

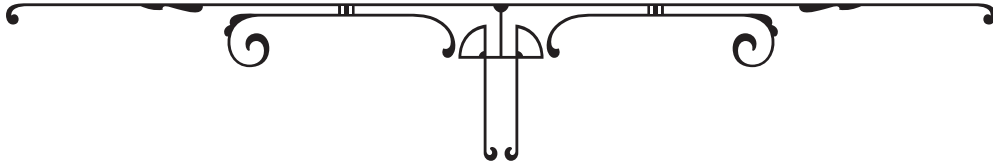


Opera House

The Royal Grand Maps Set
By Andrew Peregrine and Mikael Brodu



Using the Maps of the Royal Grand



The Royal Grand Opera House is a vast and confusing place. But in the chaos of a show you still need to know how long it takes to get from one place to another as you run from balcony to substage fighting ghosts and hunting for lost props.

To help you find your way around, the ever patient Mikael Brodu has worked with me to create these detailed maps of the building showing each of its main layers. This includes a side view to show how it all fits together.

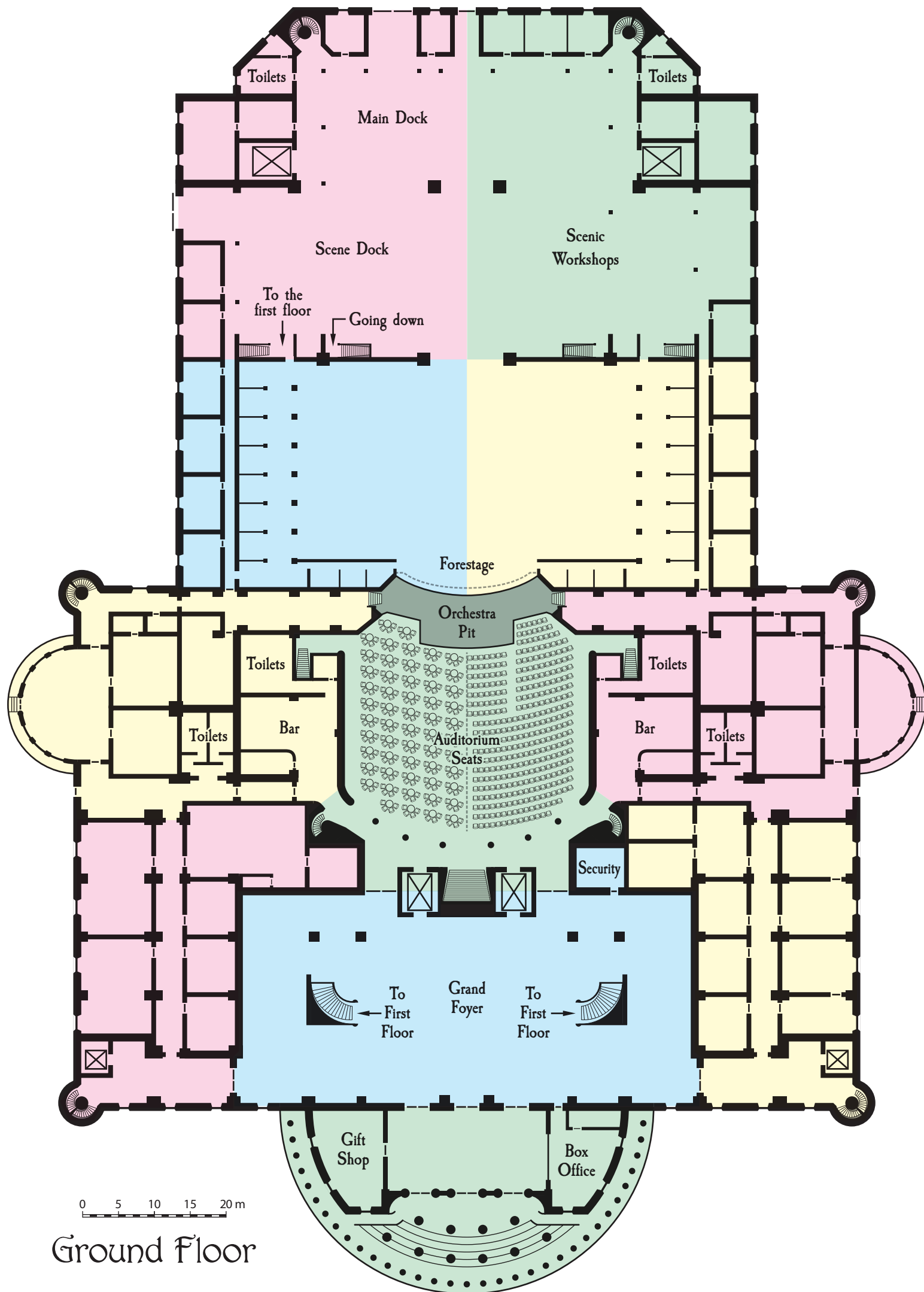
However, just because there are maps, it doesn't mean the place is easy to find your way around in. The Gamemaster is encouraged to swap around rooms, remove stairs and otherwise adapt the place as they see fit. Maybe even add a few extra levels between what we have here if you like. This applies no matter how familiar the player characters are with the place. Once you think you know where you are going, things tend to change to keep you on your toes.

Nevertheless, these maps show you the main areas and the broad strokes of this complex building. But there are plenty of unlabelled rooms and unmarked areas where the Gamemaster is encouraged to place what they like. Generally they don't keep lions in the front of house areas, but it's otherwise entirely up to you.

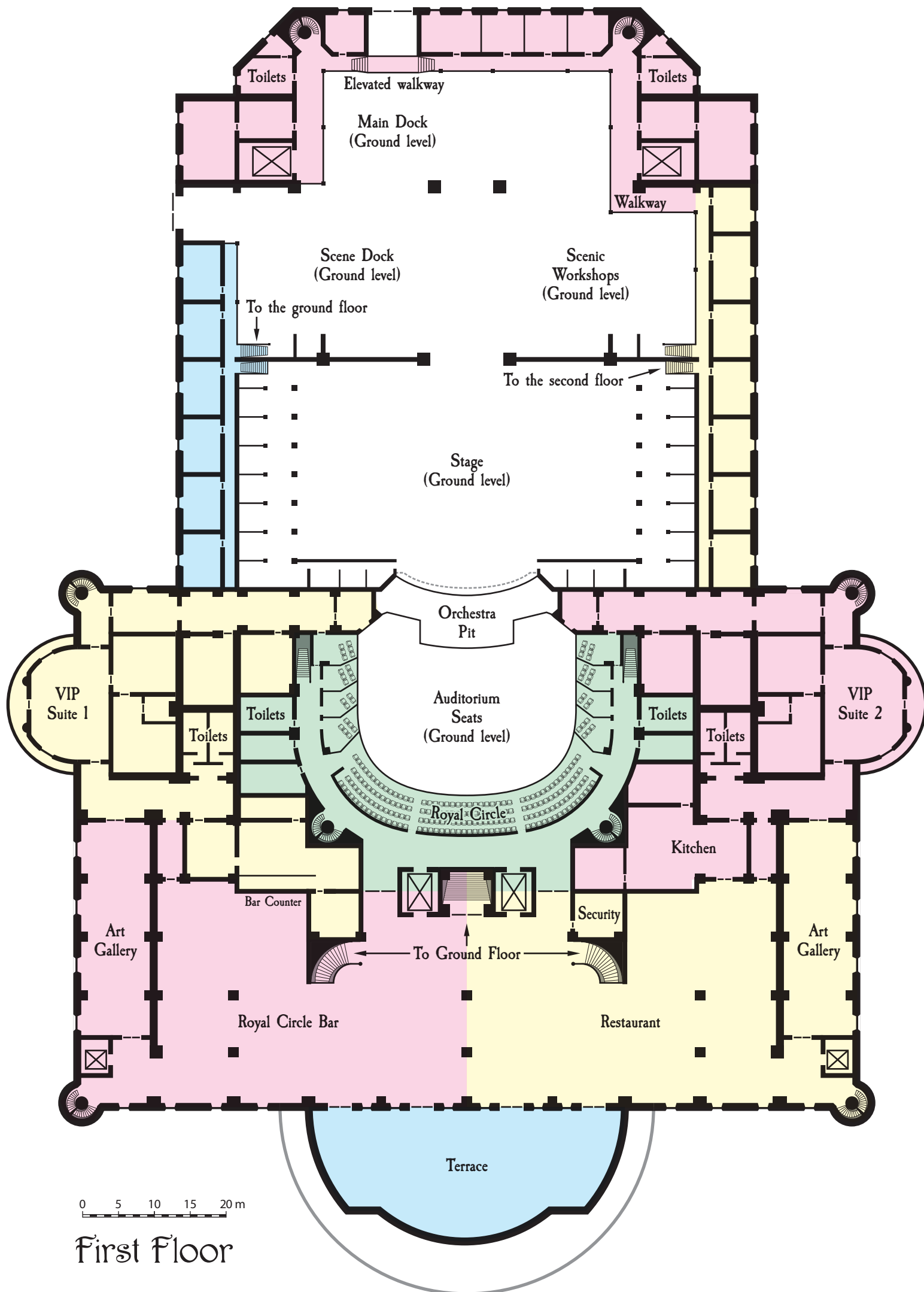
We've also marked different zones in different colours across each floor. These zones are to help you track your movement rather than zones that exist in the theatre itself. As per p107 of the Core Rulebook you can use these to track how far people are from where they want to be. It generally takes up to 5 minutes to move from one zone to an adjacent one. If you are running as fast as you can (and unconcerned for your own safety and that of others) you can just about cross two zones in five minutes.

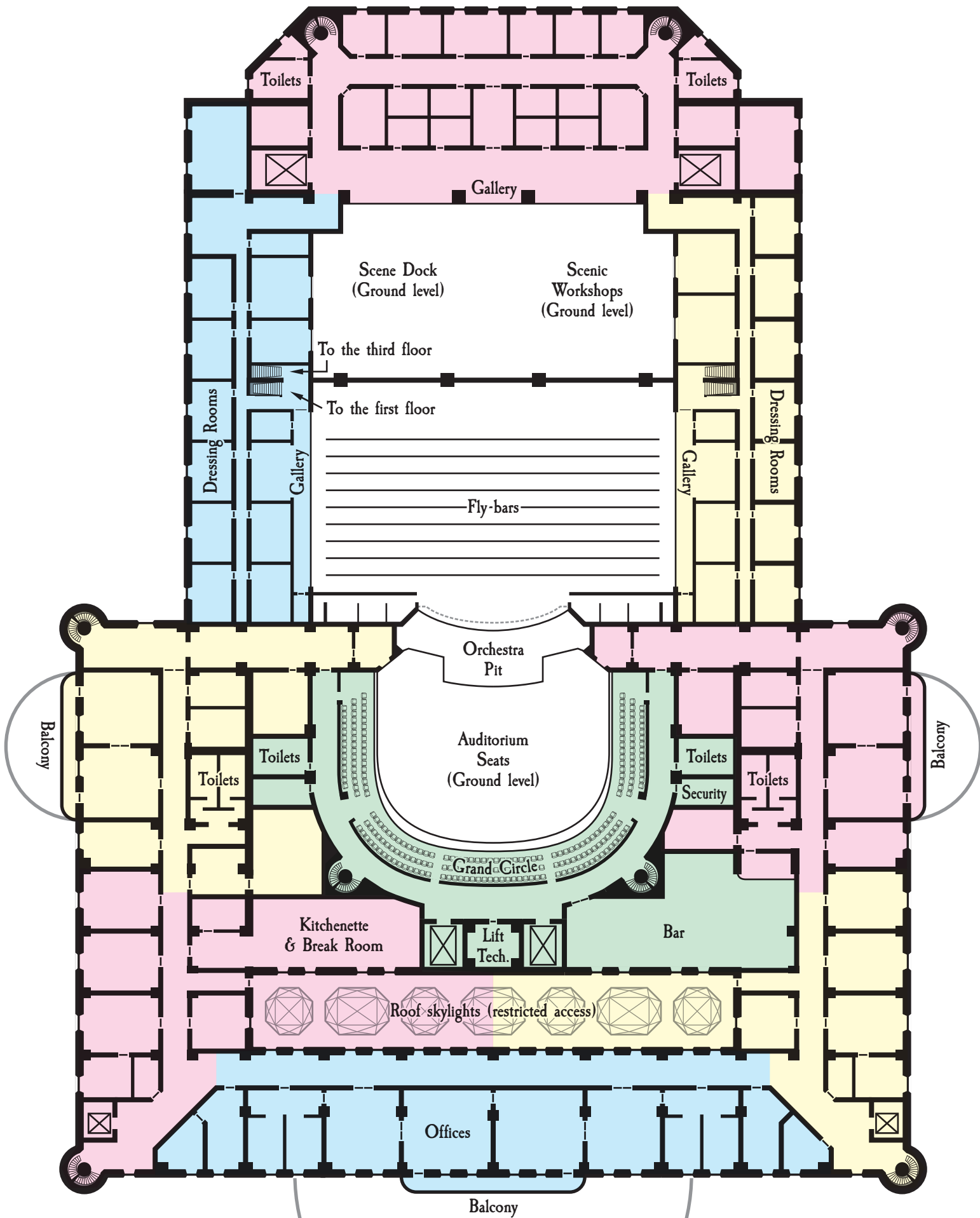
If you can find your way to a staircase, you can move between as many as 4 floors in five minutes. But not every staircase will go as far as you need them to. So any change of floor level will take five minutes, even if you didn't get as far as you'd like. Staircases are generally quite troublesome at the Royal Grand.

As with anything in Opera House, the Gamemaster is free to manipulate and adapt the place as they see fit. You'll notice that we haven't detailed the vast underground of the theatre. That is by far too complex and has defied map makers for centuries. We've revealed far too much of the building here already. You'll have to uncover the rest of its mysteries in your own time, and at your own risk...



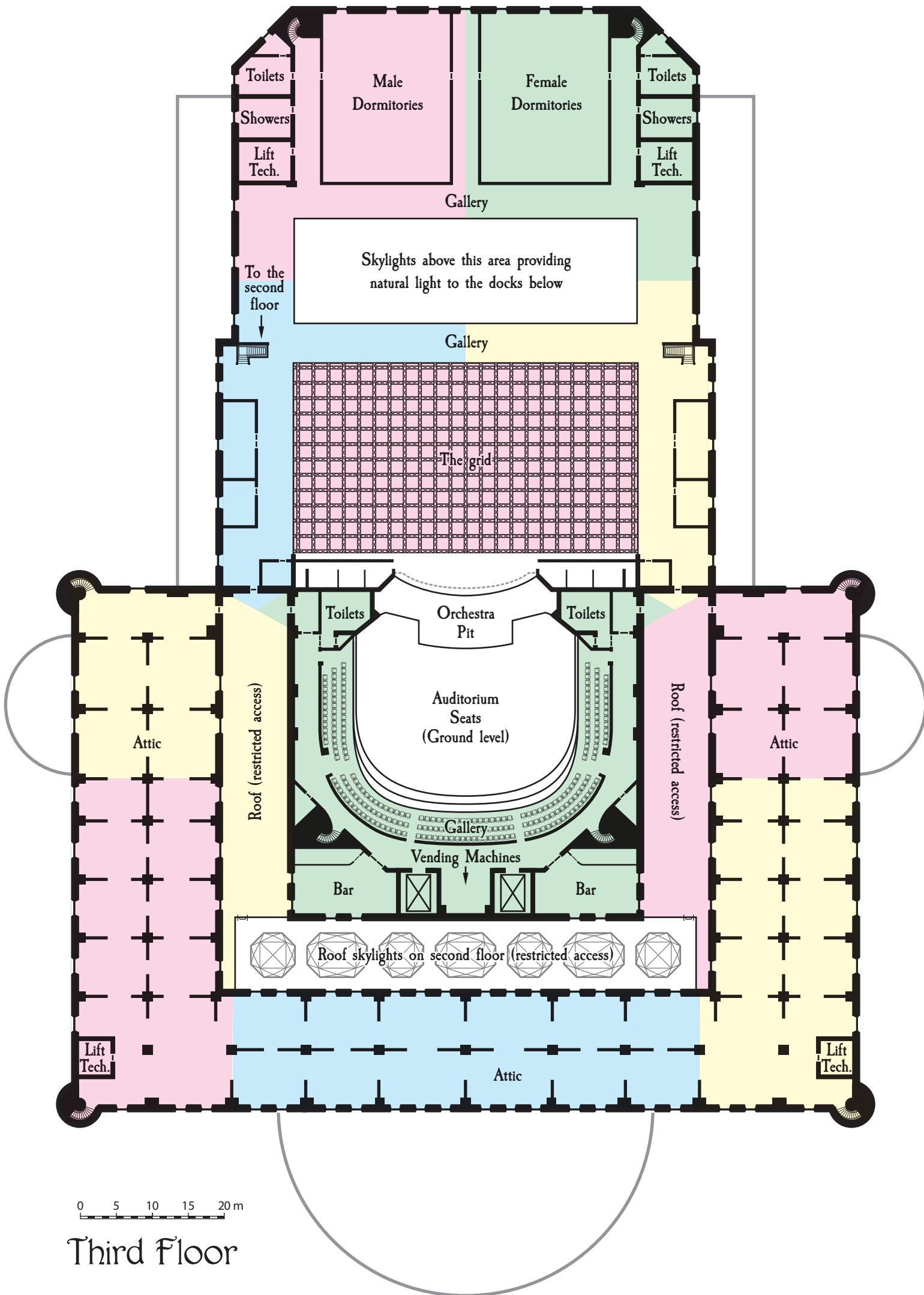
Ground Floor

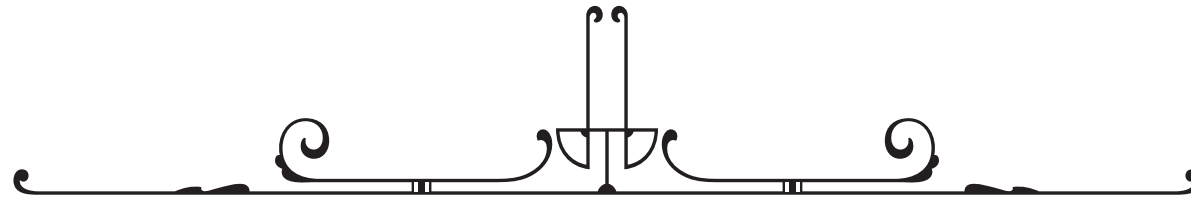




0 5 10 15 20 m

Second Floor





Sectional View

0 5 10 15 20 m

