her celebrations of Feria de Toros as well as parties throughout the year however the real reason is fears about her personal safety as she is well aware of hatred the new Baron of Oxhill, Edward Newbute, has for her and that he plots revenge for the death of his father at de Montebello's hands at the Dueling Court in AC 997.

13. The Vandehaar Mansion

Completely rebuilt after the manor and its small four-story high tower collapsed in an accident that claimed the life of the Archduke of Westheath, Karl von Taafnen, and his family in AC 970 the building site was purchased by von Taafnen's successor as Archduke, Konstantin Haaskinz, and a more traditional 3 story mansion was built. His successor and son Harald found the property which had stood vacant for years to be both an unnecessary expense and yet a pot of gold to be banked upon and sold the property to the highest bidder in AC 1011 after becoming the Grandmaster of the Great School of Magic and taking up permanent residence there. That the highest bidder was the Viscount of Steenwijck and a man the Prince intensely hated made no difference when Pieter Vandehaar offered nearly twice the 2nd highest bid and paid the Prince 105,000 ducats for the mansion.

The mansion is known for its fine white marble floors and columns with frescos decorating the ceilings, particularly in its 1st floor rooms which were designed for hosting large gatherings and social events. The craftsmanship is so exquisite that Pieter is hesitant to remodel the mansion and has decided for the time being to leave the stylistic imprint of the Haaskinz family intact. Pieter resides here full time and hosts monthly parties with themes that spotlight aspects of Flaemish culture. Pieter only invites important Flaemish and nobles who seem to be on good terms with the Flaemish.

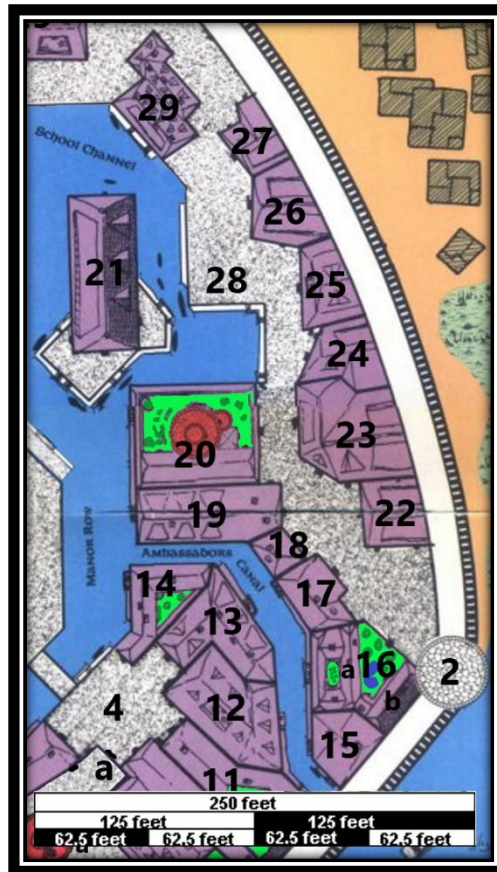
14. The de Casanegra Manor

Once the home of the Thyatian Ambassador the Manor went up for sale once the Ambassador took up residence in the Parliament Building in AC 988. The home was bought by the rich merchant and Marquis of Satolas Gabriel Bon. Upon Bon's death a few short years later in AC 991 and having no heirs he bequeathed the home to the Merchant's Consortium who proceeded to rent the home out for the prices of 8,000 ducats a month or 450 ducats a day. However, a party that went awry in AC 1005 put an end to the transient nature of the manor. A group of adventurers who scored a big one rented the house and proceeded to throw one of the most notorious parties in recent Glantri City history. Random scenes abounded of public copulation, magic missile skeet shooting with empty whiskey bottles, naked gondola jousts in the canal, party goers vomiting all over the plaza grounds, a poor carriage was overturned and burned, and a disagreement turned violent and was settled with a fireball spell.

Pandemonium it was until the 1st banner of Jaggar's Division had to be finally called in from the Citadel to quell the riot/party (see the Glantrian Almanac AC 1000 – AC 1020 for *ALL* the details... and fallout).

The next day a law was introduced by a furious neighbor, one Prince Vanserie after hearing rumors that his daughter was rumored to have been in a state of near undress in the carriage as it was overturned (false as Micky the Mage will proudly attest over a mug of Thunder Grogg as he could confirm, personally and intimately, it was merely a statuesque bat shit crazy but oh so insatiable mundaner red head), and that very day the Council of Princes passed a law restricting home ownership in the Noble Quarter to nobles. After the extensive repairs needed after the party were completed, the manor was sold several months later to the newly raised Duke of Hightower Fernando de Casanegra for 83,000 ducats. While Duke Fernando sees to the rebuilding of Hightower, his wife Yolanda de Belcadiz-Casanegra (Age 339, EM10, 1st Circle Witch, AL-L) lives here. In addition to being the aunt of the Princess of Belcadiz and the husband of the Duke of Hightower; Yolanda is also the Master of Politics at the Great School. Their son Rafael is a student at the Great School of Magic and often will come home and stay in his suite of rooms during the winter break.

THE CROWN PRECINCT



In the Crown Precinct prices are more reasonable than those seen in the Vlaardoen Precinct even if still awfully expensive. In the Crown Precinct, in addition to the homes of the nobility, powerful wizards who are faculty of the Great School of Magic, and high ranking officials of the Glantrian military and government you can also find high end businesses catering to the nobility. Much like the Vlaardoen Precinct there is no law put restrictions on those who can be in the precinct, but beggars and obvious low-class visitors will often be roughly handed by either noble guards or the city constabulary, whichever gets to them first often case. Few are found in the Crown as beggars know the pickings here are nonexistent and obvious low classers are often denied passage by gondoliers and those on foot arriving via the Rim simply do not make it through the Rim to even arrive in the Crown.

15. The Wilhamine Manor

The building was formerly zoned as a commercial space and was the long-time shop of a master Gondola builder who specialized in building custom gondolas to the specifications and tastes of nobles. When the owner died of the plague in AC 1008 the Council of Princes paid the widow of the owner a fair market price for the building and zoned the building as residential and put the building on the market to

help sate the appetites of the newly enlarged ranks of the nobility for homes in the Noble Quarter of the city.

The building was purchased by the (at the time) Baroness of Dovehold Kristiana Wilhamine for the price of 35,000 ducats. Kristina, a famed pre-war adventurer, apparently had gold to burn and proceeded to not merely renovate the shop into a home worthy of a noble but tore the building down completely and had it rebuilt into a stylish four-story manor house. The Viscountess lives here full time and is a regular on the Glantrian social circuit and is quite popular with many of the nobles, not just for her beauty and her love the of the horizontal bob but also for her manor home. Being a bit secluded with no direct access by foot and only by air or water makes the soirees she regularly hosts quite popular among the nobility for they often evolve into contests to see who can make the grandest arrival at her manor.

16. The Grand Temple of Rad

Temples of Rad are not just commonly found in Glantri City but are found in most every settlement of note in the nation of Glantri. This temple is no normal temple however but is known as the Grand Temple of Rad. It is not just for its beautiful, manicured grounds and fish filled pond, for its opulent main Temple building, or even for the vast treasures it is rumored to contain but is called the Grand Temple because this is where the current Supreme Shepherd of Rad Ekaterina Andreyevna Zhigulenko (M34) lives and oversees all the Temples of Rad throughout Glantri. While anyone is free to enter the lush green well-manicured grounds of the compound as well as the Temple itself, any visitors of obvious lower classes (non-nobles) will immediately draw Shepherds as escorts who will attend them and remain with them as guides, to help the visitor seek 'the light of universal knowledge' for as long as they are within the Temple grounds.

The Temple building (a) itself has a main open chapel area where morning services are conducted. Private alcoves for personal consultations with Temple Shepherds are found around the main floor. The 2nd floor is reserved for living quarters as well as research libraries and laboratories for the Shepherds. A series of catacombs exists under the Temple which is heavily guarded by horrors best left to the (DM's) imagination. What they protect is suspected by many, but known but only a select few, is the largest depository of coins, gems, and other treasures outside of Glantri's national treasury vault. There are 3 High Shepherds (M29-M35) and 12 Shepherds (M14-M25) and 7 Acolytes (M5-M8) currently serving at the Grand Temple of Rad.

The residence of the Supreme Shepherd (b) is not open to visitors or parishioners of the Grand Temple. Any Shepherds or visitors with prearranged appointments through the Supreme Shepherds secretary who enter the residence are immediately be met by the Supreme Shepherds personal valet, an Acolyte of the Temple, who would announce the visitors (and their purpose) to the Supreme Sheppard who then would meet those she chooses to meet in her suite of parlors and sitting rooms on the first floor. None but her valet may enter the Supreme Shepherd's 2nd floor personal quarters. The 2nd floor is reserved for the Supreme Shepherd's personal quarters including her bedroom, office, library, and personal work areas including her magical laboratory.

The Temple of Rad has a precise hierarchy of which the Grand Temple is just the apex. Ten major Temples of Rad, officially called High Temples of Rad, are found; in the Lily Precinct of Glantri City,

Kopstar, Taterhill, Vyonnes, Braastar, Nyra, Rymskigrad, Kern, Lizzieni, and the newly constructed major Temple in Mylissis replacing the destroyed one in Eriadna covering southwestern Glantri. Each High Temple of Rad is led by a High Shepherd of Rad with anywhere from 5-10 Shepherds and 10-20 Acolytes and Initiates. Each of these High Temples of Rad oversees ten Regional Temples of Rad which is led by a Senior Shepherd with 3-7 Shepherds and 5-10 Acolytes and Initiates. Each Regional Temple of Rad oversees anywhere from 10-20 Local Temples of Rad which are led by a Lead Shepherd with 2-3 Shepherds and 1-5 Acolytes and Initiates.

Each leader in the hierarchy of the Temples of Rad has in their possession as a symbol of their rank and office a talisman, a gold chain with a crystal pendant. The type of crystal represents the rank of the leader:

- Chrysocolla Crystal - The Supreme Shepherd leading the Temple of Rad. Crystal represents truth and wisdom.
- Amethyst Crystal – Grand Shepherds assisting the Supreme Shepherd of Rad. Crystal represents knowledge.
- Clear Quartz Crystal – High Shepherds leading High Temples of Rad. Crystal represents energy and vibrancy.
- Citrine Crystal – Senior Shepherds leading Regional Temples of Rad. Crystal represents self-confidence and creativity.
- Black Obsidian Crystal – Lead Shepherds leading Local Temples of Rad. Crystal represents stability and peace of mind.

The Talismans are enchanted receptacles, created by the Grand Shepherds, that are used for transmitting and receiving mental visions such as instructions, warnings, reports, or simple guidance between the levels of the hierarchy of the Temple of Rad. The Talismans are linked to each other in such a way that the Chrysocolla Crystal is linked to the three Amethyst Crystals. Each Amethyst Crystal is linked to each of the ten Clear Quartz; each Clear Quartz Crystal is linked to 10 specific Citrines. Finally, each Citrine Crystal is linked to each of the 10-20 specific Black Obsidian Crystals.

Through the Chrysocolla Crystal the Supreme Shepherd is also able to communicate via visions with Rad himself, not merely receiving but also to send requests for information or consultation to Rad himself. Unbeknownst to the Supreme Shepherd is that the Chrysocolla Crystal of the Supreme Shepherd is also linked to the receptacles of the Brotherhood of Radiance (BotR) and is not merely a direct connection to Rad himself. So with Rad having disappeared she receives visions giving her orders and instructions from the Brotherhood instead of Rad himself. The Supreme Shepherd is unaware of the disappearance of Rad as any visions coming from the BotR appear to the Supreme Shepherd to be coming from Rad himself, so his absence has not been divined, though conflicting visions from 'Rad' might confuse her.

Instructions and orders given to the Supreme Shepherd are passed in the form of visions to the necessary Grand Shepherds, as are independent instructions and visions directly from the Supreme Shepherd, then those are passed to applicable High Shepherds and so on down the line until all who are deemed subject to the wishes of 'Rad' or Supreme Shepherd have received their visions of guidance or instructions. The current (AC 1014) membership of the Brotherhood of the Radiance consists of the following wizards:

- Prince Brannart McGregor of Crownguard (Brother Paleglow, M33) – joined AC 961
- Prince Harald Haaskinz of Sablestone (Brother Bluelight, M36) – joined AC 976

- Duke Alasdair McAllister of Fenswick (Brother Crabbit, M22) – joined AC 994
- Duke Fernando de Casanegra of Hightower (Brother Estocada, EM17) – joined AC 998
- Viscount Michel Leconte of Amboise (Brother Osanna, M18) – joined AC 1011
- Baron Tenebras Favosi of Fallsburg (Brother Moonshadow, M10) – joined AC 1009
- Baron Gerrid Rientha of Egorn (Brother Darkforce, M17) – joined AC 1010
- Lord Angus McGregor (Brother Morningsun, M19) – joined AC 999
- Lady Danira Vorshane-Rientha (Brother Azureone, M23) – joined AC 1006
- Lord Ralindi Virayana (Brother Twilight, M10) – joined AC 1013
- Wilbur Raknarod/Anton Vlaardoen (Brother Wilbur, M26/Dragon Wizard 26) – joined AC 1004
- Colonel General Hans Grüber (Brother Snape, M28) – joined AC 1006
- Colonel General Chanash Teval (Brother Vuurzee, M23) – joined AC 1007
- Colonel General Firstiri (Brother Kuolema, M21) – joined AC 1008
- Constable Major Pedro de Asesalpha (Brother Decimo, M34) – joined AC 1006
- Maximilian Hiltier (Brother Lightwave, M33) – joined AC 1008

The Temple of Rad has two missions in Glantri. One is the promotion of the Philosophy of Rad to the people of Glantri which stresses seeking education, striving to seek knowledge, and to confirm the wisdom and power of the ruling Wizards. The Temples hold services every morning which all good citizens are expected to attend and some like government employees are required to attend. Services consist of repeating mantras and a short minimum period of 15 minutes of personal mediation, though attendees can repeat mantras or meditate for longer if they choose. Shepherds are available to give advice and consult with attendees after the service. Services usually last 30 minutes before it is considered acceptable to leave. The Shepherds are always on the lookout for potential new members to the Temple and will aggressively recruit any Magic User who seems to have more than a passing, or obligatory, interest in the Philosophy of Rad.

The 2nd mission of the Temples of Rad in Glantri is far more important to the Magocracy. As all Shepherds are wizards, as all acolytes and initiates are magic users, most are quite well educated and are graduates of many of Glantri's finest schools, even some like the current Supreme Shepherd are graduates of the Great School of Magic. In addition to performing morning services for the Glantrian population, the Temple of Rad conducts free magical testing all throughout Glantri in conjunction with the Department of Education using a specialty Shepherd of Rad spell that detects if an individual has the ability, with proper training and education, to become a spell caster or not. (see Citadel Quarter #5 for technical information) As most Shepherds of Rad are quite well educated many are naturally inclined to be teachers (that is why they joined the Temple in many cases). Temples of Rad and their Shepherds are contracted by local rulers and the Department of Education to serve as teachers and hold classes providing a basic education for those that cannot pay for a private education or qualify for scholarships by local rulers or leaders. The Shepherds will occasionally educate poor commoners who test positive for magical ability but do not have the means again to afford a private magical education or test high enough to qualify for scholarships to attend Magical schools of learning. The Temple of Rad draws most of its new initiates from such students and will recruit students from higher schools of learning who are strong adherents to the Philosophy of Rad and have interests in teaching.

The Shepherds of Rad are in fact clerics of the immortal rad but instead of being granted clerical magic they are guided by Rad (the BotR) and their superiors in the Temple to research and discover special spells that only Shepherds may cast. They are also discouraged from learning spells after becoming Shepherds, or casting those they may previously learned, that are not deemed appropriate to Shepherds of Rad. As Shepherds of Rad are instruments of education, enlightenment, and personal fulfillment rather than combat wizards, much like Tree Keepers of Ilsundal, they have a specific spell list of spells

that are the 'approved' spells they are to learn and cast. Shepherds may indeed learn and cast more combat related spells not on the following list but are rarely found in the temple hierarchy as one volunteers to become a Shepherd of Rad and does do to further the mind and intellect not to gain treasure, slay monsters, and be an all-powerful wizard capable of killing hundreds with a single spell.

Acceptable Magical Spells of Shepherds of the Temple of Rad (from the D&D Rules and Expansions)								
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells	8th Level Spells	9th Level Spells
Analyze	Cont. Darkness	Clairvoyance	Charm Monster	Conjure Elemental	Anti-Magic Shell	Appear	Dance	Close Gate
Charm Person	Cont. Light	Climate	Clothform	Dissolve	Geas	Charm Plant	Force Field	Contingency
Detect Magic	Crowd Summ.	Create Air	Confusion	Feeblemind	Invisible Stalker	Ironform	Mass Charm	Gate
Darkness	Detect Evil	Detect Lie	Curse	Hold Monster	Lower Water	Ironwall	Mind Barrier	Heal
Floating Disk	Detect Invisible	Dispel Magic	Dimension Door	Harden	Move Earth	Lore	Open Mind	Immunity
Hold Portal	Displacer Field	Fly	Growth of Plants	Hold Monster	Projected Image	Magic Door	Permanance	Maze
Light	Entangle	Free Person	Hallucinatory Terrain	Passwall	Remove Geas	Magic Lock	Polymorph Any Object	Prismatic Wall
Magic Missile	ESP	Haste	Massmorph	Prepare Enchantment	Stone to Flesh	Mass Invisibility	Remove Charm	Shapechange
Prot from Evil	Invisibility	Hold Person	Polymorph Other	Spell Turning	Stoneform	Reverse Gravity	Steelform	Survival
Read Languages	Knock	Infraction	Polymorph Self	Telekinesis	Stonewall	Statue	Steelwall	Timestop
Read Magic	Levitate	Invisibility 10' Rad.	Remove Curse	Teleport	Wall of Iron	Summon Object	Symbol (2 new runes)	Wish
Shield	Locate Object	Prot from Evil 10' Rad.	Resist Magic	Wall of Stone	Weather Control	Teleport Any Object	Travel	
Sleep	Mindmask	Prot from Norm Missiles	Shrink Plants	Woodform				
Ventriloquism	Mirror Image	Slow	Wall of Fire					
	Phant. Force	Water Breathing	Warning Trumpet					
	Web		Wizard Eye					
	Wizard Lock							
Additional Magical Spells for Shepherds of Rad from AD&D 1st Ed. Spellists								
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells	8th Level Spells	9th Level Spells
Comp. Languages	Forget	Clairaudience	Dispel Exhaustion	Dream	Guards and Wards	Sequester	Demand	Crystalbrittle
Hypnotism	Magic Mouth	Tongues	Screen of Dispel	Sending	Invuln. Mag. Miss.	Vanish		
Unique Magical Spells for Shepherds of Rad								
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells	8th Level Spells	9th Level Spells
Meditation	Charm Speech	Detect the Potential	Bang	Body Clock	Alter Gravity	Detect Clerical Use	Locate Magic Use	Locate Clerical Use
Removal of Hair	Increased Perception	Get Wise	Get Smart	Damnit Rad!!	Detect Magic Use	Reintegrate	Share Consciousness	Magical Resistance
Summ. Blackboard	Whisper	Undeniable Truth	Neutralize Pain	Silence 30' Rad.	Regeneration			

17. The de Chevas House

This stylish four-story house with distinctive pink marble entry columns was once the residence of a very successful thus wealthy Krondaharian merchant. After several bad trading ventures, the merchant was forced to sell the home to pay off his debts and the home was sold to the (then) Baron of Oxhill Pieter Vandehaar in AC 1001. After Viscount Vandehaar purchased the Haaskinz manor in AC 1011 he announced his plans to sell this property off to the highest bidder and it was purchased by the Baron of Sherin Adik di Chevas for 45,000 ducats.

The home is occupied by Adik and his daughter (and heir) Halibera. Adik, even though the Baron, has given over the home's master quarters to his daughter for several reasons but mainly for the privacy it allows the vivacious and beautiful young woman who is one of the more eligible, sought out, and socially active female noble bachelorettes in Glantri. The de Chevas home is known in social circles as a good stop for poets, the musically inclined and general wine snobs both as Adik, in rare breaks from his researching, throws monthly social gathering feathering the finest Glantrian musicians, poets, and one of the best selections of wine for guests that one can find in the city.

18. City Guard Post Crown Precinct

Though in the Crown Precinct this City Guard Post looks like one that might be found in the West Side Quarter. They are constructed for defense not for aesthetics. The post is a three-story stone building with heavy doors, barred windows with slotted window shutters allowing for archers to defend the post from cover. 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 often much calmer and quieter (often just empty) than other city guard posts are in the city. Three sleek and well-armed gondola are tied up outside the building on Ambassador Canal and are used for patrolling the precincts canals and transporting constables to/from the Flammenplein (see location #4) or to the courthouse (see Business Quarter, Ducat Precinct location #9).

The 2nd floor contains the offices where the Chief Constable of the precinct, Precinct Captain Leslie Balfour-Melville (Age 45, M8, AL-N) and his 3 shift commanders work. 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 15 Constables assigned to the precinct. The Precinct Captain resides at his home in the Amaryllis Precinct. The 15 constables are broken into 3 shift groups of 5, 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. The Chief Constable usually works the 7am-7pm shift. At least two constables are here at the guard post on duty here at any time with a shift commander or with the Precinct Captain in charge.

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 (see Business Quarter, Ducat Precinct location #9) comes to evaluate the case against them. The Procurator will either order them to be taken to the cells of the Courthouse to stand trial or sign for the prisoners release. Also found on the 2nd sublevel is a secret door (known only to the Precinct Captain) leads to a tunnel leading northeast out of the Noble Quarter under the inner-city wall and into the suburbs and ending at the sub level of the City Guard Post of the Crocus Precinct.

19. The Peshwir Mansion

The large and distinctive mansion has known many noble owners over the years. Noted as for its rarity for its Ethengarian architecture and use of six and twelve angles, pyramidal (yurt like) roof and quadratic shape. So, it would be no surprise that perhaps the most famous previous owner was the Prince of Krondahar Jherek III as the mansion truly is befitting a Prince of Glantri. After Jherek sold it in AC 972 it changed hands many times in the next 25 years till tragedy struck and a fire of suspicious origin gutted the mansion. Even though no longer owning the property it was considered such an Ethengarian treasure that his son Prince Jherek IV purchased the burned out remains and financed and oversaw the rebuilding this was done exactly to the specs of the original Mansion. Taking 8 years to painstakingly rebuild it was completed in AC 1007 after which Jherek sold to the (then) Baroness of Edleview Sita Peshwir for 80,000 ducats.

The (now) Viscountess of d'Ylourgne resides at the mansion and spends much of her time at Parliament when it is in session. She hosts monthly socials in which she extends invitations to all nobles to attend to

experience Sindhian culture, music, food, drink, and perhaps even discuss the possibilities of Glantri expanding west. Her parties are quite popular with many nobles for the stunning beautiful and exceedingly rich Viscountess is only topped by the Princess of Bergdhoven as being considered the most eligible and sought after bachelorettes in all Glantri.

20. The Haunted House

This large estate and its five-story tower were once the family residence of the noble Grimoard family. In AC 987 Rufin Grimoard, the Count of Wylon, and his family all disappeared and were last seen at their manor. Constables were sent to check on the Count, none returned. Experienced adventurers were sent, none returned. Several more attempts with Constable and adventurer fodder and again none returned. The Count was then declared dead, ending his noble line and the estate was declared 'unsafe' and considered off limits by the city.

Though declared off limits and not sponsoring parties to go to the estate it is rumored that parties of adventurers have eluded the City Constabulary and entered the estate. Very few however claim to have been a returnee from such a party with Helmi Kinnunen being the most prominent and most credible. (see Entertainment Quarter, Hyacinth Precinct location #218). Nearly 30 year later still strange noises are heard from the estate and tower at night. It is considered by city authorities that something extremely nasty and dangerous resides within and Crown Precinct constables are extremely aggressive in detouring potential explorations of the estate. Not that anyone cares what happens to them, the extreme danger is a known quality, but authorities are more concerned about keeping what it is the estate within it and not having something drive it out into the city at large.

21. The Silver Tower Inn

The high society of Glantri often meets here at this classy, and pricey, inn for leisurely meals. The owner, Giorgio Carluccio (Age 74, NM, AL-C), boasts that he offers the best food and service in Glantri City and for many years that boast was beyond dispute. However, in AC 1001 a rival, Au Pied de Cochon (location #55), to the Silver Tower Inn opened in the Rim and Giorgio has been forced to up his game and now the two establishments are in a fierce and only superficially friendly competition for the unofficial title/general consideration of being proclaimed the best Inn in Glantri City. The Silver Tower has 4 floors and 3 sub floors. The sub floors were detailed by Rockin' Robin in the Great School of Magic http://www.pandius.com/Great_School_of_Magic_in_detail.pdf pages 218-238. Visitors to the Inn are more concerned with the services one can buy, rather than its subterranean secrets, and that is what Giorgio truly delivers.

The Silver Tower experience begins with arrival where they are met at the vestibule by the doorman. The dining room is open from 11am to 1 am. Only the elites of Glantrian society; nobles and their families, military officers of high rank, masters of the Great School of Magic, high ranking government officials, and any of their guests are admitted into the Silver Tower. The elites are greeted respectfully and freely allowed into the main dining area and the upper floors; non noble guests must be suitably attired (i.e., no plate mail and most certainly no long swords). Upon entering patrons may sit at the bar,

take an inside table or if the weather is fine a table outside on the terrace. Proper decorum is expected of all patrons but especially for non-noble guests. Gawking, and badgering of noble patrons along with disruptive rowdy behavior are grounds for immediate removal from the premises. The dining room is almost never empty, and one can usually find at least one or two of the most powerful figures in Glantri either dining or at the bar sipping a drink.



Peak times are from 12pm to 2pm and 7pm to 9pm and the dining room can often be full (including even a Prince or two) in attendance. The bar offers an excellent selection of the finest Glantrian beverages one can find in one place in Glantri. A small sampling of what customers can indulge in would include:

- Nacht Lager (5 dc. bottle) - Aficionados hold its strong taste and raw flavor in the highest regard. Its name derives from its crystalline yellow color, which is told to glimmer in the darkest night thanks to some low-level secret enchantment used in its brewing.
- Blair Athol Single Malt Whisky (5 dc./shot, 80 dc. bottle) - Proclaimed by most aficionados as not just the best whisky in Glantri but the world with a complex nose flaunting sweet oak, butterscotch, and slight florals.
- El Herradura Extra Añejo (15 dc./shot, 200 dc. bottle) - The undisputedly finest Belcadizian tequila made. Only exported to select customers outside of Belcadiz it is renowned for its aromas of vanilla, cinnamon, and citrus.
- Ménerbes Sauvignon Blanc (5 dc./glass, 75 dc. bottle) - One of the most popular wines at the Silver Tower this famed product of the Hiboux Free Province is treasured for its crisp grapefruit flavor.
- Sviyaga Crown (8 dc./shot, 100 dc. bottle) - The gold standard of Boldavian Vodkas based on ancient Traladaran methods of leaving the alcohol outside so that impurities could drop to the bottom, this method produces an extra smooth finish that makes the price tag worth it.
- Contrada Pianodario (20 dc./glass, 250 dc. bottle) - Quite simply the best Kerendian Red Wine made and only in limited quantities. Fragrant and refined, this offers enticing scents of woodland berries, rose petals, and dark spice. Polished and delicious, the smooth, focused palate delivers juicy red cherry, white pepper and star anise alongside taut, smooth tannins and fresh acidity.

The dinner menu varies day to day at the Silver Tower and usually consists of a handful of selections a diner could choose from based on cuisine from one of Glantri's many different ethnic culinary traditions (except for Ethengarian cuisine which Giorgio refuses to serve). All dishes are prepared to order and use the freshest and highest quality ingredients purchased every morning by Giorgio's 5-star chef, Wolfgang Schuhbeck, at the Glantrian farmer's market. Giorgio often will alternate culinary themes to honor Glantri's many cultures. Just last week he introduced a Boldavian theme with the menu consisting of:

Appetizer:

- Lytkarino Caviar (250 dc.) - The rarest and select of Boldavian caviars from the spawning ground of the few remained Dol-Anur Sturgeon left after years of over harvesting. The limited quantities, along with the noticeable higher quality make Lytkarino Caviar extremely expensive and thus limited to the very elite.
- Indigirka (10 dc.) - A salad consists of diced frozen fish that is combined with onions, oil, salt, and pepper. The Silver's Tower's Indigirka is made from fresh Dol Anur whitefish such as *nelma* or *muksun*, caught and teleported directly to the kitchen of the Silver Tower that morning and it is traditionally served in ice bowls.

Main Course:

- Kotleti (15 dc.) - A beloved traditional Boldavian dish of fried meat patties, which come out particularly juicy thanks to minced onion and breadcrumbs that are added to the meat. Fried and crispy, the Silver Tower's *kotleti* are served with a side of buckwheat kasha.
- Pelmini (30 dc.) - Pelmeni are usually stuffed with lamb, pork or beef or all the three combined, and it's the thinness of the dough of the tiny dumplings that makes them so special. Pelmeni can be served with or without broth, but always with sour cream.
- Pozharskie Kotlety (50 dc.) - A breaded minced veal patty that is distinctly Boldavian for adding butter to minced meat which results in an especially juicy and tender consistency.

Dessert:

- Medovik (25 dc.) - A Boldavian favorite, this super sweet honey layer cake is layered with thick smetana, custard and dried fruit.
- Rymskigrad Cake (10 dc.) - a sponge cake made of flour, eggs and sugar stuffed with apple slices.

In addition to fine dining the Silver Tower Inn also provides posh suites on its upper floors. There are 15 suites at the Silver Tower on the 2nd and 3rd floors ranging from 350 dc. to 1500 dc. per night.

Price list Suites	dc./person/night Suite	Price list Suites	dc./person/night Suite	Price list Suites	dc./person/night Suite
Suite Grande +Bath	1500	Suite #01+Bath #1	800	Suite #02+Bath #2	800
Suite #04+ Bath #3	750	Suite #03 + Comm.Bath 1	600	Suite #19 + Comm.Bath 2	550
Suite #10 + Comm.Bath 2	500	Suite #11 + Comm.Bath 2	500	Suite #12 + Comm.Bath 2	400
Suite #13 + Comm.Bath 2	400	Suite #14 + Comm.Bath 2	350	Suite #15 + Comm.Bath 2	350
Suite #16 + Comm.Bath 2	350	Suite #17 + Comm.Bath 2	350	Suite #18 + Comm.Bath 2	350

On average only half the suites are occupied on any given night but for special events such as Arcanum the suites are often reserved for months in advance. The Grande Suite along with Suite's #01, 02, and 04 are reserved for nobles only and are often occupied by nobles who do not have a family residence who have business in the city. The other suites are often rented out by merchants with business in the Noble Quarter, high ranking Grand Army Officers on TDY to the Citadel, and wizards visiting or guest lecturing at the Great School of Magic. Giorgio himself does not reside here but lives in the Entertainment Quarter (see Entertainment Quarter, Hyacinth Precinct location #20).

22. Universal Import-Export Company/ Private Residences

This four-story stone building has two entrances on the south side of the building. The western most is the main entrance while the eastern one is a large and (wizard) locked double door. The main entrance opens to small foyer with no door but only a stairwell leading to the 2nd, 3rd and 4th floors. The first floor is a large open warehouse used by the owner of the 2nd floor.

The owners of the 1st and 2nd floor run a business that is known among the nobility as the 'Uni' it has become very much a Glantrian institution for the last several decades. It's full name is the Universal Import-Export Company. The husband-and-wife owners, James (Age 49, F23, AL-N) and Tracy Bond (Age 45, M25, 4th Circle Water Master, AL-L), fulfill the particular and often demanding needs of the Glantrian nobility who want specific goods found outside of Glantri and want them now, not in weeks or months it might take for traditional merchants to deliver orders. The Uni is open from 11am to 6pm for customer pickups, otherwise the 'Uni' is by appointment only with meetings scheduled when both Bond's are at home and able to discuss with their potential client the particulars of a possible contract for their services. Import orders are charged a contractual flat 150 cr. retainer fee plus 20 cr./day needed for Tracy to first locate, then purchase, and then finally teleport back all the clients requested items to the

first floor Warehouse location for customer pickup pending receiving final payment. Final payment consists of the daily fee, and the purchase price plus a 25% fee.

The Bond's are extremely selective regarding their clients and only rarely accept import contracts from non-nobles with preferences given to higher nobility in any conflicts of scheduling/needs between nobles. For very select customers (regular customers) they offer an export service where high value items such as gems, jewelry, and even magic is taken to cities of the client's choosing that might have higher selling prices than in Glantri City and are sold. Fees for an Export contract start with a 100 cr. fee plus 20 cr./day with a 25% cut of the selling price of the customer's goods. The couple maintain their office where potential customers enter via the stairwell. The remainder of the 2nd floor consists of the couples living quarters and while Tracey is often away on business, James is always at home and will meet potential customers and arrange appointments, complete transactions of material they had procured and is stored in the warehouse as well as guarding the warehouse from any attempts at thievery .

The 3rd Floor is the private residence of Senior Diplomat Edward Hlllballen (Age 51, F9, AL-L) and his wife Flora (Age 47, F3, AL-N). Edward is a graduate of the DDC Compound in Darokin City and served for many years as the Glantrian Ambassador to Darokin where he met Flora Pennydown, the cousin of Elissa Pennydown, the head of Pennydown House. Upon returning to Glantri City in AC 1010 he was assigned to handle the embassies of Thyatis and Darokin, the top diplomatic posting in Glantri. However, for reasons he can only suspect his position was given to Marianita Lucia de Leon y Valdez (Age 48, M31, AL- N) the former Ambassador to Karameikos as well as primary aide to the Ambassador of Thyatis Catherine d'Ambreville. He was made responsible for handling nations of the Sovereign House, very much a demotion, and he hates Marianita for likely using her sex as way to get ahead of him and has had to use all his diplomatic skills to hide it and not let it ruin his career but he does plot ways to destroy her professionally.

The 4th Floor is the private residence of the Subminister of Banking Jerry Prentle Morgan (Age 52, M9, AL-L). Morgan is a naturalized Glantrian citizen originally from Darokin and is an alumni of the prestigious School of Economics at the University of Al-Azrad in Selenica. Jerry moved to Glantri 20 years ago and quickly worked his way up the ladder at the Bank of Glenmoorloch. Morgan bought this residence in AC 1004 when he was appointed by the Council of Princes to be the first Subminister of Banking when the Ministry of Mercantile was also first established as a new Ministry. Morgan lives here with his wife Madeline. Jerry and Madeline's only child, an adult son, was killed in Darokin in AC 1008 during the invasion of the Master while he was serving in the 3rd Army. Since the end of the Great War the Morgans have adopted three orphans, Dmitri (age 4), Serreine (Age 4) and Dieter (age 3), from an orphanage in Glantri City and are raising the three as their own.

23. The Löwenroth Manor

This four-story mansion, like many others in the Crown, has known many owners over the years. The mansion was owned by the Countess of High Sonden Sinaria Verlien for several decades before she was able to purchase the old Embassy building in the Vlaardoen Precinct in AC 1006 for her new city home and decided to sell the manor home. Though having no interest in living in the city himself the Viscount of d'Ylourgne Franz Löwenroth had two children attending the Great School of Magic and the

Viscount's wife Waltraud wanted to be close to her children so he won the bidding for the Countess's manor and bought the home for 38,000 dc.

After both children graduated from the Great School, the (now) Countess of Wylon rejoined her husband, as the Löwenroths had a long time hired representative at Parliament knows to always vote as House Ritterburg instructs, and the manor was left to Löwenroth's son Rolf (Age 25, M9, AL-C) who joined the Grand Army after his graduated in AC 1012. Rolf was commissioned as a Major and was assigned to GAG High Command at the Citadel as an aide to General Daisy MacKinnon, head of Distribution. The manor home has become a notorious social destination as Rolf's course charms and insatiable tastes for decadence, wild parties and women have made his home a popular destination for the jet set of the capital city.

24. Juliana's Gems and Jewels/ Karjula's Artorama/ Private Residence

This three-story building has two entrances, the northern most leading a entry foyer with a door a staircase leading to the upper two floors. The southern door opens directly the first floor business. The building is quite famed for the sheer number of exterior statues of gargoyles and the size and quality of its many stained glass windows. It once was Inn catering nobles visiting or making short stays in the city but closed in AC 982 and the owner sold the building the city who in turn sold off the 3 floors separately.

On the first floor can be found the master jeweler and member of the Guild of Jewelers Juliana Prins (Age 42, M5, AL-N). Juliana has the following skills pertinent to her trade; Jeweler - 18, Appraisal - 17, Bargaining - 17, and Gem Cutting - 17. Prin's has a display showroom which many wealthy and nobles can be found during business hours which are 12pm to 8pm, and a private workshop in the back of the first floor space. In addition to selling her pieces of handcrafted Jewelry Juliana will buy and sell large high value (20 cr. and above) gems and (100 cr. and above) pieces jewelry. In addition, she can be commissioned to create pieces of jewelry to a client's exacting specifications. Her prices vary wildly depending on the materials wanted and the size and type of jewelry. Owning a piece of Julia's jewelry is considered a real mark of status as she is selective in whom she creates her works for and is expensive even for nobility. She has invested in top notch magical security for her business and has never successfully been robbed. Prins lives in the Hyacinth Precinct with husband and two children. (see Entertainment Quarter, Hyacinth Precinct location #17).

On the 2nd floor is Karjula's Artorama. The floor is divided into several display rooms where paintings, mosaics, woodcarvings, and sculptures by many of Glantri's most talented up and coming artists can be found for sale. Karjula (Age 55, M14 3rd Circle Air Elementalist, AL-L) is one of the most prominent patrons of art in Glantri and closes his shop occasionally for weeks at a time while scouting for new additions from unknown but talented artists which he then purchases and resells at his gallery. Many nobles take note of his schedule and drop in after his reopening, to see what he has found. When he is in the city his business hours are from 2pm to 9pm. After closing for the evening, he is often found in the Entertainment Quarter checking out the art galleries of the Hyacinth Gallery. Some nobles have not just purchased works they like but have wanted to commission additional works and so Karjula has many times acted as a middleman between nobles and the artists themselves. In Karjula's private living suite he keeps a locked chest where he keeps his personal funds totaling, in gold and gems, some 33,000

dc. Though the locks are the best gold can buy the true guardian of his wealth, and his private quarters is often a Djinni which he summons to guard his rooms in his absence.

The 3rd Floor was bought in AC 1003 from a retiring Subminster by the noble von Graustein family. As Rolf von Graustein, the Viscount of Blofeld, has no interest nor ever lived in Glantri City the residence is occupied by his sister and the current Submistress of Infrastructure, Lady Käthe von Graustein (Age 69, F8, AL-L) lives here with her family. Lady Käthe is former Grand Army Engineer and has been serving as the Submistress for 15 years and was the primary reason the Viscount invested in the property so she might have home suitable for her social and government rank. While Käthe is unmarried she does not live alone and lives her niece Heinrich (Age 38, M11, AL-L) and his family. Heinrich is Rolf's son and heir and serves as his father's representative at the House of Lords. His wife Tuulia (Age 33, M4, AL-N) manages the household as well as raising the couples 3 children, the eldest Friedrich (Age 10) is in his first term at the Great School of Magic this year. The von Graustein's have been trying for several years to purchase a home of their own in the Noble Quarter but have been outbid every time one has come on the market.

25. The Knickenknocker

If the Brotherhood of the Radiance is the most secretive and exclusive of all arcane organizations in Glantri then membership in The Knickenknocker is its parallel in Glantrian Society. The 'Knick' as it is known among its select membership occupies all 3 floors of an architectural stunning building that once housed the wealthiest of Glantrian nobles and merchants until it was bought in AC 990 by one said to be even more wealthy: a Darokinian woman, one Ruthea Mauntea the younger sister of the Chancellor of Darokin Corwyn Mauntea. Ruthea (Age 46, M11, AL-N) upon graduating from the Great School of Magic came to find she enjoyed the company, and often the late-night charms, of the elite of Glantri and decided to remain in Glantri and purchased this building as her new home. Soon after she converted the one-time mansion into a select men's club whose members were offered membership only by her and only after rigorous vetting. The 'Knick' is never technically closed and is always open to its members. Its main entrance is guarded by two Iron Gargoyles (gifts from a previous member of the Knick) who will only allow members and those with special medallions given by Ruthea to enter the building. She employs 20 F7 (min 16 Str AND 16 Chr) to guard her residence, and her and her attendants when they go out into the city.

The first floor is given over to lounges and gaming rooms, and a large ballroom where special events are held. Mantua herself occupies the entire 2nd floor and has a special vault in which she keeps her most precious personal valuables which are worth over 500,000 dc. and protected by the best magic that Mauntea money can buy. What makes the Knick so interesting for members of the Glantrian elite are what are found on the 3rd floor; a series of suites given over to sixteen beautiful women that Mauntea has selected to train in the Courtesan arts as well as attend her. Each were chosen for their intelligence as well as their beauty (min 13 Int in addition to 16 Chr) to provide Mantua and members suitable engaging conversation and refined company socially not just within the walls of the Knickenknocker but outside it in the company of Ruthea or a member if one so chose. In addition to being pampered by Mauntea the ladies are often gifted expensive items from members as mementos for particularly wonderful evenings spent together.

Ruthea Mantua is very selective in who she would choose for membership and making a good first night's impression is only a first step, they must also be judged by her to be as intelligent, refined, and interesting as she considers herself and her attending ladies. Once membership was offered and accepted a member would be responsible for dues that come to 240 cr. a year. Extreme discretion is expected of all members to keep not just the identity of fellow members, but any particular preferences members might have private. At present there are 10 members though Ruthea is presently 'trying out' two potential new members: Prince Jaggar von Drachenfels, Prince Urmahid Krinagar, Prince Bartolomeo di Malapietra, Anton Vlaardoen, Dominic Haaskinz, Ralindi Virayana, Viscount Ansel Widefarer, Viscount Michel Leconte, Colonel General Chanash Teval, and Grand General Tomor Olziyt.

26. Bounty Natur/SSR Designs/A Touch of Üüriintuya

Each of the three floors of this large three-story building is given over to a different tenant. Upon entering the building one comes across a grand staircase which can take one to the upper floors. The first floor contains the display, workshop and living quarters of one of the finest wood smiths in Glantri Estelar Erewan (Age 688, EW14, 3rd Circle Rune Master, AL-L). Bounty Natur has been patronized by discerning upper class Glantrians and their nobles for over 350 years. The location of Estelar's business has changed on occasion but has been here for the last 87 years and is open from 1pm to 8pm or by special appointment. It has its main entrance off the entry staircase foyer as well as side entrance to the south of the building for moving raw material and finished product out.

Estelar specializes in creating hand carved pieces of furniture using the best woods his clients choose to play for. Far from being merely functional, his carved furniture is considered works of art with immense details and even magical effects per a client's desires. A good example of his work and the value placed upon it would be the Estelar dining room table, carved from maple with intricate carvings of scenes from Glantrian history, enchanted with phantasmal force spells showing vivid recreations of the greatest historical events of Glantrian history, recently sold to Chancellor of Princes to impress foreign ambassadors for 17,000 dc. Estelar does not live on site but owns a fabulous tree home in Jardin Publique Park in the outer cities Calla Precinct.

The 2nd floor is the office of SSR designs, and the working and living spaces of the preeminent stained-glass artist in Glantri, Stannis Stewart Ridgely (Age 62, F3, AL-C). Though extremely temperamental and often seen nursing a bottle of Klantrian whisky Stannis is a true maestro with stained glass and is who nobles and the Glantrian government first come to when needing to commission new stained-glass windows or more often repairing damaged or broken ones. Unless on a jobsite he can be found at his shop during its normal business hours of 10am to 6pm. His rates are commensurate with his talents and can be contracted for work if he feels the work is not below him with a non-negotiable fee of 5 cr. a day plus material +50%. Ridgely usually needs 20 dc. of raw material to make a square foot of stained glass. However special client requests for more details or more colors than normal can drive the cost up to 50 dc. per square foot.

Stannis has two apprentices Henri and Jacob, who have been under him for several decades and are quite capable craftsmen and will often take contracts that Stannis passes up unless they are needed for large projects their master already has underway. All 3 live in the living quarters of the 2nd space and often spend the evenings blowing off steam in the Entertainment Quarter. Stannis will not keep his

valuables in his living quarters, instead he deposits his earnings into the Bank of Glenmoorloch and keeps roughly a 1000 dc. in coin and gems upon his person for any immediate expenses.

The 3rd floor contains the office, workshop and living quarters of the most famed tailor in Glantri City Üüriintuya Mönkhbayar (Age 56, M27, AL-C). He is a master of working with the finest yet most delicate of Ethengarian silk and has also worked extensively with Alphatian Spider Silk. Üüriintuya specializes in creating the finest quality and highly stylish wizard robes for the wealthy and powerful. In addition, he is also highly sought for his formal nightwear, men's and especially his beautiful and without fail flattering women's dresses. So much so that any wearer of his formal wear gets a temporary +3 added to their Charisma. Those already blessed with 16 and above Charisma scores instead gain the ability to charm (per the Spell but with a -4 mod) anyone of the opposite sex.

Upon entering A Touch of Üüriintuya, which is open from 9am to 7pm, one enters the display room where they are met by either Üüriintuya or his lovely Alphatian wife Eveliena. Here a customer can pick from the sizeable selection of Mönkhbayar clothing for sale. Wizard robes of the finest Ethengarian silk start at 1 cr. and the most expensive off the rack is 5 cr. Also, a nice selection of woman's dresses are found starting at 6 cr. and the most expensive, a hot number of pure white silk inlaid with small diamonds goes for 201 cr. Several Spider Silk wizard robes are available for sale but are for private viewings due to the extremely high cost due to the rarity of Spider Silk after the duo tailor tragedies of the Cook-Potting of Blackhill by Thar and of course the sinking of Alphatia by Glantri. Prices are four times what the finest Ethengarian silk costs a customer. Individuals may also attempt to contract the Mönkhbayars, subject to their interest and the social status of the individual, for unique clothing designs for which the only limit on cost depends on the client's desires.

27. Showers of Gold/ Great School of Magic Master Suites

This large four-story building once served as an off-site dormitory owned by the Great School of Magic providing housing for its large faculty. However, in AC 902 the Great School of Magic sold the bottom floor of the building to one of the most renowned artisans in the city and remodeled the top 3 floors to provide suitable living accommodations for the upper ranks of the faculty. There are two entrances to the building. The first facing west towards the Silver Tower Inn leads to the first floor of the building. The second entrance close to the inner city wall leads to a small foyer with a staircase leading up to the top 3 floors.

The bottom floor is the shop and home of one of the most famed goldsmith's in all Glantri, Rafael Diego José Francisco de Paula Juan Nepomuceno María de los Remedios Cipriano de la Santísima (who has no problem just being called Raf... that is if you are a Prince... otherwise if a mere noble and you hope to employ him you best call him by his Belcadizian name). As we go back a long ways, I'll just call him Rafael. Rafael has for over a hundred and fifty years been known and patronized by the nobility for his intricate work and pleasing designs, often topped by a clever use of magic and has been located here since he bought the first floor of the building from the Great School of Magic. Rafael (Age 431, EM12, AL-L) is a member of the Goldsmith's Guild (see Business Quarter, Sovereign Precinct location #25) and specializes in creating personal items for his clients like chain necklaces, rings, and pendants. He keeps a dozen or so works of his on display for purchase during his stores normal business hours which are 1pm to 10pm. The first floor also contains his living quarters, workshop, and his vault. His vault is a large

block of granite from the Glantrian Alps with an iron door in the top protected by three scythes hanging from the ceiling. The vault contains 20 - 250 dc. gold bars and at night his display merchandise which is valued at around 10,000 dc.

Rafael resides here with his wife Carmila de la Santa Cruz Rosalina Agnelia Rodriguez Cuellar (Age 378, EM8, AL-N) and their 2 apprentices, their sons Alejandro and Pedro (both E9 and graduates of the Great School of Magic). In a hidden wall space is a chest containing the family's personal wealth of over a 100,000 dc. in gems and jewelry with a smaller chest of spare change amounting to some 10,000 dc. A hidden lever on the wall disengages the scythe trap over top of the vault on the 1st floor.

The 2nd, 3rd, and 4th floors were converted from cramped dormitory style housing into large luxurious suites, two to a floor. Some of the most famed and longest tenured of Masters of the Great School have resided here over the years and being offered a suite by Filip Horgotzen, the Faculty Administrator at the Great School, is considered quite an honor when one of them comes available. Each suite has 4 to 5 rooms, not only large enough for the Master to live in comfort but also enough room for the Master to live with his family and has the latest in magical conveniences such as hot water on demand, black pudding disposal units, and personal climate spells to adjust the temperature in each room. The suites are free of charge and considered a perk of the position of being a Master at the Great School. The Faculty Administrator of the Great School of Magic, Filip Horgotzen (Age 57, M15, 3rd Circle Fire Elementalist, AL-N) is in charge of keeping track of the available residential suites for the senior faculty of the Great School and assigning or finding residences to newly promoted Masters of the School. The current residents are:

- 2nd Floor:
Master of Conjuraction *Archibald McMillian* (Age 89, M34, 4th Circle Water Elementalist, AL-L)

Master McMillian is rarely found in his personal quarters as he spends most of his free time in the libraries and laboratories of the Great School working on his own personal magical research. During the Winter break Archibald like many heads south to Ierendi but unlike many he doesn't go for the sand and sun but spends the time under the water exploring the lands of the Sunlit Sea.

Master of Physics and Engineering *Anton Kiergaarde* (Age 90, M36, AL-C)

Master Kiergaarde has been the Master of Physics and Engineering since AC 973 and is the longest tenured non elf Master at the Great School of Magic. Anton's health is beginning to fail, and he plans on announcing early next year that it will be his last and will retire from the Great School at the end of the AC 1015 term.

- 3rd Floor:
Master of the Healing Arts *Guillaume Lloris* (Age 97, M35, 4th Circle Alchemist, AL-L)

Master Lloris has been Master of the Healing Arts for the last 25 years and is one of the most respected members of the faculty at the Great School. Master Lloris could easily be Master, even Arch Master in several areas at the great school. He is right with the current Arch Master of Divination magic in terms of knowledge and could easily be Master of Biology as well as Master of Alchemy and Chemistry. If the breadth of Master Lloris base of knowledge wasn't enough in inspiration awe in his students and respect amongst his peers, he is always one of the

most genuinely positive and upbeat members of the faculty with seemingly a good kind word for anyone, from Grand Master to first year student from the lowest dormitory. He lives here alone as he never married but often has company over, either fellow faculty or students, enjoying stimulating conversation and a bottle of fine wine that Master Lloris always seems to have on hand.

Mistress of Laboratories and Experiments *Tineke Gieljan* (Age 55, M27, AL-N)

Mistress Gieljan lives here with her husband Rogier (Age 52, NM, AL-L) and is one of the leading candidates to succeed Lord Paarstalla as Arch Master of Laboratories and Experiments at the Great School. She has a reputation as an excellent, no nonsense teacher who has taught many young nobles over the last 20 years but has also showed a human side and become close with some of her students, few quite like the young Katya Verlien-Zirchevski who often comes over for evening tea when she has a pass from the Great School.

- 4th Floor:
Mistress of Divination *Jannetje Schaft* (Age 95, M34, AL - L)

Mistress Schaft lived here for many years with her husband Diederick but sadly he passed away last year and Schaft has lost a lot of any joy in life along with her beloved husband. There is much speculation that Schaft will either retire or waste away in the next few years. Some of her friends on the faculty are trying to find ways to rekindle her spark for living but so far they have not been successful.

Master of Biology *Gaston Van der Kil* (Age 79, M29, AL-N)

Master Van der Kil lives here with his wife Éléonore (Age 73, M21, AL-C). Éléonore is a retired Physician who worked at the General Hospital (see Business Quarter, Ducat Precinct location #19) for almost 30 years. Today she helps her husband plan his lessons for his students and keeps him happy with her amazing skill in the kitchen as she attended Beaux Arts de Vyonnes when much younger and learned the culinary arts from some of the best chefs in Glantri.

28. Crown gondola landing

Those arriving or departing the Crown Precinct typically do so here via gondola. Usually, 1 or 2 gondola can be found here at any time of day for those leaving the precinct but as the Crown Precinct is primarily commercial the landing is busiest during daytime with shoppers coming and going from the shops of the precinct via this landing. Few nobles use this landing as they often use magic, often Fly, to come and go around the Noble Quarter.

29. The Gorevich-Wozlany Manor

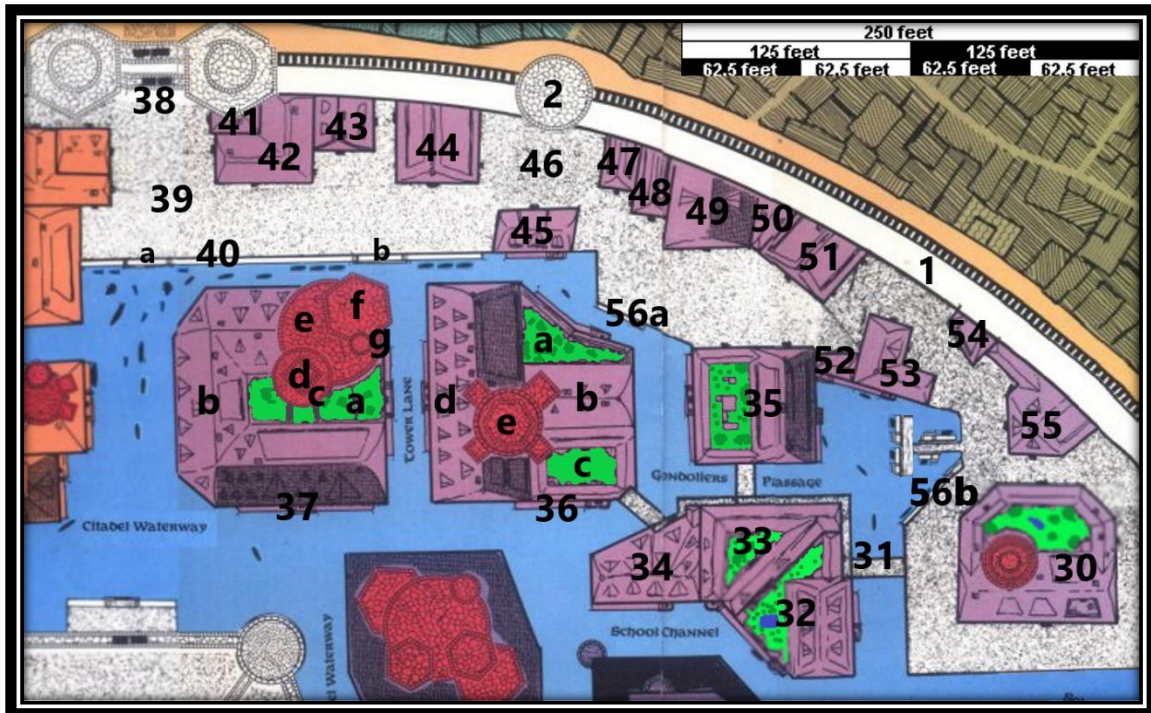
Like the Vlaardoen Estate and Belcadiz House, the Gorevich-Wozlany Manor is one of the few residences remaining from when the city was called Braejr that are known to have never changed hands or been owned by anyone but their family descendants. The Manor was built in AC 760 financed by the Traladaran Prince Morphail Gorevitch-Wozlany several decades after arriving in the Highlands and settling in northeast Glantri. Since then, it has served as the Glantri City home of family members and occasionally the Prince himself. The manor is a classic example of Old Traladaran architecture with its vibrantly painted walls, sloped roofs, small narrow stained-glass windows, and of course its onion shaped domes. Prince Morphail's brother Boris lives here while the Prince resides at Igorov and represents Prince Morphail at the Council of Princes for most business with Morphail himself attending the Council only in times of emergency or great personal interest like the Council debates of AC 1008 and the legalization of Clerics in Glantri.

The manor itself is a 2 story building with the first level. Sir Boris will regularly hold nighttime receptions and elaborate feasts especially around important votes at the House of Lords. Invited guests arriving at the Manor are greeted by Yefrim (Age ?, F24, AL-C) the Steward of the manor and only servant employed by Sir Boris. Those first meeting Yefrim are often taken aback by him as he stands over 7 feet tall is completely bald and is always dressed in an expertly tailored black silk suit, though of a style that was popular in Glantri some 50 years in the past. Yefrim though polite, rarely speaks, and will show guests to the large common room on the first floor where Sir Boris will meet his guests. Needless to say, uninvited guests will see a *very different* version of Yefrim.

Sir Boris is proud to show off to his guests the many Traladaran antiquities and pieces of art his manor is a repository of many going back centuries. In addition to the large common area where Boris entertains guests the manor has multiple smaller rooms that have themes related to important events in Traladaran history. In addition to his duty as Steward Yefrim is also quite the chef and his sumptuous meals, always in Boldavian culinary tradition, are spoken highly of by guests of the manor. The 2nd floor is never shown off by Boris and is largely empty and contain several large suites of rooms for guests which are never used.

A hidden trap door in the kitchen floor leads to a large cellar in a sublevel below the manor. This sublevel is the domain of Sir Boris, the undead Nosferatu, and where he sleeps. As a powerful high level Nosferatu Sir Boris, like his older brother Morphail, can exist in daylight and be about during the day and Sir Boris often has to be to fulfill his duties at the Council of Princes though he often requests late afternoon meetings to be able to 'sleep in' during the morning and early afternoon but like a human he can go several days without sleep before the real effects of sleep deprivation set in. During his daily sleep Sir Boris is protected not just by his utterly loyal Steward Yefrim but also by a pack of five wolves that are kept in the sub level when Boris has guests but otherwise freely roam the interior of the manor during the day. They will attack any 'live' intruder other than Yefrim. Yefrim though a high level fighter does not wear armor nor carry weapon but has been trained as master hand to hand warrior (has Wrestling Weapon Proficiency as a Master). Yefrim will not kill intruders but subdue them then bind them paying particular attention to spellcasters and will leave them for Sir Boris to deal with when he awakes. His only protection is a ring of Spell Turning which was gifted to him by Sir Boris from an unfortunate adventuring trespasser who disappeared and was never seen again.

THE RIM PRECINCT



In the Rim Precinct home prices per square foot are more expensive than the Crown Precinct and only slightly less than those seen in the Vlaardoen Precinct. Much like the Crown Precinct, in addition to the homes of the nobility you can also find high end businesses catering to the nobility in the Rim Precinct. There is no law putting restrictions on those who can be in the precinct, but beggars and obvious low-class visitors who are observed to be loitering or acting suspiciously will often be roughly handed by either noble guards or the city constabulary, whichever gets to them first often case. The precinct is dominated by its 3 paved walk areas with each having a different level of public access.

30. The Widefarer Estate

This extravagant estate was once the city estate of the Prince of Blackhill and the Aendyr family and was for over 150 years before it, to surprise of all the nobility, was put up for bidding last year by Prince Volospin's successor Princess Dolores. Many had wondered why she would sell such a cherished family holding and powerful symbol of the Aendyr's place in Glantri. Many figured that gold, not a stately home that was sitting vacant and unused, was desperately needed by the intrepid, lovely, and beloved by all; new Princess in helping bravely rebuild her shattered Principality after Thar's invasion. It was bought in AC 1013 by the greatest of Glantrian war heroes, the Torch of Aasla, Viscount Ansel Widefarer for over 125,000 dc.

The courtyard grounds of the estate are considered among the most beautiful and serene of all Glantri City estates. The main estate building around the courtyard was completely remodeled by Widefarer to suit a woodland elf. Fine wood decor, live greenery and works of fine elven art adorned the new home.

A two story wing surrounds the courtyard containing multiple large suites of rooms for guests to stay. The main building has 3 floors and has a large ballroom for entertaining guests, a large art gallery, a concert room for small music performances as well as quarters for the staff of servants and staff the Viscount employs.

The five-story tower that rises above the manor house contains the personal quarters of the Viscount as well as his personal workshops and libraries. The small troop of house guards that the Viscount has to guard his estate are also quartered in the lower levels of the tower. This year Widefarer hosted a gala on New Sprites Day that was such a success, with numerous important Princes and nobles attending, that he plans on hosting once again next year and hopes for it to become a regular fixture on the Glantri City social scene.

31. Noble's Way

While the constables of the Rim Precinct tend to keep those with no business from progressing east of the Rim (see location #46) the constables are even more selective about who has access to this 'public' walkway that leads to no less than four homes of the ruling Princes. At least one or more constables from the Rim Precinct (see location #43) are always on duty at the east end of the footbridge over the canal, regardless of the time of day, and will only allow known and recognized residents or workers of the homes accessible via Noble's Way (locations #32-36) or those who have a pass from the owners household to cross the bridge.

32. The Ambrehouse

Built in AC 877 only a few years before their mysterious disappearance for 103 years the Ambrehouse is the family residence of the d'Ambreville family. Until recently the d'Ambreville family was one of the largest ruling families and the Ambrehouse was constructed with that in mind with numerous suites for family members to live when in the city. The Ambrehouse consists of a grand entry foyer inside the main entrance from Noble's Way leading to the 5 story main house as well as a large private gondola landing giving access to the large courtyard.

The grand entry foyer is an open 2 story high area with many large stained glass windows on the exterior and numerous paintings by some of Nouvelle Averoine's most famous painters adorning the interior walls. Two d'Ambreville house guards are always on duty here. The foyer leads to the 1st level of the main building of the Ambrehouse. This floor is dominated by a large ballroom where the d'Ambreville are able to host large gatherings and grand dinners. A sublevel contains the kitchen and living quarters for the household staff as well as the force of 20 house guards. The ballroom again is lavishly adorned with expensive and rare artwork as well as the unique d'Ambreville touch of having thousands of pieces of amber set into the walls which reflect the light to such a degree as to often leave guests bewildered. Situated between the Ambrehouse and the adjacent Von Drachenfels Manor are well manicured courtyard grounds that are used for outdoor receptions held in the summer. The d'Ambreville's used to hold a grand gala here for the Vyonnese Carnival but Princess Isidore no longer does due to the dying off of the older generation of the family, the lack of Averoinian nobles residing in

the city (only 1 of the 4) along with the stunning success of the grand gala celebrating the Carnival the Viscount of Amboise. Now she only hosts a gala during Arcanium when it is assured that everyone, not just her Averoignian noble allies, will be sure to be in the city and attend.

Overnight or extended guests of the d'Ambreville family are offered use of one of the 6 guest suites on the 2nd Floor. The 3rd and 4th floors contain 8 additional suites used in the past by the large d'Ambreville family. The 5th floor is where the personal quarters and libraries and laboratories of the head of the d'Ambreville family are found. As Etienne resided at the Great School of Magic the 5th floor was taken up by his representative to Parliament which was Charles and Isadore d'Ambreville for many years until both passed away in AC 1002. Richard and Isidore were instructed by Etienne to serve as the new family's representatives at Parliament and moved from Nouvelle Averoigne to the Ambrehouse and took up residence on the 5th floor. Princess Isidore continues to live at the Ambrehouse though her husband passed away in his sleep earlier this year at the grand old age of 115.

Though the d'Ambreville family has gone from one of the largest families to one of the smallest, Isidore is not alone at the Ambrehouse. Etienne's son, Jean-Louis and his wife Claire live on the 4th floor with two of their children Georges (Age 12) and Michel (Age 9). It is though their eldest child that Jean-Louis and his family reside at Ambrehouse, the 13 year old Monique who was the only one of the three that had magical ability. She begins her final year at the Great School next year and upon graduating, and being a wizard and considered a legal heir, she will formally be declared the heir to Noevelle Averoigne though her father would rule Noevelle Averoigne if it came to pass before she came of age when she turned 16.

33. The Von Drachenfels Manor

This quaint and unpretentious, with a private interior garden area, two story triangle shaped manor home is the home of the Von Drachenfels family. The Manor has been continuously owned and occupied by the Von Drachenfels family since it was first built in AC 835. Unlike many of the stately homes of the ruling families the Von Drachenfels Manor is not geared for hosting gatherings and contains no large common areas for entertaining large groups of people. The manor has over long stretches of his history been occupied only servants as the Von Drachenfels themselves have often preferred to either dwell at Schloss Ritterburg or at the Citadel as Prince Jaggar has for many years since becoming Warden of the Marches. Today a Von Drachenfels is in residence at the Manor, Jaggar's sister Helgar, who often represents the Prince at Parliament. She keeps a very private profile and rarely attends social events, and never sponsors her own though she often finds private amusement in watching, from behind the drawn shades, the antics next door of her new neighbor.

The manor is unique among all homes in Glantri City, not surprisingly considering that it is the Von Drachenfels after all, in that part of the manor is meant to house dragons and not humans. The diagonal section of the manor, bordering the adjacent d'Ambreville manor is an open 2 story area which houses Prince Jaggar's two large White Dragons (Akanth and Paerroi) that he had tamed and trained when he was a teenager. The two dragons often come to Glantri City during winter months when Prince Jaggar often uses one of them to pull his winter gondola over the frozen canals of the city. Truly the man has *style*. They are free to come and go and often leave the city to head to the Glantrian Alps to hunt and

feed. One of the sights that long time Glantri City dwellers have never fully lost being in awe of is seeing one or both dragons emerge on the roof of the manor and take to flight over the city.

Unfortunately, the rest of the Von Drachenfels manor is far less exciting than it two part time Dragon residents. The Von Drachenfels have never been known for interests or tastes in the arts, instead a guest to the manor will first encounter a long entry hallway of the mounted heads of various beasts, especially dragons, that the Von Drachenfels have hunted down over many years. Furnishings are spartan and military themed. A dining room with capacity for 30 dominates the first floor but is most often used by the 20 Von Drachenfels house guards. The remainder of the 1st floor is taken by the kitchen and quarters for the servants and guards. The second floor of the manor house is large taken by several suites of rooms for use by overnight guests, or as living quarters for Von Drachenfels family living in the city. As Jaggar resides at The Citadel and their mother Hildegard resides at Schloss Ritterburg, Frau Helgar has the top floor to herself and has taken master suite with its great view of the Great School of Magic across the canal. Though Helgar is more interested in observing the hijinks going on next door with her new neighbors than taking in the view of the Great School.

34. The Kol Mansion

What has become one of the cities greatest attractions and freak show curiosities was once the long-time city residence of the McAllister family. After the assassination of Dorothy McAllister, the mother of the Marquis of Satolas Alasdair McAllister, by Alphatian agents at the Silver Tower Inn (along with Serena Aendyr and Letizia di Malapietra) in AC 1004 in the run up to the Great War with Alphatia the reclusive antisocial Alasdair decided to put the mansion on the market. It changed hands several times during the war with Alphatia before being purchased by the Viscount of Redstone Ansel Widefarer in AC 1009. However, after purchasing the Aendyr estate from Princess Dolores last year he put the mansion back on the market and when he announced last year that he had accepted a bid and was selling the mansion (for 65,000 dc.) to the newest Prince of Glantri, Prince Kol of New Kolland, Glantrian high society went into a collective uproar. Not without reason did it take long to show.

Prince Kol moved immediately into the mansion upon completing the purchase and proceeded to throw one of the most wild parties Glantri City has ever seen (only topped by the infamous 1005 Consortium House party/riot) I should know, as your humble guide Micky the Mage was indeed there and can say that the rumors of Princess Dolores doing a striptease on top of an expensive Estelar table, shortly before it was hacked into pieces by a completely inebriated Hobgoblin bodyguard, are entirely true (see the Glantrian Almanac AC 1000 – AC 1020 for ALL the details..).

Over the last year Kol has used the mansion as not just his city home and primary residence but a gathering point for humanoids possessing magical ability that he intends to try to register at the Great School of Magic. Kol has taken the majestic master suite on the third floor as his own with his wife Lady Teurac (Age 41, KO2, AL-C) and two children; his son Sir Gulb Kol (Age 12, K01, AL-C) and newborn daughter Lady Kulli Kol. Prince Kol has given the 3rd great suite of rooms on the 2nd floor to his longtime advisor, magical instructor, and personal magist Thurstol Cattaneo (Age 48, M28, AL-N). The former guest rooms on the 2nd floor are taken up by a handful of humanoids who were selected as promising magical talents (and intelligent enough see [Humanoid Spellcasters](#)) that could become full-fledged magical spell casters.

In between partying like it was 999 and indulging in overall general debauchery they are being tutored by Master Cattaneo in basic magic concepts, basic education concepts (most importantly learning how to speak Thyatian Common), and also proper Glantrian (human) etiquette and customs. Prince Kol arrived with a large group of humanoids last year and though a rough half of them were not able to meet the standards that would be expected of them to be able to enroll at the Great School of Magic. Of those that have made it through a year of tutoring and testing 18 humanoids still remain; four orcs, three goblins, one hobgoblin, six kobolds, a three bugbears, and one ogre. Prince Kol plans on trying to enroll them next year for the AC 1015 term.

The 1st floor was once the showpiece of the manor with luxurious and expensive furnishing with a large ballroom for hosting functions. Today pretty much all the luxurious and expensive things are gone from the Kol Mansion. Either destroyed by drunken humanoids or sold off by the Prince for extra coin. The splendor of the ground floor is but a memory and today just a mismatch of cheap furniture, empty bottle of Thunder Grogg and the remnants of past pieces of furniture as Master Thurstol uses the large common areas of the first floor for his humanoid students spellcasting practice.

35. The Beaumarys-Moorkroft Mansion

The Beaumarys-Moorkroft mansion is a relatively new addition to the noble quarter and was built in AC 985 over previously unused open space on the Rim by John Beaumarys-Moorkroft who had just become Viscount of Redstone. Beaumarys-Moorkroft never had an interest in running or administering a dominion, so he made the home his permanent residence and immersed himself into the political battles at the House of Lords and the even more treacherous social scene the capital.

The mansion is famed for its large, interior garden area which has several greenhouses which contain numerous varieties of non-native flowers and plants. Lord John employed the best horticulturalists (non-elven at least) that he could find to tend the courtyard and greenhouses and the results were spectacular and were always a highlight during the many social events he hosted as he climbed the noble ladder as worked his way upon from first a becoming a Baron all the way to becoming the Archduke in an incredibly short time of only 22 years. The garden is surrounded on 3 sides by a single story level with 3 entry foyers, one from a gondola landing, one from the Rim, and from the Noble's Way to the south. The foyers from the Rim and walkway lead either to the garden or directly to the main house. The rest of the surrounding level is taken up by servant's quarters and storage areas. A detached single-story house is on the garden grounds.

There is a fourth entrance to the Mansion, this one to the main house itself off of the Rim. Almost as notable as the famed garden, the Beaumarys-Moorkroft house is almost as notable as a distinct example in Glantri City of the Fenwick style of architecture. The Fenwick style is noted for steeply pitched gable roofs, elegant masonry and stonework, and stately wooden beams set in a stucco or stone facade. The half-timber beams are typically placed vertically, but they are not load-bearing. Particularly eye catching are the large groupings of tall, narrow casement windows around the exterior. The main house itself has four floors with an emphasis on traditional Fenwick with its first floor dominated a large ballroom meant for hosting large parties or events. The second floor has the mansions kitchen and a large dining room that can accommodate up to fifty. The mansions 3rd floor is divided into 4 suites of rooms that could

either serve as guest suites or family quarters. The top floor is where the living quarters, workshops and library of the head of the family is found.

With the death of the John Beaumarys-Moorkroft in AC 1009 due to the plague and overall failing health his oldest daughter Judith became the new Archduchess of Westheath and the head of family. She is much like her father in that she has no particular interest in administering or even residing in Westheath, so she resides full time at the mansion. The Archduchess does not live alone and lives here with her brothers Edgar, and Jonathan along with his wife and two young children. Edgar, being the serious scholar, lives in the garden guest house, while Jonathan and his family occupy a suite of rooms on the 2nd floor. Lady Judith throws quarterly receptions in which she works to correct many years of ill will from other nobles and Princes accrued by her backstabbing and treacherous father. Lady Judith is well aware she is but a mere heartbeat away from becoming a Princess of Glantri as four ruling houses currently do not have an eligible (legal) heir.

New Kolland: Pirince Kol has no legitimate heirs though it remains to be seen if his newborn child has magical talent or not

Bergdhoven: Princess Juliana has no children nor any surviving family eligible to inherit the lands her family has ruled for over 500 years.

Blackhill: As Princess Dolores has no children and Sir Lathan had formally renounced any claim to the Principality back in AC 1010.

Morlay-Malinbois: Prince Malachie currently has no children nor any extended family.

36. The di Malapietra Estate

This massive city estate was once the residence of none other but the founder of Glantri Alexander Glantri and his family. After Alexander's son, the Archduke Alexius Glantri, was disposed in AC 858 after the Light of Rad the estate came into the possession of the di Sfoni family and then finally with the end of their line in AC 947 became the estate of the di Malapietra family. There are two entrances to the estate. One from the Noble's Way into area (c) which is where the 50 di Malapietra house guards are quartered and contains a stable area for horses and carriages. The second entry is the main one used by guests is a large gondola landing which leads first to large garden (a) and then to the grand entry foyer (b).

The Grand Foyer is a two-story building noted for its white marble fountains filled with blood red Caurenzian wine. A grand white marble staircase leads up to the second floor which has a gallery famed for its displays of priceless Thyatian, Hattian, and Kerendian works of art by their greatest artists. The first floor has a large arched entry way into the main building (d) of the estate.

The main house of the estate is a four-story building made of the finest Caurenzian marble. The center of the 1st floor contains a smaller grand foyer dominated by a grand marble staircase leading to the upper floors and the tower above. The foyer also has an entrance from a gondola landing on the west side of the estate which is only used by the residents of the estate and is where the di Malapietra family

has two large opulent gondolas docked for when any family members want to take leisurely ride through the canals or to take them to Parliament or even the Entertainment Quarter. A smaller doorway connects the foyer of the main house to the guard quarters (c). The first floor also contains a huge ballroom on its northern side facing the rim and a dining room and kitchen on the south side facing the Great School of Magic. Both the ballroom and dining room can easily hold a hundred or more guests. Lady Lucrecia has long held monthly receptions in which those interested and eligible in becoming nobles can meet Lucrecia, and sometimes even the Prince or Princess of Caurenze. The receptions are geared towards trying to gain the potential allegiance of the potential nobles if they one day succeed in either winning a Barony or creating one themselves. The second and third floors contain large, roomy, and quite opulent working and sleeping suites for family members and guests along with dedicated kitchens and several private dining rooms per floor. At the present time the only permanent resident is Lucrecia di Malapietra who has taken the large suite and with the best view in the southwest corner of the 3rd floor as her own personal quarters. The 4th floor contains the cramped living quarters of the nearly 100 servants the manor employs along with yet another kitchen and dining areas for use by the hired help.

Atop the main building and accessible via the main staircase is a 3-story tower (e) with 4 balconies extending off the 2nd floor of the tower and with a small building on the top. The first story of the tower (at level 5 relative to the first level) is a guard station continuously manned by di Malapietra house guards with orders from the Prince to prevent anyone but Lucrecia, or the personal staff of the Prince and Princess from ascending the tower. The 2nd floor has two offices, one each for the Prince and Princess, as well as a personal lounge for the couple. The 3rd floor again has two sets of laboratories and libraries with the Prince and Princess who are both wizards having their own private facilities. A staircase leads directly to the building on top of the tower which is the Prince and Princess's private sleeping quarters. The open area of the top of the main tower is not bare stone as one might expect but back filled with several feet of loose soil which might give an intruders or thieves targeting the private quarters of the Prince and Princess of Caurenze a mere second of warning to surmise (correctly) that the roof is guarded by summoned denizens from the Plane of Earth.

With the death of Prince Innocenti at the beginning of the year his son Bartolomeo became the new Prince of Caurenze and took up full time residence in the tower, along with his wife Constanza (Age 23, M11 3rd Circle Earth Master, AL-N) as he took his father's place not just at the Council of Princes. His aunt Lucrecia continued the role she previously served her brother Innocenti as a political advisor to the Prince and serves as his representative at Parliament.

37. The Belcadiz House

The quaintly named Belcadiz House rivals its neighbor the di Malapietra estate as the grandest noble estate in Glantri City today. It has been the residence of the Belcadiz family in the city since it was built just after the end of the 40 years' war and the Republic of Glantri was established. The Belcadiz House was constructed of fine pink marble and carved wood and shaped like a U with a large garden (a) with many flowers, bushes, and trees between the two wings of the building. A gondola landing on Tower Lane is the primary way for guests and visitors to enter the Belcadiz House. A secondary gondola port exists on Citadel Waterway which is used by house employees bringing supplies into the home and where the Belcadiz family keeps several large magical gondolas moored for their private use.

The main building of the estate (b) has 3 floors. The main entrance is at the western end of the garden of the estate which leads to a large open ceiling two story high entry foyer with a grand staircase leading up to a 2nd floor landing overlooking the foyer. The northern wing of the first floor contains the quarters of the 40 Belcadiz house guards that guard the home. The house guards are roughly split half and half between Belcadizan elves and Belcadizan humans. The southern wing of the first floor of the southern wing contains the kitchens and living quarters for the estate's servants and has a small stairwell leading to the service area on the 2nd floor.

The 2nd floor is used primarily for entertaining large groups of hundreds of guests as it famously does every year to celebrate FERIA de Toros, the national holiday of the Belcadiz, both elf and human. The southern wing of the 2nd floor contains an expansive dining room with exquisite views of the Citadel and the House of Ministers to the south. The dining room can handle up to 200 people for a sit down banquet and up to 300 during FERIA de Toros when the tables are removed. This area has a preparation room where food can be brought from the huge kitchen on the 1st floor. The service stairwell found in the preparation room also leads up to the 3rd floor where meals prepared in the kitchen can be taken to the upper levels for more private and intimate dining. The northern wing of the 2nd floor is where the Grand Ballroom is found, which has a capacity of 300 people and where the main festivities of FERIA de Toros is held. The northern and southern wings of the 2nd floor are connected by the large landing in the western wing overlooking the 1st floor entry foyer with a guarded staircase leading up the 3rd floor where only invited overnight guests and naturally residents and staff of the Belcadiz House may pass.

The 3rd floor is accessed by the west wing stairwell from the 1st and 2nd floors and contains a large number of suites for Belcadiz family members to live in and for select overnight guests of the Belcadiz to stay. The northern wing of the estate is dominated by the large tower extending through and over it and the Belcadiz family and any escorted guests along with house guards and servants are allowed in the north wing. The north wing contains the permanent living quarters for some of the Belcadiz family such as Princess Carnelia's younger brother (and current heir to Belcadiz) Diego (Age 194, EL10 Attack Class D, AL – L) who is currently a Senior professor at the Great School of Magic specializing in creatures of the Outer Planes, her eldest son and likely future heir Miguelito (Age 34, E3, AL-N) who is a part time student at the Great School of Magic and only lives here when he is not attending class at the Great School, her youngest son Sancho (Age 24. E1, who will be enrolling in the Great School of Magic next year. At the very eastward end of the central corridor of the north wing is a stairwell which leads to a large set of towers rising over the estate.

The main tower (e) rises 48 feet above the roof of the Belcadiz House and 84 feet above the courtyard garden. In its 4 stories are found quarters for the personal attendants (dueña) of the Princess of Belcadiz as well as the office and quarters of major domo of the estate. Tower (f) rises 36 feet above tower (e) and contains the quarters of the 12 members of Princess Carnelia's personal bodyguard. The roof of the tower contains several ballistae which guards are fully trained to use. Tower (g) rises another 24 feet above tower (f) (144' above canal level) and contains the quarters of the head bodyguard of the Princess, Andres del Fedorias (Age 327, EL10 Attack Class K) and whose roof contains two swivel mounted Lightning Bolt projectors for aerial defense of the estate (and city) as the two projectors were enchanted and installed in AC 1010 after the attack of the 1000 Wizards at the end of the Great War showed the relative ineffectiveness of ballista and catapults for protecting the city from attacks from the air.

The personal quarters of the ruling Princess of Belcadiz Dona Carnelia are found in tower (c) which rises 60 feet over the roof of tower, 144 feet above the courtyard garden. Its five floors contain her living quarters, personal study, workshops, offices, and a private dining room. On the roof of her tower can be found a single-story building (d), topping out at 156' above the courtyard and canals, where the Princess keeps an aviary which contains hundreds of beautiful small multicolored singing birds native the Savage Coast where the Belcadiz emigrated to Glantri from over a thousand years ago. The birds in addition to being beautiful are quite carnivorous and have been liked to piranha in their ability to reduce a man from flesh to bone in mere minutes. It is rumored, especially among the Fellowship of the Pouch, that those caught attempting to steal from the estate end up in the aviary, however it is also said by many others that anyone that displeases the Princess runs a risk of ending up in there.

38. Gate of Rad

Two large seven-story towers flank the Gate of Rad which is one of the two gates separates the inner and outer cities (see West End Quarter, Anemone Precinct location #57). Two Troops each of 20 Watch Constables of the City Watch (see Citadel #2) each led by a Watch Captain are stationed here. One in each tower. In case of war or civil emergency each tower can hold up to 100 defenders. The defenses of the Gate of Rad were strengthened substantially during the Great War with Alphatia. Gone are the pitifully inadequate ballista and catapults of the pre-war years, they are now replaced with batteries of Magic Missile, Lightning Bolt, and Fireball on swivel mounts giving a wide range of fire from ground to aerial targets.

The Gate of Rad, like the other two gates into two inner main gates is open to traffic entering and leaving the inner city at all hours of the day. The Watch Constables assigned to the gate assist agents of the Department of Trade in collecting entrance fees that must be paid to enter the inner city. Exceptions are made for the fees for nobles, and those who work in the Citadel Quarter who are issued passes. Otherwise, each individual is charged 5 Pennies, plus 2 Sovereigns per mount. Palanquins and carriages are charged 1 Ducat.

39. Noordelijk Plein

The Noordelijk Plein is one of the largest open areas in the inner city. Extending from the heart of the Middle Class Quarter's Amaryllis Precinct west of the Gate of Rad eastward to where the Rim begins (see location #46). This area is one of the busiest and often most crowded parts of the inner city. As the Noordelijk Plein lies between the Rim Precinct and the Amaryllis Precinct it is joined policed by the constables of both precincts (see location #43 and Middle Class Quarter, Amaryllis Precinct location #64). The western and eastern sections are policed by the Amaryllis and Rim Precinct constables respectively but the large area direct between the two precinct, just south of the Gate of Rad are policed by constables of both precincts.

The Noordelijk Plein is a near constant mix of those entering and leaving the inner city via the Gate of Rad and those coming and going via Rads Port. In addition to the large amount of foot traffic there is a substantial flow of goods through the plaza between the Rads Gate and Rads Port consisting of trade

goods passing through Glantri City or goods coming and going between the inner and outer cities. Due to the large amount of people and goods in Noordelijk Plein pick pockets and thieves are common even with the large constable presence here.

40. Rad's Gondola Port

Rads Gondola Port is by far the busiest of the gondola ports and landings in the inner city. The port sees significant private and commercial traffic around the clock. 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. A short section between the two is set aside for gondolas of the City Constabulary. Due to the close proximity of noble homes, in particular the estates of Prince Bartolomeo and Princess Carnelia, the constables are very aggressive in enforcing the laws on the books (Nocturnal Noise, Disturbing Public Order) so while gondola traffic ferries passengers and goods during all hours, any excessive noise or loud merriment will be swiftly dealt with by the constables of the Rim and Amaryllis Precincts who police the area. Due to the sheer volume of traffic coming in and out of Rad's gondola port, no through traffic is allowed on Tower Lane between the di Malapietra and Belcadiz estates between the hours of 6am-12am as both mansions have large gondola landings, and large numbers of private gondolas, upon Tower Lane which are quite busy with the comings and goings of the staff and retainers of both estates.

Section (a) is the landing used for gondolas handling private traffic of individuals. The majority of the private traffic is split between those coming and going between Noordelijk Plein and either the Entertainment Quarter or the Citadel Quarter. With very few exceptions due to the sensitivity of the locations of the Citadel (bribes rarely work, unless extreme, which will often be pocketed by a gondolier but then reported upon to the local constabulary, keeping the bribe) all gondoliers will ask those 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 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: **6 sv.**
- Southbridge gondola port or any other place in the Ducat Precinct of the Business Quarter, Port Antonngondola port: **5 sv.**
- The Open Market Port: **4 sv.**
- De Westelijk Promenade or any location in the Hyacinth Precinct of the Entertainment Quarter: **3 sv.**
- Any location in the Muscari Precinct of the Entertainment Quarter: **2 sv.**
- Any location in the Aalsmeer Precinct of the Middle Class Quarter: **1 sv.**

Locations in the Amaryllis Precinct of the Middle Class Quarter: varies from **5 sv.** from its far western parts to **1 py.** to eastern parts close to the port

Section (b) is where commercial traffic is loaded and offloaded upon gondolas. Most commercial traffic involves local goods going back and forth from the Open Market via the Open Market Port (see Business Quarter, Sovereign Precinct location #21). A significant amount of commercial goods is also loaded upon gondolas bound for either the Towergate gondola port (see Business Quarter, Ducat Precinct location

#3) or King Anton gondola port (see Port Quarter location #30). Much like private traffic, commercial traffic flows through Rads Port around the clock.

41. Max Groß Tours

This small nondescript single-story structure is often closed during winter months or at other random times but when open it is from 5am to 7pm and the owner Maximilian von Groß (Age 34, T29, AL-N) is often found outside by the Gate of Rad soliciting new visitors coming through the gate for those who might be interested in having guided tours. Max's rates are an entirely reasonable 1 sv. per person per hour and Max provides recommendations for eating and lodging as well as providing an entertaining and fun fact filled guided tour of the city.

Beneath the charm is another facet to Max as he is a Guildmaster of the Glantri City branch of the Fellowship of the Pouch after succeeding the previous Guildmaster Luigi Peruggia who died (see Citadel Quarter location #2) with many of his underlings in the gloriously bold, spectacular in scope, but utterly failed attempt to rob the national vault at the House of Ministers in AC 1006 (see the Glantrian Almanac AC 1000 – AC 1020 for ALL the details...). While offering legitimate tours of the city Max cases out those who seem to have more ducats than sense and will recommend them to take lodging for the night at the Morning Star Inn which is the Entertainment Quarter (see Entertainment Quarter, Muscari Precinct location #43). Max collects a 25% kickback from the owners of the Inn of what is stolen from the guests he 'refers' to the Morning Star. Max though he could afford a much grander residence lives in a small tenement unit at the far western end of the Noordelijk Plein in the Amaryllis Precinct (see Middle Class Quarter, Amaryllis Precinct location #68).

42. Commerce Inn

The Commerce Inn is comparable to the Watertower Inn in that wealthy mundane visitors to the city often choose to dine and room than the often crowded and boisterous middle-class establishments. The Commerce Inn has 3 floors. The first floor has a reception area inside the main entrance (the eastern door) and has a staircase leading up to the main 2nd floor dining area. The rest of the 1st floor is a stable area accessed through the west and south doors where guests may stable their horses and carriages. The main dining area on the 2nd floor takes about half the floor and specializes in traditional Flaemish cuisine. It is famous for its Frambozenkwarktaart which is considered one, by serious food critics including myself as one of the best in Glantri (though I will say my wife's is better).

A meal at the Commerce Inn typically ranges between 3 and 5 dc. but as always adding drinks to the meal can raise the sum of one's bill significantly. The kitchen is open from 9am to 11pm. The remainder of the 2nd floor and the whole of the 3rd is given over to guest's rooms which go for 15 dc. per night per person. The Commerce also has two special guest suites with large windows allowing spectacular views of the beautiful Belcadiz House which go for 100 dc. a night per person. The Commerce Inn is owned by Coenraad Huygens (Age 61, M5, AL-L) and his wife Agnese (Age 58, NM, AL-L) who live here in a private suite of rooms along with their two sons Viktor (Age 28, F5, AL-C), and Konrad (Age 24, F2, AL-N) who help their parents run the Commerce.

43. City Guard Post Rim Precinct

Much like the Crown Precinct City Guard Post this Guard Post looks like one that might be found in the West Side Quarter. It is constructed for defense not for aesthetics. The post is a three-story stone building with heavy doors, barred windows with slotted window shutters allowing for archers to defend the post from cover. The 1st floor is the waiting and holding area for those dealing with the Constables or those being dealt with. Due to the proximity to the Gate of Rad, there is usually much more activity here than is usually found in the Crown Precinct or most other City Guard posts in other precincts of the inner city. Much of the day-to-day activity of the constables of the Rim Precinct centers on policing the Noordelijk Plein and the Rim to east of that.

The 2nd floor contains the offices where the Chief Constable of the precinct, Precinct Captain Alvaerelle Perxidior (Age 319, EM7, AL-L), and her 3 shift commanders work. The 3rd floor is the top of the tower and contains the armory and the personal quarters of the Precinct Captain. Several underground levels exist below the guard post. The 1st sub level contains the living quarters of the 18 Constables assigned to the precinct. The 18 constables are broken into 3 shift groups of 6, 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. At least two constables are here at the guard post on duty here at any time with a shift commander or with the Precinct Captain in charge. Perxidior lives nearby in the adjacent Armaryllis Precinct and usually works the 1pm-1am shift.

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 (see Business Quarter, Ducat Precinct location #9) comes to evaluate the case against them. The Procurator will either order them to be taken to the cells of the Courthouse to stand trial or sign for the prisoners release.

44. Angela's House of Tea and Crumpets/Gaillards/ Hopeavuori

This large 3 story building hosts three business on each of its floor with each having its own building entrance. The first floor is accessed through the southern doorway is within the doors is found one of the most iconic sites in the Noble Quarter, Angela's House of Tea and Crumpets. The owner Angela Landsworth (Age 81, NM, AL-N) is a Noble Quarter institution, open from 9am to 3pm, having served tea and crumpets here since AC 957. Within its relaxing and comfortable confines can often be found groups of noble women, who often gather to swap the latest high society rumors, and gossip, all while enjoying a good cup of the best of imported Sindhian teas served with fresh Fen Crumpets delivered daily from Bryon's Bakery (see Middle Class Quarter, Aalsmeer Precinct location #5). Angela's living quarters are in the rear of the first floor where she keeps a locked chest containing 1781 dc. and a family heirloom, a pearl necklace worth 7500 dc.

The entrance to the 2nd floor is found opposite the City Guard Post and whose door opens to a stairwell taking one directly to Gaillards the shop of famed jeweler and member of the Jeweler's Guild (see Business Quarter, Sovereign Precinct location #27) René Gaillard (Age 61, M6, AL-L). He is renowned for the 'plaque' – a pearl, diamond, and enamel piece, dangling from a chain or pinned on as a brooch, it has become a mainstay of his business especially to wizards as any enchantment attempt gets a +15% increase in success due to superior craftsmanship and materials. His current designs, which

he keeps on display for perspective customers, range from 10 cr. to 50 cr. René also lives on the premises with his wife Daniara (Age 64, NM, AL-L) and keeps all his valuables in a heavily warded chest. His shop's normal business hours are from 1pm to 9pm.

The eastern door leads to a stairwell taking one to the 3rd floor where the silver smith Hopeavuori (Age 51, M9, AL-L) has his shop, working area, and living quarters. Hopeavuori is a master smith and member of the Guild of Silversmiths (see Middle Class Quarter, Amaryllis Precinct location #74) and can create nearly anything a client might desire but specializes in finely wrought silver utensils, tankards, cups, and platters often adored with precious gemstones. He is heavily patronized by Belcadiz nobility and is responsible for the stunning sets of matching place settings, 125 of them, that he designed for Princess Carnelia for grand banquets at the Belcadiz House. Hopeavuori lives here with his wife Aatukka (Age 43, M4, AL-N) who helps her husband manage the store during its normal business hours of 8am to 8pm.

45. Feratti GT

This three-story building is the long-time home of one of the greatest of Glantrian institutions Feratti GT the maker of the finest of gondolas, carriages, and palanquins. Ownership of a Feratti is one of the most prominent signs of social status for few outside of those in the nobility can even dream of owning one. Now in its 4th generation of ownership under Rebecca Feratti (Age 33, NM, AL-C) she sub-contracts various master craftsmen including woodworkers, metal smiths, and often wizards for various enchantments or magical propulsion to bring to life the exquisite designs of Rebecca and her semi-retired father Enzi (Age 71). Feratti only does commissioned custom work and does not have a showroom with any finished models for display for sale.

The first floor is where work is done and the Feratti design is assembled and contains Rebecca's office where she meets perspective clients. The 2nd floor consists of various office and work suites where hired sub-contractors can work. The 3rd floor is the personal living and working quarters of both Rebecca and her father. A magically warded lead vault in Enzi's office contains a small share of the family fortune, some 3000 cr. and 5000 dc., while the rest is kept at the Bank of Glenmoorloch. There is currently a 6-month waiting list as the Feratti's are currently working on a custom Gondola for Baron Rientha that is rumored to have a price tag of 1500 cr. with orders from Princess Juliana (a new carriage), and Viscount Leconte (a gondola) next up in the queue. Normal business hours at Feratti GT are from 7am to 7pm.

46. The Rim

Due to the easy access to the Rim for the lower class and other undesirables afforded by the Gate of Rad and the Noordelijk Plein, city constables of the Rim Precinct are extremely aggressive in questioning any obvious non nobles who enter this section, extending all the way eastward, of the precinct from the west to ascertain if they have business in the Rim. Those deemed to be respectable but found to have no business are politely escorted out of the Rim back to the Noordelijk Plein and watched discretely to see if they try to return to this area. Those of obvious low class or undesirables who are loitering or pestering those higher-class residents or customers are often (depending often on

who comes across them first) either beaten by noble guards or forcibly removed by constables, and occasionally detained at the Rim Precinct station house pending questioning by the Chief Constable.

47. Witkamp's Finery/ Great School of Magic Master Suites

This small three-story stone building has an entry foyer with a staircase leading up to the two floors above. Much like some other buildings in the Noble Quarter this building was long owned by the Great School of Magic and served as a dormitory for off-site living for its faculty. However, the conversion of a similarly GSoM owned building (location #27) proved to be such a success the new Grand Master of the Great School at that time, Prince Antonie Vlaardoen, decided to do the same and sold and sold the first floor to a prominent artisan in AC 913 and the two remaining floors were converted into master suites suitable for a Master of the Great School and were offered to high ranking faculty once the renovation was complete.

Today the first floor is owned by Johan Witkamp (Age 44, M14, 2nd Circle Alchemy Master, AL-N) a metal smith who specializes in first creating, through a process called goldbeating, and later working thin sheets of copper, silver, and gold leaf. He bought the first floor from the city when the previous owner died of the plague in AC 1008. His primary clients are often from the Architects Cadre (see Business Quarter, Sovereign Precinct location #40) or from accenting the works of other master craftsmen. Increasingly Johan is seeing more demand for the newest of Glantrian fads, one recently introduced to Glantrian high society by Viscount Sita Peshwir, of using edible gold leaf for use in food and drink. Though flavorless more and more nobles are patronizing Johan for very thin gold leaf to be used to decorate and often coat food and drink to further reinforce to their guests a noble's sense of style, as well as being wanton displays of their wealth designed to impress their guests. His shop is open from 10am to 6pm or open by special appointment.

Johan's working area dominates the first floor complete with all the tools of his trade; his crucibles, furnace, and rolling mill. A large lead lined and magically warded vault in his living quarters in the rear of the building contains Johan's accumulated wealth as well as his supply of precious; 10 - 100 dc. gold bars, 20 - 10 dc. Silver bars, 50 - 1 dc. copper bars, 1600 dc. worth of assorted metal leaf, and several chests of Glantrian gold and silver coin totaled some 50,000 dc. Johan has two apprentices who each have small living quarters also in the rear on the first floor.

The 2nd and 3rd floors were converted from cramped dormitory style housing into large luxurious suites, one to a floor. Each suite has 5 rooms, not only large enough for the Master to live in comfort but also enough room for the Master to live with his family and has the latest in magical conveniences such as hot water on demand, black pudding disposal units, and personal climate spells to adjust the temperature in each room. The rooms are free of charge and considered a perk of the position of being a Master at the Great School. Even though these two suites have been used for over a hundred years they have only known a total of 4 residents.

The Mistress of Ancient History Arbane Bilgrammus (Age 634, EW14, 3rd Circle Alchemist, AL-N) who has been the Mistress of Ancient History since AC 923 lives in the 2nd floor suite and has lived here since AC 939 when the original occupant passed away. Arbane lives here with her mate Eriladar (Age 702, E10, AL-L) who is a senior bureaucrat working at the House of Minister at the Department of Records and is

widely considered to be the successor to Yyried the current Subminister of Records when he either retires or passes away.

The Master of Necromancer Adriaan Metius (Age 84, M36, 4th Death Master, AL - C) lives alone here on the 3rd floor and has since AC 988 when the original occupant retired. As befitting a true Necromancer Metius has numerous undead servants to keep him company when at home as well as cook and clean for him. Even since he was passed over by the Grand Master for the position of Arch Master of Necromancy in AC 1012, he has spent little time outside of work socializing and spends his evenings here alone with his undead servants has even given thought to retiring as the current Arch Mistress is 20 years younger than he is and is likely he will progress no higher at the Great School.

48. The Rimshot

A famed Glantri City institution, The Rimshot is the watering hole of choice for many non-noble city elites, especially professors from the Great School of Magic, to knock back a few of their favorite beverages after a hard day's work. While nobles occasionally drop in for a drink the clientele consists mainly of professors, and high-ranking Grand Army officers, and government bureaucrats. The proprietor, Pieter Brötzmann (Age 68, F34, AL-N), was a famed adventurer who opened The Rimshot nearly 40 years ago after retiring from adventuring.

The first floor of The Rimshot is a large open area with a large circular mahogany bar in the center of the floor. Private booths line the walls for guests to drink and converse privately and has large tables for more public functions or large gatherings. The Rimshot is open 24 hours a day and Pieter employs a large staff of doormen, servers and bartenders to provide first class service regardless of the time of day. The bar is fully stocked with the finest Glantrian beers, wines and spirits. Some of favorite selections of Rimshot patrons are:

- Newmill Klantrian Stout (3 dc. bottle) - Murky dark brown color. Roasted aromas and flavors of dark roasted nuts, and hint of jerky and sausage with a satiny, bright, finely carbonated, dry medium body and a smooth, interesting, medium-long finish.
- Barizey Apple Brandy (5 dc. glass) - This is the gold standard of Averoignian apple brandies, distilled from the famous apple orchards of western Nouvelle Averoigne. It is a kaleidoscope of impressive apple and oak flavors, perfect for a snifter.
- Erewan Wine (8 dc. glass) - Grapes plucked from wild vines deep in the forests of Erewan. Takes several months to create one cask. A dark secretly spiced red wine served warmed, and it is considered very spicy and is an acquired taste for non-elves.
- Auchmuty 18-Year-Old (5 dc. shot) - Some citrus and spice on the nose and a full, fruity, citrusy and spicy palate, with sherry notes to finish. This blend from Glenargyl won best Glantrian Whiskey in AC 1011.

The second floor has the living quarters for Pieter and his wife as well as living quarters for his four F6 doormen (house guards). In his office Pieter has a locked and warded chest that keeps approximately 5000 dc. of assorted coins on hand for daily needs of the Rimshot. He keeps the vast amount of his wealth next door at the Bank of Glenmoorloch.

49. The Bank of Glenmoorloch

The Bank of Glenmoorloch is the most famed of Glantrian (i.e. Klantrian) banking institutions. This large three-story building (with two sublevels) was built over 60 years ago with no detail or expense regarding security being spared with all building walls, floors and ceilings lined with lead to prevent ethereal entry. The magical defenses/traps protecting the building and especially its two main vaults are said to rival the Merchant's Guild Hall in Darokin City for being considered thief-proof.

The main first floor is where most transactions (those with sums under 10,000 dc.) are handled during normal business hours which are 8am to 8pm with special after-hours services available for nobles upon request. Those who have transactions greater than 10,000 dc. are taken to private offices on the 2nd floor where they are given the red-carpet treatment by senior bank personal who attend to the needs of the client. The BoG 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 1000 dc. minimum. There is a monthly fee of .8% for amounts over 50,000 dc. and with a 1.5% fee for lesser amounts.
- Storage of documents, books, and assorted other non-monetary valuables in a safe deposit box for a fee starting at 100 dc./month for a small box.
- Issuing BoG certified letters of credit (see Gaz11) for amounts over 10,000 dc. with a fee of 3% added.

The third floor contains the living quarters, office, and private vault of the head of the Glantri City branch of the BoG, William Paxton Forbes (Age 56, M34, 4th Circle Alchemy Master, AL-L). Forbes oversees the overall daily operations of the bank and will personally handle any transactions with any of the Glantrian Princes. Forbes also handles any transfers (via teleportation) from the Glantri City branch to the home branch of the bank in Glenmoorloch.

The bank has two sublevels, the upper is accessible via a heavily guarded and warded stairwell from the main level and contains a guard barracks for 20 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. The 2nd sublevel has no direct access to the building and can be reached only by teleportation either directly by Forbes or by his assistant who has access to a teleportation spot (with a password changed daily needed to operate) that takes one to main vault of the bank where over 2 million dc. worth of coin, gems and jewelry are stored. Upon one entering the vault, a second spoken password is needed within 15 seconds, or any intruders are set upon by several of the ghastliest Masters level horrors a DM could dream up who permanently guard the vault.

50. Magic"Я"Us

In the wake of the exposure of the depth of the PSCC driven black market for magic items in AC 1003 the Glantrian Government rapidly set up licensed (and taxed) exchanges where magic items, scrolls, and spellbooks could be legally bought and sold. (see the upcoming ...and already by presales #1 on the Piazza Best Downloaded list... Glantrian Almanac AC 1000 – AC 1020 for ALL the details).

The Noble Quarter branch of Magic"Я"Us is a single-story building and is managed by Manduhai Ghamish (Age 44, M24, AL-L). Magic"Я"Us is operated by the Department of Commerce and is where

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 Noble Quarter branch of Magic"Я"Us is open from 9am to 6pm with special appointments available after normal business hours for nobles. Ghamish has a staff of two, Natalya (Age 31, M7, AL-L) and Marcos (Age 24, F11, AL-C) that help him run the store. 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. Ghamesh 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 good 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 80%, Rings 60%, Wand/Staff/Rod 50%, Misc. Magic Items 30%, Swords/Weapons/Armor 10%
- **Blue Light Items (E):** Potions 60%, Rings 30%, Wand/Staff/Rod 40%, Misc. Magic Items 20%, Swords/Weapons/Armor 5%
- **Green Light Items (CM):** Potions 50%, Rings 20%, Wand/Staff/Rod 30%, Misc. Magic Items 10%, Swords/Weapons/Armor 2%

The Noble Quarter branch of Magic"Я"Us when closed is guarded by a pair of Beholders controlled by the Magistrate who have a lair in the sublevel of the building are rise to the first level when summoned by Ghamish at closing, or as needed in case of attack or an attempted theft during business hours.

51. Orocaldo/Egaraats/Marie's

Each of the three floors of this large three-story building is given over to a different tenant. Upon entering the building one comes across a staircase which can take one to the upper floors or a large doorway when opens into the shop of Master Goldsmith Trenten Orocaldo (Age 62, NM, AL-L). Master Trenten has been serving the nobles for over 35 years and is highly renowned for skill and tasteful designs with Gold Plating and Alloy work for the Glantrian government and the nobility.

Occasionally he will work on items like statues or figurines but demand for large time-consuming Gold Plating projects often keeps him too busy to work on side projects. He is currently working at the Peshwir Mansion gilding the ceiling of the Viscountess's ball room in gold and platinum. His showroom, which closed when he is working in field as he is now but open from 12pm to 8pm otherwise, is a living example of his work with gilded walls and ceiling of gold. His working and living quarters are in the back where he lives alone. He keeps his valuables at the Bank of Glenmoorloch and does not keep more than a 1000 dc. work of Gold on the premises as most of his work is contracted out with the customer supplying the needed material for his work.

The 2nd floor is where one can find one of the most uniquely Glantrian of all establishments. The brothers Rem and Jakob Egaraat are fully licensed to provide various magical effects for the homes of the nobility or non-nobles who can afford their services. While other wizards can be found and do provide such services elsewhere in the city, the Egaraat brothers have earned the trust of the nobles over the years not just for the quality and creativity of their services but also their discretion as they are often exposed to possible secrets and locations nobles do not want to become common knowledge.

Rem (Age 48, M26, 4th Circle Fire Master, AL-N) specializes using Fire Elementals and while one might find a wizard in the Middle-Class Quarter to do a similar installation to provide hot water to a kitchen and washrooms for 10 cr., a Rem Boiler starts at 40 cr. but in addition to provides for hot water also can provides radiant heat during the winter (10 cr. per room) through heated water pipes set into the walls and floors. Jakob (Age 46, M36, AL-L) specializes in teleportation magic and is one of only commercial wizards trusted, for 50 cr. a paired set of locations, to enchant teleportation (without error) locations in homes and Glantrian government buildings which instantly teleport a user (or for an additional 10 cr. with a changeable password) between teleportation stations. The brothers also can and do provide more mundane magical services that are relatively commonly offered in the city such as Magical servants for rent, Black Pudding disposal units, and reverse gravity lifts but their prices are generally twice what the common rates are in the city (5 cr. per spell level as opposed to 2 cr.) but their services are highly sought and are social statements so those with gold to burn, especially non-nobles, will pay more for the status for using who the nobles turn to for their magical needs. Unless the two brothers are working outside their shop or jobs the shop is open from 8am to 5pm.

The top floor is where the preeminent book merchant in the city can be found. Marie de Gouges (Age 30, M10, AL-N) specializes in serving the needs of wizards in search of rare tomes. While her services are open to non-nobles she is often employed by nobles or the GSoM thus rarely takes work from non-nobles unless the tome sought is a particularly rare one that interests her. Upon entering her 3rd floor shop, during its normal business hours of 10am to 6pm, a prospective customer is met in a small sitting area by her house guard (F7) who takes down the prospective client's information, specific needs, and will leave them on her desk in the back.

Marie's services are handled via a binding legal contract and cost a client a 20 cr. non-refundable deposit to retain her services and 5 cr. a day (maximum of two weeks) to find the tome. If Marie has not found the tome within two weeks, the customer has the option to dissolve the contract with no charge other than the deposit or retain her for an additional two weeks at 5 cr. a day if she is successful and totaled from the original start day. What makes Marie so special and highly sought among her many rivals is her high success rate in finding rare tomes in addition to saving wizards the time to find rare tomes themselves. Marie keeps contacts with the leading book merchants in Thyatis and Darokin and has a success rate in finding rare tomes approaching 75%. She keeps a private library in the rear of her establishment with rare tomes worth approximately 1000 cr.

52. Marble by Mario

This small single floor building is where the famed Kerendian sculptor Mario Frentano (Age 62, M7, AL-C) keeps his studio and workshop. During his normal business hours, 8am to 4pm, he can often be found here working on his latest project using only the finest of blocks Caurenzian marbles which he

has shipped directly from Lizzieni. He specializes in free standing sculpture in the form of statues which he most often commissioned by the government and the nobility for. He is known for not only his ability to render accurate (and sympathetic) detailing of his subjects but also for the lack of sitting time for his subjects for he employs a spell (Micky the Mages 'Save the moment') to take snapshots of his subjects eliminating the need for a client to spend sitting as a model. A sculpture by Mario starts at 200 cr. and can take upwards of several months to be completed. Mario lives in the Amaryllis Precinct and keeps no valuables on site other than large and hard to steal blocks of Caurenzian marble.

53. Van der Vaar's Scents/ Great School of Magic Master Suites

Like several other building in the Noble Quarter (see locations #27 and #47) this large 5-story stone building once served as an off-site dormitory owned by the Great School of Magic providing housing for its large faculty. This building was the largest of the ones the Great School owned in the Noble Quarter thus was the last of the 3 to be converted to individual and far more luxurious suites rather than the spartan accommodations that the faculty originally were offered as places to live. The dormitory was closed in AC 918 and the first floor sold to a prominent carriage maker and the upper floors remodeled into master suites suitable for a Master of the Great School.

Today the building has an entry foyer with a staircase leading up to the four floors above. The first floor is owned today by Sylvie van der Vaar (Age 28, M19, AL-L) and her mother Lotte (Age 65, M33, AL-N). Lotte has long been known as one of the most famed perfume designers in Glantri City but retired in AC 1011, more than 30 years after first buying the first floor and establishing Van der Vaar's Scents and now assists her daughter in taking over her business. The two are experts in botany and alchemy with Lotte passing on her many secrets to her daughter. During the spring and early summer, they magically import the finest of Bergdhovese flowers, some of which goes on display outside the building in stalls for sale to noble homes while the rest is processed for their brands of perfume.

The first floor of Sylvie's scents is split between a display area which during normal business hours 11am to 7pm, the latest perfumes for men and women are displayed for sampling and purchasing. Prices are rather steep for their designs and start at 15 dc. for a 2oz container. The other half of the first floor is the working area where the perfumes are created. The hidden secret that makes their perfumes so distinctive is their use of Sviyaga Crown, the gold standard of Boldavian Vodka, which draws more fragrance from the flowers than the water that most perfumers use. Both women lived in the Aalsmeer Precinct (see Middle Class Quarter, Aalsmeer locations #15 and #34)

The 2nd, 3rd, 4th, and 5th floors were converted from cramped dormitory style housing into large luxurious suites, two to a floor. Some of the most famed and longest tenured of Masters of the Great School have resided here over the years and being offered a suite by Filip Horgotzen, the Faculty Administrator at the Great School, is considered quite an honor when one of them comes available. Each suite has 4 to 5 rooms, not only large enough for the Master to live in comfort but also enough room for the Master to live with his family and has the latest in magical conveniences such as hot water on demand, black pudding disposal units, and personal climate spells to adjust the temperature in each room. The rooms are free of charge and considered a perk of the position of being a Master at the Great School. The current residents are:

- 2nd Floor:
Master of Arthropodology *Francois de Boissieu* (Age 93, M31, AL-C)

Master de Boissieu has been the Master of Arthropodology since AC 984 and was promoted when the previous Master, Luis y Garcia del Oliver (Age 697, EM20, AL-N), became the Arch Master of Life Sciences. Francois is an expert in Myriapods and has written several tomes, known through the scholarly community in Mystara, about them. Master de Boissieu is unmarried but lives here with his significant other, Dasha (Age 43, M19, AL-C) who manages a local branch of Magic"Я"Us in the Tullip Precinct of the outer city. Francois has next to no social life as befitting his position and when he is not at the Great School he has his nose in book at home reading tomes on Arachnids, Insects, Myriapods, and Crustaceans. He is planning a working vacation during the Winter Break to Ierendi where he hopes to further his knowledge of Crustaceans, few of which are found in Glantri.

Master of Greater Monster Lore *Vuorinen* (Age 75, M31 WTI13, AL-N)

Master Vuorinen has been Master of Greater Monster Lore since AC 981 and a famed scholar of shapechangers such Doplegangers, Metamorphs, Mujina, Devil Swine, and of course Lycanthropes. Vuorinen himself is a very high level Weretiger having been infected as a teenager on a family trip to Alphantia. He has naturally recognized, interviewed, and become quite close with the two Lycanthrope nobles of House Morlay (Prince Malachie and Viscount Galateo) and has taken a great interest in the Lowenroth family. He often attends the quite notorious parties that Herr Rolf holds at The Löwenroth Manor which causes no end of amusement to his students and while Vuorinen still is a man and has a pulse and enjoys their rather... carnal aspects he *really* attends to observe Rolf and remains undecided whether to try to intervene and help him control the more violent aspects of his affliction. Needless to say Master Vuorinen has never married and lives alone here.

- 3rd Floor:
Master of Immortal Philosophy *Corra del Torro y Ripperdá* (Age 314, EM12, AL-L)

Master Ripperdá has been Master of Immortal Philosophy since AC 973 and regardless of the long standing rumors of him being a follower of Valerias he is greatly admired by the Grand Master, High Master of Academics, and Arch Master of Humanities as well as by his fellow Masters. Corra is a rare commodity in Glantri whose expertise and knowledge about the pantheon immortals across the five spheres is often called upon by the Princes when in need. Master Ripperdá lives here with his human wife Alejandra (Age 41, C8 of Valerias (pretends to be NM), AL-C) and their 3 human children; Carlota (Age 12, M2, AL-N), Paloma (Age 7) and Ignacio (Age 4)

Master of Enchantment *Arnald Lebouc* (Age 112, M36, AL-N)

Master Lebouc in most any other circumstance would have been the Arch Master of Enchantment by now but while he is supremely talented and brilliant, the current Arch Master Lord Taivas Urbaal has been probably the most talented enchanter Glantri has seen in a generation and rightfully earned his position as Arch Master of the school of spellcasting. However, Lebouc has nearly a 100 years' experience with the spells related to Enchantment knowing all spells, common and very rare, and just between the two of them alone with their

experience and talents are a formidable basis for high quality of spellcasters coming out of the Great School of Magic. He lives here alone as his wife passed away nearly 30 years ago and they had no children.

- 4th Floor:

Master of Conjuraton Gianni Scarpelli (996 - Age 93, M36, 4th Circle Earth Elementalist, AL-L)

Master Scarpelli has been a Master of Conjuraton spellcasting since AC 996. Though he has let slip thoughts about retiring soon he actually is playing head games with his fellow Master of Conjuraton Archibald McMillian who is only a few years younger than him and like Scapelli has been watching the Arch Mistress of Conjuraton closely for any signs of signs of weakness as she will soon be turning 118 years old, and both greatly covet her position. Master Scarpelli lives here alone as a widower as his wife died during the plague in AC 1008. He has no children or family and spends most of his free time in personal research into potential new Conjuraton spells, especially regarding those from the Plane of Earth.

Master of Languages *David Fume* (Age 88, M32, AL-N)

Master Fume celebrated his 40th year this year as Master of Languages at the Great School and has been living here since AC 995. Master Hume lives with his wife of 65 years, Gabriela (Age 87, M17, AL-L) they have five adult children and often has some of their young grandchildren visiting and staying with them. Fume is fluent in 12 languages and specializes in non-human languages. When not at the Great School Master Fume can often be found at the Sage's League Headquarters working in the evenings on translations he has been contracted by the Sage's League to produce.

- 5th Floor:

Mistress of Geology and Vulcanism Lucrezia Fiola (992) Age 80, M27 (Evoc), 4th Circle Earth Elementalist, AL-L

Being ignorant of the age of the Mistress Fiola, the Mistress of Geology and Vulcanism, is quite easy as she looks far younger than she is and has the energy of someone a third of her age. Though residing here, the Mistress is often not found living here and often is away from the Great School at one of the three Research Stations the department has throughout Glantri. She has been away from the Great School for most of this year at the newest of the three, the Tholl Vatar Research Station in the caverns of New Kolland near the bank of a vast magma flow running deep underground. Mistress Fiola was once married years ago but she and her husband divorced after her long trips away from home made the marriage untenable. She has no children.

Master of Penmanship, Inks, and Scrolls *Paasikivi* (Age 79, M32, 4th Circle Air Elementalist, AL-L)

Master Paasikivi has been Master of PIS as it is colloquially known at the Great School since AC 990 but for all his toiling away at the Great School teaching the very important but equally unglamorous subjects of proper penmanship and judging the quality of inks and scroll material it was 1 hour spent in the air over the Great School in AC 1009 that he is remembered for. While leaving here on his way to teach a class in advanced ink creation walking with Master Guust Eijlders; the Alpathian attack on the city commenced and the two immediately took to the sky

and engaged a group of wizards targeting the Great School. They were able to help fight them to a standstill and keep them from damaging the school or harming any students. Master Paasikivi is unmarried and has lived here since AC 1002 but often spends his free time in the Entertainment Quarter especially at the Musikverlein and Metropolitan Theater. (see Entertainment Quarter, Hyacinth Precinct locations #12 and #16).

54. Chingis Stables

This small two-story building is a long-term stable for noble carriages, palanquins, and horses for those unable or unwilling to stable at their own homes. The stables are open from 5am to 10pm. The proprietor, Chingis Oyunchimeg (Age 47, F11, AL-C) is a retired officer from Jherek's Division and an expert on horses and their care. His charges are assessed monthly and are 2 cr. for carriages, 10 dc. for palanquins, and 1 cr. for horses. Chingis does not live on site but does employ 2 F7 guards, and 2 NM stable boys who all live on the 2nd floor who take care of the stables and guard its contents which Chingis is not on site or at home.

55. Au Pied de Cochon

Opened in AC 1001 when a business previously occupying the location went out of business, The Cochon as it is called is the main competitor to the Silver Tower Inn for upscale dining and lodging in the Noble Quarter. Unlike the Silver Tower Inn whose cuisine reflects the melting pot of cultures that make up Glantri City, The Cochon is a purely Averoignian establishment and highlights the best of its food and drink. The famed Averoignian chef, Gaston Lenôte (Age 53, NM, AL-C), fulfilled his lifetime dream and opened his own establishment after years of serving as personal chef to Prince Etienne who provided a large financial backing to Gaston to help him get started. The dining room is open from 11am to 1am and meals range from 15 dc. for the simplest of faire to over 150 dc. for the full multi-course culinary experience as only Lenôte can provide. Private dining is available along with public seating on the main floor. In the days that followed its opening I reviewed The Cochon for Better Towers and Gardens and gave it 5 stars with a special mention given out to try Lenôte's signature Soupe de Poisson à la Rouille, a bargain at 1 cr.

Lenôte intended for the Au Pied de Cochon to compete with the Silver Tower Inn as the meeting place for Glantrian A-listers. In the 13 years since it first opened it has succeeded in that. While the Silver Tower Inn is renowned and venerable, the always fad and trend conscious city elite was hungry for a new choice for their high-end culinary choices. Au Pied de Cochon has established a reputation as a place to be seen and firmly established itself as a rival to the Silver Tower Inn. Lenôte maintains a firm high class dress code for those that enter. A cover fee of 3 cr. is required of all mundaners to enter. The main dining room has 10 tables in the main dining area, 4 small private dining room, and one large private area often used for parties or large gatherings of more than 10 people.

The menu at The Cochon changes daily depending on the time of year and the availability of ingredients but all the items on the menu reflect Averoignian culinary traditions thus are 3 courses in the traditional Averoignian meal.

- *hors d'œuvre* – the most popular being the aforementioned Soupe de Poisson à la Rouille
- *plat principal* – the most popular being the Pot-au-feu
- *fromage* – the most popular among patrons being the Brin d'Amour

A typical 3 course meal will usually cost a diner around 50 dc., but most diners usually go all in and order the whole 7 course meal for 150 dc. which consists of L'Aperitif before the Hors d'œuvre which usually consists of toasted Averoignian bread with a fruit compote and a glass of Averoignian campaign, Poisson after the Hors d'œuvre which is usually a baked fresh river fish, Salades after the Plat Principal which is usually a tossed salad with fresh fruit, and last but not least in Averoignian cuisine the Desserts after the Fromage which is almost always Lenôtre's specialty the Clafoutis.

The 2nd floor has 6 guest suites which can be rented out for 20 cr. a night. Each suite has its own private bath and restroom. Rooms are rented out only per night except for special occasions like Arcanium which are often rented out months in advance. Lenôtre's office and living quarters occupy the 3rd floor while a sublevel has a large wine cellar, dry storage, and quarters for the staff.

56. Rim gondola Landings

Those arriving or departing the Rim Precinct, who wish to avoid the crowds of Rad's gondola port, typically do so here via gondola. There are two separate landings here to serve the customers and residents of the eastern part of the Rim Precinct.

The first landing, 56a, is primarily for gondola arriving and departing from other parts of the inner city. Gondoliers always charge a fee of 1 dc. per passenger here regardless of where they are departing from or where they are going to. Like the Crown gondola landing it is busiest during the day with little traffic during the night after the local shops have closed but usually 1 or 2 gondola can be found here at any time just in case a wealthy fare needs a lift late at night.

The second landing 56b is not just a landing but also has a gondola pier constructed in AC 1003. This area is reserved for the gondolas of nobles with the landing handling those coming or going from the Rim Precinct. The pier has four spaces for nobles to dock their large and extravagant gondolas when not in use. The spaces are rented out primarily to nobles who have homes here in the Noble Quarter but are not located upon a canal or have their own personal gondola landings. Presently all 4 berths are rented out with the fees (1 cr./week) payable to the City Port Authority. Most nobles will go directly to the Port Authority office at the Tower of Sighs and pay this fee, usually prepaying at 6-month intervals. The 4 nobles renting berths are: Princes Juliana Vlaardoen, Countess Sinaria Verlien, Count Franz Löwenroth, and Viscount Ansel Wiefarer.