

Elven Tower Cartography



Snacks for the GM's Mind

Adventure Resources and Ideas
One-shot Suggestions
Game Design Tips



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Cartography by:



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Goldenleaf Dancing Hall

About this Resource

This resource features the general description of a popular tavern and dancing hall for the wealthy. It includes adventure ideas that are appropriate for low-level (Levels 1 to 5) adventuring parties. Challenge Rating (CR) is calculated using a party of four as the model.

The DM is free to change or modify any or all the information found here. NPC names and settlement names are the first the DM should consider changing to accommodate any homebrew world lore.

Background Lore



There is a place known by many but visited by few. A place where stressed out, tired, but wealthy people unwind and enjoy the lavish pleasures of the great capital's nightlife. The Goldenleaf Dancing Hall is not difficult to find. It is one of the largest detached buildings in the city's red light district. Yes, it is surrounded by petty taverns, brothels, bunkhouses, and stables. But that is just the nature of the beast. The hall is a large building with rock-lined outer walls. It is one story tall but almost twice as tall as a regular building. To enter, patrons must go through a standard, grease-stained wooden door that does not amount to much. The entrance blends in with the surrounding establishments well enough. Regardless, no one is fooled by this apparent disregard on neatness. There are four bouncers by the door, they are armed warriors who will only let in a particular type of clientele. The Goldenleaf Dancing Hall's usual patrons are nobles, wealthy merchants, military officers, members of the Senate and other high ranking politicians and guild leaders.

Due to the high concentration of people of power in the Goldenleaf, it has become the de facto meeting place to make deals and negotiate with other factions. The place is well guarded and usually packed with people, even warring factions and old enemies agree to meet in a place like this to negotiate terms and deals.

The inside of the dancing hall consists of a large common room that encompasses the majority of the building. There is a large bar near the north wall. Ernie is the bartender, he is a retired military officer who can still wield a sword better than most active soldiers. His presence at the dancing hall is a good sign for all parties involved. They say that as long as Ernie is in charge of the place, the place is secure. Ernie is not really in charge but he is ever present and keeps a good relationship with the other military personnel and officers that visit the place. The common room is dimly lit, there are torches in sconces on the walls every few yards but the place is simply too big for the torches to provide sufficient light. The dimly lit-like obscure result is more a feature than a flaw. People like the shady look of the establishment. There are enough tables in the dancing hall to host AROUND 100 clients. Some of these tables are detached and close to the dancing hall. The rest of them are by the walls, surrounding the rest of the room. Some of these tables feature narrow wooden walls or curtains to give a little more privacy to the patrons than they would have on the tables in the middle of the room.

The main feature is, of course, the dancing floor and stage in the middle of the room. The dancing floor is just a two-foot tall stone-tiled platform surrounded

by lamp posts. The stage is next to it, on a slightly taller platform. The stage, when not in use, is full of musical instruments and acting props used by the different artist that perform each night. Since last year, the owner enchanted the dancing floor with a permanent illusion spell. The enchantment comes alive with exclamations of surprise and enjoyment when the musicians start

playing. Bubbles and spirals of purple light erupt from the dance floor and vibrate to the music's rhythm. Additionally, if there are not enough people dancing to fill the dance floor, the enchantment an illusion of extra dancers. These dancers are clearly a magical effect, they are ghostly and almost translucent. As more people climb to the dance floor, the translucent dancers evaporate into clouds of mist and dissipate.

There are two doors behind the bar. The kitchen and a storage room are behind the easternmost door. During working hours, there are six people working in the kitchen. The Goldenleaf Dancing Hall prides itself on offering a wide range of exquisite fine food. The expectations for food and drinks in an establishment of this kind are very high. The clients are wealthy people who demand fine wines, the best ales, and examples of the best cuisine in the province. There are two more rooms on the north side of the building. Both of them are private rooms that the dancing hall can rent to clients who request more privacy than the common room allows. These private halls cannot enjoy the music or dancing floor but that is not important. People request these rooms to conduct business with opposite factions.

The owner of the Goldenleaf Dancing Hall is an elf woman named Finnaria A'del. Finnaria is 436 years

Goldenleaf Dancing Hall



1 Square = 5 ft.

old. Over her long life, she has been a musician, an adventurer, a researcher, a mage, a brewer, an archeologist, and now she is a business owner. She does not consider herself a retired person. This is only another phase of her long list of careers. She has had the Goldenleaf Dancing Hall for almost thirty-five years now. For human standards, she has been the owner for longer than some of her clients' lives. Finnaria created the illusion enchantment spell for the dancing floor. Finnaria is usually in the Goldenleaf's common room. She is usually at the table just in front of the dancing floor, enjoying the music and watching other people dance. Finnaria is never alone, two

veteran warriors escort her everywhere she goes. Not that she needs protection because she is very dangerous herself. Finnaria has good standing relationships with most of the patrons of the Goldenleaf Dancing Hall. After all, most of them are powerful influential people. But she tries to stay away from politics and plots as much as she can.

A few years ago, Finnaria created a runic protection for the Goldenleaf Dancing Hall. There are runes inscribed inside the walls and at every pillar. The runes create a zone of magic disturbance that can affect the manipulation of the magic weave as soon as she utters a carefully crafted command word. If she does, the weave is deactivated instantly within the building. This means that no magic can work inside until she releases the spell. Even magic properties of items and permanent magic items become normal objects within this zone of magical disruption. Finnaria has used it only a few times in the past.

General Features

These are the general features of the Goldenleaf Dancing Hall. It is a closed building with no windows.

Terrain. Most of the floor is made of wooden tiles, except for the dance floor, which is stone. The establishment is packed with people during working hours at night. Moving around is considered difficult terrain under these conditions.

Light. There are two fireplaces, four standing lamp posts and a few other torches in sconces on the wall. Despite this, the place is dimly lit. There are no windows to let the natural light go through.

Smells and Sounds. The rabble of people eating, chatting and laughing fills the air during working hours. Most tables are usually occupied or reserved. Several times a night, groups of musicians perform on stage. They usually play rhythmic music that patrons can dance to. Sometimes there are other kinds of performances like acting and dancing.

Bards and Musicians. The musicians on stage take requests at a cost of ten five pieces. The musicians here are the best in town and have access to an ample repertoire of music, even from foreign provinces. There are also bards and minstrels that go from table to table and offer poetry, tales and local legends for one gold piece.