



Alley of the Muse

"Take this lodestone. Look for a harp carved in stone at the entrance of a northern passage radiating from the Sorrows and you'll find the Alley of the Muse."

Located in one of the many winding passages connected to the large cavern called the Sorrows, the Alley of the Muse is a favored locale for individuals looking for refined entertainment away from the masses. This area earned its name for the Muse, an apparition that occasionally spawns in the area. When it manifests it plays a mournful dirge from its spectral harp that resonates beyond the alley itself. No one has been able to discern who or what species the creature may have been as its features remain hazy and indistinct.

1. Alley of the Muse. This dark, winding passage descends into a section of UnderTyr that is centuries old. The ceiling is no higher than eight feet in most areas, occasionally rising to ten feet. Faded colors mark many of the buildings, giving some indication that this may have been a marketplace long ago.

2. Phantom Hall. The faded frescoes painted on the front walls of this stone building give every indication that it was once a place of merriment and festivity. The high narrow slits that serve as windows can at times be seen to light up in bluish colors with the sounds of a raucous party within.

Upon entering through its bone-reinforced doors, an explorer is greeted with absolute silence and a chilling cold. The once colorful rug is rotting and

stained with dark streaks, chairs and benches lie shattered and strewn about. In the center of the back wall, an alcove with a shattered statue remains, several pieces lying on the floor below it. Tattered curtains cover what appears to be a collapsed area, barely hiding tons of compressed rock.

3. Collapsed Ruins. It is not clear what this building once was, today it is a rubble filled area of rocks, bone and other refuse that cannot be reused. Rumors claim that this was a tavern ages ago, but no one alive today knows what happened to it.

4. Eltavyr's Lounge. This shadow-filled room is amongst the most exclusive venues in Tyr. More than a half-dozen tables with chairs surround a small stage. Most of the light in the room emanates from several glowing orbs set around the stage. Some of the more famous (and infamous) troubadours clamor for an opportunity to play at Eltavyr's as a mark of distinction. A collaboration between Noga's Delights and the Lucid Psion keeps food, music and entertainment flowing throughout events.

5. The Lucid Psion. This area is part of a two-room stone building practically encased in the surrounding earth. The Lucid Psion is a vibrant tavern frequented by select individuals who have the ability and means to find this part of the Sorrows. The tavern serves a collection of beverages to include wines and spirits from distant city-states. Here, you can find Kurnan sweetwine, fermented gorewheat ale, and other notable drinks. The proprietor, Jhorune ensures his supplies are constantly in stock.

6. Noga's Delights. This small street eatery sports a food balcony for patrons and typically fills the alley with wondrous aromas of dishes of all sorts. It provides meals and entrees for all the visitors to the area.

7. Amalia's Rest. Adjacent to Noga's Delights lies Amalia's Rest. This thick marble building is partially buried in centuries of rock and provides several sleeping areas for its patrons. The rooms are separated by thick curtains that muffle much of the noise.

