

# Glantri City, Inner and Outer

AC 1014

**Area:**

25 sq. miles

**Population:**

AC 1000 - 42,000 (Inner 9100, Outer 34,000)

AC 1014 - 44,500 (Inner 10,000, Outer 34,500)

**Ethnic Groups:**

Flaem 28%, Thyatian 18%, Traladaran 10%, Boldavian 10%, Averoignian 6%, Kaelic 5%, Alpathian 4%, Ethengarian 4%, Belcadiz Elf 4%, Hattian 2%, Kerendian 2%, Erewan Elf 1%, Fen 1%, Belcadiz Human 1%, Other 4%

**Government:**

The Supreme Judge of the Council of Princes

**Administrator:**

Prince Jherok Virayana IV (born 958, M36 Dream Master of 5th Level, AI-Neutral) Appointed in 991

**House:**

Singhabad but not officially aligned to any house.

**Military:**

Inner City - 893 officers and men of the Grand Army, 420 officers and men of the City Watch, 11 City Guard Posts with 286 Constables

Outer City - 1449 officers and men of the Grand Army, 840 officers and men of the City Watch, 16 City Guard Posts with 416 Constables

**Food:**

Imported

**Trails:**

Glantri City is not surprisingly the transportation hub of the nation. Two vital roads, the main transportation arteries of Glantri either begin or run through the city here. Leaving Glantri City and heading to the northwest toward New Averoigne and Sablestone is the Yvonne-Glantri City Road. It is rated a good trail by Glantrian AAA. There has been talk at the capital about upgrading this road to a

fully paved road to speed commerce and speed military movements, however so far no proposals have been passed by The House of Lords or by the Council of Princes.

Glantri City sits upon on the Taterhill-Trintan Expressway. Between Taterhill and Trintan the expressway is paved and rated excellent by Glantrian AAA. The southern part of the Expressway, between Glantri City and Trintan carries the vast majority of the international trade entering and leaving Glantri, with Darokin being the destination for nearly all of it and Glantri City being the destination of most incoming caravans. The northern end of the Expressway out of Glantri City leads to Taterhill and from there to the northern principalities, and to eastern side of the Colossus Mounts.

### **Economics:**

Glantri City is one of the major trading centers in the southeast of Brun. The accumulated products of the various Principalities and Free Provinces are often brought here to be sold to foreign merchants or organized into caravans to be taken directly to other countries. There is some farming on the outskirts of the suburbs and some fishing from the rivers, but the population of Glantri City and its suburbs generally produce goods and service for use by the population of the city as well as the extensive government bureaucracy and the noble population that are based in the capital.

### **Glantri City:**

Glantri City is the capital of the Principalities of Glantri and is divided by its massive inner-city walls into the inner and outer cities.

#### Inner City

*(population values are given for AC 1000 and AC 1014):* Large sections of the inner city are zoned non-residential or reserved only for the government or for the nobility. The inner City is divided into 7 Quarters which are further divided into 12 city precincts.

Noble Quarter (200/300): Is where many nobles and high end businesses catering to them are found. The quarter is split into three precincts; the Vlaardoen, Crown and Rim and covered in detail at [The Noble Quarter in 1014](#).

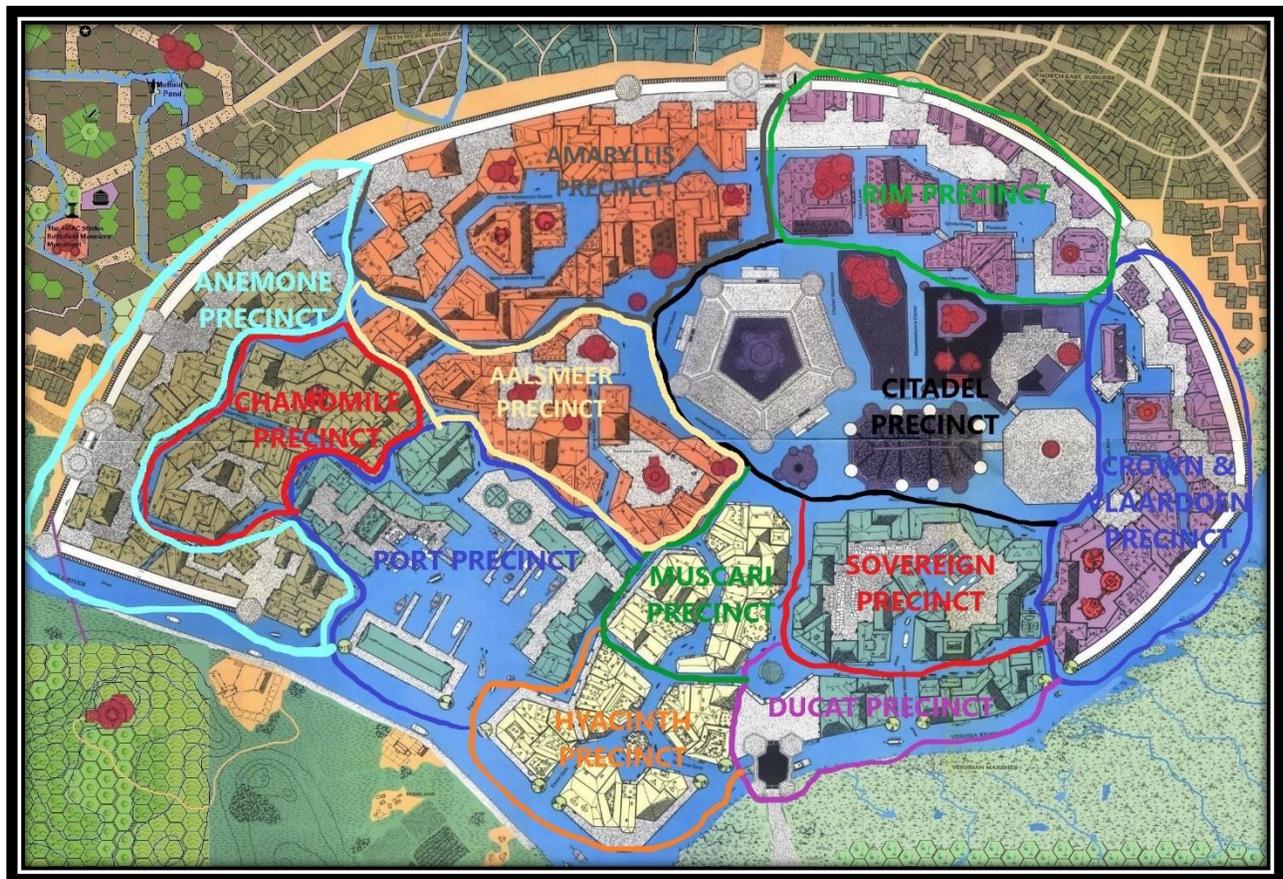
The Citadel Quarter: A quarter reserved for government buildings with no permanent residents and detailed at [The Citadel Quarter 1014](#).

The Business and Port Quarters (250/300): Two quarters where much of the inner cities business is done. Home to some permanent residents mainly merchants and shop keepers. The Business Quarter is split into two precincts; the Ducat and Sovereign and the Port Quarter a singular precinct dominated by the large Port Anton complex, named for the last King of the Flaem Anton van Drees and is detailed at [The Business and Port Quarter 1014](#).

The Entertainment Quarter (150/200): Where many city inns, theaters, restaurants, and taverns can be found. Home to some permanent residents mainly business owners. The quarter split into two precincts; the Muscari and Hyacinth and is detailed at [The Entertainment Quarter 1014](#).

The Middle-Class Quarter (5000/5400): The primary residential quarter of the inner city consisting of primarily upper middle class arcaners, high ranking members of the Glantrian bureaucracy, military officers, and scholars. The Quarter is split into two precincts; the Aalsmeer and Amaryllis and is detailed at [The Middle-Class Quarter 1014](#).

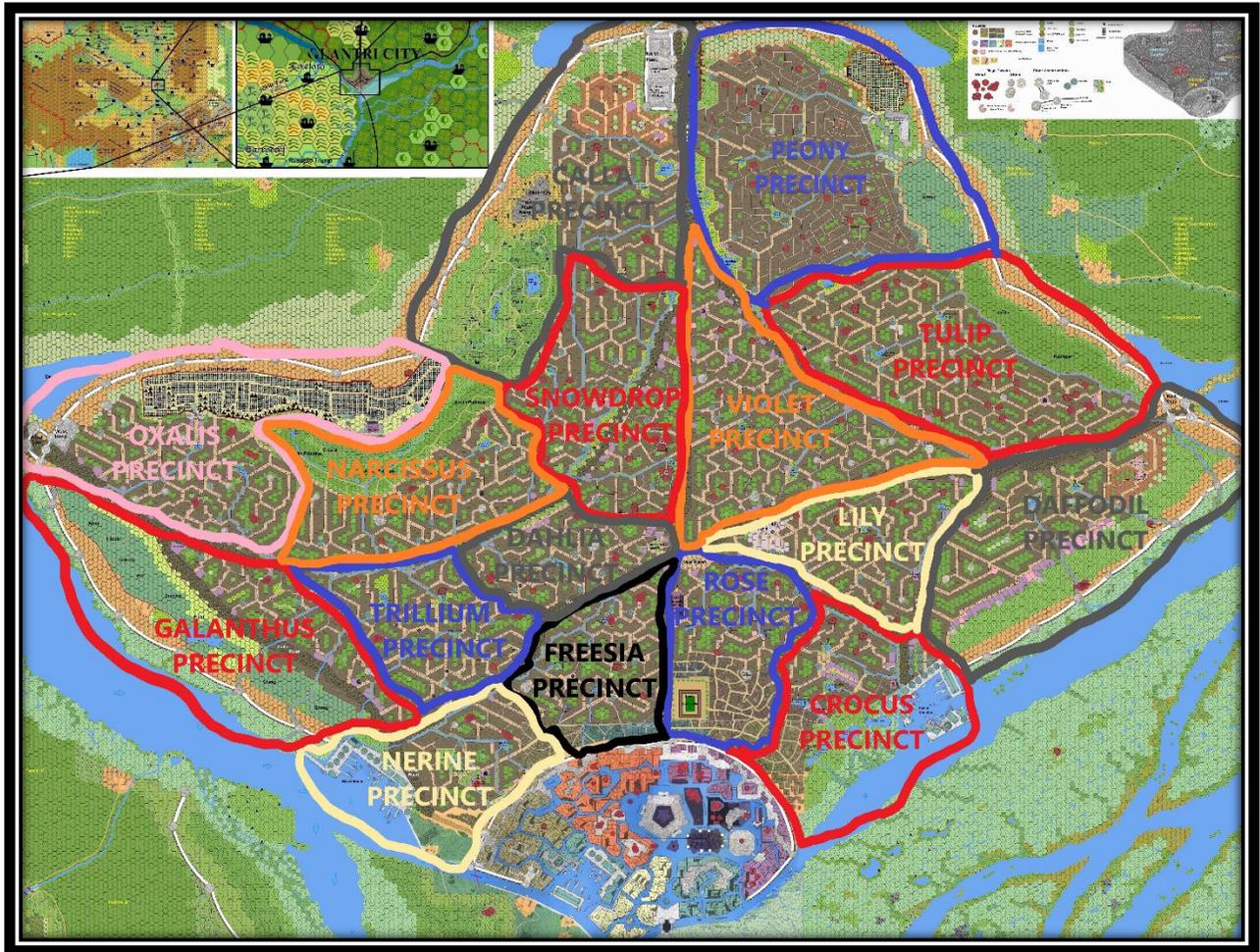
The West End Quarter: (3500/3800) A less populated residential quarter of the inner city whose residents are primarily lower class Boldavians that mainly work as servants, in the Port Quarter and with the cities fleet of gondolas. The quarter is split into two precincts; the Chamomile and Anemone and is detailed at [The West End Quarter 1014](#).



The inner city has grown slightly in population since AC104 largely due to migration from the south during the Great War which offset losses due to the war and the plague.

## Outer City

*(Population values are given for AC 1000 by the census and are estimated for AC 1014):* Where most of the population of Glantri City works and resides. The Outer City is divided into 16 outer city precincts. Each precinct has a large City Guard Post led by a Constable Captain, commanding between 20-30 City Constables, who is the representative of the Supreme Judge in their precinct and holds immense power over the residents and visitors of their precincts.



**The Rose Precinct** (600/575): is where most of the residents of the outer city come to enjoy an evening out with its many gambling houses, fine eating establishments, along with many varied establishments where pretty much any kind of entertainment or pleasure can be found at a fraction of the cost of the higher quality and far more pricey establishments of the inner city Entertainment Quarter. The main attraction of the Precinct is the mecca of all Glantrian football fans and its largest and oldest football field The Stadio Comunale which can seat 10,000 and draws Glantrians from all over the city, even from the Noble Quarter, to attend home matches during the season.

**The Freesia Precinct** (3000/3200): is a residential precinct that is home to many affluent professional middle class residents of the city such as Merchants, Professors, Army Officers, Judges, City Officials, Government Subministers and Department Heads that either cannot afford or choose to not live in the Middle-Class Quarter of the inner city. Several large squares are found in the precinct where daily markets are set up for residents to buy fresh produce or common goods. Just as the Middle-Class Quarter the Freesia Precinct consists of many large tenement building with many have towers of their own and are usually divided in several residences to house multiple families or occupants. A large Local Temple of Rad is located here in the Freesia Precinct that also serves the residents of the Nerine, Rose, and Crocus Precincts.

**The Crocus Precinct** (400/375): is a large commercial precinct dominated by wetlands, taverns, boarding houses, ship and boat refitting, building and repair, as well as storage warehouses and the large Port complex, named for the last King of the Belcadiz Fernando de Belcadiz, which employs hundreds and is the main port for river traffic and commerce coming from northern Glantri on the Vesubian River. River boats run constantly between Port Fernando and the inner-city Port Anton ferrying goods and people.

**The Nerine Precinct** (1100/1200): is roughly half commercial and half residential with the western half of the precinct being similar to the Crocus in that it is home to the warehouses, boarding houses, ship and boat refitting, building, and repair supported the large Port complex named for the last King of the Averoignians, Etienne d'Ambreville, which employs hundreds and is the main port for river traffic and commerce coming from western Glantri on the Isoile River. River boats run constantly between Port Etienne and the inner-city port of Anton ferrying goods and people. The eastern half of the Nerine Precinct is large made of tenements where many of the workers of Port Etienne and their live along with merchants and owners of shipping related business.

**The Galanthus Precinct** (350/300): is to the Rose Precinct what the Rose is the inner city Entertainment Quarter. Nicknamed by locals the 'Ville du Péché'. It is the place to go for those who want to have some fun and don't have the jack nor the looks to get invited to parties in the more reputable areas of Glantri City. Gambling houses, dark dangerous taverns, Zzonga dens, houses of the illist of reputes all abound here. Few people actually reside here, usually those who manage and own the businesses here along with those who get their kicks out of living in fear of getting a knife in their backs merely walking down the street. A very rough area with footpads galore and little presence by local authorities so one's best defense is one's magic, arms, or fleetness of foot. An average of 5 bodies are found every morning by the Constables of the precinct's City Guard in the precincts back alleys or even its main streets.

**The Oxalis Precinct** (1800/2000): is one of major outer city precincts and home to the Great Western Gate from which begins the Yvonne-Glantri City Road and is permanently garrisoned by 15 Troops of the City Watch consisting of 315 officers and men who guard the gate along with the outer walls and towers bordering the Oxalis, Galanthus, and Nerine precincts. A large Glantrian Army Keep, the West Keep, is where Anton's 1<sup>st</sup> Banner of the 3<sup>rd</sup> Division, Malachie's 2<sup>nd</sup> and 3<sup>rd</sup> Banners of the 15<sup>th</sup> Division, and the headquarters of the 15<sup>th</sup> Division are stationed. The northern precinct is home to the Le Cimitiere Grande which is the largest cemetery in the city. The remainder of the precinct is a mix of

commercial and residential with many markets and stables for incoming and outgoing caravans, many small shops and business mainly catering to the large military presence with many armorers and weapon makers found here. Large tenements house the residents of the precinct who are often minor merchants, military shopkeepers and workers of the precincts many smelting and smithies.

**The Narcissus Precinct** (1200/1250): is a precinct that is primarily middle class residential with the typical large tenement flats mixed with several large mansions (several rumored to owned by nobles) but the precinct is noteworthy for its northern areas which include a large open ground that is the southern extension of the Jardin Publique Park for the city's residents. However, the open area within the Narcissus is not open to the public for it used as a landing area for flying mounts such as Dragons, Griffons and other flying mounts owned privately or by the Glantrian government and is known as Dragon Alley. A row of businesses along the edge of the open area caters to the owners of these mounts offering stabling (including supervised walks in the green space) food services usually serving up cattle or elk imported into the city and the homes and shops of expert specialist monster handlers who take care of training and care of the flying mounts. A large Local Temple of Rad is located here in the Narcissus Precinct that also serves the residents of the Oxalis, Galanthus, and Trillium Precincts.

**The Trillium Precinct** (3600/3600): is nicknamed by the locals as the 'blood precinct' as it is the where the vast majority of the vast amounts of scrolls and inks keep the bureaucracy of the Magocracy alive and functioning are made. Large scroll mills are found throughout the Trillium that mass produce cheap scrolls of common materials such as paper or papyrus as well some that produce more expensive handcrafted more durable scrolls of vellum. In addition to being a center of scroll production in Glantri the Trillium is also known for the large number of ink makers producing common charcoal ink to the more prized and expensive Lapis Lazuli ink. Several large charcoal foundries are found in the Trillium which supply the ink makers, but Lapis Lazuli is only found locally in the Wendarian mountains north of Klantyre and is highly prized by wizards for its intense color. Many tenement flats are found on the floors above the precincts many shops and factories and house most of the workers of the Trilliums shop and factories.

**The Dahlia Precinct** (3000/3500): is a middle class residential precinct largely populated by low level bureaucrats and government workers, most of whom work at the House of Ministers in the inner city. Several large markets are found within the Dahlia with the most famous being the Arcanium Market on the far eastern edge of the precinct in the intersection of Rad's and Vesubian streets. The Arcanium Market is open 24/7 and in addition to many local merchants of the Schnorr House, Darokinian merchants of the Umbarth House can often found here offering selections of exotic items that can only be topped by the Grand Market in the Ducat Precinct of the inner city.

**The Lily Precinct** (1900/1700): is the Thyatian enclave of Glantri City where many of the city's Thyatian population resides. Consisting of many tenement flats with small businesses at their ground floors. The Lily is often known as the cities garment district for its concentration of tailors and cobblers who supply much of the cities common needs for clothing and shoes. The Lily however is most known for being where known of being the home of one of the seven High Temples of Rad of Glantri and is the 2<sup>nd</sup> most prestigious and impression of the Temples behind only the Grand Temple of Rad itself.

**The Daffodil Precinct** (250/200): is the most exclusive precinct of the outer city dominated by estates and mansions of rich mundaners such as merchants, business owners and city officials. The East Gate is found in the Daffodil which sees far less traffic than the West and North Gates and is used primarily by local farmers and herdsman to bring tons of product and livestock that sustain the city from the small communities outside the main city walls. The East Gate is permanently garrisoned by 10 Troops of the City Watch consisting of 210 officers and men who guard the gate along with the outer walls and towers bordering the Daffodil and Tulip precincts.

**The Tulip Precinct** (2900/3100): is a mixed residential and business precinct that is nicknamed Het Slachthuis by the locals. The Tulip is the lowest class residential section of the city with the cheapest prices in the city to rent and to own in large part for the smell which is inescapable in much of the Tulip. A large segment of the precinct consists of slaughterhouses which supplies the cities demand for fresh meat products which are supplied by farms outside of the city and brought in through the East Gate. A large green area along the city area is where newly arrived livestock is kept to graze until they are processed. Many of the residents of the Tulip work in the slaughterhouses or in other other low wage jobs within the city.

**The Violet Precinct** (6800/6000): is a traditionally Flaemish precinct which was once the suburban Flaemish village of Violtje before the expanding city annexed it in 883. Today it is roughly 90% Flaemish with smaller numbers of Averognians and Kaelic having their own neighborhoods within the Violet. Many shops are found in the Violet catering to Flaemish magic users and the goods the Flaemish craftsmen are known for such as jewelers and gem cutters as well as florists and perfumeries. The most notable location of the Violet would have to be the City Academy which is a large school of academics and magic that offers basic and advanced studies in the academic and magical fields. A large Local Temple of Rad is located here in the Violet Precinct that also serves the residents of the Lily, Daffodil, and Dahlia Precincts.

**The Snowdrop Precinct** (1000/1100): is a residential and administrative precinct bisected by the Isolie Road into its western residential and eastern governmental halves. The racially diverse residential western half of the Snowdrop is where many of those work in the eastern governmental half live. The governmental area is home to High Courthouse of Glantri City and to the Glantri City Administrative Building

**The Peony Precinct** (4600/4400): is the second largest residential precinct in Glantri City behind the Violet. The Peony is a working-class precinct, known for its many tight and narrow alleys and lack of main thoroughfares, and home to many families of Grand Army soldiers, small merchants, and shops and businesses catering the large amount of commerce flowing in and out of the city through the North Gate. A large Local Temple of Rad is located here in the Peony Precinct that also serves the residents of the Calla, Snowdrop, and Tulip Precincts.

**The Calla Precinct** (1500/2000): is a largely military precinct that is home to main servicemember families primarily officers, commissioned and non-commissioned of the cities army garrison. The Calla is dominated by its four main entities. Its large public city park, Jardin Publique Park, along the outer wall.

The Main City Jail where residents of the city who do not merit imprisonment at the Tower of Sighs are held. The North Keep where Anton's 3<sup>rd</sup> and 4<sup>th</sup> Banners of the 3<sup>rd</sup> Division and Dolores's 1<sup>st</sup> and 3<sup>rd</sup> Banners of the 1<sup>st</sup> Division and the headquarters of the 1<sup>st</sup> Division are stationed. The North Gate which is the busiest gate into and out of the city and is permanently garrisoned by 15 Troops of the City Watch consisting of 315 officers and men who guard the gate along with the outer walls and towers bordering the Calla and Peony precincts.

### **Notable People and your tour guides to the Outer City:**

Yannick Vander (Age 29, C7, AL-C) is the toast of the common man in Glantri City. The winner of the Golden Boot award 5 times in the last 7 years he was acquired by the Giallorossi, from SC Vyonnes for 1500 Crowns in 1011 after leading Les Grenats to the Scudetto in 1010. While Vander is best known for his variety on the field, from passing and dribbling to shooting, he is also seen living the high life in the Capital and owns one of the largest mansions in the Daffodil Precinct. Often seen jetting around the Vesubian and inner cities canals in his custom Ferrari F-430, with a straight 6 Water Elemental in the engine compartment, Yannick leads a secret life unknown to all his fans as well as the nobility. What none know is that Yannick is a low-level cleric of the Immortal Valerias. Yannick is no adventurer, and has never been one, he has long worked to spread the tenants, if not the faith of his immortal to the spiritually poor nation of his birth.

Greenbriar Virginius (Age 58, M23, AL-N) is the Master of Politics at the City Academy in the Violet Precinct. Greeny as he known to his circle of friends and coworkers was born in the city of Biazzan in the Empire of Thyatis as the 2<sup>nd</sup> son of a local noble and after a strong talent for magic was discovered he was sent to the finest school of magic in the world, Glantri's Great School of Magic. At the Great School he met his two fellow students that became his best friends Micky the Mage and Aozy Markov. Unlike those two who took their educations and flushed it in copious amounts of wine and the pursuits of hedonistic pleasures of the social life of Glantri City Greeny, who decided to stay in Glantri after graduation, took his prized diploma and joined the Foreign Chancellery where he was unsurprisingly assigned to the Thyatian Embassy in Thyatis City. While at the Embassy Greeny fell madly in love and had a torrid affair with his supervisor (hell yeah Greeny!!) Marianita Lucia de Leon y Valdez that not only left him exhausted but soon heartbroken as after several months she dumped him for the famous Thyatian actor Bradious Pittious. Robbed of his will to continue to work under Marianita Greeny resigned his post and went back to Glantri City where Micky and Aozy took Greeny under their black wings and boozed and smoked him into oblivion. After recovering from Marianita Greeny took a job teaching politics at the City Academy and has since become Master of Politics there and even though he is saddled with a white picket tower, a wife, and three children he is known to occasionally have to work late and get out on the town with his old buddies and raise a few Albanese pilsners and paint the inner city red.

Bogdan Astapkovich is bear of a man. Standing 6'8" tall and weighing in at 275 pounds. Bogdan works as a bouncer at the Churning Gut Bar and Grill in Ville du P  ch   at night. A quiet man, of obvious intelligence he listens to everything said around him. He arrived in Glantri from the city Selenica in

Darokin in 1007 and enrolled as a student at the Great School of magic. However, Bodgan is actually as knowledgeable about the arcane arts as many of his masters and professors and is accomplished wizard, sent by his master to gain information in Glantri. Bodgan has spent years ingratiating himself with Glantrian society posing as a student all while working the underside of Glantrian society at the Churning Gut. Bogdan is actually a 25th level wizard and was the senior apprentice to his master Barimoor of Ylaruam sent by Barimoor to Glantri to investigate the rumored cause of the war between Alphatia and Glantri, the Radiance. Bodgan has surmised that his master is dead after the Week Without Magic having had no word from him in almost five years. Bogdan has continued his information gathering regarding the Radiance and after seven years has found nothing and has started to doubt its existence and now is considering how to carve a place for himself in Glantri with his 'graduation' from the Great School of Magic scheduled for next year.

Colonel Willhelm Klink (Age 31, M13, AL-L) is a proud member of the Aalbanese Military Wizard Aristocracy. He showed a great aptitude for magic relating to divination during his years at the Great School. Upon graduation from the Great School Klink accepted a commission into the Grand Army of Glantri and was assigned to Prince Jagger's staff as an intelligence officer. With the creation of the Abwer (Military Intelligence) in 1010 Klink was assigned its Foreign Branch. Klink spent several years in the field at Fort Tchernovodsk as a field agent and later was an attaché to the Glantrian Embassy in Thyatis. Klink is currently stationed at the North Keep and was just this year promoted to Intelligence Officer of the elite 1<sup>st</sup> Glantrian Division. While having the stereotypical Aalbanese distrust and disgust for all things Ethengarian he recognizes that no one can give him better intelligence than the spies of Prince Jherek and Urmahid. Klink is an effective Intelligence officer for its commander, the legendary Colonel General Hans Grüber, and is known for his quick intuitive jumps and ability to form accurate assessments from partial and incomplete information and is considered a shoo-in for eventual promotion to the upper echelons of leadership of the Abwer.

#### **Useful Links:**

Map of Glantri City by the Mistress of Cartography Robin of Groningen

[http://pandius.com/m\\_glncty.html](http://pandius.com/m_glncty.html)