

NOTE: The frozen city of Tantlin is divided into five concentric circles: The Fringes (outer ring/5th ring), The Ganglands (4th ring), The Scriveners' Guilds (3rd ring), Parliament of the Ice Devils (2nd ring), Fortress of the Fiend (1st ring). These circles are in fact massive walls, built from infernal stone and steel and reinforced by Stygia's ice. There are, at most, one to two gates that serve as entrances and exits between the circles. These gates are heavily guarded at all times.

1. **Tantlin Harbor**: The largest (and only) harbor in Stygia. The freezing black waters of the Styx undulate against the many moored boats and vessels here. Two enormous, icy steel gates stand open and can be shut as a defensive manoeuvre for the city.
2. **Marketplace of the Frozen Inferno**: One of the largest trade hubs in all of the Nine Hells. Goods for sale range from wondrous art objects to dangerous weapons forged in the outer planes. Travelers from the entire multiverse congregate here and set up shop under the watchful eyes of devilish enforcers.
3. **Outer Planar Settlements**: Some greedier and more foolhardy individuals choose to set up shop in Tantlin permanently. These settlements are frozen shanty towns and house non-devils who cannot move past their station into any of the inner circles of the city.
4. **The Ice Quarries**: This enormous area dips deep into the city's outer ring and is built into the ice-hewn mountains surrounding the city. This is where the devils tirelessly mine and process granite, basalt, marble, and chalk.
5. **The Savage Shore**: Fish-like Sahuagin, or Sea Devils, from the divine realm of Sheyruushk congregate here. They have set up a few grimy hovels and can often be found hunting in the frozen waters of the Styx or offering themselves up as mercenaries for hire.
6. **The Pharaonic Quarter**: Cold white sand and pyramids made from ice mark this area, as undead beings from Set's divine realm, Ankhwugaht (Egyptian-themed area), serve as emissaries. They primarily engage in commerce, but they also deal in secrets and work as power brokers.
7. **The Soul Repository**: Grim stone structures define this area. Called a repository due to the sheer amount of mortal souls being traded and bartered here. Devils dealing in soul coins are almost exclusively found here, although night hags peddling souls can be found here as well.
8. **The Glacial Training Grounds**: A large, infernal settlement that features a massive, sinister looking steel barracks that serves as the home base for the current, most powerful gang leader of the fourth ring. Devils are often sparring and skirmishing here, but they are more likely to be found bullying and abusing those who are of a lesser station surrounding the grounds.
9. **The Warrens of Rotting Ice**: A system of dire, foreboding caves and tunnels, filled with rot and decay. The snow and ice surrounding the area is black, stained by blood and disease. Occasionally, large beetle-like devils can be seen poking their disgusting heads out. This area is in fact the torture chambers of Tantlin—woe to the souls of the damned who find themselves trapped here.
10. **The Pleasure Quarters**: A series of alluring festhalls and bordellos dot this area. They seem warm and welcoming and are built from exotic stone and wood. Devils frequent these areas, and each hall is operated and served by a handful of feminine, angelic-looking beings (who are in fact Erinyes, a type of devil). Many mortals and non-devils from the Fringes often give into their temptations and sneak in, only to wake up deep within the Warrens of Rotting Ice...
11. **The Halls of Contracts**: Immense libraries define this area, as devilish clerks and bookkeepers endlessly organize and sort through the infernal contracts (deals struck between mortals and devils) enshrined here.

12. **College of Infernal Arts**: A large campus that features several buildings along with a towering central structure. Here, higher-stationed devils study infernal magicks and the art of manipulation.
13. **The Calligraphy Workshops**: A smaller area that features beautiful, snow-capped wooden shacks and workshops. Here, scrivener devils practice and refine the infernal languages of the Nine Hells in all of its written forms. The finest ink, quills, and contract parchments can be found here.
14. **The Arcane Archives**: A series of storehouses for both the College and the Workshops. That said, many scrivener devils collect unique and powerful spells developed by the College here, and some devils even choose to make their homes here as they continuously tinker with dark magicks, away from prying eyes.
15. **The Parliament of the Ice Devils**: An enormous, icy stone courthouse encircles the entire second ring. Also known as "The Gelugon Parliament," in these halls, laws are vetoed, voted on, and passed by the most powerful and influential devils of Tantlin. Most of the ice devils serve the city's Pit Fiend ruler, but some represent the interests of other infernal actors.
16. **The Fortress of the Fiend**: Also known as "Icerazer Palace," this opulent residence takes up the entirety of the first ring. It was once the seat of power for the archdevil Geryon, but has since become the home of Tantlin's ruler, the Pit Fiend Luciliae (AKA Lucille), and her chosen associates. It is the tallest and largest structure in Tantlin and features many towers and turrets.