

This map represents my first use of the CHMP toolkit (an excellent resource, to be sure). Gloronel itself is a high elven city of some 500-750 souls. A majority of these elves engage in tradecraft and mercantile activity, relying on river traffic of trusted nearby (but smaller) clan enclaves for supplies not locally produced (especially vegetable and grain products).

Food comes from a variety of sources; as stated, much grain and vegetables are gained through trade with neighbouring clan enclaves. Limited local gardens and orchards supplement such vegetable staples. Meat is hunted in the nearby environs; fish is gathered from the Enuvian River; all fish and game are carefully "cultivated" by the elves to ensure hearty and plentiful stock.

Other than those details (and the suggested place names cited below), Gloronel may be freely adapted to individual campaigns (it will be used, for example, in an upcoming Chimæra Fantasy RPG supplement).

Enjoy!

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#### GLORONEL KEY

##### BAILEY

1. Main Tower
2. Main Gate
3. Stables
4. Smith
5. Storage
6. Kennels
7. Temple of Balidae
8. Barracks

##### DOCK WARD

9. Dockmaster
10. Fish Market
11. Licensing Office
12. Money-changer
13. Messenger Service
14. Importer/Exporter
15. Cartographer
16. Shipwright

##### MID-TOWN

17. Tavern/Inn (The Dreamworld)
18. Town square, fountain
19. Scribe/Lexicographer
20. Chandler
21. Common Ostler
22. Wainwright
23. Tailor
24. Glassblower
25. General Provisioner
26. Cobbler
27. Blacksmith
28. Silversmith
29. Potterer
30. Bowyer
31. Tobacconist
32. Carpenter
33. Jewellers
34. Apothecary
35. Stonemason
36. Armourer
37. Tavern (Smokerings)
38. Perfumer
39. Woodcarver
40. Trapper

##### INSTITUTIONS

41. College of Healing
42. Amphitheatre
43. Shrine

##### CLANHOUSES

- 44.
- 45.
- 46.

- 47.
- 48.
- 49.
- 50.
- 51.
- 52.
- 53.
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- 55.