

Ptolus facts

Population: approximately 75,000

Location: port city on the Whitewind Sea. It is part of a decaying empire, and has a great deal of autonomy from the empire's oversight.

Geography: the spire is to the west, the sea to the east. The King's River runs through the city and has created a large gorge at the northwest border of the city.

The Spire: it's been there as long as anyone can recall, since the founding of the city. Various folk tales talk of ancient evils or fallen gods creating it. None have even ventured to its top and returned to tell of it.

Ruler: ostensibly ruled by a council, but the Commissar (Igor Urnst), the head of the council, has near total control.

Technology: things like spyglasses, clockwork items, spectacles, printing presses exist, but are increasingly rare and the knowledge to create/maintain them is rare.

Religion: the primary and official religion is the Church of Lothian, but dozens or minor religions are practiced and are allowed in the city.

Districts of the City

The Docks: Shipyards, warehouses, etc.

Guildsman District: Home of artisans and guilds, where things are made.

Midtown: Central heart of the city, and home to 'Delver's Square' a group of shops catering to adventurers.

Necropolis: The graveyard and crypts, known to be inhabited by undead.

Noble's Quarter: Where the wealthy live, on the highest land in town, near the base of the spire.

North Market: Street vendors, stalls, small shops, etc.

Oldtown: The original city limits, now home to the bureaucracy and city offices.

Rivergate: Mostly residential.

South Market: More permanent shops and expensive goods than North Market.

Warrens: the slums, rife with poverty and crime.

Organizations (including noble families)

Abanar: (noble house) mercantile noble family.

Dallimothan: (noble house) dragonborn noble family.

Kath: (noble house) wealthy, glamorous, art patrons.

Khatru: (noble house) famous for military leaders.

Sadar: (noble house), secretive, long line of mages and rumored to be involved in the dark arts.

Vladaam (noble house). Ancient and evil, possibly of demonic blood.

Balcazar crime family: largest criminal organization.

Brotherhood of Redemption: priesthood that converts and repents evil beings and creatures.

Delver's Guild: the adventurers guild, offering information, opportunities and maps to its members.

Dreaming Apothecary: secretive organization that supposedly deals in magic items.

Fallen: rumored demons that live in the necropolis.

Fate Weavers: Seers that claim to tell the future.

Forsaken: death-worshippers; consort with the undead and live in or near the necropolis.

Inverted Pyramid: powerful magic-users guild.

Keepers of the Veil: order of knights dedicated to eradicating the undead.

Killraven Crime League: second most powerful crime syndicate.

Knights of the Golden Cross: ancient knights who worship forgotten gods; opposed to evil in all forms.

Knights of the Pale: a small order opposed to supernatural threats (aka demons or magical threats).

Longfingers Guild: the thieves guild.

Pale Dogs: a gang based in the Warrens district.

Shuul: organization that reveres and promotes technology.

Sisterhood of Silence: female monks that assist in law enforcement.

Vai: the assassin's guild.