

Porta Germaniae Locations

Regio Interior

Pluviae

(Vis Source)

Aura: *Regio Interior*

Rain that falls inside *Regio Interior* on certain magical days during the year may be collected for *Aquam vis*

Dvorana čtvrť

Dvorana Čaroděj

(Civic/Cultural)

The large hall of which *Aula* is but a shadow, with *Librarium* at its center

Plinthus Emergentiae Vez Tajuplny

an intricately carved plinth of beech wood

Musical Interlude of the Vez Tajuplny

Emergentiae Vez Tajuplny

Tueor Librarium Contra Flammas

fired clay mask painted red with black markings

Tueor Librarium Contra Flammas

Incalifacio Atria Magorum

A small basalt stone, carved with mystic symbols, buried in the foundation of *Dvorana Carodejů*

Heat the Wizard's Halls

Lucerna Magorum

2 Items

Bronze lamps typically used to light *Librarium* within *Dvorana Carodejů*

Lucerna Magorum

Fax Magorum

12 Items

These small wooden "torches" may be moved from scone to scone as necessary

Wizard's Torch

Pokoj Severovýchod Dolní

1 NE (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Pokoj Severozápadní Dolní

1 NW (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Pokoj Jihovýchodní Dolní

1 SE (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Běžec Matouš Kazimierasyn (Maře, 11)

Protodiscipulus (Specialist)

Pokoj Jihozápadní Dolní

1 SW (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Pokoj Severovýchod Horní

2 NE (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Pokoj Severozápadní Horní

2 NW (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Pokoj Jihovýchodní Horní

2 SE (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Pokoj Jihozápadní Horní

2 SW (Arcane)

A room in *Dvorana*, with a bed, fireplace, and chest

Sanctum (VACANT)

Aurelii (Arcane)

Auspecius *Bonisagi* left vacant his former laboratory in *Dvorana Carodej* when he moved to *Arx Caeles*; covered walkways from *Aula* connect to *Casa Merceris* (formerly *Sedes Auspecii*)

Sanctum Califactii

Califactii (Arcane)

Califactius has established his *sanctum* in *Dvorana Carodej*, with a smithy and woodshop under an open roof just outside; his living quarters are in the same space in *Aula*

*Ancilla Califactii Jagoda (Female, 61)**Ancilla (Servant)**Magister Califactius (Male, 38)**Ascripticius (Magus)**Discipulus Imre (Male, 16)**Discipulus (Specialist)**sleeps on pallet in lab***Domáci Marcus**

Califactii 1 (Residential)

A two story townhome of the "Porta Germaniae Crafter" style, tile-roofed, with plaster-coated wooden frame and walls; the ground floor has a common room and large bedroom in the back, and two rooms on the upper floor; a wide courtyard in the back leads to a detached kitchen, a separate privy and storage sheds; a bronze smithy adjoins the building to one side, sharing the courtyard

*Bronzesmith Marcus of Magdeburg (Male, 61)**Artifex (Income Producer)**Chandler Pepin Marcuschot' (Female, 50)**Artifex (Income Producer)**Bronzesmith Konstantin Pepinsyn (Male, 18)**Artifex (Crafter)**apprentice Bronzesmith Bernard Pepinsyn**Artifex (Crafter)**(Male, 11)**apprentice Bronzesmith Eduard Pepinsyn (Male, 8)**Artifex (Crafter)***Domáci Rikard**

Califactii 2 (Residential)

A two story townhome of the "Porta Germaniae Crafter" style, tile-roofed, with plaster-coated wooden frame and walls; the ground floor has a common room and large bedroom in the back, and two rooms on the upper floor; a wide courtyard in the back leads to a detached kitchen, a separate privy and storage sheds; a bronze smithy adjoins the building to one side, sharing the courtyard

*Wickerworker Bretka Marjetadcera (Female, 25)**Artifex (Crafter)**Bronzesmith Rikard Pepinsyn (Male, 25)**Artifex (Income Producer)**Child Františka Bretkadcera (Female, 6)**Domesticus Liberus (Dependent)**Child Maxim Bretkasyn (Male, 3)**Domesticus Liberus (Below Age Child)***Domáci Metodej**

Califactii 3 (Residential)

A two story townhome of the "Porta Germaniae Crafter" style, tile-roofed, with plaster-coated wooden frame and walls; the ground floor has a common room and large bedroom in the back, and two rooms on the upper floor; a wide courtyard in the back leads to a detached kitchen, a separate privy and storage sheds; a bronze smithy adjoins the building to one side, sharing the courtyard

*Bronzesmith Metodej Pepinsyn (Male, 20)**Artifex (Crafter)**Ministra Securiae Renata Zbysadcera (Female, 20)**Ministra (Servant)**Child Miriama Renatadcera (Female, 2)**Domesticus Liberus (Below Age Child)**Child Vlastimir Renatasyn (Male, 1)**Domesticus Liberus (Below Age Child)***Sanctum Lucae**

Lucae (Arcane)

Lucas *sanctum* quarters within *Dvorana*; his living quarters occupy the same space in *Aula*

*Magister Lucas Faber (Male, 46)**Ascripticius (Magus)**Familiaris Lucae Vivenurus (n/a, 12)**Familiaris (Independent)*

<i>Gold ring</i>	<i>Creo 10 / 10p</i>
<i>Gold ring</i>	<i>Creo 10 / 10p</i>
<i>Wooden carving</i>	<i>Rego 6 / 6p</i>
<i>Pewter knight</i>	<i>Herbam 5 / 5p</i>
<i>Wooden carving (s): carved oak amulet</i>	<i>Herbam 4 / 4p</i>
<i>Bronze ring</i>	<i>Terram 5 / 5p</i>

Stylí Connectens

Stylí Connectens

Aperito pro Regione

Lucas Faber *Jerbitonis* carved model doorways at the top of rods of rowan wood (+7 magical gates and portals, +1 Vim), carved from a branch of a rowan tree growing in the *Regio* level to be exited as an AC. The rod is used to trace the circle, and a second smaller wand of rowan wood as an Arcane Connection from the *Regio* level to be entered is passed through the model doorway to activate the effect. This method requires separate rods for each inter-*Regio* boundary to be passed.

Aperito pro Regione

Fraxinus Penetrans

Javelin of Piercing Ash

Telum Centurionis

3 Charges

Fine quality crossbow bolts of carved ash wood, tipped with steel and fletched with leather fins.

Telum Centurionis

Domáci Benno

Lucae 1 (Residential)

A two story townhome of the "Porta Germaniae Crafter" style, tile-roofed, with plaster-coated wooden frame and walls; the ground floor has a common room and large bedroom in the back, and two rooms on the upper floor; a wide courtyard in the back leads to a detached kitchen, a separate privy and storage sheds; a carpentry workshop adjoins the building to one side, sharing the courtyard

Benno (Male, 69)

Custos Missus (Grog)

Master Potter Andela Bennochot' (Female, 65)

Artifex (Income Producer)

Discipulus Endris (Male, 19)

(Specialist)

Sanctum Narenii

Narenii (Arcane)

Narenius' *sanctum* includes both this laboratory in *Dvorana* and living quarters in *Aula*

Knihovni čtvrť

Librarium

(Civic/Cultural)

(newly conjured structure)

Hypocauston Magicum

This replica of a hearth is made of solid brass and is about the size of a modern deck of playing cards

Hypocauston Magicum

Střed čtvrť

Zahrada Kamenný

(Civic/Cultural)

The stone garden is a low (6') ivy-covered stone wall surrounding pairs of standing stones in the center of *Regio Interior*; various flowering shrubs surround the wall on the outside, and the interior is lined with flower beds; four gates open at points corresponding to the main roads in *hranice*

Vez čtvrt

Hortus Bileræ Guernici

(Vis Source)

Aura: *Regio Interior*

(Summer) This herb garden in *Regio Interior*, which was created by *Bilera Guernici* in cooperation with *Lucas Faber Jerbitonis*, yields *Herbam vis*

Vez Tajulpny

(Arcane)

Formed of a single octagonal block of deep blue crystalline azurite conjured in 1219 AD, *Vez Tajulpny* is 121 feet high and 43 feet wide, and descends nearly 40 feet underground. There are six floors: the five upper floors each have four colonnaded portico/balconies spaced evenly on the four cardinal sides, and the pyramidal roof has a parapet walk around the outside. The tower is entered through an arched double doorway with massive bronze valves.

Sanctum Danaliae

(Arcane)

The *sanctum* of *Archimaga Danalia Tytali* occupies the basement levels of of *Vez Tajulpny*. The *sanctum* entrance leads to a comfortable area with a writing desk, table and chests for books, etc. Fresh rushes cover the floor and tapestries line the walls throughout. Beyond that, as the room curves to the left, lies an area with an inlaid casting circle in the floor. A small table near the inner wall displays various minor casting items for ceremonial casting. A stairway leads along the outer wall up to a gallery area above the study.

Further to the left a semicircular pool is visible (the entire level below this one is filled with water). Beyond that around to the left is a large fireplace, and typical lab accoutrements.

On the far side is an enclosed area. A stair along the outer wall leads up to a storage area. A door below leads into *Danalia's* living quarters, which are fit for a duchess, if somewhat cramped.

Mordax (Male,)

Familiaris (Independent)

Archimaga Danalia (Female, 43)

Ascripticius (Magus)

Flabellum Vernus

A carved wooden fan, painted with vernal imagery in green and blue

Flabellum Vernus

Foculus Auræ

A simple three-legged bronze brazier

Foculus Auræ

Lampas Auræ

round brass lamp with an engraved band around the circumference; it is capable of holding a candle if desired

Lampas Auræ

Vez Kasárny

(Military)

Mezzanine barracks overlooking the entrance hall of *Vez Tajulpny*

Benedíkt (Male, 75)

Custos Missus (Dependent)

Baram (Male, 43)

Cacula (Servant)

Conclave Urorum

0 (Arcane)

Chamber of the Aurochs opens into the entrance hall of *Vez Tajulpny*; a table holds *Patiens Artificium* and *Speculum Imaginis Distantis*, which are attended by a young *ancilla*, *protodiscipulus*, or *custos*

Patiens Artificium

'Patient Device' is a carving in beech wood of two aurochs rampant, facing each other with their horns touching in a horizontal position. The front legs of the aurochs also meet in the middle, forming a receptacle for a wooden disk between the horns and supported by the legs. The eyes of the aurochs are made of bone and glass inset into the wood. Discs that function as paired Arcane Connections with *Classicum a Viator Repostus* (Alert from the Distant Traveler) devices may be placed in the receptacle and used to communicate with the *Classicum* device.

Califactus *Verditii* made this carving and opened it for enchantment by Concentius *Jerbitonis*.

Attentive Hearing of the Patient Device

Receptive Ear of the Patient Device

Clear Speech of the Patient Device

Mimiced Sounds of the Patient Device

Classicum a Viator Repostus

3 Items

'Alert of the Distant Traveler' is a wooden disc of the same diameter as a large apple, carved with a [unique] symbol on the reverse face, and an Auroch rampant on the obverse; tapping the Auroch three times quickly with a fingertip activates the effect

Each disc has a paired disc which is a Fixed Arcane Connection to it, and it to its pair

Classicum a Viator Repostus

Crumena Foederis

0 (Arcane)

This *Foedus* storeroom lies behind *Conclave Urorum* on the ground floor of *Vež Tajulpny*; entrance is through an enchanted doorway that opens in the stone wall; *Crumena* holds vis, enchantments, and other valuables for *Foedus*, stored in chests along the walls of the curving chamber

: salt cube	<i>Creo 1p</i>
: white fig	<i>Muto 1p</i>
<i>Candelabrum</i>	
<i>Glass orb</i>	<i>Ignem 1 / 2p</i>
<i>Glass orb: glowing light (Vis Extraordinarius)</i>	<i>Ignem 1 / 2p</i>
<i>Chest A</i>	
<i>Gold tower</i>	<i>Creo 10 / 10p</i>
<i>Gold tower</i>	<i>Creo 10 / 10p</i>
<i>Pewter knight</i>	<i>Creo 5 / 5p</i>
<i>Pewter knight</i>	<i>Creo 5 / 5p</i>
<i>Pewter knight</i>	<i>Creo 5 / 5p</i>
<i>Pewter knight</i>	<i>Creo 5 / 5p</i>
<i>Pewter knight</i>	<i>Creo 5 / 5p</i>
<i>Pewter knight</i>	<i>Creo 5 / 5p</i>
<i>Basalt bishop</i>	<i>Creo 4 / 4p</i>
<i>Chest B</i>	
<i>Wooden carving: carved hazel rod</i>	<i>Intellego 6 / 6p</i>
<i>Silver disc: Intellego symbol</i>	<i>Intellego 6 / 6p</i>
<i>Wooden carving: carved hazel rod</i>	<i>Intellego 6 / 6p</i>
<i>Wooden medallion</i>	<i>Intellego 1 / 2p</i>
<i>Pewter knight</i>	<i>Muto 5 / 5p</i>
<i>Pewter knight</i>	<i>Muto 5 / 5p</i>
<i>Pewter knight</i>	<i>Muto 5 / 5p</i>
<i>Brass knight</i>	<i>Muto 5 / 5p</i>
<i>Basalt bishop</i>	<i>Muto 4 / 4p</i>
<i>Wooden pawn</i>	<i>Muto 2 / 2p</i>
<i>Wooden medallion</i>	<i>Muto 2 / 2p</i>
<i>Wooden carving: carved oak rod</i>	<i>Perdo 6 / 6p</i>
<i>Pewter knight</i>	<i>Perdo 5 / 5p</i>
<i>Pewter knight</i>	<i>Perdo 5 / 5p</i>
<i>Pewter knight</i>	<i>Perdo 5 / 5p</i>
<i>Pewter knight</i>	<i>Perdo 5 / 5p</i>
<i>Wooden medallion: marked 'Inf'</i>	<i>Perdo 2 / 2p</i>
<i>Wooden medallion</i>	<i>Perdo 2 / 2p</i>
<i>Basalt bishop</i>	<i>Perdo 1 / 4p</i>
<i>Silver cube: Rego symbol</i>	<i>Rego 6 / 6p</i>
<i>Pewter knight</i>	<i>Rego 5 / 5p</i>
<i>Brass knight</i>	<i>Rego 5 / 5p</i>
<i>Pewter knight</i>	<i>Rego 5 / 5p</i>
<i>Wooden pawn</i>	<i>Rego 2 / 2p</i>
<i>Wooden pawn</i>	<i>Rego 2 / 2p</i>
<i>Chest C</i>	
<i>Wooden carving: carved oak rod</i>	<i>Animal 6 / 6p</i>
<i>Wooden carving: carved pine rod</i>	<i>Animal 6 / 6p</i>
<i>Wooden carving: carved oak rod</i>	<i>Animal 6 / 6p</i>
<i>Wooden carving: carved oak rod</i>	<i>Animal 6 / 6p</i>
<i>Wooden carving: carved oak rod</i>	<i>Animal 6 / 6p</i>
<i>Wooden carving: carved oak rod</i>	<i>Animal 6 / 6p</i>
<i>Bone bishop</i>	<i>Animal 3 / 3p</i>
<i>Snake rib</i>	<i>Animal 3 / 3p</i>

<i>Snake rib</i>	<i>Animal 3 / 3p</i>
<i>Wooden carving: carved alder rod</i>	<i>Aquam 6 / 6p</i>
<i>Wooden carving: carved alder rod</i>	<i>Aquam 6 / 6p</i>
<i>Wooden carving: carved alder rod</i>	<i>Aquam 6 / 6p</i>
<i>Wooden carving: carved alder rod</i>	<i>Aquam 6 / 6p</i>
<i>Chest D</i>	
<i>Wooden medallion</i>	<i>Aquam 1 / 2p</i>
<i>Wooden carving: carved oak rod</i>	<i>Auram 6 / 6p</i>
<i>Wooden carving (s): carved oak amulet</i>	<i>Auram 4 / 4p</i>
<i>Agate bishop</i>	<i>Auram 3 / 3p</i>
<i>Gold medallion: Corpus symbol</i>	<i>Corpus 10 / 10p</i>
<i>Gold medallion: Corpus symbol</i>	<i>Corpus 10 / 10p</i>
<i>Gold medallion: Corpus symbol</i>	<i>Corpus 10 / 10p</i>
<i>Gold tower</i>	<i>Corpus 8 / 10p</i>
<i>Wooden carving: carved walnut rod</i>	<i>Mentem 6 / 6p</i>
<i>Wooden carving: carved walnut rod</i>	<i>Mentem 6 / 6p</i>
<i>Wooden carving: carved walnut rod</i>	<i>Mentem 6 / 6p</i>
<i>Wooden carving: carved walnut rod</i>	<i>Mentem 5 / 6p</i>
<i>Chest E</i>	
<i>Wooden carving (s): hornbeam model chest</i>	<i>Herbam 4 / 4p</i>
<i>Wooden carving (s): hornbeam model chest</i>	<i>Herbam 4 / 4p</i>
<i>Wooden carving (s): hornbeam model chest</i>	<i>Herbam 4 / 4p</i>
<i>Wooden carving (s): hornbeam model chest</i>	<i>Herbam 4 / 4p</i>
<i>Wooden carving (s): hornbeam model chest</i>	<i>Herbam 4 / 4p</i>
<i>Wooden carving (s): hornbeam model chest</i>	<i>Herbam 2 / 4p</i>
<i>Wooden carving: carved pine rod</i>	<i>Ignem 6 / 6p</i>
<i>Wooden carving: carved pine rod</i>	<i>Ignem 6 / 6p</i>
<i>: strange flower</i>	<i>Ignem 1p</i>
<i>Wooden carving: carved pine rod</i>	<i>Ignem 1 / 6p</i>
<i>Chest F</i>	
<i>Wooden carving: blue painted orb</i>	<i>Imaginem 6 / 6p</i>
<i>Wooden carving: wooden flute</i>	<i>Imaginem 6 / 6p</i>
<i>Wooden carving: blue painted orb</i>	<i>Imaginem 6 / 6p</i>
<i>Wooden carving: model lute</i>	<i>Imaginem 4 / 6p</i>
<i>Chest G</i>	
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Bronze disc: Terram symbol</i>	<i>Terram 5 / 5p</i>
<i>Basalt bishop</i>	<i>Terram 4 / 4p</i>
<i>Basalt bishop</i>	<i>Terram 4 / 4p</i>
<i>Basalt bishop</i>	<i>Terram 4 / 4p</i>
<i>Wooden medallion</i>	<i>Terram 1 / 2p</i>
<i>Chest H</i>	
<i>Gold medallion: Vim symbol</i>	<i>Vim 10 / 10p</i>
<i>Gold medallion: Vim symbol</i>	<i>Vim 10 / 10p</i>

<i>Gold medallion: Vim symbol</i>	<i>Vim 10 / 10p</i>
<i>Gold medallion: Vim symbol</i>	<i>Vim 9 / 10p</i>
<i>Wooden Box (Warning: Cold!)</i>	
<i>Iron item (t): ice-covered ball</i>	<i>Perdo 1 / 5p</i>
<i>Wooden Box: marked Faetis</i>	
<i>Wooden carving (s): rowan rune carving</i>	<i>Perdo 3 / 4p</i>

Limen Crumena

A section of wall, of deep blue crystalline azurite, allowing entrance to *Crumena Porta Germaniae* when the effect is activated. The effect is activated when someone touches a key to the wall (formed from the azurite stone of the doorway, although it is not an Arcane Connection to the doorway) and speaks the command word "Aperi."

Ostium Transiens Crumena Securae

Virga Maturesci Porculi Novi

wand of birch wood, carved with images of pigs of various sizes

Maturation of the Newborn Piglet

Calamus Pontificis

'Rod of the Bridge-builder' is a hornbeam rod with a tiny bronze spade on the tip

Calamus Pontificis

Caput Verris Lauti

'Sumptuous Boar's Head' is a walnut mask carved to resemble a boar's head, holding a detachable wooden apple in its mouth; the wooden apple is the receptacle for the vis gathered (small wood, capacity 4); a total of five apples carved from applewood are available

Visus Personatus Virium

Colligo Intangibilis Vis

Tapes Decuriae Demoventis

5 Charges

A simple woolen rug, large enough for a group of of 8-10 men to stand upon

The Squad Displaced

Virga Quercus Magi

wand of hornbeam wood, carved with twining curling vines

Virga Quercus Magi

Funis Messoris Alacris

A thirty foot rope with a cord loop for fastening to a bag on one end

Rope of the Eager Harvester

Rutrum Agri Expeditus

bronze spade with a durable hornbeam haft

Rutrum Agri Expeditus

Tritorator Magicus

2 Items

small model wooden treshing flail

Tritorator Magicus

Virga Maturesci Porculi Novi

wand of birch wood, carved with images of pigs of various sizes

Maturation of the Newborn Piglet

Textor Ligneus Telarum

small carved wooden spider, painted black with green eyes

Textor Ligneus Telarum

Fomes Magorum

These pine twigs have been cleaned and straightened prior to enchantment, and are held in a wooden scroll case packed with raw wool

Fomes Magorum

Equus pro Mago

A small carved wooden horse, no larger than a child's doll

Equus pro Mago

Unguentum Sanatio Vedunis

2 Items

"Vedun Unguent of Healing" is a small ceramic jar, sealed with wax, containing a slightly greasy unguent with a faint scent of rosemary; when applied to a Medium Wound (or less), this unguent will magically heal the wound entirely over the course of a few rounds

Unguentum Sanatio Gravis Vedunis

4 Items

"Vedun Unguent of Severe Healing" is a small ceramic jar, sealed with wax, containing a slightly greasy unguent with a faint scent of rosemary; when applied to a Heavy Wound (or less), this unguent will magically heal the wound entirely over the course of a few rounds

Potio Ligandi Volnerum

A small ceramic jar holds a vinegary wine-based potion

Potio Ligandi Volnerum

Fragor Cruris Ranae

The leg bone of a small bullfrog, held within a small carved wooden box and padded with raw wool

Fragor Cruris Ranae

Fraxinus Penetrans

11 Charges

Javelin of Piercing Ash

Iaculum Busti Festini

4 Charges

Bronze-tipped javelins enchanted by Califactus *Verditii*

Iaculum Busti Festini

Sagitta Sauciationis

This arrow is made of ash wood with a simple iron point

Arrow of Wounding

Telum Centurionis

11 Charges

Fine quality crossbow bolts of carved ash wood, tipped with steel and fletched with leather fins.

Telum Centurionis

Virga Aenea Incaendiorum Nonaginta Novem

brass wand with stylized flames engraved along the tip

Incaendia Nonaginta Novem

Sanctum (VACANT)

1 (Arcane)

Sameen *Ex Miscellanea* previously occupied the *sanctum* on the first floor above-ground in *Vez Tajulpny* (formerly occupied by *Sebastianus Bonisagi*)

Sanctum Stannus

2 (Arcane)

Stannus Flambonis has taken over the former *sanctum* of *Pallium Tenebrae* on the second floor of *Vez Tajulpny*

Tyro Stannus (Male, 40)

Condicionis (Junior Magus)

Instructrix Cernentiae Sobeska Čaroděježena (Female, 28)

Meritor (Specialist)

Discipula Julja (Female, 24)

Discipulus (Specialist)

Julja resides in discipulus quarters above the antechamber, with her son Serafin

Discipulus Červeňik (Male, 16)

Discipulus (Specialist)

Červeňik sleeps on a pallet in the lab

Child Serafin Juljasyn (Male, 6)

Domesticus Liberus (Dependent)

Child Mihaľ Čarodějesyn (Male, 3)

Domesticus Liberus (Below Age Child)

Sanctum (VACANT)

3 (Arcane)

Concentius *Jerbitonis* previously occupied the third floor of *Vez Tajulpny*, which is currently vacant

Sanctum Arcturus Picae

4 (Arcane)

Arcturus Picae's *sanctum* is the fourth floor of *Vez Tajulpny*

Magister Arcturus Picae (Male, 38)

Ascripticius (Magus)

Ministra Arcturi Egle Ćaroděježena (Female, 22)

Ministra (Servant)

Discipulus Dominiĳ (Male, 12)

Discipulus (Specialist)

Promotator Prosae Purae

rock crystal

Promoter of Pure Prose

Sanctum Verticii

5 (Arcane)

Verticius has his laboratory on the top (fifth) floor of *Vez Tajulpny*

Aquila (n/a,)

Familiaris (Independent)

Východní ětvrť

Hospitium

(Arcane)

Formed largely of a single block of light bluish gray granite conjured in 1243 AD, *Hospitium* sits on the east side of *Area Hospitalis*; consisting of a central three-story structure with two-story wings curving inward to the left and right of a central courtyard. Entrance to the ground floor of the three-story center passes through an arched double doorway, into a tall common area. Wide stairs ascend from the center of the room toward the back, branching to left and right to the second and then continuing to the third floor. Side doors lead to the wing porticos to right and left of the main entrance. The second and third floors each have six guest rooms.

The front of each wing is a covered portico with a balcony above, even with the front of the center section, with two *sanctum* entrances in each wing. Each entrance is a wide double door leading to a *sanctum* antechamber. Each *sanctum* is an enclosed two-story section of a wing without interconnections, with a laboratory on the ground floor and quarters for a magus and servant on the second floor.

Ministrae Publicae serve guests residing here as needed, providing cleaning, laundry, and food delivery services.

Sagittarius Iovialis (Male, 33)

(Specialist)

Wife Katre Ćaroděježena (Female, 21)

Domesticus (Servant)

Child Leos Katresyn (Male, 3)

Domesticus Liberus (Below Age Child)

Hospitium Noviciium

(Arcane)

Formed largely of a single block of light bluish gray granite conjured in 1258 AD, *Hospitium Noviciium* sits on the west side of *Area Hospitalis*; consisting of a central three-story structure, with two-story wings curving inward to the left and right of a central courtyard. Entrance to the ground floor of the three-story center is through an arched double doorway, into a tall common area. Wide stairs ascend from the center of the room toward the back, branching to left and right to the second and then continuing to the third floor. Side doors lead to the wing porticos to right and left of the main entrance. The second and third floors each have six guest rooms.

The front of each wing is a covered portico with a balcony above, even with the front of the center section, with two *sanctum* entrances in each wing. Each entrance is a wide double door leading to a *sanctum* antechamber. Each *sanctum* is an enclosed two-story section of a wing without interconnections, with a laboratory on the ground floor and quarters for a magus and servant on the second floor.

Ministrae Publicae serve guests residing here as needed, providing cleaning, laundry, and food delivery services.