

GREAT PLAZAS are found at intersections of the HIGH ROADS.

- I. **OUTER MARKET** - The *Market di Largo* at the outer gates, selling large and travel goods.
- II. **INNER MARKET** - The *Market di Stretta* in the inner city, selling small and fine city goods.
- III. **GRAND PLAZA** - The *Piazza Grande* is the city center where all HIGH ROADS cross, in front of the PALACIO. The large square has several statues and fountains, and is both a favored meeting place as well as a venue for Imperial decrees and executions.
- IV. **PLAZA DE ARTES** - The *Piazza della Artes* is a market gallery outside the TOWER SORCERIE where works of art and wonders of invention can be found. Is this some magic?
- V. **FOREST OF DARK DELIGHTS** - The misty, mysterious, ancient black forest between the TOWER SORCERIE and TOWER DESTINO. A very popular destination for lovers trysts but also infamous for missing people and werewolves.

SUN, WIND AND RAIN are frequent companions here, and the swarthy Southmarens are quick to duck under an overhang to get out of an unexpected downpour or windstorm. Wet and dry monsoons alternatively soak and bake the city, and many neighborhoods of the LOWER CITY are vulnerable to flooding, although rats swim well. Protected by the tall-peaked roofs of the HIGH ROADS, the wealthy of the UPPER CITY quite enjoy the rains that wash their streets clean, as well as the balmy evenings. The **CLOCKTOWER of ARSENALE** is visible across the city, telling precise time. Bells and steam whistles sound off the hours of the day, start and ends of shifts, important days such as pay days and holidays, and are the city alarm for fire or invasion. The whole city is listening.

CITY GUARDS are common on the HIGH ROADS but seldom found in the LOWER CITY. Each of the FIVE GREAT TOWERS has its own guard force, who patrol within their territory and on the adjacent HIGH ROADS, and have their own distinctive gear, standard orders, and general outlook. Near COMMERCIO you will find squads of “gold cloaks” ensuring trade proceeds smoothly, but the roads near SORCERIE have turbs of “black cloaks” whose main focus is protecting wizards.

GUILD MASTERS are recognized by silver **Master Pins**. A navigator wears his compass and a musician her pipes. Master Pins are awarded by a Guild after demonstrating mastery of a craft, art, or trade. This is an accomplishment, recorded and celebrated by the Guild, affording many privileges of rank, acknowledgement, respect, and the license to sell goods at top-notch prices. “Always seek a master if thee desires the best item or service of quality.” The best shops are on the HIGH ROADS.

HARRIERS are elite agents of the Emperor. Depending on the needs of the Empire they are emissaries, diplomats, advisors, scouts, spies, magic-users, and assassins. The TOWER GRIFONE is between PALACIO and SORCERIE, and off-limits to the normal populace. Harriers are famous as griffin riders, although it’s not the most important thing they do.

THE IMPERIAL ARMADA is the premier navy of the Dragon Isles, giving Aquila control and influence over trade and politics far in excess of the size of the city and its population. The ARMADA includes warships and companies of marines able to be rapidly deployed anywhere. The **NAVALLE** harbor is co-located with the marine **BARRACKS**, tucked between ARSENALE and PALACIO where it has easy reach out to the seas as well as into the city. The ARSENALE is able to continually keep the ARMADA at sea, and to rapidly make good any losses. The ARMADA also coordinates closely with the HARRIERS and BLACK WIZARDS, gaining formidable synergies such as intelligence gathering, aerial scouts, instant communication, and weather manipulation.

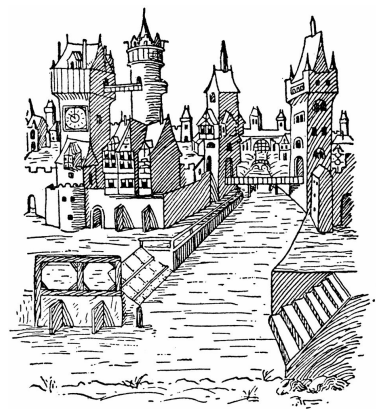
MAGIC is uncommon, and even simple workings will provoke awe and fear in onlookers. However, adventurers plunging into the city may find a great deal of the supernatural below the surface.

BLACK WIZARDS are adepts of the magic arts who serve the Emperor, for the good of the Empire. They are recognizable by their shaved heads, black robes, and magical symbols.

THE STREET OF THE GODS is at the end of the city, a cul-de-sac surrounding TOWER DESTINO and ending in the DEEP STEPS. “The truth is at the end of the street” so they say, and this closed-loop street is a funnel and fishtrap for anyone seeking truth, listening to divine voices, speaking in tongues, preaching, fortune-telling, soothsaying, doomsaying, or just acting crazy. Thousands of gods find worshipers here, but the most prevalent are **Pyrose** the Sun King, **Xohm** the Earth Mother, **Mrmym** the Winged Messenger, **Lunara** the Veiled Maiden, **Kurg** the Winter King, and **Hruul** the Voice in the Void. The priests and god-touched found on the STREET OF THE GODS babble thousands of other names, but the archetypes are the same.

THE STEPS of DESTINO are crumbling old stone stairs leading from the STREET OF THE GODS down windswept cliffs into the deep waters of the bay. The steps have always been; where do they go?

THE SMUGGLERS CLIFFS are the eastern seaside of the city, picturesque yet sheer and crumbling cliffs fit only for mansions wishing a sunrise view and sea thieves smuggling untaxed goods and contraband into the city. There are many sea caves, some with secret passages up into the city.



AQUILA

GOLD AND SHIPS have made Aquila the richest city in the world. Aquilan merchants are in every port of the Dragon Isles, buying, selling, trading. All the gold, commodities, and rarities this trading produces flows to Aquila, creating opportunities for clever merchants, adventurers, and thieves. Which are you, and what riches will you win for yourself?

Your experience in this city also largely depends on where you explore and which friends and enemies you make. Everything is possible, many things profitable, but nothing is free unless you find clever angles, which are often dangerous. Play to find out what Aquila means to you.

FIVE GREAT TOWERS rise far above the city, like gold-ringed fingers of a puppeteers hand. Each “tower” is in effect a small city-state with its own leaders, laws, walls, soldiers, citizens, trades, and waterfront docks. The towers are visible everywhere in the city, so you can always know where you are. The towers are always watching you, too.

- I. **COMMERCIO** - The hub of trade, mercantilism, and banking. Commercio has the largest waterfront and fleets, and everything important that enters or exits Aquila routes through and is taxed here. The Southmarens of Aquila have vast fleets and have explored much of the world, and established many secret trade routes and colonies around the Dragon Sea.
- II. **ARSENALE** - A large complex of shipyards, armories, factories, and stockpiles clustered together in northern shore of the city. Almost anything can be mass-produced here. The Arsenale is responsible for producing all large ships, both naval and merchant, launching as many as two ships per day. COMMERCIO delivers raw materials and imported components, and exports manufactured goods. The Arsenale employs many skilled laborers, and provides lodging in camps for those willing to sweat their way out of the slums.
- III. **PALACIO** - The imperial palace of the Emperor of Harnendor, with tall walls surrounding lush gardens and fountains.
- IV. **SORCERIE** - The Tower of Sorcery is home to the Black Wizards of Aquila. These sages and practitioners of the dark arts are licensed by the Emperor and do his bidding.
- V. **DESTINO** - A mist-shrouded crumbling tower forbidden by Imperial decree. The tower has always been in the city, and grows noticeably larger each year, but none know who built the tower or who might be working on it now. Claims of unusual and supernatural activity at night are quite common. Surrounding the tower is the Street of the Gods.

THE PORT that most visitors enter through is in COMMERCIO, with entry fees up to 10sp per person and 10gp per barrel/crate of cargo. A small vessel (up to 50 feet) can **moor in the harbor** at anchor for about 10sp per day or **berth at a dock** for about 10gp per day.

HIGH ROADS connect the five towers; these are embankments and bridges built up over the lower city. Much of the wealth of Aquila is here, in the hands of nobles, wealthy merchants, and guild masters. These roads are clean, well lit, and well guarded by soldiers from the nearest tower. Most are also roofed to cover passerby from the incessant rain, which is cunningly collected in pipes to wash the streets and fill the reservoirs of the lower city. Living expenses (room & board) are about 10gp per day.

LOWER CITY neighborhoods form the vast majority of the city space and population (90% / 100K). Most are slums built on shifting mud and some are actually nice places to live, but all are under the sway of the thieves guilds and monsoon floods. There are no city guards here, but each neighborhood is protected by a local thieves guild. Almost everyone in the LOWER CITY dreams of “making it” out and into the HIGH CITY. Living expenses (room & board) are about 10sp per day.

THIEVES are everywhere, and most of the the lower city is divided territory between rival gangs and thieves guilds. Thus, Aquila is also known as the CITY OF THIEVES. The high city is ripe and rich for the plucking, but much more protected, so the thieves must be clever and patient, and ideally work with (or for) a rival of the noble who is to be fleeced.

POLITICS and FACTIONS are a fact in any city, and Aquila is the capital city of the Southmaren Empire of Harnendor. The Five Great Towers play with and against one another in a game of thrones. The guilds, merchant and thieves alike, vie for power. The way you play with or against each of them defines your experience in the city.

AQUILA IS A PENINSULA, stretching like an arm into a broad lagoon. A million live on the mainland and peninsula, and a hundred thousand in the LOWER CITY. A fortunate ten-thousand have homes on the HIGH ROADS, and the highest elite thousand in the FIVE GREAT TOWERS.

Aquila

