Plenaru hijinks

* Getting into the city
  + City guards are corrupt and proud, and they will make players entering the city to wait their turn, but will take a bribe if players are in a hurry (2g)
  + 2 thugs will greet the players inside the gate, offering them ‘protection.’ This could go one of several ways
    - Players refuse out of hand. Thug spy follows players around, looking for any weaknesses to exploit.
    - Players haggle poorly – thugs will offer up services at quite the high rate. (10g) Will take the players through the rougher parts of the city, to convince them to retain their services.
    - Players haggle well – thugs will provide services but duck out when convenient (5g)
    - Players get hostile – thugs will call in the city guard and act innocent
* City description
  + Coastal city, sits high top bluffs to its east
  + The port of Plenaru (*Harborside*) is essentially urban sprawl to the north of the city walls. Goods are moved into the city through its customs gate at the northeast (leads into mercantile quarter)
  + Plenaru is divided into 4 districts
    - *Mercantile Quarter*
    - *Selmy Promenade*
      * Selmy family (halfling) resides in an impressive mansion
      * The promenade historically has housed the middle class – lesser merchants, lesser government officials, skilled craftsmen
      * Beggars come here during the day, but stay in the Parish at night
      * Predominantly human, halfling, some tritons
      * Folks here are generally pleased with the rule of the royal family, for championing the cause of the middle class
    - *Dalebar Parish*
      * Dalebar family (also halfling) resides in an austere, understated estate
      * The parish historically has housed the lower class – unskilled laborers, clergy, food services, other people just scraping a penny to stay in the city
      * Predominantly human, some others such as water genasi (who generally avoid the tritons), tortles, and even some half-orc folk
      * Folks here are generally opposed to the royal rule, because the freedoms they once enjoyed are being quashed by royal edicts
      * Eventually there will be a curfew imposed, followed by racial segregation (ghettos), followed by internment outside the city (concentration camps) and consolidation of power among the “pure” races in the parish (to purify the “blight” on the town, since it was an eyesore during the last visit by a member of the royal family (TBD)
* Once in the city
  + Official edict has been declared the day before
    - It has led to unrest, fueled by anti-royal-family sentiments
  + Inn: the Winded Sails, heavy sailor population
  + Nicer Inn: the Subtle Mummer
  + Premium armor shop: Protection r Us
    - Salesman is clearly not a smith, talks up the inlay work on the armor (+50% markup)
  + Local smithy:
    - Smith’s name is Dalin Grayforge, a goliath
    - His wife comes around the shop regularly. She is kindly. He is a bit whipped.
    - Specializes in gear for mounted combat (animal gear)
    - Has a some nice gear he got in trade, +1 dagger
    - Otherwise, he is kindly enough
  + Magic shop: Ye Olde Shoppe of Wonders
    - Purveyor: Purlin Turley
    - He’s kind of wackadoodle – has a screw loose
    - His prices are high, but he has a sister who is in trouble with the law… there could be something arranged, if you were to arrange to have her released…
      * The city guard is concerned with the perpetrators of a recent plot. Cynthia Turley was caught up in it
      * If the party agrees to bring the perpetrators to justice, then Cynthia will be released
    - He will sell rare goods after the party gets Cynthia out of prison
    - Cynthia is an apprentice artificer, and could be convinced to work on custom projects. She is bright eyed, bushy tailed. Quite attractive, if a little young. Also, bisexual.
  + Access to the district containing the Senate chambers (the *Hallowed Halls*) is only granted after the party has gained something specific granting it. Even Sinclaire cannot grant immediate access, but he will put in a good word for the party