

Tol Trinith

Tol Trinith is considered the Second of the Free Cities because it was founded in 5119, after KrahlenPlor was founded in 5117. However, Tol Trinith, also known as Free Point, is probably the most important of the Free Cities because it has the most information and knowledge passing through it. Most traffic from the northern half of the continent (from Rethimina at least) goes to Tol Trinith before going to any of the other Free Cities.

The population of Tol Trinith has a breakdown of roughly 35% Abyssinian, 30% Corinthian, 15% Thai, 7% Rethiminan, 6% Imperial, and 6% Polish.

Guilds

The city is controlled by seven factions: The Librarians, the Metal-workers, the Fruit-growers, the Fishermen, the Archaeologists, the Mercenaries, and the Pirates. Real power lies with the Librarians as they control the knowledge that the city possesses. The Great Library is where most knowledge in the city is stored. Most of this knowledge has been plundered from the ancient ruins from Ancient Corinthia. This knowledge includes the knowledge of many runes which the Librarians guard most ferociously.

The Librarian Guild teaches its members in many of the arts involved with runes. This Guild is the most difficult to join and the most difficult to leave. In fact, no Librarians are ever known to leave the Guild and live longer than two years. They can be ruthless in knowledge acquisition and have been known to disregard most others when knowledge is at stake. The Guild has its own elite shock troops which are never present except for defense of knowledge.

The Metal-worker Guild is a very powerful guild as there are only two metal-working shops in Tol Trinith. The two shops evenly divide the work in town and have fixed rates for all the work. The reason for two shops extends back to the founding of the shops when the Guild didn't exist. Now the two shops are just remains from the old ways. For all intents and purposes the shops are one, except that the workers at the individual shops have loyalty to their shop and tend to remain there. The Guild does not care about the workers in general, but ensures that the work needed by the Mercenary Guild and freelance workers is accomplished fairly.

Places of Interest

The first building that visitors see when getting off the boats arriving at the Long Wharf of Tol Trinith is the bar at the land-end of the wharf called Fleegels. This bar is huge and fills most of the viewer's horizon. It has no walls and is covered with a palm-leaf roof. There are actually many bars along its length. Each bar serves basically the same fare, but some bars specialize in different types of fare depending on who is cooking for and tending each specific bar. Available at each bar, are a variety of fruits that most patrons

add to their beverages. All different fish are available from the cooks as well as some of the more rare meats from the surrounding jungle at a much higher price.

The hotel *The Big I* is situated down the beach about a mile from Fleegels. This hotel is a rather posh hotel considering the jungle climate. Each of the rooms are secured with locks, and each room has sturdy enough walls to deter the vast majority of intruders. This hotel is more expensive than the majority of the dives in town for its security, access to the docks and its good service. There is room service provided for free with the more expensive rooms.