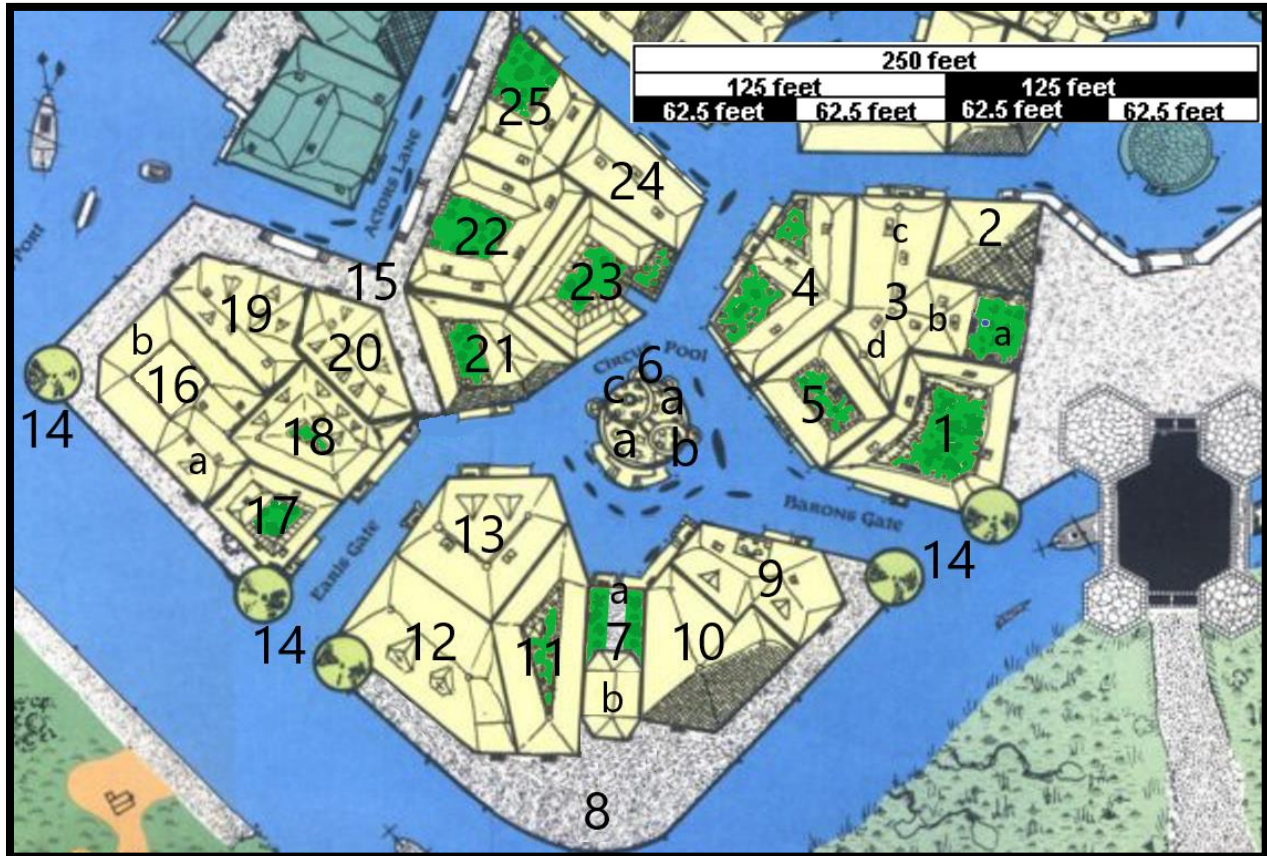


# The Entertainment Quarter AC 1014

Population: Approximately 200

## The Hyacinth Precinct



*The Entertainment Quarter is divided in half by the western section of the Kash Flow canal. The Hyacinth Precinct is the southern precinct of the quarter and is bounded by Actors Lane, Towerbridge Plaza and the scenic juncture of the Isoile and Vesubian Rivers to the south. The Hyacinth Precinct consists of three blocks of large, up to six-story, buildings consisting of a mix of various establishments catering to the entertainment desires of the resident and visitors to the city. There is a subtle but noticeable demarcation made by the Kash Flow in the types of establishments found in the Entertainment Quarter. Those businesses in the Hyacinth Precinct tend to cater more to the higher classes thus are more expensive than establishments in the Muscari Precinct found on the north side of the Kash Flow. The Hyacinth Precinct is divided into 3 Wards due to the way the canals broke up the precinct into 3 different areas.*

## Ward 1

### #1. Hôtel de Glantri

For many just arriving in Glantri City, coming in through Towerbridge just to the east, the Hôtel de Glantri is often their first stop to arrange lodgings while they stay in the city. Rates are reasonable for those that can't afford to stay at more upscale establishments such as Villa Cimbrome or the Watertower Inn. Rooms here are 5 dc. a night, with a limited number of suites on the top floor going for 20 dc. a night, and a good quality meal served on the first floor common dining area usually costs 1 or 2 dc. The Hôtel de Glantri is rarely empty it only is completely booked (well in advance) during major events in the city such as Arcanium, or Monsters Fair.

The Hôtel de Glantri has 4 floors with the top floor occupied by 10 suites. Nine of the suites are available as the owner of the Hôtel de Glantri Alexandre Dumbass (Age 59, M10, AL-N) permanently occupies the suite in the northeastern wing overlooking Towerbridge Plaza. The second and third floors where small rooms (around 30 sq meters) made for sleeping and storing their personal belongings when in the city, not lounging, are found. Each floor generally has 50 rooms. The bottom floor is where the main dining area is located along with the living quarters, common dining area and common areas of the staff are found. During the late spring through early fall outdoor dining is available in the large courtyard and often Dumbass will hire musicians and theater troops to perform in the evening with admission free to guests of the hotel and with a fee of 5 sv. for non-guests.

### #2. The Daro

The Daro, formerly known as Toney's Inn, is the inn of choice for Darokinian merchants, expats, and visitors to Glantri City offering traditional simple yet hearty Darokinian cuisine and with a fully stocked tavern serving imported Darokinian drinks. The Daro often serves as a home away from home for many Darokinians in Glantri City. The owner Lolanna Haralan (Age 49, F5/Merch11, AL-N) is a retired senior merchant from House Toney who bought the establishment from the trading house in AC 1011.

The Daro has five floors with the tavern where drinks and meals are served taking up the first floor. Very often the highest of Darokinian society in Glantri can be found here having dinner or enjoying a drink with good company like the Darokinian Ambassador to Glantri, Elbridge Gerry. The Baron of Egorn Gerrid Rientha is often seen here when he is in the city having a mug of his beloved Altan Tepes Pale Ale.

The second and third floors contain 30 rooms which are available for those who just need a room for a night or two for short stays in the city. These rooms go for 6 dc. a night or can be rented for a reduced rate of 35 dc. a week which is the maximum length a room can be rented. Haralan generally keeps half the rooms available for short term customers. Many of her extended stay rooms are taken not by merchants but by staff of the Darokinian Embassy but unless there is a special event going on in Glantri City a customer can usually find a vacant room and get lodging here. The fourth floor has a series of 6 suites which go for 15 dc. a night and also have the personal suite quarters of Lolanna and her husband and 4 teenage children. The top floor contains storage space and quarters for the small staff of 10 that are employed here.

### #3. Villa Cimbrome

This historic six story building has been the home of Villa Cimbrome for over 100 years. Next to the Silver Tower Inn and the Watertower Inn, Villa Cimbrome is considered by many to be the highest quality Inn in all of Glantri City. Donatela Cimbrome (Age 44, NM, AL-N) is the 5<sup>th</sup> generation of the Cimbrome family to own this Glantri City institution having taken over for her father in AC 1007. The building has 3 wings (b,c,d) with a grand marble circular staircase at the center of the building that dates back to when the building was first built. In the years since it first opened a new magical lift was enchanted which can take guests quickly and effortlessly between floors. The Villa Cimbrome was one of the establishments that was damaged by the fire and explosion of the Fireworks Arcane House last year and was closed for several months last year while the extensive damage to the building was repaired.

Entry to Villa Cimbrome is gained through a courtyard (a) off of Towerbridge Plaza which takes one to the grand entry area (b) which is where new guests are met and registered, where they can come for special services such as tours of the city, and finally checked out when they leave. The first floor is also where Donatela has her office and living space (c). The rest of the first floor (d) is taken up by storage space and living space for the 20 odd employees that work here.

The second through the fifth floors are where the guest rooms of the Villa Cimbrome are found. Each floor has 10 rooms. The rooms are well furnished with quantity furniture and linen, and each have a small sitting room in addition to the bedchamber. Each room also has the latest in magical luxuries such as magical lighting, hot water on demand piped up from the Fire Elemental Boiler in the cellar, and personal privies with black pudding disposal units. Rooms vary per night starting from 15 dc. a night for a room with an obstructed view to 25 dc. a night in the rooms overlooking the surrounding building and having great views of Glantri City.

The top floor has a large kitchen in (c) wing where the resident chef of Villa Cimbrome, Carlo Viviani, and his staff cooks up Cimbrome's signature dishes. The pride of Villa Cimbrome though is its famed great Salone which spans the (b) and (d) wings. Noted for its mosaic floors, great works of Caurenzian art, and the jeweled chandeliers the space serves as it's dining room for its guests during lunch and dinner hours and as a common area for guests to relax and have drinks during the remainder of the day and night. The space also can handle large gatherings, having a capacity of 250, and is where Donatela hosts a gala every year celebrating Victory Day on the 26<sup>th</sup> of Eirmont.

### #4. The Bastet

The newest establishment in the Hyacinth Precinct, the Bastet opened late last year after the previous long-time establishment, the Fireworks Arcane House, was set afire before exploding during the riots of Thaumont of AC 1013 completely destroying the structure as well as severely damaging several neighboring buildings. The owner of the Fireworks Arcane House decided to sell out and the new owner rebuilt a low 2 story club which opened in Sviftmont and immediately became one of the most popular spots in the Entertainment Quarter.

Many rumors swirl around the mysterious owner of the Bastet. Some say they are a Master of Ancient History at the Igorov Institute in Rymaskigrad, still others say the owner is an ancient but intelligent and very cultured undead creature, while still some others say the owner is a wizard from the Emirate of Nithia in Ylaruam. Regardless of who the owner is, what there is no doubt of is they are an aficionado of ancient Nithia. In order to gain entry to the Bastet the club requires guests to take the form, often via masks, of ancient Nithian immortals. Entry to the club is highly selective and controlled by an imposing black Rakasta named Felice. Long lines are common in the courtyard to be let into the club after paying the cover charge of 10 dc. to be let inside. Those who do not have a mask can rent masks inside the foyer for 20 dc. Once inside the foyer a guest immediately feels as if they were within a Nithian tomb, shadowed in half-light with the walls engraved with exotic hieroglyphics.

Once inside the club guests are treated to an incredible experience which has made the Bastet so popular. The walls are adorned with bas-relief profiles of animal headed immortals. Columns, obelisks, and palm fronds accentuate the furniture whose fine details included carved heads of jackals, lions, and cats. Golden sarcophagi serve as portals to the inner chambers, private rooms for guests and to offices and the kitchen for the staff. The middle of the main chamber has a ghostly image of a Nithian pyramid that glows with a multitude of colors where partygoers often dance to the mysterious and exotic music. The club opens for business shortly after dark and stays open all night with the last of its partygoers not leaving until the sun is rising.

## #5. Gran Casino del Bazán

This distinctive 2-story building truly is one of the great sights to see in the city even if few get to enjoy the splendor inside of it. Constructed using large amounts of mahogany imported from Sind by the command of Prince Alfonso of Belcadiz and took over five years to build. The building was in the Belcadiz family for decades after its completion in AC 925 and used as a concert venue spotlighting Flamenco artists and their music. The building is one of the best examples of Belcadizan architecture found in Glantri City aside from the Belcadiz House in the Noble Quarter. Five large horseshoe arches dominate the front of the building, geometric motifs are set into the tile floors, elaborately carved marble columns dominate the interior of the building and has a large riad courtyard garden with a central fountain. Soon after becoming the Princess of Belcadiz, Carnelia sold the building in AC 995 to the Bazán family, one of the five great original Belcadizan families and was given over to the patriarch's youngest son, Frederico Bazán Oliver (Age 322, E8, AL-N). Frederico decided to make the building into an upscale gambling house which opened for business in AC 1001. Like Villa Cimbrome the Gran Casino was damaged last year by the fire and explosion of the Fireworks Arcane House and was closed for several months while the extensive damage to the buildings north wing was repaired.

Only the very rich are invited by Frederico to come to the Gran Casino. Any non-nobles without an invitation or is known to be a regular patron is stopped by the doorman, and unless they can come up a 10 cr. tip to the doorman, they are turned away. The Gran Casino del Bazán has a strict dress code to also be allowed inside (100 dc. minimum quality clothes) though one can rent some clothes and be charged a rental fee of 2 cr. for some excellent quality (and freshly laundered) robes for them to wear when on the premises.

Upon entering the Gran Casino del Bazán they first enter the grand salon where the finest of Belcadiz drinks are served and games and partners are arranged with the staff. Any number of games can be arranged between players or a game of chance between a number of players and the House. The Casino also posts odds that guests can wager against for any number of things such as football matches, who will be the next noble to die (Baron Sergei Wutyla leads at 3:2), duels at Dueling Court, odds that Princess Juliana will marry before she turns 30 (currently at 3-1), and the winners of Awards Festivals. Pretty much anything one is willing to put coin upon can be wagered upon here. The Casino operates under the Gentleman's Creed, that everyone is good for their debts. Chits are available in denominations from 1 cr. up to 20 cr. from the staff member running a game. The most popular of games against the House is the high stakes card game Basset, a costly and risky game in which fortunes could be made or lost, but more often lost against the house dealer as the game by its odds favors the House.

The Gran Casino is licensed with the Ministry of Coin thus all betting is legal. At the time of cashing out one's chits, 10% of any winnings are taken by the Gran Casino and paid to the Glantrian Treasury by the next quarterly tax day. If a player cannot cover their losses, they are in big trouble as the Glantrian license for gambling allows the Gran Casino to claim any assets a losing gambler has to cover their losses. Any better unable to cover their losses on the spot are immediately, and not gently, escorted to Frederico's office where they are held until the City Constabulary (see location #24) can arrive whereupon they will be eventually taken to the City Courthouse (see Middle Class Quarter, Amaryllis Precinct location #40) where any arrangements will be made with the magistrates to begin the forfeiture of assets. If one was unable to cover losses, they would be tried in Glantrian court on the Felony charge of Debts. The Grand Casino employs 5 Belcadizan security guards (E7) who deal protect the Casino and its patrons as well as handling unruly patrons.

## #6. The Watertower Inn

Next to the Silver Tower Inn, the Watertower is the most famous Inn in Glantri with excellent lodging and food and with a price to match. Unlike the Silver Tower one does not need to be wealthy and powerful to stay here, one needs only to be wealthy. Originally built in AC 767 as the headquarters of the City Constabulary, it was made vacant in AC 811 when the Tower of Sighs was built. The tower changed hands several times over the years before being sold to its present owner in AC 978 who made it into a 1<sup>st</sup> class Inn for the wealthy to stay in when they visited the city. The Watertower is 6 stories high, with 2 sublevels and has two additional towers on top which were added by the present owner and completed in AC 991. The tower has a large central grand staircase which takes one to the higher levels of the Watertower and goes all the way to the roof. The Watertower also has two magical lifts, a small one able to carry up to four people to the higher levels and also goes all the way to the roof, as well as a large 10' x 10' lift which is used by the staff to move supplies from the first floor to its storage sublevels. The tower is accessed by a gondola landing on the southern side of the tower. The Watertower has its own small fleet of 4 gondolas for use by its guests which will take them from the Watertower to anywhere in the inner city for half the standard usual rates (i.e. only 5 sv. for a trip to the Citadel Quarter). The landing is also where supplies, such as fresh food destined for the kitchen, are delivered to the Watertower which are usually done very early in the morning. The first floor is split into two main areas by the central staircase. The west half is the staff area and has a front desk where customers can check in or out as well as request specific guest services. The manager of the Watertower

has her office here and is on duty from 8am to 5pm. The east half of the first floor contains a richly appointed sitting area where patrons of the Watertower can relax while meeting each other or their invited guests to the Watertower.

The upper floors of the Watertower are where the guest rooms and suites are located. They are laid out in pie shaped wedges around the circular staircase thus every room, no matter how small, has exterior views through the Watertower's special floor to ceiling windows that are made one-way windows that are transparent on the inside yet reflective on the outside. Each room has its own private privy with black pudding disposal units along with on demand hot water for baths via internal piping from the Fire Elemental boiler in the sublevel. All rooms also have personal Continual Lighting and the latest in permanent Floating Disk furniture.

The second and third floors each contain 8 guest rooms consisting of a single bedroom and small sitting room that cost 30 dc. per night. The fourth and fifth floors each contain 6 guest rooms consisting of 4 single bedroom units for 30 dc. a night and 2 larger suites with 2 bedrooms and a small sitting room that goes for 50 dc. per night. The top floor, the sixth, is where the luxury suites are found and has 4 3 bedrooms suites with a large sitting room and exterior alcove balcony. These suites go for 150 dc. a night. Only three suites however might be available for guests at any given time as Gertrud Schnorr, one of the richest people in Glantri and the head of the Schnorr Trading House, has been living in one of suites for the last two years while her new mansion in the Ducat Precinct is being finished (see Business Quarter/Ducat Precinct location #11).

Both the main circular staircase and magical lift can take guests to the roof of the Watertower Inn and a glassed walled but slate roofed unit with four doors. Two lead to the two outdoor patios (a) atop the Watertower which are especially popular for guests during the warm summer months. The other two doors lead to each of the two small towers (b,c) atop the Watertower. The Watertower Lounge (b) is a two-story tower which guests, and their guests, can enjoy drinks on the lower level with many chairs and tables for informal gatherings. The top level has a large ballroom for formal gatherings. The lounge is open 24 hours a day with staff on hand to serve drinks to guests.

Aizle (c) (named after the old Kaelic word meaning "spark" is one of the finest dining establishments in Glantri City and is where the famed Kaelic chef, Nicola McIlraith, serves her unique twist on not just traditional Kaelic cuisine but also on famed dishes from all over Glantri. Aizle is only open for dinner which is served from 5pm to 10pm and reservations are highly recommended. Guests who enter Aizle are met by the maître d' who confirms a guests reservations. A waiting area is here for those waiting others in their dinner party or for those who are without reservations in hope of getting a table. The second floor of Aizle is the main dining room with panoramic 360° views of the city, and with the third floor under the towers roof occupied by the kitchen. The menu at Aizle changes daily depending on the time of year and the availability of ingredients but Aizle will always have its favorite dishes in addition to new menu offerings. A typical menu looks like the following:

#### Appetizer:

Pork and Black Pudding sausage rolls (15 dc.) – A plate of 7 pastries filled with Aalbanese sausage B and fresh from the Monster Handlers pots to your plates Black Pudding. Said to be safe to eat, completely dead and very tasty.

Lohikeitto (3 sv.) - A bowl of the signature Alphantian soup. It consists of salmon fillets, boiled potatoes, carrots, and leeks. The dish is served hot, and typically seasoned with fresh dill, salt, and black pepper.

Snake Bites (5 dc.) - A Belcadizan favorite and one of the most popular appetizers at Aizle. A plate of chopped (to order in the kitchen) and grilled giant snake (type varies upon availability but all snake tastes like chicken anyway) and topped with McIlraith's signature Mojo Rojo sauce which is rumored to have just a dash of snake venom for extra flavor.

### Main Course:

The Aizle (3 dc.) - The beloved signature dish at Aizle for many years. A large 20 oz cut of Troll Steak with a side of Gelatinous Cublings Flambe.

Sindhori Murgh (10 dc.) - A whole chicken marinated in yogurt and special imported Sindhi spices and cooked in a special oven. Served with a side of imported lentils.

Kohlrouladen (2 dc.) - The Hattian traditional favorite with cabbage rolls stuffed with beef and pork with a side of boiled mashed potatoes.

### Dessert:

Cranachan (5 dc.) - The Kaelic favorite, Cranachan is crowdie cheese combined with raspberries and lightly toasted oatmeal, cream, and local honey.

Cannele (15 dc.) - A small crisp, caramelized brown cake with a custard-like center that has a hint of imported Ierendi rum and vanilla, made with flour and egg yolks. It comes in a distinctive cylindrical shape and hails from the Ximes region of Noevelle Averoigne.

Aizle also has a wide selection of wines and spirits from all over Glantri to go with a meal. The dining room has a max capacity of 25 not for lack of table space but to allow the kitchen to prepare its meals and ensure the utmost quality in every bite.

## Ward 2

### #7. Frederickspoort

Frederickspoort is not a building but a common area allowing those who get off at the gondola landing (a) easy access to the De Grote Promendade. A covered area (b) was built for those who are on De Grote Promendade and are caught by sudden rain or thunderstorms. They can take shelter from the weather under this large, covered area. This gateway to the Promendade was named for the first Prince of Bergdhoven, Frederick Vlaardoen, who proved a wise and able leader as well as serving as the first Supreme Judge of the Council and de facto ruler of Glantri City after the establishment of the Republic of Glantri. He later was also Etienne d'Ambreville's leading conspirator in crafting and getting passed into law the historic Light of Rad legislation and is perhaps the second most important historical figure in the creation of the Magocracy of Glantri.

### #8. De Grote Promendade

One of the most popular, if not the most popular as the Alexander Platz is not completely open to the public, places for all residents of Glantri City. Located at the very southern tip of Glantri City De Grote Promendade is a popular place for all Glantrians, poor and prince, to relax, take leisurely walks, and enjoy the fresh air and stunning views of the meeting of the Isoile and Vesubian rivers and with the Glantrian alps visible in the distance to the southwest.

## #9. Théâtre Le Splendid

Le Splendid is a two-story limestone building which is an excellent example of neo-Glantrian architecture with its multitude of pointed arches and stained-glass windows. It has been owned since AC 923 by the Beaux Arts de Yvonne and serves as a classroom for its students here in Glantri City. The theater runs on the schedule of the school and is closed during the two-month academic winter break (Kaldmont-Nuwmont).

Le Splendid will often have a four week run of a particular play, often having performances every other day during that month. After the completion of the run of a particular play, the theater will be dark for a week while the next play is rehearsed and prepared for before beginning a new four week run. Le Splendid will usually present student presentations of eight different plays during the ten months of a Beaux Arts academic term. In addition to theater performances, students of the Beaux Arts majoring in music and voice will often hold concerts here. Concert dates are usually announced several weeks in advance and averages out to two concerts per week.

Ticket prices per performance are 1 sv. for floor seating and 5 sv. for balcony for adults; and 1 py. for a balcony seat for those under the age of 15 with floor seating being free of charge. There is no admission charge for students and faculty of Beaux Arts de Yvonne and the Great School of Magic. A special benefactor pass is available at the ticket box and for 1 cr. A pass holder can gain admittance to as many performances during the year as they wish along with one guest per performance. As magic is often employed during plays as part of the students education, mishaps and miscast spells are rather common, a note is posted at the ticket box reassuring ticket holders that the Beaux Arts de Yvonne will take responsibility and cover the costs for any injuries suffered by attendees.

The first floor is the main theater area with the entrance and ticket box on De Grote Promendade. A gondola landing on the of the building on Baron's Gate Canal is used only for moving materials used for stage props or the occasional live monster used in performances. The stage is in the northern side of the building and is an open 2 story area with floor seating in front of the stage and balcony seating on the 3 sides facing the stage. The second level over the southern half of the building is used by the manager of Le Splendid and his staff who run the theater during the ten months it is open during the year.

## #10. Valkner's Museum of Worldly Wonders

This 4-story stone building with a single sublevel is home to Valkner's Museum of Worldly Wonders and is curated and owned by the preeminent Glantri archeologist Glaundro Valkner (Age 43, M6, AL-N). Valkner is not only independently wealthy which allows him to indulge his love of history and archeology, but he also has the financial backing of a handful nobles, including Prince Bartolomeo di Malapietra and Baron Gerrid Rienha. Entrance to Valkner's is through the doorway on De Grote Promendade. Admission to the museum costs 1 dc. for adults, 3 sv. for children under 15, and 1 py. for students of the Great School of Magic. Though the museum has a gondola landing it only for Valkner's use, both personal and receiving newly acquired items, some of which can be large and quite heavy.

The buildings first and second floors are dedicated to local Glantrian exhibits, the current featured exhibit at the current time is "Laterre: The home of two of Glantri's great families". The museum's third



floor contains several exhibits of artifacts from all over Mystara. Current exhibits include a large scale model of the destroyed Alphatian city of Sundsvall, an exhibit of the various faiths and immortals of the Sindhi people, and an exhibit of Ylari artifacts that Valkner uncovered several years ago during a major archeological expedition in Ylaruam that, Valkner will often tell visitors with a wry smile, was nearly the death of him. The top floor is an art gallery with two sections: one section features numerous works from all over Glantri and the other features art from various cultures from all around Mystara. Needless to say, many of Valkner's artifacts and artwork are rare and have substantial worth thus the museum has top of the line magical anti-theft protection installed courtesy of Hannes Schenker. (see Business Quarter, Sovereign Precinct #37).

The sublevel is off limits to visitors and serves as a workshop where new acquisitions are studied and restored if needed before being displayed. This area is run by Valkner's best friend Ramos Tendlebur a noted Darokinian archeologist who curates the museum when Valkner is absent. It is common knowledge Valkner is planning to be away for the next year or more and leaving on a major expedition to the continent of Davania on a major archaeological expedition. He has put out a call for adventurers at the Guild of Adventurers (see Business Quarter, Sovereign Precinct location #38) to accompany him on that long and dangerous journey and Valkner's is expected to be closed while he is away, as it was when he was away in Ylaruam.

## #11. Beaux Arts de Yvonne (Glantri City Campus)

This three story stone building is the Glantri City campus of the famed Beaux Arts de Yvonne university. Focusing on the arts and entertainment, the university is extremely selective and selects only the most talented of students. Less than 4% of the annual applicants to Beaux Arts de Yvonne are selected. The university is completely subsidized by the d'Ambreville family, however the school does have a pay-it-forward tradition and many famous (and very wealthy) alumni donate back to the school in the form of scholarships in their names for top students.

Students at this campus are the crème de la crème of students at the main campus in Yvonne. Students here are at least 6<sup>th</sup> year students at Beaux Arts. Each year at the main campus in Yvonne the Grandmaster of Beaux Arts, Alexandre Deschappelles (Age 89, M34, AL - Lawful), selects the most promising and talented of 5<sup>th</sup> year students and they are offered a chance for a 2-year study program in Glantri City before returning to Yvonne for their 9<sup>th</sup> and final year as a student. The Mistress of the Glantri City campus is Bougaigre (Age 233, Okar13, AL-L) and she oversees the 37 students and 8 faculty that currently live and study here.

The first floor is where the Master of the Campus has his office and where the classrooms of the campus can be found. As the core classes in basic education were covered in a student's first five years at the main Yvonne campus the course work here is more specialized in the field of visual arts, music (instrumental and vocal), performance and the culinary arts. There are no facilities for magical instruction here but if a student can pass the entrance exam, afford the tuition (not covered by Beaux Arts de Yvonne) they can attend the Great School but only receive a half day of instruction for 4 hours a day in the afternoon as class room instruction here at Beaux Arts is held in the morning. Many of the students will work as apprentices in Glantri City when not in class, especially those in the culinary and visual arts programs. Students of the performing arts will serve apprenticeships at the university owned

Théâtre Le Splendid (see location #9) putting on school sponsored plays, dance recitals, and music concerts during the school term that runs from Vaternont through Eirmont.

The second floor of the campus building is where the student dormitories and common areas are found. While most students choose to eat off campus, Beaux Arts does have a kitchen and dining room here where students can enjoy a healthy, nutritious, and free meal. The third floor is where the faculty has its offices and living quarters.

## #12. The Musikverein

In a city of beautiful and grand buildings the Musikverein stands head and shoulders above them all and is one of the most beloved landmarks in the city. The building was heavily damaged in the Alphatian attack upon the city late in AC 1009, when a dying large Roc crashed through the ceiling after being mortally wounded by the cities aerial defenses. While the Musikverein reopened early in AC 1010 repairs to the interior are still going on today as many priceless works of art were damaged and are still today being slowly and carefully repaired and restored. The Musikverein is not privately owned but is considered a state institution of culture thus has a manager who is appointed by the Council of Princes. All profits are reinvested back into the building or budgeted into the next years payments for performers. The manager, Alexandra Schallenburg (Age 39, M4, AI-L) has been the manager since AC 1010 and been reappointed with no dissenting votes every year since she was first appointed.

The large five story high building impresses a visitor before it is even entered with its grand colonnade exterior and its use of polychromy, or a variety of colors, for theatrical effect, which is achieved by using different varieties of marble, stone, and gilded bronze. The façade of the Opera used seventeen different kinds of material, arranged in very elaborate multicolored marble friezes, columns, and lavish statuary. Many of the statues are gilded bronze busts of some of the great Glantrian composers and are located between the columns of the theatre's front façade and depict, from left to right; Pigosi, Auberto, Dallman, Schäfer, Spontini, Meyerov, and Canteloube. On the left and right lateral returns of the front façade are busts of the famed Averoignian librettists Eugène Ducharme and Juliete Quinault, respectively.

The main entrance opens into the Grand Foyer. This hall, 60 feet high, 60 ft long and 30 feet wide, allows the movement of large numbers of people and space for socializing when first entering the Musikverein. Its ceiling was painted by Giovanni Piranesi and represents various moments in the history of Glantri. The Grand Foyer features a large ceremonial staircase of white marble with a balustrade of red and green marble, which divides into two divergent flights of stairs that lead up to the Grand Salon on the second floor. Its design was inspired by Jean Louis's grand staircase for the Théâtre de Vyonnes. The pedestals of the staircase are decorated with female torchères, created by Gerhard Münter. The ceiling above the staircase was repainted in AC 1010 in honor of the reopening of the building by Sergei Lazorov to depict The Triumph of Rad over the Alphatians in the skies over the city.



The Grand Salon has a large area consisting of interweaving corridors, stairwells, alcoves, and landings, allowing the movement of large numbers of people and space for socializing during intermission. Rich with velvet, gold leaf, and cherubim and nymphs, the interior is characteristic of Glantrian Baroque. Carved mahogany double Doors from the Grand Salon lead to the auditorium.

The auditorium has a traditional Thyatian horseshoe shape and has 3 different types of seating. Some 80 seats are available on the first floor and are the cheapest seats available at 5 dc. at seat on a first come first served basis. The most expensive are the four levels of box suites level with and overlooking the stage. Each Prince on the council has a suite reserved for them in prime locations in the center in the two lowest rows. Boxes suites can be bought, on a yearly basis, with prices varying greatly on distance from the Council member boxes. A box suite, with 4 seats, can cost up to 2000 dc a year to purchase in the center close to the Council boxes down to 500 dc. a year on the edges of rows of boxes. A suite of 4 seats can be purchased just for an evening performance, again depending on proximity to the Council suites from 200 dc down to 50 dc. Above the four levels of box seats is the top level, an open fifth floor gallery, where the less than very wealthy can enjoy the performances for only 1 dc. and is quite the experience in itself as the gallery is often packed with the most critical self-proclaimed aficionados who can be ecstatic or absolutely merciless towards the performer's perceived successes or failures. A infamous example of that happened In AC 1011 when tenor Jules Britten left the stage after being booed mercilessly by the gallery during a less than stellar performance of Bors Harvroc forcing his understudy to replace him mid-scene without even the time to change into a costume. The shame was such that Britten never returned to the stage in Glantri after that performance.

The stage can handle up to 30 performers at one time and is fronted by a large orchestra pit that can hold up to 70 musicians. One of the most distinctive parts of the auditorium is the bronze and crystal

chandelier, the receptacle for the 32 Continual Light spells which light the auditorium, which is one the largest in the known world weighing nearly 5 tons. The house curtain is black velvet with gold tassels and braid and the ceiling area which surrounds the chandelier was originally painted by Eugène Garnier. All toll between the floor seats, the box suites, and the standing room only of the gallery, the Musikverlein can accommodate up to 600 people.

The Musikverlein usually holds a performance 4 days a week and generally will perform up to 15 different works of Glantrian composers during a season. The opening of the season at the Musikverlein is traditionally on Nuwmont 1<sup>st</sup> with the season opening with a performance of what most consider the greatest of all Glantrian operas, Kristin und Irmide. The season closes on Eirmont 15<sup>th</sup> with a performance of the beloved opera François et Amélie. The Musikverlein does tend to mix the old classics with new pieces by the most famous living composers. Tickets are often hard to come by during peak or traditional performance and very expensive when they are. No matter when or what kind of performance the Musikverlein is hosting it does enforce a strict minimum dress code (20gp quality clothes minimum).

### #13. United Artists Guild/ Great School of Magic Master Suites

This large limestone 5 story building was owned by the Great School of Magic for many years and operated as an off campus laboratory for its department of Music. When the Glantri Campus of the Beaux Arts de Vyonnes opened in AC 922 the Grandmaster of the Great School at that time, Prince Momai Virayana, decided the Great School needed housing for its rapidly growing faculty more than the lab and closed the performance center and sold off the first floor as commercial space and converted the four upper floors to residential units for use by the Academic and Spellcasting Masters of School.

For many years the first floor was the business and home of an eccentric wizard but as property values skyrocketed during the Great War along with the business taxes, he decided in AC 1007 to sell the very valuable property and move to a smaller and cheaper location in the Muscari Precinct (see location #35). The United Artists Guild immediately bought the first floor from him and after some renovations opened up for business in AC 1008. The location served the Guild far better than its previous location in the Muscari Precinct (see location #40) which really didn't suit the needs of the Guild very well.

The guild represents the interest of the many actors, singers, musicians, dancers, acrobats, poets, painters, sculptors and so on throughout Glantri. The United Artist Guild headquarters is in Vyonnes where the Guildmaster, the famed poet Lara Zhivagova (Age 63, F4, AL-C), oversees the various branches of the guild. The branch here in Glantri City is the biggest in Glantri next to the one in Vyonnes and is overseen by the master of the Guild, Jens Frasich (Age 50, M10, AL-N).

The gondola landing on the north side of the building leads to the guildhall which occupies the first floor. The guildhall consists of a large common area where guild members can meet and exchange information and tips about potential clients and performances. A smaller area of the first floor is reserved for guild business. It is where artists can join the guild, members come to pay their dues and where also where members can seek advice or help resolving problems including family members filing for the death pay out that comes with guild membership. The entrance fee for the guild is 10 dc. and with monthly dues

of 2 dc. The master of the guild also has a small office here where he will personally handle tricky situations or handle the needs of the prominent and famous.

The small gondola landing on the west side of the building leads inside to a small foyer with a staircase leading to the upper floors. Each floor has been subdivided into two large suites with each having 4 to 5 rooms, not only large enough for the Master to live and work in comfort but also with enough room for them to live with their families. Each suite has the latest in magical conveniences such as hot water on demand, black pudding disposal units, and personal climate spells to adjust the temperature in each room. The residences are free of charge and considered a perk of the position of being a Master at the Great School. The Faculty Administrator of the Great School of Magic, Filip Horgotzen (Age 57, M15, 3<sup>rd</sup> Circle Fire Elementalist, AL-N) is in charge of keeping track of the available residential suites for the senior faculty of the Great School and assigning or finding residences to newly promoted Masters of the School. The current residents are:

- 2<sup>nd</sup> Floor:

Master of Music at the Great School of Magic *Willie Hugh Nelson* (Age 88, M36, AL-C)

Master Nelson is a graduate of both the Great School of Magic and Beaux Arts de Vyonnes. Renowned as a living legend among Glantrian singer-songwriters he has been telling tales of the frontier lives of the hard men and harder women of the Sablestone region for over 70 years. He lives alone here but is rarely alone when home as his residence is often filled with young musicians performing in the Entertainment Quarter who were invited by Willie to drop by and jam and partake of some of his beloved smokey inspiration.

Master of Magic Items *Franz Fischer* (Age 65, M28, AL-C)

Master Fischer has been a Master of Magic Items at the Great School since AC 1004 and was promoted when the previous Mistress of Magic Items, Rebeque DeShazo, became the new Arch Mistress of Magic Items. When she moved to her new permanent quarters at the Great School after being promoted Franz was assigned to her previous living quarters here in this prime location. While Master Fischer is an expert in the spells of Divination and he is considered Glantri's greatest expert in the subject of Crystal Balls often with extra abilities and powers, having successfully enchanted nearly 200 of them himself over the last 40 years and unwittingly created, for Grand Master Etienne, the focal device for Rad's Doomsday Device. Franz is well aware of the rumors surrounding him at the Great School that is might be considered for the position of Master of Divination if the position came open upon the expected death or retirement of Mistress Schaft and would probably take the position if it were offered.

- 3<sup>rd</sup> Floor:

Master of Illusion *Dugarsürengeiin Oyuunbold* (Age 89, M33, 4<sup>th</sup> Circle Illusionist, AL-L)

Master Oyuunbold has been a Master of Illusion spellcasting at the Great School since AC 991. After graduating from the Great School as a teenager he adventured in Norwold for years before returning to Glantri and worked for years here in the Entertainment Quarter providing illusions for performances at Metropolitan before taking a position at the Great School shortly after turning 30. He quickly worked his way up the faculty ladder for in addition to being a true master of illusionary magic he also had a way with young students who related well to the much

older master. Master Dug as he likes to be called lives here with his wife Terbish (Age 91, F20, AL-N) who was his adventuring partner and now his wife for the last 65 years.

Master of Mathematics Gregor Atropov (Age 41, M25, AL-L)

Master Atropov is of course the grandson of one of the greatest wizards in all Glantri, the esteemed High Master of Magic at the Great School Yuri Atropov (Age 104, M36, 4<sup>th</sup> Circle Alchemist, AL-N). Though Gregor has well earned his position and is an expert mathematician he is aware and sensitive to whispers of nepotism and will campaign hard to be made a Master of Enchantment when a position comes open where he feels he can really show he is more than a scion of his grandfather. Gregor is unmarried but lives here with his longtime girlfriend Carlijn Borghuis (Age 32, M16, AL-N) who works at Glantri Hope Hospital (see Middle Class Quarter, Aalsmeer Precinct location #20) as a nurse. They are planning to finally marry next year.

- 4<sup>th</sup> Floor:

Master of Visual Arts Rembrandt Stolwijck (Age 92, M29, AL-N)

Master Stolwijck was once the High Master of Art at the Beaux Arts de Yvonne before taking the open position of Master of Visual Arts here at the Great School over 40 years ago. Though Stolwijck remains one of the greatest of sculptors he has adjusted to the differences between Beaux Arts and the Great School, with having students of far less artistic quality, and has quietly focused on his magical studies using the facilities of the school and has gained nearly 20 levels since joining the faculty here finding Evocation spells highly fascinating and has become good friends with his next door neighbor who often gives him personal instruction. Stolwijck lives alone and has converted several of the rooms on this floor to studios where he still produces sculptures of the highest quality, focusing on rendering sculptures of some of Glantri's most powerful. He is currently working on a full size sculpture of Princess Dolores who comes to his studio once a week for 2 hours and sits for him. Stolwijck rightfully thinks his sculpture of the Princess may go down as his greatest work and salivates at the 6 figures he thinks he can earn by putting it up for auction (see location #25) once it is finished.

Mistress of Evocation Inge Schippers (Age 98, M36, 4<sup>th</sup> Circle Alchemist, AL-L)

Mistress Schippers is the ranking Mistress of Evocation at the Great School and has been waiting impatiently for the current Arch Master, the 136 year old Joos van Rijthoven who has been Arch Master for nearly 60 years, to retire or die so she can finally ascend to the position she believes she has earned in the 40 years she herself has spent as a Mistress of Evocation spellcasting under him. Mistress Schippers is unmarried, and lives alone here but often is found in the company of her next door neighbor Master Stolwijck, either watching him work or giving him private magical instruction. Though no one knows for sure, there are a lot of rumors going around the Great School that the two are far more than just friends.

- 5<sup>th</sup> Floor:

Mistress of Abjuration Nirupama Bahamri (Age 63, M32, AL-L)

Mistress Bahamri is notable for becoming the very first Master of Sinhi descent at the Great School of Magic when she was hired by Grand Master d'Ambreville in AC 1009 to be a Mistress of Abjuration spellcasting. Bahamri's family was one of the most notable in Sind's Jadugerya

caste of spellcasters but fled to Glantri in AC 1007. Nirupama's vast knowledge and experience with spells of Abjuration soon came to the notice of its Arch Master Alizé Chanfreau who hounded and pestered Grand Master Etienne until he finally appointed Bahamri as a Mistress at the school. Like many of the prominent Sindhians in Glantri she is close to the Viscountess of d'Ylourgne Sita Peshwir and is a part of her social and political circle. She is privy to Peshwir's long term plans to nudge Glantri into expanding to the west and not just free it of the yoke of the Master of Hule but make it a part of Glantri.

Master of Law Judge (Ret.) Charles Evans (Age 91, M22, AL-N)

Master Evans has been Master of Law at the Great School since he retired from Department of Adjudication and his position as a Prime of the High Court of Glantri after being passed over for the open Minister of Justice in AC 995. He was immediately hired by the Great School as a new Master of Law replacing the fired previous Mistress of Law who had proved herself unsatisfactory for the position. Master Evans still keeps touch with many of his friends and coworkers in the Ministry of Justice and will have them over for socials here where they often discuss the fine points of Glantrian law or current cases of interest. He lives here with his wife Sybil (Age 84, NM, AL-L). The couple often have some of their grandchildren stay with them when their parents, Master Evans' children, are called away from home for work.

## #14. Watergates

The Watergates are a series of six gates that guard the points where Glantri City's canals meet the Vesubian and Isoile Rivers. Each Watergate consists of two slim yet tall at 70 feet towers that are manned by a Troop of 20 Sentry Constables of the City Watch (see Citadel Quarter location #2) and are commanded by a Sentry Captain. Each tower of the gates contains a barracks which houses 10 Sentry Constables. A set of large metal chains between the two gate towers can be raised from below the water to bar entry to any boat or ship.

There are two Watergates in the Entertainment Quarter, both are in the Hyacinth Precinct. Both of the gates, the one to the west on Earl's Gate canal and the one to the east on Baron's Gate canal are usually left open as to not spoil the view. The Entertainment Quarter is a hive of activity day and night and though gondolas do not operate upon the river many in the city have water transport that is magically propelled thus able to move upon the river as well as the canals. The two gates will only be closed during an emergency at the command of the Supreme Judge of the Council, the last they were was the riot of AC 1013 in the Entertainment Quarter.

During the annual raising of the walls in late fall to protect the south side of the city for when the rivers freeze the Watergates become defensive towers like those around the city wall. The chains are left under the water/ice once the river has frozen solid and the six meeting points of the canals and river have walls raised between and connected to the flanking towers of the gates. The defensive armaments of the towers consist of two heavy catapults and one Magical Missile battery. Though normally the gate towers are manned by a squad of ten Sentry Constables, in times of war each tower of the gate could hold up to 50. The Watergate towers can be accessed by a small gondola port/main door at canal level and have heavy doors 50 feet up that can connect the cities winter defensive walls.

## Ward 3

### #15. De Westelijk Promenade

While not renowned as De Grote Promenade is with its incredible views, the Westelijk Promenade is the busiest and most crowded public area in the Hyacinth Precinct. Connected via the Jherridansbrug over Kash Flow to the De Noordelijk Promenade in the Muscari Precinct, De Westelijk Promenade is one half of a long public walk that connects the two precincts and allows quick walking access between the many establishments and venues in the western half of the Entertainment Quarter.

Due in large part to its three large gondola landings on Actors Lane canal De Westelijk Promenade is often the point of entry from other places in the city for those enjoying a night (or day) out enjoying the Entertainment quarter. De Westelijk Promenade is heavily patrolled by constables from the Hyacinth Precinct (see location #24) and are very watchful for pickpockets, thieves, as well as potential troublemakers as the scars of the violent riot last year are still fresh in the minds of the constables of the Hyacinth precinct.

### #16. Metropolitan Theater

Very much like The Musikverein (see location #12) the Metropolitan Theater is one of the favorite spots for Glantri's high society to gather, socialize and enjoy the greatest of Glantrian performance art. The greatest and most famous of Glantrian actors often perform here in strange mixes of traditional theater with magic. The most popular of plays involve heroic scenes where the hero, or heroine, reduces a live monster to ashes. Use of illusions has become very trendy, and extremely popular with audiences after a memorable debut in AC 1010. Occasionally accidents do happen, especially when live monsters don't cooperate and get reduced to ash as they are supposed to do, but audiences tend to find the faux-pas as interesting and entertaining as the bad villainous monster being cooperative in allowing itself to be killed.

The Metropolitan Theater, known of course as 'The Met' is the largest building in the Entertainment Quarter and is five stories tall. The building was commissioned by Alexander Glantri himself as a gift to the city which took his name and was built using the finest of Caurenzian marble blocks and took nearly six years to complete. The main entrance leads to a ticket box where general admission tickets are sold for those who do not own boxes. After passing through admission attendees enter the Grand Foyer (a) which is a 2 story open area with white marble floor and multiple columns of pink marble where theater goers can mix and socialize both prior to and after performances. The Grand Staircase in the foyer leads up for upper level box seat holders and down for 1<sup>st</sup> row box seat holders and floor level seating. The third, fourth, and fifth levels above the Grand Foyer are occupied by offices of the staff of the Theater and its board of directors, including a grand office suite on the top floor occupied by the current manager of the Metropolitan Theater, Fabrice Noiret (Age 63, NM, AL-N). Just like the Musikverein, the Metropolitan Theater is considered a state institution of culture thus the manager is appointed by the Council of Princes, usually from one of the board of directors. All profits are reinvested back into the building or budgeted for payments for the next years performers.



The auditorium has a traditional Thyatian horseshoe shape and is a massive area consisting of 7 levels, 5 above ground and 2 sublevels. The stage area (b) is the largest in the Known World outside of Thyatis and can accommodate as many as 150 artists and has a large backstage which allows more sets to be stored, thus permitting more productions as well as a 2<sup>nd</sup> lateral stage in which scenes can be changed quickly. The stage curtain is famed for its 1100 flowers in gilt leather upon its dark green velvet.

The horseshoe has 200 floor seats and 6 rows of box seating. Each box has 4 seats with exception of the Supreme Box which has seating for 16. The Metropolitan has a maximum seating capacity of 1100.



Each of the 14 Prince and Princess of Glantri gets a complimentary Council box. Four to either side of the Supreme Box on the 2<sup>nd</sup> level (first floor) and three to either side on the 3<sup>rd</sup> level of the Auditorium. The use of the Supreme box by tradition goes to the holder of the Council Charge of Supreme Judge of the Council. Many nobles and high ranking government officials living in Glantri City will purchase boxes before the start of a new theater season with the closest to the Council boxes demanding the highest prices. Generally, half of the boxes, generally on the wings closest to the stage are available at any one time for purchase. However, the performances that open and close the season tend to sell out in advance and tickets are almost never available the day of the performance. Floor seats cost 5 dc. for a performance and boxes range from 1500 dc. a season/ 150 dc. a performance for those close to the Princes and 500 dc. a season/50 dc. a performance for the least desirable box seats.

## #17. De Karpershoek/ Residential

This four-story stone building around a large courtyard is one of more popular places to enjoy a quiet excellent meal and fine drinks in the Entertainment Quarter. De Karpershoek occupies the first floor and offers a wide array of traditional Flaemish culinary favorites and several different Flaemish beverages. The main entrance to the building is located on De Westelijk Promenade in a small vestibule that opens to building foyer. The foyer has a large staircase to the upper floor as well as passages to the inner courtyard and to De Karpershoek. The building also has a good-sized gondola landing in on Earl's Gate Canal which leads also the building foyer.

The first floor is roughly broken into 2 halves. The southern half is the building foyer while the two northern wings are where De Karpershoek is found. Karpershoek is open from 1pm to 1am and has separate dining and tavern areas though one can get food and drink in either. Unlike many of the more high end (and far more expensive) eateries in the Entertainment Quarter, De Karpershoek does not have a varied menu of selections but serves a delicious meal selected and prepared by the head chef and which changes daily. The chef uses only fresh ingredients usually selected personally by the chef that morning at the Open Market. Prices are very reasonable since because business is very strong there is little wastage of food. De Karpershoek is especially popular with students from Beaux Arts de Vyonnes for excellent meals at good prices. For example, a good meal of erwtensoep with rookworst, and with an appelfappen for dessert only costs 5 sv. The tavern room of De Karpershoek is especially popular hangout for the students of Beaux Arts and is open from 1pm to 3am where the famed Flaemish spiced ale flows freely at 1 sv. for a tall mug. For those who wish to drown their sorrows or get hot for a date or for an evening of sack and pillage out on the town; a tulip shaped glass of oude jenever costs 3 sv.

The staircase in the building's entry foyer leads to the top 3 floors of the building which are residential. Each floor has a common lavatory area and bathing area, but many owners have installed more private, magical, facilities in their own homes. Each floor contains 4 multi room residential suites. Some prominent Glantrians own units here alongside other less prominent owners but due to the location of the building the prices to own a unit here are rather high so all residents here have money. All 12 residence are owned and occupied but if an owner decided to sell their unit, they could expect to receive offers starting in the neighborhood of 200 cr. (10,000 ducats) There are 12 units between the three floors housing approximately 50 people. Some of the prominent and noteworthy that live here are:

- Master jeweler and member of the Guild of Jewelers Juliana Prins (Age 42, M5, AL-N). Prins owns the famed Juliana's Gems and Jewels in the Noble Quarter (see Noble Quarter, Crown Precinct location #24). She lives here on the 3<sup>rd</sup> floor with husband Dirk (Age 43, F11, AL-L) and their two children Gertjan (Age 6) and Ankie (Age 4).
- Senior Diplomat Marianita Lucia de Leon y Valdez (Age 48, M31, AL- N) who works at the Chancellery Centre at the Parliamentary Building. Marianita is one of Glantri's most famed bachelorettes and lives here alone in her 4<sup>th</sup> floor unit, but her current par amour can often be found staying here at night. And at the time of writing that is Lieutenant General Anja Höppner (Age 38, F21, AL-N) the Executive Officer of the elite 1<sup>st</sup> Glantrian Mobile Assault Division.
- The famed actress Eilish McColgan (Age 28, M5, AL-C) who is renting the 2<sup>nd</sup> floor residence from the owner while she is in Glantri City. She is currently starring in the Metropolitan Theater

production of the epic tragedy 'The Tears of Thar'. She lives here alone but her unit is often the scene of wild parties going on well into the night with actors, artists, and musicians mingling with the occasional high ranking Glantrian official.

- The Third Prime of the High Court of Glantri Kurt Vermeer (Age 63, NM, AL-N) lives on the 3<sup>rd</sup> floor with his wife Charlotta (Age 40, M6, AL-C) and his 3 adolescent children Bruno (Age 12), Arnold (Age 9), and their daughter Silke (Age 14, M3, AL-L) who is a student at the Great School of Magic
- Master tailor Üüriintuya Mönkhbayar (Age 56, M27, AL-C) and his lovely Alphatian wife Eveliena (Age 59, NM, AL-N) . Mönkhbayar is the famed tailor of the nobility and owner of A Touch of Üüriintuya in the Noble Quarter (see Noble Quarter, Crown Precinct location #26).

## #18. Helmi's House of Horrors

This two-story building is one of the most popular attractions in the Entertainment Quarter that doesn't involve eating, drinking, or sopping up the high culture. Helmi's House of Horror is owned and run by ex-adventurer Helmi Kinnunen (Age 32, M18, AL-N) who was inspired by his last adventure, and not coincidentally the one that led him to retire. Helmi bought the building from the previous owner whose Inn failed after several customers died of food poisoning in AC 1003. Helmi gutted the two-story building leaving little but the outside walls and supporting interior columns and reopened it as a haunted house attraction. He took his inspiration from the greatest of all haunted houses in Glantri, the mysterious family residence of the former noble Grimoard family. (see Noble Quarter, Crown Precinct location #20). Helmi's is open nightly from 7pm to 3 am and often a line of several gondolas can be found during the night waiting a chance to experience Helmi's House of Horrors.

Helmi and his staff of 5 magic users (approx. level 6) specialize, in conjunction with hired local artists, in using their illusion based basic to create scary environments for customers to explore and experience. The first floor is set up in a standard dungeon motif while the second floor varies, usually changing every month, using physical props created by hired local artists and illusionary magic to appear as a graveyard, or dragon's lair, or any number of various dangerous and scary settings. Entrance to the House of Horrors is by groups, usually of 5-8 people, with only one group being in the house at one time to allow Helmi and his hired magic users to fully concentrate on providing and maintaining their magical illusions from the benefit (and terror) of their customers. Helmi charges 10 dc. per person. With such limited entry the lines can get lengthy as it takes about 30-45 minutes for a group to navigate the house. Using a wide array of visual and auditory illusionary magic spells, Helmi and his staff create visions of horror and fear, terrifying monsters, whom customers can battle, or be chased by, and partially experience the tension and fear real adventures know all too well.

## #19. Andrathath's Glen

One of the more unique buildings in Glantri City can be found here at Andrathath's concert hall. The single-story wood building is one of the oldest buildings in the Entertainment Quarter as it was built in AC 845 and has had the same owner since then. The owner, Andrathath Crawarin (Age 623, E9, AL-L), is from one of the minor clans of Erewan but has for centuries been prominent for producing the finest of musicians and few elves in Clan Crawarin are more talented or famed than Andrathath is.

The exterior of the building hints at the uniqueness of Andrathath's. The exterior of the building is wood, constructed of white oak, with large exterior ornate carved wood columns every 12 feet extending 40 up to the roof. The columns are exquisitely carved to represent the various kinds of trees common to Erewan such as Oaks, Cypress, and Ash. From the main entrance on De Grote Promenade one enters an amazing open space, with not stone floors but a natural floor of dirt with an amazing variety of flora with several large ponds filled with live fish. The ceilings, some 50 feet above the floor at the center is painted and makes it appear as if one on the floor is looking through the canopy of a forest to the sky. Several large openings in the roof and ceiling let in the elements such as rain as well as many birds which come and go through the openings as the songs of birds is often present to those inside the building. Special magic developed by Erewan Dateless University, mimicking in part the greater magic that was used in Alfheim under the dense impenetrable forest canopy, makes it possible for such flora to survive inside and not get direct sunlight.

Andrathath resides here amongst the natural splendor often playing his harp and singing the mournful songs passed down through the millennia of the lost Elven homeland. Every other night he opens the doors at 7pm sharp and with a small donation, a single ducat, those who wish to be treated to an evening of song and music by one of the true masters of Elven music can enter. He will gather his guests around him, usually close to one of the ponds with small waterfalls as elven music is best accompanied by the sound of water as noted musical scholars have long noted the symbiosis between water and elven music with Elves mimicking the flow of the water figuratively in their music, with rising and falling monophonic lines. Andrathath's concerts consist of epic tales of the elven past, passed down many generations interspersed with sung passages and the sound of his harp. A typical performance by Andrathath can last up to 4 hours and few attendees ever leave prior to its completion as he often will completely spellbind his audience with the beauty of his music and his voice but also the sorrow so present in elven tales of their past.

## #20. Lazorov's Gallery of Art/ Residential

This stone 4 story building has two entrances. Each entrance opens into a small foyer which has a door leading to the first floor of the building as well as a staircase leading to the two upper levels. The first floor is owned by the master painter Sergei Lazorov and the top 3 floors are taken up with multiple residential units.

Entering the bottom floor via either foyer put one in the large art gallery of the famous painter Sergei Lazorov (Age 43, M9, AL-C). Many paintings of his are on display here and for sale including a smaller (3ft x 2ft) version of his famed *The Triumph of Rad* which decorates the ceiling above the main staircase at the Musikverein (see location #12). The copy on display here will set an art collector back a cool 200 cr.

Lazorov's other works feature paintings of some of the great wizards of Glantri engaged in doing wizardly things. A small sampling of his works are as follows:

- Lord Taivas Urbaal putting the final enchantment on the Dragonfly flying machine (1550 dc.)
- Fire Marshall Vassily Andreikov summoning a water elemental to combat fires set during the riots last year in the Entertainment Quarter (800 dc.)
- Viscount Michel Leconte mounted upon his Blue Dragon on the stern of the captured Alpathian man-o-war Eriadna during the Battle of Retebius (3500 dc.).

Lazorov, in addition to his first floor gallery, also has a salon where he works on his current projects as well as living space for him and his wife. Sergei will work upon commission and has done paintings for many nobles and even some of the ruling Princes and his prices are commensurate with the masters level quality of the works.

The second, third, and fourth floors are residential with each floor containing three spacious 3 and 4 room units. There are 9 units between the three floors housing approximately 40 people. These units are privately owned and are home to several high ranking and prominent Glantrians and their families. There are no communal facilities on these floors and all the units have had magical means for cooking and personal hygiene installed. The going price for a unit if one came upon the market based on previous sales is around 300 cr. (15,000 ducats). Some of the notable resident living here include:

- The most prominent resident would surely infamous socialite Dona Carmina de Belcadiz (Age 110, E7 2<sup>nd</sup> Circle Witch, AL-C) the cousin of Princess Carnelia of Belcadiz. She bought this unit on the 3<sup>rd</sup> Floor in AC 1012 after Henri d'Ambreville was killed. While she could have a large suite of rooms at the Belcadiz House (see Noble Quarter, Rim Precinct location #37) she prefers to use her large living stipend to carry on as she wishes, which is usually is to no good.
- The Submistress of Mintage Édith du Châtelet (Age 63, M15, AL-L) owns this unit on the top floor and lives here with her husband Thierry (Age 49, F10, AL-N) and their daughter Ameline (Age 27, M6, AL-C) who also works in the Chamber of Coin as a accountant for the Department of Reckoning. Her husband is a part time worker who occasionally is hired out by the GSA (see Business Quarter, Sovereign Precinct location # 35) as a part time guard in the city. She bought the unit when she first moved to Glantri City in AC 1006 when she accepted the position of Submistress of the newly established Department (see Citadel Quarter location #4).
- The owner of the Silver Tower Inn Giorgio Carluccio (Age 74, NM, AL-C). Carluccio lives here on the 4<sup>th</sup> floor with his wife Flavia (Age 75, NM, AL-N) and their son Roberto (Age 48, F3, AL-N) along with his wife Raffaella (Age 44, M5, AL-C) and 4 young children; Tomasso - Age 6, Aldo - Age 5, Edgardo - Age 3 and Flamina - Age 1. . Carluccio puts in long hours at the Silver Tower Inn (see Noble Quarter, Crown Precinct location #21) and is rarely at home. His wife is kept busy watching their grandchildren while Robert is a Constable based at the Tower of Sighs and his wife is a scribe who works at the Parliament Building.
- The Senior Adjudicator of the 1st Circuit Courthouse (see the Business Quarter, Ducat Precinct location #9), Judge Mariken van Loon (Age 62, M6, AL-C) lives in a 4<sup>th</sup> floor unit with his wife Anneke (Age 55, M28, AL-N). Neither are home very often as both work long hours, Mariken at

the courthouse and his wife as the manager Glantri Express-Arcane Teleposter's main branch in the Middle Class Quarter (see Middle Class Quarter, The Aalsmeer Precinct location #14)

- The head of the KGB, Vladimir Putridov (Age 65, F3, AL-N) who leads the Konsortium of Glantrian Bureaucrats which lobbies both the Council of Princes and House of Lords on issues regarding the rank-and-file workers of the vast Glantrian Bureaucracy. He lives on the second floor with his three granddaughters, all under ten years old, who lost their parents during Thar's invasion. Putridov has hired a highly recommended young women from the Amaryllis Precinct to watch over the young children while he works at the Parliamentary building. After his wife passed away last year and he became responsible for his grandchildren he no longer takes trips out of the city and delegates his subordinates to deal with matters of interest to the KGB outside of Glantri City.

## #21. The Old Glantri House

This two story building is the Entertainment Quarters's equivalent of the Silver Tower Inn located in the Noble Quarter. Whereas the Silver Tower delivers an intimate first class dining experience for Glantri's elite, The Old Glantri House, simply referred to as 'The House' by Glantrian high society, is a private establishment that provides first class entertainment and exclusive social setting for its members, Glantri's elite, to let their hair down and relax and occasionally get wild. It is adult only and no one under the age 16 is allowed, not even the children of a ruling Prince. Only the elites of Glantrian society; nobles and their families, military officers of high rank, Masters of the Great School of Magic, high ranking government officials along with any of their guests are admitted into *The House*. Though there are no dues for members, members are expected to pay a usage fee of a single Crown coin per visit with an additional Crown per guest. The name and reputations of Glantri's elite allows the owner to safely operate on a credit system, with the doorman keeping tallies of members and guest visits. A member is expected to clear his account with The House every month. Failure to timely pay is seen as a social faux pas and will lead to lowered status amongst their peers as well as possible revocation of membership status by the owner.

The Old Glantri House is open from 3pm to 3am and the main entrance is found on the gondola landing on the Earl's Court canal. A secondary entrance is on De Grote Promenade but isn't used that often as most patrons make The House their first stop in the Entertainment Quarter and often arrive via gondola from other parts of the city. Those who arrive are greeted by the doorman, the elites of Glantri are well known as are most any noble family members. Guests are allowed if accompanied by a member of the elite or have a written invitation. If there is any doubt about admitting someone the doorman does not recognize, the owner of The Old Glantri House, Rory Donaldson (Age 45, F6, AL-N), is summoned who will have the final say whether or not to admit the person. The building has a central courtyard which is very popular during the warm summer months and is surrounded on three sides (N,S,W) by open interior spaces with many plush chairs and couches for members and their guests to relax and socialize indoors or when the weather is bad outside. Several members of Donaldson's staff are made available to take drink orders or to summon Donaldson himself for any special requests a member might have.

The eastern wing of The House on its first floor has a stage and a long bar area where drinks can be had with many tables and chairs for members to enjoy whatever Donaldson has chosen for the night's

entertainment on stage. The bar serves the finest of Caurenzian and Averoignian wines, the best of Boldavian and Klantrian spirits, as well as a wide selection of Aalbanese and Flaemish beers. Rory's taste in entertainment tends to be a bit on the exotic side and the primary reason The House is adult only. On any given night members might be treated to nude dancers, risqué storytellers, and trained monster performances. While full meals are not served at The House it offers a good selection of appetizers and snacks which are available from a small kitchen on the second floor of the east wing. Rory has his personal quarters on the second floor as well as his office. The second floor of the north, south and west wings overlooking the courtyard each have a private room with exquisite furniture which members can rent hourly for private meetings, or conduct clandestine affairs, all of which are arranged directly and very discretely by Donaldson.

## #22. Gasthof Allgeier/ The Romantics Roost

This large single floor two story high building is home to the famed Gasthof Allgeier which offers some of the finest Hattian cuisine to be found outside of northwest Glantri. The Gasthof is now in its 3<sup>rd</sup> generation of owner as Anna-Lena Allgeier (Age 27, M10, AL-L) took over for her father last year in the day to day running of the family business, though her father Otto still rules the kitchen with an iron hand. The main entrance from De Grote Promendade opens onto a large courtyard where customers are met by a staff member of the Gasthof who will direct those interested in eating to the main dining area in the east wing and those interested in just have a drink to the tavern in the south wing. The dining hall is open from 4pm to 12am and the tavern is open from 1pm to 1am.

The tavern has many Aalbanese favorites available such as the famed Nacht Lager at 3 dc. a bottle and Hochwertig Lager at 4 sv. a mug. The tavern also carries beloved favorites like Aalbanese schnapps and brandy. The tavern is a favorite for many to have a first drink upon arriving in the Entertainment Quarter via the gondola landing and conversely a favorite for having a last drink before leaving on a gondola. The Allgeier's have never bothered with providing entertainment or other distractions and have always tried to foster a social atmosphere at the tavern where interaction not entertainment is to be found. However, the Allgeier family make an exception to that one day a year on the 5<sup>th</sup> of Klarmont, *Tag der Aalban Einheit*, which is Aalbanese Unity Day in which festivals are held all over Aalban celebrating both the ancient Hattian and Alphantian cultures as well as their joining to form a new Aalbanese culture. The tavern will have traditional music from Aalban all day and all night in celebration of this special day for the Aalbanese population of Glantri.

The dining area hall is a large open area with large tables and a distinct lack of small tables for private dining again reflecting the desire of the Allgeier family for socialization and meeting new people. The menu changes from day to day depending on what Otto finds from local farmers at Open Market every morning but a typical nightly menu looks like the following:

### Vorspeisen:

Wurstteller (2 dc.) - An Aalbanese Sausage plate with House-made bratwurst and meerrettich.

Kasbrettl (5 sv.) - Assorted Aalbanese cheeses (usually Rauchkäse, Weißlacker, and Hohenheim) served with crackers

### Main Course:

Rouladen (3 dc.) - Tender cuts of beef rolled with sauteed bacon, onions, relish, and mushrooms served with red cabbage

Schweinschaxe (1 dc.) - Roasted ham hock or pork knuckle and usually served with sauerkraut



Nachtisch:

Germknödel (2 sv.) - Two fluffy yeast dough dumplings filled with spiced plum jam

Apfelkuchen (3 sv.) – A large slice of a moist custard cake topped with tender fresh baked apples.

Though happily following in her families footsteps, Anna-Lena is quite the accomplished poet and since taking over Gasthof Allgeier last year she has started a program on summer evenings inviting poets, famous and not, to join her in the courtyard of the gasthof for poetry readings and discussions based on constructive feedback.

## #23. Flaemgalerij/Residential

This two story building is one of the largest repositories of Flaemish culture outside of Bergdhoven and the Vlaardoen Estate in the Noble Quarter (see Noble Quarter, Vlaardoen Precinct location #5f). The Flaemgalerij is owned by Jacob van Veen (Age 65, M13 3<sup>rd</sup> Circle Fire Master, AL-N). Van Veen is well connected with the Vlaardoens, and they are a large stakeholder in the Flaemgalerij and will often lend pieces from Bergdhoven and their private collection to occasionally be displayed here. Access to the building is via a small gondola landing leading to a courtyard which has several large area of flowers which during the spring draw many visitors when they first bloom. Any visitors are charged an entry fee of 5 sv. to enter the courtyard and an additional 5 sv. to enter the Flaemgalerij.

The first floor entrance leads to a grand foyer containing a grand staircase leading the second and third floors and is home to a museum with exhibits detailing the history of Flaem going back to their original home world. While physical artifacts of the earliest years of the Flaem are extremely rare and never loaned out by the Vlaardoen family, the history and great events are detailed by the works of some of the greatest Flaemish artists over the centuries the museum has many of those. The most noteworthy artifact owned by van Veen personally and on display here is a large crystal fragment reputed to be a piece of the Overlord who was destroyed by the Dragonlord and Dragonking Thelvyn Fox Eyes in AC 512. The most popular exhibit though is the large incredibly detailed 1/10 scale model of the Eriadna, the flagship of the Alphatian Skyship Navy, captured at the Battle of Retebius by the Glantrian Expeditionary Force in AC 1009. At the end of the museum exhibit is a stairwell leading to the second floor as well as a small café which has an outdoor patio where one can enjoy a mug of Flaemish Ale or hot spiced tea before getting on a gondola to leave the Flaemgalerij. The second floor contains several galleries devoted to Flaemish art and contains works by many famous Flaemish artists over the centuries. In particular the Flaemgalerij focuses in on the post Golden Age (after AC 828) where Flaemish artists delved less into historical paintings and capturing great figures and events and delved more into the immediate with a focus on the common place depictions of people and places concentrating on portraitures and landscapes.

The third floor, like the rest of the building, is owned by Princess Juliana and has been divided into three large multi room suites that she selectively rents out (or allows to live rent free) to high ranking Glantrians. Like many high end residential buildings there are no communal facilities on this floor and all three units have had the latest in magical convivences installed. The current residents are:

- The Submistress of the Collections in the Ministry of Coin, Natahua Sverdlov (Age 49, T23, AL-N), live here rent free due to her strong working relationship with the Treasurer of the Council as the two have been working closely together successfully the last three



years to maximize tax collection to pay down Glantri's massive post war debt. Submistress Sverdlov lives here with her husband Antonio (Age 42, M18, AL-L) who is an agent in the Department of Utterance and also works at the House of Ministers. The couple have two teenage children who live at home as their schooling allows. Gabriella (Age 14, M5, AL-C) is a student at the Great School of Magic and Aleksei (Age 12, NM,AL-C) who has no magical ability and is attending the City Academy in the Violet Precinct of the Outer City.

- The famed Flaemish ballet dancer Edda van Heemstra (Age 22, M3, AL-L) who is famed not only for talent on stage but is considered by many to be one of the most naturally beautiful women in all Glantri. She performs weekly at the Musikverlein as the lead in the beloved Glantrian ballet Lunar Sea composed by famed Averoignian composer Jean Poulenc. After breaking out in AC 1008 she has become a Flaemish icon of the arts and Princess Juliana offered her the use of this residence when it came available in AC 1010. Princess Juliana tried to offer the place to her at a reduced rate but was rebuffed by Edda who said she could afford and would pay the normal rate the Princess would charge for the suite of rooms. She lives alone here quietly and does not host events here but is not averse to attending when invited to high society socials.
- The Vice Commander of the elite Flaemish 3<sup>rd</sup> Mobile Magical Assault Division of the Grand Army of Glantri, Colonel General Chanash Teval (Age 41, M23, 4<sup>th</sup> Circle Fire Master, Brother 'Vuurzee' of the Radiance, AL-N). While Glantrian officers are provided food and lodging at their duty locations; Teval is married and has 3 young children and wanted not just a private residence for his family but one close enough allowing him to be able to join them when his duties allowed. His family has lived here since AC 1009 after Princess Juliana offered the open residence suite to the General and his family: his wife Hanneke (Age 33, M3, AL-L) and their 3 children Henk, Liesbeth, and Katrien (Ages 5,3, and 2).

## #24. City Guard Post Hyacinth Precinct

Unlike most buildings in the Hyacinth Precinct this one had not one iota of thought put into the aesthetics or beauty of its architecture. Like all the City Guard Posts it was constructed for defense not for show. The Hyacinth Precinct City Guard Post is a three-story stone building with heavy doors, barred windows with slotted window shutters allowing for archers to defend the post from cover. Three sleek and well-armed gondola are tied up outside the building on Kash Flow and are used for patrolling the precincts canals and transporting constables to/from both of the Promenade or transferring prisoners.

The first floor is the waiting and holding area for those dealing with the Constables or those being dealt with. Due the riot last year, there is far much more activity here, especially at night, than is usually found in most other City Guard posts in the other precincts of the inner city. Much of the day-to-day activity of the constables of the Hyacinth Precinct centers on policing the two promenade. However, after the drunken riot of last year that claimed lives of some of the constables here in this very precinct, the constables today keep a close eye on groups of people especially those who seem to have had too much to drink and are ready to intervene quickly at any sign of disturbance.

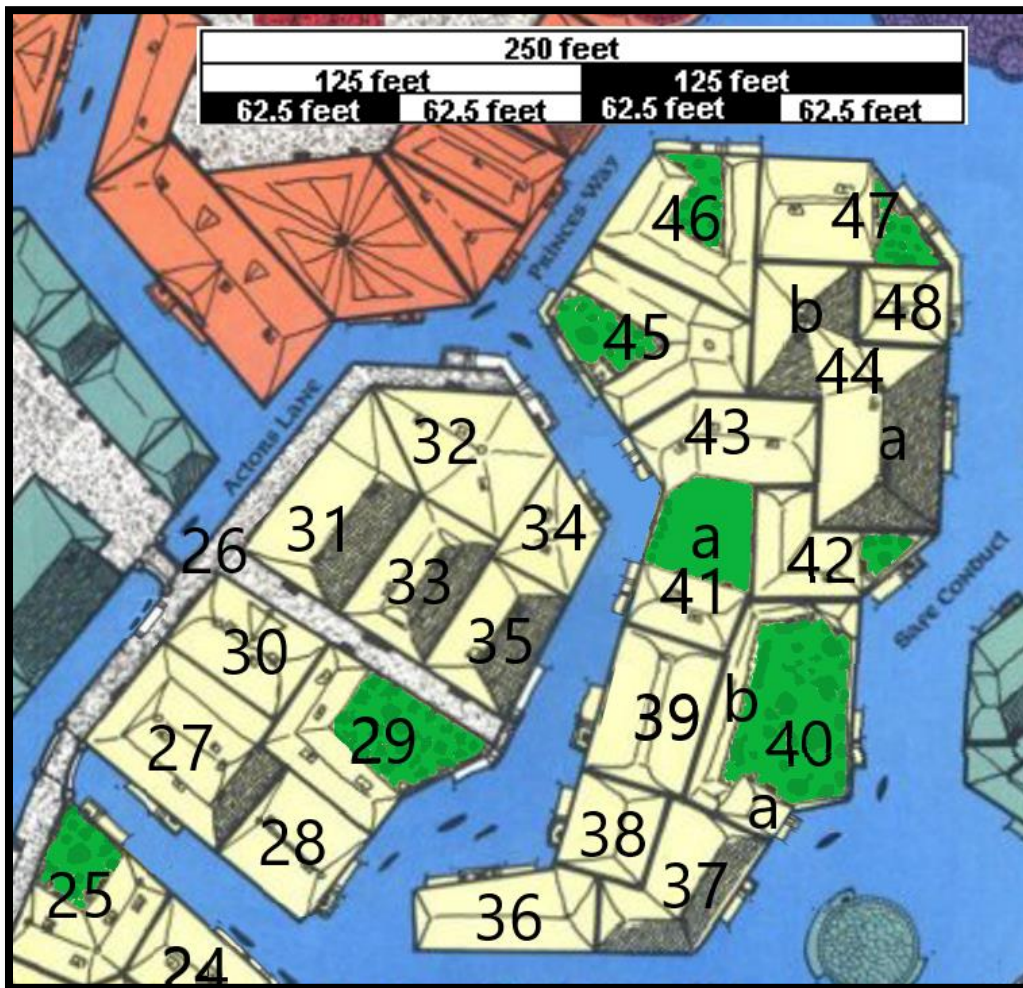
The second floor contains the offices where the Chief Constable of the precinct, Precinct Captain, Santiago Montero (Age 102, EL12, AL-L) and his 3 shift commanders work. The third floor is the top of the tower and contains the armory. Several underground levels exist below the guard post. The first sub level contains the living quarters of the 21 Constables assigned to the precinct. The 21 constables are broken into 3 shift groups of 7, with one being the shift commander. Each group works 12-hour shifts which they rotate every 2 months. The 3 shifts are 7am-7pm, 1pm-1am, and 7pm-7am. At least two constables are here at the guard post on duty here at any time with a shift commander or with the Precinct Captain in charge. Montero lives nearby in the adjacent Business Quarter (see Business Quarter, Ducat Precinct location #14) and usually works the 7pm-7am shift which is when this precinct is usually busiest and the potential for trouble the highest. The second sub level contains several small cells for holding prisoners before a Procurator from the Courthouse of Glantri responsible for this section of the city (see Middle Class Quarter, Amaryllis Precinct location #40) comes to evaluate the case against them. The Procurator will order them to be taken to the cells of the Courthouse to await trial or sign for the prisoners release if the Procurator thinks the case against them is weak.

## #25. Archibald's Auction Arena

The marble 2 story building is one of Glantri City's greatest institutions for the last 75 years and other than the Open Market is the place in Glantri City one is most likely to see nobles, even ruling Princes side by side with the salt of Glantri like bannermen, blacksmiths, and butchers. Now in its 2<sup>nd</sup> generation of ownership by the MacLeod family and owned by Archibald MacLeod (Age 41, M16, AL-N) Archibald's Auction Arena (known of course as the AAA) is where many in Glantri City go to sell and to buy. AAA is open from 6 pm to 10 pm with auctions starting at 8pm sharp. The courtyard can be entered from De Westelijk Promenade and a large gondola landing on Kash Flow. Two employees are stationed at the entrances to the courtyard and collect admission fees of 2 sv. once they open the gates at 6pm. Like many places in Glantri City; nobles and high ranking officials can, and often do, run monthly tabs here as their credit is impeccable as debt is one crime that nobles are as subject to the law, and it's harsh penalties, as any mundaner is. Once inside the courtyard patrons of AAA can mingle before heading inside or proceed directly to the main entrance to the building located on the southern wing.

Once inside the building, the first floor, a large open space, is filled with display areas where the goods up for auction later than night are displayed. Archibald's either employs directly or contracts for the services of experts in various field that first verify the authenticity of the item and will explain to potential buyers the various items up for auction. At a quarter to 8 all items are removed from the display and the action (and items) move up to the second floor of Archibald's where the main Salesroom is. The Saleroom in the east wing is on the second floor and can handle a gallery of up to 100 bidders. Here Archibald will take bid's from prospective bidders items up for auction that night. Pieces of Art, designer jewelry, rare books, expensive wine, and historical artifacts are the most commonly auctioned items, but occasionally rare Magic Items and unique spell scrolls show up and are bid upon by the gallery. Most items have minimum sales amounts established by the seller and Archibald will take a commission of 25% on any sale. Archibald has his office in the south wing of the second floor and meets prospective sellers between 9am and 3pm and will have his experts evaluate any items to assess the value of the item and verify any claims of special effects or special properties (like with Magic Items) that a seller claims the item to have.

## The Muscari Precinct



*The Entertainment Quarter is divided in half by the western section of the Kash Flow canal. The Muscari Precinct is the northern precinct of the quarter and is bounded by Actors Lane, Princes Way, Safe Conduct and the brooding Tower of Sighs. The Muscari Precinct consists of two blocks of large, up to five-story, buildings consisting of a mix of various establishments catering to the entertainment desires of the resident and visitors to the city. There is a subtle but noticeable demarcation made by the Kash Flow in the types of establishments found in the Entertainment Quarter. Those businesses in the Muscari Precinct tend to cater more to lower classes, and with baser desires and thus are less expensive than the Hyacinth Precinct found on the south side of the Kash Flow. The Muscari Precinct is divided into two wards, each having a very distinctive and different feel. The 4<sup>th</sup> Ward is relatively high to middle class and tightly patrolled by the City Constabulary while the 5<sup>th</sup> Ward is a very different part of the precinct whose establishments are rougher in nature and more geared to low brow entertainment and lower class visitors though obvious high class visitors such as nobles will rarely be accosted as they are protected by their reputations and their powerful magic.*

## Ward 4

### #26. De Noordelijk Promenade

De Noordelijk Promenade is the only public area in the Muscari Precinct. Connected via the Jherridansbrug over Kash Flow to the De Westelijk Promenade in the Hyacinth Precinct, De Noordelijk Promenade is one half of a long public walk that connects the two precincts and allows quick walking access between the many establishments and venues in the western half of the Entertainment Quarter. De Noordelijk Promenade is heavily patrolled by constables from the Muscari Precinct (see location #30) and they are very watchful for pickpockets, thieves, as well as potential troublemakers as the scars of the violent riot last year are still fresh in the minds of the constables of the Muscari Precinct.

The promenade has one large gondola landing at its north end with is often the main point of entry from other places in the city for those enjoying a night (or day) in the Muscari Precinct. Local gondoliers from here can take customers to the establishments in the eastern half of the precinct only accessible by gondola when the canals are not frozen that is. A small footbridge from the Port Quarter, De Antonsbrug, crosses Actors Way and connects De Noordelijk with the Portplein (see Port Quarter location #17). Many workers from the Port Quarter come into the Entertainment Quarter, and the Muscari Precinct via the bridge to blow off steam after a hard day's work, which gives the precinct a far rougher and a more dangerous edge that the more upscale and higher class Hyacinth Precinct lacks.

### #27. Théâtre Municipal de Muscari

This 2 story stone building was for many years a local Temple of Rad. Not surprisingly, considering its location, services were not well attended. In AC 1001 the Supreme Shepherd decided to relocate the temple to the Aalsmeer Precinct of the Middle Class Quarter (see location #11) and put the building on the market. The Viscount of Fausseflamms, Giles Grenier, who was an avowed lover of the theater bought the building and converted the building into a community theater, installing his friend Alexandre Huberdeau (Age 68, T11, AL-C) as the manager. The theater opened in AC 1003 to great success. After the Viscount's death in AC 1007 Huberdeau took over ownership of the theater and continues to own and operate the theater today.

The building has entrances on De Noordelijk Promenade and a gondola landing on Kash Flow. Both entrances open to a large open theater which seats approximately 150. Far from the more opulent theaters one can find in the Entertainment Quarter there was little thought given to luxury and seating consists of rows of chairs arrayed in front of the large stage area in the eastern section of the theater. There is no shortage of aspiring playwrights in Glantri City and the theater is able to put on shows five nights a week. The productions are obviously low budget with bare minimums for expensive stage designs and costumes. However, some of Glantri's most famous actors and playwrights got their starts in community theaters and it is not unheard of to learn later that a famous playwright debuted his newest work using a non de guerre in a local theater while perfecting it and using the small but often very enthusiastic crowds to judge their progress on their last creations. It is not unheard of for surprise guests to drop in and catch performances. The Baron of Egorn, Gerrid Rientha and his wife Danira are

both huge fans of theater and will occasionally drop in and attend performances and are well known for rewarding playwrights and actors they enjoy with tokens of their appreciation such as a pouch of ducats.

Tickets to shows at the theater are inexpensive at 1 sv. and performances are typically scheduled to begin at 7pm and can last up to three hours. The doors open at the theater at 6pm and often the cast and playwright will meet and mingle with the audience and seek feedback on the performance. The second floor has Huberdeau's office as well as rooms where the actors can prepare for their performances.

## #28. The White Rabbit

This two story wood building was once, before the opening of the Bastet last year, the hottest and trendiest nightclub for the young and wealthy in the Entertainment Quarter. The club has been owned and operated by Adolphius Huxley Kesey (Age 49, M12, AL-N) since AC 995 after returning to Glantri City after years spent adventuring west of Glantri in the Kingdom of Sind. Even with the opening of the Bastet as the top hip and trendy nightclub the club still has a loyal clientele that keep the White Rabbit busy and still one of the popular nightclubs in the city.

The building is only accessible by gondola and due to being just across the canal from the Mage's Hostelry, can make gondola traffic in the area of the meeting of Kash Flow and Prince's Flow an absolute nightmare to navigate as both places often have many gondola waiting their turns to dock at the two establishments. Once one has paid the 5 dc. cover charge and been admitted into the White Rabbit one's eyes and ears are in danger of sensory overload as the house band often plays exotic droning modal melodies and one is confronted visually with bright and/or highly contrasting colors, spirals, concentric circles, diffraction patterns, and other repetitive motifs. The first floor has a large open area for attendees to dance to the exotic rhythms and strange melodies and if the sights and sounds were not enough to inspire patrons then the wide range of rather potent liquors available such as Mandrake liquor (5 dc. for a small glass), and snake wine (10 dc. for long stemmed glass, or 2 cr. for the entire bottle, snake included)



The effects upon those in the club that the sounds, sights, and beverages inspire will often lower their inhibitions and raise their consciousnesses. Kesey is a connoisseur and expert in the use of entheogens that induce alterations in perception, mood, consciousness, cognition, or behavior for the purpose of spiritual development. Kesey has a selection of various types of entheogens for sale such as:

- Adri Varma Peyote (dried): 10g/ 45 dc.
- New Kolland Funghi (fresh): 10g/ 100 dc.
- Alphatian Zzonga: 10g/250 dc.
- Glantrian Alp Magic Mint (fresh): 25g/ 60 dc.

Zzonga is the only illegal substance that Kesey offers for his customers and will only offer to known established customers and will deny he has any if any unknown customers acquire about purchasing it. The White Rabbit is open from 5pm to 5am and enforces a strict age limit of 16 regardless of social or noble status. Kesey has his office on the second floor and employs a staff of 10 which includes several guards which are well trained to politely show the way out to unruly patrons or those who simply experience too much sensory/perception overload.

## #29. Hostel Inverloch

This stone 3 story building is a hostel serving short term, often single night, visitors to the Entertainment Quarter. The Hotel Inverloch has an entrance on De Noordelijk Promenade from where guests enter and leave. The hostel has a large courtyard strictly for enjoyment by guests of the hostel and is enclosed by a 10 foot high stone wall with access only from the first floor of the building. Hostel Inverloch is owned and managed by Darian Campbell (Age 50, F2, AL-N) and is assisted by his wife Victoria (Age 48, NM, AL-C) and youngest daughter Choeren (Age 22, NM, AL-L). Both husband/wife and their daughter each have personal quarters consisting of a suite of 3 rooms on the first floor.

The hostel offers no frills service for its customers. For 5 sv. a night a customer gets a single bed in a plainly furnished small room and use of a community restroom and bath however for an extra sovereign a night guests can get a Glantrian breakfast in the lobby which consists of a pot of tea, half a loaf of bread and their choices of preserves. The hostel is very popular with those, often residents of the city, who need a place to sleep for a few hours after a late night spent in the Entertainment Quarter before going back home, or heading off to work. The hotel has a total of 40 rooms between the three floors and unless there is a special event such as Arcanium (where room rates double in price) there are usually rooms available on any given night.

## #30. City Guard Post Muscari Precinct

Unlike most buildings in the Entertainment Quarter this one had not one iota of thought put into the aesthetics or beauty of its architecture. Like all City Guard Posts it was constructed for defense not for show. The Muscari Precinct City Guard Post is a three-story stone building with heavy doors, barred windows with slotted window shutters allowing for archers to defend the post from cover. Two



sleek and well-armed gondolas are tied up outside the building on Actors Lane and are used for patrolling the precincts canals and transporting constables to and from the Promenade and for transferring prisoners.

The first floor is the waiting and holding area for those with business with the Constables. After the drunken riot of last year that claimed lives of some of the constables of the Hyacinth Precinct the constables keep a close eye on groups of people especially those who seem to have had too much to drink and are ready to intervene quickly at any sign of disturbance. Much of the day-to-day activity of the constables of the Muscari Precinct centers on policing the De Noordelijk Promenade and watching for potential trouble in the businesses to the east.

The second floor contains the offices where the Chief Constable of the precinct, Precinct Captain, Matilda Ferguson (Age 38, F7, AL-C), and her 3 shift commanders work. The third floor is the top of the tower and contains the armory. Several underground levels exist below the guard post. The first sub level contains the living quarters of the 18 Constables assigned to the precinct. The 18 constables are broken into 3 shift groups of 6, with one being the shift commander. Each group works 12-hour shifts which they rotate every 2 months. The 3 shifts are 7am-7pm, 1pm-1am, and 7pm-7am. At least two constables are here at the guard post on duty here at any time with a shift commander or with the Precinct Captain in charge. Ferguson lives very close by, renting a couple of rooms above the Game Lizards (see location #35) and usually works the 7pm-7am shift which is when this precinct is usually busiest and the potential for trouble the highest. The second sub level contains several small cells for holding prisoners before a Procurator from the courthouse responsible for this section of the city (see Middle Class Quarter, Amaryllis Precinct location #40) comes to evaluate the case against the prisoner. The Procurator will order them to either be taken to the cells of the Courthouse to await trial or will sign for the prisoners release if the Procurator thinks the case is weak.

## #31. Glantri City Bank and Trust

This two story (with one sublevel) limestone building is the local branch of the Glantri City Bank and Trust. The first and second floors have no windows, only the third floor has windows with multiple ornate stained glass windows. When the bank is open there are two guards flanking the only entrance on the south end of the building. The building is heavily guarded as well as watched by constables from the City Guard Post across the alley.

The first floor is where most transactions (those with sums under 10,000 dc.) are handled during normal business hours, which are 7am to 9pm with special after-hours services available upon request only for special customers. Three guards are always on duty during normal business hours inside the bank. Due to the location of this branch very few large transactions occur as those are usually handled at the main branch of the GCB&T as it colloquially known (see Business Quarter, Sovereign Precinct location #39). The vast majority of the business here involves the exchange of currency and withdrawals from small personal accounts. The very rare customers here with transactions with sums greater than 1,000 dc. are taken to a private office on the second floor where they are given red-carpet treatment by the branch manager who attends to the needs of the client. The GCB&T provides the following services to customers:

- Exchange of foreign currency with a 10% fee
- Storage of coin/jewelry/gems with a 100 dc. minimum. A monthly fee of .5% for amounts over 100,000 dc. and with a 1% fee for lesser amounts
- Issuing Certified Letters of Credit (CLOC) with a fee of 5%. Minimum amount 5,000 dc.
- Storage of documents, books, and assorted other non-monetary valuables in safe deposit boxes for a fee starting at 25 dc./month for a small box

The second floor contains the living quarters, office, and private vault of the manager of the Glantri City branch of GCB&T, Lars Heinrich (Age 33, F9, AL-L). Heinrich oversees the overall daily operations of the branch and will personally handle any large transactions, the issuing of CLOC's, and any transaction with members of the nobility. Lars also personally handles the nightly transfers to the main branch of GCB&T.

The bank has one sublevel, which contains a lead lined vault. The vault is accessible via a heavily guarded and warded stairwell from the rear, employee area, of the main level and contains rows of nearly 100 locked boxes set into the walls. Many are safe deposit boxes that can be rented out for storage of important items and documents. However, it is known only to the employees that 10 of them contain the daily funds needed for the daily operation of the branch. The 10 boxes are scattered among the 100 others and would in all probability take thieves quite some time to find the ones with the most valuable coins giving the constabulary time to react to alarms set off by the various wards protecting the vault. The ten various boxes of the bank's funds are as follows:

- 2 boxes of 250 copper pennies
- 2 boxes of 500 silver sovereigns
- 5 boxes of 500 gold ducats
- 1 boxes of 500 platinum crowns

At opening the bank's two tellers will draw a set number (usually around 50) of the 3 main types of currency along with a small handful of crowns (around 5 or 6) for normal transactions of less than 100 dc. at the counter. Larger transactions, greater than 100 dc. and less than 1000 dc. are handled in the vault by the teller while the customer waits on the first floor. Any transaction larger than 1000 dc. is handled by the branch manager. A large chest in the vault contains the balances of a day's operation at the bank such as deposits and fees assessed for currency exchange, payments for CLOCS. At the close of business Heinrich will check that each teller's scrollwork of their daily transactions is correct and verify their cash drawers match the totals indicated in the scrollwork. After making sure the ten boxes are refilled and reshuffled among the other 90 security boxes, any excess 'profits' for the day are taken by Heinrich personally to the main branch in the Business Quarter accompanied by the five guards employed by the bank. The bank is unguarded at night, relying on its magical protections which include numerous warning spells that an intruder is in the bank's vault. In addition to Heinrich's private quarters the spells are set to produce an audible alarm in the second floor offices of the City Guard Post where a Constable is always on duty and able to raise an alarm of a possible theft. Thievery is rare due to the fearsome reputation of the magical defenses Glantri's large banks employ however they are not unheard of. This branch for example has been successfully robbed in the past, though it has been nearly 15 years after which the weaknesses were evaluated and improved upon with additional layers of magical protection.



## #32. La Chaumiere/ Great School of Magic Master Suites

This large 6 story stone building is another of the buildings that Great School of Magic had owned throughout Glantri City that has been used to provide housing for its large faculty. In the early days of the school this housing was offered in a very spartan dormitory style however through the years the nature of the housing changed with a need for more appropriate housing for the Great School of Magic's top faculty. In AC 934 the first floor was sold off to become private commercial space while the upper floors were converted into multiple suites of 4 to 5 rooms suitable for the high ranking academic and spellcasting masters the School wanted to provide housing for as a benefit to their lofty positions.

The first floor of this building has had a colorful history through the years with many failed attempts to establish profitable establishments. The latest failure was some bloke named Lou Garou who figured the prominent location next to the gondola landing would be boon for his fried food business. It was, but not to the degree to compensate for the very large floor size of the first floor of this building had. Even with including his living quarters much of the space went unused and when Glantri was forced to up its taxes to pay for the Great War with Alphatia poor ol' Lou Garou got squeezed and could not afford this space and sold the location in AC 1001, moving to a smaller and more affordable location (see location 40). The building has one entrance, directly opposite the gondola landing on the northern tip of the De Noordelijk Promenade which leads to a foyer with a doorway leading into the first floor and a stairwell to the upper floors.

The first floor is today the home of La Chaumiere, which specializes in fine Averoignian cuisine and opened in AC 1002 after extensive renovations which included removing the years of residue stink of Garou's nasty fried food. After some lean years during the Great War business has really picked up in the last several years as Glantri slowly is returning to normal after the devastation of the Great War. The establishment is owned by Élisabeth Pichard (Age 33, NM, AL-N), who is a recent graduate of the School of Cuisine at the Beaux Arts de Vyonnes. She used her substantial family wealth to move to Glantri City and purchase this property from poor ol' Lou Garou. La Chaumiere is open from 2pm to 2am with those that enter the establishment met by the maître d' Antoine who will, with no attempt to be discrete, check for suitable attire (minimum of middle class 10gp clothing) before seating them. From 2pm to 6pm and again from 10pm to 2am Pichard's kitchen serves light faire such as Quiche Averoigne or Soupe à l'oignon costing a handful of sovereigns for those wanting a quick meal. Dinner is served by Pichard who works in the kitchen and still serves as the head chef from 6pm to 10pm. The menu often changes based on the season and available ingredients, but a typical summer menu looks like the following:

### Les entrées:

Poireaux (3 dc.) – Grilled leeks with butter and onions

Artichaut (4 dc.) – Artichokes roasted with garlic topped with walnut oil and roasted hazelnuts.

### Entrées

Lievre a la Royale (25 dc.) - A whole hare garnished with duck foie gras and black truffle, artichokes, and chestnuts with horseradish

Saumon d'Malinbois (15 dc.) - Fresh salmon from the Loire River cooked at low temperature with Tandoori spices powder, fennel and cucumber with mint oil and rice vinegar

Cheveuil d'Ximes (10 dc.) - Venison roasted with burnt cinnamon and juniper wood. Topped with mushrooms and Grand Veneur sauce.

### Desserts

Tarte Tatin Caramélisées (5 dc.) – a large slice of the unique Averoignian apple tart

La Chaumiere also has a large wine cellar with many different vintages and varieties of Averoignian wine ranging from a couple of ducats a bottle to hundreds of ducats for a bottle of the finest and rarest vintages. Pichard is often found at the Open Market in the morning searching for fresh ingredients for her planned menu items but also contracts for meat and fish deliveries directly from the Averoignian lands. She does not live on site but just recently bought an entire floor of a tenement in the Middle Class Quarter and is currently remodeling it into a grand home for her.

The staircase from the building's entry foyer leads to the four upper floors. Each floor has been subdivided into two good size suites with each having 4 to 5 rooms, not only large enough for the Master to live in comfort but also with enough room for the Master to live with his family. Each suite has the latest in magical conveniences such as hot water on demand, black pudding disposal units, and personal climate spells to adjust the temperature in each room. The residences are free of charge and considered a perk of the position of being a Master at the Great School of Magic. The Faculty Administrator of the Great School of Magic, Filip Horgotzen, is in charge of keeping track of the available residential suites for the senior faculty of the Great School and assigning or finding residences to newly promoted Masters of the School. The current residents hereare:

- 2<sup>nd</sup> Floor:  
Mistress of Evocation Synnöve von Hausen (Age 53, M33, AL-C)

Mistress von Hausen has been Mistress of Evocation spellcasting since AC 1009. She is a formidable spellcaster as evidenced by being selected a Master of spellcraft while she was still in her 40's, something that only happens with the most talented of spellcasters. Von Hausen spent many years after graduating the Great School in AC 978 as an adventurer outside of Glantri before returning in AC 995 and taking a position as a Professor of Spellcraft specializing in teaching basic combat spells such as Magic Missile, Lightning Bolts, and Fireballs to young non-noble students. She is the youngest Master of Evocation magic by nearly 25 years and very likely to eventually become the Arch Mistress of Evocation in the decades to come. She is unmarried but has several adult children from past relationships that currently live in Thyatis.

Master of Animal Lore Tsendyn Damdinsuren (Age 53, M19, 3<sup>rd</sup> Circle Illusionist, AL-L)

Master Damdinsuren has been Master of Animal Lore since AC 1008 and is a specialist in Snakes, both the normal and large size varieties. Tsendyn came from a mundaner family in Braastar who made every sacrifice they could to get him into the Great School. He repaid his family by graduating with top marks at age 18 and accepting a teaching position immediately after graduation. He has slowly but surely worked his way up the faculty ladder, being a Senior Professor at age 26 and Master at age 47. He lives here with his wife Narantuyaa (Age 52, M4, AL-N) and both of his parents Kundek (Age 74, F4, AL-L) and Jiguur (Age 68, NM, AL-L). He financially supports his parents and the four are often found at the Metropolitan Theater enjoying the best of Glantrian theater. Both of Master Tsendyn's sons were born without the ability to use magic and both serve in the 2<sup>nd</sup> Banner of Jherek's 13<sup>th</sup> Division stationed at Skullhorn Pass Camp.

- 3<sup>rd</sup> Floor:  
Master of Laboratories and Experiments Matthieu Poussin (Age 42, M18, AL-L)

Master Poussin is one of four Masters that assist Lord Paarstalla, the Arch Master of L&E as it is commonly known, in teaching basic through advanced classes on laboratory and magical experiment techniques and methods for medium to advanced spellcasters at the Great School. Master Poussin has only been a Master for two years but has gained a reputation as an excellent and patient instructor with excellent relations with his students. He lives here with his wife Giselle (Age 31, M9, AL-N) and their 3 children Eugène (Age 4) and twins Jacqueline and Joséphine (Age 2)

Mistress of Literature Sophie d'Mandeville (Age 43, M19, AL-C)

Mistress d'Mandeville has been Mistress of Literature since AC 1008 and is quite famed as a writer in her own right as much as she is known as an expert of Glantrian and Mystaran literature. She has written several famous tomes of poetry that have been very popular amongst the youth with their themes of love, loss, and tragedy. She is well versed in the works of famous writers throughout Mystara but is considered an expert in famous writers from Thyatis. Sophie has been a member of the faculty of the Great School since her first work became popular and Grandmaster Etienne reportedly shed a few tears reading her writing. She is currently working on a new volume of poetry but is struggling with writing it and has had several confrontations with her neighbor, Master Poussin, whose young children are lively, rambunctious, and loud and often distract her from her work. She is seriously considering asking the Faculty Administrator of the Great School of Magic, Filip Horgotzen, to transfer her to quieter living quarters in the Middle Class Quarter.

- 4<sup>th</sup> Floor:  
Mistress of Alteration Nina Antonova (Age 73, M30, AL- N)

Mistress Antonova has been a Mistress of Alteration spellcasting at the Great School since AC 1006. Antonova lives here with her husband Pavel (Age 65, F27, AL-N) when his duty allows as he is a Lieutenant General in the Grand Army of Glantri and in charge of the Department of Operations responsible for western Glantri from the border with Sind north to the border with Wendar. Nina, though well versed in all types of Alteration spells, is a particular specialist in spatial dislocation spells such as Dimension Doors, Teleportations, and Gating.

Master of Economics and Business Pierfrancesco Battiato (Age 59, M26, AL-C)

Master Battiato has been Master of Economics and Business since AC 1010 after being picked to succeed Master Guust Eijlders who was killed in the defense of the Great School of Magic during the Alphantian attack in AC 1009. Master Battiato studied Business in Darokin after graduating from the Great School of Magic and worked nearly a decade with House Corun as a merchant and provided magical assistance Corun House caravans. He has taught at the Great School of Magic for the last 25 years since returning to Glantri. He is married and lives here with his wife Chiara (Age 62, M11, AL-N).

- 5<sup>th</sup> Floor:  
Mistress of Planar Studies Lucinde van Holl (Age 81, M29, 4<sup>th</sup> Circle Fire Master, AL-L)

Mistress van Holl occupies one of the most prestigious academic positions at the Great School with its wealth of Air and Fire wizards in addition to those of earth and water. She became Master of Planar Studies after the previous one, Myriam de Veyt, was promoted to Arch Mistress of Natural Sciences in AC 1004. While not an Arch Mage herself her specialty is not the spells related to the elemental planes but her extensive knowledge of ALL the various planes of existence, not just the inner elemental planes, and in that very few can be said to have the wide breadth of knowledge Lucinde has. Lucinde lives here with her daughter Anielle (Age 38, F10, AL-C) who lives here when her duty allows her as she is a Sentry Captain in the City Watch and often required to billet at her assigned location in the towers and walls around the inner and outer city.

Master of Illusion Kōryū Tadaharu (Age 75, M32, 4<sup>th</sup> Circle Illusionist, AL-C)

Master Tadaharu has been a Master of Illusion spellcasting since AC 1005 and though the youngest and least tenured of the two Masters of Illusion he is considered a strong candidate to become Arch Master when the often sick and frail Arch Master of Illusion Chingay Gökmen (Age 102, M36, 4<sup>th</sup> Circle Illusionist, AL-C) passes away. Kōryū is ambitious and often seeks favor with the Arch Master of Magic and the Grandmaster. He often volunteers for duties that few want thus he is often not found here as he is living in the temporary living quarters on the Dormitory floor serving as a dorm father for the young students and is immediately available in case of any emergency such as fire or miscast spell. Tadaharu lives here alone as he is not married but has had 4 children out of wedlock but has had nothing to do with them.

### #33. The Mad Muse/ Residential

This four story stone building was the scene of one of the more mysterious events of the last few years in the Entertainment Quarter when the City Constabulary, without warning one night in AC 1007, descended into the area in force, sealed off the area allowing no one to enter or to leave, and took everyone, both employees and patrons, away who was in the establishment on the first floor known as the Golden Imp. No explanation was ever given nor did the establishment ever reopen. After a year sitting vacant a new establishment quietly opened. The doorway off of the Promenade opens to a small foyer with a door to the first floor and a stairway leading to the upper levels.

The Golden Imp was a tavern that once catered to soldiers and port workers. Today the Mad Muse is found here which is a tavern catering to the many actors, artists, and stagehands that work in the Entertainment Quarter. The truth to the fate of the Golden Imp was that it was for many years a secret meeting place for the highly illegal Followers of the Claymore. After the interrogation of some captured members following their failed revolt in the Sablestone region the existence of the Golden Imp came to light which Prince Jherok swiftly and brutally eliminated. None who were taken away were never seen in the city again. (see the Glantrian Almanac Vol. 2; AC 1005 - AC 1009 for ALL the gory details...)

Today the Mad Muse is usually a rather quiet and unassuming tavern where anyone is welcome, but the clientele largely consists of the artistically inclined who talk shop and share potential leads for future work over mugs of Jever Pilsener or the occasional bottle of cheap wine. While the Mad Muse is usually quiet on occasion cast parties will be held here when a production finishes up a run at one of the theaters in the Entertainment Quarter and then things can get pretty loud and even a little crazy. The owner, Oscar Marlowe (Age 44, M6, AL-N) is a former actor himself who lives upstairs on the third floor in one of the residence units. The Mad Muse is open from 2pm to 2am.

The stairway in the entry foyer leads to each of the three top floors. The second and third floors have each been divided into four four-room units and a common privy and bath area. All the units are privately owned and currently occupied, mainly by local workers and artists along with their families. Approximately 30 people in all live on these two floors. The top floor originally once had the same 4 4-room unit layout as the lower floors, but the units were bought up and owners bought out, the last unit in AC 1006 by the Subminister of the Utterance Felipe Jacinto y Domenech (Age 247, EL10 Attk G, AL-L). Felipe succeeded the current Minister of Documents in AC 999 as Subminister of the Department of the Utterance and has proven to be a highly effective minister and is largely credited for the near eradication in AC 1004 of the People's Spellcasting Company in Glantri City for which he was richly rewarded by the Council of Princes which allowed him to buy out the owners of the four units here and remodel the floor into a single grand living and entertaining space for himself. He is unmarried and employs two bodyguards (F18), authorized by the Council of Princes after several assassination attempts on his life after the take down of the PSCC.

## #34. The Deaf Drummer

This two story limestone moss draped building with very distinct stained glass windows is only accessible via gondola and has its own gondola landing on Prince's Way. The building is home to the Deaf Drummer technically a tavern but more of a social club for local musicians to hang out after a gig or while waiting for one to come around. The owner of the Deaf Drummer is Aenwyn Chaelee (E6, Age 194, AL-L) who came to Glantri from Wender in AC 963 to adventure and never went back home. After years spent adventuring and saving up a substantial amount of gold, she settled down and bought this vacant building and indulged her love of music and the musicians that make it.

The first floor of the building is largely taken up by the tap room which never closes and is open 24 hours a day. Chaelee can usually be found behind the counter serving up the city house wine, Jever Pilsener for 2 coppers a mug. She has a staff of 5 servers and tenders that cover the taproom when Aenwyn is off work or jamming with some musicians upstairs. The Deaf Drummer is rarely empty even when most in the city are sound asleep and is usually packed, lively and quite noisy during evening hours. The place has picked up an unusually high born patron as the Ambassador to Vestland, Lord Ambassador Magnus Haraldson, has become a regular here in the evenings drawn by the joyous atmosphere found here as well as by Chaelee's stunning beauty. The second floor is divided up into several large rooms where musicians will often gather, practice, and simply play together after meeting downstairs. Often times it is just a lot of noise but occasionally they will hit the note and the inspiration to produce some incredible music. Chaelee keeps a suite of rooms on the second floor as her office and personal living space which are all magically soundproofed of course against the constant racket going on at the Deaf Drummer.

## #35. Game Lizards Inc/Residential

This four story sandstone building is known throughout the Entertainment Quarter as 'the lizard lair' due to its first floor occupant. The building has a main entrance upon De Noordelijk Promenade and is adjacent to a large gondola landing on Prince's Way which has long made this building a residence of choice for those that want (or need) to live in the Quarter. The building entrance opens to a foyer with a door to the interior of the first floor and a stairwell up to the 3 upper floors.

The first floor is the business and home of the eccentric wizard Ozbeg Chagatai (Age 52, M14, AL-C). Ozbeg is an institution in the Entertainment Quarter as he is not often found indoors but outside his store entertaining the crowds on the Promenade by polymorphing himself into lizards and other small animals. He and his business used to be found in Ward 2 (at location #13) but he found the location was simply too expensive as taxation on such a large property was really draining his finances. He sold the location to the United Artists Guild who were in dire need of a much larger location and one more centrally located to the great performance venues. After selling that location Ozbeg bought this at a fraction of the amount he had sold the previous for. Inside the building he has a store which sells decks of cards, dice (loaded or not) and manuals for various activities such as organizing receptions or how to deal with unruly family or in-laws you detest. Often one can find nobles and other high ranking Glantrians here idly browsing the latest manuals for something interesting or searching for a particular one. Ozbeg is unmarried and has a small set of rooms in the back which serve as his living quarters. He can often be found on De Noordelijk Promenade at any time of day or night entertaining the crowds, but his store is usually open from 12pm to 12am. Ozbeg has the help of one hired hand who tends to the store when Ozbeg is out.

The foyer stairwell leads up to the second, third, and fourth floors. Each floor is divided into three sets of rooms where many workers, artists, actors, and musicians reside that work in the Entertainment Quarter. Each floor has a common privy and bath area. The 3 floors are owned by Berend Slijkhuis (see Middle Class Quarter, Aalsmeer Precinct location #34). He is not known for his sympathy and understanding and requires the rent payment every month by the 15<sup>th</sup> day or the tenant will be evicted within three days. Rents here are reasonable due to the generally small living spaces and lack of facilities but slightly more expensive than the Middle Class Quarter due to the location in the heart of Glantri Cities nightlife and are 3 dc. a month. Only one person of note resides here and that is the Precinct Captain of the Muscari City Guard, Matilda Ferguson (see location #24) who lives here with her longtime boyfriend Simon Paradis (Age 27, NM, AL-N) who is a cook at the Watertower Inn. In addition to Ferguson and Paradis approximately 40 people reside on the upper floors of this building.

## Ward 5

## #36. Mage's Hostelry

This 3 story stone building is a true Glantri City institution and a stop that every visitor to the Entertainment Quarter is sure to make. The Mage's Hostelry is an establishment that has been owned by the Great School of Magic for over a hundred years and serves as an off campus laboratory for students, especially those taking the 5<sup>th</sup> term class Useful Magic In Everyday Life, which shows how to use magic use in everyday common life. The Mage's Hostelry is actually an Inn that serves food, drinks, and offers lodgings where magic is used to satisfy customer needs. Once in a while faux-pas are known

to happen but the Great School promptly compensates the customer for any magical mishaps and anything serious such as personal harm is dealt with immediately, again at the Great School's expense. The Mage's Hostelry is accessible only by gondola, as are all the buildings in the 5<sup>th</sup> Ward, and has a large gondola landing and main entrance on Prince's Way. Upon entering guests are met by the establishment's maître d' Roberto who will welcome guests to the first floor's lounge area and direct those wanting lodging to the second floor.

The first floor lounge is where many students congregate to study and to relax when they have passes out of the Great School. Dimly lit by continual light spells and with music often in the background but not played by musicians but by themselves via magic. A small kitchen provides more hearty meals, especially with red meat, than they are used to receiving at the Great School and a good sized steak with a side of potatoes only costs 2 dc. Various drinks such as Mandrake Liquor, Flaemish sweet Ale, of course Jever Pilsener can be had at low prices to accommodate a student's budget. Food and drinks are often delivered to customers via Floating Disks. Some of the magical effects such as drinks and food moving through the air, are actually carried out by a small staff of 4 Invisible Stalkers who are employed by the Great School and serve as a wait staff.

A large staircase near the entrance to the Mage's Hostelry leads to the upper floors. The second and third floors each have 10 two-room suites which can be rented per night or per month though with certain stipulations which Roberto makes clear at the front door. These rooms are only available for use by Arcaner class though they are rarely used during the 10 month term with the exception of the week of Arcanium where they are booked often months in advance. However, they are usually close to full during the Great School's winter break with students who choose to remain in the city during the two months the school's dormitories and kitchens are closed and classes are not held. Each room has the latest in magical innovations such as on demand hot water, private privies with Black Pudding disposal, Floating Disk furniture, and magical lighting. Rooms go for a modest 3 dc. a night for non-students with students of the Great School getting a discount and charged only 2 dc. a night or 50 dc. for months stay, or 100 dc. to stay during the entire two months of the winter break.

The top floor contains two suites of rooms that are generally off limits to guests though is no guard but unless an intruder was of a very high level they'd do well to leave once they realized they missed the exit to the second or third floor. The manager of the Mage's Hostelry has one of the suites of rooms and is usually found here during the day. Larissa Strelnokova (Age 42, M24, AL-N) has been employed by the Great School to manage the Mage's Hostelry since AC 999 and is usually found in the lounge during the busy evening and night hours keeping a close eye on the service provided to the guests and is always prepared to intervene and either prevent or mitigate the occasional 'faux-pas'.

The other resident of the top floor is a large suite of rooms which is assigned as living quarters to the current Master of Glantrian Society and Etiquette at the Great School of Magic. The current resident is not just a Mistress of the Great School but is also a noble one. The current Mistress is Lady Margaret McDougall (Age 48, M12, 3<sup>rd</sup> Circle Cryptomancer, AL-L) and has been living here since she was promoted to the position in AC 1001. Lady McDougall is the Marquis of Dunvegan Eachainn McDougall's younger sister and spends most of her time at the Great School but occasionally will have a drink with the students here later in the evening when her workday at the Great School is finished.

## #37. Maureen's Misdemeanor Mecca

This single story building made of black stone is one of the most popular establishments for the lower to middle classes in the Entertainment Quarter. Maureen's Misdemeanor Mecca (or the Triple M as the regulars call it) is a tavern and gambling house which is only accessible from a gondola landing opposite the Merchant's Consortium (see Business Quarter, Ducat Precinct location #4) on Safe Conduct canal. Two armed guards are found outside the main entrance when Maureen's is open, from 12pm to 6am, but are there more to prevent people from leaving than caring who enters, only making sure to collect a single silver sovereign coin from those who enter.

The first floor is dominated by a large common room with some 20 or so tables that often have multiple people playing private dice and card games wagering for varying amounts of coin. Two tables are set aside for Boldavian Roulette which is popular with low level Arcaners. Each table has a series of wands which are useless but for one which has a single charge, the effect is unknown to the players. However, after a bad experience with the City Constabulary soon after opening, the effects are no longer potentially fatal. Wagers are placed by the large crowd of spectators these games always draw, with the winner getting 75% of the losers bets and the house taking the remaining 25%. One wall of the common room has a large 20 foot by 10 foot wooden target area with painted targets in the forms of wizards for patrons to play a knife throwing game. Knives are available to rent at the bar for 2 sv. for a pair of knives for 30 minutes but will not be rented out if the customers look like they have had too much to drink.

There isn't much of a selection for beverages at Maureen's though customers do not complain as the Triple M serves Jever Pilsener, the signature Glantri City beverage, at 3 copper pennies a mug. The main room has a capacity of 150 and is rarely empty and is often close to capacity most evenings. The crowd varies from off duty soldiers from the Citadel, workers from the Port Quarter, gondoliers, and even the occasional professor from the Great School of Magic. Several armed guards remain on duty though they remain in the shadows and discreetly watch the customers and will intervene upon command of Maureen, her husband, or sometimes on their own initiative when a situation is obviously about to turn violent between customers. Troublemakers are removed from the premises and tossed off of the gondola landing into the canal.

Maureen (Age 38, M14, AL-C) and her husband Duncan (Age 40, F19, AL-C) are former adventurers who have owned and operated the Triple M since AC 1004. They have had a few run ins with the City Constabulary over the years as there have been four murders here since it first opened. However, a bag of gold or two handed to the right people, plus the fact that the victims were largely cheats who were caught and were thought to have it coming, has kept Maureen's from being shut down by the City Constabulary. Maureen and Duncan have a suite of rooms at the southern end of the building which are their living quarters.

## #38. The Undead Ed Bar and Grill/ Private Residence

One of the more unique establishments in the Entertainment Quarter is found in this three story moss draped stone building with large finely crafted stained glass windows. The building is accessed only by a gondola landing on Prince's Way with the main entrance leading to an entry foyer. Those who enter the building foyer are met by two zombies, who have been known to scare first time patrons, who



silently wait with their arms out, not to try to grab or scare customers but to collect their cloaks or any outer garments. They will not respond to any attacks, attempt to stop anyone from entering the first floor door, nor will they do more than moan loudly if anyone goes up the stairs to the second floor.

The first floor is where the famed Undead Ed Bar and Grill is found. This dive of an establishment is known for its famous patrons as much as it is known for being the spot of choice for necromancers as well as recently becoming the humanoid spellcasting residents of Glantri City to drink until they drop. Undead Ed is owned by Jean-Michel Décamps (Age 43, M24 4<sup>th</sup> Circle Death Master, AL-N) and first opened in AC 1008. The staff at Undead Ed are undead creatures, created by Jean-Michel, who serve beverages and provide amusement often when a patron has a bit too much to drink and feels like lopping off something's head with a sword or axe. A large part of the notoriety of the place is due to Undead Ed being the first importer into the city of the first great profitable export of New Kolland and its (in)famous beverage known as Thunder Grogg.

As majestic as the cascading green slimy waters of a drain pipe, Thunder Grogg is known for its reputation for wreaking more mental havoc than the cheapest Belcadizan tequila. Often, people on a Thunder Grogg binge end up curled into a fetal ball, shuddering, and muttering paranoid rants. Nudity and violence may well be involved too! Tales of Thunder Grogg-induced semi-psychotic fits are becoming common and have allowed the beverage to attain a sort of underground legendary status. The Grogg can now be found at some other establishments in the city and even in some of the other larger towns in Glantri. The legend of *the Grogg* is also due to being thought to have helped fuel the deadly and destructive riot in the Entertainment Quarter last year. Thunder Grogg may contain frog slime, some poisonous mushrooms (brings out that Grog Favor) and trace amounts of magics along some myconid spores for a little extra kick. Thunder Grogg costs 6 sv. for an eight ounce mug but other drinks like Thyatian wine and Jever Pilsner are available for those less inclined to walk on the wild side.

In the dimly lit, spider web filled, smokey haze of the common room, served by skeletons and zombies; one can find such luminaries such as Prince Kol often accompanied by the hulking 9' tall Bugbear Tribune Rhunn Gnoirid as well as other humanoid spellcasters living in Prince Kol's Noble Quarter mansion; the Master of Lesser Monster Lore Angus McClintock often engaged in rapt conversation with Kol or the humanoids; the notorious critic for Better Towers and Dungeons magazine (see Middle Class Quarter, The Aalsmeer Precinct location #26) Micky the Mage laughing, joking, smoking, drinking, hitting on the voluptuous and scantily clad zombie waitresses, and just simply having fun with his three best friends; the Mistress of Cartography at the Great School of Magic, Robin of Groningen; Master of Politics at the City Academy, Greenbriar Virginius; and the owner of the Emporium de la Mort Aozy Markov. Though Jean-Michel offers food here, his infamous Mystery Meat Steak, few customers other than completely inebriated humanoids are brave enough to order from the grill.

The staircase leads up to a private residence whose second floor staircase landing is guarded against unwanted intruders. Anyone who ascends to the top of the stairs on the second floor is met and challenged by a large Air Elemental who asks their business. Those who provide the password are allowed access to the door, those that can't are told to leave and attacked if they do not or attempt to gain entry through the entrance to the second floor. The second floor is the home of none other than Sir Lathan Aendyr (Age 26, M13 3<sup>rd</sup> Circle Air Master, AL-C). Lathan having no interest in ruling Blackhill, much less being in charge in the rebuilding of Blackhill, formally renounced any claim to the shattered Principality and bought the upper floors of this building in AC 1010. Here is where Sir Lathan lives and oversees his business operations. The second floor is where the personal living quarters of Lathan are found which are richly adored with the finest of custom crafted furniture and many works of fine art. He

rarely entertains guests here with the notable exception of the Archduchess of Westheath Judith Beaumarys-Moorkroft whom Lathan has strong romantic feelings for and the two regularly have dinner here together. A hidden secret staircase leads up to the third floor where Lathan has his laboratory, library, and a large office where Lathan oversees his business operations and occasionally meets his distributors. Lathan is rarely seen coming and going from his office/living quarters and often will teleport in and out of his quarters.

Lathan has established a monopoly on the growth and distribution of the notorious drug Zzonga in Glantri. Aendyr has several underground greenhouses in Blackhill, at least two in Glantri City, and possibly more elsewhere within the Principalities. These are tended by Magen under his control, as Lathan does not trust anyone else. Lathan has introduced Zzonga to Glantrian high society as a fashionable relaxant and party drug. Lathan has been careful in selecting his clients, choosing those who would be most in need, those who would not cause him trouble, and those who would pay him handsomely. So far, Lathan has been very discreet and cautious so his operations, although extensive, have not been exposed. No one knows how far ranging his Zzonga operation has spread, nor how wealthy Lathan Aendyr has gotten selling to the high society of Glantri. His activities have quietly made Lathan one of the richest men in all Glantri but being caught for dealing in the illegal Zzonga would likely prove to be the least of Lathan's problems since he has paid no taxes on any of his Zzonga sales. He keeps the vast amount of his vast personal wealth in a vault located in the stronghold of a friendly Djinni on the Elemental Plane of Air. Needless to say, being as cautious as he is, Lathan keeps no incriminating evidence of his illegal dealings in his residence or office.

## #39. Badda Bang

This two story stone building is home to the notorious establishment Badda Bang which has been a Glantrian institution of sin, vice, and murder for decades. Like all the buildings of the 5<sup>th</sup> Ward it is only accessible by gondola and has a landing on Prince's Way and a main entrance leading inside with two employees who collect a fee of 3 sv. before anyone is allowed to enter. Badda Bang is one of the few establishments in the Entertainment Quarter that only allows adults and will turn away anyone, regardless of who they claim to be, who looks to be younger than 16 unless they have instructions to admit certain 'known' people who are adults even if they still look too young to be admitted to an adult-only establishment. The Badda Bang calls itself a 'gentlemen's club' but it's patrons are often far from such and their behavior far less worthy of being associated as gentlemen. The owner of Badda Bang is Salvatore "Sal the Butcher" Andriacchi (Age 38, [Thug17](#), AL-C) who took over ownership in AC 1011 when the previous owner Sebastiano 'Ice Pick' Maltisanti mysteriously disappeared. 'The Bang' as it is commonly known is open 24 hours a day and 'customers' can be found here at all hours of the day.

It has gone without saying that for the vast majority of establishments in the inner parts Glantri City, with its high percentage of magic users, the open carrying of large unconcealable weapons, such as spears, great swords, and battle axes are frowned upon; with customers often asking the bearers of such weapons to leave the weapons at the door or are told to leave and return next time without them. In addition, weapons are illegal by city ordinance in establishments that serve alcoholic beverages unless one is an Arcaner thus is allowed to openly carry weapons such as a dagger or a staff. Few establishments in reality do check for easily concealable weapons such as daggers, hand axes, or short swords, however Badda Bang is an exception. Unless a newly arrived customer is a uniformed Constable,

or a 'known customer' the two employees on the gondola landing will pat down any newly arriving customer for weapons after taking the 3 sv. entry fee. Though found with concealed weapons have the choice, to leave with their weapon but minus the sliver, or have it tossed into the canal and be allowed to enter Badda Bang.

The interior of Badda Bang is dominated by a large rectangle shaped bar in the center of the common area. Within the bar is an elevated platform with three poles where nude dancers perform for the entertainment of the patrons.



Andriachhi employs a large staff including dozen or so security staff (min 16 Strength, max 8 Intelligence) who keep the dancers safe from the paws of over amorous patrons and break up fights. The motto here is *never disrespect The Bang*. While Badda Bang can get rowdy at times, especially when crowd favorites such as Brunhilde, Adriana, Natalya and Lady Clirxia take the stage, the patrons here generally keep their wits about them as many of the regulars, not just the security staff, are quick tempered and prone to violence. The bar offers a wide range of drinks from Aalbanese lagers to Boldavian vodkas. Most drinks are not of the highest quality and a large mug or bottle can be had of most any beverage for several sovereigns. Excellent quality Thyatian wines though are kept well in stock and The Bang has a wide selection of red's ranging from average to superb quality vintages.

Around the bar are some 20 tables where patrons drink, play dicing and card games, and discuss business. The business often discussed is largely not legitimate as the Badda Bang is a front for the Thug's Guild. The guild, and its business, though deemed illegal is tolerated by the ruling wizards for they are not just some of the guild's most important customers, but it is rumored that some of its most effective members have been nobles. Because of that the City Constabulary rarely pay visits to The Bang, at least in their official capacities. Many of the regulars of The Bang are members of the guild and here is where they meet prospective clients, or their agents in the cases of the nobility or high ranking members of Glantri's social and political elite. The second floor, which is accessed by a stairwell in the storage areas, contains Andriachhi's private quarters and a large meeting room where the high ranking members of the guild in Glantri, Salvatore included as the head of the Glantri City branch of the Thug's Guild, meet once a month to discuss guilf business with meetings often personally led by the head of the Thug's Guild himself, Count Antonio di Tarento, the Count of Glenargyll.

## #40. Arasat Zoo

This long narrow stone building was once the longtime home of the United Artists Guild, but it relocated to a far more suitable building (location #13) in AC 1007. After sitting vacant for a year, the building was purchased by the Monster Handler's Syndicate and turned into one of the most popular attractions in the Entertainment Quarter for both high and low class, the Arasat Zoo, which is satellite facility to the Syndicates much larger zoo in the outer city. The Arasat Zoo is managed by Thierry Garnier (Age 38, F21, AL-N) which works closely with the Monster Hunter's Union (see Middle Class Quarter, Amaryllis Precinct location #55) and will often purchase new specimens for the zoo, often replacing those that either die in captivity or are sold by the Syndicate. There are two gondola landing on Safe Conduct canal, the largest connected the courtyard which is used only for transferring creatures and has a stoutly locked gate leading into the courtyard. The second one leads to building (a) which is where most people normally enter and exit the zoo.

The Arasat Zoo is open year around from 12pm to 8pm and charges 1 dc. per adult, 5 sv. for children over age 5 and is free for children under age 5. Customers arrive at Ararat Zoo at building location (a) where the entry fee is collected. Customers are free to view the zoo's occupants on their own or have a guided tour complete with interesting information about the various animals and creatures kept at the zoo. Guided tours are available for 5 dc. and takes about an hour to complete. The second floor has an office for the manager as well as space for the staff the zoo employs, mainly members of the Syndicate who serve as tour guides as well as train and care for the residents of the zoo. The Arasat Zoo operates closely with the far larger Palanine Zoo within Jardin Publique Park in the Calla Precinct of the outer city and animals and monsters are often transferred between the two zoos.

When the weather is warm and not raining the creatures kept at the zoo will be brought out in their cages to the large courtyard for customers to admire. The courtyard has 12 foot high walls to contain any animals or monsters that escape their cages as well as keeping passing gondolas from free unpaid views of the occupants of the zoo. During the winter or other inclement weather, they are displayed in their cage areas (b) around the courtyard. The zoo keeps a wide, though often changing, selection of animals and monsters for visitors to observe, ranging from monsters such as hatchling dragons and trolls to 'normal' animals like bears and crocodiles.

## #41. The Matador

This two story high single floor building last year become one of the more notorious locations in the Entertainment Quarter for being ground zero of the deadly and destructive riot of AC 1013. The Matador can be reached by gondola from its gondola landing on Prince's Way. Those arriving at the Matador are met by a member of the staff who will inquire to customer desires and direct them accordingly.

The Matador is where many in the city come to safely, with blunted weapons, act out their fantasies as adventurers and participate in mock combat. For many years one could fight other patrons or their friends but just this year the Matador added the option to face off against real monsters, humanoids hired from New Kolland. Armor, shields, and weapons can be rented at the main service counter and appointments can be made to 'fight' one of the three humanoid 'gladiators' the Matador employs; Hetli

(Age 37, KO6, AL-N) a Kobold veteran of the war with Glantri, Gnideakt (Age 19, BU2, AL-C) a young Bugbear with good fighting skills, and Oshicci (Age 28, LM4, AL-N) who is another veteran of the war with Glantri. Weapon and armor rental fees at the Matador are as follows:

- Rented Armor (1 dc. per person) – Chain Mail vest and a battered metal helmet
- Rented Shield (5 sv. per person) – Large wood shield
- Rented Weapons (blunted) – Two handed axe (1 dc.), one handed axe (5 sv.), Bastard sword (1 dc.), short sword (5 sv.)

The Matador has 3 roped off 15'x15' areas for customers to battle. The large courtyard also has room for an additional five sparring areas customers can request when the weather is good, or another event is not already scheduled. The rules for sparring between customers are left up to the customers themselves. Sparring between customers and the humanoid are set by the house rules which stipulate the fight continues until one combatant taps out or is knocked unconscious. A sparring area can be rented for 5 dc. an hour for any number of customers or for 10 dc. an hour for customers to spar with one of the humanoids.

The Matador has been open for nearly 25 years and is still owned by its original owner Malcolm Cunningham (Age 62, F23, AL-L). While the Matador does most of its day to day business in mock combat it has also carved out a niche as a place where duels are held. While the Dueling Court at the Great School of Magic is very famous and many of its duels have become legendary it should be noted that very few duels are actually held there as the Great School only hosts duels sanctioned by the Council of Princes which involve special cases usually relating to succession in the noble ranks. Duels though are quite common in Glantri, especially among the Belcadiz, and the Matador has been hosting duels for over 20 years. Such duels usually draw large crowds, sometimes as large as several hundred people, with large amounts of coin wagered upon the duelists. Cunningham charges duelists 2 cr. to host a duel here and requires at least a day to allow the dueling area, in the courtyard, to be prepared. The dueling court at the Matador is far simpler than the one at the Great School of Magic. There are no invisible monsters, hidden pits, or fancy special features. The dueling court here is just a 50 foot circular area of grass that is protected by an anti-magic shell to protect spectators. Malcolm will erect temporary stands around the dueling area for spectators. Malcolm charges an attendance fee, usually a couple of ducats, for spectators of the duel but that amount can vary depending on the notoriety of the duelists. Unlike the Great School of Magic, non spellcasters often duel here, and the most popular of duels are between non-spellcaster and spellcaster. There are few rules regarding duels and very often the duels are to the death. The few rules that do exist at the Matador in the dueling court are meant for the protection of the spectators rather than of the duelists.

The most famous duel held here was, beyond any doubt, the one last year between the Viscount of Verazzano, Griseo Fulvina, and the Karamaikan Ambassador to Glantri, Mustanen. Tragically, even though Cunningham raked in 1000's of ducats by charging 10 dc. a spectator, he was unable to meet the demand for tickets of the large crowd, estimated at over 500, that arrived to attend the duel. When hundreds were turned away without tickets the angry, and highly inebriated, crowd turned violent and instigated a riot south of the Matador around Kash Flow during which scores of people were killed, many establishments burnt, damaged, or looted and hundreds were arrested. There were no charges or any official blame laid upon Malcolm personally for the riot and he was fortunately to escape any damage to his establishment. The Matador is open from 12pm to 12am but is usually far busier in the evenings than it is earlier in the day.

## #42. Pod Mukhoi/ Hostelry of the Unicorn

The small quaint four story grey stone building is only accessible by gondola as all the buildings in this area similarly are. Those who arrive via gondola emerge from the landing onto a small courtyard which is often filled, especially when the weather is nice, with a curious mix of ruffians drinking from mugs and bottles who shout challenges to new arrivals, and small groups of women who are not just well dressed but are quite beautiful and who eye new arrivals with almost predatory eye. Upon entering the building one finds themselves in an entry foyer with a first floor door and a stairwell leading to the upper floors.

The first floor is home to Pod Mukhoi a tavern catering to the large Traladaran and Boldavian working class population in Glantri City. Though smoke filled and dimly lit which only makes it harder to see how dirty and dingy Pod Mukhoi (Traladaran for being shitfaced drunk) truly is, the place is always lively with music usually being performed by musicians of varying degrees of talent but who never lack enthusiasm. The place is rarely empty, even in the earliest hours of the morning, and is nearly packed to capacity in the early to late evenings almost every single night. A large bar serves several different brands of Boldavian vodka and even keeps a bottle or two of the finest in case a customer is willing to pay 100 dc. for a bottle of Sviyaga Crown. One of the main attractions of Pod Mukhoi happens later in evenings when both the music and vodka have had their effects on the customers and many take to dancing traditional Boldavian dances like the Kazachok. Pod Mukhoi is in its 3<sup>rd</sup> generation of family ownership and the current owner, Igor Denysyuk (Age 33, T5, AL-N) took over ownership from his father in AC 1009 and is open from 9am to 3am.

The three upper floors are home to the Hostelry of the Unicorn which offers no frills short term lodging for those needing a place to stay for a night or for those just passing through the city. The owner, Fabienne Delannoy (Age 45, M5, AL-N), rents rooms for 5 sv. a night. The rooms are small with just a bed and a small writing table. The hostelry has a total of 50 rooms and a room is almost always available except for special times in the city such as Arcanium where most lodgings are taken, often rented weeks or months in advance. It doesn't take a shrewd observer to note that a large number of very attractive women can be found living here. The Hostelry of the Unicorn is actually a front for the Sisters of the Private Houses and Delannoy is their head. The Sisters are a branch of the Fellowship of the Pouch and sell themselves for the pleasure of their customers. Many of the ruffians found downstairs at Pod Mukhoi and in the courtyard are members of the Fellowship tasked with protecting the Sisters from any violent customers or shaking down those who refuse to pay for services rendered upstairs in the hostelry.

## #43. One Eyed Willies – animal fights betting

This single story stone building has a small gondola landing on Prince's Way and is one of the more popular establishments for the lower class residents of the inner city, especially those of the West End Quarter. The building is home to One Eyed Willies which is a tavern and betting parlor. The place has been owned and operated by Willem Ebbekink (Age 61, F4, AL-C) for almost 30 years and is open from 8am to 2am.

Those who enter One Eyed Willies from the gondola landing come into a large open common area. A long bar is set along the north wall where Willem is often found serving up standard beverages such as Jever Pilsner, Kopstar Herfstbok, Laagsondendorp sweet Ale, and Hügelsee Lager. A mug of any of these commonly found Glantrian beverages goes for 4 copper pennies. Many customers take one of the room's many tables and drink and gamble, playing dice and card games. In the back of the establishment is a series of rooms that Willem uses as an office, with a strong vault for his earnings and coin reserves, as well as where he has his living quarters. He is helped by his wife, Daniela (Age 48, M7, AL-N) who manages the staff and often is found on the tavern floor serving drinks.

The real attraction of One Eyed Willies is the live animal fights Willem holds three nights a week. A large 10 foot by 10 foot and 5 foot deep pit is in the center of the common room and Willem will host fights to the death between various animals like roosters and dogs breed for fighting. A large amount of betting is done on these matches, bets made directly with the animals owners along with bets made between customers. The betting done here is legal and licensed, Willem had tried to get around the system but was caught by an Inspector of the Utterance and was later convicted of the general felony charge of *Unlicensed Activities* and was fined 100 dc. for his first offense. He was able to pay it easily, but a 2<sup>nd</sup> offense and conviction would have landed him in the main city jail to serve a 1-year sentence. Business was so good that he could have paid fine after fine, but the threat of jail time ended his thoughts of continuing unlicensed gambling, so he got the proper licenses needed to have gambling at a business establishment. All bets are required to be notated; the wagers notated to be reported during tax day along with one's normal income. While the recording of wagers is required at One Eyed Willies. Willem pays lip service to enforcing it. Many customers, including Willem tend to report losses but only some of their winning wagers usually enough to break even or just a slight profit. The license costs Willem 250 dc. a year. Though it is a large amount of ducats it is one he can easily afford with the amount of business the animal fights bring to his establishment.

## #44. Sporthallen De Maarsten

This two story stone building is the largest building in the Entertainment Quarter and one that has a rich history having been one of the first building constructed in this part of the inner city. Again, like the other buildings around it, the building is only accessible via gondola and has a large gondola landing on Safe Conduct canal. This building was originally built in AC 691 by the Duke of Terreja, Peet Maarsten, who was a athlete and a fanatical fan of sports. The building today is owned by the Vlaardoen family who support it financially and who appoint a manager to oversee its operations. The manager currently is Maartje Schoenmakers (Age 29, M3, AL-C) who won a gold medal in the marathon in the first World Games held in AC 1012 in Selenica Darokin.

Sporthallen de Maarsten though one large building has two separate areas, section (a) which at its first floor has a large entry area with a staircase up to the second floor and a passageway leading to the other main section of the building at location (b). Only those who are members of the Sporthallen are allowed to enter the building. Those who are not but wish to become members are escorted by the staff to Schoenmaker's office on the first floor of (a) and are interviewed for membership. Membership is free for nobles and their families, as well as for high ranking members of the Glantrian government and military. Any other applicants must be able to afford the 40 cr. application fee and 5 cr./month dues and even if they can afford it, they must still be found socially acceptable by the manager.

The entry area (a) is dominated by a large fountain with many marble statues of past great athletes of Glantri. The staircase leads to another large area on the second floor which has a large oval indoor track for members to exercise, especially in the long, dark, and cold Glantrian winter months. Located within the tracks oval are several sandy areas where members can wrestle, throw heavy balls for distance, and attempt to jump over high bars. A small bar is also found here with windows overlooking the canal outside which makes healthy vegetable and fruit (specially imported from Ierendi via magic) beverages for the members to enjoy. Many who have little interest in exercise value their memberships just to enjoy a Painkiller (pineapple and orange juice with coconut cream) at the bar while watching others exercise.

Location (b) is a single story open two story magically controlled area. It consists of a large pool of water for members to enjoy swims in clear clean pristine water. Upon entering one goes to an unclothing room where members remove and can leave their clothes and belongings, this area is always monitored by an employee against theft, even as unlikely as the notion of another member stealing from another might be. As swimsuits hadn't quite been thought of yet in Glantri or elsewhere (I mean come on now...it isn't fantasy for just the magic and monsters alone) the members proceed out in a state of nature to enjoy a good swim or socializing with fellow members in the cold waters of the pool in the summer or the warm waters of the pool during the winter months. In addition to the water, the room temperatures are controlled via magic and kept at a comfortable temperate year around.

## #45. Morning Star Inn

This large 4 story stone building has a large gondola landing at the intersection of Prince's Way and Actor's Lane canals. Those who arrive here by gondola enter a well-manicured courtyard area with lots of shrubbery, small trees, and flowers. A path leads from the gondola landing to the entrance of the Morning Star Inn, one of the largest Inn's in Glantri City.

While there is no shortage of high end and expensive lodgings for visitors to the inner city the Morning Star Inn has for years been a popular place that fills the gap between the numerous expensive high end Inns and cheap bare bones hostelries which offer little more than a bed for a night. The Morning Star is especially popular with the adventurer class who are far from rich yet are rarely poor and often have down times of weeks or even months between adventures. The Morning Star charges a reasonable 1 dc. a night for a nice 2 small room (sitting room and bedroom) suite. No magical amenities are available, as one would surmise with a low price like that, and each floor has a common privy and bath area for the guests to tend to their personal hygiene. The guest rooms are located on the second, third, and fourth floors. Each floor has 20 such suites and rooms are usually available except for times like Arcanium and other big events or holidays in Glantri City. Meals are available at the first floor dining area which again is not where one will find first class high end quality food and service, but a guest can get a good meat and potatoes meal for less than a ducat. The dining room only serves dinner for its guests and is open from 6pm to 9pm.

The manager of the Morning Star is Juan Antonio Ávila (Age 44, T16, AL-C). The listed owner of the Inn, Henri Bougie, is actually a fake identity whose taxes and license fees upon the Inn are always paid to the Glantrian treasury on time and whose accompanying scrollwork receipts of income always match the taxes paid upon that income. Very few are aware that the Morning Star is in fact owned by the



Fellowship of the Pouch, Glantri's guild of thieves and that Ávila is the de facto owner. The Fellowship of the Pouch uses the Morning Star Inn to selectively and carefully steal from its customers using an hidden passage way that connects to all the suites along the exterior facing walls that have no windows, not allowing guests to realize their rooms are slightly smaller (by several feet) that they should have been unless a guest possesses the Civil Engineering skill and successfully passes a skill check. Robberies are usually done during the day when most guests are out of their rooms exploring the city. Robberies done here tend to fall into two types of guests who are targeted by the thieves of the Fellowship of the Pouch.

Robberies of standard middle class visitors to the Entertainment Quarter, often tourists from other parts of Glantri visiting the City, like those that come via referrals from Max Groß Tours (see Noble Quarter, Rim Precinct location #41) tend to go of the way of switching out real coin or gems from the guest for fake coins and gems, usually painted wood or glass, which are often easily found out but usually not until the guest has already left and as the Morning Star requires payment in advance for its rooms, it doesn't have to worry about getting paid back in counterfeit or fake coins and gems.

Robbing the other type of guest that generally stays at the Morning Star, adventurers, can be far more lucrative but also far more dangerous and such attempts are done by the more experienced thieves of the guild who have knowledge of find and disarming magical traps as well as finding invisible or hidden items. The switching out of counterfeit or fake items for the real ones stolen, rather than outright theft, is the standard tactic used in attempting to rob adventurers. These attempts often go to great lengths to quickly reproduce cheap copies of items, especially gems, magic items, or weapons, which is possible when an adventurer guest is staying at the Morning Star for several weeks or a month or more. So far, the operation and thefts at the Morning Star have gone undetected with eventual discoveries of the being attributed to dishonest merchants for fake coins and gems. So far the later discoveries of fake magic items and weapons have not been linked back to the Morning Star though a few adventurers have accused the staff of theft in the past, but without proof they had no legal recourse and those thefts are selectively rare enough that the Morning Star has not yet gained a reputation with the Guild of Adventurers for it to start warning adventurers to avoid this place and not stay at the Morning Star Inn.

## #46. The Spell the Sword and the Shield

This single story stone building is only accessible via its gondola landing on the busy intersection of four canals and opposite the Tower of Sighs, the Citadel, and the Scholars' Fraternity Headquarters. This building adds greatly to the general traffic at the canal intersection as it is a popular destination itself and has many gondola coming and going from it. When one arrives at the building they exit the gondola landing into a small courtyard tucked inside the 3 wings of the building which is a tavern called The Spell the Sword and the Shield. The Triples S, as it is colloquially called, is well known as the primary off-duty hang out for soldiers of the Glantrian Grand Army, especially those based across the canal at the massive Citadel.

The Triple S is open 24 hours a day to best serve the various shifts and off duty times that soldiers traditionally have. The tavern sells all kinds of beverages ranging from the classic Glantri City Jever Pilsner costing a couple of coppers for a mug to find vintages of Averoignian wines costing 100 dc. or more for a bottle. The owner, Neremyn Anduerin (Age 411, EL10 Attack Rank H, AL-L) is former officer who was second in command of the Erewan Division for nearly 30 years under Prince Charan, but as

Charan was also the Grand Master of the Great School, Nermym was the actual day to day commander of that elite division. When Anduerin retired in AC 950 he bought this place which was a former brothel and turned it into a tavern catering to soldiers based in Glantri City.

Non-Grand Army soldiers (active or retired) are served here and do occasionally drop into the Triple S for a drink and a bit of fun. Nermym allows his military customers a great deal of leeway to blow off steam and those city dwellers who are looking for a scrap know this is the place to come where a good clean barfight can easily be found with a simple insult directed towards the Grand Army. Nermym is on very friendly terms with local furniture makers in the Middle Class Quarter as he often has to replace tables and chairs after a barroom brawl. The Constabulary is rarely called or needed here as most fights are simply fisticuffs and the very few troublemakers that attempt to draw a real weapon during a fight are dispatched quickly by Neremyn before anyone really can be hurt and the offender is taken out and tossed into the canal by the patrons of the Triple S.

## #47. Law and Order Another Round

This three story wood building is located directly across Safe Conduct canal from the Tower of Sighs at the northern edge of Ward 5 and is only accessible by gondola. Those arrive here via gondola come upon a courtyard which is often filled with men drinking and women and children playing. The building was bought several decades ago by Glantri City and is administered by the Chief Constable of the City Constabulary Jeffrey Hollyander (see Citadel Quarter location #2).

The first floor is occupied by a tavern called Law and Order Another Round which is a where many constables from the City Constabulary come to relax when off duty. The tavern offers a wide range of drinks from all over Glantri and are heavily subsidized in the City Constabularies budget by the Council of Princes. Most drinks here cost no more than a couple of copper pennies each, though some higher end drinks, mainly Boldavian vodkas, Klantrian whiskeys, and Averoignian wines and spirits for sovereigns and ducats a glass or bottle. It is well known to residents of the inner city that this place is a Constabulary bar and is not off limits to those that are not but those that do drop in for a drink know to be on their best behavior. The many tables are often filled with off duty constables gambling; throwing dice, playing cards, or talking shop; talking about their cases, gossiping about their superiors, and comparing notes about their experiences working in their various precincts. The tavern is open 24 hours a day to accommodate the varying work schedules of the constables throughout the inner city.

A staircase in the corner of the tavern leads to the upper floors. The upper floors serve as a sort of special hostelry for the families of married constables based at the Tower of Sighs. Constables who have families; spouses, *and* children, can apply to the Chief Constable's secretary for one of the limited slots available here in this building. The living quarters here consist of small 3 room suites with minimum amenities and have common privy areas. Each floor has six such suites and currently all are currently occupied. Once all of the children of a constable turn five years old, they must find living quarters elsewhere. The main reason for the quarters here is for constables to be close to their families when their children are young and before they start attending school. There is a sizeable waiting list of constables with young families who hope to get free, no rent, lodging here close to where they work.

## #48. McDonalds

This little two story building has had a colorful history as well more than its share of owners and businesses over the years. The building for many years was a rundown little tenement. Even though it was small it had a wonderful location, but it still struggled to attract higher wage residents due to being run down and largely unmaintained. After a second floor resident who specialized in entertaining people with his contortionist abilities got fried by a wizard after the wizard was accidently knocked into a canal; the owner decided to give up trying to rent out living quarters and moved to sell the building. In AC 1001 poor ol' Lou Garou bought the place and brought his nasty stinking fried food to this location. However poor ol' Lou Garou was already involved in a fierce rivalry in the market of nasty stinking fried food with some bloke from Klantyre named Ronald McDonald who eventually bought out Garou and replaced his greasy stinking foul food with something smelling even worse! After McDonald spent a year renovating the property, he opened his new flagship McDonalds here in the Muscari Precinct.

McDonald's is solidly built of light brown stone, with large windows to let in ample light (*and to let out the stink for all Glantri City residents to enjoy*). Ronald owns many locations throughout Glantri, and he insists on cleanliness and now that he is quite successful, he pays for teleportations to his various restaurants frequently to make surprise inspections. Each location is run by a manager who spends at least 6 months working with Ronald here at the flagship restaurant before taking the reins at his or her location. All locations use the same sign, with Ronald's logo of a gracefully (*tacky*) arched golden "M".



Ronald's signature dish is a simple fried pie filled with diced potatoes and mutton, the filling staple foods of rural Klantyre that he grew up on. Along with these hot pies Ronald serves fried potatoes called "Flaem fries" (these deep-fried strips of potato are commonly attributed to chefs of Nouvelle Averoigne but were actually invented by the Flaems) with an array of dipping sauces. The sauces are key to his success - customers receive their choice of an Aalbanese spicy mustard, Averoignian mayonnaise, or Ronald's special concoction of red sauce, based upon an Ochalean fish sauce recipe he found in an old Thyatian cookbook and made with tomato paste, sugar, and salt. These culinary delights are washed down with Klantyre whiskey though a much cheaper quality than Blair Athol. (*no such thing as cheap when it comes to whiskey woo hoo!!*) One key to McDonald's success is having the children of Glantri tug on the sleeves of their parents robes and beg to be taken there. For the kiddies Ronald serves Happy

Meals, which consist of a few chunks of deep-fried, battered chicken and a small portion of Flaem Fries along with a syrupy concoction of colored sugar water. The prize is the real attraction though each Happy Meal contains a small wooden toy or gewgaw which Ronald buys in bulk from Erewan where some elderly elves happily whittle and carve the trinkets, enabling them to still be creative and feel useful.

Staff in all locations wear Kaelic kilts and matching berets in the pattern of Clan McDonald. Ronald pays street urchins from the West End Quarter (*less than minimum wage*) to debase themselves and wear garish costumes and run about the inner city during peak mealtimes, shouting "Hot Pies! McDonalds! Hot Fries!" These amusing nuisances have become known as the "Fry Guys". In recent years some kobolds and goblins have also found employment as Fry Guys, the humanoids LOVE McDonald's (pff..*they also love the Mystery Meat Steak at Undead Ed's*) and Ronald has been happy to help some of these newest Glantrians find gainful employment (*at minimal pay of course*). Ronald also pays students from the Great School of Magic who are able to cast at least 3<sup>rd</sup> level spells to fly over Glantri City trailing banners that read "EAT AT McDONALDS" on good weather days. Ronald calls these his "birdies", and the combination of easy money & spell practice at the same time makes these jobs highly sought after. (*at least these birdies get paid a decent wage I bet*)

After expanding to the capital Ronald was approached by a necromancer, Aozy Markov, who suggested he could save a fortune on labor costs by using undead servants to staff his restaurants. Ronald threw the wizard out as the very idea brought back unpleasant memories of the tales he heard growing up near Crownguard. Yet Aozy was right in a way and Ronald came to realize that paying working was crimping his capitalistic style and ...hah...he could get even richer by screwing workers out of a job not just out of a living wage so Ronald hired a wizard who claimed to be experienced with magical constructs to create a prototype tireless worker for him. The wizard tried to make a clay golem for Ronald but used too much water and didn't let the clay dry long enough...resulting in what some have derisively called a "dough golem". For unknown reasons the golem also turned a deep shade of purple, and it's features are permanently frozen in an unnatural grin. Ronald fired the wizard but has developed a soft spot for "Grimace", as he calls the golem.



Grimace is able to follow simple instructions and is unfailingly loyal to Ronald, but he frightens some customers and so is normally kept in the kitchen during the day where his job is stirring the various vats of sauce. At night Grimace serves as a guard, standing silently in the dark flagship restaurant and grinning eerily into the night.