

PORT of LUMMEN and City of Light

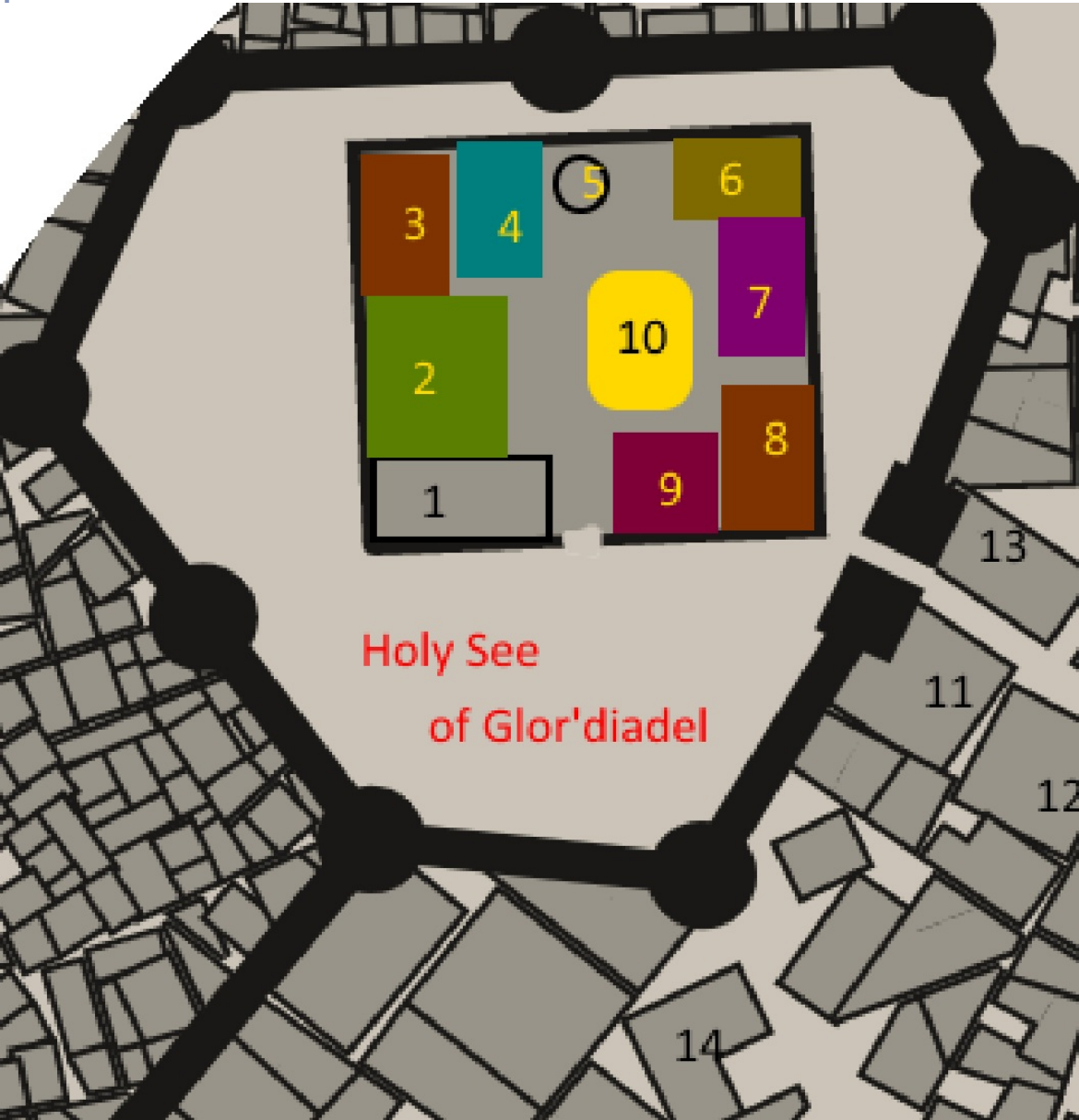
The Holy City of Light sits on the Isle of Light off the Coast of the Continent of Zest'qua. The walled inner city and port is largely the administrative hub for the enormous bureaucracy of the Faith of Glor'diadel, the largest of the primarily human faiths, with well over one hundred million followers on all three continents. The Palace of Light, where the Patriarch dwells, and the highest functionaries of the faith as well, is contained within a separate walled section called the holy city, which is dominated by the palace compound and the great park that faces it.

The Inner City is heavily walled and is the home to the Bureaucracy. Several holy orders have headquarters here, or at least abbeys and the like, and there are also some businesses and some of the more successful lay persons, all of whom either provide services to or work for the Church.

HOLY SEE OF GLOR'DIADEL

World: Aphonion
Isle of Light (off Continent Zest'qua)

- Reynolds C. Jones
Dungeons and Dragons 3.5 - Open Gaming license



- Holy See:
1. Basilica of Light
 2. The Cloister of the Holy Sisters
 3. The Martyrium of the Saints in Light
 4. The Abbey of the Holy Brethren
 5. The Primate's Tower for the Holy See
 6. The Reliquary of the Sacred Prism
 7. The Patriarchal Palace
 8. The Administrative Center of Light
 9. The Patriarchal Guard (Forces of Light)
 10. St. Gaudrial's Oratory
 11. Reflected Light Inn and Guesthouse
 12. The Abbot's Cap Inn and Guesthouse
 13. Society of Holy and Sacred Magi (Order of Magical Light)
 14. Reliquary and Chapel of St. Dilligis of the Fields