

Maro Tanesh

Maro Tanesh is an ancient trade center, huddled between the burning deserts of the east and the endlessly winding tributaries of the Thra river delta to the west. Currently, it is embroiled in a grinding trade war between the two largest guilds in the city - The Silk Hand, who control the desert trade routes, and The River Pilots, who control the trade barges that ply the delta. While The Silk Hand enlists the aid of the denizens of The Anvil, and The River Pilots engage the alchemists and engineers of Crown's Academy, the city's governing forces attempt to maintain control over everyone from the lofty perch of the Red Palace.

The Anvil

While the Red Palace houses the official governing body of Maro Tanesh, the quarter known as "The Anvil" has become home to the warlocks, brawlers and thieves who maintain the "true" order of things, both inside and outside of the city walls. These groups are not generally allies, but have temporarily put aside their differences in order to strengthen the claims of the Silk Hand and maintain their own tenuous position within the city hierarchy.

1. Library The city library was once a repository for official government law and correspondence. Now it is decayed and has been appropriated by the warlocks who reside in this quarter.

2. Market This courtyard was once lined with eucalyptus trees, threaded amongst the marble columns that surround the Prince's Fountains. The trees have long since been cut down for firewood by the many merchants who ply their strange wares here.

3. Hall of Windows The fact that every window in this once-grand building has been smashed belies the true nature of the place. Once a retreat for city officials, it is now a sanctuary for the many warriors, brawlers and bodyguards who call The Anvil their home.

4. The Old Palace Once the residence of Kings, this decaying building now shelters a growing number of freelance thieves and assassins who have begun to band together to form a loose organization. By combining their forces, this group hopes to counter the growing power of the warlocks and warriors who are based close by.

5. The Broken Tower This tower is the city's primary defense against the warring tribes to the north. Though the soldiers of the Red Palace still inhabit parts of it, many residents of The Anvil work and reside here as well. Both groups have a vested interest in maintaining the tower, but even so will battle each other when they occasionally cross paths in the tower's twisting rooms and hallways.

6. The Drunken Alchemist A very large tavern and inn favored by certain travellers due to its close proximity to both The Anvil and The Trade Quarter.

7. The Watchtowers The Red Palace has stationed garrisons in each of The Watchtowers in an attempt to exert control over the denizens of The Anvil. Red Palace soldiers have been known to get drunk and shoot arrows at city dwellers wandering through the alleys below.



The Trade Quarter

The Trade Quarter is home to the city's fabled craftsmen and women, as well as the location of the guild halls for both The Silk Hand and The River Pilots.

8. The Caravan Gate The Caravan Gate is in fact the only gate in the exterior city walls, and is the only (widely) known way in or out of the city. Its name is an indication of the importance of trade to Maro Tanesh.

9. Customs House All traders must report here upon arrival to the city, and the courtyard outside this building is usually teeming with merchants, soldiers and caravan animals. The Customs bureaucracy has gained a great amount of importance in light of the current guild war, and has begun to act in a haughty and independent fashion, much to the consternation of the Red Palace.

10. Guild Hall of The Silk Hand This was one of the first and finest buildings constructed at the founding of Maro Tanesh, many years ago. Even now, the building retains its original grandeur, though it is rumored to have partially collapsed within its interior, revealing a series of previously unknown underground chambers.

11. Guild Hall of The River Pilots Also an ancient and impressive building, this Hall is the repository for all of the navigation charts of the River Pilots. There are said to exist numerous catacombs and secret passages under this building as well.

12. Iron Street The blacksmiths of Iron Street craft a variety of goods, from armor to weapons and slightly more esoteric items if one knows how to ask properly. The denizens of Iron Street are loosely bound together into the Metalsmith Consortium.

Crown's Academy

Crown's Academy is a renowned institution, founded at the birth of Maro Tanesh. The scholars who work and reside here support The River Pilots in order to gain access to valuable scholarly works from academies in distant lands.

13. The Hall of Questions This is the main hall of the Academy, and where most of its classes are taught. The Old Scholar resides on a secret floor just above the hall.

14. The Hall of Answers This is the library of the Academy, containing thousands of manuscripts on just about every subject. The Academy's alchemical and engineering laboratories are located in this building.

15. The Dormitory This building houses the student body of the Academy. Explosions often pierce the night here, as young apprentice alchemists learn their craft.

The Red Palace

The seat of the current government, the Red Palace is currently engaged in a power struggle with other factions within the city.

16. The Red Palace This is the ancient home of the ruler of Maro Tanesh. Today, the City Magistrate lives here and guides the young Prince Tala during his regency. The Red Palace contains more rooms and

secret chambers than anyone has ever been able to count, including passages out of the city.

17. The Sulphur Tower The Red Palace employs numerous magic and alchemical agents in its quest to consolidate power. The workshops within the Tower are a source of many arcane and wonderful inventions.