

Region/Culture Lore: Sel-Kai and Eidolon Places

1 Sel-Kai City

The listing below is ordered by district, then (roughly) in a north-to-south pattern. The business are listed by number, followed by the name of the establishment as advertised by the shingle or plaque hanging outside the door. Keep in mind that many shops are combination store/residence, with private living areas located above/behind the shop. Residence are generally not listed specifically unless they are of special interest.

1.1 Key to Structure Terms

The following key refers to the abbreviated status summary beneath each establishment or structure name.

Type The category this particular establishment falls within.

Size This is a general indicator of the selection if the place is a shop selling goods, or the seating/lodging capacity if the place is a service establishment. Categories are: Tiny, Small, Medium, Large, Huge. Keep in mind that these categories are relative and should be considered in context (e.g., a Huge Herbalist is still probably a smaller space than a Tiny Warehouse.)

Quality Indicates the workmanship of goods or the excellence of service. Categories are: The Pits, Inferior, Average, Good, Superior, Unparalleled.

Prices A percentage value as a function of standard costs to determine the actual rates charged for good and services.

1.2 Library Quarter

Aptly named for the massive domed structure dominating this district, the Library Quarter is given over primarily to larger residences and sedate shops. One of the older districts, it is nevertheless generally kept in good repair. Many of the city's most wealthy have villas here, and many civic buildings are also located in this quarter.

16. Ullizi Bank

Type: Bank

Size: Large

Quality: Good

Prices: 100%

One of several branches throughout Sel-kai. The Ullizi Family runs an honest business, though their rates are considered by some to be less than competitive.

17. Gerell's Antiquities

Type: Retailer

Size: Small

Quality: Good

Prices: 100-200+%

An elegant shop containing a varied collection of unique art objects, Gerell's is an experience. He has a fair number of interesting magical artifacts, the exact character of some of which even he is unsure.

18. Eidolon Ferry Service

Type: Government

Size: Large

The Eidolon Ferry service provides a crucial link between Sel-kai City and her floating sister far above. While the Hirazi flyers carry messages, they cannot bear people or any appreciable cargo. That is where the Eidolon Ferry Service comes in.

Designed expressly for the shuttle back and forth between the two is a fleet of "balloon-boats": longboats with outrigger-like sails which are lifted skywards by clusters of hot-air balloons. The ferries rise from their watery docks in the canals and drift swiftly up towards Eidolon. They dock by catching one of the dozens of dangling dock ropes and winching themselves to a dock.

Return to Sel-kai is accomplished by releasing air and drifting towards the Lower City. As the ferry nears ground, it drops a long rope which is caught by guides whose job it is to be under the ferry if it cannot maneuver precisely over the docks. These strong men carry the rope end to a dock winch, where the ship is reeled in again. Each ferry can carry 20 passengers or equivalent cargo. Ferry passage is 1sp per person or 50 lbs of cargo each way.

19. Bank of Sel-kai

Type: Bank

Size: Large

Quality: Average

Prices: 100%

One of five branches. The Bank of Sel-kai—owned by the venerable Vorhese family—is wealthy, conservative and reliable. The tellers are reasonably courteous if not friendly.

20. Navigator Obelisk Pavilion

Type: Public Structure

Size: Small

One of six such obelisks in Sel-kai city, each is graced with a sheltering roof. As with all other obelisks everywhere, the object itself is a featureless black, triangular pillar twenty feet tall. Formed of some shiny adamantine material, they are virtually indestructible,

21. University of Kalingen

Type: Educational/Private

Size: Medium

An institution of higher earnings the Kalingen University is primarily secular in nature, and devoted to literature, science, history and the arts. Sons and daughters of many of the wealthy merchant lords of Sel-kai and Eidolon attend Kalingen.

Though located in the city (technically considered in the Library Quarter, but actually on the Edge of Black Oak), the University has effectively achieved an atmosphere of isolation within its looming granite walls. Many students live in the university. Instructors are well-known scholars and researchers. The University library, while not as large as the Sel-kai library, has more practical texts dealing with arcane arts and the hard sciences.

Access is usually not permitted to those unaffiliated with the University, though alumni may use its facilities, including the library. Faculty may be consulted at their discretion.

Kalingen differs from Andasai College—the other famous institution of higher learning in

Sel-kai—in that Kalingen usually remains aloof from politics. Andasai is quite the opposite, frequently becoming embroiled in issues of the day.

The University is made up of several ‘colleges’: schools within the University which have differing focuses. They are listed below:

A Woldon College: Primarily devoted to the Hard Sciences (astronomy, chemistry, basic physics, mathematics)

B Aegon College: A school of Mentalism.

C University College: Curriculum is ‘well-rounded’.

D Jinsolden College: Focusing on Alchemy.

E Olvisdari College: One of the best schools of general magic.

F Malefuge College: Concentrates on business and trade.

G College of Aidai: A premier school of literature.

H Nalander College: Known for its curriculum of history.

22. Audrae’s Clothiers

Type: Clothier

Size: Small

Quality: Superior

Prices: 100%

A real find for those interested in custom-made garments, Audrae and her two assistants are among the best in the city. The middle-aged seamstress could charge considerably more, but seems unaware of the value of her skills. While the selection of cloth is somewhat limited, Audrae will also work with fabric purchased elsewhere.

23. The Grape & Grain

Type: Tavern

Size: Medium

Quality: Good

Prices: 120%

One of the most ‘civilized’ taverns in the city, the G&G is actually very sedate and relaxed. Service is slow but friendly, and the wine selection is unparalleled. Undesirables are escorted out swiftly and unobtrusively.

24. A Gleaming Goblet

Type: Silversmith

Size: Large

Quality: Good

Prices: 100-110%

The brothers L’marin are known for creating well-made—if uninspiring—works in silver and pewter, mostly flatware, cups and other domestic creations. They can do custom engraving.

25. Granite Monetary Exchange

Type: Bank

Size: Large

Quality: Good

Prices: 110%

One of the banks operated by the Vorhese family, there are branches located throughout both Eidolon and the Lower City. The Granite Bank is reluctant to deal with non-residents unless they provide a letter of introduction from an eminent local. Their buildings are remarkable for their materials (entirely of grey granite and glass) and massive appearance, a design created by the famous Eidolon Architect Endore Charnas.

26. The Crystal Shoppe

Type: Glassblower

Size: Medium

Quality: Good

Prices: 100-120%

More of a Crystalcutter, this shop specializes in fine glassware and decorative crystal such as chandeliers and windows.

27. Sel-kai Library

Type: Public Structure

Size: Huge

This is one of the largest libraries in the world, and while it cannot compare to Nomikos or the hidden Loremaster research center, it contains an impressive collection. There is a smaller library in Eidolon proper, containing particularly rare (and sometimes very beautiful) manuscripts.

RULES OF THE LIBRARY

Note: The term ‘book’ used throughout is meant to include any written manuscript. The movable-type printing press has yet to be developed though there are a few prototypes in Námár-Tol and most manuscripts are hand-copied onto vellum, parchment, papyrus or similar material. While many of these are bound with covers like a book, many exist as rolled scrolls, or even loose sheets between pieces of wood.

1. To pay 1sp per day (plus surcharges if using the special collections). Ten-day (8sp), month (45sp) and even year passes (180sp) are available at a considerable discount.
2. To pay repair fees as set by the Library for unintentional damage to books.
3. To pay fines or suffer punishment as set by the Library if caught attempting to deface, disassemble or steal a book.
4. To follow without question instructions from any Library official.

Although book access varies depending on the collection, no book is ever allowed outside of the building. There are reading and copying carrels available for storage of books to those making extended visits — sleeping rooms are available for rent, but the rule barring removal of books is absolute. Patrons caught trying to smuggle books out of the library are severely fined and permanently barred from the library. If a book is particularly valuable or real malice is suspected, imprisonment is not unheard-of.

THE COLLECTIONS

The library is made up of three basic parts: Public Collection, Research Collection, and Private Collection.

Public Collection: The largest of the collections in sheer number of volumes, it is designed for public consumption. This contains language translations, and histories. Several copies of each book are available, and books may be ‘checked out’ to the reading areas for as long as a month for study and copying.

Research Collection: Only scholars with approved research proposals are permitted in the research library. Many rare and original manuscripts are kept within the research area, and there is a copying service available should a researcher need access to passages of manuscripts for an extended period of time.

Private Collection: The most closely guarded collection, only those with permission of the Librarian, the Prince or one of the Inner Circle may have access to its books. This collection is located in a sealed vault. Only attendants are actually allowed into the stacks; researchers consult a catalog of books, select what they desire, and attendants gather the materials. Any Private Collection book is viewed in special cubicles, under the close scrutiny of an Attendant.

28. Library Clock Tower

Type: Public Structure

Size: Huge

Over one hundred feet in height, this is the tallest structure in the city. Set near the top is a huge clock (reputedly the largest in the world), a gift of the Prince of Námár-Tol. It chimes the hours: twenty-five in the Kulthean day.

The clock mechanism and a lookout platform above can be reached by a narrow stone staircase within the tower; this is normally locked and access only allowed to staff of the library.

29. Krystie’s Rare Books

Type: Bookbinder/Scholar

Size: Small

Quality: Unparalleled

Prices: 80-150%

‘Krystie’ is an elderly woman but spry, and seems to know the entire catalogue of her stock in this tiny—but incredibly packed—bookshop. Her pricing would appear on the surface to be senseless, but she charges based on how well she thinks the book will be put to use, and how badly needed it is.

30. A Golden Glow

Type: Lampwright

Size: Small

Quality: Average

Prices: 100%

Lamps of every imaginable design and purpose, from a glorious chandelier to a tiny oil-lamp. Lampwright Hestus Murv also has a handful of the very rare (and expensive: about 20 gp) electric torches from Námár-Tol.

31. The Compleat Alchemist

Type: Alchemist

Size: Large

Quality: Good

Prices: 100%

A vast array of chemicals and confections awaits the customer at this clean and bright

shop. Rather than the ‘magical’ variety of alchemist, this one leans more towards an apothecary (though they do stock and mix magical potions).

32. Herbs and Tobaccos

Type: Herbalist

Size: Medium

Quality: Good

Prices: 100%

This shop sells not only healing herbs, but tobaccos and a number of ‘recreational’ drugs (many are not ‘controlled’ in Sel-kai, though a few are illegal, and most are frowned-upon as amusements of the lower classes).

33. Papercraft Stationers

Type: Papermaker

Size: Small

Quality: Superior

Prices: 110%

Paper, vellum, parchment and even papyrus from Nuyan Khôm are sold in this immaculate little shop. Many rag papers are made in the small workshop in the rear of the building.

34. The Manse

Type: Inn

Size: Large

Quality: Superior

Prices: 120-150%

A magnificent four-storey inn, the Manse is a grand old building and provides the finest lodging in the Lower City. The proprietress of this sizeable Inn is the venerable Xanara Gulthinis, a middle-aged Laan widow who exudes an aura of no-nonsense efficiency.

35. Teerin’s Jewellers

Type: Jeweller

Size: Medium

Quality: Unparalleled

Prices: 120-200+%

This shop looks like a fortress on the outside, and for good reason: the gems and jewelry inside form a priceless collection. Halvion Teerin, always impeccably dressed, struts about his elegantly-appointed shop like a prissy mother hen.

36. Elgata Depository and Currency

Conversion

Type: Bank

Size: Medium

Quality: Good

Prices: 100%

One of several unremarkable but reliable savings and money-conversion outfits scattered throughout the city, the Elgata bank has been around for centuries. Elgata does pay a nominal fee if large amounts of cash are kept here (some banks actually charge you for the service of holding your money). Conversion costs 5% of the amount converted.

37. Sungold Smithies

Type: Goldsmith

Size: Medium

Quality: Good

Prices: 100-150%

Sungold has some jewelry, but specializes in larger items like cups, plates, and decorative leafing.

38. Gryphon Vineyards

Type: Vintner

Size: Large

Quality: Good-Superior

Prices: 100-150%

This shop sells wines mainly from its own reputable vineyards, located in the hills in the southwestern part of the island. It also carries a few varieties from Danarchis, Námár-Tol and Lys.

39. Leaf and Stem

Type: Herbalist

Size: Large

Quality: Average

Prices: 100%

Like many shops of this type, the walls of the Leaf and Stem are covered with sealed jars of all shapes and sizes. Inside these carefully labelled containers is a fortune in rare healing herbs. From the ceiling hang great clusters of dried cooking herbs as well. The selection at the Leaf and Stem is one of the best in the city, though some of the herbs may have as little as half of their 'shelf-life' remaining.

40. Quert's Spectacle Shop

Type: Lensmaker

Size: Small

Quality: Superior

Prices: 110%

Quert makes lenses not only for spectacles, but for telescopes as well. His opticals are acclaimed the best in Sel-kai by most Astrologers. He is at odds with T'lek Zaano, the Dúranak who owns a shop in Black Oak, and claims his spectacles are better than Quert's.

41. A Hat for All Seasons

Type: Haberdasher

Size: Medium

Quality: Average

Prices: 100%

Felt, fur and velvet hats can be had at this shop. A specialty here is a wide variety of decorative feathers. Hats are popular in Sel-kai City because of the damp and often chilly weather.

42. Reliable Gold Depository

Type: Bank

Size: Medium

Quality: Average

Prices: 100%

Reliable charges only 4% for conversion, but they charge 1% per month for money deposits.

43. Roseau Art School

Type: Gallery/Workshop

Size: Medium

Quality: Varies

Prices: Vary

Roseau the master painter oversees a clutch of ardent and (for the most part) promising students who wish to follow in his footsteps to greatness. In the meantime they copy his style and make him more money.

44. Buckle and Bow

Type: Tailor

Size: Small

Quality: Good-Superior

Prices: 200%

Catering to the well-dressed crowd, Zaan the Tailor is probably the most expensive tailor in the Lower City. His workmanship— while well above average—rarely equals the prices he charges. However, he has a loyal following of the wealthy and fashionable men of Sel-kai.

45. A Glimmering Flame

Type: Candlemaker

Size: Small

Quality: Good

Prices: 100%

A wide variety of candles and simple lamps are available in this pleasant shop.

46. Mortar & Pestle

Type: Apothecary

Size: Large

Quality: Average

Prices: 100%

Basic chemicals, salves and other prepared concoctions are sold in this establishment, as well as some tobaccos. Unlike herbs, these are prepared and preserved, having a shelf life of up to two months (140 days).

47. The Silver Key

Type: Locksmith

Size: Small

Quality: Unparalleled

Prices: 150-500%

Chalain Orgo, a Loar smith, is a superbly skilled locksmith and fine metal craftsman. In addition to locks, he makes intricate mechanical toys and curiosities.

48. Bank of Sel-kai

Type: Bank

Size: Large

Quality: Average

Prices: 100%

The Main office of five branches. The Bank of Sel-kai—owned by the venerable Vorhese family—is wealthy, conservative and reliable. The tellers are reasonably courteous if not friendly.

49. Halcyon Clothiers

Type: Clothier

Size: Medium

Quality: Good

Prices: 100%

Vella Snarani has a large stock of fine cottons and wools, and her seamstresses are skilled if not inspired. An excellent place to have serviceable, durable clothing made promptly.

1.3 Twelve Bridges

Once perhaps this district sported exactly twelve bridges; now there are several times as many spanning the grid of canals which help to link the northern docks with the city center. Twelve Bridges has become an interesting mix of trade schools, shops, mid-sized residences and workshops.

50. The Roasted Bean

Type: Coffee/Spice Dealer

Size: Large

Quality: Good

Prices: 100%

Purveyors of coffees and teas. Coffee roasting is done on premises, so the air about “The Bean” is always filled with the acrid smoke of roasting coffee beans.

51. Plane and Chisel

Type: Woodcrafter

Size: Large

Quality: Average

Prices: 100%

Primarily a furnituremaker, Hiral Damon is assisted by his five sons. Their workmanship is sturdy if unimaginative, and here is one of few places where there is a large selection of ready-made pieces at reasonable prices.

52. The Notched Shield

Type: Armorer

Size: Large

Quality: Good-Superior

Prices: 100-120%

Master Smith Battis Vaal oversees the operation at this impressive forge and workshop. The Prince of Sel-kai himself orders his armor from the Notched Shield, an excellent barometer of Vaal’s skill.

53. Woodwright Hall

Type: Woodcrafter

Size: Huge

Quality: Superior

Prices: 150-300%

Eigar Furl, chief of the Woodwright’s Guild and master of this massive workshop oversees the design and construction of a variety of beautiful works. He also supervises the importing of rare woods and makes sure that he gets the cream of the crop.

54. Wick & Wax

Type: Candlemaker

Size: Small

Quality: Good

Prices: 100%

A fair selection of candles, lamps and oils are available in this cramped shop, including bright-burning torches, long-burning oil, a variety of scented oils and candles.

55. Sel-kai Tinsmithies

Type: Smith

Size: Large

Quality: Average

Prices: 100%

Tin and pewterware are made and sold from this workshop. It is a good place to buy plain but well-made articles such as cups, plates, and flatware.

56. The Crossed Eyes

Type: Tavern

Size: Medium

Quality: Average

Prices: 80%

A raucous place where ale is cheap (and reputedly watered-down). Food is filling but bland, but the talk is always interesting. It is a favorite hangout of traders and apprentices.

57. Hall of the Silversmiths

Type: Smith

Size: Large

Quality: Good-Superior

Prices: 100%

The Guildhall of silversmiths, this impressive stone structure contains classrooms, workshops, and living areas for the 30-odd apprentices and five silversmiths-in-residence. The

building is closed to non-members except for a shop on the first floor where the wares of the resident students and masters are sold.

58. Pack ‘n’ Sack

Type: Outfitter

Size: Good

Quality: Medium

Prices: 90%

Despite its less than confidence-inspiring name, this outfitter is reliable and reasonably priced. Owner Trev Glinis has a wide variety of interesting and unique equipment, and also possesses some reliable maps of Sel-kai and even NE Emer. His lovely old daughter Ilia knows the countryside of the isles well.

59. Twelve Bridges’ Armory

Type: Armorer

Size: Large

Quality: Inferior

Prices: 90%

Racks and racks of all kinds of plate and chain armor march through the isles of this shop. Armor is selected then adjusted to fit. But a skilled armorer (or experienced wearer) can tell that this workmanship is shoddy and the materials cheap. This armor is mass produced, and thus pride and care is sacrificed.

60. A Heady Brew

Type: Tavern

Size: Medium

Quality: Good

Prices: 100%

Smoky and dark, the interior of A Heady Brew is an ideal meeting place for conspirators and others of shady intent. The ale and beer are of decent quality, though the service is spotty. Rumor has it that Breg the bartender can be bribed to drug a specific customer for later ‘rolling.’

61. Xontaran’s Workshops

Type: Workshop

Size: Large

Quality: Inferior-Superior

Prices: Varies

Xontaran is a master sculptor in bronze and marble, revered throughout the city. Within the walls of this large structure he oversees dozens of apprentices who strive to emulate his work. Some succeed more than others, but the inferior works are priced accordingly.

62. The Foaming Cask

Type: Brewer

Size: Medium

Quality: Average

Prices: 100%

A small brewery located right in the city, the Foaming Cask is known for a passable lager. Every month the owners hold a free tasting, cause for a fair sized celebration and quite a jam-up in the canal.

63. Bed and Hearth House

Type: Guesthouse

Size: Medium

Quality: Good

Prices: 110%

A comfortable inn with friendly service and good food, the Bed and Hearth House is a favorite of frequent visitors to Sel-kai City.

64. Spoke and Rim

Type: Wainwright

Size: Large

Quality: Average

Prices: 100%

Considering that there are few carts in Sel-kai City (horses are banned) and nearly all travel into and out of the city is either by air or water, it is not surprising that there are only a handful of wainwrights. The Spoke and Rim has a selection of ready-made wheels and carts, and while their quality is acceptable, they are not known for the best workmanship.

65. The Trough

Type: Tavern

Size: Large

Quality: Inferior

Prices: 75%

True to its name, the Trough is a place where food and drink can be had in volume, though the freshness of the meat may be in question.

66. Andarak's Blades

Type: Swordmaker

Size: Tiny

Quality: Good-Unparalleled

Prices: 100-300+%

Andarak's tiny shop is little less than a museum, with every blade given a reverent placement. His stock is small, but he will do special orders. These, as one might imagine, can get quite expensive. He has perhaps fifty blades on display, including a few kynacs (not for sale) and a dag.

67. The Potter's Wheel

Type: Potter

Size: Small

Quality: Good

Prices: 100%

A fine selection of ceramic items can be had here, from the most mundane crockery to some interesting fine porcelain.

68. Benial's Unusual Pets and Familiars

Type: Animal Trainer

Size: Medium

Quality: Good

Prices: 100-150%

Exotic birds, ferrets, monkeys, rodents, cats, and other, more unusual pets are all available from Benial. He has most of these in stock in his odorous and riotous shop, and will get something if he does not have it. Benial is a skilled trainer and seems to have an empathy with most beasts. If you are interested in an animal to be a familiar, he offers a money-back guarantee if the spell doesn't 'take.' (You must find your own runes, however).

69. The Feathered Shaft

Type: Fletcher

Size: Small

Quality: Superior

Prices: 120%

Old Chancor the archer is known as the best arrow-maker in the city. His shafts rarely break in normal use, and have an innate +5 just because of their workmanship. He has a small selection of magical arrows, made in cooperation with various local alchemists.

70. The Drake's Lair

Type: Tavern

Size: Large

Quality: Good

Prices: 110%

A maze-like series of small, dark rooms, the Drake's Lair has a loyal clientele, and deservedly so. Beer and fresh beef from Haestra are just two of the reasons for the tavern's popularity.

71. Plush Pelts

Type: Furrier

Size: Large

Quality: Average

Prices: 100%

Serviceable coats can be had here at reasonable prices. This shop deals mostly in the more common furs, though there are always a few garments made from more unusual animal hides.

72. The Oaken Cask

Type: Brewer

Size: Medium

Quality: Average

Prices: 100%

While a relatively small brewery, the Cask is large for an in-city plant. They offer three grades of beer and supply many of the taverns in town.

73. Mikaden Woodworks

Type: Woodcrafter

Size: Large

Quality: Average

Prices: 110%

Furnishings and ornamental carving are the staples of this shop, which employs nearly fifty workers (many are usually out at construction sites).

74. Urgon Stonecutters

Type: Mason

Size: Large

Quality: Average

Prices: 100%

One of the many stone masons in the city, Urgon is better known for general construction than fine decorative work.

75. A Point of Light

Type: Candlemaker

Size: Small

Quality: Superior

Prices: 100%

Fine candles, lamps, scented oils and a variety of torches can all be had in this sweet-smelling shop. Miri aj Tumor is a skilled craftswoman and her large multicolored candles are a favorite.

76. Durbon Lock and Latch

Type: Locksmith

Size: Small

Quality: Inferior

Prices: 100%

Durbon's mechanisms are inelegant affairs, and are known to jam. They are also infamous for being easy to pick.

77. Huronin Grain & Flour

Type: Miller

Size: Medium

Quality: Average

Prices: 100%

Huronin's offers products from wheat,oats, corn and a variety of other grains.

1.4 Granite Knoll

The home of many glassblowers, metalsmiths and woodworkers, Granite Knoll is the other major crafts quarter (besides North Delta) in Sel-kai city.

However, this section of the city is thinly populated along the southern edge because of the stagnant, weed-choked water. The city dredges and clears the river periodically, but the weed grows very fast and in the summer the air is thick with foul odors...and mosquitos.

171. Bottleworks

Type: Glassblower

Size: Good

Quality: Large

Prices: 100%

The families Haldad and Chandar merged operations five years ago and the result has been a respectable flow of attractive and inexpensive glass products. Master glassblower Benja Haldad will make items to order (at an increased cost, of course)

172. Vindar Tolenn, Lampwright

Type: Lampwright

Size: Good

Quality: Medium

Prices: 100%

Vindar's designs are lovely, only marred by the fact that he is forced to use average or even inferior materials and tools. He lives above and behind his shop with his wife and three children.

173. Structures

Type: Woodcrafter

Size: Huge

Quality: Average-Superior

Prices: 100-120%

Furniture as well as building repairs and additions are all within the scope of this very large workshop. Chief Woodmaster Guinar Gropiez oversees ten journeymen and almost two dozen apprentices.

174. The Molten Image

Type: Artist

Size: Small

Quality: Unparalleled

Prices: 200-500%

Tamaar the sculptor works almost exclusively in bronze, and is widely recognized as unequalled in that medium. The Loar elf has a lovely Linaer assistant; Selmis Annor, who is an amazingly strong woman who does much of the casting work.

The two live in separate apartments above the workshop and gallery.

175. Sel-kai Marble & Granite

Type: Mason

Size: Large

Quality: Good

Prices: 100-150%

Suppliers and workers of fine stone for facings, floorings and construction, Sel-kai Marble & Granite has a wide selection and acceptable quality.

176. Pages of History

Type: Bookbinder (Scholar)

Size: Medium

Quality: Average

Prices: 100%

Combining Scribe services with a shop which does decent binding and stitching, this shop has a selection of bound blank books and other writing materials.

177. Felt and Feather

Type: Haberdasher

Size: Small

Quality: Good

Prices: 150-200%

Wool, felt and silk hats, from simple caps for boatmen to elaborate headdresses for the wealthy, can be made by the elderly Simul Tangient. His selection of ready-made hats is small, but he can quickly make hats to order.

178. The Philosopher's Stone

Type: Alchemist

Size: Medium

Quality: Inferior-Superior

Prices: 100%

Quality from Ligus Fornat's shop varies tremendously; sometimes you'll buy a wand with a 20 extra charge capacity; sometimes you'll get a rune which just goes up in smoke. These unusual attributes are undetectable until the item is used. Ligus Fornat is a Shay man of middle years, bright but easily distracted.

179. Moonglow Silver

Type: Silversmith

Size: Small

Quality: Average-Good

Prices: 100%

The Olubray family operates this shop and lives above it. Their silver jewelry is uninspired but flatware is quite elegant.

180. The Edge

Type: Swordmaker

Size: Medium

Quality: Superior

Prices: 150-300%

The brooding Laan smith Goreg T'marik produces beautiful, durable blades, but dealing with him is a trial. He lives alone above the shop. T'marik can work up to +30 metals, and can make some enchanted blades.

181. Bank of Sel-kai

Type: Bank

Size: Large

Quality: Average

Prices: 100%

One of five branches. The Bank of Sel-kai—owned by the venerable Vorhese family—is wealthy, conservative and reliable. The tellers are reasonably courteous if not friendly.

182. Two Shoes

Type: Cobbler

Size: Small

Quality: Good

Prices: 80%

Old Amius Huron and his wife Sharra produce simple but high-quality clogs and leather shoes. Their prices are excellent, and they also do quick repairs.

183. Marikus Construction and Renovation

Type: Woodcrafter

Size: Medium

Quality: Average

Prices: 150%

Marikus does acceptable work, but they are overpriced; probably the result of many contracts with the city.

184. Miz Vundaro, Architect

Type: Architect

Size: Medium

Quality: Superior

Prices: Varies

This is the home and studio of the renowned architect Miz Vundaro.

The lower floor of the building is a gallery of paintings and models of some of Miz's more impressive works—including several structures on Eidolon. Vuidaro prefers life on the ground, however. The upper three stories are his elegantly appointed apartments where he lives with his young wife (Vundaro is in his 50's). As is traditional for architects, Vuidaro charges 10% of the total cost of the project as his fee. His projects tend to be very expensive.

185. Grain and Plane

Type: Woodcrafter

Size: Medium

Quality: Average

Prices: 100%

A furnitemaker of fair skill, Huros Felmon makes sturdy if not particularly elegant furnishings.

186. A Glimmer of Glass

Type: Glassblower/cutter

Size: Tiny

Quality: Superior

Prices: 120-150%

Elderly Vamarian Kelt makes stunningly beautiful stained glass windows, as well as lovely multipaned clear-glass windows. He lives alone above his workshop.

187. The Anvil

Type: Smith

Size: Medium

Quality: Superior

Prices: 100-150%

Fendar Quell and his two sons are all very skilled men. They make a variety of items to order and have a stock of common implements. They make some excellent weapons, though few swords. Fendar is capable of working up to +20 metals. The Quell family lives above the workshop; Fendar is married and also has a daughter.

188. Meritan Jewellers

Type: Jeweller

Size: Tiny

Quality: Good

Prices: 90-120%

Xanu Meritan has a limited selection of jewelry and unset gems, but his quality is above reproach. He and his wife live behind the shop and rent the upper floors to tenants.

189. Lanneys Pawn Brokerage

Type: Pawnbroker

Size: Medium

Quality: Good

Prices: 100%

Lanney is actually an honest pawnbroker, and his shop is a good place to go when you're desperate for cash. He lives above his neat and secure shop.

190. The Elixir of Barius

Type: Apothecary

Size: Small

Quality: Good

Prices: 100%

A business with consistent quality and reasonable prices. Barius also gives free advice on treatments for minor illnesses. He lives upstairs with his wife and daughter.

191. The Magic Root

Type: Herbalist

Size: Small

Quality: Good

Prices: 100%

The selection is somewhat limited (you won't find any Shumaran or Salufa here), but Ventaro maintains a fresh inventory, and is very knowledgeable. He lives above the shop with his wife and two sons, and on his roof is a garden where he nurtures many herbs himself.

192. Weft and Weave

Type: Weaver

Size: Large

Quality: Good

Prices: 100%

Wool, cotton and a few other fibers are woven here. Quality is consistent, though patterns are uninspired and dyes are somewhat bland. This multi-storey structure is taken up completely with looms and storage; employees live elsewhere.

193. 3 Villas

Type: Residence

Size: Medium

Quality: Average

Prices: 100%

These are examples of villas in this district: of respectable size and design, they are somewhat run-down.

194. Silaar Lumber

Type: Woodcrafter

Size: Huge

Quality: Good

Prices: 120%

While most lumber is cut into manageable planks near the logging sites, this operation performs specialized work and cutting for construction in the Sel-kai area.

195. Clothing Center

Type: Clothier

Size: Huge

Quality: Average

Prices: 80%

One of few places where new, already-made clothing can be bought, the Clothing Center was viewed with suspicion when it first opened, but has become a staple of the working classes. There is also an extensive used clothing section, at even lower prices.