

Continent: Nurahln**City/Town: Auster Port****Town Name**

Auster Port

Location

North of the Kahs River on the eastern coast of the Crimson Sea on the continent of Nurahln.

General Information**Town Description**

Auster Port is an older city, founded as one of the first ports on Nurahln. The deep water lagoon made this the perfect place to set up docks and throughout the years Auster Port grew very quickly. Many diverse tradesmen set up shop, since it was easy to get the raw resources needed from the shipping trade. Over the years, these industries have thrived in finished goods – with the shipping so close, Auster Port has become a haven for tradesmen and craftsmen of many diverse talents. A local saying is that “if you can’t find it in Auster Port, then odds are you can’t find it.” This really isn’t true, and although Auster Port does have many different exports, it does import quite a bit. The town itself is setup in three different areas: Dock area, Temple area, and Lodging area. A large wall circles the Temple area, but the rest of the city is open. A manned gate allows traffic into and out of the Temple area, and this is also where the Government conducts day-to-day business. While the Temple area is the main visitor focus, the Dock area is the main economic focus of Auster Port and the local militia presence is known in this entire area. The Temples of the Paragons have their own military presence; the Elite Guards of the Paragons.

Over the years, Auster Port has become known for their religious diversity and ultimately their near-fanatical worshippers. Auster Port has become the “crown jewel” for religion throughout Valara and it is common for many worshippers to make pilgrimages to their Temple District from any and all continents of the world. The majority of these pilgrims end up staying in Auster Port and work for their Paragon in the temples. It is very well known that if you wish to profess your worship to any Paragons or Exemplars, Auster Port’s religious leaders will welcome you into their temples with open arms.

Population

Auster Port was settled originally by Humans, but because of its location and welcoming atmosphere for refugees, it quickly grew into a city that welcomes all races. Current population of the city proper is around 7,500 residents.

Government

Auster Port is ruled by a Governor that is selected by the Council of Temples to serve a term of not more than 7 years. The Council of Temples is made up of the religious leaders of each Temple that resides within the city’s borders. The Council also acts as the selected Governor’s cabinet of advisors. The current Governor is a human by the name of Gregory Marquis.

Townfolk

Auster Port prides itself on its diversity and Governor Marquis has established laws which protect refugees from all walks of life, and racial diversity is openly welcomed. Humans make up a little more than half of the population, but with the open port, religious temples, and lively trade system, it's possible to lay eyes on someone from every race that walks Valara in any given day.

The townfolk settle into the various districts based on tradeskill, which fall in line with the 6 Paragon Temples and their associated shrines.

Military

The city itself maintains a standing military of approximately 250 men and women under the charge of Captain Olivia Cassels. Captain Cassels is a 15 year veteran and a tough as nails commander. Each Temple to the Paragons also keeps an elite guard that varies from temple to temple. No matter the temple in which they serve, the elite guards of the paragons must pass a rigorous selection process. In times of severe crisis or when Auster Port as a whole is attacked, the military and the temple guards will join together in defense of the city.

Known Problems

Black market fencing, bandits, pirates, organized crime, false prophets, cults, water based creature attacks and woodland creature attacks.

Local Laws

- Theft – Punishable by fines up to 10 times the worth of the stolen goods.
- Assault – Punishable by fine of 50 caps and 1 day in prison.
- Murder – Punishable by fine of 100 caps and death.
- Obstruction During An Investigation – Punishable by fine of 10 caps for first offense and 25 caps each subsequent offense.
- Tampering With Evidence – Punishable by a fine of 10 caps.
- Lying Under Oath – Punishable by a fine of 10 caps.
- Impersonating a Religious Official - Punishable by fine 100 caps and 30 days in prison.
- Slavery - Punishable by fine of 100 caps and death. All slaves found within the borders of the city will be released.
- Tax Evasion - Punishable by fine of double the amount of taxes owed.

Magistrates' Court, Criminal and Civil Court

For disputes within the city of Auster Port, Court is presided over by a trained member of the Pravda Shrine. Currently, the main Magistrate for intercity disputes is Magistrate Johan Respint.

For disputes between Auster Port and any outside entity, court is presided over by the Governor or someone appointed by the Governor. Trials and arbitrations are scheduled as needed and as appropriate.

Taxes

City taxes are collected from each Temple at a rate of 3% of annual tithes. Temples collect tithes at a variable rate from the congregation.

Religions Practiced

Auster Port is known as much for its religious practices as for its exotic and occasionally illicit trade. The religions of Paragons are all represented as well as various, smaller shrines dedicated to the Exemplars in each district.

Notable Events

- Adulation of the Paragons – First Week in March – lasts from Wednesday-Sunday
- Winterfest - Second week of December
- Summer's Eve – Fourth Friday in April
- Festival of the Flowing Tides – Last Weekend in September

Notable Guilds and Leaders

➤ Shipwright Guild

Guild Master Eric Sept (Human)

Associate Guild Master Robert Da'tegeaux (Human)

Members = ~1,000

This guild is known for regulating ships, tariffs, taxes and all employed upon these vessels. They are a very powerful organization in Auster Port and their reputation for providing fair working environments for all who partake in the shipping industry is unparalleled. If you are native to Auster Port and work in the shipping industry, you belong to this guild.

➤ Sage's Guild

Guild Mistress Phana Eil (Valaran Elf)

Associate Guild Master Eisle Wentright (Valaran Elf)

Members = ~230

This guild is known for taking raw, unharnessed magical talent and training individuals in the arts of controlling and usefulness of magic. This guild provides all training in all three Schools of Magic, including High Magic.

➤ Clergy Guild

Guild Mistress Ariel Flambeau (Florakyn)

Associate Guild Mistress Reveana Fle (Faekyn)

Members = ~300

This guild was formed for the workers who work at the temples but are not actually part of the religion itself. Auster Port quickly found that they needed workers above and beyond the daily worshippers and soon after the Clergy Guild was formed to make sure everyone was treated (and paid) fairly.

Non-citizens who wish to petition to join a Guild must demonstrate their skill level before a panel of Guild members and must maintain at least 50% residency within the town each year to retain their Guild membership.

All Guild members pay 5 caps for annual membership.

Areas

➤ Temple Area

This area includes all the temples of worship to all the Paragons and also the Exemplars. This area is behind a stone wall which protects the entire area. All of the city's governmental day-to-day operations are also housed in this area as well. This area is meticulously manicured, cleaned and maintained to the highest standards. This area is the shining jewel of Auster Port, and the religious and government leaders are quick to make that known to all visitors.

➤ Dock Area

This is in the open area of the city. This area contains all of the docks, shipping establishments, markets and guild halls (for all but the Clergy Guild, which is housed in the Temple Area). This area is a bit more dingy than the Temple Area, but this is really where the monetary support for the city comes from – as well as many of the problems with crime.

➤ Lodging Area

Contains the majority of homes for residents of the City.

Available Shops and Resources

- Woodcrafts (2)
- Pawn Shop (1)
- Metalworkings (2)
- Furnishings (1)
- Cobbler (1)
- Brewery/Winery (3)
- Butcher (3)
- Shipwright (3)
- Bakery (3)
- Cooper/Wainright (2)
- Seamstress/Clothiers (2)
- Sailmakers (3)
- Taverns/Inns (6) – the main inn being run in conjunction with the Pale Branch Tavern
- Temples – to all Paragons in the Temple Area, one of each

Crafters for Hire

Each and every storefront may or may not take additional jobs crafting specific items. This is a decision left up to the store owner.

Tavern

The Pale Branch Tavern

The Pale Branch Tavern is a large, open-air tavern which is easily identifiable when coming from the Dock area. Its warm glow of candles and lanterns is inviting to those just coming in from sea as a visitor, or coming home after a long voyage. It is centrally located between the dock area and the Lodging area; this makes it the perfect gathering spot.

Food and drink flow generously at the Pale Branch Tavern and it is not unusual to see dock workers and members of the religious sects eating and drinking side by side. Many troubles are set aside when entering the Pale Branch, but that does not mean that all of the disagreements are. Many nights are brawl-filled, until the local town guard and militia get involved.

Prices are reasonable and the food is flavorful, if simple. Located close to the docks means that the fare is fresh and the cooks at the Pale Branch know what to do with it.