

THE GLORY ROAD

Issue 3

Neighborhoods of Estarion, Pt. 2

SELINDRA

Located across the River Selintan, Selindra was once a small orchard village. Selindra is now part of the city, connected by a great bridge and walled for its protection. Its inhabitants are largely Tarquai, with a heavy number of them living lives tied to fishing and the orchards, either as laborers, owners, or merchants.

d6 Location

1. **Fish Market.** Daily loads of fish come in from fishermen's boats for sale here, while dried fish are also sold in numbers. This is a place of wheeling and dealing by fishmongers, who buy and trade in what is freshest each morning.
2. **Djaffar the Herbalist.** Djaffar Assad is an elderly wise man, an herbalist and apothecary who has a collection of herbs and medicines that range from the common to the extraordinary.
3. **Fruit Market.** Fresh fruit from the orchards around Selindra make their way to this daily market and its stalls.
4. **The Temple of Astarte.** The cult of Astarte is ancient in Selindra, and remains influential. By agreement with the Church of Hecate, Astarte's temple remains in Selindra, where her priestesses serve not only as temple prostitutes to fill the coffers, but also as mercenaries serving the goddess' role as a goddess of war. Most often, however, she is worshipped as a fertility goddess by the farmers and fishermen of Selindra, and serves to bless their bounty each season.
5. **The Golden Apple Tavern.** A homey, rustic tavern, this place has cheap, simple fare for people not interested in rooms or finery. It is a good place to meet with simple, rustic folks.
6. **The Lighthouse.** A simple lighthouse helps guide trade around the mouth of the River Selintan. It remains used and maintained by the Navigators' Guild as a service to the city.

THE RIVERFRONT

The river docks on the southern side of the River Selintan are part of the barge traffic inland leaving the city. This bustling area is filled with foot traffic, stevedores, porters, and barge handlers who work hard, drink hard, and leave the city quickly.

d6 Location

1. **The Happy Eel Tavern.** A rough and tumble tavern catering to laborers along the river. They serve hard drinks for men who want to get drunk fast, and they don't tolerate having any interesting characters around to give the joint "atmosphere".
2. **Warehouse.** Warehouses are very common along the river docks.
3. **Stevedores' Guildhall North.** The Guild controls what cargo goes onto and off of barges. They get a cut of all river traffic, legal or illegal, as a result. They enforce their monopoly both through labor stoppages and sabotage. Rarely, they send thugs, too. Rumor has it that they also give a cut to a major crime lord.
4. **Severian's Barge and Boat Repair.** Known as the best at what he does, and has many clients among the river traders. He is serious and devoted. He is also known as an aid to smugglers, but only talks to those he knows and trusts.
5. **Jovialus the Black.** A former centurion, dismissed from service due to some questionable interactions with natives on the southern border. He is ruthless and stingy, but beloved by employers for finding cheap short-term labor for unpleasant jobs. He also runs several press gangs to help his recruitment efforts.
6. **Honest Hari's River Supplies.** An outfitter who will sell any number of goods, though his goods are often either shoddy or of questionable origin. He won't answer questions about where his supplies come from, or tell others who he sold to, which makes his goods attractive to the right kind of customer.

THE WATERFRONT

The southern ocean docks are the center of a different sort of trade, though the sort of rough customers here are similar to those on the riverfront.

d6 Location

1. **The Tipsy Mermaid Tavern.** A dive, filled with dockworkers and foreigners. The place is frequently the site of gambling, brawling, and criminal dealings.

I wanted the feeling of romance and the sense of wonder I had known as a kid. I wanted the world to be what they had promised me it was going to be—instead of the tawdry, lousy, fouled-up mess it is. — Robert A Heinlein, *The Glory Road*

2. **Warehouses.** Warehouses are very common along the waterfront.
3. **Shipbuilders' Guildhall.** The shipbuilders have a great deal of power in the city, and are closely allied to the bankers. They control access to the merchant trade and ability to get into the ocean. They are wealthy and deeply influential.
4. **Navigators' Guildhall.** The navigators are able to control sea trade by making sure that no one can get across the ocean without access to maps and navigators. Ships are not allowed to sail in or out of the city without a guild-approved Navigator, which earns them money and control.
5. **Shipyards.** This is where ships are built and repaired.
6. **Stevedores' Guildhall South.** The Guild of Stevedores controls what cargo goes onto and off of barges. They get a cut of all sea traffic as a result. They enforce their monopoly both through labor stoppages and sabotage. Rarely, they send thugs, too. Rumor has it that they also give a cut to a major crime lord.

RED LANTERNS

Located outside of the walls of the city, the Red Lanterns district is a small section of buildings dedicated to vice and general lawlessness. The city watch turns a blind eye to this place, but that also means it is unpatrolled and potentially dangerous.

d6 Location

1. **The Gold Lilly.** The Gold Lilly is a high-class brothel with a variety of goods. It is clean and well cared-for, but does not cater to any unusual tastes. The Lilly provides food, drink, and entertainment along with its services.
2. **The Silk Slipper.** The Silk Slipper is the rival to the Gold Lilly. Its women are a bit less attractive, its rooms a bit dingier, its prices a bit lower, its services less developed, and more options for exotic tastes.
3. **The House of Fortuna.** This casino serves high rollers in games of chance of all sorts. The place is heavily armed and backed by major crime bosses.
4. **The Three Lotuses.** The Three Lotuses is a drug den, where users of lotus powder go to obtain the drug and forget their world. The clients are both wealthy and poor, the business lively, and the fates of those who find their way here usually increasingly grim.
5. **The Two Dogs Tavern.** Two Dogs is a seedy tavern, known for its animal fighting pits and its

ruthless crowd of drug-dealers, crime-lords and thugs.

6. **The Slave Market.** The Slave Market is operated freely, largely selling slaves captured on military campaigns as spoils of war, though slaves from distant lands like Cathay to the east or Kush to the south can be found here, too.

DOWNWIND

Downwind is the poorest of neighborhoods of the city, but it isn't truly in the city. It's a shantytown outside of the walls of the city. It is filled with the poorest of the poor, industries too noxious or foul to exist within the walls of the city, and to the city's necropolis. It is unpatrolled, overrun with crime, and largely controlled by the Beggar King of Estarion, Shariq Al-Bassad and the criminal gang known as the Hawk Masks, who patrol the city in their distinctive and eponymous masks.

d6 Location

1. **Garbage Pits.** The garbage pits to the north of Downwind are maintained by the Garbage Men, who scavenge among the refuse and regularly burn it to make room for more.
2. **Ibn Fazl.** Ibn Fazl is a criminal healer who helps those who need healing. He also uses his skills to conduct experiments on living subjects. He is a cruel and vicious man and a born sadist.
3. **The Night Market.** The Night Market is the city's illicit trade center, a black market where any sort of good, particularly illegal ones, is available.
4. **The Green Skull.** The Green Skull is the worst shit-hole tavern in the city, serving a watery stew made of mystery meat, watered-down beer, and sour wine. It is a wretched hive of scum and villainy, a place where illegal deals are sealed all of the time.
5. **Tenements.** Downwind is filled with tenements and flophouses.
6. **Necropolis.** The necropolis is where the city's dead are buried on the western edge of Downwind, in a walled open-air city of the dead on a hill just outside of the Salt Marsh.

THE SALT MARSH

West of Downwind is a brackish marsh. Smugglers, criminals, goblins, and hermits frequent the Salt Marsh. In addition, the marsh is filled with dreaded salt spiders, leeches, giant rats, and bloodsucking needle-bats.