

Saberhaven City

<<The Country>>

Located dead center in the Inner Sea, Saberhaven acts as the hub of trade in the Northlands. The island has a small forest and a few hills but is known best for Saberhaven City, also called The Golden City for its wealth.

While many come for trade or gambling, they often stay for the warm weather. Saberhaven has two rainy seasons, a dry winter and a hot summer. For the most part, none complain of the tropical island. To some, Saberhaven is paradise.

The city is the only major town on the island. A few small villages exist in the central island. The eastern end of the island is known as the Barony of Braasch, also called the Barony of Blood, and is ruled by Baron Von Toben, a reclusive vampire few dare to mess with. He leaves be the port city and the city leaves him to himself.

The greatest draw of the city is The Games set up by the current bureaucrat in charge, Lord Maror Malor Slonhouser. Slonhouser is a half-orc who succeeded the former Lord Mayor Kingston after Kingston was assassinated.

Slonhouser legalized gambling, state sanctioned of course, so all the profits went to him and the city. The Games as they're called, devolved into a brutal all out bloody battle with strange tactics and powerful warriors. The Games are run daily with championship tournaments run quarterly, drawing visitors from all over the Terra Dyne and even other planes.

Using the money made from gambling, Slonhouser funds the toughest city guard ever. Not only does he use warriors as guards, but mages, thieves and assassins. Anyone with a special talent can be recruited to join the city, with a surprising low rate of corruption. The pay is so good, that the guard is hard to get into. Priests of Hardshale are especially valued as they follow the laws to the letter.

And the laws are strict. Crime is low despite the immense clash of humanoids and demi-humans present. Blood enemies stay at arms length lest they test the prowess of the powerful and numerous city guard. Most often, offenders even of the smallest crimes must compete in the Games, with no gurantee of healing if they fall unconscious.

Dozens of religions are followed in the Saberhaven. One saying in the city goes, "every time a boat docks there's a new religion." Bahgtru, orcish god of strength and combat, is followed greatly, while Hardshale is followed greatly among the bureaucrats. Really, just about any deity known can be found represented in Saberhaven, a true melting pot.

As the central stopping point for nearly all shipping, Saberhaven depends on the goods of other nations, and a trade tariff, to bring in their money. The markets are so good that hardly any food needs to be grown. Agriculture is of small importance on Saberhaven.

The games attract many powerful contestants, some of whom make their home in the Golden City. One of note is the Cambion Prince Bellow, son of Fraz-Urb'luu, the Demon Prince.

Ruler:	Lord Mayor Malor Slonhouser
Capitol:	Saberhaven City
Population:	100,000
Dominant Race:	None
Secondary Races:	Human, Hill Dwarf, Orc
Other Races:	High Elf, Gnome, Halfling, Goblin, Kobold
Government Type:	Bureaucracy
Social Alignment:	Lawful Neutral
Climate:	Temperate (Humid)
Predominant Terrain:	Medium Forest
Subsistance System:	Trade
Resources/Trade:	Foodstuffs, Liquor

History

City Layout and Architecture

Saberhaven started as a port of call, a small then moderate sized town. As it grew into a strategic economic location in the Northlands, the leaders decided to fortify the city, erecting a wall. There was poor planning and as Saberhaven grew into a city (later dubbed Saberhaven City) they realized they were outgrowing their wall.

First they started building structures taller, so the inner city (esp. Parkside, Merc district and Old Town) are multi-level grey and brow stone buildings (at least 3 up to 6 floors). The cramped feel and older, dark buildings would be comparable to New York type setting.

Eventually, the city burst through its wall confines. Now the greater part of the city lies beyond the wall including racial neighborhoods (Elfhaven, Dwarfhaven, Orcetown), a noble district (Crestwood) and the Las Vegas style Arena District. The industrial district also got pushed off to the southeast, away from the living areas for the most part.

The wall is almost useless and not kept up. The city still uses the guard houses but it plays no other role for the city. The Old Town area actually broke through the wall. Buildings tend to be single story (a few are multiple story). The exceptions are the north part of Eastgate (Industrial district) which modeled the buildings after the interior ones, and Old Town which broke through the wall and flowed outside with the same types of buildings.

Rob reprimanded me because the Arena is not really to scale. It can be seen from most places outside the wall to the north and west of the city. Inside the wall it is blocked from view by taller buildings.

The Citadel is the Lord Mayor's stronghold and it is located near the water in the south east part of the city inside the wall. North of the city, outside the wall, is Crestwood, the noble district full of mansions.

The major residential areas for citizens are in the city proper, Mercantile and City districts. The four to six story buildings with shops on the ground floor are usually residences for business owners as well as most of the humans living in the city. Poorer people live in Orcetown and the homeless squat in abandoned buildings on Old Town.

About half a mile to the east of the town is the Binge River, flowing into the Sea. Just on the other side, along the southern trail, are numerous slaughterhouses.

The city relies on small fountains throughout the town for water distribution, where everyone goes to fill up their jugs and barrels. The water is magically brought in from the elemental plane of water so it never runs out and purified so it does not spread disease.

The city is crossed with a series of not-so-complex sewers, which drain and then magically empty into teleportals that take sewage away. Dwarfhaven has its own separate tunnelways which may or may not connect to the sewers, but which allowed them access between homes & shops. And of course the Citadel would have something similar as well.

A small stream runs through the Elfhaven neighborhood parks and roll into Eastgate.

Government

Guards

The government keeps the guards rotating through districts, never allowing them to build up connections to any one team or station. Not allowing an official to stay too long in one place prevents him from: (a) becoming too familiar with the locals, thus preventing him from being either too nice or too nasty to them, (b) setting up a local base of power to use for corrupt purposes, (c) regarding the position as belonging to him, rather than him being an employee of the city.

Being a city guard is a very good job in Saberhaven City with lots of perks and power. Still, most guards hate their rotations in the Old Town and Orctown districts. Almost as bad are the Elven and Dwarven racial neighborhoods where the citizens loathe any guards who are not of their racial preference. Most look forward to their time in Crestwood and the Arena districts.

Once the guards are sufficient rank, they can be appointed to a permanent station in one of the zones. The bureaucracy uses this method as a form of reward or punishment for those who are in or out of favor with the Lord Mayor.

An exception to the rule are several specialized teams who act together as a unit, including the Harbor Patrol. (others? SWAT, bomb squad?)

Crime and Punishment

The government takes a firm line on crime with harsh punishments regardless of the circumstances. E.g., you get your hands cut off for thievery whether you're six and it's your first offense, or you're sixty and it's the twelfth time you've been caught. Or, you're guilty of murder regardless if it was self-defense, a crime of passion, or premeditated.

Laws generally maintain the status quo instead of serving justice. Social class or caste may stifle personal advancement; bribery and graft spring up in response. The government is less concerned about corruption, so long as it doesn't undermine the authority of the Lord Mayor. The Association of Problem Eliminator is firmly behind Mayor Slonhouser.

Several districts in the city are restricted based on class, keeping the riff-raff and tourists out. Check points are set up with private and city guards to protect the "sanctity" of the neighborhoods.

Crestwood is heavily secured with nearly every mansion having a house wizard to protect them in addition to the normal guards. The city guard in this area is always one of the most hearty groups, led by psionics and wizards of great power.

Elfhaven and Dwarfhaven have similar policies of keeping out differing races. The guards themselves are not always elves or dwarves, which creates some tension. These neighborhoods dictate these policies and it's not a true law to keep extra-racials out like it is in Crestwood.

The Elven Market is one exception where non-elves are invited to partake in the wares - and aid in the monetary well being - of the elves.

Court System

When caught committing a crime by the city guards, the criminals are caught in local holding cells (specially created by the city wizards form Anti-Magic/Psionic Dampening shells). When a time is slotted (which could take a day or a week), the accused is brought in front of a district judge. Each section of the city has a judge appointed by the Lord Mayor, though many times the citizenry elect who they want and pay off the Lord Mayor for the rights to have that person sit.

Trials are held quickly and usually amount to the guard who witnessed the crime making the statement and recommending the sentence. The judge almost always passed the judgement on the spot and the punishment is carried out immediately, if possible.

In some cases, the judge may defer to a "trial by combat" which pits the offender against one of a pool of government employees or guards in the Arena. By winning, the accused is usually set free, though a fine may be levied or some of their enchanted equipment may be kept by the city. In some cases, more money can be made by the city if the accused fights in the Arena than if he is jailed.

The Arena should also be used in this manner only for certain crimes, or for certain classes. A nobleman should never be tossed in the Arena unless he has specifically earned the animosity of the mayor. But a peasant could be tossed in with very little formal cause. Not just socioeconomic classes, but any group that is being officially persecuted is fodder for the Arena.

Depending on the area, the guards and/or judge may be susceptible to bribery. Guards will be mindful of the district judge's demeanor. The fact that a wealthy defendant might be able to bribe a judge might make overhasty guards think twice about arresting random nobles or tourists.

Of course, a steadfastly Lawful Neutral judge here or there could *really* screw up the works, for everyone. Corrupt/abusive guards would get punished. Nobles who actually did commit crimes might find themselves facing not only the original charges but also charges of attempted bribery. Innocent riff-raff who are set free might earn the animosity of the guard who brought him in on false charges (and was subsequently punished). Of course, a judge like this wouldn't last long. The nobles and upper magistrates

would quickly put him somewhere he couldn't do any harm (which might be a good thing for the lower or rural classes, since it would probably be to their districts that he is sent), or vengeful corrupt guards might take him out permanent-like.

Military

Not known for its great military, the city often hires out mercenary soldiers with its great wealth when supplement is needed to the City Guard.

Though ground troops are nothing to speak of, Saberhaven has great pride in its powerful navy. Smaller only in size to the minotaurs of Highland and in power only to Rohan, the Lord Mayor's fleet is run by some very seasoned and powerful officers who take their jobs seriously (and for it they are handsomely rewarded by the Lord Mayor). Historically, Saberhaven has been a strategic point of power for warring empires. Lord Mayor Slonhouser has no intention of letting the booming wealth of his economy slip into the hands of another greedy nation.

Religion

The city's policy on religion stands as three separate groups: those religions who are preferred, those that are tolerated and those that are outlawed. The Lord Mayor - who sets the policies - prefers any religions which uphold the policies of the city. Those that quietly go about their own business are ignored (e.g. tolerated). Those that actively speak out against the city or Lord Mayor have bad things happen to them.

Vocal priests and opposing religions only survive when supported by powerful political figures, like noble houses. A priest of Tarantin who consistently gives sermons on the oppressive nature of the city government might only be able to continue doing so because the Harbormaster happens to sit in the front pew every week. Even so, the city guard might break up the crowd every time he tried to give a sermon on the street, citing ordinances about public gatherings, disturbing the peace, and blocking traffic. Meanwhile, the Fistusian chapel by the docks, whose congregation frequently goes carousing and disturbing the peace, might only stay around because the Lord Mayor appointed the chaplain as an Admiral in the Saberhaven Navy. And the church of Corris on Carpenter's Row is left alone because its clergy is pretty harmless and too fearful to speak out against the city government. The jurist-priests of Hardshale, of course, hold high places in the government and are sent like hounds to hunt down the mayor's political opponents.

Several Orc religions are favored since the Lord Mayor is a half-orc: Gruumsh, Bahgtru, Ilneval, Luthic. Also, gods of healing (Realanna) and battle (Fistus) are favored for the Games. The priests of the City Guard are permeated with followers of Hardshale (rulership). Lugh (demi-god of commerce) is also preferred. All others listed below are considered to be in the category "tolerated" unless noted.

Places of faith are broken into a number of types based on size.

S - Shrine	A small place where prayers are made and offerings placed. Watched over by a single priest, low to mid level. He has a day job, or is maintained through the generosity of his flock. Likewise, the shrine is maintained by volunteer work.
Cp - Chapel	A room or small building where services are held, usually for a select group of people. Nobles often have their own chapels on their estates. A low- to mid-level priest will officiate, assisted by one or two 0-level acolytes. Much wealthier than a shrine, but based solely on patronage and not through any property or income of its own.
Cu - Church	A free-standing structure, supporting a congregation from the neighborhood. One mid-level priest officiates, assisted by one or two low-level deacons and two or three acolytes. The church supports itself through tithes, patronage, and donations, with occasional assistance from the upper hierarchy. his building belongs to the congregation, or might be patronized by a powerful noble. There is usually someone present to counsel congregation members or welcome visitors, and there is a regular schedule of services if the religion requires such.
T - Temple	Like a church, only larger. The congregation gathers from numerous parts of the city, including many of the wealthier citizens. One mid- to high-level priest officiates, accompanied by a mid-level priest and one or two low-level deacons and several acolytes. There might be a regular choir, if music is part of the religion. The temple takes in enough income to perform charitable works or other extracurricular activities.
Ca - Cathedral	The church of a bishop or other regional leader. Very wealthy. Perhaps influenced by but probably not under the thumb of noble patrons. Congregation from all over the city and possibly the surrounding countryside, especially on major holidays. Houses several relics and artifacts (some maybe even with miraculous powers), as well as invaluable works of art. One high-level bishop presides, attended by two or three mid-level priests, three or four low-level deacons, and several acolytes. Many cathedrals have private chapels and shrines attached to them, even in the main chamber. Income is not only from the tithes, donations, and offerings of the congregation but also from the churches of the surrounding countryside. The cathedral and its bishop are major political forces in the city.
Monastic Communities:	
H - Hermitage	Not in the city, but perhaps a few miles away. Likely to be in a wilderness area. A community of brethren (or sisters), usually with no actual leader, who live in isolation (from one another as well as the rest of the world). They have no income, no property, no nothin'. They might maintain a shrine.
Ce - Cell	A very small community of 3-6 monks or nuns, led by an prior. They are visited daily by a priest who leads them in religious ceremonies. Very poor, probably survive on their small gardens, donations from the lay community, and handouts from the church. They probably maintain a shrine, but might even have a chapel.
M - Monastery	A sizable community of 10-50 monks or nuns led by a prior or abbot. A chapel or church is probably

	attached, or even a temple. Also there is a cloister in which only the brothers/sisters are allowed. They probably produce enough foodstuffs to support themselves and maybe enough to give to the poor (or whomever their favorite cause might be).
A - Abbey	A community of 30-100 monks or nuns led by an abbot and one or two priors, as well as a fair number of other administrators. A church or temple is attached to the cloister, and probably also a couple of shrines or a chapel. Abbeys based in rural areas will essentially support their own village, including smithy, farmhouses, mill, etc. Besides the members, there will also be layfolk who work the land, herd the cattle, etc. There is probably also a specialty product that the abbey produces for sale; examples include beer, wine, tobacco, coffee (God bless the Cappucine monks!), written works, cloth, wool, etc. The abbey will have its own sizable library, cellars, storehouses, stables, etc., and will have rooms outside the cloister for visitors to stay in. Charitable religions will probably also support a hospital a little way down the road, and the abbey will have a medicinal herb garden. An abbey is the religious equivalent of a castle.

Religion Location

Corris (T) Carpenter's Row Cp
 Hardshale (P) Gov't area T or Ca, Cp (in citadel)
 Mystra (T) gov't area Cu w/ attached Ce or small M, S (near Arena)
 Tarantin (T) docks Cu, H outside town a few miles
 Fistus (T) docks Cp or Cu, Cp (near barracks), Cp (near Naval barracks)
 Croyt (T) ??? Cp in Old Quarter, Cu in city center, Cp in some noble houses, M (for noble widows & virgins) w/ attached Cp at edge of town (near noble quarter).
 Ariel (T) outskirts of town S, perhaps a second S by the elvish quarter
 Vucien (T) outskirts of town S, Ce a few miles out of town
 Realanna (P) near arena Cp or Cu with attached hospital, Cu or T in city center, S in Old Quarter
 Ulphila (T) gov't area Cp with attached Ce or M (retired scholars).
 Possibly adjoining/sharing Mystra's Cu & Ce/M.
 Lugh (T) marketplace Cp
 Quisma (T) marketplace Cu, S on Bankers' Row
 Corellon (T) elf quarter Cu, plus attached Cp and S to other elven gods
 Moradin (T) dwarf quarter T, plus attached Cp and S to other dwarven gods
 Garl Glittergold (T) gnome quarter Cp, plus attached S to other gnomish gods
 Yondalla (T) halfling quarter Cp, plus attached S to other halfling gods
 Gruumsch (P) ??? Cp in Citadel, T or Ca in orcish quarter
 Maglubiyet (T) outskirts of town Cu
 Clangeddin (P) near Arena Cp
 Bahgtru (P) near Arena Cu, S in Citadel
 Shargaus (T) ??? Cp, S attached to A.P.E. or thieves' guildhouses.
 Li-Shu (T) near outskirts S

In Old Town hidden

Croth S
 Attrice Cp, perhaps accompanied by Ce
 Blithe Cu
 Nuada S (in Old Town), Cu (connected to A.P.E. guildhouse)
 Meph Cp, perhaps accompanied by Ce
 Zichlar S

Cp to Acktron near the Arena (for contestants and gamblers)
 S to Luna by the Docks
 S to TLO in the tourist quarter

Economy

Trade

This port city is a waypoint for shipping and intercontinental commerce. Nearly every shipping company in the Northlands trades through Saberhaven City.

The three prime economic forces in Saberhaven are tourism/trade, banking and fishing.

As expected, the Arena draws thousands of visitors annually to compete or watch. The gambling revenues the city generates are alone more than enough to run the bureaucracy. The Hostlers' Guild is the one of the most economically powerful, and well connected, organizations in the city.

With so much money running through, Saberhaven City is the perfect spot for a strong banking industry. Saberhaven banks set the conversion rates used in much of the Northlands. Banks are accustomed to changing foreign moneys, though some extra-planar forms change very low value. Currency as a commodity is only valued as high as the banks can find someone travelling to other planes who can change it for them.

Saberhaven City is a prime location for the center of the fishing industry. Besides the standard food fare, several boats specialize in hunting down large sea creatures, such as dragon turtles, and bringing them back as exotic food, oils, and skins.

From the fishing trade has sprung a burgeoning rendering/cannery industry inside Eastgate. The Fish Market has some great deals, located (Eastgate or Wharfside?)

State Controlled prostitution.

Markets

Arena market

City market

Elven market

Dwarven market

Dockside market

Races

The inhabitants are a veritable melting pot. Obviously the dominant races have their own sections of town (elves, dwarves, gnomes, halflings, orcs). Humans are present in the highest percentage, but are probably only 35-40% of the population. The Lord Mayor is a half-orc.

Just about any humanoid life form can be found here. There are a small percentage of outer planars (maybe 1% or less). A few more than that are probably from other worlds (Athas, Faerun, Nehwon, etc.). Most of the stranger life forms come for the Arena, so are found in that district in large part. The native races of Terra Dyne conduct a large part of trade though the Merc and Waterfront districts, so you'll find traders of more typical races, and water faring races like minotaurs, humans, ice men, etc.

It's uncommon but not unheard of to see a few giant type races (Verbeeg, Firbolg, an occasional Iceling) and "mutant races" (wemic, thri-kreen, aaracocra, kenku, etc). Underdark races pop up here and there, mostly at night.

Arena District

Expensive shops, trinket vendors, inns and taverns, large inn complexes, OTB houses (illegal), herb and potion shops. Moneychangers and banks.

- 1 - The Arena
- 2 - Pharaoh's Palace (resort)
- 3 - The Grand (resort)
- 4 - Dragon's Castle (resort)
- 5 - Faerie realm (resort)
- 6 - The Planewalker (tavern)
- 7 - The King's Box (tavern)
- 8 - The Sleeping Sphinx (inn)
- 9 - The Jungle Inn
- 10 - The Bazaar
- 11 - Shrine of Mystra
- 12 - Church of Realanna with hospital
- 13 - Church of Bahgtru
- 14 - Chapel of Clangedin
- 15 - Chapel of Aktron
- 16 - Shrine of The Laughing One
- 17 - Hostler's Guild
- 18 - The Laughing Amphitheater
- 89 - Joe's Tavern

Orctown

19 - West Garrison

20 - The Hob Houses - row houses, most are slavers or mercs, large patrols, no stores or taverns

21 - Orctown - chaotic housing surrounded by fences, tall grass and garbage

22 - Goblinsville - slavers and transients, slums, trashy, underground dwelling with run down bldgs on top

23 - Slave Pens - slave pens for Arena and for trade; Make sure a garrison post is nearby here. Wouldn't want any uprisings. Also, this may be outside the city, possibly up against the city walls, to minimize damage or danger in the event of an uprising. But, this happens more frequently when the slaves are brought in by land; in this case, it might as well be inside the city.

24 - Chapel of Fistus

25 - Cathedral of Gruumsh

26 - Church of Maglubiyet

27 - Flash Command (mercs)

28 - Starlight Pack (mercs)

90 - Dead Rodent Inn

Old Town

Narrows streets, condemned/abandoned buildings, poor and homeless people, few law patrols (if any), fences' store fronts and trash dealers market, a few small churches devoted to charity and hope: Croyt, Realanna. Also, this is where you'll find the (hidden) cultic and evil churches: Zichlar, Mephistopheles, Nuada, Bwoodm, Croth, Blithe, Siva, Attrice. These will probably be behind, above, or underneath presumably legitimate businesses and clubs (whose proprietors are members or even leaders of the church). Also, OTB parlors for the locals, and numerous taverns (probably without adjoining inns).

29 - Chapel of Croyt

30 - Shrine of Realanna

31 - Necropolis - mosoleums, a jungle of tombs and crypts, in many areas overgrown with trees, vines, shrubbery, so overgrown that many graves can't be accessed with anything short of a machete. If all the graves are above ground, this could be a veritable maze. Crypts tend to be small, since the dead don't need a lot of room to move around, and that many tiny buildings all cramped together could be more than a little confusing. Only the wealthiest, newest areas would be wide and easily accessible. But what to do about the dead poor? If burial is definitely the standard (as opposed to cremation), there must be some sort of final resting spot available to the public at a low cost. The churches ought to each have their own section, perhaps with an attached chapel or even cloister, donated by a wealthy patron. These could serve the public. Another possibility is burial at sea.

Parkside (Mercantile District)

common market and shop front for citizens, 2nd story residences, apartments

- 32 - Chapel of Corris
- 33 - Arcane Lore (Pernius the Sage)
- 34 - The Green Griffon (tavern)
- 35 - The Ocean Blue (inn)
- 36 - Barq's Weapons and Armor
- 37 - Skewp's Alchemy
- 38 - Cathedral of Hardshale
- 39 - Temple of Realanna
- 40 - Church of Quisma
- 41 - Church of Croyt
- 42 - Chapel of Lugh
- 43 - Carpenters' Guild
- 44 - Blacksmiths' Guild
- 45 - Architects' Guild
- 46 - Merchants' Guild
- 47 - Stonemasons' Guild
- 48 - Tailors' Guild
- 49 - The City Market

Town Center (City District)

- 50 - Association of Problem Eliminators
- 51 - Church of Mystra with monestary
- 52 - Chapel of Ulphilia with cell
- 53 - Shrine of Quisma
- 54 - Municipal Courthouse
- 55 - City Library
- 56 - Saberhaven City Museum
- 57 - College of Saberhaven

Citadel District

well guarded stronghold, housing for foreign nobles? The citadel should be located overlooking the water in order to facilitate resupplies (in case of siege) and the use of heavy weaponry from the citadel against enemy fleets. Attached are the HQ for the garrison, municipal court bldgs, other gov't bldgs(as below). Treasury, armory, jail, Gov't buildings - embassies, court bldg, city library, sages More banks.

- 58 - City Guard Barracks (Lord Mayor's Garrison)
- 59 - The Citadel (residence of the Lord Mayor)
- 60 - City Jail
- 61 - City Armory
- 62 - City Treasury
- 63 - Statue of the Lord Mayor
- 64 - Naval Docks
- 65 - Chapel of Hardshale
- 66 - Chapel of Bahgtru
- 67 - Chapel of Gruumsh

Wharfside (Waterfront District)

Area near the docks filled with warehouses, some barracks for the dock garrison and hostels for sailors to stay in. Several areas owned by separate shippers, area for royal ships/navy/coast guard and harbor master bldgs, warehouses and silos the fish market should be near here, too. Nobody wants to have the fish carts rumble by their houses or shops on the way to market every morning, so best to put it as near to the dock as possible. Taverns and inns seeking the patronage of sailors and longshoremen will be located here, too. Also, there will be a small lower-class subdivision of small fishing families, probably located all together. These are the guys who go out with their nets, traps, and lines and pull in just enough fish (or crabs, lobsters, what have you) to sell in a day (their wives probably tend the shop/booth during the day while the husbands are out fishing). Not the major fishing boats using big nets or whaling.

- 68 - Harbormaster
- 69 - Fishmongers' Guild
- 70 - Church of Tarantin
- 71 - Chapel of Fistus
- 72 - Naval Barracks
- 73 - Shrine of Luna
- 74 - Golden Arms of Furis (mercs)
- 75 - Tiberius Shipping
- 76 - Kold Kargo
- 77 - Even Trade Shipping
- 78 - West Docks
- 79 - City Docks

Eastgate (Industrial District)

Bordered on the West by the City walls and Eastgate, on the South by the Ocean, and on the Northeast by Dwarfhaven. The alleyways are littered with crates, barrels, and industrial waste. The air stinks of manufacturing, from forges, fish canneries, tanneries, dyeing, and various other unsavory industries, but luckily the winds blow to the South and East. This entrance to the city is rarely used by anyone unassociated with the industries there. Luckily, the wind generally blows Southeast.

Eastgate is patrolled by the Eastgate Garrison (which is stationed in the Gate itself). This is one of the least-desired duties in the City Guard, and is used as a punishment for insubordinate and incompetent guardsmen and officers. Most of the crime in the area consists of brawls between workers. The Harbormaster sends regular patrols to the docks here, but they tend to ignore anything north of Smoke Street.

1. Lotter's Materials

Owner: Guthrum Lotter

Business: Cloth and light materials

These large, connected buildings house a variety of related industries. In the complex are areas for the production of cloth, from carding and seeding the raw material to dyeing the finished fabric. Also included is a tannery for the preparation of hides, leathers, and furs. Thread, string, nets, and rope are manufactured here as well. Saberhaven's central location allows Lotter to import a variety of materials, including flax, cotton, hemp, wool, and even silk. In the northwest corner are the business and accounting offices. In the center south is a triangular building that acts as a loading dock. Lotter himself lives in a house just outside the North wall.

2. Bitwit's Ovens

Owner: Bernard Bitwit

Business: Glassblowing & Kiln

The two large brick buildings which greet those arriving at Eastgate are Bitwit's Ovens. Bitwit manufactures glass, from bottles and jars to window panes, in the northern kiln, which is actually a building housing several smaller ovens. In the southern building are two kilns that alternate firings. Space in the ovens is available for a small fee to local potters to fire their wares; Bitwit himself does not produce pottery. The outbuildings include business offices and storage for raw materials, fuel, tools, and finished product, as well as retail and display areas. Bitwit is the only local glazier, and his trademark can be found on glass containers in many shops in the city.

3-7. Fishermen's Huts

8. Philo Perfumes

Owner: Lewis Bulgin

Business: Perfumery

9. The Waxworks

Owner: Lewis Bulgin

Business: Wax and Soap Manufacturer

This business produces wax for craft and industrial purposes, including perfumed waxes. The same building manufactures soaps and other cleaning products. The Waxworks does not actually produce candles, but sells wax to candlemakers.

Lewis Bulgin also owns several large gardens, greenhouses, and beehives North of the city. He has a booth in the Arena district where an employee sells honey.

13. Devilfish Cannery

Owner: Lent Firman

Business: Fish Cannery

Devilfish Cannery salts, cures, and pickles fish, squid, shellfish, crustaceans, squid, octopi, and anything else the boats bring in. Their namesake specialty is a spiced pickled ray, which is served in some of the more luxurious hotels in the Arena District.

14. White Sheets Laundry

Owner: Wef Grimp (Hobgoblin)

Business: Laundry

Wef Grimp is known for being able to get any stain out of any fabric, and bedclothes brought to his laundry are always returned fantastically white. However, he's completely colorblind, and furthermore could care less about keeping colors bright and pure. Most colored clothing brought to White Sheets is returned either a dull grayish version of its former hue, or another hue

altogether. Wef is a demanding employer, and tends to micromanage, so there's little his employees can do to remedy the situation. Nevertheless, he manages to turn a good trade cleaning bedclothes and tablecloths for the hotels and inns of the Arena District.

15. Keller Brick

Owner: Tip Keller

Business: Brick Manufacturer

Keller manufactures dark brown brick from the clay earth farther along the southern coast of Saberhaven, mixed with cinder from area industries. This large building houses the ovens where the bricks are fired.

17. Torpid Sausage

Owner: Mik Torpid

Business: Sausage Maker

Everyone agrees that Mik makes tasty, hearty sausage, but few people have the nerve to enter his shop. Those that do rarely eat another bite of sausage again. Mik seems to be the single exception. Even his employees, whom Mik always tells to bring home whatever they and their families can eat, never partake of this benefit.

18. Dangerous Spirits

Owner: Libbit 'One-Leg' Greencloak (Human F8)

Business: Distillery

Libbit Greencloak is a retired adventurer whose career came to an abrupt end in an encounter with a wyvern. Since then, Libbit has made an admirable living distilling whiskey, rum, vodka and other hard liquors in this three-story, warehouse-sized building. The adjoining building contains his business offices on the second story and a retail outlet for bottles of his merchandise on the first floor. Though he's earned more than enough to afford to have his leg regenerated, he remains crippled as a reminder to himself of his reasons for retirement. It's also commemorated in the name of his Fanged Whiskey.

19. Storage

Owner: Dint Solwen

Business: Rental Storage

Space in these large warehouses is rented out on a monthly basis to the local industries. They're used for storage of raw materials, fuel, and product that hasn't yet gone to market or sea. The exact contents vary widely depending on markets and seasons. Occasionally Solwen will also rent to a fishing company that will use the space to package its haul. Dint Solwen himself rarely visits, but he has a clerk administer the business from a small nearby building (26). Private armed watchmen (F1-3) patrol the area in pairs day and night, but they have orders to ignore anything that does not threaten the buildings or their contents.

20. Tower Forges

Owner: Gunder Gravelmouth (Dwarf)

Business: Machinist

This complex of stone buildings contains forges and machine shops. Gunder specializes in unusual and customer-made merchandise. The shop is named for the tower in the northwest corner of the complex, which is one of only three ball-bearing factories in the Northlands. Gravelmouth will machine any metal object to any specifications, for a price. The northeast corner building contains a traditional forge, where Gunder's son Jurik runs a weaponsmithy. The second story in the southeast holds their plate and bar stock. Jurik and his family live in the second story in the northeast; Gunder lives in Dwarfhaven.

21. Eastgate Business Association

Owner: Eastgate Business Association

Business: Guild/Trade Association

The Eastgate Business Association represents the special interests of the business owners of the Eastgate district. This is their corporate office. Lotter and Bitwit dominate the Association.

22. Oceanfront Cannery

Owner: Helia Vormik

Business: Fish Cannery

This business salts, smokes, and cures fish of all sorts, as well as a few other types of seafood. Oceanfront packages fish for export and long-term storage rather than fresh sale, leaving that market to the fishermen of Wharfside. Barrels of Oceanfront fish are transported for sale to such distant locations as Castle Lionscrest.

23. Urlee's Smokehouse

Owner: Forman Urlee

Business: Meat Smoking House

Urlee uses a diverse selection of hardwoods, exotic woods, charcoals, and spices to smoke, salt, and cure meats of all sorts in a variety of flavors. His merchandise is sold in Saberhaven City at butcher shops and taverns, and is also packaged for export. Besides common livestock, Urlee also purchases exotic meats for special runs. Occasionally, he has been known to sell cured dragon meat and other delicacies.

24. Deepsea Rendering

Owner: Chort Adwil

Business: Whale Rendering

Chort Adwil is a native Highlander who brought his trade to Saberhaven. He purchases whales from whaling vessels, and then carves them up and renders the parts into usable materials and food. This building houses the kettles for rendering the blubber into oil; most of the carving work is done just south on the wharf. Chort resells most of the meat and some of the blubber to the Oceanfront (22) and Devilfish (13) canneries, and sells most of the refined oil to Surefire Fuel (28).

25. Cormorant Shipbuilding

Owner: Hal Rebbini

Business: Shipbuilding

The business office for Cormorant Shipbuilding. The company also owns a drydock directly south.

27. Surefire Fuel Business Office

28. Surefire Fuel

Owners: Mik Ewart and Bot Cherm

Business: Fuel Importer

Surefire Fuel imports fuel of various types, including charcoal, coal, peat, oil, and hardwoods. Some of their business goes straight to Bitwit, but they have many other industrial customers scattered throughout the city, especially among the forges of Dwarfhaven. They also have several carts that roll along the city streets daily, selling heating and cooking fuel to households. Proximity to their main customers and citizens' fear of fire influenced the owners to locate their storehouses outside the city walls.

29-32. Potters

These buildings are owned by a few local potters who use Bitwit's kilns for firing. The roffs of these buildings are filled with shelves for drying unfinished wares.

33. Paste

Owner: Marfinlinnut (goblin)

Business: Paste & Glue Manufacturer

Known from the hand-scrawled sign above the front door, in this building Marfinlinnut and most of his extended family manufacture paste and glue for industrial and home purposes from by-products of the slaughterhouses to the East. Marfinlinnut's niece sells bottles & jars of product at a booth in the Town Center, but most of his business is in casks sold to craftsmen and manufacturers around town. The whole family lives in a corner of this building. They consider themselves social climbers. Even the other Eastgate business owners look down on them, but their product is actually of very good quality.

34. Chancery Parchment

Owner: Tiggrin Halimut

Business: Parchment Manufacturer

This building is the location of a parchment shop, where lamb and calfskins are stripped, scraped, and treated to make parchment and vellum. Halimut sells some of the waste by-product to Marfinlinnut next door for a few coppers per barrel.

38. Tellman Soap

Owner: Yuril Tellman

Business: Soap Manufacturer

43. Eastgate Wares

Owner: Esmera Hutch

Business: Potter

Eastgate Wares makes and sells fine ceramic and pottery cookware and dishes. Esmera pays an above-average fee for premium space in Bitwit's kilns, and the cost - and quality - is passed on to her customers.

46. Gellit's Pub

Owner: Fether & Molly Gellit (halflings)

Business: Pub

Gellit's is a lunch counter catering to the Eastgate workers, and is said to be the source of the only good smells in Eastgate. For a few coppers, you can get a sturdy ale and a hot meal. Fether's cooking is satisfying, if not gourmet, and he sells good halfling-brewed beer. Molly is friendly and well-liked by the regulars. Gellit's closes at sundown, or a little later in the winter. Fether and Molly live in the Halfling Quarter of Elfhaven. Adjoining buildings (45, 44) are the kitchen and storage.

55. Bother's

Owner: Tom Bother

Business: Carpenter

Bother and his son make and repair wooden crates, boxes, and pallets from rough materials for most of the businesses in Eastgate and Dwarfhaven. Bother is a bit slow in the head, and is only a good enough carpenter to make industrial boxes, but his rates are cheap and he's very friendly. He, his wife and son live in the small back rooms of his cluttered, littered shop.

60. Gurbinnesti's Antique and Vintage Equipment

Owner: Gurbinnesti (goblin)

Also known as Gurbinnesti's Garbage. Used and abused equipment, furnishings, scrap, whatever. Cheap. No returns, no refunds, no exchanges, cash only.

66. Lerry & Sons Cabinetry

Owner: Hunt Lerry

Business: Cabinetry

67. Wood Workers Union House

Business: Guild

The WWU is the guild for almost any business that works with wood: carpenters, cabinetmakers, coopers, cartwrights, and general light construction contractors. At present, the guildmaster is Hunt Lerry (72), primarily by reason of seniority.

69. Fraternity of Smiths

Business: Guild

The Fraternity of Smiths is the controlling organization for blacksmiths, armorers, weaponsmiths, tinkers, machinists, and other smiths who work with base metals and non-jewelry items. The guild is dominated by the dwarven contingent, due not only to their skill but also their long lifespan, which easily earns them seniority; the current guildmaster is Gunder Gravelmouth.

71. Tormik's Tannery

Owner: Hunt Tormik

Business: Tannery

Tormik successfully competes against Lotter by preparing only high-quality leather in smaller quantities, at higher prices, for the tourist and luxury trade.

72. Long Haul Carts & Wheels

Owner: Jer Tynick

Business: Cartwright, Wheelwright

78. Bat the Cooper

Owner: Bat Wiggles

Business: Cooper

Bat manufactures most of the casks, kegs, barrels, hogsheads, vats and tuns for the local industries. He and his two apprentices are kept very busy.

83. Dusty Road Brewery

Owner: Dorgan Gravelmouth (Dwarf)

Business: Brewery

Dusty Road Brewery is the manufacturer of Anthracite Stout, Granite Porter, Shale Ale, and Gold Vein Lager. These high-priced, quality beers are sold in the tourist taverns and inns of the Arena District, as well as the expensive pubs near Parkside. Dusty Road also has a thriving export business. Gravelmouth's is one of the few local businesses which does not buy containers from Bat the Cooper (26). Gravelmouth insists that his beer can only be brewed, aged and stored in particular woods that Bat does not use. This is only one example of a rather snobbish demeanor that has not endeared Gravelmouth to the other members of the Eastgate Business Association. Dorgan is the brother of Gunder Gravelmouth, of Tower Forges (20).

88. Oak Tree Brewery

Owners: Billam White, Dodie Setrap, Herf Swenne

Business: Brewery

Oak Tree Brewery is one of the more notorious breweries in town. They brew a few different types of beer and ale, all of them terrible. Local tavern talk says they share vats with Kuram's Laundry next door. Still, they have a thriving business selling cheap kegs to the pubs and taverns of Old Town and Wharfside, as well as the occasional export. Oak Tree also keeps a loyal following by filling the mugs of Eastgate workers for free during lunch breaks, one keg's worth daily.

94. Kuram's Laundry

Owner: Kuram Je

Business: Laundry

Je launders bedclothes and the like for a few of the inns and hotels in the Arena district, and is also patronized by the Palace. This two-story building has a flat roof with clotheslines strung across it for drying and sunbleaching.

97. Brotherhood of Launderers and Dyers Guildhouse

100. Marblethumb Masonry

Owner: Gurdroff Marblethumb (Dwarf)

Business: Stonemason

105. Timmon Inks & Dyes

Owner: Gurt Timmon (Human As5)

Business: Pigment Manufacturer

Gurt Timmon manufactures inks and dyes from imported plant, animal, and mineral materials here. He sells large quantities to Lotter and other local manufacturers, but also has a small retail trade. There are rumors that he also manufactures poisons after the store closes at night, but he certainly doesn't sell them here. Timmon lives alone in the top story of his shop.

108. Borley Blacksmith

Owner: Tom Borley

Business: Blacksmith

Borley is a manufacturer of steel and iron building materials. He and his apprentices wright nails, bolts, hinges, knobs, handles, railings, gates, doors, portcullises, and the like.

111. Vivid Paint & Glaze

Owner: Fole Grimmersheck

Business: Paint Manufacturer and Importer

Grimmersheck mixes pigments, paints, and glazes for all purposes in this building, and also imports casks and jars of paint from the mainlands. He uses Timmon's dyes for some of his products.

115. Three Furies Forge

Owner: Mack Gillen

Business: Weaponsmith

Gillen specializes in spears and similar polearms. One of his journeymen, Forley Dint, is a fine swordsmith. Gillen also imports and buys weapons for sale in his shop.

Elfhaven/Dwarfhaven

Ethnic neighborhoods - Markets, Pubs, restaurants, ethnic food stores specializing in imported goods from their homelands. Like one finds in Chinatown or Little Italy. Some of the proprietors probably don't even speak Common. This might also be where one finds the demi-human shrines and temples.

82 - Elfhaven - well decorated, parks integrated, large trees, no shops or taverns

83 - Halfling Neighborhood - well guarded, quiet, small shops of common items, a few quiet taverns, group meeting places Quite possibly walled off from the rest of the city. Keep the blasted tourists out. Among the shops: tobacconists.

84 - Gnome Neighborhood - shop and trade neighborhoods, 2-story shops, edge of merchant district, gold, jewelry, masons and stonecutters, local guards w/illusionists Other shops might include alchemists, spell component shops, antique and curio dealers, and anything else weird.

85 - Dwarfhaven - all stone bldgs, ironwork decorations, elaborate security, moneychangers/safe banks One would probably find many of the dwarven banks alongside the rest of the banks. The ones here are those which cater only to dwarves. More entrepreneurial ones will move where they can be visited by a wider customer base.

85 - The Elven Market

Crestwood (Noble District)

noble and wealthy merchant district, large houses with fences, heavy guarded

87 - Shrine of Li Shu

88 - North Garrison

Extra notes:

- >>Along those lines, there should be accommodations (maybe gov't?) for the
- > visiting kings and queens who come to the Tournaments.
- >
- > Yes, but probably not in the Citadel proper, for fear of espionage or
- > assassination. I should imagine there would be a number of embassies, or
- > visiting VIPs could just stay at some of the ritzier hotels.
- >
- >>Let's not forget the well to do people in the north part of the city. There
- > should be several estates for the noble houses and wealthiest of citizens.
- >>
- >>As far as a wall, I thought maybe there could be a wall that cuts through
- > part of town (it has buildings on either side of it). I was thinking maybe
- > they were growing a while back and constructed a wall (small one anyway)
- > around the 3/4 of the city not edged by water. Then the town outgrew the
- wall
- > and now it still stands (maybe as guard posts) but there are no gates/the
- > gates are always open and anyone is free to pass in and out.
- >
- > Absolutely. Some parts of the inner wall will have already been torn down
- for
- > building materials; other parts will have buildings built into or onto them,
- > so that it is concealed or unrecognizable as a city wall.
- >
- >>Conversely, the center of town is the Lord Mayor's citadel which is the
- most
- > heavily armed and guarded complex. (including enchantments to prevent
- > teleporting into it or ethereal travel into it.)
- >>
- >>Which remind me, maybe there can be some sort of transit device in some of
- > the major buildings (like the citadel, the king's box at the Arena, the gov't
- > buildings...) which is a 2-way teleporter. It's a rich town with several
- high level mages in its service. Why not?

- > Sure. And while we're talking infrastructure, what's the city plumbing like?
- > Aqueducts, like ancient Rome? Frequently placed fountains, like in many
- > medieval cities? Open sewers or an underground maze of sewer tunnels leading
- > out to the sea? Or is all this handled by magical means? Some sort of
- > Permanent Create Water spell for the fountains, or a magical desalinization
- > plant for sea water? Sewage collecting into a Disintegration chamber?

- >>churches - One or two of the alleys between churches might have some
- > yogi-type mystics performing bizarre acts of mind-over-matter in a
- > demonstration of their faith and the advancement of their souls -
- devotees of
- > Bwoodm or Blithe, for instance. Many of the other alleys, as well as the
- main
- > street, will be filled with beggars of a more standard nature. Don't forget
- > to include not only churches and temples but also cloisters, monasteries,
- > nunneries. Some of these complexes will be just outside or near the city
- > walls, so that they have room for their gardens. All will have their own
- > walls and gates. Also, churches in medieval European cities were
- > traditionally near the gates of the cities, so that they were easily
- > accessible to those entering or leaving the city.
- >

- > >a knightly group?
- > If it's state-supported, it should be near the palace and the garrison. If
- > not, it should be near the churches.
- >
- > >colleges?
- > Medieval colleges didn't actually have campuses. Classes were held in rented
- > rooms or professors' apartments. The rent was what tuition was for. You'll
- > probably see a lot of students in their gowns rushing between buildings in a
- > section of the tourist/inn area, all within a couple of blocks. Some of the
- > taverns in those areas will be frequented by the students as well (whether
- > they welcome them or not), and it won't be unusual to see students
- begging in
- > the streets.
- >
- > >hospices?
- > As in hospitals for the ill or hostels for the poor? Hospitals will
- > definitely be outside the city walls (and probably down the road a bit).
- Poor
- > houses will be in or near the Old Quarter.
- >
- >
- >
- > Remember, the city does not end with the walls. Outside the walls will be
- > more shops and booths, monastic communities, hospitals cattle pens, and
- > industries that take up a lot of room (e.g. shipbuilding) or stink really
- bad
- > (e.g. dyeing, tanning, fisheries). Shanty towns of those who can't afford to
- > get into or live in town. Maybe the goblin section is out here.