

WEEK 1: ALPHACITE

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GUILD GREETING

WELL MET ADVENTURER,

CONGRATULATIONS ADVENTURER UPON BOTH YOUR RECENT GRADUATION FROM DEL KODIGO’S ADVENTURERS APPRENTICE PROGRAM AND LICENSURE WITH THE MYTHIKA ADVENTURER’S GUILD! YOU WILL SPEND THIS WEEK, YOUR INDUCTION WEEK, ACCLIMATING YOURSELF TO THE RULES, REGULATIONS, POLICIES, AND PROCEDURES OF THE MAG. SHOULD ALL GO WELL, YOU WILL DEPART SIX SUNRISES FROM NOW FOR A LIFE OF ADVENTURE AND LEARNING IN ORDER TO MAKE YOURSELF “IMMORTALIS”!

WHEN YOU LEAVE THE CITY GATES, YOU CHOOSE YOUR OWN PATH; YOU CHOOSE YOUR DESTINATION. THE CHALLENGES YOU FACE AND REWARDS YOU EARN WILL BE UNIQUE TO THE PATH YOU SELECT. WHEN YOU FIRST ARRIVE AT A NEW LOCATION, BE IT A VILLAGE, TOWN, CITY, OR METROPOLIS, CHECK IN WITH THE LOCAL MAG GUILDMASTER FOR OPPORTUNITIES. THEN PREPARE YOURSELF FOR WHATEVER THREAT OR CHALLENGE IS MOST DEFINITELY LURKING IN THE SHADOWS, OR IN PLAIN SIGHT.

DON'T FORGET TO SEND YOUR REPORTS, AND DUES, BACK HERE TO THE GUILD EACH WEEK.

SINCERELY,

JULNIR IZDRAGE
ALPHACITE BÜRGERMEISTER
MAG GUILDMASTER

DESTINATION

| | | |
|------------|------------|---------------------------|
| NAME | ALPHACITE | ("AL-FUH-SITE") |
| TYPE | METROPOLIS | COVERS APPROX 2,689 ACRES |
| POPULATION | 163,202 | AS OF THE 5050 CENSUS |

DESCRIPTION

[THE FOUNDING OF ALPHACITE](#)

THE BIRTHPLACE OF MYTHIKA’S CIVILIZATION AND ITS SHINING BEACON OF HOPE TO ALL THE REALMS OF WHAT PEACE, COMPASSION, AND INTERSPECIES COOPERATION CAN ACHIEVE. LONG AGO, WHEN THE SPARK OF CIVILIZATION BEGAN HERE, A PLEASANT SPOT ON THE SOUTH BANK OF THE BEATHE RIVER WAS USED AS AN ORIGIN POINT FOR THE FIRST BEINGS (THAT EVER CROSSED OVER FROM ANOTHER REALM OR, ... PICK WHATEVER CREATION STORY LETS YOU SLEEP AT NIGHT. REGARDLESS, THE AREA PROVIDED MATERIALS FOR SHELTER AND FOOD AND WATER FROM THE RIVER FOR SUSTENANCE. IT DEVELOPED OVER TIME AS A GATHERING PLACE FOR TRADE, WORSHIP, AND EVEN BATTLE AT TIMES (UNFORTUNATELY). SOME SAY THE ORIGIN PLACE WAS MAGICAL - AND THAT ALL MAGIC AND SUPERNATURAL POWER IN THIS REALM EMANATES FROM IT. OTHERS EXPLAIN IT WAS SIMPLY A CONVENIENT PLACE TO GATHER. REGARDLESS, IT IS THE UNCONTESTED CAPITAL OF THE REALM OF MYTHIKA. AMONGST ITS STONE AND MINERAL ORE ARCHITECTURE YOU WILL FIND THE REGULATORY AGENCIES FOR ALL TRADES, COMMERCE, CRAFTS, AND GOVERNMENT. THE MELTING POT OF ALL MYTHIKAN CULTURES, ALPHACITE IS YOUR LAUNCHING PAD FOR A LIFE OF ADVENTURING!

AS MYHTIKA RIPPLED OUTWARD FROM THAT SPOT OR ORIGIN ON THE BEATHE, THE SETTLEMENT THAT WOULD BECOME KNOWN AS ALPHACITE DEVELOPED AT THE NEXUS TO TRAVEL FROM EAST-WEST ON THE VIA SANGUIS AND NORTH-SOUTH ON BOTH THE BEATHE RIVER AND THE MAGNUM VIAM WHICH WOULD GROW ALONGSIDE IT.

THE ELEVEN DISTRICTS OF ALPHACITE PROPER

- IN RELATION TO THE HIWALK BRIDGE THAT CROSSES THE BEATHE RIVER IN THE CENTER OF ALPHACITE PROPER
1. HOLLOWELL - NW CORNER.
 2. GUILDHALL - NORTH CENTRAL
 3. MERCHANTON - NE OF HIWALK BRIDGE, SE OF GUILDHALL, DUE NORTH OF THE MAIN TEMPLE AND LOWPOINT
 4. LOWPOINT - EAST CENTRAL, DIRECTLY DUE EAST OF THE MAIN TEMPLE ACROSS THE BEATHE
 5. EAST BOATTAC - SOUTH OF LOWPOINT AND THE ARENA, EAST OF PRIMA’S EASTERN WALLS
 6. PRIMA - CENTER OF THE MAP STRETCHING SOUTH EAST TO THE PRIMA WALL
 7. MAGE TOWN - NW OF PRIMA. DUE WEST OF HIWALK BRIDGE
 8. BELVAROS - WEST OF PRIMA, A CENTER STRIP SOUTH OF THE RED CASTLE IN MAGE TOWN
 9. SUDTOR - SOUTH OF BELVAROS OUTSIDE OF PRIMA WALL
 10. LITTLELUD - IMMEDIATELY WEST OF BELVAROS, INSIDE THE PRIMA WALL, EAST OF BLACK TRIBUTARY
 11. TONTITOWN - ON THE WESTERN BANK OF THE BLACK TRIBUTARY OUTSIDE OF LITTLELUD.
 12. CORNETTE - THE NEWEST AND SOUTHERNMOST DISTRICT. IT’S WALLS BEGIN APPROXIMATELY ONE HALF MILE SOUTH OF SUDTOR.

SCOUTING REPORT

GOVERNMENT

ALPHACITE IS A CITY-STATE AUTOCRACY WITH THE ELECTED EMPEROR LAMRUIL BELWARIN, KING OF THE TWILIGHT TERRITORIES (NOBLE ELVEN MALE) AS ITS CHIEF OF STATE

THE EMPEROR’S OFFICER’S COURT CONSISTS OF THE FOLLOWING

| TITLE | NAME | S&S | RESP |
|--|------------------|-------------|----------------------------------|
| HIGH CHANCELLOR. CHIEF OF HOUSE | CHEN JIE. | HUMAN MALE. | (2ND IN COMMAND) |
| GRAND VIZIER OF INTERNAL AFFAIRS, HIGH JUSTICIAR | MAGNUS DOUKAINA. | HUMAN MALE. | LAWS, ORDINANCES, AND DECREES |
| TRIBUTUM | CONIAH | HUMAN MALE | CHIEF TAX COLLECTOR |

| | | | |
|---------------------------------|-------------------------|-------------------|--|
| | | | |
| HIGH MAGISTER | LAERDYA PETRA. | ELF FEMALE. | INTELLIGENCE |
| SCRIBE SUPREMA | IOLRATH AETRIS | ELF MALE | RECORDS AND ARCHIVES |
| MASTER MEDIDOR | JOGRUT BREWSWORD. | DWARF MALE. | CODES AND ENFORCEMENT |
| STRUKTUR | BUFIWYNN BROWNSWORD. | DWARF FEMALE | INFRASTRUCTURE |
| GRAND DIPLOMAT: | THILGR | JOTUNN MALE | TRADE POLICIES, FOREIGN AND DOMESTIC |
| PLOUTOS, WARDEN OF THE WILDS | SILVER SHADOWSAGE | ELF FEMALE | RESOURCE MANAGEMENT |
| MASTER OF COIN | RART | GOBLIN MALE | FINANCES |
| YN GWYBOD UN | JATA, THE ETERNAL ONE | DRAGONBORN FEMALE | EDUCATION |
| LORD MARSHAL: | BRYGYS | CENTAUR MALE | EARL CONSTABLE (COMMANDER OF THE MILITIA) |
| ARCHON OF FAITHS | PALLA ZUSIA | HUMAN MALE | LIAISON TO DEITIES, CHIEF PRIEST |
| LUX VITAE | EGASIA. | CENTAUR FEMALE | HEALTH AND SANITATION |

THE EMPEROR HAS THREE BASIC RESPONSIBILITIES TO HIS SUBJECTS

- ➔ PRESERVE THE PEACE
- ➔ PREVENT WRONGDOING
- ➔ RULE WITH JUSTICE AND MERCY

[YOU CAN READ MORE ABOUT THE THE GOVERNMENT OF MYTHIKA HERE](#)

UNDERWORLD

IF YOU HAVE READ THE ORIGIN OF MYTHIKA, YOU KNOW THAT EVIL EXISTS IN SOME FORM OR FASHION IN MYTHIKA. IT IS CONFIRMED THAT ALPHACITE ENDURES THE OPERATION OF THREE DISTINCT CRIMINAL ORGANIZATIONS, KNOWN COLLOQUIALLY AS THE BLADE, THE VENOM, AND THE DARK, WITHIN ITS BORDERS. THE IDENTITIES OF THE MEMBERSHIP, TO SAY NOTHING OF THE LEADERSHIP, OF THESE FACTIONS REMAINS A MYSTERY.

THE PRESENCE OF SEVERAL “THIEVES GUILDS” OPERATING OUT OF ALPHACITE IS HIGHLY SUSPECTED, BUT HAS NEVER BEEN PUBLICLY CONFIRMED. OTHER THAN BEING A METHOD OF COORDINATION OF ILLICIT ACTIVITIES, LITTLE IS KNOWN ABOUT ANY ALLEGED THIEVES GUILDS - BUT MUCH IS SUSPECTED.

AS TO THE PHYSICAL LOCATIONS OF THESE ALLEGED GUILDS, NOTHING IS CERTAIN. IT IS RUMORED THOUGH, THAT IF ONE SHOULD WISH TO DELVE IN THE ILLICIT PLEASURES OF LIFE, ONE COULD DO WORSE TO VISIT SUCH AS ANY OF THE FOLLOWING ESTABLISHMENTS. ALL MEMBERS OF DEL KODIGO ARE STRONGLY ENCOURAGED TO NOT FREQUENT THESE ESTABLISHMENTS

- THE DRUNKEN SKUNK TAVERN
- THE MARRIED SNAPDRAGON PUB AND INN
- THE CLOSED BEES (ALE HOUSE)
- THE BRONZE MODEL (TAILOR AND SEAMSTRESS)
- THE HONORED CARAVAN PHARMACY
- CELESTIAL FINANCIAL HOLDINGS (BANKING, REAL ESTATE)
- REAPER SPORTING STADIA (BOXING, WRESTLING, BLOOD SPORTS)
- IN FLUX TOOLSMITH
- PAPERWOUND SCROLLS AND CODICES
- THE WILD BOTANICAL PARK AT BANRONTA COURT

ALTARS

- ALTARS IN ALPHACITE TOO INNUMERABLE TO BOTHER TO LIST. YOU CAN’T BUY A DONUT WITHOUT STANDING NEAR ONE IT SEEMS.
- SHRINES? SEE ALTARS.
- CHAPELS. AMONG THE BEST KEPT HONOR:
 - ◆ APHRODITE. GREEK OLYMPIAN
 - THE CHAPEL OF LOVE, DEDICATED TO APHRODITE, EXUDES AN AIR OF ROMANCE AND BEAUTY. CONSTRUCTED FROM WHITE MARBLE WITH DELICATE VINE CARVINGS ADORNING THE WALLS, ITS INTERIOR IS ADORNED WITH LUSH CRIMSON ROSES AND SOFT FLICKERING CANDLELIGHT. GLITTERING MOSAICS OF HEARTS AND DOVES GRACE THE FLOORS, WHILE SACRED RELICS LIKE A PEARL-INLAID MIRROR AND ANCIENT LOVE LETTERS ARE DISPLAYED ON PEDESTALS. THE CHAPEL, MODEST IN SIZE, IS LED BY CHIEF PRIESTESS ELARA, A SERENE ELF WITH SILVER HAIR. DEVOTEES OF APHRODITE ARE RENOWNED FOR PROMOTING HARMONY, PASSION,

AND KINDNESS, EARNING RESPECT FOR THEIR DIPLOMACY AND SELFLESSNESS IN MYTHIKAN SOCIETY.

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◆ DIONYSUS. GREEK OLYMPIAN

- THE CHAPEL OF DIONYSUS STANDS MODESTLY AT THE EDGE OF ALPHACITE, CONSTRUCTED FROM SMOOTH RIVERSTONE AND AGED CEDAR WOOD. VINES AND GRAPE CLUSTERS WIND THEIR WAY ALONG THE WALLS, ADORNED WITH IVY AND WINE WREATHS. INSIDE, CANDLES FLICKER AROUND A MARBLE ALTAR, AND ANCIENT RELICS — A CHALICE, A VINE-WREATHED MASK, AND A SILKEN ROBE — ARE DISPLAYED REVERENTLY. THE CHAPEL IS TENDED BY A SMALL, DEDICATED STAFF LED BY CHIEF PRIEST ELARION, KNOWN FOR HIS WISDOM AND PASSION FOR CELEBRATION. DEVOTEES OF DIONYSUS ARE REVERED FOR THEIR JOYFUL EMBRACE OF LIFE, REVELRY, AND CAMARADERIE, FOSTERING A REPUTATION AS BRINGERS OF HARMONY AND INDULGENCE WITHIN MYTHIKAN SOCIETY.

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◆ HADES. GREEK OLYMPIAN

- THE CHAPEL OF ETERNAL SHADOW, DEDICATED TO HADES, IS A MODEST YET SOLEMN STRUCTURE MADE OF DARK STONE, ADORNED WITH OBSIDIAN CARVINGS AND FLICKERING IRON SCONCES. INSIDE, RELICS SUCH AS SKULLS, LOST SOULS' TOKENS, AND ANCIENT URNS FILL THE PEWS. THE STAFF CONSISTS OF A CHIEF PRIEST, AELRIC THE SILENT, AND A HANDFUL OF ACOLYTES. DEVOTEES ARE RESPECTED FOR THEIR WISDOM IN HANDLING DEATH, SECRETS, AND THE BALANCE BETWEEN LIFE AND THE AFTERLIFE, THOUGH SOME VIEW THEM AS SHROUDED IN MYSTERY OR EVEN FEAR THEIR CONNECTION TO THE UNSEEN REALMS.

◆ HESTIA. GREEK OLYMPIAN

- THE CHAPEL OF HESTIA STANDS MODESTLY AT THE HEART OF MYTHIKA, CONSTRUCTED FROM PALE MARBLE WITH RED CLAY TILES AND WOODEN ACCENTS. ITS INTERIOR IS ADORNED WITH FLICKERING HEARTHES, REPRESENTING HESTIA'S DIVINE FLAME, AND WOVEN TAPESTRIES DEPICTING STORIES OF PEACE AND HOME. A SMALL STAFF OF DEVOTED ACOLYTES MANAGES THE SACRED HEARTHES AND MAINTAINS THE CHAPEL'S ORDER. CHIEF PRIEST LIORA MAINTAINS AN AURA OF CALM AUTHORITY, KNOWN FOR HER WISDOM IN FOSTERING COMMUNITY HARMONY. DEVOTEES OF HESTIA ARE RESPECTED FOR THEIR DEDICATION TO HOSPITALITY, PEACE, AND NURTURING WARMTH WITHIN SOCIETY, ACTING AS MEDIATORS IN DISPUTES AND CARETAKERS OF COMMUNAL WELL-BEING.

◆ BASTET. EGYPTIAN

- THE CHAPEL OF BASTET STANDS MODEST YET SERENE, CRAFTED FROM PALE MARBLE ADORNED WITH SUBTLE FELINE MOTIFS. STAINED GLASS WINDOWS DEPICT SCENES OF BASTET'S GRACE AND PROTECTION. INSIDE, SACRED RELICS—JEWELS, SMALL STATUES, AND ANCIENT SCROLLS—ARE DISPLAYED ON WOODEN SHELVES. A SOFT INCENSE FILLS THE AIR, BLENDING WITH THE GENTLE HUM OF PRAYERS. CHIEF PRIESTESS LILIA OVERSEES A STAFF OF THREE ACOLYTES. DEVOTEES OF

BASTET ARE REVERED FOR THEIR COMPASSION, HEALING ABILITIES, AND DEEP RESPECT FOR HARMONY, EARNING THEIR PLACE AS HEALERS AND MEDIATORS IN MYTHIKAN SOCIETY.

◆ YMIR. NORSE

- THE FROSTHAVEN CHAPEL, DEDICATED TO YMIR, STANDS MODEST YET STRIKING IN ITS ICY BEAUTY. MADE OF PALE BLUE MARBLE AND FROST-COVERED OBSIDIAN, THE EXTERIOR IS ADORNED WITH DELICATE ICE CARVINGS OF FROST GIANTS. INSIDE, WALLS SHIMMER WITH FROST-GLASS MOSAICS DEPICTING YMIR'S DOMAIN. RELICS OF ANCIENT BATTLES WITH GIANTS ARE DISPLAYED, INCLUDING ANCIENT WEAPONS AND RUNES. THE CHAPEL HOUSES A SMALL STAFF OF DEVOTED PRIESTS LED BY CHIEF PRIEST THRAN FROSTBORN, KNOWN FOR THEIR UNWAVERING STRENGTH AND DISCIPLINE. DEVOTEES OF YMIR ARE REVERED IN MYTHIKAN SOCIETY FOR THEIR RESILIENCE AND MASTERY OVER COLD, OFTEN CALLED UPON IN TIMES OF WAR OR SURVIVAL CHALLENGES.

◆ HORUS. EGYPTIAN

- THE CHAPEL OF HORUS STANDS AS A HUMBLE YET SOLEMN STRUCTURE IN MYTHIKA, CONSTRUCTED FROM SMOOTH WHITE MARBLE WITH GOLD TRIM AROUND ITS EDGES. TOWERING ARCHES SUPPORT A SLATE-GRAY ROOF, ADORNED WITH INTRICATE CARVINGS OF FALCONS AND SUN SYMBOLS. INSIDE, AN ARRAY OF RELICS—FEATHERS, BRONZE AMULETS, AND ANCIENT TEXTS—ARE DISPLAYED ON ORNATE SHELVES. DEVOTED PRIESTS IN FLOWING WHITE ROBES, LED BY CHIEF PRIEST THALOR, OVERSEE THE CHAPEL. WORSHIPPERS ARE KNOWN FOR THEIR WISDOM, HEALING ABILITIES, AND A FIERCE COMMITMENT TO JUSTICE, EARNING THEM A REVERED REPUTATION THROUGHOUT MYTHIKAN SOCIETY.

◆ AMMIT. EGYPTIAN

- THE CHAPEL OF AMMIT, A MODEST YET STRIKING STRUCTURE, STANDS WITH WEATHERED SANDSTONE WALLS ADORNED WITH GOLDEN HIEROGLYPHS SYMBOLIZING JUSTICE AND BALANCE. TALL, ARCHED WINDOWS ARE FRAMED BY INTRICATE CARVINGS DEPICTING SCALES AND ANCIENT SYMBOLS OF THE UNDERWORLD. INSIDE, INCENSE BURNS SOFTLY, CREATING A TRANQUIL YET SOMBER ATMOSPHERE. A CENTRAL ALTAR HOLDS A GILDED STATUE OF AMMIT, THE GODDESS OF TRUTH AND JUDGMENT, FLANKED BY RELICS SUCH AS ANCIENT SCROLLS AND SACRED ARTIFACTS. THE CHAPEL EMPLOYS A SMALL STAFF, LED BY CHIEF PRIEST HARAN, KNOWN FOR HIS UNWAVERING COMMITMENT TO JUSTICE. DEVOTEES OF AMMIT ARE RESPECTED IN MYTHIKAN SOCIETY FOR THEIR IMPARTIALITY AND DEDICATION TO FAIRNESS, OFTEN SERVING AS MEDIATORS AND TRUTH-SEEKERS.

◆ OSIRIS. EGYPTIAN

- THE CHAPEL OF OSIRIS IS A MODEST YET SERENE STONE STRUCTURE, ITS WALLS ADORNED WITH SYMBOLS OF REBIRTH AND LIFE AFTER DEATH—SCARABS, ANKHS, AND HIEROGLYPHS. CARVED FROM LOCAL LIMESTONE AND ACCENTED WITH OBSIDIAN INLAYS, THE CHAPEL EXUDES A MYSTICAL AURA. INSIDE, ANCIENT RELICS

SUCH AS GOLDEN DEATH MASKS AND PRESERVED EMBALMING TOOLS ARE DISPLAYED IN GLASS CASES. THE CHIEF PRIEST, A VENERABLE ELDER NAMED THOTHIRIS, LEADS A SMALL, DEVOTED STAFF OF ACOLYTES WHO OFFER PRAYERS, RITUALS, AND GUIDANCE ON THE AFTERLIFE. DEVOTEES OF OSIRIS ARE RESPECTED FOR THEIR WISDOM AND DEDICATION TO LIFE'S CYCLE, OFTEN SOUGHT AFTER FOR COUNSEL IN MATTERS OF DEATH AND RENEWAL.

◆ SET. EGYPTIAN

- THE CHAPEL OF SET STANDS MODEST YET IMPOSING, BUILT FROM DARK, WEATHERED STONE WITH INTRICATE CARVINGS DEPICTING SERPENTS AND OTHER SYMBOLS OF THE GOD. THE INTERIOR FEATURES FLICKERING BLACK IRON SCONCES AND DEEP RED TAPESTRIES ADORNED WITH DARK RUNES. SACRED RELICS—OBSIDIAN STATUES, ANCIENT SCROLLS, AND SERPENT-THEMED ARTIFACTS—ARE CAREFULLY DISPLAYED ON ORNATE WOODEN SHELVES. A SMALL STAFF SUPPORTS THE CHAPEL, LED BY HIGH PRIEST THALEK, KNOWN FOR HIS UNWAVERING DEVOTION. DEVOTEES OF SET ARE OFTEN FEARED OR RESPECTED FOR THEIR CUNNING, SECRECY, AND MANIPULATION, SHAPING THE MORE MYSTERIOUS ASPECTS OF MYTHIKAN SOCIETY.

◆ PLUTO. ROMAN

- THE CHAPEL OF SHADOWS, DEDICATED TO PLUTO, STANDS MODESTLY AT THE EDGE OF PIXITHOS, BLENDING DARK STONE AND IRON FIXTURES. ITS SIMPLE, SOMBER EXTERIOR BELIES THE RICH INTERIOR ADORNED WITH BLACK MARBLE, FLICKERING CANDLES, AND ANCIENT OBSIDIAN RELICS. SACRED ARTIFACTS—SKULLS, BONES, AND CURSED TOKENS—ARE DISPLAYED BEHIND ENCHANTED GLASS CASES. CHIEF PRIEST VEXRATH LEADS A DEDICATED STAFF OF FIVE ACOLYTES, KNOWN FOR THEIR WISDOM IN THE WAYS OF DEATH AND THE UNDERWORLD. DEVOTEES ARE RESPECTED FOR THEIR IMPARTIALITY IN SETTling DISPUTES AND THEIR MASTERY OVER THE ARCANES OF NECROMANCY, HOLDING A MYSTERIOUS BUT REVERED PLACE IN MYTHIKAN SOCIETY.

◆ LOKI. NORSE

- THE CHAPEL OF LOKI IS A MODEST YET STRIKING STRUCTURE, CRAFTED FROM DARK STONE WITH A HINT OF Iridescent AMBER, REFLECTING THE MISCHIEVOUS NATURE OF ITS PATRON GOD. WOVEN VINES AND CHARRED WOOD ADORN THE WALLS, WHILE SMALL, FLICKERING CANDLES AND SMOKY INCENSE CREATE AN OTHERWORLDLY AMBIANCE. INSIDE, A COLLECTION OF TWISTED RELICS—TRICKSTER MASKS, STOLEN CHARMS, AND PLAYFUL TRINKETS—ARE DISPLAYED ON INTRICATELY CARVED SHELVES. THE CHAPEL HOUSES A SMALL STAFF LED BY CHIEF PRIEST VARYN, KNOWN FOR HIS SHARP WIT AND UNCONVENTIONAL SERMONS. DEVOTEES OF LOKI ARE VIEWED WITH SUSPICION AND RESPECT, SEEN AS BOTH REBELS AND CATALYSTS OF CHANGE WITHIN MYTHIKAN SOCIETY.

→ CHURCHES. EACH ONE IS A TREASURE IN ITS OWN RIGHT, BUT THESE ARE ABSOLUTE MUST SEES WHEN YOU ARE IN TOWN

◆ BALDR. NORSE

- THE CHURCH OF BALDR STANDS AS A MAJESTIC STONE EDIFICE IN THE HEART OF MYTHIKA. ITS WHITE MARBLE FACADE, ADORNED WITH GOLDEN TRIMMINGS AND SILVER FILIGREE, REFLECTS THE LIGHT, CREATING AN ETHEREAL GLOW. STAINED GLASS WINDOWS DEPICT SCENES FROM BALDR'S LIFE, SHOWCASING HIS COMPASSION AND WISDOM. INSIDE, RELICS SUCH AS HIS DIVINE SWORD AND A FRAGMENT OF HIS CLOAK ARE DISPLAYED REVERENTLY. THE CHURCH IS EXPANSIVE, STAFFED BY A DEDICATED GROUP OF CLERICS, LED BY CHIEF PRIEST EIRA, KNOWN FOR HER WISDOM AND GENTLE LEADERSHIP. DEVOTEES OF BALDR ARE RESPECTED FOR THEIR HEALING ABILITIES AND UNWAVERING COMMITMENT TO JUSTICE AND PEACE.

◆ CERNUNNOS. CELTIC

- THE CHURCH OF THE GREEN WILD DEDICATED TO CERNUNNOS IS A GRAND, OAKWOOD STRUCTURE NESTLED AMIDST ANCIENT FORESTS. ITS SPIRE RISES GRACEFULLY, ENTWINED WITH IVY AND ADORNED WITH SYMBOLS OF NATURE—STAG HORNS, OAK LEAVES, AND ANTLER MOTIFS. THE BUILDING IS CONSTRUCTED FROM POLISHED STONE AND TIMBER, BLENDING SEAMLESSLY WITH THE NATURAL SURROUNDINGS. INSIDE, SACRED RELICS—ANCIENT ANIMAL TOTEMS AND ANTLERED CARVINGS—ARE DISPLAYED, EXUDING A SENSE OF MYSTICISM. CHIEF PRIEST DALAN FORESTSHADE LEADS A SMALL BUT DEVOTED STAFF, COMPRISING DRUIDS, HERBALISTS, AND NATURE PRIESTS. WORSHIPPERS ARE REVERED IN MYTHIKAN SOCIETY FOR THEIR DEEP CONNECTION TO THE WILD, OFFERING WISDOM AND BALANCE TO THE CHAOTIC REALMS OF MAGIC AND NATURE.

◆ ARES. GREEK OLYMPIAN

- THE TEMPLE OF ARES STANDS TALL IN THE HEART OF MYTHIKA, CRAFTED FROM DARK OBSIDIAN STONE WITH BRONZE ACCENTS GLEAMING IN THE SUNLIGHT. ITS IMPOSING STRUCTURE IS ADORNED WITH FIERCE, WARLIKE RELIEFS DEPICTING BATTLES AND VALOROUS FEATS. INSIDE, ANCIENT RELICS OF LEGENDARY WARRIORS REST IN ALCOVES, WHILE BANNERS BEARING ARES' SYMBOLS HANG FROM THE VAULTED CEILINGS. THE TEMPLE IS OVERSEEN BY PRIEST KRATOS, A STERN AND DISCIPLINED FIGURE, WHOSE STAFF CONSISTS OF SKILLED WARRIORS AND CLERICS. WORSHIPPERS OF ARES ARE KNOWN FOR THEIR FIERCE HONOR, VALOR IN BATTLE, AND UNYIELDING LOYALTY TO THEIR CAUSE, EARNING THEM BOTH RESPECT AND A WARY REPUTATION THROUGHOUT MYTHIKA.

◆ MARS. ROMAN

- THE CHURCH OF MARS STANDS TALL WITH RUGGED STONE WALLS, ADORNED WITH BRONZE PLAQUES DEPICTING SYMBOLS OF WAR AND VALOR. THE ROOF, CRAFTED FROM SLATE, BEARS A WEATHERED STATUE OF MARS HIMSELF, CLAD IN ARMOR. INSIDE, POLISHED MARBLE COLUMNS SUPPORT A VAULTED CEILING, WHILE BANNERS OF RED AND GOLD HANG FROM THE WALLS. RELICS, SUCH AS ANCIENT SWORDS AND BATTLE-TORN SHIELDS, ARE DISPLAYED BEHIND GLASS CASES. CHIEF PRIEST VARIAN, A STOIC WARRIOR-PRIEST, LEADS A SMALL BUT DEVOTED STAFF OF FIVE ACOLYTES. WORSHIPPERS OF MARS ARE RESPECTED IN MYTHIKAN SOCIETY AS FEARLESS WARRIORS AND STEADFAST DEFENDERS OF HONOR AND JUSTICE IN BATTLE.

◆ FREYR. NORSE

- THE **TEMPLE OF THE GOLDEN BOUGH**, DEDICATED TO FREYR, STANDS TALL WITH IVY-COVERED STONE WALLS AND A THATCHED ROOF, BLENDING NATURE WITH DIVINE GRACE. MARBLE PILLARS SUPPORT THE STRUCTURE, ADORNED WITH CARVED OAK LEAVES AND GOLDEN RUNES. INSIDE, SACRED RELICS—GILDED ANTLERS, OFFERINGS OF FRUITS, AND A CRYSTAL CHALICE—ARE DISPLAYED IN GLASS CASES. A SERENE ATMOSPHERE FILLS THE AIR, WITH HYMNS SOFTLY ECHOING THROUGH THE SPACIOUS HALL. CHIEF PRIEST **AELFRED GREENBOUGH** OVERSEES A DEVOTED STAFF OF 15 ACOLYTES, KNOWN FOR THEIR WISDOM IN AGRICULTURAL PROSPERITY AND PEACE. DEVOTEES OF FREYR ARE HIGHLY RESPECTED FOR FOSTERING HARMONY BETWEEN NATURE AND SOCIETY, ENSURING PROSPERITY AND UNITY ACROSS MYTHIKAN REALMS.

◆ ARTEMIS. GREEK OLYMPIAN

- THE ARTEMISIAN CATHEDRAL STANDS GRAND AND SERENE, CRAFTED FROM PALE MARBLE WITH ORNATE COLUMNS AND A DOMED ROOF RESEMBLING A CRESCENT MOON. GOLD AND SILVER ADORNMENTS GLEAM IN THE FLICKERING CANDLELIGHT, WHILE SACRED SYMBOLS OF THE HUNT AND WILDERNESS ARE CARVED INTO THE STONE. INSIDE, ANCIENT RELICS SUCH AS THE BOW OF AN IMMORTAL HUNTER AND STAG ANTLERS ARE DISPLAYED IN GLASS CASES. THE CHIEF PRIEST, ELDARA THORNE, GUIDES A STAFF OF DEVOTED CLERICS DEDICATED TO PRESERVING THE SANCTITY OF NATURE AND THE MOON'S MYSTERIES. WORSHIPPERS OF ARTEMIS ARE REVERED IN MYTHIKAN SOCIETY FOR THEIR DEEP CONNECTION TO THE WILD, JUSTICE, AND THE PRESERVATION OF HARMONY BETWEEN GODS AND MORTALS.

◆ ISIS. EGYPTIAN

- THE CHURCH OF ISIS STANDS TALL WITH WHITE MARBLE COLUMNS AND GOLD TRIM, ADORNED WITH INTRICATE CARVINGS OF LOTUS BLOSSOMS AND WINGED FALCONS. CRYSTAL CHANDELIERS HANG FROM HIGH VAULTED CEILINGS, REFLECTING SOFT, FLICKERING CANDLELIGHT. THE WALLS ARE LINED WITH ANCIENT SCROLLS, RELICS, AND SACRED STATUES OF THE GODDESS HERSELF. INSIDE, A DEVOTED STAFF OF CLERICS, INCLUDING THE CHIEF PRIEST, SERAPHIM VALIN, OVERSEES RITUALS AND CEREMONIES. WORSHIPPERS OF ISIS ARE REVERED IN MYTHIKAN SOCIETY FOR THEIR WISDOM, HEALING ABILITIES, AND CONNECTION TO THE DIVINE, OFTEN SERVING AS HEALERS, MYSTICS, AND COUNSELORS.

◆ VENUS. ROMAN

- THE CHURCH OF VENUS STANDS ELEGANTLY IN THE HEART OF MYTHIKA, ITS WHITE MARBLE WALLS GLEAMING IN THE SUN. ADORNED WITH IVY AND DELICATE ROSE VINES, THE STRUCTURE FEATURES ARCHED WINDOWS AND A GRAND, DOMED ROOF. INSIDE, SOFT MOSAICS DEPICT SCENES OF LOVE, BEAUTY, AND FERTILITY, WHILE SACRED RELICS—SUCH AS AN ANCIENT ALABASTER STATUE AND A VIAL OF SACRED ROSE WATER—ARE PROMINENTLY DISPLAYED. THE CLERGY, LED BY THE CHARISMATIC HIGH PRIESTESS SERENA, COMPRISES A SMALL BUT DEVOTED STAFF

OF PRIESTESSES AND ACOLYTES. WORSHIPPERS OF VENUS ARE REVERED FOR THEIR GRACE, HARMONY, AND PURSUIT OF ARTFUL PERFECTION, HOLDING A REPUTATION FOR FOSTERING UNITY AND PASSION IN MYTHIKAN SOCIETY.

→ TEMPLES! THE GRANDEST OF THE GRAND. YOU WANT TO WORSHIP IN A TEMPLE? WE'VE GOT TEMPLES!! MAKE SURE YOU VISIT THE GIFT SHOPS FOR EXCLUSIVE MERCH!

◆ CRONOS. GREEK TITAN

- THE ONLY TEMPLE THAT CAN BE LOCATED ON THE MAP OF ALPHACITE PROPER
- THE **TEMPLE OF ETERNAL TIME**, DEVOTED TO CRONOS, RISES AS A TOWERING, RECTANGULAR EDIFICE OF OBSIDIAN AND GILDED STONE, ITS FAÇADE ADORNED WITH INTRICATE CARVINGS OF CELESTIAL CYCLES AND HOURGLASSES. MASSIVE BRONZE DOORS DEPICT CRONOS WIELDING HIS SICKLE, FRAMED BY VINES OF IVY AND WHEAT. WITHIN, A COLOSSAL GOLDEN STATUE OF CRONOS PRESIDES OVER AN OCULUS-LIT DOME PAINTED WITH SCENES OF CREATION AND DESTRUCTION. RELICS INCLUDE THE **SHARD OF THE FIRST HOURGLASS** AND **CRONOS' BRONZE SCYTHE REPLICA**. A STAFF OF 50, LED BY **HIGH CHRONOMANCER THALIOS EONSHADE**, TEND THE TEMPLE. WORSHIPPERS, KNOWN AS CHRONARCHS, ARE FAMED FOR THEIR MASTERY OF PRECISION CRAFTING AND CLOCKWORK AUTOMATA, THEIR WORKS BLENDING MAGIC AND MACHINERY TO HONOR THE TITAN'S DOMINION OVER TIME.

◆ THOR. NORSE

- THE GRAND HALL OF THUNDER, THOR'S TEMPLE, TOWERS ATOP STORMBREAKER HILL, CRAFTED OF STORM-GRAY STONE AND REINFORCED WITH IRON FILIGREE RESEMBLING LIGHTNING BOLTS. ITS PEAKED ROOF IS THATCHED WITH SHIMMERING COPPER, GLOWING LIKE SUNLIGHT AFTER RAIN. MASSIVE CARVED OAK DOORS, ADORNED WITH RUNES OF PROTECTION, OPEN TO A VAST HALL LINED WITH BANNERS DEPICTING THOR'S TRIUMPHS. A COLOSSAL HAMMER-SHAPED ALTAR OF POLISHED GRANITE STANDS AT THE CENTER, SURROUNDED BY RELICS: SHARDS OF A THUNDERBOLT AND A GOBLET SAID TO HOLD MEAD BLESSED BY THOR. THE TEMPLE IS STAFFED BY 30 PRIESTS AND WARRIORS, LED BY CHIEF PRIEST HALVARD STORMHAND. KNOWN FOR THEIR BRAVERY AND HONOR, THOR'S FOLLOWERS ARE CELEBRATED AS DEFENDERS OF MYTHIKA'S PEOPLE, THOUGH THEIR FIERY TEMPERS OFTEN SPARK CONFLICTS. THE GRAND HALL REVERBERATES WITH HYMNS AND HAMMER STRIKES, A PLACE OF UNYIELDING STRENGTH AND DIVINE POWER.

◆ JUPITER. ROMAN

- THE **TEMPLE OF JOVIAN THUNDER** IS A COLOSSAL MARBLE EDIFICE CROWNED BY A GILDED DOME, WITH TOWERING CORINTHIAN COLUMNS ENCIRCLING ITS PERIMETER. ITS FACADE BOASTS BAS-RELIEFS OF JUPITER WIELDING HIS THUNDERBOLT, SURROUNDED BY EAGLES AND STORM CLOUDS. THE INTERIOR GLEAMS WITH MOSAICS DEPICTING CELESTIAL SCENES, WHILE A MASSIVE BRONZE STATUE OF JUPITER DOMINATES THE CENTRAL SANCTUM, FLANKED BY SACRED RELICS: AN ANCIENT THUNDERBOLT-SHAPED SCEPTER AND AN EAGLE-FEATHERED

CEREMONIAL ROBE. THE TEMPLE EMPLOYS A STAFF OF FIFTY PRIESTS, SCRIBES, AND ATTENDANTS, LED BY THE CHARISMATIC **PONTIFEX MAGNUS CASSIUS VULNERO**, KNOWN FOR HIS BOOMING VOICE AND PROPHETIC DREAMS. WORSHIPPERS OF JUPITER ARE RESPECTED AS BOLD AND AMBITIOUS, OFTEN OCCUPYING POSITIONS OF POWER OR INFLUENCE IN MYTHIKAN SOCIETY. THE TEMPLE IS A BEACON FOR RULERS, WARRIORS, AND SCHOLARS SEEKING DIVINE FAVOR OR CELESTIAL GUIDANCE.

◆ ZEUS. GREEK OLYMPIAN

- THE TEMPLE OF ZEUS THE THUNDERER DOMINATES MYTHIKA'S SKYLINE, ITS IMMENSE MARBLE COLUMNS AND GOLD-PLATED ROOF SHIMMERING UNDER THE SUN. BUILT ATOP A CRAGGY HILL, THE TEMPLE IS HEWN FROM WHITE STONE VEINED WITH LIGHTNING-LIKE STREAKS OF BLUE LAPIS. INTRICATE BAS-RELIEFS OF ZEUS'S TRIUMPHS AND CELESTIAL SCENES ADORN THE FACADE. INSIDE, A COLOSSAL BRONZE-AND-IVORY STATUE OF ZEUS, SEATED WITH HIS THUNDERBOLT, TOWERS ABOVE WORSHIPPERS. THE SANCTUM HOUSES RELICS LIKE A FRAGMENT OF ZEUS'S AEGIS AND AN ANCIENT URN SAID TO HOLD THE LAST EMBERS OF OLYMPUS'S SACRED FLAME. A STAFF OF 50 MAINTAINS RITUALS, LED BY CHIEF PRIEST LYSANDROS STORMCALLER. DEVOTEES OF ZEUS IN MYTHIKA ARE RENOWNED FOR THEIR MASTERY OF STORM MAGIC, THEIR PROWESS IN LEGAL ARBITRATION, AND THEIR ROLE AS PROTECTORS OF JUSTICE AND ORDER. OFTEN CALLED "THE THUNDERED VOICE," THEY ARE SOUGHT AFTER TO MEDIATE DISPUTES AND DELIVER JUDGMENTS WITH WISDOM INSPIRED BY THE KING OF THE GODS.

◆ QUETZALCOATL. AZTEC

- THE **TEMPLE OF THE FEATHERED SERPENT**, A TOWERING ZIGGURAT OF POLISHED JADE AND OBSIDIAN, RISES ABOVE THE JUNGLE CANOPY. ITS STEEP STEPS LEAD TO A GOLDEN ALTAR CROWNED WITH A MASSIVE CARVED SERPENT'S HEAD, EMERALD EYES GLEAMING IN SUNLIGHT. INTRICATE MOSAICS OF TURQUOISE AND RUBY ADORN ITS WALLS, DEPICTING QUETZALCOATL'S JOURNEY THROUGH THE STARS. WITHIN, SACRED RELICS—FEATHERED HEADDRESSES, SERPENT-SHAPED SCEPTERS, AND A RADIANT SUN DISC—ARE DISPLAYED IN GOLDEN NICHES. INCENSE OF COPAL AND MARIGOLD PERFUMES THE AIR. A STAFF OF FIFTY PRIESTS AND ACOLYTES, DRESSED IN VIBRANT FEATHERED ROBES, MAINTAIN THE TEMPLE. THE WISE AND ELOQUENT **CHIEF PRIEST XOLOTL TLAMINA** PRESIDES OVER RITUALS, ADVOCATING BALANCE AND ENLIGHTENMENT. WORSHIPPERS OF QUETZALCOATL, KNOWN FOR THEIR ARTISTRY, SCHOLARSHIP, AND REVERENCE FOR NATURE, ARE ADMIRERD AS ENLIGHTENED STEWARDS BUT SOMETIMES VIEWED WITH SUSPICION FOR THEIR MYSTICAL AND CELESTIAL FOCUS.

◆ YINGLONG. CHINESE

- THE GRAND TEMPLE DEDICATED TO YINGLONG STANDS AS A MASTERPIECE OF ANCIENT CHINESE ARCHITECTURE, FEATURING ORNATE RED AND GOLD BEAMS, TILED ROOFS ADORNED WITH INTRICATE DRAGON MOTIFS, AND WALLS LINED WITH CARVED JADE AND MARBLE. THE MAIN HALL, SPACIOUS AND SERENE, HOUSES

RELICS SUCH AS ANCIENT SCROLLS, SACRED SWORDS, AND DRAGON STATUES, BELIEVED TO EMBODY THE POWER AND WISDOM OF YINGLONG. THE TEMPLE'S STAFF CONSISTS OF A DEVOTED COMMUNITY OF MONKS AND PRIESTS, OVERSEEN BY CHIEF PRIEST XIAN WEI, A SCHOLAR KNOWN FOR HIS PROFOUND KNOWLEDGE OF YINGLONG'S TEACHINGS. WORSHIPPERS OF YINGLONG ARE REVERED IN MYTHIKAN SOCIETY, RESPECTED FOR THEIR DISCIPLINE, WISDOM, AND ABILITY TO BRING HARMONY AND PROSPERITY THROUGH RITUALS AND PRAYERS. THEIR INFLUENCE EXTENDS INTO POLITICAL AND CULTURAL REALMS, FOSTERING PEACE AND PROSPERITY ACROSS THE REGION.

◆ ODIN. NORSE

- THE **HALL OF THE ALLFATHER**, ODIN'S GRAND TEMPLE, TOWERS ABOVE MYTHIKA'S SKYLINE. BUILT FROM BLACK BASALT AND GLEAMING GRANITE, ITS MASSIVE WALLS ARE ENGRAVED WITH INTRICATE SCENES FROM NORSE MYTH. A SOARING ROOF OF OVERLAPPING SILVER-AND-BRONZE TILES REFLECTS SUNLIGHT LIKE A RAVEN'S WING, AND TWIN CARVED YGGDRASIL TREES FLANK THE IMMENSE IRON-BOUND OAK DOORS. INSIDE, THE AIR HUMS WITH WISDOM AND POWER; RELICS LIKE GUNGNIR FRAGMENTS AND ANCIENT RUNESTONES ARE DISPLAYED ON RUNE-CARVED PEDESTALS. A CHOIR OF CHANTING PRIESTS AND 50 TEMPLE STAFF MAINTAIN THE HALL. THE CHIEF PRIEST, **EIRIK RUNEWEAVER**, OVERSEES OFFERINGS AND SCHOLARLY PURSUITS. WORSHIPPERS OF ODIN ARE REVERED AS SAGACIOUS WARRIORS AND SEERS, BUT SOME VIEW THEIR THIRST FOR KNOWLEDGE AND PROPHETIC INSIGHT AS UNSETTLING.

◆ ATHENA. GREEK OLYMPIAN

- THE TEMPLE OF ATHENA PARTHENIA RISES IN GLEAMING WHITE MARBLE ATOP MYTHIKA'S ACROPOLIS, ITS FLUTED COLUMNS CROWNED BY INTRICATELY CARVED CAPITALS DEPICTING ATHENA'S VICTORIES. THE TRIANGULAR PEDIMENT BOASTS A GILDED FRIEZE OF THE GODDESS' BIRTH, SHINING BRILLIANTLY IN THE SUN. ADORNED WITH OLIVE GARLANDS AND BRONZE SHIELDS, THE TEMPLE'S INTERIOR HOUSES THE **AEGIS OF WISDOM**, A RELIC SAID TO IMBUE COUNSEL WITH CLARITY, AND A TOWERING GOLDEN STATUE OF ATHENA, HOLDING HER SPEAR AND AN OWL. A STAFF OF 50 SERVES THE TEMPLE, LED BY **HIGH PRIESTESS LYSANDRA BRIGHTMIND**, A SHARP-EYED ELF. THE WORKS OF ATHENA WORSHIPPERS, MASTER SMITHS OF ENCHANTED TIMEPIECES AND HOURGLASSES, ARE HIGHLY SOUGHT AFTER, OFTEN DISPLAYED IN ATHENA'S TEMPLE AS EMBLEMS OF MEASURED WISDOM AND FORESIGHT.

◆ DAGDA. CELTIC

- THE GRAND TEMPLE DEDICATED TO THE CELTIC GOD DAGDA STANDS TALL AND IMPOSING, CONSTRUCTED FROM ANCIENT, WEATHERED STONE INTERWOVEN WITH IVY AND MOSS, GIVING IT AN AIR OF TIMELESSNESS. THE HIGH VAULTED CEILINGS ARE SUPPORTED BY COLOSSAL, INTRICATELY CARVED OAK BEAMS, SYMBOLS OF STRENGTH AND ABUNDANCE. THE TEMPLE'S ENTRANCE IS ADORNED WITH BAS-RELIEFS DEPICTING DAGDA'S MYTHIC DEEDS—HIS MIGHTY CLUB, THE

CAULDRON OF PLENTY, AND THE HARPOON THAT BRINGS BALANCE TO LIFE. INSIDE, RELICS SUCH AS ANCIENT SCROLLS, SACRED OFFERINGS, AND ENCHANTED WEAPONS ARE DISPLAYED IN GLASS CASES ALONG THE CENTRAL AISLE, WHILE TORCHES OF ETERNAL FLAME LINE THE WALLS. THE STAFF, INCLUDING ACOLYTES, PRIESTS, AND BARDS, IS LED BY CHIEF PRIEST EAMON OF THE BRAMBLE, A WISE AND REVERED FIGURE WHO UPHOLDS DAGDA'S VIRTUES OF FERTILITY, WISDOM, AND UNITY. WORSHIPPERS OF DAGDA ARE RESPECTED IN MYTHIKAN SOCIETY FOR THEIR PEACEFUL APPROACH TO LEADERSHIP, FOSTERING HARMONY AMONG DIVERSE RACES AND COMMUNITIES.

◆ RA. EGYPTIAN

- THE TEMPLE OF RA IN MYTHIKA STANDS AS A GRAND, SUNLIT MARVEL, ITS TOWERING OBELISKS AND GLEAMING GOLDEN STATUES REFLECTING THE GOD'S ETERNAL LIGHT. CONSTRUCTED FROM LIMESTONE AND ADORNED WITH INTRICATE CARVINGS DEPICTING SOLAR SYMBOLS—PYRAMIDS, SUN DISCS, AND RAYS—ITS GRAND FACADE EXUDES AN AIR OF DIVINE MAJESTY. WITHIN, THE TEMPLE HOUSES SACRED RELICS SUCH AS THE SUN CHALICE AND THE STAFF OF ETERNITY, SYMBOLIZING RA'S DOMINION OVER TIME AND CREATION. THE CHIEF PRIEST, AMUN-RA, OVERSEES A STAFF OF DEVOTED PRIESTS AND SCHOLARS WHO MAINTAIN RITUALS, OFFERING DAILY PRAYERS AND SOLAR SACRIFICES TO ENSURE THE BLESSINGS OF RA. WORSHIPPERS OF RA ARE ESTEEMED IN MYTHIKAN SOCIETY, KNOWN FOR THEIR WISDOM, ORDERLINESS, AND DEEP RESPECT FOR TRADITION AND COSMIC BALANCE, HOLDING POSITIONS OF INFLUENCE IN GOVERNANCE, TRADE, AND THE ARCANES ARTS.

◆ OURANOS. GREEK TITAN

- THE GRAND TEMPLE DEDICATED TO OURANOS, THE GREEK TITAN OF THE SKY, STANDS AS A BEACON OF CELESTIAL REVERENCE. ITS TOWERING SPIRES, CRAFTED FROM WHITE MARBLE VEINED WITH STREAKS OF AZURE, REACH SKYWARD, ADORNED WITH GOLDEN ACCENTS THAT SHIMMER IN THE SUNLIGHT. INTRICATE CARVINGS OF CONSTELLATIONS AND CELESTIAL SYMBOLS ARE ETCHED INTO THE STONE, WHILE MOSAICS OF CELESTIAL BODIES AND MYTHOLOGICAL SCENES COVER THE WALLS. INSIDE, VAST COLUMNS OF POLISHED OBSIDIAN SUPPORT THE HIGH VAULTED CEILINGS, LIT BY GLOWING CRYSTAL CHANDELIERS THAT MIMIC THE NIGHT SKY. SACRED RELICS, INCLUDING ANCIENT ORBS, METEOR FRAGMENTS, AND BRONZE PLAQUES INSCRIBED WITH PROPHECIES, ARE DISPLAYED IN GLASS CASES. THE TEMPLE IS OVERSEEN BY CHIEF PRIEST AELIOS, A VENERABLE SEER KNOWN FOR HIS WISDOM AND CONNECTION TO THE HEAVENS. WORSHIPPERS OF OURANOS ARE REVERED FOR THEIR INSIGHT INTO COSMIC MATTERS, RESPECTED FOR THEIR GUIDANCE ON FATE, ASTRONOMY, AND DIVINATION, HOLDING A PLACE OF HONOR IN MYTHIKAN SOCIETY AS GUARDIANS OF CELESTIAL WISDOM.

◆ POSEIDON. GREEK OLYMPIAN

- THE **TEMPLE OF THE TIDAL KING** RISES MAJESTICALLY ON MYTHIKA'S EASTERN EDGE, CRAFTED FROM SHIMMERING WHITE MARBLE VEINED WITH SEA-GREEN

MALACHITE. ITS TOWERING COLUMNS, ETCHED WITH WRITHING WAVES AND LEAPING DOLPHINS, SUPPORT AN OPEN DOME CROWNED WITH A COLOSSAL BRONZE TRIDENT. INSIDE, THE AIR HUMS WITH OCEANIC ENERGY AS SUNLIGHT DANCES ON A REFLECTING POOL BENEATH POSEIDON'S TOWERING STATUE, CARVED FROM LAPIS LAZULI AND ADORNED WITH PEARLS. RELICS INCLUDE THE **CONCH OF STORMS** AND THE **TRITON'S SPEARHEAD**, REVERED FOR THEIR SUPPOSED POWERS TO CALM OR SUMMON SEAS. A STAFF OF 30, LED BY **ARCHON THALASSIUS TIDECALLER**, TENDS THE TEMPLE'S DAILY RITUALS. WORSHIPPERS, KNOWN AS "THE BRINED," HOLD A REPUTATION FOR RESILIENCE, SEAFARING PROWESS, AND STORMY TEMPER. THEIR BLESSINGS ARE SOUGHT BY SAILORS AND FEARED BY MERCHANTS, AS POSEIDON'S FAVOR CAN MEAN EITHER SALVATION OR RUINATION.

RESOURCES

→ WATER

- ◆ ALPHACITE SPANS BOTH SIDES OF THE BEATHE RIVER. THE FLOOD PLAINS OF WHICH ARE CONTROLLED TO BENEFIT REGIONAL AGRICULTURE. THERE ARE SEVERAL FRESHWATER SPRINGS THAT HAVE BEEN DEVELOPED INTO WELLS.

→ FOOD

◆ AGRICULTURE

- BOTH THE SMALL FARMS WITHIN AND THE CROP LANDS AROUND THE CITY PROVIDE CROPS PROVIDE WHEAT, BARLEY, OATS, AND RYE IN ABUNDANCE. SMALLER FAMILY FARMS OR PLOTS CAN SOMETIMES FEATURE CORN OR RICE

◆ FORAGEABLES

- WILD PLANTS AND HERBS THAT ARE EITHER CULTIVATED OR GATHERED FROM THE COUNTRYSIDE TO BE CONSUMED ARE TOO NUMEROUS TO MENTION, BUT HERE IS A LIST OF THE PRIMARY WILD FOOD SOURCES: NETTLES, CHICKWEED, BURDOCK, DANDELIONS, ROSES, CLOVER, BLACKBERRIES, LINGONBERRIES, BILBERRIES, NUTS, WILD GARLIC, WILD ONION, WILD LEEKS, WILD ASPARAGUS, FENNEL, AND PINENUTS.

◆ MEAT

- WHILE RARELY WITHIN THE CITY PROPER, MANY BURROUGHS AND THE UNINCORPORATED DISTRICTS AROUND THE CITY FEATURE SMALL LIVESTOCK RANCHES. COMMON STOCK RAISED FOR BUTCHERING ARE COWS, PIGS, SHEEP, GOATS, RABBITS, GEESE, DUCK, TURKEYS, CHICKENS, AND STIRGES
- HUNTING IS MORE RESTRICTED THE CLOSER YOU GET TO SETTLEMENTS, LESS SO IN THE COUNTRYSIDE. THAT SAID, THE WILD GAME AVAILABLE IS OVERLY ABUNDANT IN MYTHIKA, CONDITIONAL UPON GEOGRAPHY, WITH HUNTERS HAVING THEIR CHOICE OF SEVERAL SPECIES OF DEER, SQUIRRELS, ELK, RACCOON, DUCK, GIGANTAS AROURAIOS, WILD BOARS AND SOWS, OWLBARS, STANDARD BEARS, FROGS,

OSTRICHES, ROCS, AXEBEAKS, STIRGES, TORTOISES, AND TURTLES MOST IN BOTH STANDARD AND GIANT SIZED VARIETIES

◆ FISHES AND SEAFOOD

- DUE TO ITS CENTRAL LOCATION WITHIN THE CONTINENT ANY AND ALL SEAFOOD IS NEARLY IMPOSSIBLE TO GET OR AFFORD. IT IS NOT UNKNOWN, BUT JUST TOO COSTLY AND CUMBERSOME TO TRANSPORT OVERLAND FOR LONG DISTANCES
- FRESHWATER FISHES AND ALL ASSOCIATED WATER-FOWL (THE AFORE-MENTIONED DUCKS, GEESE, ETC...) ARE PLENTIFUL IN ALL STRETCHES OF THE BEATHE RIVER AND EVEN MORE SO NORTHWARD INTO BEATHLAK (BEATHE LAKE)

◆ INDUSTRY

- THE ABUNDANCE OF SO MANY FOOD SOURCES ALLOW FOR SUCCESSFUL CONNECTED INDUSTRIES SUCH AS MARKETS, STALLS, MILLS, GRANARIES, BREWERIES, HIDES, FURS, PETS, ANIMAL COMPONENTS (FOR MAGIKAL INGREDIENTS), AND OF COURSE ALL MANNER OF PIE SHOPS, BAKERIES, BUTCHERS, CAFES, RESTAURANTS, AND TAVERNS

→ BUILDING MATERIALS

◆ TIMBER

- ALPHACITE ENJOYS THE HARVESTING OF A WIDE RANGE OF TIMBER DUE TO ITS EXTREME VARIANCES IN GROUNDWATER AND ELEVATION WITHIN REACH OF THE CITY. SWAMPS TO MOUNTAIN PEAKS AND EVERY SPACE IN BETWEEN ENSURE A WIDE VARIETY OF TIMBER. SOME OF THE MAJOR SPECIES THAT CAN BE SOURCED REGIONALLY ARE: APPLE, ASH, ALOESWOOD, ALDER, Balsa, BAMBOO, BIRCH, BLUELEAF, BLUEWOOD, BRAZILWOOD, BRONZEWOOD, CEDAR, CHERRY, CYPRESS, DUSKWOOD, ELM, FIR, FRANKINCENSE, HAZEL, HEMLOCK, HICKORY, HIEXEL, MAHOGANY, MAPLE, OAK (ALL TYPES), PINE, REDBUD, SPRUCE, SUET GUM, TEAK, WALNUT, WILLOW, AND YEW.
- THE PRODUCTION OF CHARCOAL IS EASILY PURSUED WITH THOSE RESOURCES TOO.

◆ CLAY

- SOURCED FROM THE BANKS OF BREATHLAK AND THE BEATHE RIVER, AS WELL AS LARGER LAKES AND PONDS, CLAY IS USED FOR A VARIETY OF STRUCTURAL AND FUNCTIONAL PURPOSES. VARIETIES INCLUDE FIRE, EARTHENWARE, BALL, PORCELAIN, CERAMIC, STONEWARE, KAOLIN, AND BENTONITE.

◆ STONE

- THE FOUNDATION OF A LASTING SOCIETIES' MARK ON THE LAND IS STONE. FROM THE HILLS AND MOUNTAINS AROUND ALPHACITE, LIMESTONE, GRANITE, MARBLE, SANDSTONE, BASALT, QUARTZ, AND SLATE ARE ALL AVAILABLE.

→ METALS & MINERALS

- ◆ MINING IN THE RIVERS, BANKS, HILLS, AND MOUNTAINS IN ALPHACITE YIELDS ABUNDANT VEINS OF COPPER, IRON, TIN, ELECTRUM, LEAD, AND COAL. FROM THOSE, ALLOYS SUCH AS STEEL AND BRONZE ARE DEVELOPED. PRECIOUS METALS SUCH AS MITHRAL, SILVER AND GOLD CAN BE FOUND IF ONE KNOWS WHERE TO LOOK.

- ◆ PRECIOUS JEWELS, WHILE NOT IN ANY LARGE SCALE PRODUCTION REGIONALLY, CAN OCCASIONALLY BE FOUND IN VERY LIMITED QUANTITIES.

→ TRADEABLES

- ◆ FROM FORTH THOSE RESOURCES SPRING A MULTITUDE OF INDUSTRIAL AND COMMERCIAL ENTERPRISES. THE PROLIFERATION OF RAW MATERIALS IN AND AROUND ALPHACITE ALLOWS FOR DEPENDABLE GOODS AND TRADEABLES. SOME OF THE LARGER VENTURES IN THE REGION CONCERN THEMSELVES WITH THE PRODUCTION OF DYES, ALCOHOLS, SPICES, PICKLING AGENTS, MEDICINES, DRUGS (BOTH LEGAL AND ILLEGAL), FABRICS, TEXTILES, AND CLOTHING, DOMESTIC AND PROFESSIONAL EQUIPMENT AND TOOLS.
- ◆ *NOTE: THINGS THAT SUPPORT THE IMPORT BUSINESS IN ALPHACITE MOSTLY CONSIST OF SEAFOOD, ZINC, PLATINUM, PRECIOUS STONES, JEWELRY, AND SALT AS NONE OF THESE HAVE BEEN RELIABLY SOURCED IN THE REGION TO DATE.*

→ WORKERS

- ◆ A GOOD MIX OF THE SKILLED AND UNSKILLED, EXPERIENCED AND INEXPERIENCED, MUSCLED AND INTELLECTUAL BENEFIT ALPHACITE AND ITS ECONOMY.
- ◆ THE POPULATION OF ALPHACITE PLUS THOSE OF NEARBY SETTLEMENTS ENSURES THERE IS ALWAYS AN AMPLE SUPPLY OF WORKERS FOR ANY AND ALL OF THE TRADES. THIS IS A DOUBLE-EDGED SWORD HOWEVER; BECAUSE, WHEN THE ECONOMY INEVITABLY CYCLES DOWNWARD, UNEMPLOYMENT, TAXES, AND CRIME ALL SHOOT SKYWARD.
- ◆ APPROXIMATELY 45,884 INDIVIDUALS ARE EITHER EMPLOYED OR AVAILABLE FOR EMPLOYMENT AT ANY GIVEN TIME IN ALPHACITE.

→ MAGIKS

- ◆ SKULS
 - KRIDMOSE MAGIKS UNIVERSITY
 - DER WIZDOM TOWER
 - ◆ COLLEGE OF ALL PSYKIK MAGIKS
 - SPIRE OF NECRONIC STUDIES
 - ◆ COLLEGE OF NECROMANCY
 - DILIAMS ACADEMY OF THE ARKANE
 - ◆ COLLEGE OF ELEMENTAL ARKANE STUDIES
 - HARKNESS AKADEMY OF WITCHCRAFT
 - ◆ COLLEGE OF HERBALISTS, SPOKEN, AND SYMBOLIC STUDIES
- ◆ ALONG WITH THE EDUCATION OF THE NEXT GENERATION OF MAGIK USERS IN MYTHIKA, THE PRODUCTION OF THE RAW MATERIALS (BOTH NATURAL AND SUPERNATURAL) THIEVES IN ALPHACITE.
- ◆ MANY STRAINS OF MAGIK ARE TAUGHT AND OR PRACTICED FOR THE COMMON GOOD (AND SOMETIMES DETRIMENT) SUCH AS THE
 - ARCANE
 - ELEMENTAL AND METAPHYSICAL
 - DIVINE (WHITE MAGIK)
 - LIGHT, SPIRIT, AND HEALING
 - NECROMANTICAL

- COMMUNING WITH THE DECEASED IS TACITLY LEGAL BUT HIGHLY REGULATED AND LICENSED BY THE GOVERNMENT. MANY FUNCTIONS OF NECROMANCY ARE OUTLAWED)
- BLOOD
 - SCRYING (DETECTION) AND LEACHING (A PROCESS IN WHICH AN ELEMENT IS EXTRACTED FROM ANOTHER) ARE ALLOWED ONLY IN CASES FOR THE PUBLIC GOOD
- ANCESTRAL AND ARTISANAL MAGIKS ARE KNOWN OF AND TAUGHT AND PRACTICED ON A MUCH SMALLER SCALE (AS FAR AS WE KNOW)

→ EDUCATION

- ◆ EDUCATION IN ALPHACITE IS AVAILABLE IN MANY FORMS TO THE VAST MAJORITY OF THE POPULACE IN BOTH PUBLIK (PAID FOR BY THE GOVERNMENT) AND PRIVATE (PAID FOR BY THE GUARDIANS)
 - PUBLIK
 - GRAMWAR SKULS EXIST FOR YOUNGLINGS OF ALL SPECIES TO LEARN THE BASICS OF MATHEMATIKA, COMMON LANGUAGES, SCRIBING, CITIZENSHIP, MAGIK, HISTORY, AND TECHNOLOGY. AGES OF ATTENDANCE RANGE DUE TO TRADITIONS OF THE SPECIES. STUDENTS USUALLY SPEND ANYWHERE FROM FIVE TO SEVEN CYCLES BEFORE MOVING ON.
 - FOLLOWING GRAMWAR SKUL, STUDENTS MAY APPLY FOR AN APPRENTICESHIP IN THE TRADES, ENTER THE FAMILY UNIT'S TRADITIONAL OCCUPATION, OR APPLY TO A COLLEGE OR UNIVERSITY FOR FURTHER WORK TO DEVELOP A UNIQUE ACADEMIK FIELD OF COMPETENCY.
 - TRADES, COLLEGES AND UNIVERSITIES ARE NOT FUNDED BY THE GOVERNMENT.
 - A SPECIFIC TRADE GUILD WILL ESTABLISH AN APPRENTICESHIP PROGRAM FOR PROSPECTIVE TRADESMEN, USUALLY IN THE FORM OF A LONG AND PROTRACTED SERIES OF PROJECTS TO BE COMPLETED AND ASSESSED BY A COMMITTEE OVER A SERIES OF YEARS. CITIZENS WHO DO NOT MAKE SATISFACTORY PROGRESS TOWARDS BECOMING A JOURNEYMAN TYPICALLY RESTRICT THEIR WORKING OPTIONS TO SIMPLE LABOR.
 - COLLEGE AND UNIVERSITY EDUCATIONS ARE AVAILABLE IN ANY OF THE MAGIKAL OR MUNDANE SUBJECTS
 - COLLEGES EXIST FOR STUDENTS TO FOCUS ON ONE SPECIFIC COURSE OF STUDY, WHATEVER THAT MAY BE.
 - UNIVERSITIES ARE BASICALLY A COLLECTION OF COLLEGES UNDER ONE "UMBRELLA". WHILE A STUDENT WILL MORE THAN LIKELY FOCUS ON ONE COURSE OF STUDY, HE OR SHE OFTEN TAKE CLASSES IN A VARIETY OF DIFFERENT FIELDS.

→ RELICS

- ◆ SHORT LIST OF RELICS CURRENTLY ON DISPLAY AT ALPHACITE RELIGIOUS SITES
 - TEMPLES
 - TEMPLE OF ZEUS - ZEUS' CORNUCOPIA

- QUETZALCOATL'S TEOCALLI - THE SMOKING MIRROR OF TEZCATLIPOCA
- SIMIAO OF YINGLONG - THE CLOUD-STEPPING BOOTS
- ODIN'S HORGR - ODIN'S EYE
- TEMPLE TO ATHENA - THE AEGIS
- TEMPL DAGDA - HORN OF AON EIREACHDAIL (THE LAST UNICORN IN SCOTLAND)
- CHURCHES
 - BALDUR'S HORGOR - A LENGTH OF RAN'S NET
 - KIRCHE OF CERNUNNOS - COSGARACH MHO
- CHAPELS
 - PAREKKLISI OF DIONYSUS - THE APPLE OF DISCORD
 - PAREKKLISI OF HADES - NECKLACE OF HARMONIA
 - PAREKKLISI OF HESTIA - A VIAL OF WATER FROM THE RIVER STYX
 - MAMMISI OF BASTET - A SHRED OF BASTET'S WAR SHIRT SOAKED WITH HER OWN BLOOD

→ TOURISM

◆ THE TOP THREE RECOMMENDED TOURIST ATTRACTIONS IN ALPHACITE ARE

- TEMPLE OF ZEUS
- THE EMPEROR'S ROYAL ZOO AND GARDENS
- THE ROYAL MUSEUM OF SUPERNATURAL MYTHIKAN HISTORY

→ ACCESS

◆ THE BEATHE RIVER

- THE BEATHE RIVER AND IT'S COMMERCIAL PORTS ALONG THE NORTHERN BANK THROUGH ALPHACITE PROPER
- SEVERAL PERSONAL DOCKS ARE SCATTERED ON BOTH BANKS, SOME RESERVED FOR USE OF SPECIFIC GUILD MEMBERS, SOME FOR AFFLUENT FAMILIES
- FERRYMEN ARE AVAILABLE FOR HIRE, WHILE OTHERS ARE PAID WORKERS FOR VARIOUS GUILDS, NOBLES, OR AUTHORITIES

◆ ROADS

- THREE DIFFERENT ROADS LEAD DIRECTLY INTO ALPHACITE
 - VIA CHIRON (CHIRON'S ROAD) FROM THE WEST LEADS TO THE VILLAGE OF CENTAURUS
 - MAGNUM VIAM (GRAND WAY) LEADS NORTH TO PIXITHOS ON THE EASTERN BANK OF THE BEATHE RIVER
 - VIA SANGUIS (LIFEBLOOD ROAD) ENTERS FROM THE SOUTH (LEADING TO ASTRUM), CROSSES THE BEATHE RIVER, HEADS EAST TO MANTINDA, TURNS NORTH THE ENNEIPET, AND THEN GOES DUE NORTHEAST TO SLED, AND THEN FURTHER OVER THE DYEUS VOUNO RANGE

◆ PORTALS.





DEFENSES

→ ALPHA CLASS DEFENSES

→ GEOGRAPHY

- ◆ MOSTLY FLAT TERRAIN WITH OCCASIONAL MILD HILLS AROUND A NAVIGABLE AND FORDABLE SECTION OF THE BEATHE RIVER (“BEETH”)
- ◆ PICTURED BELOW IS A MAP OF ALPHACITE PROPER, THE CENTRAL-MOST COLLECTION OF NEIGHBORHOODS/BURROUGHS SURROUNDING THE CENTRAL SETTLEMENT ON THE SOUTH BANK OF THE RIVER. THERE ARE MANY OTHER ADJACENT SETTLEMENTS THAT COUNT AS ALPHACITE NOT PICTURED IN THIS MAP.

→ ROADS

- ◆ EIGHT MAIN ROADS LEAD TO AND FROM ALPHACITE PROPER
 - FOUR NORTH OF THE BEATHE
 - TO THE NORTHWEST OF HOLLOWELL ALONG THE NORTHERN BANK OF THE BEATHE RIVER
 - DUE NORTH RUNNING BETWEEN HOLLOWELL TO THE WEST AND GUILDHALL TO THE EAST
 - DUE NORTH RUNNING TO THE EAST OF GUILDHALL AND THE WEST OF MERCHANTOWN LEADING TO THE MAIN CROSSING OF THE BEATHE RIVER
 - DUE NORTHEAST INTO A WOODED AREA JUST EAST OF MERCHANTOWN
 - FOUR SOUTH OF THE BEATHE
 - DUE EAST OF THE SOLSTICE GROUNDS (STADIUM)
 - DUE EAST ALONG THE VERDANT WOODS
 - DUE SOUTH ALONG THE EAST OF SUDTOR
 - DUE SOUTHWEST ALONG THE WESTERN EDGE OF SUDTOR

→ WALLS

- ◆ NOTE: INFORMATION APPLICABLE ONLY TO THE AREA OF ALPHACITE SHOWN IN THE MAP BELOW.
- ◆ TWELVE FOOT HIGH, FIVE FOOT THICK STONE WALLS SURROUND THE ORIGINAL ALPHACITE SETTLEMENT ON THE SOUTH BANK OF THE RIVER WITH GUARD TOWERS IN STRATEGIC CORNERS, SECTIONS, AND FLANKING MOST GATEHOUSES.
- ◆ THE TEMPLE COMPLEX ON THE SOUTHERNMOST TIP OF THE NORTH BANK IS SURROUNDED BY THE SAME WALLS AS ALPHACITE PROPER.
- ◆ SUDTOR HAS AN EIGHT FOOT HIGH SINGLE THICKNESS WOODEN WALL AROUND ITS THREE EXTERNAL SIDES. GUILDHALL HAS PERIMETER WALL SAME AS SUDTOR
- ◆ HOLLOWELL, MERCHANTOWN AND THE REMAINDER OF STRUCTURES ON THE MAP DO NOT HAVE DEDICATED DEFENSIVE WALLS.

→ GATES

- ◆ THERE ARE TEN GATES TO WALLED SECTIONS OF ALPHACITE PROPER. STARTING AT DUE NORTH AND GOING CLOCKWISE
 - #1 HOLLYRYM GATE (“HOSH-RIM”) IN NORTHWEST CORNER OF GUILDHALL
 - #2 ALLEWISSEN GATE ALONG EASTERN WALL OF GUILDHALL
 - #3 TRUAS GATE ON THE NORTH WALL OF THE CHRONOS TEMPLE COMPLEX
 - #4 MINDENHOL GATE(S) (“MIN-DIN-HALL”) ON BOTH SIDES OF THE BEATHE RIVER BRIDGE
 - #5 KALOS GATE IMMEDIATELY DUE SOUTHWEST OF THE SOLSTICE GROUNDS
 - #6 GRAWWUR GATE (“GRAW-WUR”) LOCATED CENTRALLY ON THE EASTERN WALL OF ALPHACITE PROPER
 - #7 AETERNUS GATE (“A-TURN-US”) ON SOUTHERN WALL OF ALPHACITE PROPER JUST NORTHEAST OF SUDTOR
 - #8 AETHSTA GATE (“EETH-STAH”) ON EASTERN WALL OF SUDTOR
 - #9 GNOD GATE (“NOD”) ON SOUTHWEST CORNER OF ALPHACITE PROPER WALL
 - #10 HEILAGUR GATE (“HAY-LAH-HURE”) IS THE WESTERN GATE TO SUDTOR JUST SOUTHWEST OF GNOD GATE

→ TOWERS

- ◆ ALL GATES HAVE MANNED GUARD TOWERS, USUALLY FLANKING THE ACTUAL GATE, SUITABLE FOR OBSERVATION AND THE LAUNCHING OF RANGED WEAPONS (ARROWS, JAVELINS). ALL WITH SOME SORT OF CLEARED “KILLING ZONE” OUTSIDE THE WALL. TOWERS ARE INTERMITTENT ALONG ALL WALLS IN STRATEGIC SPOTS FOR SAME. TOWERS COMMUNICATE VIA TORCH SIGNALS OR ALARM BELLS AT NIGHT; ALARM BELLS AND SENTRIES PASSING BETWEEN THEM EITHER ATOP THE STONE WALLS OR ALONG THE INTERIOR OF THE WOODEN ONES.

→ MOATS/DITCHES

- ◆ THIS SECTION OF ALPHACITE IS NOT SURROUNDED BY A WATER OBSTACLE, ALTHOUGH OTHER SECTIONS OF ITS LARGER PERIMETER UTILIZES SOME.
- ◆ THE EASTERN WALL OF SUDTOR DOES UTILIZE A WATER-FILLED CHANNEL WITH IT’S AETHSTA GATE.

→ WEAPONRY/ARTILLERY

- ◆ IN ADDITION TO TRADITIONAL WEAPONRY, ALPHACITE DOES HAVE AN UNKNOWN NUMBER OF TREBUCHETS STORED WITHIN THE WALLS OF ALPHACITE PROPER FOR ITS DEFENSE

→ STRUCTURES

- ◆ MILITARY HEADQUARTERS
 - THE ADMINISTRATIVE, SOLDIER RESIDENCE, AND TRAINING HEADQUARTERS FOR THE ALPHACITE MILITIA IS LOCATED JUST INSIDE THE KALOS GATE ALMOST DIRECTLY DUE SOUTH OF THE TEMPLE OF CRONUS.
- ◆ BARRACKS
 - WHILE THE BULK OF THE BARRACKS FOR THE ACTIVE FORCE IS LOCATED AT THE COMMAND CENTER, SEVERAL SMALLER BARRACKS (WITH OCCUPANCY FOR 12-30)

ARE LOCATED WITHIN VISUAL DISTANCE OF EACH CITY GATE UNDER THE COMMAND OF A GATE OFFICER.

◆ JAIL

- THERE ARE DETENTION STRUCTURES WITHIN AND BELOW THE COMMAND CENTER CAPABLE OF CONTAINING ONE TO THREE HUNDRED PRISONERS DEPENDING UPON DEMAND.
- THERE ARE DETENTION STRUCTURE LOCATED ADJACENT TO THE HOLLYM AND AETERNUS GATES

→ PERSONNEL

◆ COMMAND STRUCTURE AND ORGANIZATION

- THE EARL CONSTABLE (1)
 - AFTER THE EMPEROR, THE TOP MILITARY/LAW ENFORCEMENT AUTHORITY
- THE EARLS MARSHALL (3)
 - THE CHIEF LIEUTENANTS TO THE EC
 - DIRECTLY SUPERIOR TO THREE KNIGHTS AT ANY GIVEN TIME DURING PEACETIME
- KNIGHTS (VARIES)
 - DURING TIMES OF PEACE, EACH KNIGHT IS REQUIRED TO REPORT FOR PALACE DUTY IN ALPHACITE ONE MONTH OUT OF EVERY THREE YEARS WITH THE HIS "COMPANY" WHICH CONSISTS OF:
 - ◆ KNIGHT (1) - NO SUBSTITUTIONS
 - ◆ ESQUIRE (MIN 1) - SERVES AT PLEASURE OF THE KNIGHT. CAN HAVE AS MANY AS HE CAN AFFORD TO PAY. DIRECT SERVANT TO AND REPRESENTATIVE OF THE KNIGHT
 - ◆ ARMATI ("ARMED MEN") (8)
 - ◆ HOBLIERS ("LIGHT CAVALRY") (5) EACH HOBLIER MAY OR MAY NOT PROVIDE FOR HIS OWN STABLEMAN OR SQUIRE AND IS NOT COUNTED.
 - ◆ ARCHERS (5)
 - ◆ BILLMEN (5) THESE USE A LONG POLE-LIKE WEAPON
 - ◆ PAVISERS (5) SUPPORT STAFF, CAN BE PRESSED FOR USE AS EXTRA INFANTRY
 - THE KNIGHT AND HIS COMPANY ARE UNDER THE COMMAND OF ONE EARLS MARSHALL AND THE COMPANY WILL BE USED FOR DUTIES INCLUDING, BUT NOT LIMITED TO:
 - ◆ MANNING THE GATES AND WALLS,
 - ◆ MAINTAINING THE ARMORY,
 - ◆ PATROLLING BOTH THE COUNTRYSIDE AND WITHIN THE CITY WALLS
 - ◆ INFRASTRUCTURE REPAIR AND MAINTENANCE
 - ◆ EMERGENCY RESPONSE
- PALACE GUARD

- 100 FULL TIME MILITIA MEMBERS DEDICATED SOLELY TO THE PROTECTION OF THE EMPEROR, HIS FAMILY, AND ADVISORS. THESE ARE INDEPENDENT OF THE KNIGHTS AND THEIR COMPANIES.
- THEY HAVE ONE CAPTAIN, TWO LIEUTENANTS, FIVE SERGEANTS, AND NINETY TWO GUARDS. THE CAPTAIN REPORTS DIRECTLY TO THE EMPEROR AND NOT THE EARL CONSTABLE.
- PALACE DUTY (PEACETIME)
 - THREE KNIGHTS ON DUTY PER MONTH = NINE COMPANIES (270 MEN)
 - ◆ NINE COMPANIES PER MONTH FOR TWELVE MONTHS = 108 COMPANIES
 - ◆ 270 MEN PER MONTH FOR TWELVE MONTHS = 3,240 MEN ANNUALLY
- NAVAL
 - THE SECTION OF THE BEATHE RIVER THAT PASSES THROUGH IS MONITORED BY GUARD TOWERS AND BOAT PATROLS OF ANYWHERE FROM 5 TO 7 GUARDS. THESE BOATMEN ARE PULLED FROM THE MEMBERS ON DUTY IN A GIVEN MONTH
 - AT EITHER END OF THE SECTION SHOWN IN THE MAP ARE SUBMERGED IRON NETS THAT CAN BE DRAWN UP TO BLOCK ENTRY OR EGRESS
- ARIAL
 - OCCASIONALLY, VARIOUS MEMBERS OF THE MILITIA OR PALACE GUARD ARE CAPABLE OF FLIGHT VIA EITHER MAGICAL OR INHERENT MEANS. WHILE THERE IS NO DEDICATED "AIR CORPS", THOSE MEMBERS ARE USUALLY ASSIGNED CLASSIFIED DUTIES.
- ACTIVE / RESERVE
 - PEACETIME
 - ◆ THERE IS A STANDING MILITIA OF AT LEAST 270 MEN IN ALPHACITE AT ALL TIMES
 - WARTIME
 - ◆ IT IS REASONABLE THAT THE EMPEROR COULD COMMAND A BATTLE-READY FORCE OF A MINIMUM OF 9,720 ASSEMBLED WITHIN ONE WEEK OF HIS CALL JUST BY ACTIVATING ALL OF HIS KNIGHTS THAT ARE ELIGIBLE FOR PALACE DUTY. THIS NUMBER COULD INCREASE EXPONENTIALLY DUE TO VARIOUS FACTORS SUCH AS INSCRIPTION, THE HIRING OF MERCENARIES, REVOKING OF RETIREMENTS, LOWER OF ELIGIBLE AGE FOR ENLISTMENT, VOLUNTEERISM, ETC...
- PAID / VOLUNTEER / ENSCRIPED
 - THE PALACE GUARD, EARL CONSTABLE AND EARLS MARSHAL ARE ALL PAID A REGULAR SALARY BY THE EMPEROR
 - THE KNIGHTS PLEDGE THEIR FULL COMPANIES TO THE EMPEROR AT THEIR OWN EXPENSE IN RETURN FOR LANDS, PRIVILEGES, AND GIFTS DIRECTLY FROM THE EMPEROR

◆ BEHAVIORS

- PATROLS
 - MILITA MAINTAIN A STATIC PRESENCE AT ALL GATEHOUSES IN ALPHACITE AS WELL AS DYNAMIC/WALKING PATROLS OF THE CITY STREETS, INTERIORS OF ALL WOODEN WALLS, AND ATOP ALL THE STONE WALLS. SOME CALVARY PATROL THE LARGER STREETS, IRREGULARLY, BUT MOST MOUNTED UNITS PATROL THE ROADS LEADING IN AND OUT OF THE CITY TO MAINTAIN CONSISTENT COMMUNICATION WITH SECURITY CHECKPOINTS FARTHER OUT FROM THE CITY'S CENTER. AS MENTIONED, THE MILITIA ALSO MAINTAIN A DYNAMIC PRESENCE ALONG ALL THE CITY'S NAVIGABLE WATERWAYS

SOCIAL HUBS

- AS YOU VENTURE FROM SETTLEMENT TO SETTLEMENT IN MYTHIKA, YOU WILL NEED TO KNOW WHERE YOU CAN REST FROM THE ROAD, RELAX WITH NOURISHMENT, AND RUB ELBOWS WITH THE LOCALS TO HEAR GOSSIP, GET THE LATEST NEWS, AND LEARN ABOUT WHATEVER OPPORTUNITIES YOU MIGHT HAVE IN ORDER TO PLY YOUR TRADE.
- OF COURSE, IF YOUR STOP HAS A PHYSICAL ADVENTURERS GUILD, JOBS CAN BE FOUND THERE. ALWAYS CHECK IF THERE IS ONE IN YOUR TOWN FIRST.

◆ GUILDMASTER

- MYTHIKA ADVENTURER'S GUILD GUILDMASTER IS JULNIR IZDRAGE ("YOOL-NEAR" "ITHZ-DRA-GAY")

- THEN, WE ARE HAPPY TO SUGGEST TRADITIONALLY ADVENTURER-FRIENDLY ESTABLISHMENTS IN EACH LOCATION (ASSUMING THERE IS ONE) THAT ARE HAPPILY ENDORSED BY YOUR LOCAL GUILDMASTER. FOR EXAMPLE, WHENEVER YOU PASS THROUGH ALPHACITE, BE SURE TO ENJOY THE AMBIENCE OF ANY OF THE FOLLOWING:

◆ LOCATED IN ALPHACITE PROPER

- THE BEAR'S PAW
 - PROPRIETOR: BOEROANTA (HUMAN FEMALE: AMAZON!)
- THE EMPEROR'S CHOICE
 - PROPRIETOR: GOUT (HUMAN MALE)
- THE ASIAN DRAGON
 - PROPRIETOR: POPIBINI KULZAD (DARK ELF MALE)
- THE PUZZLING PEPPER
 - PROPRIETOR: JEY (JOTUNN FEMALE)

◆ LOCATED IN HOLLOWELL

- THE QUACKING GEESE INN
 - PROPRIETOR: AGRIR (HUMAN MALE)

◆ LOCATED IN MERCHANTOWN

- THE SHOUTING FOWL TAVERN

- PROPRIETOR: LUKE GLITTERSWAMP (FAY MALE)
- THE SLIMY SANDWICH
 - PROPRIETOR: AGATHOMELA (CENTAUR FEMALE)
- ◆ LOCATED IN GUILDHALL
 - THE THREATENED RAT
 - PROPRIETOR: NUAN PAXIU (HUMAN MALE)
 - FRIAR TUCKER'S TAVERN
 - PROPRIETOR: TUCKER T OF NOTLEMHAM
- ◆ LOCATED IN SUDTOR
 - THE BOILING POT
 - PROPRIETOR: SHENARAH CHAEHORN (ELF FEMALE)
- ◆ LOCATED IN EAST BOATTAC
 - THE VOICELESS DAWG BAR (NEAR SOLSTICE GROUNDS)
 - PROPRIETOR: HORUS OF TYMWYCH (HUMAN MALE)
 - THE ALPHACITE DREAMERY (JUST OUTSIDE THE HOLLRYM GATE)
 - PROPRIETOR: GINNY DI (HUMAN FEMALE)
- ◆ BE SURE TO CHECK THE MARKET, MERCHANTS, AND VENDORS SECTION FOR UPDATED LISTINGS.

MAPS

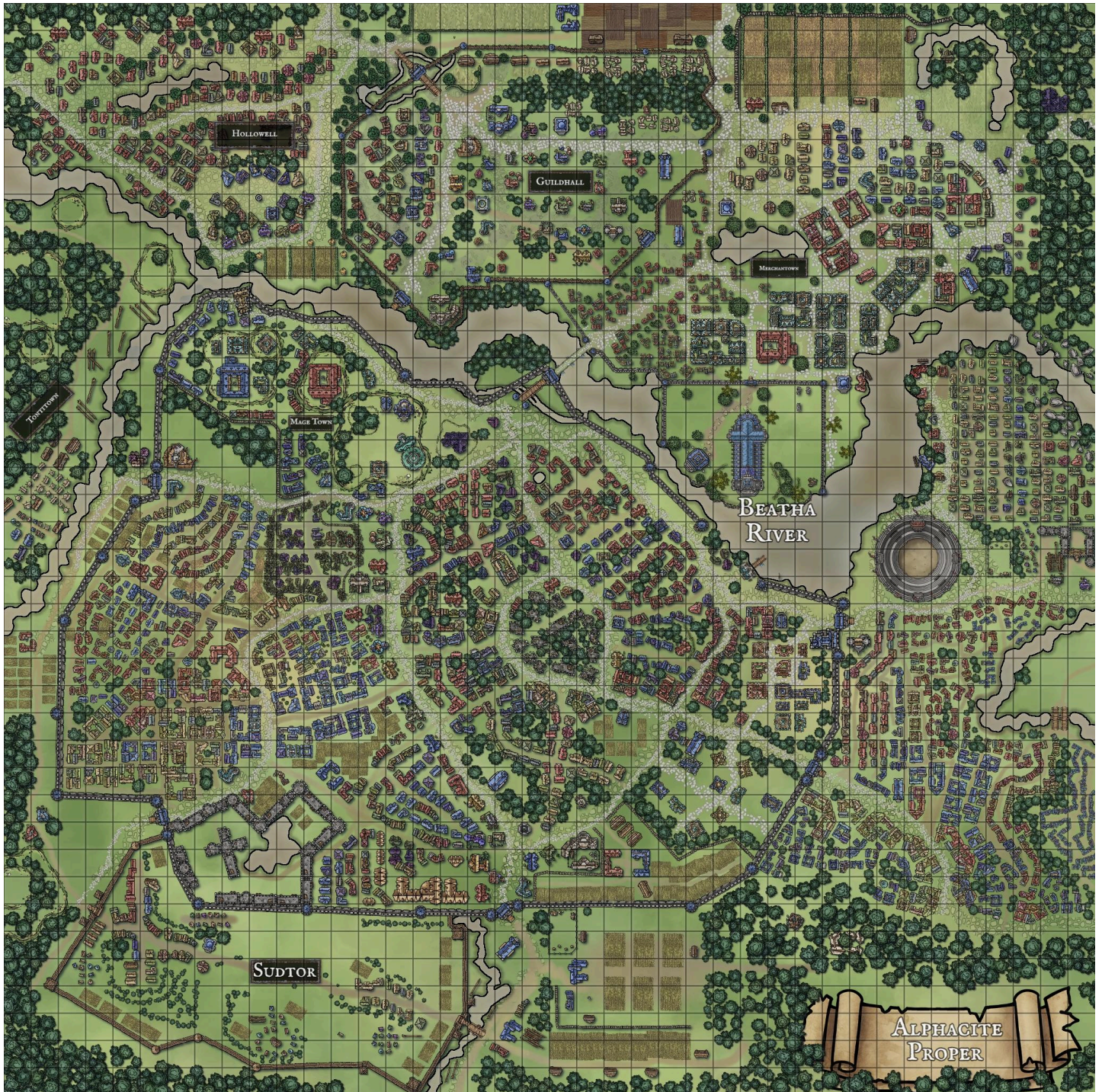


IMAGE OF ALPHACITE PROPER AS IT LIES ON BOTH SIDES OF THE BEATHA RIVER CIRCA 350
PRINCIPAL BURROUGHS CAN BE SEEN LABELED ON THE NORTH BANK OF THE BEATHA RIVER (FROM LEFT TO RIGHT) ARE HOLLOWELL, GUILDHALL, AND MERCHANTTOWN. THE EXPANDED ORIGINAL PART OF THE CITY IS CENTERED ON THE SOUTH SIDE OF THE RIVER AND IS SIMPLY REFERRED TO AS ALPHACITE. THE DEVELOPING COMMUNITY OF SUDTOR CAN BE SEEN BOTTOM LEFT.



MAP OF CENTRAL MYTHIKA FEATURING ALPHACITE, ITS NEAREST SETTLEMENTS, THE RIVER BEATHE, BEATHLAK, MOUNT ELDSVOTHA (THE VOLCANO)

MARKETS, MERCHANTS, AND VENDORS

AN EXHAUSTIVE LIST OF ALL MARKETS, MERCHANTS, AND VENDORS THAT OPERATE IN THE VASTNESS OF ALPHACITE IS AS POINTLESS AS IT IS IMPRACTICAL. SOME ARE HERE TODAY AND GONE TOMORROW MAKING ANY ATTEMPTED LIST OBSOLETE THE MOMENT IT IS PUBLISHED. WHAT FOLLOWS IS [A LIST OF GUILD ENDORSED MERCHANTS, MARKETS, AND VENDORS](#) THAT HAVE BOTH PROVEN THEIR QUALITY AND DEDICATION TO ALPHACITE AND ITS CITIZENS WITH TIME AND HONEST PRACTICES. INVENTORY AND PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE.

COMMUNITY AND CULTURAL MISCELLANY

- THE DISTRICT OF MAGE TOWN BOASTS ONE OF, IF NOT THE, MOST EXPANSIVE LIBRARIES IN THE REALM. A NOMINAL DAILY FEE GRANTS YOU ACCESS TO THE FORTY ACRE WALLED-COMPLEX OF SEVEN THREE-STORY BUILDINGS WHERE YOU CAN EXPLORE ANY TOPIC THAT PIQUES YOUR INTEREST.
- THE GRAND TEMPLE OF CRONUS IS RUMORED TO HAVE AN UNMARKED STAIRWELL AT THE BOTTOM OF WHICH IS A SMALL CHAPEL MADE OF CAST-IRON AND ADAMANTINE. STORY GOES THAT IF YOU INSPECT THE FACILITY, YOU CAN FIND A SINGLE HIDDEN DOOR DISGUISED AS A WALL SECTION OF STONE. IT LEADS DOWN EVEN FURTHER INTO AN UNDERGROUND COMPLEX OF HUNDREDS OF ALTARS, SHRINES, AND CHAPELS DEDICATED TO MINOR, CONQUERED, BANISHED, OR FORGOTTEN DEITIES FROM THE FIRST WORLD. THE MOST ARDENT BELIEVERS OF THIS COMPLEX INSIST THAT FURTHER BELOW THAT COMPLEX IS A PRISON FOR THE MONSTROSITIES THAT REFUSED TO ACCEPT THE COVENANT AFTER THE CROSSING. TRICKSTERS MAKE A LIVING SELLING MAPS TO GULLIBLE TOURISTS AND PILGRIMS.
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