

Stromphe City - Dockside, Golden Mews and Lookout Hill Districts

General Notes

The Key is as follows:

- B: Places of vice – brothels, gambling casinos, drug dens, fights (men, dogs, even bears) – or all types at once. The buildings range from well upholstered to really run-down dumps (with the norm closer to less classy end of the spectrum – seamen, soldiers and stevedores are the main clients, after all).
- I: Places of Accommodation and Eating/Drinking – Inns, Hostels, Taverns, Restaurants, Clubs.
A typical Inn map will be added.
- M: Military Establishments – Army, Navy and even a nascent Aerial Division (both magical and balloon technologies)
- P: Security Buildings – Police, Lock-ups, Magistrate courts. In addition, some unmarked buildings will be for those private firms offering private security and detection services.
- SA: Shopping arcades – buildings housing more than one type of shop, often with residences attached. A typical such building map will be added.
- T: Places of worship – temples (here the main one is the Temple of Poseidon on the waterfront), shrines (usually of the cupula variety), and religious fraternities (none on this map).
A typical temple map will be added.
- W: Warehouses. A typical warehouse will be added.
- §: Financial and economic services buildings – banks, loan sharks, pawn shops, guilds and unions.
A typical guildhouse map will be added.
- HM: The Harbour Master's residence and offices.
- Lh: Lighthouses, to mark dangerous shoals and rocks.
- SpV: The mansion of the Speaker, head of Stromphe City State's government. A multi-story, truly opulent edifice.

Buoys: **Red:** On portside (left facing bow) when leaving harbour, opposite when approaching harbour.

Green: On starboard (right facing bow) when leaving harbour, opposite when approaching harbour.

Dockside District

The main trading area, where wares from all over the world are landed, stored in the

giant warehouses, and loaded onto and off the myriad ships that embark here, or transported throughout the city, and beyond to the rest of the City States. Here is the temple of Poseidon, the Customs House (with maritime Museum – especially a mermaid specimen bottled in ouzo, presented by the notorious Doggetage the Savage Mermaid-Hunter – now deceased) and Harbour Master’s offices (and residence), a few banks and loan sharks, seaman’s lodging, rowdy taverns, busy but substandard inns, gaming halls and brothels for the sailors and stevedores. The population is dense, but itinerant. Here also are the union offices of the Wharf Labourers Union and the Seamen’s Fraternity (which operates out of a hostel for down-and-out seaman), and the Chandlers’ Guild.

Golden Mews District

The financial hub of Stromphe – banks, loan sharks, lawyers, accounting houses, merchant cartels and fairly opulent residences. Some lawyers live here – generally those representing the white collar criminals, of which there are plenty in this capitalistic free-for-all (apart from government fees and bribes!). Here are fairly upper class shopping arcades, where the proprietors live in good housing, with servants (or slaves) in the household. They lease out shopping premises to good to excellent tradesmen. In addition, some fine restaurants can be found here, and the inns are quite good (3 star), as are the brothels (“adult shows”) and gambling dens (“gaming halls”).

Lookout Hill District

The Naval Academy is a huge military installation, specializing in experimentation with aerial combat, courtesy of the Magic Colleges of the Irisian City States, and the Engineering Corps, resulting in balloon-hoisted carriages with propulsion by clockwork propeller and permanent *Flying* and *Levitation* spells. So far the largest can carry up to 10 personnel with 2 catapults and up to 200 lbs of stones for dropping. These contraptions owe much to the genius of Colonel Jim Petrakos of the Forlorn Archipelago, far to the south. It has far-reaching views of the whole harbour, and up the Zatrakos River. The academy also trains sailors and marines in naval battle techniques, and is one of the finest military officer training institutions in Artemisia (and all Nibirum, they boast).

Elsewhere in the district are the palatial homes of the rich and famous, especially those merchants that make their fortunes on sea trade. Some have recently become almost bankrupt with the interdict of trade with Helmonte and the Leondar Imperium that the present Speaker instituted 12 years ago.

Waterside District (south)

Here the old nobility live in grandiose, multi-story but slowly decaying mansions set on the waterfront on an marshy island district, with gondoliers plying their trade. The islands are supported by massive wooden beams and rock piles. The most southerly island houses the magnificent multi-storey villa of the Speaker for the last 20 years, wily and manipulative Ionnes Demosthino, with a private staircase up the cliffs of Lookout Hill. To the west of this is the tallest lighthouse in Artemisia, the Flame of

Helios, whose light is visible to shipping far out in Kostas Bay. The nobility were 'pensioned off' by the new republican rulers over 48 years ago, and are still forbidden to have commercial or mercantile interests, but instead live from the wealth of their still considerable landed estates in the interior. However, by law, they must spend six months of every year residing in the capital – no rebellion breeding in the countryside is allowed! The district does house one of the most exclusive 'escort agencies' in the city, and the beauty of these courtesans is legendary.

And finally, beware the vengeful mermaids in the bay, singing their dirges of revenge against the notorious Baron Doggetage and all his kind.