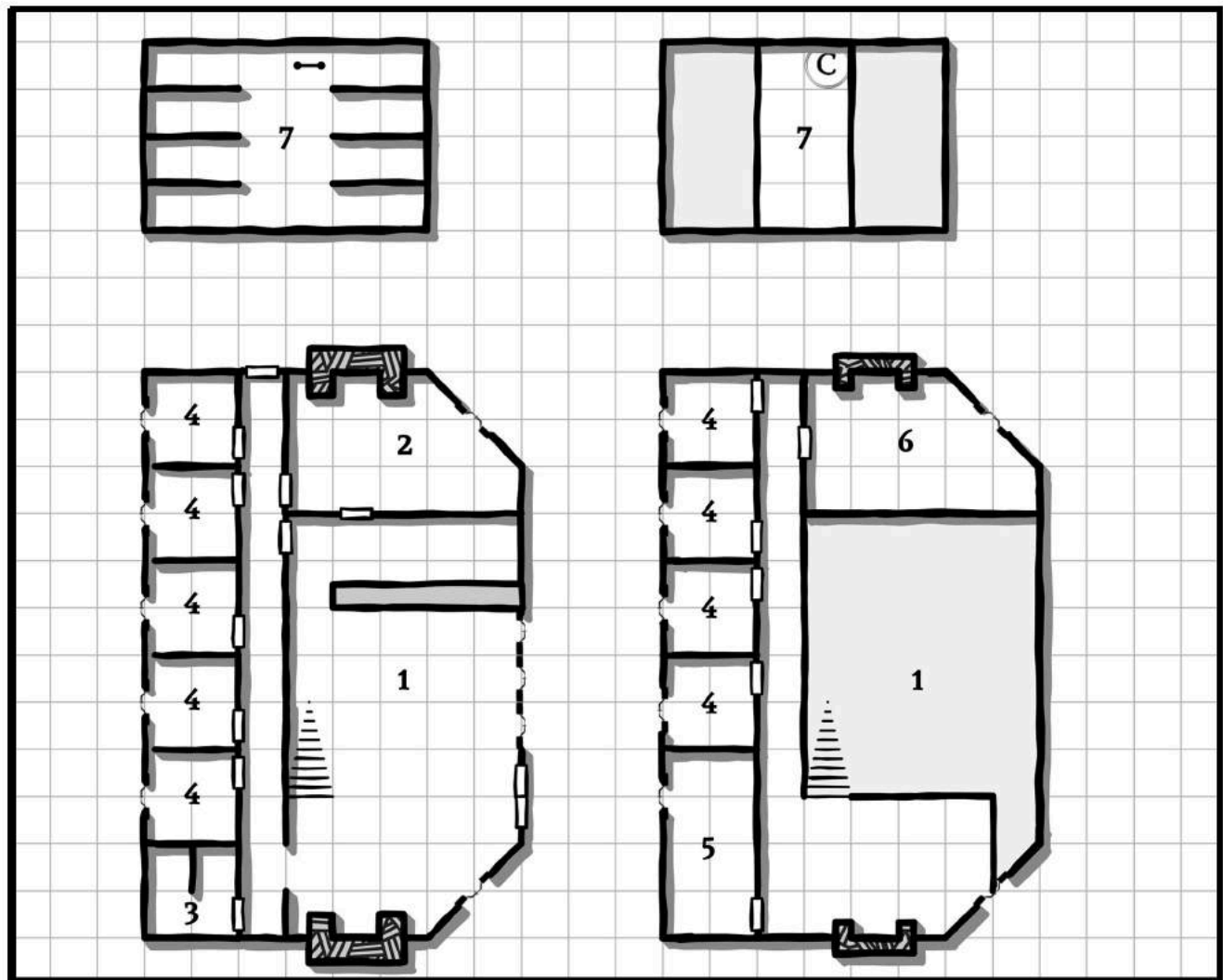


Just Passing Through

20 Inns and Taverns for Any Fantasy RPG

by Dave Hamrick



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NO TIME TO PREP • 3

Just Passing Through

20 INNS AND TAVERNS
FOR ANY FANTASY RPG



Published in 2023
Hamrick Brands, LLC
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Norman, OK 73069

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First Printing

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Introduction

Just Passing Through: 20 Inns and Taverns for Any Fantasy RPG is a comprehensive compendium designed to enhance your tabletop role-playing experience with vibrant and diverse locations for your characters to visit. Within these pages, you will find 20 unique and imaginative establishments, ranging from cozy inns nestled in picturesque villages to shadowy gambling dens in bustling cities. Each entry is meticulously crafted to immerse players in a rich tapestry of atmosphere and intrigue. These locales are more than just places to rest or refuel; they are interactive settings where adventures unfold, offering opportunities for role-playing, exploration, and unexpected encounters.

This book not only provides vivid descriptions of these venues but also includes meticulously designed maps, allowing both players and gamemasters to visualize the layout of each location and understand where everything is situated. Whether you're negotiating with a cantankerous innkeeper, investigating a rumor among the regulars, or embarking on a quest that begins in a dingy gambling den, our comprehensive guides give you everything you need to breathe life into these memorable settings. Moreover, *Just Passing Through* offers additional information about each establishment's costs, menu offerings, staff members, and even the colorful regulars who frequent these places. But the excitement doesn't stop there—adventure hooks and random encounters specific to each location are also provided, ensuring that these inns and taverns serve as catalysts for your ongoing campaigns and stories.

How to Use This Book

Obviously, there's no one way to use this book. Ultimately, that depends on your style of play and gamemastering. So feel free to use the inns and taverns as they are written or steal the bits that you like most.

Introduction Text. The introduction text provides a brief historical overview and outlines what makes each inn or tavern unique.

Basic Information. This section of the listing details the costs associated with visiting each inn or tavern, including prices for accommodation, food, and drinks.

Map. Each entry in the book includes a visual map of the inn or tavern, allowing gamemasters to easily illustrate the layout and key locations within the establishment.

Locations. In this section, readers will find comprehensive descriptions of the different areas within the inn or tavern.

Staff. The staff section introduces players to the individuals operating the inn or tavern.

Regulars. This section introduces the NPCs who are frequent patrons of the inn or tavern.

Adventure Hooks. *Just Passing Through* provides gamemasters with a selection of adventure hooks that lead characters into exciting quests and storylines rooted in the inn or tavern's setting. These hooks offer a variety of opportunities for role-playing, investigation, and combat.

Random Encounters. In this part of the book, gamemasters will find 10 to 12 spontaneous in-game events and encounters that can occur while characters are in the inn or tavern.

RANDOM INNS AND TAVERNS

Aren't sure which tavern or inn to use? Grab a d20 and roll for one of the locations below.

d20	Name	Theme	Page #
1	The Beacon	Converted lighthouse with a dark secret	6
2	The Chest	Extradimensional space accessible via one of many ordinary-looking chests	10
3	The Damp Cellar	Small, crowded bar in a cellar	14
4	The Dragon's Nest	Dirty but cozy midsize inn	18
5	The Golden Chalice	Large but quiet and cozy inn	22
6	The Gritty Goblet	Converted gatehouse and crime haven	26
7	The Knotted Key	Border tower converted into an inn that is home of a secret society	30
8	The Lucky Dice Steamer	Paddle boat steamer hotel and gambling hall	34
9	The Merry Minstrel	Large but quiet and cozy inn	38
10	Moonshadow Retreat	Elven inn built into treetops	42
11	The Noble Palate Society	Aristocratic supper club	46
12	The Obsidian Den	Subterranean thieves' hideout	50
13	The Royal Gastronomic Guild	Aristocratic supper club on a private island	54
14	The Rustic Oak	Small inn and rebel safe haven	58
15	The Rusty Anchor	Raucous dive bar	62
16	The Shining Haven	Filthy and overcrowded tavern and inn	66
17	The Starry Chalice	Quiet, low-key tavern and inn	70
18	Stonefist Grogworks	Dwarven inn/tavern built along a mineshaft	74
19	The Velvet Lounge	Secret haunted gambling den	78
20	The Whispering Hearth	Quiet, friendly bar and inn	82

The Beacon

The Beacon, a seemingly ordinary lighthouse perched on a craggy coastal outcrop, conceals a sinister secret beneath its welcoming facade. From afar, it appears as a humble tavern and inn bustling with sailors, locals, and curious travelers seeking respite in the quiet hamlet by the sea. Its cozy interior is adorned with maritime memorabilia and softly lit by the glow of oil lamps, offering an inviting atmosphere to those who step inside. The salty scent of the sea breeze drifts through the open windows, and the sound of raucous laughter mixes with the soothing rhythm of waves crashing against the rocky shore. Yet, beneath the surface lies a malevolent truth—every patron and staff member is a worshiper of a dark fish god, and they are, in fact, Deep Ones, fish-human hybrids with an insidious agenda.

Basic Information

Style: Converted lighthouse with a dark secret

Rooms: 3 shared rooms

Room Cost: 5 cp per night

Menu:

- **Seaweed Stew:** A murky, brackish broth teeming with slimy kelp and unknown aquatic creatures. 8 cp
- **Mackerel Medley:** A revolting dish of putrid, rotting mackerel served on a bed of decaying seaweed. 5 cp
- **Tavern's Favorite:** A sinister entrée featuring slimy, unidentifiable chunks of fish flesh. 9 cp
- **Ale:** Served in a tankard or pitcher. 2 cp/1 sp
- **Wine:** A pitcher of common wine. 8 cp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 7.

1 - Barroom

The Beacon's barroom exudes a cozy, nautical charm, with dimly lit lanterns casting wavering shadows upon wooden tables and worn, salt-sprayed floorboards. The centerpiece of the room is the sturdy oak bar, its polished surface adorned with nautical charts and nets, offering a sense of rustic authenticity. Weathered mariners' memorabilia and faded maritime paintings hang on the walls, while the bar itself is well-stocked with an array of liquors, including several mysteriously potent concoctions favored by the locals.

2 - Kitchen

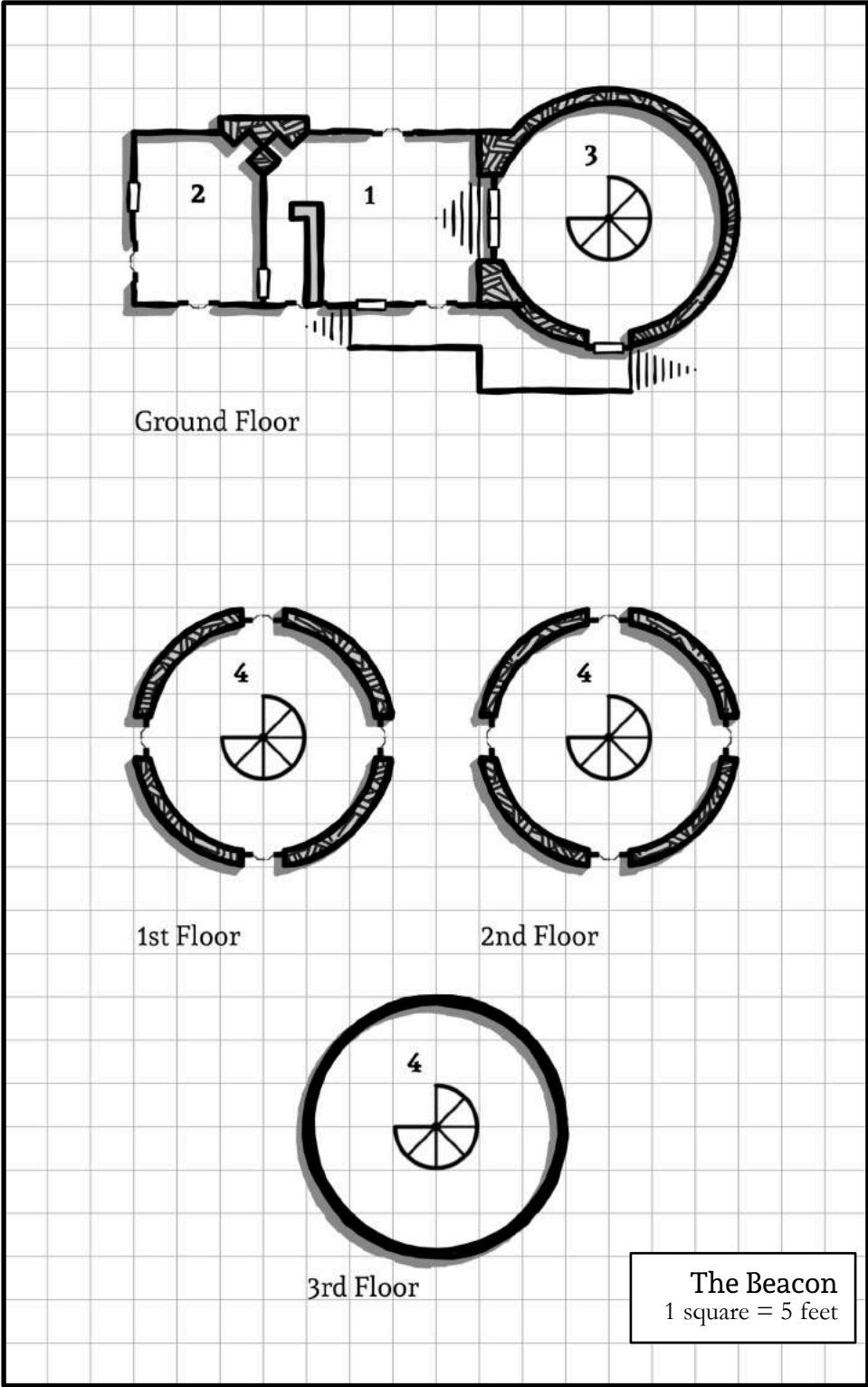
The kitchen of The Beacon is a small and dimly lit space, where the clinking of pots and pans blends with the faint hum of bubbling cauldrons. Here, an eerie undercurrent prevails, as the kitchen staff expertly prepares their unsettling menu items that hint at the inn's sinister nature.

3 - Common Area

The common area of The Beacon is located on the bottommost level of the lighthouse. It is an eerie and chilling space filled with a mishmash of old, rotting furniture—chairs, sofas, and tables covered in tattered upholstery. Drafts of cold, salty air seep through the narrow windows, leaving the room perpetually chilly. The atmosphere is heavy with an unsettling ambiance, as dim light struggles to penetrate the gloom.

4 - Shared Guest Rooms

Perched within the top three levels of the lighthouse and connected by a winding spiral staircase, the shared guest rooms of The Beacon offer spartan accommodations for travelers. These rooms are perpetually chilly, with cold drafts seeping through the narrow windows, leaving guests shivering beneath threadbare blankets on worn bunks. The bunk beds are arranged in rows, each one separated by aged wooden dividers for a modicum of privacy. The rooms are sparsely decorated, adorned only with a few faded maritime paintings that add to the overall eerie ambiance.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Captain Thalassar: Captain Thalassar is the imposing and ruthless owner of The Beacon. He appears as a well-dressed, middle-aged man with piercing, cold eyes. His hands bear webbed fingers, and his gait is slightly ungainly, hinting at an unnatural affinity with water. Thalassar is known for his charming demeanor, which he uses to lure unsuspecting travelers into The Beacon's dark secrets. Characters may interact with him when seeking accommodations, but they'll soon find his hospitality hides a sinister agenda.

Marina: Marina is The Beacon's enigmatic barmaid, with dark, hypnotic eyes that seem to draw patrons deeper into the inn's web of deceit. Her fingers end in slightly elongated, webbed digits, which she conceals beneath gloves. Characters might interact with her when ordering from the bar or seeking information, but they'll quickly sense something unnerving about her.

Grimsby: Grimsby is the taciturn and unnaturally strong chef responsible for preparing the unsettling menu items in the kitchen. His ghoulish appearance, with a grotesque scar that covers half of his face and slightly translucent skin, betrays his inhuman nature.

Seraphine: Seraphine is a mysterious, ethereal figure who tends to the shared guest rooms. Her eyes shimmer like the depths of the ocean, and her movements are unusually graceful, betraying her aquatic lineage. Characters may encounter her when seeking lodgings or trying to navigate the hallways of the top three levels.

High Priest Corvalan: High Priest Corvalan is the clandestine leader of The Beacon's malevolent cult. Concealing his true identity behind a facade of servitude, he often masquerades as a humble bartender. Characters may interact with him directly when ordering drinks or seeking information about the inn. However, his true nature remains shrouded in darkness, and those who dig too deep may find themselves ensnared in the cult's insidious plans.

Sylas the Deep: Sylas is a mysterious figure who emerges from the dark, cold waters surrounding The Beacon during the night. His fish-like scales glisten under the moonlight, and his eyes are a haunting shade of deep blue. With seaweed-draped limbs and webbed fingers, his appearance is otherworldly and terrifying. Sylas lurks in the depths, awaiting unsuspecting victims who venture too close to the shoreline.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Alden: Alden is a weathered fisherman with a perpetual stench of saltwater clinging to him. His hands are rough and covered in old scars from countless hours at sea. He frequents The Beacon, regaling others with stories of his adventures on the ocean. His gills, concealed beneath a high-collared jacket, are the only hint of his true nature. Characters might encounter Alden as he boasts about his fishing expeditions or exchanges tales with fellow patrons.

Thessa: Thessa is a quiet, enigmatic woman who spends most of her time sketching eerie underwater scenes in a tattered notebook. She has a peculiar affinity for deep-sea creatures, and her eyes gleam with an unusual fascination. Thessa's fingers are subtly webbed, a feature she discreetly hides under long sleeves. Characters may notice her sitting alone, sketching away, and may strike up a conversation about her artwork or her interest in the ocean's mysteries.

Kellen: Kellen is a grizzled sailor who frequents The Beacon, his skin weathered and tanned from years on the open sea. His fingers end in webbed digits, making him an adept swimmer. He often shares legends of sunken treasures and cursed shipwrecks. Characters may meet Kellen when he regales patrons with his maritime tales or imparts knowledge about the ocean's hidden depths.

Sara: Sara is a vivacious, charismatic singer who performs haunting sea shanties to captivated audiences. Her melodious voice and enchanting eyes conceal her aquatic lineage. Her performances often invoke a sense of longing for the ocean in her listeners. Characters may encounter Sara when she's on stage, luring them into The Beacon's eerie embrace with her enchanting songs.

Eliot: Eliot is a reclusive scholar who comes to The Beacon in search of ancient texts and knowledge about underwater civilizations. His fingers bear a faint webbing between them, a feature that betrays his involvement with the enigmatic Deep Ones. Characters may engage in conversations with Eliot, delving into the mysteries of the sea and uncovering unsettling truths about the cult's malevolent practices.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

The Missing Traveler

As the characters travel through the coastal town, they overhear rumors of a missing traveler named Finn. Locals believe he was last seen entering The Beacon, an eerie seaside inn. Worried for his safety, the characters decide to investigate the disappearance of Finn, unaware of the malevolent cult that lurks within.

The Eerie Shanties

The characters encounter a retired sailor named Roderick, who recently visited The Beacon and attended one of Sara's haunting sea shanty performances. He claims that after the show, he began experiencing strange nightmares and vivid visions of the ocean depths. Roderick seeks the characters' help in understanding the source of these unsettling dreams, leading them to uncover the truth behind the inn's sinister secrets.

The Curious Scholar

A curious scholar named Elara approaches the characters, having heard rumors of The Beacon's hidden connections to ancient maritime lore. She believes that investigating the inn's cryptic history could provide valuable insights into the mysteries of the sea. Elara offers to assist the characters in their quest if they agree to explore The Beacon together and uncover its hidden truths.

Moonlit Ambush

While exploring the beach near The Beacon on a moonlit night, the characters stumble upon a gruesome scene: a victim who has been attacked by Sylas, the Deep One henchman. Sylas, concealed in the water, awaits more unsuspecting prey. The characters must decide whether to confront the mysterious figure lurking beneath the waves or seek refuge within The Beacon itself, where danger looms.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 18 or 20, a random encounter or event occurs. Roll a d8 to determine what happens.

THE BEACON ENCOUNTERS

d8	Encounter
1	While enjoying their meal, the characters notice that every patron in the room suddenly becomes eerily silent as if in response to an unspoken command, creating a strange, unsettling atmosphere.
2	As the characters dine, they are served a peculiar dish of fish that tastes slightly off, leaving a lingering and unfamiliar flavor in their mouths.
3	The characters stumble upon cryptic symbols etched into the wooden furniture, walls, and ceiling beams of The Beacon.
4	During a casual conversation, a patron extends a hand to one of the characters. As they shake hands, the character notices subtle webbing between the patron's fingers.
5	A character sees a faint, shadowy figure moving through the water just beyond the inn's windows during a stormy night, giving them an eerie feeling of being watched.
6	The characters observe patrons discreetly making circular hand gestures beneath the table, their fingers forming patterns that resemble underwater currents and waves.
7	While exploring the inn's common areas, the characters accidentally discover a concealed doorway leading to a dark, subterranean chamber, which seems to be a meeting place for secretive gatherings.
8	During their stay, the characters hear faint, incomprehensible whispers that seem to emanate from the inn's walls, leaving them unsettled and curious about their origin.

The Chest

"The Chest" is a remarkable 35-foot by 25-foot by 20-foot extradimensional space that defies expectations at every turn. Its interior is fashioned to resemble the grandiose craftsmanship of a colossal chest, with intricately carved woodwork and gleaming brass accents that evoke a sense of opulence and enchantment. Within this extraordinary space, patrons find a welcoming tavern and bar area, where laughter and merriment are in abundance, as well as a cozy room for guests to rest and rejuvenate.

Discovering the existence of The Chest is no simple task, as it remains an enigmatic secret closely guarded by a select few. Scattered across the world, numerous ordinary-looking chests are hidden away in magic shops, libraries, and unassuming locations, concealing the way to this clandestine realm. Unbeknownst to the casual observer, these chests reveal nothing more than an average interior, until the correct password is spoken, at which point they unveil the hidden entrance to The Chest, featuring a ladder leading down to the tavern's main floor. Mages, handpicked for their discretion and loyalty, are entrusted with the knowledge of this mystical haven, which has shrouded its true origins and the identity of its creator in an impenetrable veil of secrecy. The Chest's devoted staff consists of invisible servants, tirelessly serving the needs and whims of the esteemed patrons who find their way into this wondrous realm.

Basic Information

Style: Extradimensional space accessible via one of many ordinary-looking chests

Rooms: 1

Bed Cost: Free to members

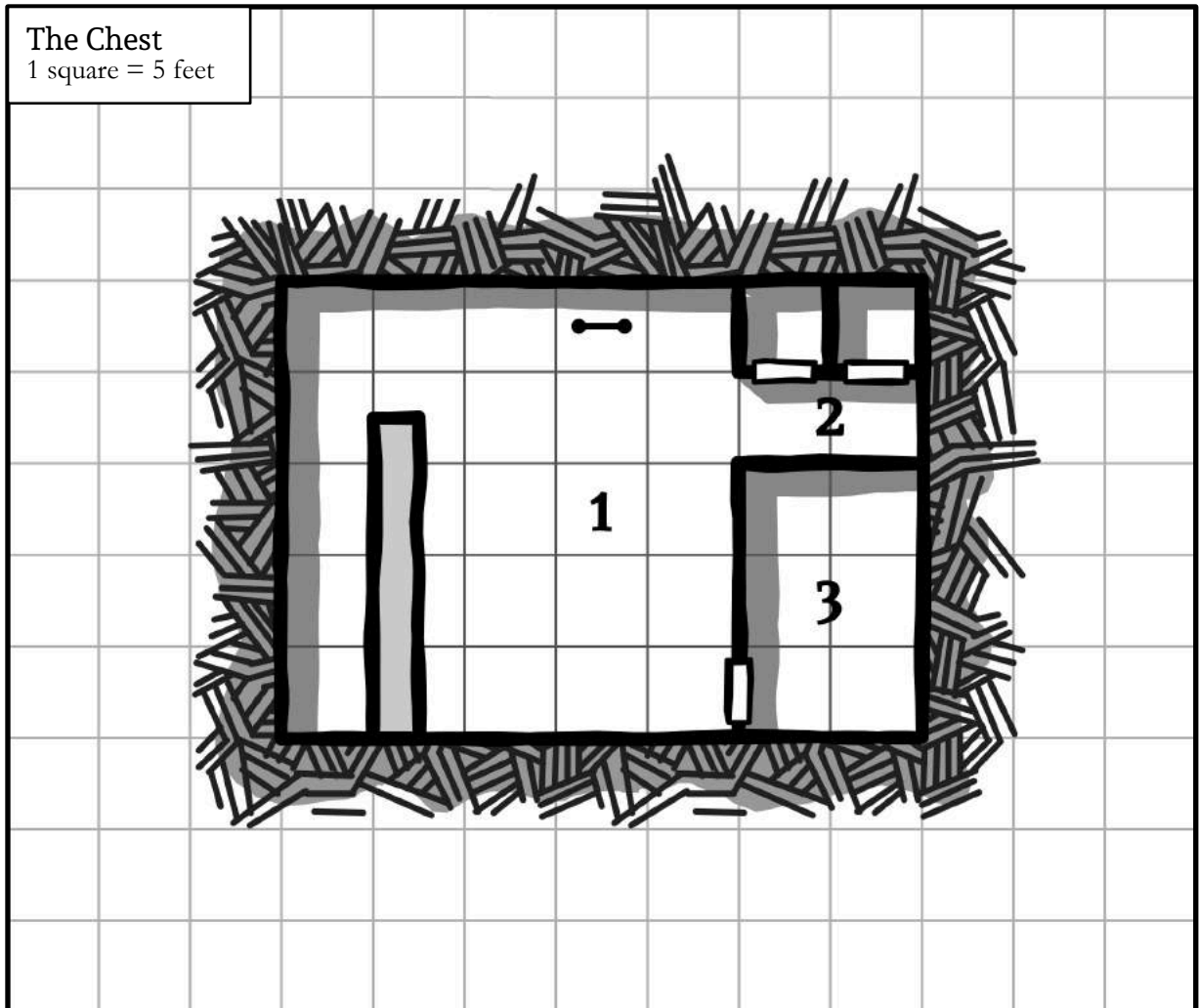
Menu: The menu at The Chest is a testament to its magical capabilities, offering a vast array of dishes that can be conjured on request, covering a wide range of culinary preferences. However, the food often lacks the richness of flavor one might expect, leaving patrons with visually appealing but somewhat underwhelming dining experiences. Fortunately, it's free with membership.

Entrance Locations

To determine whether or not a given settlement has an entrance of The Chest, roll a d20. On a result of 20, there is an entrance somewhere in the settlement. Use the table below to determine where the entrance is located.

WHERE IS THE CHEST LOCATED?

d12	Encounter
1	The dusty backroom of a small magic shop, behind a collection of old spellbooks.
2	A hidden alcove in a prestigious library, concealed by a stack of ancient tomes.
3	An unassuming corner of a cluttered apothecary shop, overshadowed by shelves of mysterious ingredients.
4	A forgotten corner of a blacksmith's workshop, obscured by piles of discarded metal scraps.
5	The basement of an old, ramshackle inn, tucked away beneath a pile of musty mattresses.
6	A concealed nook in a bustling marketplace, concealed behind a merchant's stand.
7	A hidden chamber in a grand cathedral, concealed behind an ornate tapestry.
8	The storage room of a dilapidated theater, obscured by dusty props and costumes.
9	A small chamber in a busy mage's tower, concealed by shelves of magical curiosities.
10	Nestled at the bottom of a deep well in the town square, accessible only by an underwater passage.
11	Concealed within a serene grove on the outskirts of the settlement, behind an unassuming hollow tree.
12	Tucked away in the far corner of a rustic barn, obscured by bales of hay and agricultural tools.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Inn Locations

The following locations are keyed to the map above.

1 - Tavern

The tavern within The Chest is a cozy space, resembling the interior of an old wooden chest. It features a simple bar with a variety of magically conjured drinks and comfortable seating for patrons to relax and socialize. Invisible servants serve the drinks and keep the area clean. A ladder against the “northern” wall is the only way to enter this magical place.

2 - Toilets

The Chest provides restroom facilities with two stalls, each equipped with a magical enchantment that instantly eradicates all waste, ensuring a clean and odor-free experience for guests.

3 - Sleeping Chambers

For weary patrons in need of rest, The Chest offers a sleeping chamber with three bunks, providing a comfortable and safe place to sleep within the extradimensional space, allowing guests to recharge before continuing their journey.

Regulars

Other NPCs that the characters might encounter in the inn are listed below.

Lady Seraph Lightweaver: Seraph is a graceful elven sorceress with silver hair and an affinity for manipulating light. She can often be found in the corner, reading ancient scrolls and immersed in her studies. Her mysterious past includes serving as a celestial scholar in her earlier years, and she carries a wealth of knowledge about the cosmos. Characters can approach Seraph for guidance on harnessing the power of illumination or inquire about her celestial studies and the secrets of the universe.

Grulthor Bungtrung: Grulthor is a grizzled dwarven wizard renowned for his expertise in earth and stone magic, which he uses to craft intricate sculptures from enchanted minerals. Characters may seek Grulthor's advice on geomancy or engage in conversations about the artistry of elemental manipulation through stone and earth magic.

Zephyr the Malevolent: Zephyr is an enigmatic half-demon warlock with ebony horns and a shadowy demeanor. Zephyr has formed a pact with a mysterious entity from the realm of shadow. This dark patron grants him access to lost secrets and eldritch power, making him a formidable spellcaster. Interacting with Zephyr could lead characters down the path of dark secrets, eldritch pacts, and shadowy knowledge.

Mirabelle Starcaster: Mirabelle is a radiant half-elf sorceress whose magic is closely tied to celestial bodies. She possesses astrological insights and actively studies ancient star maps. Characters might converse with Mirabelle about her celestial insights or learn about her quest to decipher star maps that could reveal hidden knowledge or lost treasures.

Orrin Emberforge: A jovial gnome artificer known for his innovative inventions and quirky gadgets, Orrin is always open to discussing the principles of artifice and collaborating on the creation of magical items. Characters may approach Orrin for advice on crafting or repairing magical items, or even seek his expertise in solving complex problems with inventive solutions.

Lirael of the Chronomancers: A young woman with hair that constantly flow above her head as if she is underwater, Lirael is a chronomancer, a rare type of mage that can harness the power of time and space. The characters may work with her to uncover the secrets of time travel.

Baldrin Stormrider: Baldrin is a weathered human wizard with a wild mane of white hair and an obsession with the elements. He's known to predict natural disasters with uncanny accuracy. Characters could engage Baldrin in discussions about weather manipulation or request his assistance in altering the course of nature for their benefit.

Shadowcaster: Shadowcaster is a reclusive sorcerer who unsurprisingly specializes in shadow magic. She shrouds herself in a perpetual aura of darkness, which not only obscures the area but also steals the vitality and strength of her adversaries. Characters might seek Shadowcaster's knowledge about harnessing shadow magic or engage her in discussions about the balance between light and darkness.

Lyria Firesong: Lyria is a fiery-tempered devilborn sorceress who manipulates the power of flame with unparalleled skill. Characters may be drawn to Lyria's fiery demonstrations or consult her on pyromancy and fire-related spells.

Gethin Ironbeard: Gethin is a gruff and pragmatic dwarf wizard who excels in crafting magical runes and inscriptions, allowing him to imbue items with various properties or enchant them for specific purposes. Characters might inquire about the art of rune crafting or commission Gethin to create enchanted items to aid them on their quests.

Thessalindra Windwhisper: Thessalindra is a serene and ethereal air elemental sorceress with an aura of calm about her. Characters could discuss air manipulation or learn about Thessalindra's travels across the skies and her knowledge of the aerial realms.

Ignatius Thorne: A reclusive sorcerer with an unkempt appearance, Ignatius' silver hair stands on end as if charged with static energy. He is rumored to have discovered an ancient spell that allows him to communicate with long-forgotten beings from other dimensions. Characters might approach Ignatius for advice on dealing with interdimensional entities or to learn more about his peculiar spellcasting abilities.

Bork the Orc: One of the few non-spellcasters to frequent The Chest, Bork accidentally discovered the secret inn's existence years ago. He's since become a favorite of the other regulars, accepted as one of their own despite a lack of magical ability. The characters can trade secrets and gossip with Bork.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are in the inn.

Orrin's Mysterious Artifact

Orrin Emberforge believes he's discovered an arcane artifact deep within his own pocket dimension laboratory, but he fears it may be cursed. Orrin asks the characters to investigate and, if necessary, help contain or destroy the dangerous item, promising a rare spell scroll or enchanted magical item as a reward.

The Lost Tome of Aeloria

Lady Seraph is on a quest to find an ancient eldritch tome, the *Lost Tome of Aeloria*, rumored to hold untold secrets of forbidden magic. She enlists the characters to aid her in deciphering its cryptic contents and ensuring they remain hidden from those who would misuse them, offering access to a unique spell or magical ritual as a reward.

Zephyr's Dark Bargain

Zephyr the Malevolent offers the characters a sinister pact in exchange for potent, forbidden magic. He seeks their help in performing a ritual to strengthen his infernal connection but requires their assistance in a dangerous endeavor first, with the promise of forbidden knowledge or a dark ritual as their reward.

The Time-Locked Enchantment

Lirael of the Chronomancers approaches the characters with a unique request. She believes she has uncovered an ancient time-locked spell within a hidden section of The Chest and needs their assistance to unravel its secrets. In exchange, she offers to teach them the intricacies of temporal magic or provide them with a magical item that can manipulate time on a limited scale.

Ignatius' Haunted Astral Keep

Ignatius Thorne reveals that he is plagued by malevolent spirits, and begs the characters to help him cleanse his haunted Astral Keep. In return, he promises to introduce the characters to whatever interdimensional entity they want to meet.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

THE CHEST ENCOUNTERS

d10	Encounter
1	Mysterious conversations among shadowy figures intrigue the characters, leading them on a quest to uncover a hidden artifact.
2	A heated debate among elementalists turns into an elemental duel, forcing the characters to choose sides.
3	An invisible trickster plays pranks on patrons, and the characters must decide whether to join the fun or catch the prankster.
4	A spectral figure seeks help to resolve unfinished business, offering valuable information or a supernatural favor.
5	Two charismatic bards engage in a musical battle for the audience's favor, and the characters must pick a side.
6	A mysterious individual offers the characters the chance to trade memories for information or magical knowledge.
7	An enigmatic figure challenges the characters with a complex riddle or puzzle.
8	A seer shares a cryptic prophecy hinting at an upcoming event or danger.
9	A mage misplaces a vital magical item within The Chest, and the characters can help find it for a significant reward.
10	A magical mishap creates a dimensional rift, causing interdimensional chaos within The Chest that the characters must resolve.

The Damp Cellar

"The Damp Cellar" is a dimly lit and oppressive tavern situated beneath the barracks in a city dominated by a tyrant's rule. The entrance, tucked away from prying eyes, leads patrons down a narrow, winding staircase into a subterranean world of low ceilings and dank stone walls. The bar itself is a grimy wooden counter with a limited selection of cheap, watered-down spirits and ale. The atmosphere is tense, with the tyrant's loyal guards and informants often lingering in shadowy corners, eavesdropping on hushed conversations.

Aside from the central drinking area, the tavern houses a trio of windowless rooms where the tyrant's guards engage in intimate encounters with the bar's wenches. These rooms are rarely spoken of openly, and the atmosphere within The Damp Cellar is laced with fear and distrust. The bar's staff consists of those loyal to the tyrant, and even the entertainers tread cautiously, adhering to a strict code of silence regarding the establishment's covert activities.

Basic Information

Style: Small, crowded bar in a cellar

Rooms: 3

Room Cost: 2 sp per night (or 4 sp with company)

Menu:

- **Emperor's Stew:** A meager, flavorless broth with chunks of overcooked meat, the only sustenance offered to patrons. 2 cp
- **Cellar Cheese Platter:** A meager selection of stale, crumbly cheese served with hard, dry bread, suitable only for the desperate. 2 cp
- **Shadow Dagger Whiskey:** A harsh and bitter spirit that burns on the way down, rumored to be the favored drink of the tyrant's loyal guards. 1 sp per shot
- **Ale:** Served in a tankard or pitcher. 2 cp/1 sp
- **Wine:** A bottle of common wine. 5 cp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 15.

1 - Barroom

The barroom of The Damp Cellar is a grim, dimly lit space, perpetually shrouded in shadows. Its low ceilings and narrow layout create a claustrophobic atmosphere, with patrons huddled together at cramped tables. The air is thick with tension as the tyrant's loyal guards and informants keep a watchful eye on every whispered conversation.

2 - Kitchen

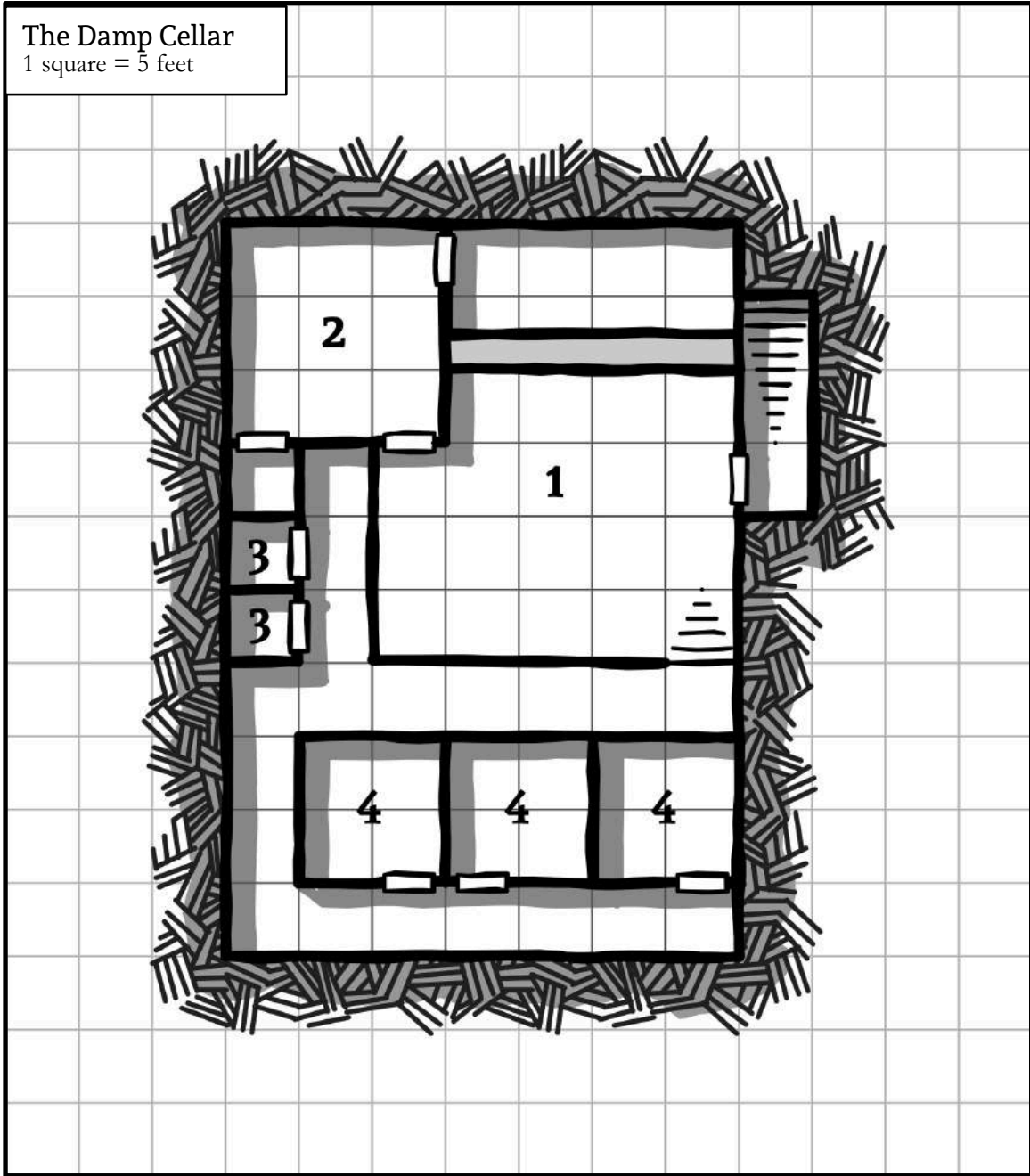
The kitchen, tucked away in a corner of the establishment, sees rare use. It is infested with rats and insects chewing on the remnants of discarded food left to rot. An eerie silence often prevails in this forsaken space, broken only by the occasional scurrying of vermin.

3 - Toilets

Surprisingly, the toilets in The Damp Cellar stand in stark contrast to the rest of the establishment. Relatively clean and well-maintained, they offer a brief respite from the dismal atmosphere above. The patrons, in their moments of solitude, find solace in this unexpectedly pristine corner of the tavern.

4 - Guest Rooms

The trio of guest rooms tucked away in a secluded corner serves a discreet purpose. They are primarily used by the tyrant's guards who seek refuge from the barracks or those seeking clandestine encounters with the bar's girls. The rooms are spartan and devoid of comfort, mirroring the establishment's overall grim ambiance.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Kaelor Oakenshadow: Kaelor Oakenshadow, a cruel and imposing half-elven man, serves as the tavern's manager. He rules with an iron fist and is despised by the serving girls for his harsh treatment. A well-kept secret about Kaelor is that he secretly collaborates with the city's underground rebellion, using his position to gather information on the tyrant's loyalists—unfortunately, his role as a double agent only serves his selfish purposes, as he requires ample payment for the information he shares. Characters may interact with him by discreetly seeking information about the rebellion or attempting to exploit his rebellious connections.

Lara: Lara is one of the downtrodden barmaids who work tirelessly for minimal compensation. She keeps her head down, avoiding Kaelor's wrath, and harbors a secret desire to escape the tyranny of the city and start a new life. Characters may interact with Lara by offering her a glimmer of hope and assistance in her quest for freedom, or seeking her insights on the inner workings of the tavern.

Marius: Marius is a weary barmaid who has silently observed countless nefarious dealings within The Damp Cellar. Unbeknownst to the other staff of the Cellar, he possesses a collection of incriminating documents that could bring down some of the tyrant's most loyal guards. Characters may interact with Marius by convincing him to share his evidence, potentially aligning themselves with the rebellion or using the information for their own purposes.

Elena: Elena is a vivacious and resourceful barmaid who has learned to navigate the treacherous waters of The Damp Cellar. She is also an expert pickpocket, adept at relieving unsuspecting patrons of their valuables. Characters may interact with Elena by engaging in a bit of thievery themselves, seeking her services, or uncovering her hidden talents for their benefit.

Sariel: Sariel is a quiet and observant barmaid who works diligently, often avoiding Kaelor's ire by maintaining a low profile. She is secretly a member of the city's underground rebellion and uses her position to gather valuable information about the tyrant's loyalists. Characters may interact with Sariel by discreetly seeking her assistance with their own efforts against the tyrant's regime or by joining the rebellion themselves with her guidance.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Captain Thalric: Captain Thalric is a high-ranking officer in the tyrant's guard, known for his ruthlessness and unwavering loyalty. He frequents the tavern to keep an eye on potential dissenters and gather information on any rebel activity. Characters may interact with Captain Thalric if they seek to infiltrate the tyrant's inner circle or try to outwit him.

Lady Isolde: Lady Isolde is a wealthy noblewoman who openly supports the tyrant's rule. She visits The Damp Cellar to flaunt her status and ensure her influence remains unchallenged. Characters may interact with Lady Isolde to gather information about the tyrant's allies or attempt to sway her loyalty for their own purposes.

Ser Lorian: Ser Lorian is a skilled swordsman in the tyrant's employ, often seen sharpening his blade in a dark corner of the bar. He is known for his unwavering commitment to the tyrant's cause. Characters may interact with Ser Lorian by engaging in a duel, attempting to learn valuable combat skills, or seeking his protection.

Sir Kaelaith: Sir Kaelaith is a haughty and arrogant knight who flaunts his allegiance to the tyrant. He frequents The Damp Cellar to assert his dominance and ensure no one questions his authority. Characters may interact with Sir Kaelaith by challenging his arrogance or attempting to expose his weaknesses.

Mistress Elowen: Mistress Elowen is a charming courtesan employed by the tyrant to seduce and manipulate influential patrons. She uses her beauty and wit to maintain a network of informants. Characters may interact with Mistress Elowen by seeking her assistance in infiltrating the tyrant's inner circle or uncovering secrets through seduction.

Dorian the Diplomat: Dorian is a smooth-talking diplomat known for his persuasive skills and connections to the tyrant's court. He frequents the bar to gather information and forge alliances. Characters may interact with Dorian by attempting to negotiate with him or using his diplomatic channels for their own ends.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Captain Thalric's Secret Plot

Captain Thalric offers the characters a chance to prove their loyalty by undertaking a covert mission to uncover a rebellion plot against the tyrant. In return, he promises access to valuable information about the tyrant's enemies and potential rewards from the tyrant's coffers.

Lady Isolde's Stolen Heirloom

Lady Isolde seeks the characters' aid in recovering her stolen family heirloom, a valuable artifact currently in the possession of thieves—possibly the barmaid Elena. In return, she offers her influential support within the tyrant's court and a pardon for any past grievances with the law.

Ser Lorian's Dueling Challenge

Ser Lorian challenges the characters to a duel to test their combat prowess. If they defeat him, he pledges his loyalty to their cause and offers his sword arm in their service.

Mistress Elowen's Intrigue

Mistress Elowen seeks the characters' assistance in uncovering a dangerous conspiracy within the tyrant's court. She promises to share her knowledge of the court's secrets and offer introductions to influential figures in return for their aid.

Dorian's Diplomatic Mission

Dorian offers the characters a chance to accompany him on a diplomatic mission to a neighboring city. In return, he guarantees their safe passage, access to valuable information, and the potential to secure diplomatic ties that could aid their cause against the tyrant.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE DAMP CELLAR ENCOUNTERS

d12	Encounter
1	A heated argument between patrons erupts into a violent barroom brawl.
2	The tyrant's guards conduct an unexpected inspection, scrutinizing patrons and demanding information.
3	A tray of drinks crashes to the floor, causing chaos as shards of glass and spilled drinks scatter across the barroom.
4	Elena attempts to pickpocket one of the characters, testing their awareness and dexterity.
5	A sudden influx of rats floods the barroom, prompting panic among patrons.
6	The characters find a sealed letter tucked beneath their table, containing a cryptic message and an offer of assistance.
7	A group of patrons becomes raucously drunk, causing a disturbance as they sing loudly and stumble around the barroom.
8	The characters notice suspicious figures lurking in the shadows, eavesdropping on their conversations.
9	A barstool collapses suddenly, causing a patron to tumble to the floor, leading to a minor scuffle.
10	A barmaid accidentally spills a tray of drinks on a patron, resulting in a confrontation.
11	The candles in the barroom flicker and dim mysteriously, creating an eerie atmosphere.
12	A heavily intoxicated patron becomes rowdy and disruptive, requiring intervention to calm the situation.

The Dragon's Nest

The Dragon's Nest is a rustic inn located on the outskirts of a quaint village, known for its unique ownership and reputation for chaos. The inn is an imposing, one-story structure with a distinctive dragon-themed sign that looms above its entrance. It primarily offers accommodation, providing a selection of cozy and welcoming rooms for weary travelers. The inn lacks both a kitchen and a bar, focusing solely on lodging.

The establishment is owned by a party of adventurers who are revered throughout the region for their daring deeds and good-natured personalities. They financed the inn after they defeated a local dragon and seized its treasure hoard.

These adventurers are rarely present at the inn, often embarking on quests and adventures that take them far from their business. In their absence, they have entrusted the inn's operation to their loyal retainer, Gareth Ironfoot, a capable and patient individual who manages the front desk. Despite the best intentions of its owners, the Dragon's Nest has developed a reputation for being a haven for squatters. Travelers and rogues alike have been known to sneak in without paying, taking advantage of the adventurers' absence. Consequently, the inn is frequently in disarray, with unclaimed belongings scattered about, creating an environment of both mystery and intrigue for those who choose to stay.

Basic Information

Style: Dirty, but cozy, midsize inn

Rooms: 8

Room Cost: 3 sp per night (or free, if you sneak in)

Stabling Cost: 3 sp per day

The inn does not have a kitchen or bar.

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 19.

1 - Common Room

The common room in the Dragon's Nest serves as the heart of the inn, with a large central hearth that keeps it warm and inviting. It features a mishmash of furniture styles, worn but comfortable chairs, and a few mismatched tables, all surrounded by shelves of scattered books and travelers' trinkets.

2 - Office

The inn's office is a small, cluttered room adjacent to the common room, dominated by a large wooden desk covered in papers and unopened letters. A dusty, well-worn chair sits behind the desk, and a set of shelves hold various ledgers and maps that appear well-used but disorganized.

3 - Guest Rooms

The Dragon's Nest offers a variety of guest rooms, each uniquely decorated with mismatched furnishings. The rooms are cozy, with comfortable beds, a scattering of mismatched chairs, and small windows overlooking the surrounding village and countryside.

4 - Storage Shed

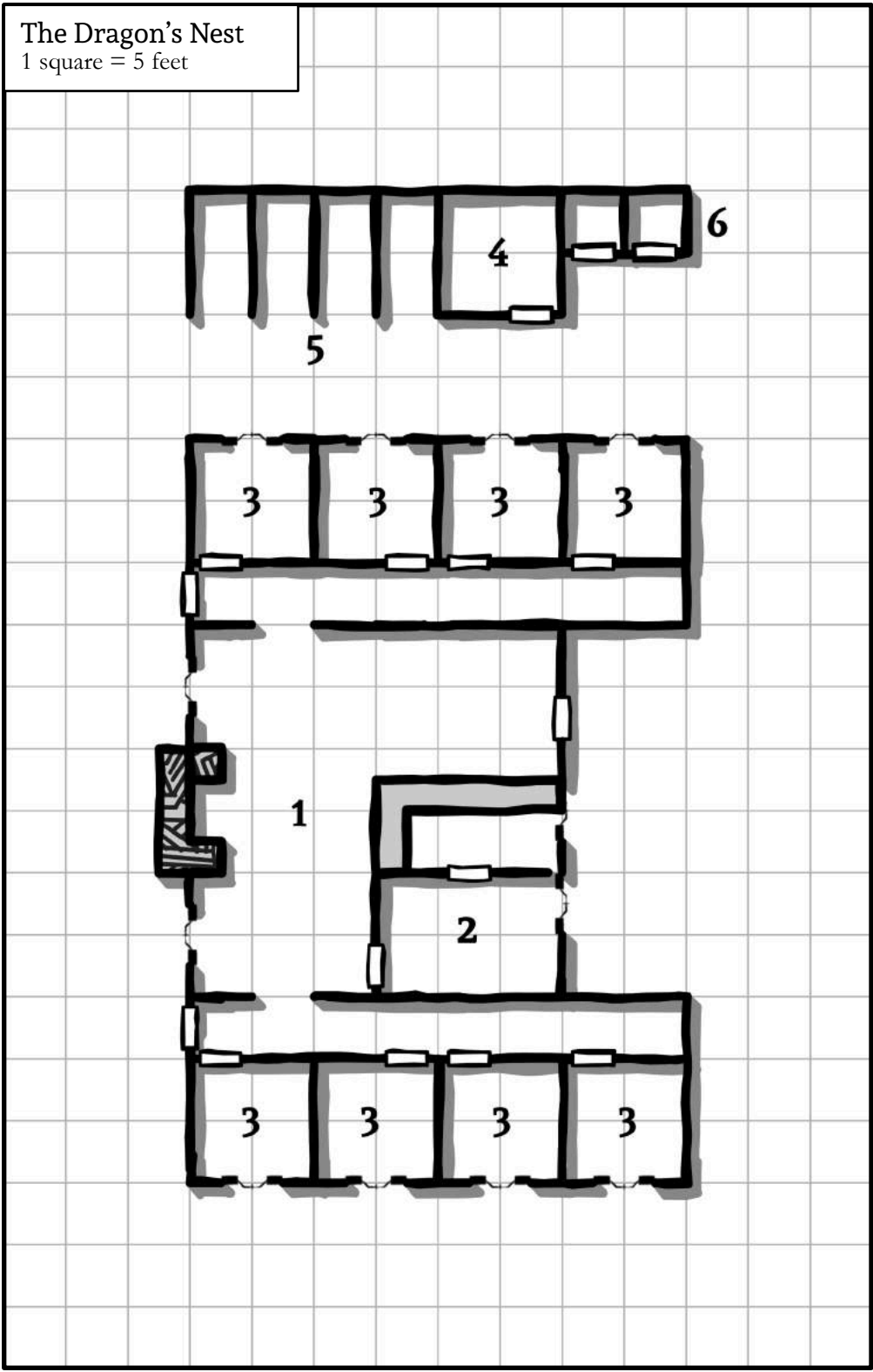
The inn's storage shed is a modest wooden structure located next to the stables. It is filled with crates, barrels, and various supplies for the inn, but the disarray suggests a lack of organization, with items haphazardly stacked.

5 - Stables

The inn's stables are a simple but well-maintained wooden structure located at the side of the building. It provides shelter for horses and other traveling animals. The interior is spacious, with sturdy stalls and a faint aroma of hay and manure.

6 - Toilets

The inn has two basic outhouses situated beside the stables, offering guests a simple and functional place for their needs.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

The Dragon's Nest

Staff

The inn employs the following NPCs.

Gareth Ironfoot. Gareth Ironfoot is the dedicated and long-serving retainer of the Dragon's Nest. He can often be found manning the front desk, managing reservations, and maintaining a welcoming atmosphere for guests. Gareth is known for his exceptional memory and sharp attention to detail, making him an indispensable part of the inn's operations. His unusual feature is a striking birthmark in the shape of a dragon's claw on his forearm, which some locals believe is a sign of protection by a guardian dragon. Gareth can offer quests to the characters, such as kicking out mischievous squatters, recovering lost items from the inn, or even sending the characters to find the inn's actual owners, The Crimson Companions.

The Crimson Companions. The Crimson Companions are the inn's adventurous owners who are rarely found within the establishment due to their frequent quests and exploits in the realm. Comprising a diverse group of individuals with distinct skills and backgrounds, they include Alaric the Valiant, a charismatic bard; Elowen Swiftwind, a stealthy rogue with a penchant for archery; Thrain Mithrilclad, a stoic dwarf skilled in both combat and smithing; and Lyria Moonshadow, a mysterious and enigmatic mage. The Crimson Companions may return to the inn periodically, and when they do, they can offer the characters quests, share tales of their exploits, or even provide training in various skills and abilities to those who prove themselves trustworthy and capable.

Willem the Wanderer. Willem is a wandering troubadour who found his way to the Dragon's Nest and decided to stay for a while. Lacking the coin to pay for a room, he offered Gareth his services in exchange for a place to sleep. Willem has a knack for storytelling and a soothing singing voice, making him a beloved figure among the inn's patrons. He can often be found strumming his lute by the hearth, entertaining guests with tales of distant lands and long-forgotten legends. Willem can offer the characters quests related to his wanderlust, seeking assistance in finding rare songbooks or musical instruments scattered across the realm. Alternatively, he might enlist their help in unraveling the secrets of an enigmatic locket he possesses, leading to journeys into the unknown and encounters with intriguing mysteries.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Hilda Stoneforge. Hilda is a local blacksmith known for her hearty laughter and imposing strength. She frequents the inn to relax after a long day's work, sharing tales of her craft and offering advice on weapon maintenance. Hilda carries a beautifully crafted warhammer with intricate engravings, which she forged herself. Characters may seek her assistance in repairing or upgrading their weapons or even engage in friendly competitions of strength.

Eleanor Willowbrook. Eleanor is a reserved herbalist who values solitude but curiously enjoys the chaotic nature of the inn. She often spends her time reading ancient tomes by the hearth. Characters might engage in conversations about botany, natural remedies, or request her guidance on local flora.

Thorne Oakheart. Thorne is a jovial woodsman known for his wild beard and penchant for collecting rare feathers from the region's exotic birds. He shares tales of his adventures in the nearby forest, where he claims to have encountered elusive creatures. Thorne is rarely seen without his pet hawk, Freya, which he has trained to perform tricks. Characters may accompany him on excursions into the woods or seek his guidance on navigating the wilderness.

Cora the Curious. Cora is an inquisitive scholar with an insatiable thirst for knowledge, often seen scribbling notes in her worn journal. Characters may engage in discussions about history, arcane secrets, or the search for ancient relics. Cora can offer quests involving research or exploration of forgotten ruins.

Finnegan Barnacle. Finnegan is a jovial sailor with tales of maritime adventures and a fondness for sharing sea shanties. He's known for his love of storytelling and a twinkle in his eye when recounting his escapades. Characters may hear stories of distant ports, pirates, and mysterious islands, or even accompany him on nautical expeditions.

Wilbur Thornfield. Wilbur is a quiet and contemplative scholar who specializes in deciphering ancient runes and languages. He's often found poring over ancient scrolls and manuscripts, seeking the secrets of bygone civilizations. Characters may seek his help in interpreting inscriptions on artifacts or engage in discussions about history, archaeology, and forgotten lore.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Hilda's Lost Anvil

Hilda, the jovial blacksmith, seeks the characters' assistance in recovering her stolen ancestral blacksmith's anvil, which was taken by a band of thieves. If they succeed, Hilda will forge a powerful weapon or piece of armor for each of them as a token of her gratitude.

Eleanor's Herbal Expedition

Eleanor asks the characters to venture into a mystical forest with her to collect rare and magical herbs rumored to grant unique abilities. If they complete the task, Eleanor will craft each character a potent elixir that enhances their skills for a limited time.

Willem's Lost Ballad

Willem has misplaced his most cherished ballad, said to hold the key to unlocking ancient mysteries. He requests the characters' assistance in retracing his recent journeys to recover the lost song. If they succeed, Willem will teach them a unique and enchanting melody that can inspire courage and resilience in times of need.

Cora's Relic Research

Cora requests the characters' aid in investigating an ancient ruin rumored to hold a forgotten artifact. If they succeed in uncovering the relic and deciphering its secrets, Cora will provide them with valuable knowledge and insights into ancient history which could lead to further adventures.

Finnegan's Pirate Map

Finnegan shares a mysterious pirate map that hints at hidden treasure on a distant island. He invites the characters to join him on a daring voyage in search of riches and adventure. If they find the treasure, they will receive a share of the loot and a prized nautical item.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE DRAGON'S NEST ENCOUNTERS

d12	Encounter
1	A heated argument between patrons erupts into a spirited debate about the existence of dragons.
2	A traveling bard captivates the crowd with a melancholic ballad.
3	A group of villagers arrives to celebrate a local festival, filling the common room with lively songs and dances.
4	A feral cat sneaks into the inn, causing a minor commotion as it playfully interacts with the guests.
5	A drunken patron challenges others to a friendly arm-wrestling contest, with characters invited to participate.
6	A mysterious merchant offers rare trinkets and exotic items for sale.
7	A sudden rainstorm forces travelers to take refuge in the inn, leading to crowded and boisterous conditions.
8	A mischievous pixie plays pranks on patrons, causing laughter and confusion as they search for the elusive creature.
9	A traveling minstrel's performance inspires a dance-off among patrons, with characters invited to showcase their dance moves.
10	An adventurer bursts into the inn, seeking aid to fend off a band of orcs that have ambushed them on the road, offering a reward for assistance.
11	A solemn traveler shares tales of a haunted nearby forest, sparking interest among patrons who may wish to investigate.
12	A rowdy group of mercenaries challenges the characters to a friendly sparring match.

The Golden Chalice

Despite its grandiose name, the Golden Chalice Inn prides itself on its simplicity and warm hospitality. With a total of eleven comfortable guest rooms, it offers weary travelers a peaceful respite amidst the rolling hills and serene landscapes. The inn has long held the reputation of being a sanctuary of neutrality in the region, where no political discussions or affiliations are allowed within its welcoming walls. Guests from all walks of life gather here, finding solace in the inn's commitment to providing a safe haven from the turmoil of the outside world.

The proprietor of The Golden Chalice Inn is a genial and well-respected innkeeper named Eleanor Fairbanks. With her warm smile and caring disposition, Eleanor ensures that every guest feels at home under her roof.

Basic Information

Style: Large but quiet and cozy inn

Rooms: 11

Room Cost: 5 sp per night

Menu:

- **Roasted Pheasant with Wild Herbs:** A succulent pheasant, seasoned with aromatic herbs for a flavorful and hearty meal. 1 sp
- **Mutton Stew with Root Vegetables:** Tender pieces of mutton slow-cooked with an assortment of root vegetables in a savory broth. 1 sp
- **Honey-Glazed Turnips:** Turnips roasted to perfection and glazed with a sweet, golden honey sauce. 5 cp
- **Spiced Lentil Soup:** A hearty soup made with lentils and a blend of aromatic spices, perfect for warming the soul. 5 cp
- **Apple Pie with Cinnamon:** Slices of sweet apples spiced with cinnamon and encased in a flaky pastry crust, served warm for a comforting dessert. 3 cp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** Common or fine bottles. 2 sp/11 gp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 22.

1 - Barroom

The heart of the inn, the barroom boasts a warm, inviting ambiance with wooden beams overhead and a large hearth. Patrons gather here to enjoy drinks and engage in lively conversations while cozying up to the well-polished wooden bar.

2 - Guest Rooms

The inn offers eleven guest rooms, many of which are surprisingly spacious for a modest establishment. Each room features comfortable beds, a small table with chairs, and simple yet tasteful decor, providing travelers with a peaceful night's rest.

3 - Toilets

The inn boasts two convenient indoor toilets: a two-stall facility located downstairs for the comfort of the barroom patrons and a single stall tucked away upstairs for the convenience of guests staying in the upper rooms.

4 - Storage Rooms

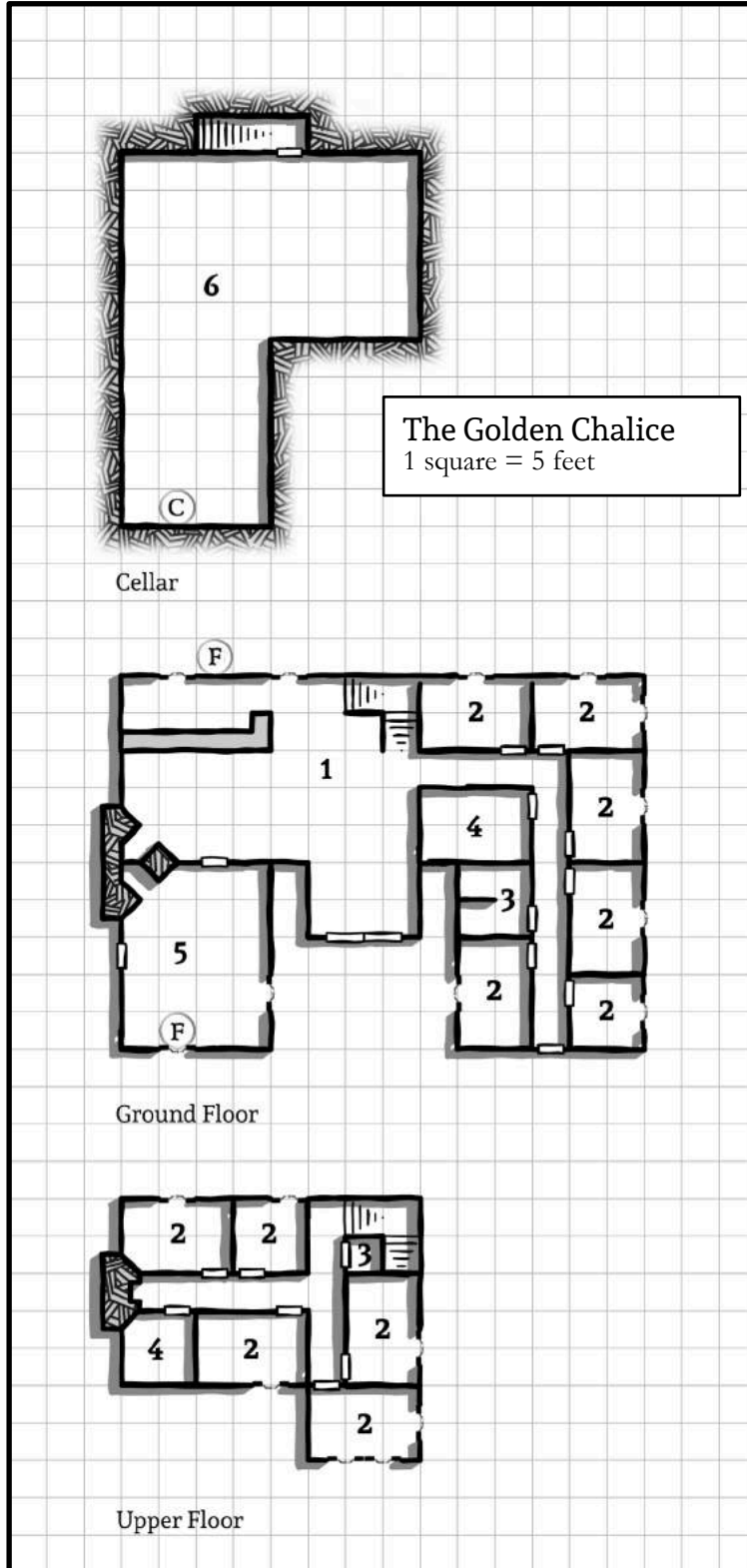
The Golden Chalice Inn has two storage rooms—one on the ground floor and another upstairs. They house supplies, provisions, and extra linens, keeping the inn well-prepared to meet the needs of its guests.

5 - Kitchen

The inn's kitchen is the bustling heart of culinary activity, where skilled cooks prepare delicious, homely meals. The fragrant aroma of freshly baked bread and simmering stews often wafts through the air, tantalizing the taste buds of patrons.

6 - Cellar

The inn's cellar, accessible from both the kitchen and the rear of the building, serves as a storage area for barrels of ale, wine, and food supplies. It's a cool, dimly lit space that adds to the inn's charm and functionality.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Eleanor Fairbanks: Eleanor is the warmhearted and welcoming innkeeper of The Golden Chalice. With her auburn hair and ever-present smile, she ensures guests feel at home. Characters can interact with her to inquire about local happenings, seek a comfortable room, or simply enjoy a pleasant conversation over a meal.

Gavin Blackwood: Gavin, the inn's skilled chef, is known for his culinary expertise and creativity in the kitchen. Patrons can engage with him to request special dishes or dietary accommodations, making their dining experience all the more enjoyable.

Isolde Hawthorn: Isolde is a friendly and efficient barmaid with a penchant for storytelling. Characters can interact with her at the bar, enjoying her tales of local legends, or request a drink recommendation from her extensive knowledge of beverages.

Rupert Stonewall: Rupert, the diligent cellar keeper, is responsible for maintaining the inn's supplies. Characters can approach him to inquire about the inn's selection of ales, wines, and rare vintages stored in the cellar.

Molly Brookfield: Molly oversees the guest rooms, ensuring they are clean and well-prepared for each arrival. Characters can interact with her to request room amenities or seek information about the inn's history and traditions.

Lucas Ravenshadow: Lucas, a talented bard, frequently entertains guests with his captivating melodies and tales of distant lands. Characters can engage with him to request a specific song or inquire about the local music scene and folklore.

Nathaniel Thistlebrook: Nathaniel is the diligent and reliable barkeep responsible for serving drinks and maintaining the barroom. Characters can interact with him to order beverages, request special concoctions, or learn about local beverages' brewing techniques.

Fiona Greenleaf: Fiona is a gracious server known for her attentive and accommodating nature. Characters can engage with her to place food orders, inquire about the inn's menu, or request any specific preferences they may have during their stay.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Eldric Ironwood: Eldric is a rugged woodsman with a thick beard and a love for hearty meals. He frequents the inn to unwind after a day in the forest, often sharing tales of his adventures with fellow patrons. Characters can approach him for advice on wilderness survival or to hear captivating stories of his encounters with mystical creatures.

Rowena Ashcroft: Rowena is a scholarly traveler, recognized by her assortment of parchments and inkwells. She visits the inn to take a break from her studies and enjoys discussing historical mysteries with anyone interested. Characters can engage in conversations about ancient relics, forgotten legends, or even accompany her on an academic expedition.

Oswald the Oak: Oswald is a jovial merchant who uses the inn as a base of operations during his trade ventures. He's always eager to discuss the latest market trends and trade routes. Characters can approach him to strike up business deals or inquire about opportunities for lucrative partnerships.

Cecilia Ravenshadow: Cecilia is a mysterious and enigmatic fortune teller who occasionally graces the inn with her presence. She is Lucas the bard's sister. Cecilia reads tarot cards and interprets dreams for curious patrons, offering glimpses into their futures. Characters can seek her guidance or engage in intriguing conversations about the mystical arts.

Hugo Stonegate: Hugo is a burly blacksmith known for his exceptional craftsmanship. He frequents the inn to unwind after long days at the forge. Characters can request custom-made weapons or armor from him or engage in friendly arm-wrestling competitions.

Elinor Nightingale: Elinor is a skilled archer and hunter who often returns from her expeditions with fresh game to share with the inn's kitchen. She enjoys teaching aspiring marksmen and women the art of archery. Characters can seek her guidance on improving their archery skills or join her on a hunting expedition.

Roland Wainwright: Roland is a grizzled veteran and retired knight who enjoys a peaceful retirement at the inn. He regales patrons with tales of his adventures and imparts wisdom about chivalry and honor. Characters can engage in discussions about combat techniques, knightly codes, or even seek his mentorship.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Eldric's Beastly Dilemma

Eldric seeks the characters' assistance in tracking down a rare and elusive woodland creature for its valuable hide. In return for their help, he offers to craft them personalized wooden weapons and share the secrets of foraging in the wilderness.

Rowena's Relic Retrieval

Rowena entrusts the characters with a quest to recover a lost artifact from a nearby ancient ruin. Once retrieved, she promises to provide them with scrolls of forgotten knowledge and valuable tomes, enhancing their understanding of arcane mysteries.

Oswald's Trade Route Trouble

Oswald shares information about a lucrative trade opportunity that requires the characters' protection during a dangerous journey. Upon successful completion of the trade mission, they earn a substantial share of the profits and access to exclusive merchant connections.

Cecilia's Clairvoyant Conundrum

Cecilia foresees a looming threat in the region and enlists the characters' aid in uncovering its source. In return for their efforts, she offers to provide them with a mysterious artifact of divination, allowing them glimpses into future events.

Elinor's Huntsman Challenge

Elinor invites the characters to partake in a thrilling hunting competition in the nearby forest, targeting a legendary and elusive prey. Should they emerge victorious, she promises to craft them custom, enchanted arrows, enhancing their archery prowess, and grant them a boon of remarkable hunting skills.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE GOLDEN CHALICE ENCOUNTERS

d12	Encounter
1	A charismatic minstrel begins a lively, impromptu performance, inspiring patrons to join in a merry dance.
2	A local ruffian tries to pickpocket one of the characters but is swiftly caught by a vigilant patron.
3	An argument between two guests escalates into a chaotic food fight, involving flying bread rolls and gravy.
4	A distraught traveler pleads for assistance, claiming a mysterious curse has befallen their companion.
5	A clumsy server accidentally spills a tray of drinks on one of the characters.
6	A traveling fortune teller offers to read the characters' palms, promising glimpses into their futures.
7	A rowdy group of mercenaries challenges patrons to a darts competition with a substantial wager.
8	A local troublemaker attempts to provoke a brawl but is swiftly ejected by the inn's bouncers.
9	A disgruntled bard, upset that the inn's patrons aren't paying attention to their performance, starts a passive-aggressive song.
10	A group of rebels seeks shelter in the inn, evoking tension between them and the inn's loyalist regulars.
11	A noble patron offers a handsome reward for anyone who can locate their missing heirloom necklace.
12	A mysterious messenger arrives, delivering a sealed letter addressed to one of the characters, hinting at a hidden treasure map.

The Gritty Goblet

The Gritty Goblet is a remarkable establishment, crafted from the remains of a castle's ancient gatehouse, the sole survivor of a once-mighty wall that has long crumbled to dust. This historical relic has been ingeniously repurposed into a bustling inn and tavern, offering respite and entertainment to weary travelers and locals alike. Comprising four distinct buildings, the Gritty Goblet holds within its ancient stone walls a world of hospitality, intrigue, and secrets, for it is also the base of operations for Garroth Blackpaw, a cunning wererat crime lord, and his notorious syndicate known as the Shadowfang Thieves.

The heart of the establishment resides within the gatehouse and its two flanking towers. The western tower houses cozy sleeping chambers and communal spaces, providing a comfortable haven for guests to rest their heads. In contrast, the eastern tower is home to the lively tavern and bar, where patrons gather to enjoy hearty meals and lively conversation. Adjacent to the gatehouse, nestled in the old courtyard, lies the bustling kitchen, a hub of culinary activity. A short walk away stands the centuries-old brewery, still diligently crafting ales and spirits to satisfy the thirst of the inn's patrons. To complete the complex, the northwestern corner houses stables for weary travelers' mounts and a discreet blacksmith's shop, concealing the true nature of the Gritty Goblet as a hub for clandestine activities orchestrated by Garroth Blackpaw and the Shadowfang Thieves.

Basic Information

Style: Converted gatehouse and crime haven

Rooms: 2 shared rooms

Bed Cost: 1 sp per night

Stabling Cost: 5 sp per night

Menu:

- **Salted Gargoyle Shank:** A hearty and salty fare that satisfies the heartiest of appetites. 6 cp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** A bottle of common wine. 1 sp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 27.

1 - Gates

The ancient gates of the Gritty Goblet, marked by two rusty iron portcullises. The ceiling is still riddled with murder holes.

2 - Courtyard

The open courtyard north of the inn offers a welcoming space for guests to relax and enjoy fresh air.

3 - Tavern

Located in the lower part of the eastern tower, the tavern is a spacious, bustling room where patrons gather for food, drink, and lively entertainment.

4 - Kitchen

The inn's bustling kitchen is a hub of culinary activity, where savory aromas and the clatter of cookware fill the air.

5 - Brew House

The centuries-old brew house continues to produce ales and spirits, infusing the inn with the rich scents of brewing tradition.

6 - Blacksmith

Across the courtyard from the kitchen, the blacksmith's discreet shop provides essential services while remaining hidden from the casual observer.

7 - Stables

The stables offer a safe and comfortable haven for travelers' mounts, ensuring their well-being during their stay.

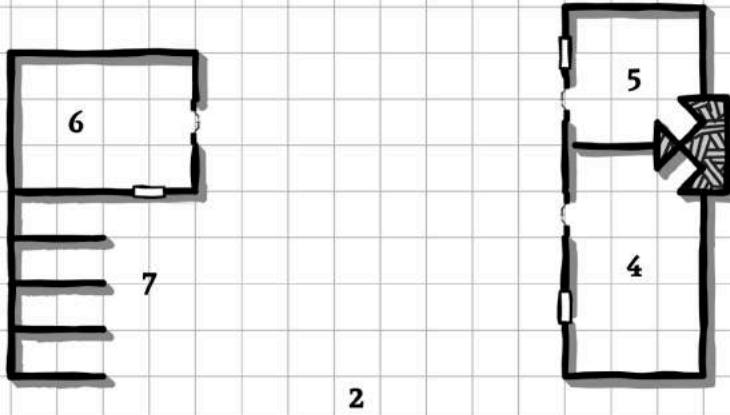
8 - Shared Guest Areas

Crowded with bunk beds, the shared guest areas provide economical accommodations for travelers looking for a place to rest.

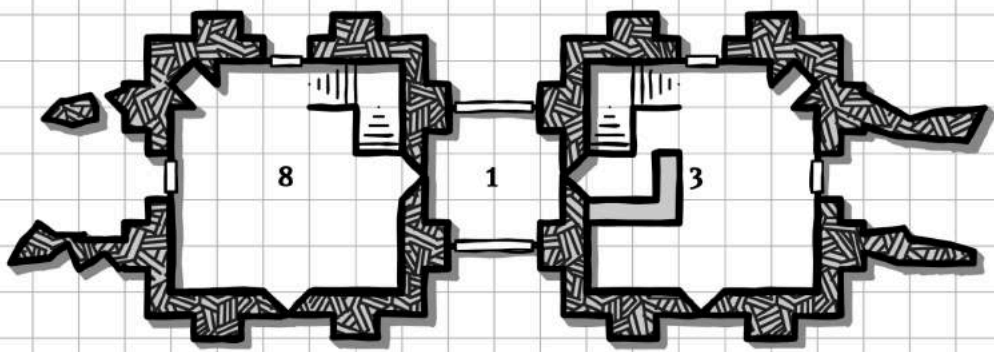
9 - Garroth's Quarters

Garroth Blackpaw's quarters remain hidden away from prying eyes, a sanctuary of secrets and intrigue within the inn's walls.

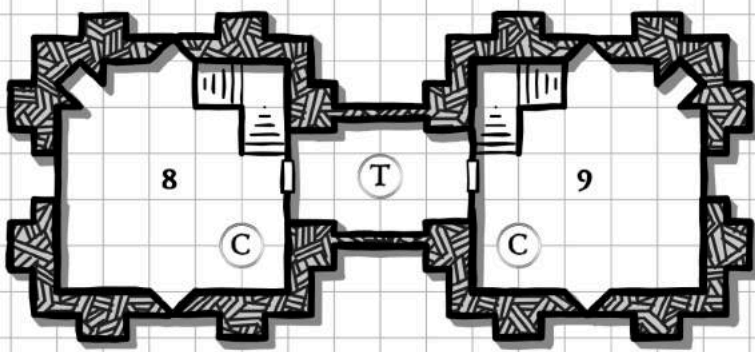
The Gritty Goblet
 1 square = 5 feet



2



Ground Floor



Upper Floor

Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Garroth Blackpaw: The enigmatic owner of the Gritty Goblet, Garroth Blackpaw is a cunning wererat crime lord who uses the inn as his base of operations. He keeps his true identity well-hidden, posing as a welcoming host. Garroth is always watchful, ready to exploit any opportunity that comes his way, making interactions with him tense and full of hidden agendas.

Eliza Thornwood: Eliza, a fiery and outspoken woman, manages the Gritty Goblet's tavern. She's known for her quick wit and sharp tongue, always ready to engage in spirited banter with patrons. Characters may find her a valuable source of information or an ally if they earn her trust.

Belkar Irongut: Belkar, a stout and skilled brewmaster, oversees the inn's centuries-old brewery. He is passionate about his craft and loves sharing tales of brewing history. Interactions with Belkar often involve discussions about beer and the inn's rich brewing tradition.

Sylas Brighthearth: Sylas, the inn's blacksmith, is a burly and taciturn man who keeps the stables and weapons in good repair. His past is shrouded in mystery, and he rarely speaks about it. Characters might seek his services or attempt to uncover his secrets.

Tara Clearwater: Tara is the head chef of the Gritty Goblet's bustling kitchen. She's known for her culinary prowess and artistic flair in creating dishes. Interactions with Tara often revolve around food, recipes, and the latest culinary creations.

Jareth Burnshadow: Jareth is the dependable stablemaster who cares for the guests' mounts. He's a quiet and observant man who keeps to himself. Characters might rely on his expertise with animals or seek his discretion in sensitive matters.

Brynn Stonefist: Brynn is a hardworking and resourceful tavern server who knows the inn's secrets but keeps them well-guarded. Her interactions with characters may involve serving drinks and providing subtle hints about the inn's intrigue.

Eldric Mosswood: Eldric, the gatekeeper, welcomes guests and ensures their safe entry. He's a friendly and talkative individual who enjoys striking up conversations with travelers. Characters may find him a valuable source of local knowledge or a friendly face amid the inn's secrets and mysteries.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Drelm Stonebreaker: Drelm is a grizzled dwarf miner who frequents the Gritty Goblet after long days in the nearby mines. He enjoys challenging others to armwrestling contests and often shares tales of his subterranean adventures. Characters can engage in friendly competitions with Drelm or seek his knowledge of mining and gemology.

Evelyn Thornbrook: Evelyn is a shrewd merchant who uses the Gritty Goblet as a meeting place for discreet business negotiations. She's known for her sharp intellect and ability to spot hidden opportunities. Interactions with Evelyn may lead to lucrative deals or valuable information.

Faelin Meadow: Faelin is an elven bard who entertains patrons with mesmerizing tales and enchanting melodies. She's a regular performer at the inn and often seeks inspiration from the colorful characters who visit. Characters can enjoy her performances, request songs, or assist her in crafting new stories.

Kaelin Swiftblade: Kaelin is a skilled rogue who occasionally drops by for a drink between secretive assignments. He's agile, observant, and always on the lookout for opportunities. Characters may encounter Kaelin when he requires assistance on a covert mission or seeks allies for a daring heist.

Lyria Blackfoot: Lyria is a jovial halfling trader with a penchant for gambling. She's a regular at the Gritty Goblet's dice and card tables, often hosting lively games and offering tips on winning. Characters can try their luck in her games or seek her assistance in matters of chance.

Rolan Blackcoat: Rolan is a weathered sea captain who seeks refuge in the inn when he's not navigating treacherous waters. He enjoys sharing sea shanties and stories of his maritime adventures. Interactions with Rolan may lead to opportunities for sea voyages or mercantile ventures.

Thessia Whitethorn: Thessia is a mysterious druid who appreciates the inn's connection to nature. She often sits alone, observing the inn's courtyard and its plant life. Characters may find Thessia to be a source of knowledge about local flora and fauna or seek her guidance in nature-related quests.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Garroth's Secret

The characters discover Garroth Blackpaw's true identity as a wererat crime lord. Garroth approaches them with an offer: if they help him eliminate a rival criminal organization operating within the city, he will grant them access to the Shadowfang Thieves' hidden wealth, providing them with a substantial share of the loot.

Sylas' Contraband Mission

Sylas, the blacksmith, needs the characters to deliver contraband goods to a black market fence in a nearby city. He offers to pay the characters handsomely in gold coins or new weapons if they complete the mission for him.

Tara's Secret Ingredient

Tara, the head chef, has heard rumors of a rare and mysterious ingredient deep within a nearby enchanted forest. She offers the characters a hefty reward if they retrieve this ingredient for her, which she believes will elevate her culinary creations to unparalleled heights.

Drelm's Cave-in Mystery

Drelm Stonebreaker seeks the characters' aid in investigating a series of mysterious cave-ins plaguing the local mines. He offers them a share of any valuable gems they recover while solving the mystery and ensuring the safety of the miners.

Lyria's Gambling Tournament

Lyria Blackfoot invites the characters to participate in a high-stakes gambling tournament she's organizing at the Gritty Goblet. The winner will not only claim a grand prize but also earn Lyria's favor, potentially opening doors to lucrative trade opportunities and valuable contacts within the merchant community.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

THE DAMP CELLAR ENCOUNTERS

d10	Encounter
1	A brawl erupts between two heated patrons, threatening to escalate unless the characters intervene.
2	A group of ruffians attempts to pickpocket the characters in the crowded tavern.
3	A lively game of darts captures the attention of patrons, with cheers and groans echoing throughout the tavern.
4	A group of regulars challenges the characters to a friendly drinking contest, testing their tolerance for ale.
5	The inn's resident bard, Faelin Meadow, performs a hauntingly beautiful melody that captivates the crowd.
6	A fortune teller sets up a small booth in the corner of the tavern, offering to read the characters' palms or predict their futures.
7	A local merchant, Evelyn Thornbrook, approaches the characters with a proposal for a lucrative business venture.
8	An enthusiastic group of patrons invites the characters to join them in a game of cards, offering friendly camaraderie and a chance to win some coin.
9	A rowdy patron becomes aggressive and challenges the characters to a duel, seeking to prove their strength in a one-on-one contest.
10	The inn's serving girls take center stage, performing a coordinated dance routine that showcases their talent and beauty.

The Knotted Key

The Knotted Key, once a formidable border tower, now stands as an inconspicuous inn nestled amidst rolling hills. To the casual observer, it appears a welcoming respite for travelers seeking shelter and warmth. However, beneath its quaint exterior lies the hidden sanctuary of the elusive society known as the Keepers of the Ecliptic Cipher. Inside its ancient stone walls, members of this enigmatic order convene to safeguard and decipher cryptic celestial prophecies, their secrets shrouded by the guise of a humble innkeeper and guests who remain blissfully unaware of the world-altering knowledge that resides within.

Basic Information

Style: Border tower converted into an inn that is home of a secret society

Rooms: 3

Room Cost: 3 gp per night which includes meals and off-site stabling

Menu: Guests at the Knotted Key are pleasantly surprised to discover that their meals are thoughtfully included in the cost of their stay. The inn's kitchen staff, skilled in the culinary arts, take great care to prepare delectable dishes tailored to each guest's unique interests and tastes, ensuring a personalized dining experience that adds to the inn's charm and allure.

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 31.

1 - Kitchens

The Knotted Key's kitchens are a bustling hub of culinary activity, located on the ground floor of the inn. Staffed by a skilled and dedicated team, these spacious kitchens cater to the diverse tastes of the inn's guests, ensuring each meal is a delightful experience.

2 - Pantry

Adjacent to the kitchens, the pantry is a treasure trove of ingredients and supplies, thoughtfully organized and well-stocked.

3 - Storage/Cistern

These chambers serve as both a storage space for essential goods and a source of water for the inn, ensuring its self-sufficiency and sustainability.

4 - Dungeon Entrance

Concealed within the inn's foundations, a secret entrance to the dungeons begins with a hidden shaft that extends all the way up to the fourth-floor garret.

5 - Keepers' Meeting Room

Deep within the hidden depths of the Knotted Key lies the secret meeting area of the enigmatic Keepers of the Elliptic Cipher. This hidden chamber, adorned with a statue of a god of secrets, is where the society gathers to discuss their mysterious objectives and safeguard their arcane knowledge.

6 - Keepers' Chambers

Adjacent to the meeting area within the secret dungeons are hidden chambers reserved for the leader of the Keepers.

7 - Vault

Safeguarding the Keepers' most prized possessions, the secret armory and vault are concealed within the dungeons. These heavily fortified chambers are protected by powerful enchantments and hidden mechanisms.

8 - Escape Tunnel

An escape tunnel, ingeniously designed by the Keepers, lies concealed within the dungeons. It provides a discreet means of exit should the need for a hasty departure arise.

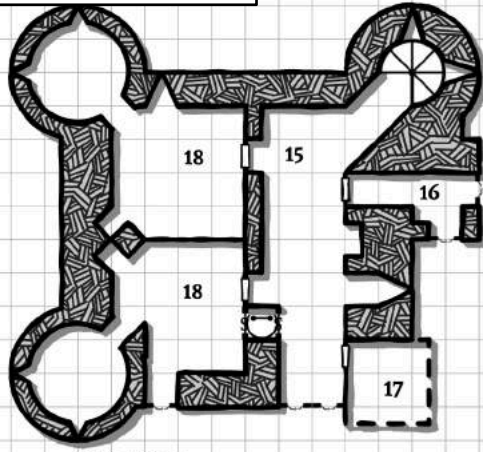
9 - Hall

The hallways on the first floor of the Knotted Key are adorned with tapestries and artwork that reflect the inn's rich history and the clandestine activities of the Keepers.

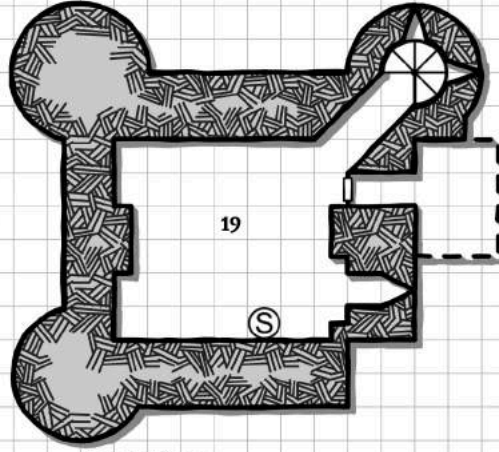
10 - Privy

The privy offers guests convenient and discreet facilities for their personal needs.

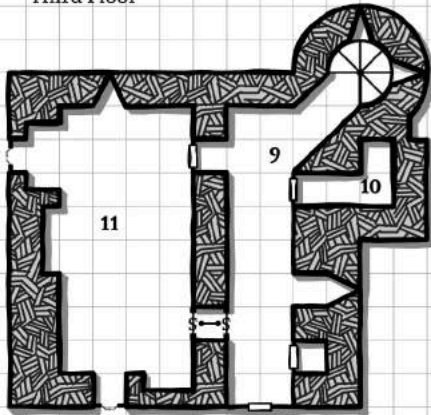
The Knotted Key
 1 square = 5 feet



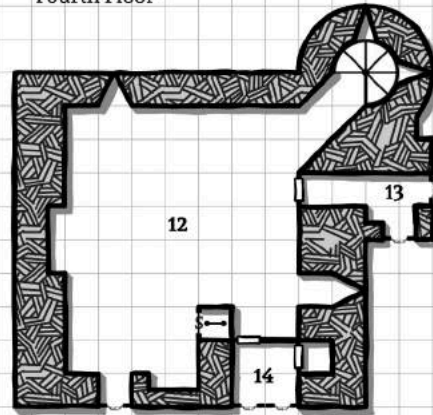
Third Floor



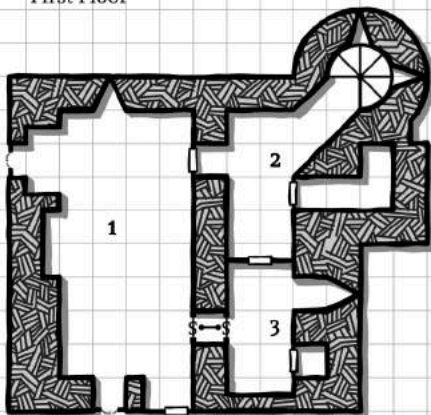
Fourth Floor



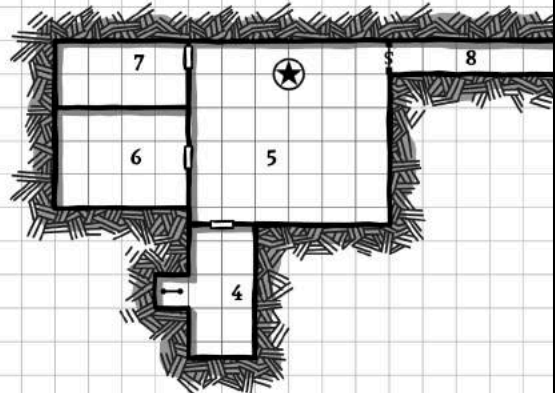
First Floor



Second Floor



Ground Floor



Dungeons

Map by DMDave using *Dungeon Scrawl*. Permission granted to photocopy this image for personal use only.

11 - Dining Hall

The great dining hall on the first floor is a grand space with two roaring fireplaces that provide warmth and ambiance during meals.

12 - Library/Study

Located on the second floor, the library/study is a sanctuary of knowledge. It houses an extensive collection of books and scrolls, including many rare and ancient texts.

13 - Office

An office on the second floor serves as a workspace for administrative tasks and recordkeeping, often managed by the inn's staff.

14 - Solarium

The solarium is a tranquil oasis on the third floor, where guests can enjoy the warmth of the sun and the soothing sounds of a bubbling fountain amidst lush greenery.

15 - Parlor

The parlor provides access to the guest chambers and other private spaces, while also serving as a lounge.

16 - Bathroom

This luxurious bathroom offers guests a relaxing and rejuvenating experience, with warm water and fragrant oils.

17 - Third Floor Balcony

A balcony on the third floor offers scenic views of the surrounding landscape and provides a serene outdoor space for guests to unwind.

18 - Guest Chambers

On the third floor, two spacious rooms provide ample space for larger groups or families, each comfortably furnished with multiple beds and charming décor that reflects the inn's historical character.

19 - Garret

The garret of the Knotted Key serves as a storage area and additional accommodation space, often used for staff quarters.

Staff

The inn employs the following NPCs.

Evelyn Halloway: Evelyn, the innkeeper, runs the Knotted Key with grace and poise, ensuring every guest's needs are met. She also oversees the Keepers, orchestrating their efforts to uncover hidden malevolence. Evelyn possesses an enchanted locket containing a shard of a celestial's essence, granting her minor healing powers. Characters might uncover her secret when they witness her using these magical abilities to heal the injured.

Alaric Ironsong: Alaric is responsible for the inn's delectable cuisine, and he's a master of culinary secrets. Within the Keepers, he specializes in uncovering information about fiendish plots. He has a unique ability to detect poison in food and drink, which he developed after surviving an assassination attempt. Characters could discover his affiliation when they notice his keen sense of detecting hidden dangers.

Sylvia Ravensrook: Sylvia manages the inn's library, organizing books on various topics, including secrets and lore. Her role within the Keepers involves research into fiendish activity. Sylvia has a pet raven, Poe, who serves as her eyes and ears, relaying information to her about the inn's guests. Characters might uncover her secret by observing her telepathic connection with Poe.

Benedict Thornwhisper: Benedict tends to the bar and possesses a network of informants across the city, which helps him gather information about fiends. He can subtly influence patrons' moods through his cocktails, making them more talkative or cooperative. Characters could learn of his allegiance when they notice his uncanny ability to extract confessions from drunken patrons.

Maeve Riversong: Maeve appears to be an ordinary maid but is, in fact, the leader of the Keepers. Although she ensures the inn's cleanliness and orderliness, her role among the Keepers focuses on tracking down fiendish artifacts. Maeve carries an enchanted broom that can reveal traces of infernal or abyssal magic. Characters might uncover her secret by noticing her broom's unusual abilities or the subtle way that the other members of the inn revere her.

Adventure Hooks

Below is a list of adventure triggers related to the Knotted Key and the Keepers.

The Alchemist's Request

The characters meet a reclusive alchemist named Elowen, who believes that the herbs she's been procuring from the Knotted Key's garden have unusual properties. She suspects the inn might be connected to an underground alchemical operation. She asks the characters to investigate the source of these herbs and their potential uses.

The Missing Minstrel

A renowned minstrel named Lorian has disappeared after performing at the Knotted Key. A close friend of Lorian approaches the characters, fearing that the inn may have played a role in his vanishing. They need the characters' help to uncover what happened to him and why he was last seen at the Knotted Key.

The Enigmatic Bookshop

In the nearby town, characters encounter an enigmatic bookshop owner named Thaddeus, who's searching for a rare and valuable tome said to be associated with an ancient secret society. Clues point to the Knotted Key as the potential location of the book. Thaddeus hires the characters to retrieve the book.

The Mysterious Plague

The characters come across a small village plagued by a mysterious illness, and rumors suggest it might be connected to the strange happenings at the Knotted Key. A concerned healer named Isolde pleads with the characters to investigate the source of the ailment and its possible link to the inn's secret society.

The Cursed Relic

A mysterious relic with unknown powers has been discovered nearby. Its presence is causing strange occurrences and attracting dark forces. A concerned local authority asks the characters to investigate the source of the relic's power and its connection to the Knotted Key Inn. The characters are promised a generous reward and assistance in dealing with the dark forces that may be drawn to the relic's power.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

THE KNOTTED KEY ENCOUNTERS

d10	Encounter
1	The characters overhear a hushed conversation between two staff members discussing hidden knowledge.
2	A peculiar door in the hallway, concealed by an elaborate tapestry, intrigues the characters.
3	While exploring the inn, the characters come across a stack of letters with coded messages.
4	A servant, seemingly cleaning the a nearby area, appears to linger a bit too long nearby.
5	Late at night, the characters witness a cloaked figure entering the inn through a concealed passage in the garden.
6	In their guest chambers, the characters find unusual artifacts left behind by previous guests.
7	While enjoying a drink at the bar, a stranger offers them a mysterious, glowing beverage with an intriguing symbol on the glass.
8	In the dining hall, the characters notice a series of candles mysteriously flickering in an intricate pattern.
9	The characters discover unusual symbols etched into the stone walls of the courtyard.
10	One evening, the characters stumble upon a concealed ladder leading downward while exploring the upper levels of the inn.

The Lucky Dice Steamer

The Lucky Dice Steamer is a grand and bustling paddle steambot, renowned for its luxurious gaming experience, which sails the riverways of the land. This impressive vessel spans four spacious decks, each filled with various forms of entertainment, but it's the main deck that truly captures the essence of the Lucky Dice. Here, patrons from far and wide book passage to partake in thrilling games of chance, from dice and card games to roulette and more. The atmosphere is electric, with colorful characters, glittering chandeliers, and the constant clatter of chips and coins.

Owned by the enigmatic and flamboyant Lady Elara Firegem, a skilled illusionist with a penchant for intrigue, the Lucky Dice Steamer harbors an air of mystique and excitement. Lady Elara's true passion, apart from her magical performances, lies in the art of deception and high-stakes gambling, which she masterfully orchestrates on the vessel. At the helm of the steambot is the capable Captain Magnus Ironsides, known for his unwavering commitment to the safety and enjoyment of the passengers.

Basic Information

Style: Paddle boat steamer hotel and gambling hall

Rooms: 20

Room Cost: 1 gp per night

Menu:

- **Riverfront Feast:** Freshly caught river fish with seasoned cornbread and steamed vegetables. 2 sp
- **Paddlewheel Prime Rib:** Slow-cooked prime rib with garlic mashed potatoes and mushrooms. 2sp
- **Steamboat Sundaes:** Vanilla ice cream topped with chocolate fudge and whipped cream. 5 cp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** A pitcher or fine bottle. 2 sp/10 gp

Steamer Locations

The following locations are keyed to the map of the steamer, as shown on page 35.

1 - Main Deck

The main deck serves as the bustling hub of the ship, offering access to most cabins and the expansive gambling hall.

2 - Gambling Hall

This lively space is where passengers test their luck at various games of chance, with skilled dealers overseeing the tables.

3 - Guest Rooms

Scattered throughout the main and cabin decks, the guest rooms provide comfortable accommodations with scenic riverfront views, offering passengers a cozy retreat.

4 - Owner's Chambers

These opulent living quarters belong to the ship's owner, Elara Firegem, and feature lavish furnishings befitting her status.

5 - Office

The ship's business center, where matters related to the vessel's gambling operations are managed, and often attended by the ship's clerk.

6 - Vault

A secure room where valuable cargo and financial assets are carefully safeguarded during the journey.

7 - Toilets

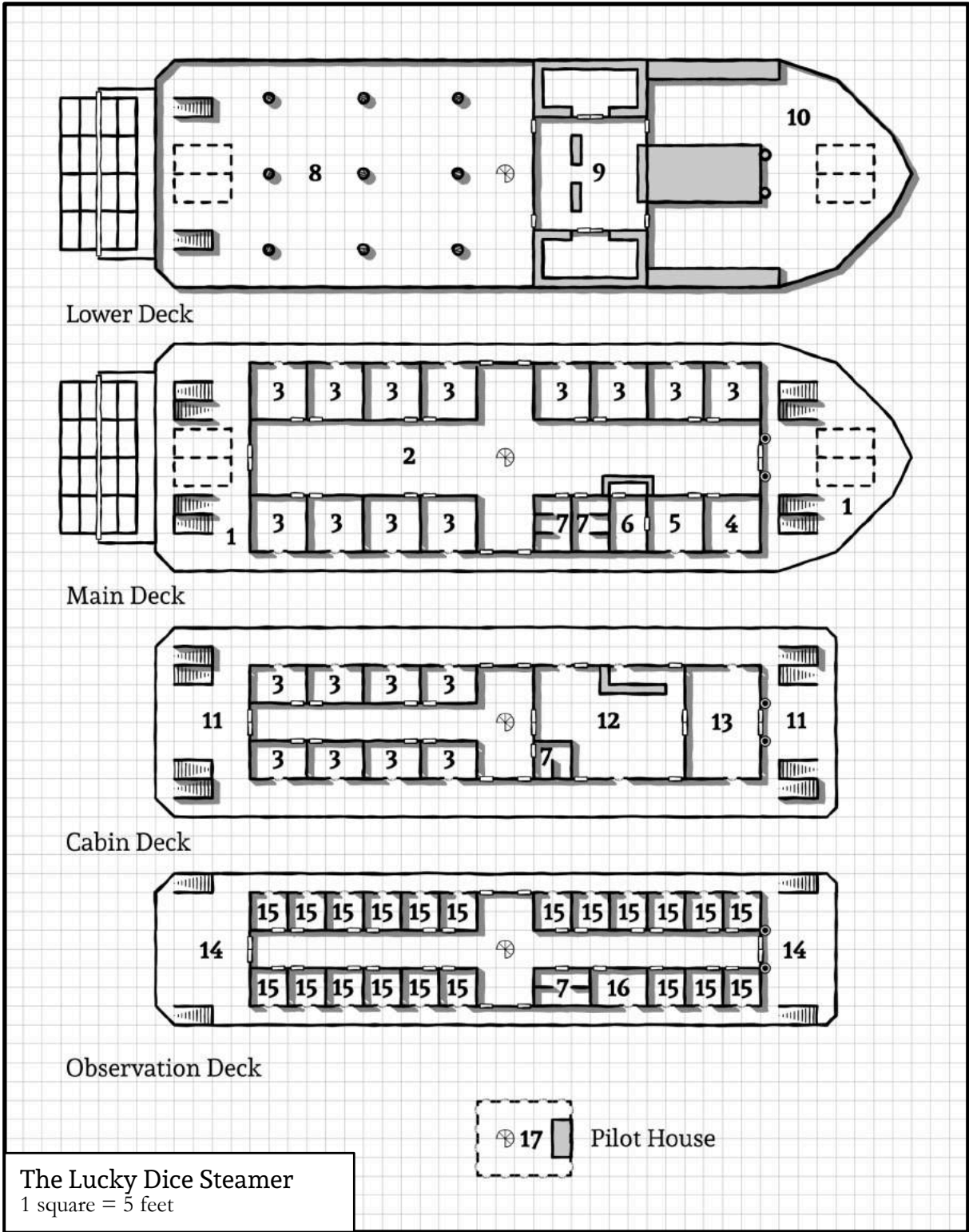
Conveniently located on multiple decks for passengers' comfort and convenience.

8 - Cargo Hold

Situated below deck, this space houses various goods and supplies for trade along the river. It also includes a place for all the supplies used by the guests and crew.

9 - Engineering Room

This is where the ship's mechanical systems are



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

maintained, serviced, and repaired by skilled crew members.

10 - Boiler Room

This large hold is home to the powerful steam boilers responsible for propelling the ship forward.

11 - Cabin Deck

The cabin deck provides scenic views and additional guest rooms for passengers seeking a quieter and more serene stay.

12 - Dining Room

The dining room is a tastefully decorated space where passengers can enjoy delicious meals prepared in the ship's galley. It includes a comfortable bar.

13 - Galley

This bustling kitchen is where skilled chefs work their culinary magic, preparing delightful meals for passengers and crew alike.

14 - Observation Deck

Positioned at a high vantage point, this deck offers panoramic views of the river and the surrounding landscape.

15 - Crew Quarters

These spartan accommodations provide crew members with a bunk and a desk for rest and work.

16 - Captain's Quarters

This private space is equipped with navigational tools and maps and serves as the personal quarters of the ship's captain.

17 - Pilot House

As the command center of the ship, this is where the captain and pilot work together to navigate the vessel safely through treacherous waters.

Staff

The steamer employs the following NPCs.

Elara Firegem: The ship's owner, Elara is a shrewd businesswoman known for her uncanny luck at sea and her collection of exotic artifacts. She's rumored to possess a magical amulet that has saved her from many perils. Characters can interact with her to negotiate special deals, inquire about hidden treasures, or delve into the ship's lore, uncovering secrets and legends of the sea.

Captain Magnus Ironsides: Captain Ironsides is a seasoned sailor with a reputation for being a strict but fair leader. He's also known for his penchant for collecting antique navigational instruments. Characters can seek Captain Ironsides for information about upcoming ports of call, embark on quests related to navigation challenges, or receive training in seamanship.

Lucius Ravenscroft: Lucius is responsible for keeping meticulous records of the ship's finances and passenger manifests. Interacting with Lucius allows characters to arrange travel plans, gain insights into ship finances, or uncover opportunities for lucrative ventures in distant lands.

Evelyn Rivers: The ship's head chef, Evelyn is a culinary prodigy known for her exquisite dishes and adventurous approach to cooking. Characters may engage with Evelyn by participating in cooking classes, discussing culinary quests, or even seeking her expertise in preparing exotic ingredients they've collected during their journeys.

Marcus Harthorn: Marcus manages the bustling casino on board the Lucky Dice Steamer, where fortunes are won and lost. He has a knack for statistics and gambling psychology. Characters can approach Marcus for various gambling-related interactions, such as participating in high-stakes games, investigating casino intrigues, or forming alliances for a memorable heist.

Sylvia Greenthistle: Sylvia is responsible for organizing and hosting a variety of entertainment events, from musical performances to magic shows. Interactions with Sylvia offer opportunities to showcase talents, uncover clues through performances, or assist in organizing and promoting shipboard events.

Gareth Stonefoot: Gareth is the ship's chief engineer and responsible for maintaining the Lucky Dice Steamer's intricate machinery. He's also a skilled blacksmith. Interactions with Gareth could involve learning about the ship's mechanics, assisting with maintenance tasks, or seeking his expertise to solve engineering challenges during crises.

Regulars

Other NPCs that the characters might encounter on the steamer are listed below.

Thaldrin "Lucky" Larkspur: A seasoned gambler and cardsharp, Thaldrin is known for his flashy attire and silver tongue. He frequents the gambling hall, always with a deck of marked cards up his sleeve. Thaldrin has a knack for spotting cheaters, and he offers discreet tips to Elara Firegem in exchange for protection from any disgruntled victims. Characters may seek Thaldrin's assistance in deciphering the steamer's underhanded dealings or challenge him to a high-stakes game of cards.

Violetta "The Songbird" Voss: A renowned chanteuse, Violetta graces the steamer's main deck with her enchanting voice and captivating performances. Her striking looks and melodious singing have drawn a dedicated following of admirers. Violetta is more than just a singer; she secretly carries messages for illicit deals between wealthy patrons. Characters can approach Violetta to request her assistance in transmitting secret messages or inquire about any unusual occurrences she may have witnessed.

Simeon "Silver Tongue" Hawk: A charismatic charlatan with a talent for persuasion, Simeon is a suave and well-dressed dandy who enjoys mingling with the wealthy guests. He dabbles in various scams, from selling counterfeit artifacts to running rigged games. Characters might cross paths with Simeon as they investigate the steamer's underbelly, potentially exposing his web of deception.

Lady Eleanor Winterspring: A mysterious noblewoman who keeps her true identity shrouded in secrecy, Lady Eleanor is always seen wearing an intricate mask that conceals her face. Lady Eleanor's mask hides a scarred countenance, the result of a tragic incident from her past. Characters may be drawn to Lady Eleanor's aura of enigma and become involved in quests to retrieve lost relics or uncover her hidden history.

Games of Chance and Random Encounters

Need random encounters or a way for your characters to participate in games of chance onboard the Lucky Dice? Page 81 offers tables for both, sharing the space with the Velvet Lounge.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are onboard the steamer.

The Captain's Dilemma

Captain Magnus Ironsides confides in the characters about an imminent mutiny being planned by a faction of discontented crew members. He entrusts them with the task of gathering information, uncovering the mutineers' motives, and thwarting their plans before they endanger the ship's voyage. Should they succeed, Captain Ironsides grants them passage to any destination they desire.

Marcus' Dice of Destiny

Marcus Harthorn approaches the characters, knowing of their reputation as risk-takers. He offers them an exclusive opportunity to participate in a high-stakes gambling tournament. The characters must compete against seasoned gamblers from across the realm in games of chance and skill.

Lucius' Hidden Treasure Map

Lucius Ravenscroft uncovers an old maritime map among the ship's records, hinting at the location of a legendary pirate's treasure hidden on a remote island. He shares this information with the characters, hoping they will embark on a treasure hunt. If they succeed, they gain a share of the pirate's riches, valuable artifacts, and the knowledge of an undiscovered island's whereabouts.

Evelyn's Enchanted Recipe

Evelyn Rivers seeks the characters' assistance in obtaining a rare, enchanted recipe said to enhance her culinary creations. The recipe is guarded by a reclusive, eccentric wizard living on a distant island. If the characters retrieve the recipe, Evelyn rewards them with culinary expertise, unique magical dishes, and favors among esteemed chefs across the realm.

The Merry Minstrel

The Merry Minstrel is a bustling and well-known establishment nestled within the heart of a major city. The two-story building is an inviting sight for weary travelers and locals alike, featuring a charming facade adorned with vibrant banners and colorful lanterns that beckon guests inside. It has earned its reputation as a favorite haunt for those journeying through the city, offering respite, refreshment, and a lively atmosphere that resonates with the spirit of merriment. With its spacious common room, cozy nooks, and live minstrel performances, the tavern is a place where stories are shared, laughter flows freely, and friendships are forged.

However, beneath its convivial exterior lies a hidden layer of intrigue. The Merry Minstrel is owned by a seemingly jovial couple, Anton and Eliza, who are known for their extravagant parties and connections to the local tyrant. Unbeknownst to most patrons, the innkeepers serve as spies for the oppressive ruler, using their establishment to gather information on the comings and goings of both travelers and citizens.

Basic Information

Style: Large but quiet and cozy inn

Rooms: 10

Room Cost: 6 sp per night in a common room or 1 gp per night in the premium guest room

Stabling Cost: 5 sp per day

Menu:

- **Roasted Pheasant:** A succulent pheasant served with a side of savory root vegetables. 2 sp
- **Mead and Honeyed Bread:** A hearty loaf of fresh honeyed bread paired with a tankard of the finest local mead. 4 cp
- **Vegetable Stew:** A hearty stew brimming with seasonal vegetables, aromatic herbs, and tender chunks of slow-cooked beef. 1 sp
- **Ale:** Served in a tankard or pitcher. 6 cp/3 sp
- **Wine:** Common or fine bottles. 5 sp/10 gp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 39.

1 - Common Room

The common room of the Merry Minstrel boasts a mezzanine overlooking the lively space below, centered around a roaring fireplace that fills the air with warmth and cheer. The well-stocked bar is a focal point, offering a wide selection of libations to accompany the lively minstrel performances.

2 - Kitchen

The inn's kitchen is a bustling hub of activity, where skilled chefs craft hearty and aromatic meals using a variety of fresh, local ingredients, ensuring that each dish is a culinary delight.

3 - Toilets

The indoor toilet facilities of the Merry Minstrel include two clean and well-maintained stalls, providing a modicum of privacy for patrons seeking comfort during their stay.

4 - Guest Rooms (Common)

The common guest rooms of the inn are comfortable and cozy, each furnished with a simple but comfortable bed, a wooden dresser, and a small table. They offer a peaceful respite for weary travelers.

5 - Storage Room

The storage room is a dimly lit space housing various supplies and provisions for the inn, from crates of fresh produce to barrels of ale, all carefully organized to ensure efficient service.

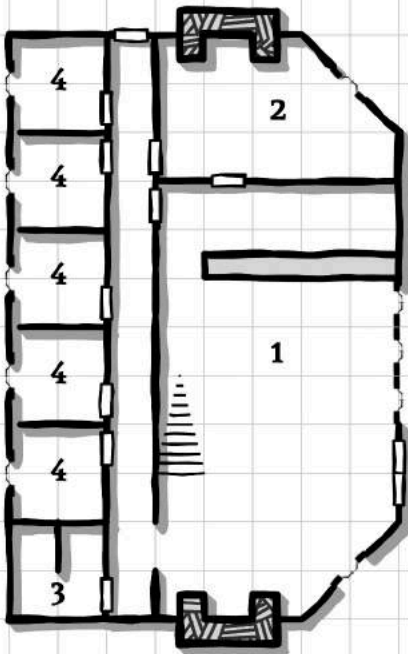
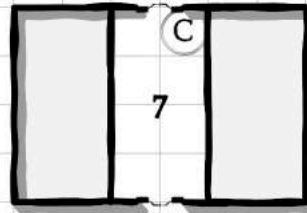
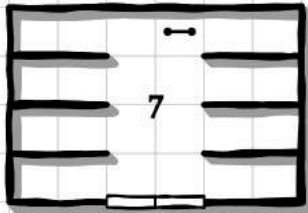
6 - Premium Guest Room

The premium guest room exudes elegance, featuring its own inviting fireplace, adding an extra touch of warmth and luxury to the comfortable accommodations.

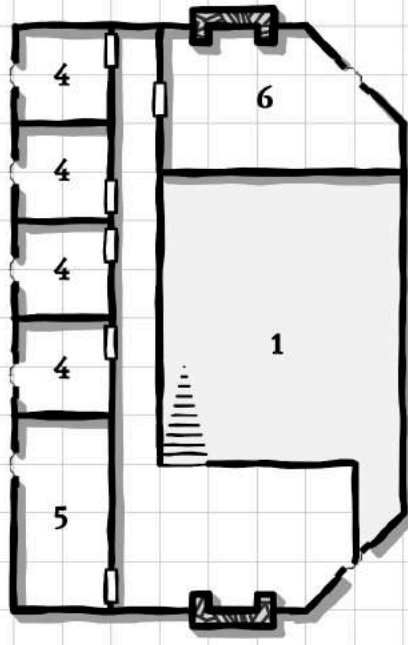
7 - Barn

Adjacent to the inn, the barn provides shelter for travelers' horses, ensuring their steeds are well cared for while they enjoy the tavern's hospitality.

The Merry Minstrel
 1 square = 5 feet



Ground Floor



Top Floor

Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Anton and Eliza Veridian. Anton and Eliza are the seemingly jovial owners of the Merry Minstrel. However, their secret allegiance as spies for the tyrant lies hidden beneath their cheerful demeanor. Characters may interact with them during lively celebrations or as hosts of the establishment, unknowingly sharing information that could have unintended consequences.

Maelis Branch. Maelis is a talented minstrel with a captivating singing voice. He has a mysterious scar on his wrist, an emblem of a secretive past. Characters may enjoy his performances or seek his company for melodic tales and hidden knowledge.

Gwenna Stouthearth. Gwenna, the inn's skilled chef, harbors a secret love for herbology and is known for experimenting with unusual ingredients. Characters can savor her culinary creations or engage her in discussions about her secret herbal recipes.

Ealdred Whitegoose. Ealdred is the inn's affable bartender who possesses a unique talent for concocting creative cocktails. Ealdred is secretly in love with Lysandra, the housekeeper, frequently sending her anonymous letters which she collects. Characters may enjoy his drinks or engage in conversation about his affection for Lysandra.

Aeliana Goldenshield. Aeliana is a diligent server with an uncanny ability to remember every patron's favorite drink. She possesses a rare amulet that she claims has protective properties. Characters may interact with her during their visits and, over time, notice her uncanny memory and the amulet's intriguing qualities.

Brondar Ironhoof. Brondar manages the barn where travelers' horses are kept. He's known for his exceptional skill in training unruly steeds. Characters can seek his expertise for their own mounts or assist him with tasks related to the inn's stables.

Lysandra Whittler. Lysandra is the diligent housekeeper responsible for maintaining the inn's guest rooms and ensuring they are spotlessly clean and well-prepared for patrons. She keeps a collection of handwritten letters from a mysterious admirer (Ealdred), the contents of which she keeps hidden. Characters may interact with her as she attends to their room's needs or after they discover her intriguing collection of letters, leading to possible quests or unexpected alliances.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Lord Alaric the Raven. Lord Alaric is a nobleman known for his wit and cunning. He frequents the Merry Minstrel to gather information and allies for the rebellion against the local tyrant. He keeps a coded letter from the rebellion's leader concealed within a hidden compartment in his cane, which the innkeepers suspect but cannot decipher.

Evelina Thistlewood. Evelina, a skilled apothecary, is friendly and willing to share her herbal knowledge with characters seeking remedies or information about local flora. She may offer to sell or gift them potions or elixirs.

Thoren Stonehelm. Thoren, a seasoned cartographer, is approachable and readily provides directions and maps to characters and other patrons who are unfamiliar with the city and surrounding area.

Melisande Silverlute. Melisande is a talented minstrel who often enjoys engaging the patrons in conversations about music and folklore. She may perform personalized songs for the characters or share information about local legends.

Gavric Oakenshade. A skilled woodcarver, Gavric is a friendly man who enjoys creating custom wooden trinkets for others. He may offer to carve a personalized keepsake for the characters or share insights into his craft.

Aldric Sagebrush. Aldric, a dedicated scribe, is eager to engage in philosophical discussions, especially with characters interested in matters of literature and knowledge. Aldric may share interesting scrolls or manuscripts with them, sparking their curiosity.

Cassius Snow. Cassius is a burly and imposing figure known for his unwavering loyalty to the local tyrant. As a bodyguard and enforcer for the tyrant, he frequently collaborates with the inn's owners, Anton and Eliza, in matters that align with the tyrant's interests. Cassius is skilled in combat and keeps a close watch on the tavern's activities, ensuring that nothing transpires without his knowledge. Characters may find themselves cautious around Cassius, as his allegiance to the tyrant is no secret, but they might also seek his protection or assistance in certain situations.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Seraphin's Heirloom

Seraphin Greycastle seeks the characters' help in recovering a stolen family heirloom rumored to be in the possession of a notorious bandit gang. The characters will receive a handsome reward in gold coins and valuable trade secrets if they retrieve the heirloom.

Evelina's Herbal Expedition

Evelina Thistlewood needs the characters to collect rare herbs from a dangerous forest, offering potent potions and elixirs, as well as her expertise in herbalism in return.

Thoren's Caverns of Riches

Thoren Stonehelm seeks assistance in mapping a mysterious cave system believed to hold ancient treasures. In exchange, he promises detailed maps of the region, unveiling hidden locations and shortcuts.

Melisande's Songbird's Melody

Melisande Silverlute asks the characters to locate her missing songbird companion with a unique and enchanting voice, offering to compose a stirring ballad in their honor if they find it.

Cassius' Secrets in Shadows

Cassius Snow approaches the characters with a confidential assignment from the local tyrant. He requires their assistance in discreetly gathering information on potential rebels within the city, promising a sizeable sum of gold and the tyrant's favor upon completion. He offers this to the characters even though he suspects that they are in league with the rebellion, hoping to root them out.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

THE MERRY MINSTREL ENCOUNTERS

d10	Encounter
1	A traveling bard performs an epic ballad, drawing a mesmerized crowd with a thrilling story of a dragon's defeat.
2	A heated argument erupts between two regulars over politics, threatening to escalate into a brawl.
3	A band of rowdy mercenaries enters the inn, challenging anyone to an arm-wrestling contest, with a small wager involved.
4	A mysterious cloaked figure slips a sealed envelope to one of the characters, urging them to read it privately.
5	A sudden storm rages outside, causing a leak in the common room's roof, leading to a comical scramble for dry spots.
6	An intoxicated monk challenges another to a darts competition, with the winner earning free drinks for the night.
7	A traveling merchant offers rare and exotic wares for sale, including magical trinkets and peculiar curiosities.
8	The inn's fireplace unexpectedly flares up, revealing a hidden message etched into the chimney's stone.
9	A lively group of minstrels arrives, inviting characters to join their impromptu performance for a share of the tips.
10	A local constable arrives, searching for a wanted criminal rumored to be hiding among the patrons, leading to a tense standoff.

Moonshadow Retreat

The Moonshadow Retreat is a hidden gem nestled within the ancient yew trees of an elven commune, known for its breathtaking beauty and serene atmosphere. Built amidst the branches of colossal yew trees, this ethereal inn and tavern offers a unique dining experience like no other. Here, communion with nature is paramount, and the inn's services are provided freely to those who are friends of the wood, as deemed by the elven commune's wise and enigmatic leader.

Guests are invited to savor exquisite elven cuisine and partake in refreshing elixirs while surrounded by the splendor of nature. As the forest canopy stretches overhead and moonlight filters through the leaves, patrons are encouraged to revel in the harmony of their surroundings.

Basic Information

Style: Elven inn built into treetops

Rooms: 10

Room Cost: Free

Menu:

- **Sylvan Salad:** Fresh woodland greens, apples, nuts, and edible flowers, with elven honey vinaigrette. Free
- **Garden Medley:** A refreshing mix of seasonal greens, edible blossoms, and woodland herbs, dressed in a delicate wildflower vinaigrette. Free
- **Yewwood-Grilled Venison:** Tender venison skewers, wild mushroom risotto, and elderberry compote. Free
- **Honey Nut Tart:** Flaky pastry filled with woodland honey and toasted nuts, drizzled in honey. Free
- **Elixir of the Senses:** A mystical color-changing elixir with herbal and botanical flavors. Free
- **Dwarven Ale:** An import served by the flagon or in a pitcher. Free
- **Wine:** A common pitcher. Free

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 43.

1 - Tavern and Dining Room

Nestled among the sprawling branches of a colossal yew tree, the inn's tavern and dining room offers a breathtaking sylvan experience. The wooden floor and furniture are crafted with precision to harmonize with the tree's natural contours. Massive, iridescent leaves act as radiant skylights, casting a gentle, dappled glow over the rustic tables. Tree roots, carefully incorporated into the design, provide natural alcoves for private dining.

2 - Kitchen

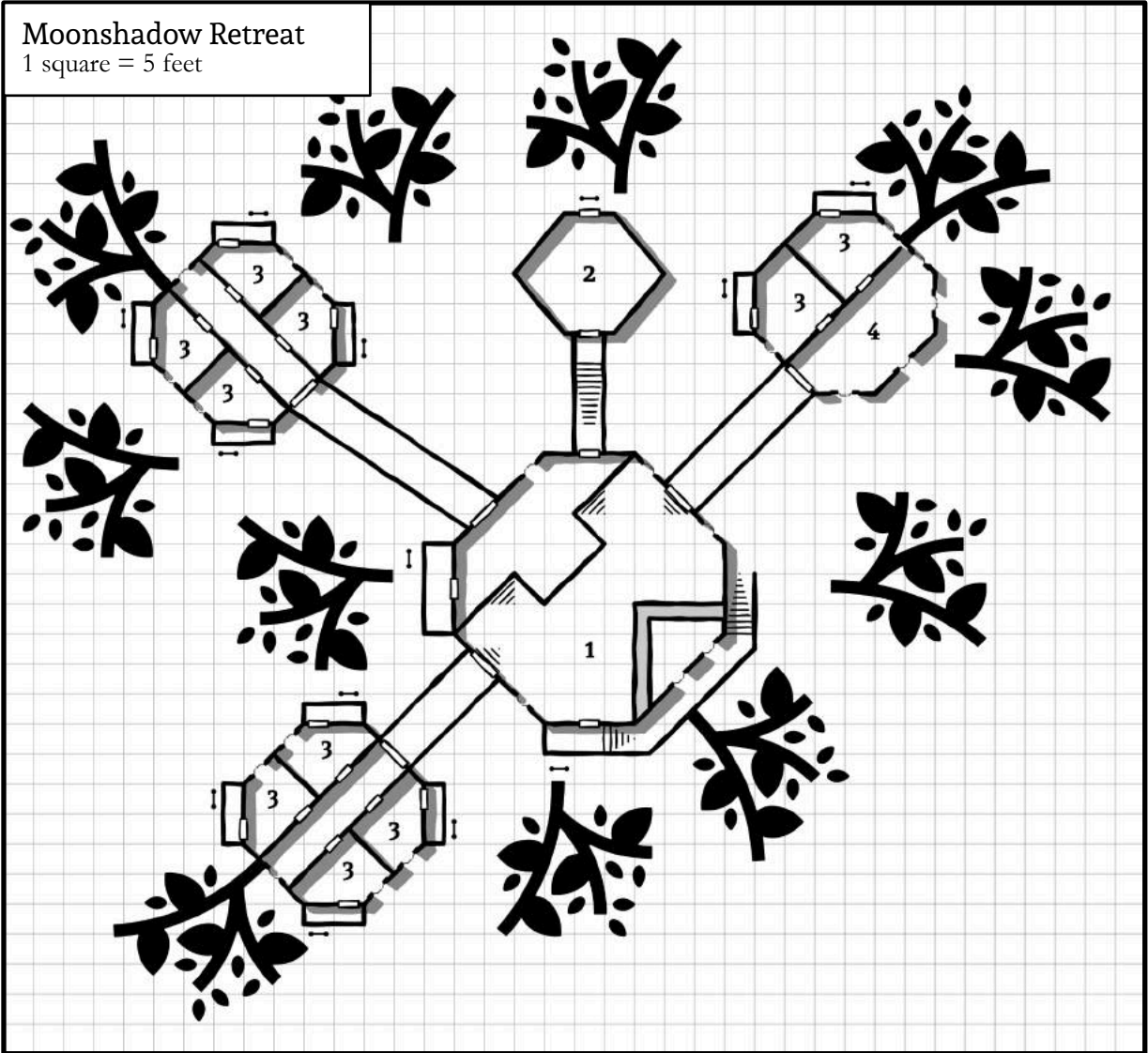
Located in a separate, slightly smaller yew tree, the inn's kitchen is a place of enchanting aromas and culinary artistry. Elven chefs, trained in age-old forest recipes, prepare dishes that blend traditional flavors with a touch of magic. Large, leafy windows allow them to work in the heart of nature, surrounded by the forest's bounty. The scent of fresh herbs and forest fruits fills the air as they create dishes that celebrate the innate connection between elves and the woodlands.

3 - Guest Rooms

Spread across three yew trees connected by delicate rope bridges, the inn's guest rooms are an exquisite blend of elven craftsmanship and natural aesthetics. Each room is a private retreat, featuring a cozy four-poster bed adorned with silken linens, a writing desk made from a fallen branch, and a balcony overlooking the forest's tranquil expanse. You can fall asleep to the soothing sounds of the wind in the leaves and wake to the ethereal chorus of morning birds.

4 - Library

A hidden gem among the trees, the inn's library is a treasure trove of ancient elven knowledge. The library boasts shelves of hand-carved wooden tomes filled with wisdom spanning countless centuries. Luminescent fireflies provide soft, ambient lighting, enhancing the magical aura that permeates this space. In the library, guests can immerse themselves in a world of storytelling, poetry, and ancient lore, all while surrounded by the wisdom of the forest.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Elyndor Starshade: Elyndor is the culinary artist behind the inn's exquisite elven feasts. With a profound understanding of forest ingredients and elven traditions, she creates dishes that enchant both the palate and the senses. Interestingly, Elyndor has the rare ability to communicate with forest creatures and often seeks their assistance in gathering ingredients for her dishes. Characters might interact with her by sharing stories of their travels or joining her in foraging for unique forest ingredients.

Gallen Whisperbreeze: Gallen is the keeper of the inn's elven library, a role he takes great pride in. Beyond cataloging and preserving ancient texts, Gallen has an uncanny talent for deciphering cryptic runes and riddles. He holds a secret affection for a human guest who frequents the library, helping them unlock the wisdom of the forest. Characters can interact with Gallen by seeking knowledge or discussing the nuances of elven history.

Aelarion Leafshaper: Aelarion serves as the inn's resident forest guide, leading guests on enchanting journeys through the woodland. He has an unusual bond with the surrounding trees, often using their whispers to discern the mood of the forest. However, Aelarion secretly resents the elven commune's isolationist stance and seeks opportunities to explore the outside world. Characters may interact with him by joining one of his forest expeditions or learning about the forest's secrets.

Narion Poddancer: Narion, an affable and skilled bartender, specializes in crafting elven cocktails and beverages from natural ingredients found in the surrounding forest. His remarkable talent is creating a signature drink called "Stardust Elixir," which is known for its otherworldly appearance and subtle, dreamy effects. While Narion enjoys his role, he secretly possesses a magical artifact that could potentially unlock the hidden power of the nearby Yew trees. Characters may interact with him by indulging in his signature elixirs or discovering his connection to the mystical artifact, which might lead to unique quests or adventures.

Regulars

Other NPCs that the characters might encounter in the inn are listed below.

Eldrin Leafwhisper: Eldrin is a venerable elven scholar who frequents the inn's library. He often engages in deep conversations with travelers about ancient elven lore, mystical artifacts, and forest magic. Characters might interact with him by seeking his wisdom or assistance in deciphering arcane texts.

Sylva Swiftbrook: Sylva is a traveling bard known for her enchanting melodies and captivating tales of distant lands. She often entertains patrons with her performances and enjoys sharing the latest news and rumors from across the realm. Characters can engage with her by listening to her stories or joining her in a musical jam session.

Thalion Arrowfletcher: Thalion is an elderly elven ranger who once patrolled the nearby forest. He now spends his days in the tavern, reminiscing about his adventures and providing guidance to those seeking to explore the woods. Characters may interact with him by seeking his expertise in wilderness survival or tracking.

Elysia Azaris: Elysia is a skilled herbalist who gathers rare plants and herbs from the forest. She often shares her knowledge of natural remedies and potions with the inn's visitors. Characters might interact with her by seeking herbal remedies or requesting assistance with a particular ailment.

Gavin Swiftwater: Gavin is a master woodworker who specializes in crafting exquisite wooden sculptures and jewelry. He occasionally displays his creations at the inn, and travelers often commission unique pieces from him. Characters may interact with him by admiring or purchasing his artisanal works.

Brom Stonebeard: Brom is a lively and boisterous dwarf who has become a beloved figure in the elven community. He entertains everyone with his hearty laughter, tall tales, and penchant for challenging fellow patrons to friendly drinking contests. Characters can interact with Brom by joining in his merrymaking or engaging in jovial conversations.

Aria the Owl: Aria is an extraordinary sight at the inn, a talking owl with stunningly vibrant plumage. She has dwelled in the nearby forest for centuries and developed the ability to communicate with the local elves. Characters may interact with her by seeking her counsel or attempting to decipher her enigmatic messages.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are in the inn.

Aria's Mysterious Vision

Aria the Owl has had a recurring vision of a shadowy figure attempting to corrupt the sacred Moonlit Pool deep within the forest. She beseeches the characters to investigate this dire omen and protect the pool from desecration. In return for their assistance, she promises to share an ancient elven incantation that grants temporary control over the woodland creatures.

The Wayward Apprentice

Aelarion's nephew, Elric, left the Moonshadow Retreat many years ago to become an adventurer. However, troubling news has reached Aelarion that Elric has gone missing in a dangerous forest nearby. He asks the characters to find and bring back his nephew safely. As a reward, Aelarion offers to teach them the art of forest navigation, allowing them to traverse the woods with greater ease.

The Enchanted Melody

Sylva, a gifted elven melodist who frequents the inn, has composed a hauntingly beautiful but unfinished song. She believes that the missing verses lie hidden in the ancient Elven Ruins, which are known to be inhabited by restless spirits. She asks the characters to retrieve these verses and, in return, promises to teach them the magical Song of Serenity, capable of calming hostile creatures and easing tensions in troubled encounters.

Elyndor's Lost Recipe

Elyndor, the inn's chef, is renowned for her delectable dishes prepared with rare forest ingredients. However, her most treasured recipe, which has been passed down for generations, has mysteriously vanished. Suspecting foul play, she asks the characters to investigate this culinary mystery and retrieve the lost recipe. In gratitude, Elyndor offers to teach them how to create her signature dish, the Forest's Bounty Feast, which provides nourishment and temporary magical protection against natural hazards.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

MOONSHADOW RETREAT ENCOUNTERS

d10	Encounter
1	As they explore the inn's library, the characters discover a hidden tome containing ancient elven runes that might hold the key to unlocking a long-forgotten enchantment.
2	The characters overhear the leaves and branches whispering secrets in the sylvan tongue, revealing the hidden desires of some of the elven regulars.
3	A temporary portal to the fey realm opens.
4	The characters encounter a gathering of woodland creatures who are capable of speech, sharing tales of the forest's history and current happenings.
5	The characters are challenged to an archery contest by a group of elven regulars, with enchanted bows as prizes for the victors.
6	A faint ghostly figure appears, urging the characters to beware of an impending danger in the woods and offering cryptic advice.
7	The characters become targets of playful pranks orchestrated by elven regulars, who find amusement in testing the wits of newcomers.
8	The characters are invited to an elven crafting workshop where they can create their own enchanted trinket or piece of jewelry.
9	While resting in their treetop guest rooms, the characters experience vivid and surreal dreams.
10	A fellow patron approaches the characters in the tavern, revealing themselves to be a wandering bard who shares an intriguing tale or song of an uncharted land.

The Noble Palate Society Supper Club

The Noble Palate Society is a prestigious supper club nestled within the heart of a bustling medieval city. Owned and meticulously curated by Lord Baelor Van Crowley, a wealthy and influential merchant known for his refined taste, the establishment caters to the city's elite. The club's sprawling dining room, adorned with opulent tapestries and golden chandeliers, can comfortably accommodate over a hundred guests. Every detail, from the fine porcelain tableware to the richly upholstered chairs, reflects a commitment to luxury and indulgence.

The club's daily operations are overseen by its manager, Lady Seraphina Windrider, a graceful and well-spoken hostess who ensures that each guest experiences the epitome of culinary delight. At the heart of the Noble Palate Society is its talented head chef, Master Leonidas Ironwood, whose culinary creations are renowned throughout the realm. With a penchant for sourcing exotic ingredients and a flair for inventive dishes, Master Ironwood continuously elevates the club's gastronomic reputation, making it a haven for those seeking unforgettable dining experiences amidst the medieval splendor of the city.

Basic Information

Style: Aristocratic supper club

Meal Cost: 2 gp per meal plus drinks

Menu: The Noble Palate boasts an ever-changing menu that reflects the culinary ingenuity of its head chef, Master Leonidas Ironwood. Each week, guests are treated to a fresh array of dishes prepared with seasonal ingredients, both local and exotic, ranging from succulent roasted quail with wild berry glaze to saffron-infused seafood paella and spiced honey-drizzled figs. Accompanied by a meticulously curated wine list and an assortment of meads, ales, and cordials, the club offers an unforgettable gastronomic experience that continually surprises and delights its patrons.

Supper Club's Locations

The following locations are keyed to the map of the supper club, as shown on page 47.

1 - Patio Dining

The patio dining area provides an elegant outdoor space for guests to enjoy their meals surrounded by lush greenery and a serene ambiance.

2 - Main Dining Room

The main dining room, located inside, features a grand fireplace and an adjoining bar, creating a warm and inviting atmosphere for diners.

3 - Coat Room

The coat room offers a convenient space for guests to store their outerwear during their visit.

4 - Private Dining Room

The private dining room, equipped with its own bar, provides an intimate and exclusive setting for special gatherings and events.

5 - Toilets

The well-maintained toilets offer modern amenities for the comfort of guests.

6 - Kitchen

The kitchen boasts two hearths where talented chefs prepare exquisite dishes to delight the palates of patrons.

7 - Pantry

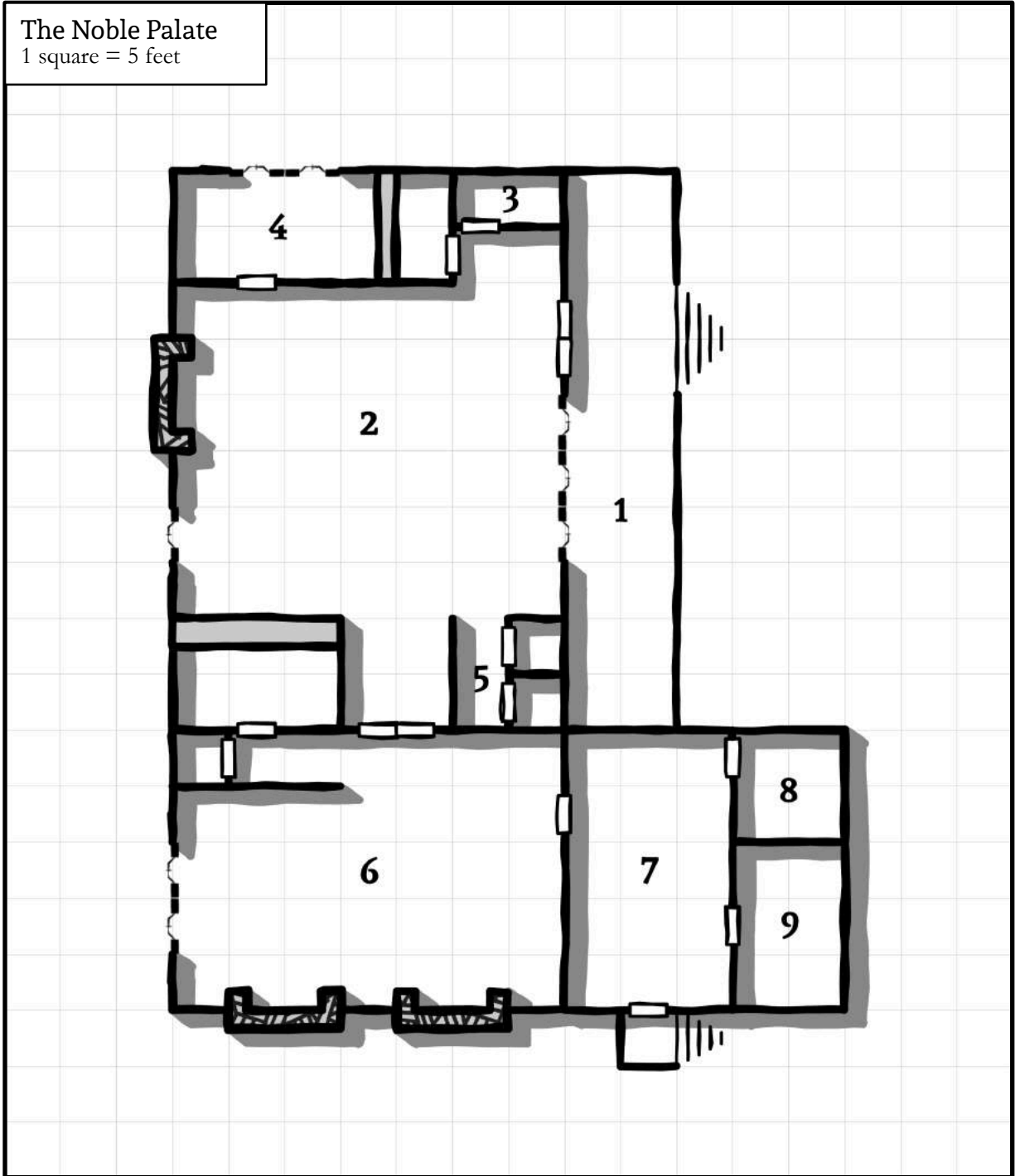
The pantry serves as a storage area for fresh ingredients and supplies used in the kitchen's culinary creations.

8 - Office

The office is a private space where administrative tasks are managed efficiently.

9 - Cold Pantry

The cold pantry stores chilled items and preserves used in the culinary preparations of the kitchen.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The supper club employs the following NPCs.

Lady Seraphina Windrider: As the elegant and poised manager of the Noble Palate Society, Lady Seraphina Windrider is known for her impeccable manners and her ability to make every guest feel like royalty. She has a hidden talent for deciphering guests' unspoken desires and preferences, ensuring a flawless dining experience. Characters may interact with her when making reservations or seeking special accommodations for private events.

Master Leonidas Bronzespur: Master Leonidas Bronzespur is a culinary virtuoso who thrives on creating inventive and exotic dishes for the club's discerning patrons. His unique talent lies in infusing each creation with surprising flavors and presentations. Characters might interact with him by requesting custom menus or seeking his expertise in rare ingredients.

Maestro Cedric Canary: Maestro Cedric Canary is the club's sommelier, renowned for his vast knowledge of wines, spirits, and their perfect pairings with various dishes. He is an avid collector of vintage wines and enjoys sharing his passion with interested guests. Characters may engage with him to choose the ideal wine to complement their meals.

Madam Elara Hearthglen: Madam Elara Hearthglen is the gracious hostess responsible for welcoming guests with warmth and ensuring they are comfortably seated. She has an uncanny knack for remembering regular patrons' preferences, offering them a personalized experience. Characters may interact with her when arriving at the club or inquiring about reservations.

Sylvan Shadowfoot: Sylvan Shadowfoot is the club's skilled bartender, famous for crafting signature cocktails and concoctions to perfection. With a love for storytelling, he regales guests with tales of his travels while mixing drinks. Characters may converse with him at the bar or request a customized cocktail.

Mistress Adalyn Rosewood: Mistress Adalyn Rosewood is a talented pastry chef who specializes in crafting delectable desserts and sweets. Her creations often feature surprising flavors and artistic presentations. Characters can interact with her by ordering from the dessert menu or seeking her advice on confectionery gifts.

Regulars

Other NPCs that the characters might encounter in this supper club are listed below.

Lady Elysia Redthorn: The elegant Lady Elysia Redthorn, daughter of the club's owner, is a frequent guest. Her presence lends an air of sophistication to the dining room. A connoisseur of exquisite jewelry and art, Lady Elysia often sparks lively conversations about aesthetics and culture. Characters might interact with her during social events or seek her opinions on the club's decor.

Sir Cedric Shieldbearer: A knight of renown and valor, Sir Cedric Shieldbearer occasionally dines at the Noble Palate Society between his quests. His tales of chivalry and heroic exploits are always a hit with other guests. Characters can engage with Sir Cedric to discuss matters of honor or inquire about potential adventures.

Lord Oswald Fairwind: A jovial merchant and avid collector of rare antiques, Lord Oswald Fairwind enjoys discussing the historical significance of various artifacts with fellow diners. He often brings curious trinkets to showcase. Characters may cross paths with Lord Fairwind as he shares tales of his latest acquisitions or offers to appraise their own finds.

Lady Marigold Nightshade: A mysterious and enigmatic figure, Lady Marigold Nightshade is known for her fascination with arcane and mystical subjects. She frequents the club in pursuit of rare ingredients rumored to have magical properties. Characters may encounter her while she seeks assistance with her esoteric research or offers cryptic prophecies.

Lord Alistair Goldtree: A distinguished nobleman with a penchant for the finer things in life, Lord Alistair Goldtree is a regular at the Noble Palate Society. Known for his impeccable taste in vintage wines, he often regales fellow patrons with stories of his extensive travels in pursuit of the perfect wine. Characters may encounter Lord Goldtree seeking their input on his latest culinary discoveries or inquiring about their own favorite dishes.

Baroness Isolde Grimshaw: An imposing and ruthless aristocrat, Baroness Isolde Grimshaw frequents the club as a means of exerting her influence over the city's elite. She is feared for her cunning and manipulation, often using her wealth to further her personal agendas. Characters may find themselves in her presence during politically charged discussions or as unwitting pawns in her schemes.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or dining at the supper club.

Lady Nightshade's Herbs

Lady Marigold Nightshade seeks a rare herb rumored to possess mystical properties. Characters who embark on this quest may uncover hidden secrets of the mystical world and gain access to Lady Nightshade's extensive knowledge of the arcane.

Lord Fairwind's Counterfeit

Lord Oswald Fairwind, an art collector, believes he has stumbled upon a counterfeit masterpiece among his recent acquisitions. He enlists the characters to investigate the authenticity of the artwork, promising a handsome reward if they can uncover the truth.

Master Ironwood's Book

Master Leonidas Ironwood faces a culinary crisis as his secret recipe book vanishes mysteriously. He entrusts the characters to recover the stolen recipes, offering not only a generous reward but also the chance to learn some of his culinary secrets in return.

Sir Cedric's Sword

Sir Cedric Shieldbearer's ancestral sword, a cherished family heirloom, is stolen under suspicious circumstances. He approaches the characters to retrieve the stolen relic, promising them the honor of wielding it temporarily in gratitude.

Baroness Grimshaw's Game

Baroness Isolde Grimshaw, a notorious and influential figure, seeks discreet assistance in navigating a complex political web. She offers a tempting sum to the characters in exchange for their involvement in uncovering a rival's treacherous plot. This quest immerses the characters in a world of intrigue, espionage, and high-stakes diplomacy, with potential consequences that may reshape the city's power dynamics.

Random Encounters

Every four hours the characters are in the supper club, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d8 to determine what happens.

THE NOBLE PALATE ENCOUNTERS

d8	Encounter
1	A talented bard entertains guests, inviting the characters to showcase their own talents, creating an opportunity for interaction and admiration.
2	A hooded scholar seeks the characters' secrets, sparking intrigue as they inquire about the group's background and intentions.
3	Master Ironwood serves an exotic dish with surprising flavors, intriguing the characters' palates and encouraging conversation.
4	A potent vintage affects patrons' emotions and perceptions, leading to heightened emotions and unique interactions.
5	Boisterous aristocrats share drinks and merriment with the characters, fostering camaraderie and opportunities for gossip or collaboration.
6	Overheard discussions hint at political plots, inspiring the characters to delve deeper into the realm's secrets and power struggles.
7	A living chandelier displays captivating lights and colors, mesmerizing the guests and creating a whimsical atmosphere for interactions.
8	Lady Windrider surprises guests with an event or announcement, encouraging participation and interaction as guests react to the unexpected.

The Obsidian Den

The Obsidian Den, an enigmatic haven for virtuous rogues operates under the astute leadership of the enigmatic Sablethorn, a master thief and accomplished chef. Its secret entrances, concealed beneath an unassuming flower shop and a counterfeit temple, offer easy access to the labyrinthine subterranean chambers below. The clandestine nature of the hideout is its greatest strength, as it allows the rogues to operate covertly amidst the unsuspecting city folk.

A dimly lit tavern, the main hub of activity, serves as both a gathering place for members and a front for charitable endeavors and legitimate dealings, overseen by the diligent barkeep Gideon Swift. As the patrons of the tavern raise their glasses in a toast to the betterment of their city, beneath the surface lies a web of secrets and whispered conspiracies, where rogues plan their philanthropic missions and share stories of compassion and justice.

Basic Information

Style: Subterranean thieves' hideout

Rooms: 9

Room Cost: 1 sp per night

Menu:

- **Grilled Venison:** A succulent cut of venison, seasoned and grilled to perfection, served with roasted root vegetables. 3 cp
- **Hearty Beef Stew:** Tender beef chunks, wild mushrooms, and herbs in a rich broth, accompanied by crusty bread. 2 cp
- **Seasonal Vegetable Platter:** Roasted and grilled seasonal veggies with olive oil and herbs. 2 cp
- **Potato Leek Soup:** Creamy soup with bacon bits and chives, served with buttered bread. 3 cp
- **Fruit Cobbler:** Stewed fruits with a flaky pastry crust, topped with whipped cream. 2 cp
- **Ale:** Served in a tankard or pitcher. 2 cp/1 sp
- **Wine:** A pitcher of common wine. 8 cp

Hideout Locations

The following locations are keyed to the map of the hideout, as shown on page 51.

1 - Flower Shop Entrance

The secret staircase below the flower shop leads to a hidden door granting access to the tavern.

2 - The Tavern

This dimly lit chamber is filled with shadowy corners, where key members of The Obsidian Den gather.

3 - Private Meeting Room

This secluded chamber is ideal for confidential discussions and clandestine planning.

4 - Kitchen

The heart of the hideout, this is where hearty meals are prepared to sustain the members during their philanthropic missions.

5 - Pantry

A well-stocked storage space, housing ingredients and supplies for the kitchen's culinary creations.

6 - Armory

This locked room houses the guild's weaponry and gear.

7 - Temple Entrance

This dark tunnel is accessed via a ladder with secret doors leading to the private meeting room and armory.

8 - Guest Rooms

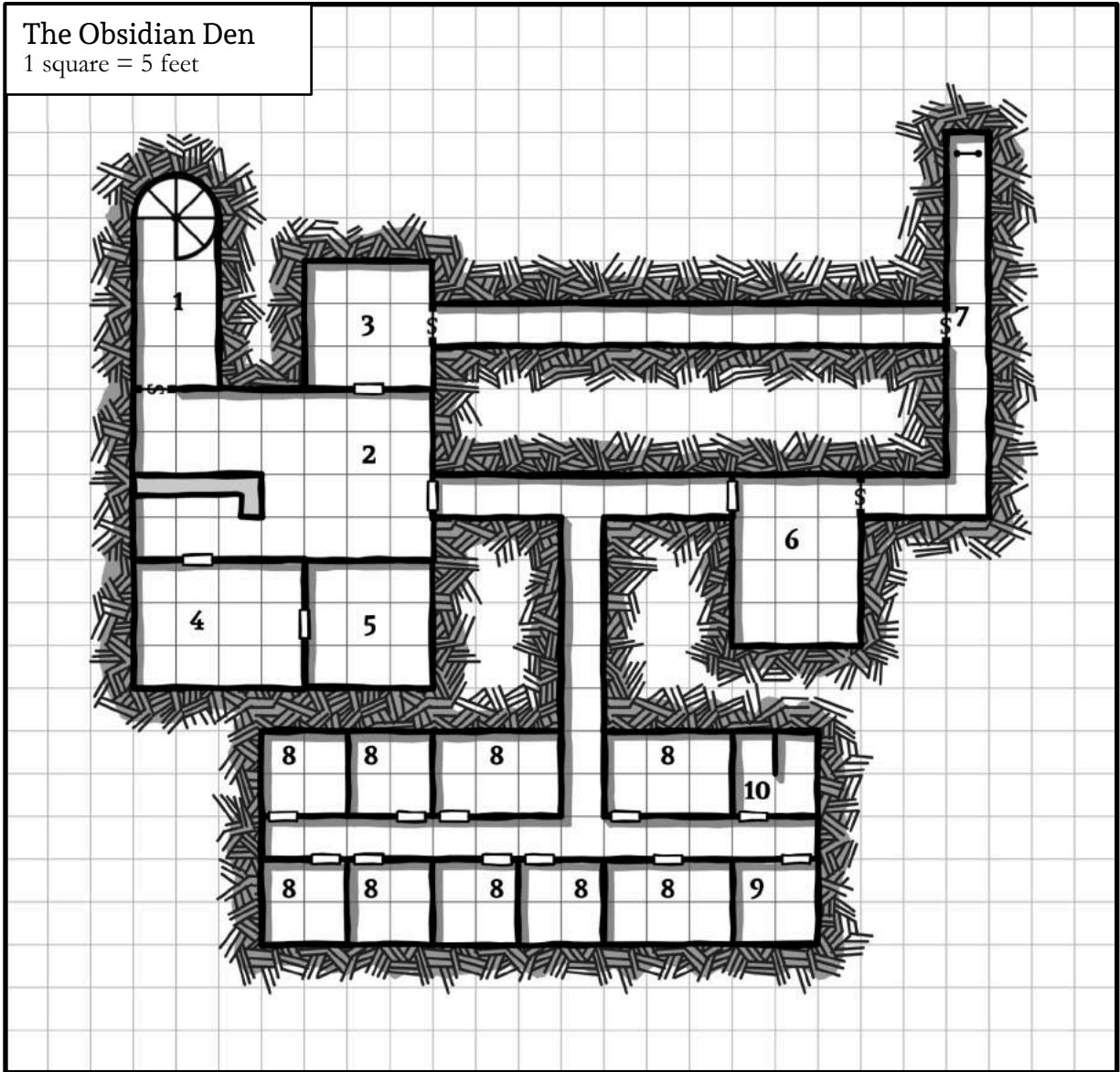
These chambers provide respite and privacy for members of The Obsidian Den.

9 - Storage Room

A repository for miscellaneous items and supplies, ensuring the hideout remains well-equipped.

10 - Bathrooms

These facilities maintain a surprising level of cleanliness compared to the rest of the establishment.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The hideout employs the following NPCs.

Sablethorn: Sablethorn not only leads The Obsidian Den but also dons the role of the hideout's chef. This enigmatic figure is known for their culinary skills, offering delicious meals to the members. Additionally, Sablethorn is an adept alchemist, brewing potions to aid the guild's endeavors. Characters can interact with Sablethorn by sharing a meal and discussing missions or seeking alchemical remedies for specific situations.

Gideon Swift: Gideon Swift is the dedicated tavern keeper, managing the bar and serving drinks with a friendly demeanor. What makes Gideon stand out is his impressive collection of antique daggers, displayed along the tavern's walls. Characters can interact with Gideon by sharing a drink, learning about the daggers, or seeking information on recent happenings in the city.

Maeve Castlekeeper: Maeve Castlekeeper is responsible for the security of The Obsidian Den, ensuring the safety of its members. She has a pet raven named Obsidian, which she uses as a messenger. Characters can interact with Maeve by seeking her assistance with security matters or learning more about her trained raven.

Faelan Shadowstep: Faelan Shadowstep is a skilled information broker who gathers intelligence from the city's underground networks. He has a network of informants and a fondness for chess. Characters can interact with Faelan by seeking information, challenging him to a game of chess, or assisting him in covert operations.

Aria Dragoncatcher: Aria Dragoncatcher serves as the hideout's medic, tending to the wounds of members after missions. She also has a collection of rare medicinal herbs. Characters can interact with Aria by seeking medical attention, learning about herbal remedies, or discussing recent missions.

Silas Darkwater: Silas Darkwater tends the bar and discreetly gathers information on the city's political landscape for the guild. He has a network of contacts among the city's nobility. Characters can interact with Silas by engaging in conversation, seeking information on the city's politics, or assisting with covert intelligence gathering.

Regulars

Other NPCs that the characters might encounter in this hideout are listed below.

Elias Sevendaggers: Elias Sevendaggers, a wealthy merchant, is secretly a skilled rogue and cunning infiltrator. His financial power provides essential support to The Obsidian Den's covert operations. Elias is well-versed in espionage and often aids the guild with his extensive network of contacts and resources.

Lyra Whispersong: Lyra Whispersong, an enigmatic bard, excels in both her musical performances and espionage skills. She uses her charming songs and coded messages to relay critical information to the guild. Lyra's connections in the artistic community make her an invaluable source of discreet knowledge.

Branoc Broom: Branoc Broom, a burly blacksmith, possesses not only formidable strength but also a mastery of rogue-like skills. His loyalty to the guild extends to crafting specialized weapons, armor, and intricate traps for members. Branoc's rogue talents come into play when he advises on stealthy approaches and security measures during missions.

Finding the Hideout

The thieves just won't let anyone into their hideout. Here are some ways the character can earn entrance:

Assistance on a Heist: The characters can be recruited to assist in a daring heist or burglary planned by the guild.

Rescue Mission: If the characters rescue a captured member of the thieves' guild from a rival faction or a corrupt authority, they will be seen as allies and may be welcomed into the hideout.

Recover Stolen Goods: If the characters recover stolen goods that belong to the thieves' guild, they can negotiate their way into the hideout as a sign of gratitude.

Offering Valuable Information: Characters who possess valuable information or secrets about a potential threat to the guild can share this intelligence in exchange for access to the hideout.

Performing a Favor: By performing a significant favor or task for one of the high-ranking members or associates of the guild, the characters can earn their trust and gain an invitation.

Passing a Test: The guild might require the characters to prove their abilities through a test of skill, such as infiltrating a heavily guarded location or defeating a rival rogue in a friendly duel.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

The Informant's Plight

Sablethorn has received word that a valuable informant, who has been feeding the guild critical information for years, is in grave danger. The characters are asked to rescue this informant from the clutches of a rival gang. In return, Sablethorn vouches for the characters and secures their entry into The Obsidian Den, where they'll find allies and resources for future adventures.

The Art of Deception

Lyra Whispersong has uncovered a conspiracy involving a corrupt noble. She needs the characters to infiltrate a masquerade ball hosted by this noble, gather evidence of his treachery, and expose him to the authorities. Successfully completing this mission earns the gratitude of the guild and their continued support in the city's underworld.

The Stolen Relic

Branoc Broom learns of a powerful relic stolen from the guild's collection by a rival gang. The characters are tasked with retrieving the stolen artifact and bringing it back to The Obsidian Den. In return, Branoc offers to craft them a custom weapon or set of armor, tailored to their preferences and needs.

The Frame-Up

Sablethorn's contact within the city guard informs them that an innocent member of the guild has been framed for a crime they didn't commit. The characters are asked to gather evidence to prove the guild member's innocence and expose the real culprits behind the frame-up. Completing this mission not only clears the innocent party but also earns the characters favor within the guild.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

THE OBSIDIAN DEN ENCOUNTERS

d10	Encounter
1	A group of rogue wizards attempts to infiltrate the hideout, seeking forbidden magical items.
2	A heated argument between two members erupts into a brawl that threatens to draw in everyone nearby.
3	A mysterious letter arrives at the hideout, containing a cryptic message and a map to an undisclosed location.
4	A shipment of stolen goods arrives, and the characters are tasked with helping to unload and hide the illicit cargo.
5	A wandering minstrel enters the hideout, offering to trade valuable information for a place to stay.
6	A secret chamber is accidentally triggered, revealing a cache of dangerous magical artifacts.
7	A thief from a rival guild is captured and brought to the hideout for questioning.
8	An undercover city guard attempts to infiltrate the hideout, posing a significant threat to the guild's operations.
9	A trap set by a disgruntled former member of the hideout springs unexpectedly, endangering everyone inside.
10	A group of beggars discovers the entrance to the hideout and threatens to expose its location unless they're paid off.

The Royal Gastronomic Guild

Nestled on a pristine island located just a few miles offshore from a bustling metropolis, The Royal Gastronomic Guild stands as an exclusive, opulent supper club catering to the elite of the elite. Renowned throughout the land for its extravagant indulgences, this coveted establishment is a sanctuary for those who can afford to pay exorbitant costs, often exceeding 100 gold pieces, for a single weekend of unparalleled dining experiences. The island complex features a multitude of structures that include private guest rooms for each esteemed guest, providing a lavish retreat from the world. At the heart of this grandeur is the owner and master chef, known as Zephyr Delacroix, a charming and impeccably talented culinary artist who is secretly a devilish fiend.

Within the realm of exquisite cuisine and unparalleled luxury, Zephyr Delacroix weaves a web of temptation and treachery. The guests who embark on this culinary journey are granted the privilege of residing on the island for the duration of their stay, enveloped by an atmosphere of indulgence and extravagance. Every meal at the Royal Gastronomic Guild is a meticulously crafted masterpiece, a testament to Zephyr's culinary prowess. But behind the facade of opulence and elegance, the devilish mastermind extracts a sinister toll, feeding on the innermost fears and desires of the guests.

Basic Information

Style: Aristocratic supper club on a private island

Rooms: 3

Room and Meals Cost: 100 gp for 2 nights

Menu: Each meal is a meticulously crafted masterpiece, showcasing the culinary artistry of Zephyr Delacroix. Guests are treated to a rotating menu of extravagant courses, with dishes that range from exquisitely seared rare meats to delicately prepared seafood, accompanied by a symphony of flavors from carefully selected herbs and spices. The wine cellar boasts an extensive collection of rare vintages, and the sommelier ensures that each glass complements the dishes perfectly.

Supper Club's Locations

The following locations are keyed to the map of the supper club's buildings, as shown on page 55.

1 - Reception

The grand reception area, resplendent with ornate tapestries and gilded fixtures, welcomes guests within the opulent dining building, where they are greeted by attentive staff eager to cater to their every need.

2 - Toilets

Conveniently situated toilets, marked by elegant marble fittings, can be found at various locations throughout the complex, ensuring the comfort and satisfaction of the esteemed clientele and staff members.

3 - Coat Room

The coat room, nestled in the dining building, provides a secure space for guests to stow their outerwear.

4 - Main Dining Room

The opulent main dining room, illuminated by glittering crystal chandeliers and adorned with plush seating, serves as the centerpiece of the gastronomic experience, where guests are enveloped in an atmosphere of refinement and elegance.

5 - Kitchens

The open-air kitchen, attached to the main dining room and enclosed by graceful trellises, is where the culinary magic unfolds, captivating the senses with tantalizing aromas and skilled craftsmanship from both the human and the fiendish chefs.

6 - Pantries

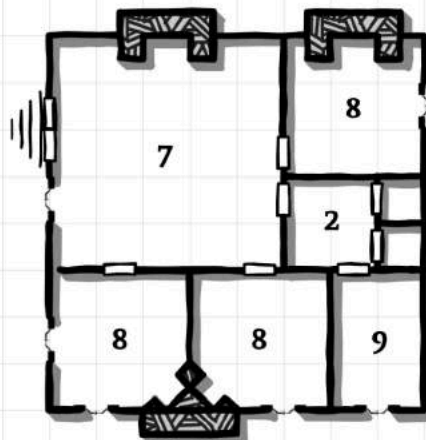
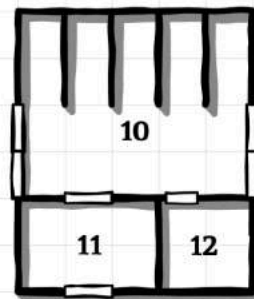
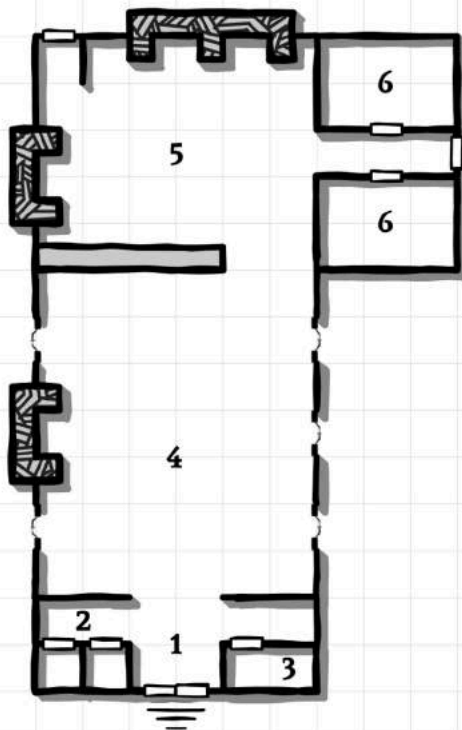
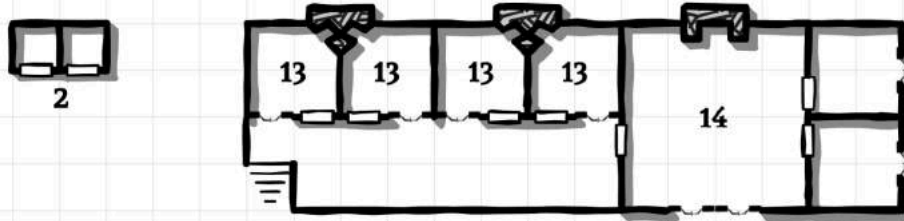
Well-stocked pantries, strategically placed throughout the complex and overseen by meticulous staff, ensure that the club's culinary needs are met without delay, guaranteeing a seamless dining experience.

7 - Guest Common Room

The common room, tastefully designed within the guest building, offers a cozy and inviting space for guests to relax and socialize, boasting comfortable

The Royal Gastronomic Guild

1 square = 5 feet



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

seating and a roaring fireplace to add to the overall charm.

8 - Guest Rooms

Three large, elegantly appointed guest rooms, each meticulously maintained, provide luxurious accommodations for the club's esteemed visitors, complete with sumptuous linens and stunning views of the surrounding landscape.

9 - Bathroom

The bathroom, carefully designed within the guest building, offers a respite for relaxation and rejuvenation, boasting a selection of fine toiletries and calming decor to create an oasis of comfort.

10 - Barn

The barn, thoughtfully placed on the island's grounds, houses the animals that contribute to the club's culinary delights, ensuring the freshest ingredients for each sumptuous meal.

11 - Abattoir

An efficient abattoir, maintained with utmost care, reflects the club's commitment to the freshest ingredients, where skilled hands ensure that each preparation meets the highest standards of quality.

12 - Storage

Ample storage facilities are discreetly tucked away to support the club's extensive operations.

13 - Staff Rooms

Staff rooms, located in a separate building but furnished with comfort in mind, offer the dedicated team members a comfortable and private retreat where they can recharge and prepare for their next shift.

14 - Chef's Chambers

The chef's chambers, thoughtfully attached to the staff rooms and accessible via a private entrance, offer the mastermind behind the exquisite cuisine a secluded sanctuary for contemplation and culinary inspiration, complete with a personal library of rare cookbooks and exotic ingredients.

Staff

The supper club employs the following NPCs.

Chef Zéphyr Delacroix: The enigmatic chef and owner of the Royal Gastronomic Guild, Zéphyr presents himself as a charming and refined host to the club's elite patrons, luring them into his web of influence with his culinary skills. Unknown to the guests, he is a fiend in disguise, preying on their weaknesses and insecurities.

Seraphine Renard: Seraphine serves as the receptionist, welcoming guests to the island with a gracious smile. She carefully monitors their reactions to the chef's exquisite meals, assessing their susceptibility to the cult's subtle manipulation.

Thierry Leclerc: Thierry oversees the coat room and assists guests in storing their belongings. He discreetly gathers information about the patrons, helping the cult identify those who might be vulnerable to the chef's influence.

Adèle Dubois: Adèle manages the common room in the guest building, attending to guests' needs and ensuring their comfort. Her friendly demeanor conceals her involvement in the cult's activities, as she subtly evaluates the diners for potential recruits.

Émile Perrault: Émile tends to the animals in the barn and abattoir, ensuring a steady supply of fresh ingredients for the kitchen. He also watches over the cult's livestock and participates in their rituals, all hidden from the unaware guests.

Jacqueline Beaufort: Jacqueline oversees the pantries, maintaining the stocks of ingredients and supplies. She discreetly observes guests who express particular tastes and preferences, helping the cult identify those susceptible to Zéphyr's charms.

Lucien Bouchard: Lucien is responsible for the guest rooms and baths, ensuring guests' accommodations are comfortable. He takes note of their personal effects and habits, assisting the cult in gathering information.

Odette Lefèvre: Odette assists in maintaining the chef's private chambers and the staff rooms. She keeps an eye on the staff members, ensuring their loyalty to Zéphyr's cause, and discreetly reports any deviations to the cult's leadership.

Renée Rousseau: Renée is the leader of the cult devoted to Zéphyr and, by extension, the staff. She orchestrates the cult's activities on the island, overseeing the recruitment of new members and ensuring their loyalty. Renée maintains the secrecy of the chef's true identity and ensures the guests remain under his influence.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or dining at the supper club.

The Mayor's Dilemma

The mayor of a nearby coastal town is worried about the increasing number of townsfolk who have fallen under the strange influence of the Royal Gastronomic Guild. He fears for their safety and sanity and seeks brave individuals to investigate the island. The characters are promised a generous reward and the mayor's favor if they can put a stop to the mysterious chef's manipulations.

Missing Noble Heir

A noble's heir has recently gone missing after attending a weekend at the Royal Gastronomic Guild. The noble offers a handsome sum to anyone who can find and safely return their child. Suspicion surrounds the island, and the characters are tasked with infiltrating the secretive supper club to uncover the truth behind the disappearance.

Rumors of Dark Sorcery

Whispers of dark sorcery and fiendish practices on the secluded island have reached the ears of a local mage's guild. They hire the characters to gather evidence and uncover the truth. In exchange, they offer magical resources and knowledge to aid the characters in their investigation.

Bounty for a Fiend

Word has spread that a notorious fiend, believed to be Zéphyr Delacroix, is operating on the island. A zealous group of demon hunters offers a substantial bounty for bringing this fiend to justice. The characters must uncover the fiend's true identity and apprehend or eliminate them to claim the reward.

Random Encounters

Every four hours the characters are on the island or its facilities, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d8 to determine what happens.

THE ROYAL GASTRONOMIC GUILD ENCOUNTERS

d8	Encounter
1	As the characters enjoy their meal, the fragrances in the air momentarily remind them of sulfur and brimstone, but they dismiss it as a peculiar seasoning.
2	They catch some of the staff exchanging unusual glances, their eyes briefly flickering with otherworldly malice.
3	A couple of fellow guests vanish during the night, and the staff merely claims they left early, their expressions unsettlingly serene.
4	Zéphyr Delacroix approaches their table, making cryptic remarks about the "true nature of pleasure" and "the price of desire."
5	The characters notice a peculiar dish on the menu: "Soul-Infused Sorbet," prompting disturbing questions about its ingredients.
6	An intoxicated guest starts revealing suspicions about the staff, claiming they've seen demonic features hidden beneath their disguises.
7	An escaped animal from the barn wanders into the dining area, revealing twisted, unnatural mutations before being quickly ushered away.
8	While exploring the guest rooms, one of the characters finds a mysterious etching on the wall, depicting the chef Zéphyr surrounded by otherworldly beings, their true forms revealed.

The Rustic Oak

In a region choked by the heavy hand of tyranny, the Rustic Oak Inn emerges as a beacon of defiance. Owned by the indomitable Elara Hill, this roadside inn and tavern, once built to offer solace to weary travelers, has transformed into a covert sanctuary for those who dare to challenge the oppressive rule of the local tyrant. It is a place where whispered conspiracies, hidden beneath the inn's sturdy oak beams, find form and unity, where the warmth of its welcoming hearth kindles the flames of resistance.

Elara's inn is more than just a refuge; it is a vital hub for those who seek to oppose the tyrant's iron grip. Here, plans are hatched, information is shared, and alliances are forged in the shadows, all with the ultimate goal of toppling the oppressive regime. Amidst the rustic charm and cozy atmosphere of the Rustic Oak Inn, a courageous community assembles, united in their determination to reclaim their land's freedom and justice from the clutches of tyranny.

Basic Information

Style: Small inn and rebel safe haven

Rooms: 4

Room Cost: 5 sp per night

Stabling Cost: 5 sp per day

Menu:

- **Hearty Stew of the Oakwood:** A robust stew featuring slow-cooked meat, root vegetables, and a side of rustic bread. 15 cp
- **Fields of Greens Salad:** A fresh salad composed of local greens, seasonal fruits, nuts, and a zesty herbal dressing. 1 sp
- **Roasted Fowl Platter:** Succulent roasted chicken served with a medley of seasonal vegetables and a helping of garlic-infused mashed turnips. 2 sp
- **Medieval Fruit Tart:** A rustic pastry filled with seasonal fruits. 1 sp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** A pitcher of common wine. 5 sp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 59.

1 - Barroom

The barroom of the Rustic Oak Inn exudes a warm and inviting ambiance. Illuminated by the soft glow of flickering candles and the crackling hearth, the room is adorned with wooden beams, creating a rustic and cozy atmosphere. A weathered oak bar greets travelers when they enter, behind which a skilled barkeep serves an array of drinks. Wooden tables and benches fill the center of the room, offering ample seating for patrons.

2 - Guest Rooms

The guest rooms of the inn are modest yet comfortable, each furnished with sturdy wooden bed frames, warm woolen blankets, and soft feather pillows. The windows are fitted with heavy drapes that can be drawn to block out the cold of winter nights. The room décor is minimal, with small wooden writing desks and quaint oil lamps providing a touch of practicality and warmth. A small, unassuming washbasin stands in one corner, allowing guests to freshen up before retiring for the night.

3 - Kitchen

The heart of the inn, the kitchen, is a bustling and aromatic space. Large hearths dominate one wall, where pots and cauldrons bubble away over open flames. The head cook, Mara, orchestrates the culinary symphony, overseeing the preparation of hearty stews, freshly baked bread, and savory roasts.

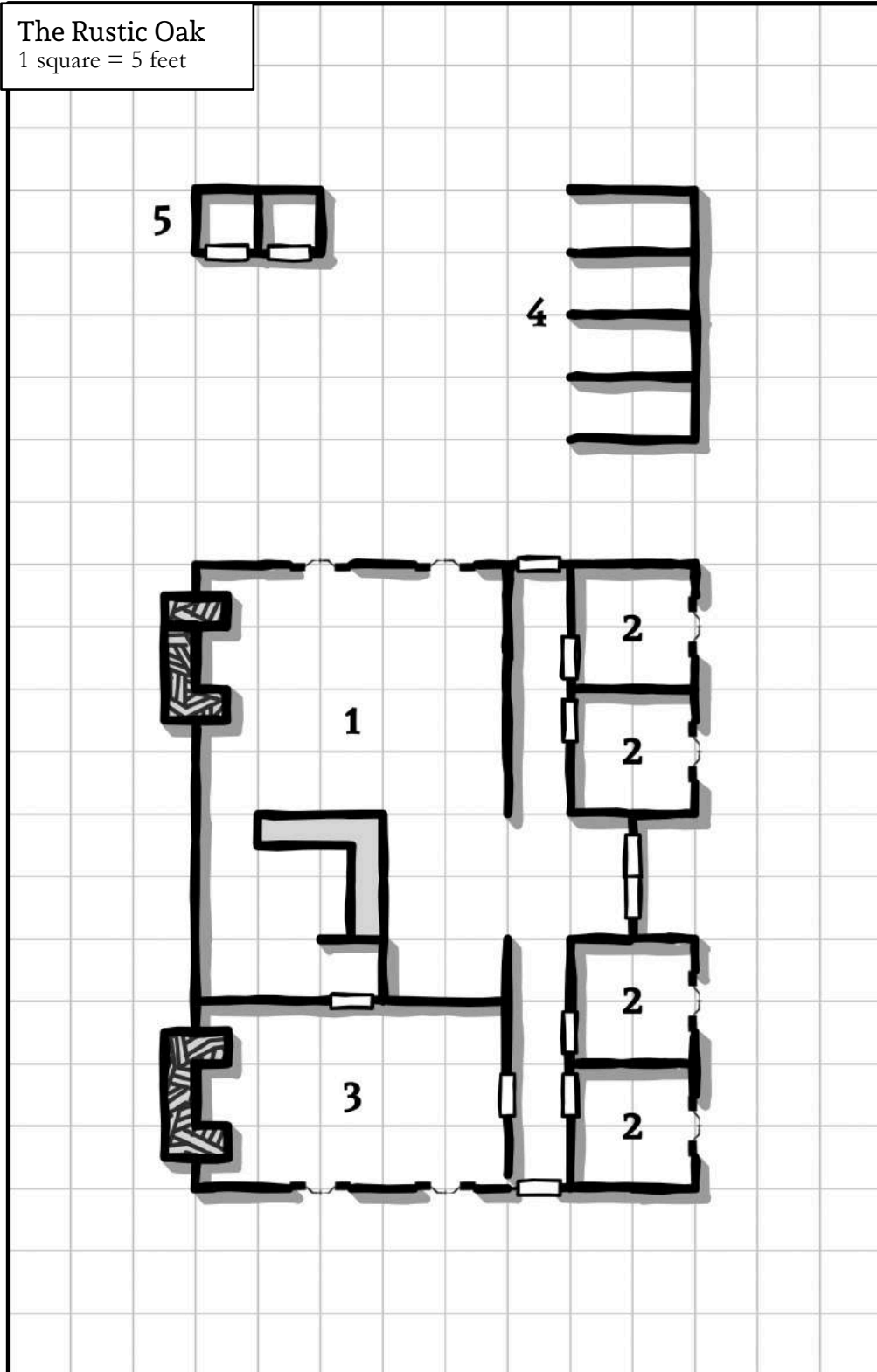
4 - Stables

The inn's stables are located at the rear of the establishment, providing shelter for weary travelers' horses and livestock.

5 - Toilets

The inn features a simple yet functional privy area located at the back of the establishment. A barrel of fresh water beside the stalls offers a way for patrons to clean themselves after doing their business.

The Rustic Oak
1 square = 5 feet



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Elara Hill. Elara is a formidable and just innkeeper who manages the Rustic Oak Inn with unwavering dedication. She's known for her keen insight into the plight of the oppressed in the region and secretly aids resistance movements against the local tyrant. Elara possesses unmatched skill with a crossbow, a talent she rarely displays but keeps at the ready to protect her guests and the inn. Elara may approach characters discreetly, seeking their trust and potential assistance in matters of resistance.

Doran Thickthicket. Doran, the lively barkeep, is a master of hospitality and merriment at the Rustic Oak Inn. Beyond serving drinks, he's known for his talent as a skilled entertainer. He possesses a remarkable skill in juggling, often surprising patrons with dazzling displays of dexterity when business is slow. Doran thrives on engaging patrons in cheerful banter, inviting them to participate in lively drinking songs and occasionally offering them a chance to try their hand at juggling.

Elinor Oakthorn. Elinor, the inn's head cook, has a reputation for her culinary prowess and a deep love for foraging in the nearby woods for unique ingredients. She may interact with characters by presenting them with sumptuous dishes and sharing her knowledge of local flora.

Ruth Birchwood. Ruth, the inn's chambermaid, is skilled at maintaining the guest rooms in impeccable condition. She often collects and dries herbs from the inn's garden to create remedies for minor ailments. Ruth may interact with characters by offering them herbal teas and ointments, sparking conversations about the healing properties of local plants.

Thaddeus Stonethrower. Thaddeus, the inn's stablehand and handyman, has a remarkable bond with the horses in the inn's stable. His unusual secret is his ability to calm even the most skittish of steeds with a gentle touch and whispered words. Early in their stay, he may interact with characters by offering assistance with their horses, sharing advice on navigating the surrounding terrain, or regaling them with tales of his experiences on the road.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Sir Cedric Ironforge. Sir Cedric is a retired knight with a jovial spirit and a hearty laugh. He frequents the Rustic Oak Inn to regale patrons with tales of his adventures, often accompanied by his loyal squire, a mischievous ferret named Pippin. Despite his imposing stature, Sir Cedric is known for his kindness and willingness to offer advice to travelers. Characters may find themselves drawn into conversations with Sir Cedric, learning about his past exploits and possibly even gaining valuable insights into local affairs.

Maelis "the Zombie" Cornshucker. Maelis, known as "the Zombie" due to his quiet demeanor, is a shadowy figure often found observing the inn's activities from a corner table. He has an air of mystery about him and rarely speaks unless approached. Despite his reserved nature, the Zombie possesses an unparalleled knowledge of the region's hidden paths and secrets, and has proficiency in deciphering ancient runes and texts. Characters may need to earn his trust over time if they wish to tap into his vast knowledge, as the Zombie could hold the key to uncovering long-forgotten mysteries.

Nessa Stonebrook. Nessa is a cheerful and warmhearted local farmer who visits the inn to unwind after a day of hard work in the fields. She's known for her knack for brewing simple yet flavorful herbal teas and meads. Characters might find themselves engaged in lighthearted conversations with Nessa, savoring her homemade brews, and learning about her deep connection to the land.

Gorrim Flint. Gorrim, a burly blacksmith with a gruff exterior, often engages in spirited debates and challenges newcomers to contests of strength and skill. He takes pride in his work and is protective of his reputation. Characters may have to navigate Gorrim's abrasive demeanor carefully, as he can be both a formidable ally and a fierce opponent, depending on their interactions.

Lisette Wainwright. Lisette is a charismatic and flamboyant bard who travels from village to village, sharing her mesmerizing tales and songs. She frequents the Rustic Oak Inn to gather inspiration from its diverse patrons. Lisette may approach characters to share her latest compositions or regale them with stories of legendary heroes, particularly those involved with the ongoing rebellion.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Elara's Call to Action

Elara, the innkeeper, discreetly approaches the characters with a plea for assistance. She reveals her involvement in a growing resistance movement against the oppressive local tyrant and seeks their aid in securing vital information from a well-guarded fortress. If successful, the characters will earn the gratitude of the resistance and gain access to valuable resources for future endeavors.

Doran's Mysterious Card Challenge

Doran, the barkeep and entertainer, invites the characters to participate in a high-stakes card game with a group of enigmatic travelers who possess valuable information. If the characters win, they acquire crucial intelligence about the local tyrant's secret hideout, potentially leading to a significant advantage in their efforts to thwart his plans.

Elinor's Herbal Discovery

Elinor, the head cook and herbalist, entrusts the characters with a task to locate a rare and elusive herb rumored to possess mystical properties. In return, she promises to craft a potent elixir that could enhance the characters' abilities. This elixir might provide temporary bonuses in their upcoming challenges, making it a valuable asset on their journey.

Sir Cedric's Vanishing Artifacts

Sir Cedric shares troubling news of a series of stolen relics and artifacts from the local temple, which hold great significance to the region's history. He enlists the characters to track down the thieves and recover the stolen treasures. In return, he offers his services as a mentor in combat training, helping them hone their skills and become more formidable warriors.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE RUSTIC OAK ENCOUNTERS

d12	Encounter
1	Patrons gather for a lively card game that escalates into a boisterous competition, inviting characters to join in or watch the chaos unfold.
2	A patron accidentally knocks over a tankard of ale, causing a humorous and cascading chain reaction of spilled drinks and laughter.
3	Regulars gather around the hearth, taking turns sharing local folktales and legends.
4	A cheerful tune played by the minstrel inspires a spontaneous dance among patrons.
5	A mysterious letter or artifact is found hidden behind a brick in the fireplace, leading to speculation and intrigue among the inn's guests.
6	Nessa discovers a rare and beautiful flower in the inn's garden.
7	A playful prankster makes off with a tray of freshly baked sweet rolls from the kitchen.
8	Two traveling bards engage in a friendly competition, challenging each other to perform increasingly difficult songs and tunes.
9	A curious animal from the stable, such as a mischievous goat or a clever raven, finds its way into the inn.
10	A dispute between unruly patrons escalates into a full-fledged brawl in the inn.
11	A prized horse suddenly becomes agitated, causing a commotion in the stable.
12	As the inn is closing for the night, a group of loyalists attempts to ambush the inn's staff and patrons.

The Rusty Anchor

The Rusty Anchor is a bustling and rowdy dive bar that stands as a haven for sailors seeking respite from the sea's harsh embrace. Tucked away in a dimly lit corner of the harbor district, it is perpetually packed with salty seafarers, their voices raised in laughter and their tankards clashing in mirth. The bar's interior is adorned with nautical memorabilia, from ship wheels to nets and weathered maps, giving it a distinct maritime charm. The small kitchen at the back of the establishment serves up fare that can only be described as "sustenance" rather than culinary delights. Patrons can expect greasy fried fish, stale bread, and watery soup, but the nourishment is hearty enough to fortify weary sailors.

The Rusty Anchor's charismatic owner, Thrain Braidedbeard, is a dwarf who could very well be the bar's most dedicated patron. His stocky frame and bushy beard are as much a fixture of the establishment as the bar itself. Known for his boisterous laughter and hearty drinking, Thrain often joins his patrons in raucous songs and rowdy tales of the sea. He's a beloved figure among the regulars, and many sailors have sought his wisdom and camaraderie over the years. Upstairs, the bar offers modest bunks for those sailors in need of a place to rest their weary heads, each bed marked by the signature scent of the sea, mingling with the lingering aroma of stale ale and camaraderie that permeates every corner of the Rusty Anchor.

Basic Information

Style: Raucous dive bar

Rooms: 1

Room Cost: 1 sp per night

Menu:

- **Sailor's Supper.** A hearty seafood chowder served with crusty bread, cherished by its patrons for its comforting and filling qualities. 3 cp
- **Ale:** Served in a tankard or pitcher. 3 cp/1 sp
- **Wine:** A pitcher of common wine. 8 cp

Verashka's Wake

(Verse)

In a coastal town, by the stormy sea,
Lived a hobgoblin bold, her name was Verashka, see,
With eyes like embers, and a heart so wild,
She'd sail the waves, no matter how beguiled.

(Chorus)

Oh, Verashka, the fearless goblin of the brine,
With courage in her spirit, and the salt upon her spine,
She'd brave the raging tempest, on the open sea,
Our hobgoblin sailor, forever wild and free.

(Verse 2)

She wore a tricorn hat and a tattered, crimson sash,
With a cutlass in her hand, she'd make the cut and dash,
Through foamy waves and moonlit nights,
Verashka sailed on under the starry lights.

(Chorus)

Oh, Verashka, the fearless goblin of the brine,
With courage in her spirit, and the salt upon her spine,
She'd brave the raging tempest, on the open sea,
Our hobgoblin sailor, forever wild and free.

(Verse 3)

She fought with pirates and she danced with the spray,
With a song on her lips, she'd sail both night and day,
A rogue by nature, and a sailor by trade,
Verashka's legend in the tales is forever laid.

(Chorus)

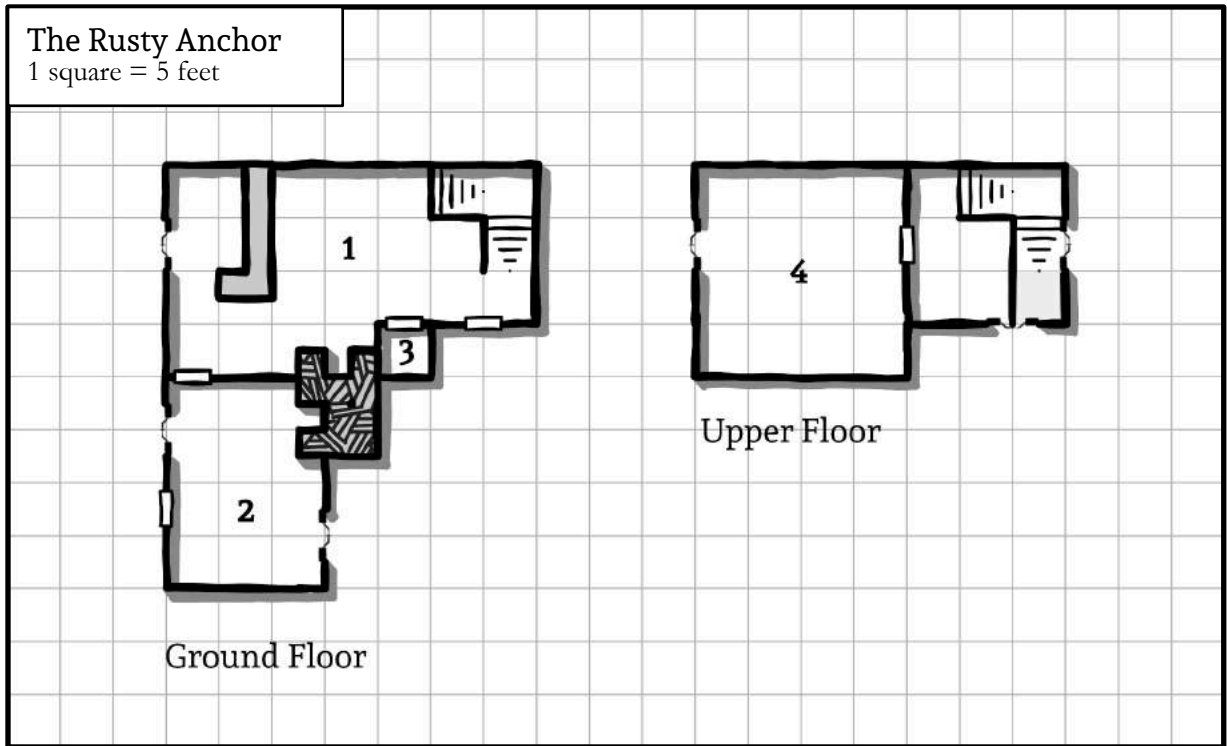
Oh, Verashka, the fearless goblin of the brine,
With courage in her spirit, and the salt upon her spine,
She'd brave the raging tempest, on the open sea,
Our hobgoblin sailor, forever wild and free.

(Verse 4)

Now, in the taverns, her legend still lives on,
In shanties and stories, the sailors sing her song,
Of Verashka, the hobgoblin, so brave and so bold,
She sailed the seven seas, in search of tales untold.

(Chorus)

Oh, Verashka, the fearless goblin of the brine,
With courage in her spirit, and the salt upon her spine,
She'd brave the raging tempest, on the open sea,
Our hobgoblin sailor, forever wild and free.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Inn Locations

The following locations are keyed to the map of the inn, as shown above.

1 - Barroom

The heart of the Rusty Anchor, it's a raucous and crowded space with dim lighting, wooden tables scarred with decades of use, and a noticeable abundance of broken glass, testament to countless rowdy nights and drunken shanty choruses. Above the bar, a collection of seashells dangle from a thick, dusty fishing net, swaying gently as if caught in an eternal ocean breeze.

2 - Kitchen

A cramped and greasy corner where the bar's simple yet sustaining fare is prepared, with pots and pans stacked haphazardly, and a persistent aroma of fried fish and soup in the air. The kitchen's lone window offers a limited view of the harbor, framed by tattered curtains that billow with salty sea gusts.

3 - Toilet Stall

A grimy and ill-maintained toilet stall, often the last resort for patrons in dire need, with perpetually dirty surfaces and questionable plumbing. Graffiti of names from countless sailors cover the walls, hinting at the transient nature of those who visit.

4 - Shared Guest Room

Located upstairs, it houses six creaky and worn-out bunks where patrons can rest their weary heads. The room is notorious for its chorus of snores and the pervasive scent of salty sea air, blending with the lingering scent of stale ale. Tacked to one wall, a faded and tattered sea chart offers a glimpse into the owner's long-forgotten dreams of exploration and adventure.

Staff

The inn employs the following NPCs.

Thrain Braidedbeard: Thrain Braidedbeard is the stout and jovial dwarf who owns and operates The Rusty Anchor. His fiery red beard, adorned with various trinkets and bits of sea glass, is as iconic as the bar itself. Thrain is a dedicated barkeep, equally known for his hearty laughter and his penchant for imbibing as much as he serves. One unusual fact about Thrain is that he possesses a map to a hidden treasure buried deep within a nearby coastal cave, a secret he guards fiercely. Characters can interact with him by seeking his wisdom about the local seas, enjoying his bountiful tales of nautical adventures, or attempting to pry information about the rumored treasure from him.

Greta Ironbeard: Thrain's sister-in-law, Greta Braidedbeard, is a no-nonsense, middle-aged woman who serves as the bar's bartender. Her brawny arms and stern demeanor can be intimidating, but beneath the gruff exterior, she has a heart of gold. Greta has an unusual knack for predicting the weather, often foretelling incoming storms with eerie accuracy. Characters may interact with her by ordering drinks, seeking shelter during storms, or attempting to learn her weather-forecasting secrets.

Molly Swellsong: Molly Swellsong is a lively and spirited young woman who works as a server at The Rusty Anchor. Her nimble fingers often play a fiddle, adding to the merry atmosphere. Molly has a secret talent for composing sea shanties, some of which are inspired by the bar's patrons and their tales. Characters can interact with her by ordering food and drinks, engaging in conversations about local folklore, or requesting a custom sea shanty to commemorate their adventures on the high seas.

Dorian Braidedbeard: Dorian Braidedbeard, Greta's teenage son, assists as a server at The Rusty Anchor. With his sandy hair and penchant for mischief, he's known to slip jokes and pranks into his service, adding a dose of youthful energy to the establishment. Dorian possesses a remarkable talent for mimicry, allowing him to imitate the voices and accents of various patrons, much to their amusement. Characters can interact with him by ordering refreshments or engaging in playful banter, and they might even find his mimicry skills useful in certain situations.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Brenna Strongwater: Brenna is a weathered and grizzled sea captain with a permanent squint from years of battling the salt spray. Known for her salty tales of sea monsters and legendary shipwrecks, she frequents The Rusty Anchor to unwind after long voyages and always has a keen ear for new stories from fellow sailors.

Sylas Seaglint: Sylas is a retired navigator, his left eye concealed by a well-patched eyepatch. He often brings old nautical charts to the bar and passionately debates their accuracy over tankards of ale. Sylas occasionally provides adventurers with rare maps and navigation tips for the right price.

Marina Tidecaller: Marina is a mysterious figure with deep connections to the sea, rumored to be a merfolk in disguise. She always seems to know when storms will hit and when the fish are biting. Marina may share mystical insights with characters in exchange for their help in solving enigmatic coastal mysteries.

Roderick "Rusty" Hook: Rusty is a retired pirate with a fearsome reputation. His wooden leg and eye patch tell tales of his adventurous past. Now a jovial regular at The Rusty Anchor, Rusty enjoys boasting about his days on the high seas and may offer characters information about buried pirate treasure.

Eleanor Seastar: Eleanor is an enigmatic bard who visits the bar to find inspiration for her haunting sea shanties. She always carries a seashell locket and is known to enchant listeners with her ethereal music. Eleanor can be a source of rumors and legends about hidden underwater realms and sea creatures.

Grimwald the Grizzled: Grimwald is a gruff, tattooed fisherman who spends his days reeling in the ocean's bounty. He often sits in a dark corner of The Rusty Anchor, nursing a tankard of ale. Grimwald's fishing knowledge can be invaluable, and he may offer characters a chance to join him on a treacherous deep-sea fishing expedition in search of rare catches.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Captain Brenna's Lost Logbook

Captain Brenna seeks brave souls to recover her lost logbook from a sunken shipwreck near the treacherous Coral Shoals. She promises the characters a share of the valuable information within, including uncharted routes and hidden coves that could lead to undiscovered treasures.

Sylas's Mysterious Map

Sylas Seaglint presents the characters with a cryptic map believed to lead to the fabled Isle of Lost Stars. He offers to guide them to the island, where untold riches and forgotten pirate secrets await those who decipher the map's riddles.

Marina's Sea Serpent Challenge

Marina Tidecaller challenges the characters to prove their courage by seeking out a legendary sea serpent that haunts nearby waters. If they succeed, she shares her knowledge of a hidden underwater grotto filled with magical treasures and secrets.

Rusty's Pirate Heirloom

Rusty Hook enlists the characters to help him recover his lost pirate captain's hat, rumored to be hidden on a deserted island once used as a pirate hideout. In return, he promises to share his tales of piratical escapades and may even reveal the location of a hidden pirate cache.

Grimwald's Deep-Sea Expedition

Grimwald offers the characters a chance to join his deep-sea fishing expedition to capture a legendary leviathan-sized fish known as the "Storm King." If they manage to reel it in, they'll gain not only a substantial reward but also the respect of seasoned fishermen and access to valuable marine resources.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE RUSTY ANCHOR ENCOUNTERS

d12	Encounter
1	A boisterous sailor challenges one of the characters to a drinking contest.
2	A heated argument between two patrons escalates into a full-fledged bar brawl.
3	A sudden and violent storm sweeps in from the sea, sending waves crashing against the bar's windows.
4	A talented musician starts playing a captivating sea shanty titled Verashka's Wake.
5	A group of sailors invites characters to join a game of dice or cards, with bets increasing as the night goes on.
6	A cloaked figure sits alone in a dark corner, watching the characters closely.
7	A crew of rowdy pirates storms into the bar, boasting about their latest plunder.
8	Grimwald the Grizzled challenges characters to a fishing contest with a rare catch as the prize.
9	A ghostly figure appears briefly, causing minor disturbances and eerie chills among patrons.
10	Two smugglers argue loudly about a shipment in the corner of the bar, with concealed contraband at stake.
11	Thrain accidentally mixes a concoction of rare and potent ingredients, creating a unique, magical brew.
12	A group of pirates enters the bar, demanding tribute from patrons.

The Shining Haven

The Shining Haven Inn, owned by the notorious slumlord Agnes Grimley, is a wretched establishment that has miraculously managed to avoid closure due to Agnes's generous bribes to the city's corrupt officials and guild masters. This dilapidated inn is an embodiment of neglect and squalor, with its dingy rooms crammed to capacity, each one dirtier and more overpriced than the last. The food served in the inn's sorry excuse for a kitchen is an abomination, and the ale, if it can even be called that, is a pale imitation of the real thing. Yet, amidst the inn's many abhorrent features, one room stands out—the infamous door with a simple latch and sign that reads, "Don't open." Behind that door lies a one-way portal to a hellish realm of fire and brimstone.

Basic Information

Style: Filthy and overcrowded tavern and inn

Rooms: 9 (10 counting the portal room)

Bed Cost: 4 sp per night

Stabling Cost: The stable burned down three years ago, so horses are now tied to a stump for 2 sp per night

Menu:

- **Deluxe Feast:** A poorly prepared, unappetizing dish, resembling a hodgepodge of leftover scraps. 2 sp
- **Gourmet Surprise:** A questionable culinary creation that leaves diners guessing about its ingredients. 2 sp
- **Exquisite Cuisine:** A dish that appears to be a culinary disaster, challenging diners to find any redeeming qualities in its presentation or taste. 2 sp
- **Watered-down Ale:** Served in a tankard or pitcher. 6 cp/3 sp
- **Wine:** Horribly sweet swill by the pitcher. 5 sp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 67.

1 - Tavern

○The tavern in The Shining Haven Inn is a grimy, dimly lit space filled with rickety tables and chairs. The air is thick with the smell of cheap ale and stale food. The patrons who frequent this establishment often keep to themselves, nursing their drinks and avoiding eye contact.

2 - Kitchen

The inn's kitchen is a chaotic mess, with pots and pans piled haphazardly, and a thick layer of grease covering most surfaces. Agnes, the overworked cook, can usually be found here, trying her best to prepare meals with limited ingredients and even more limited enthusiasm.

3 - Agnes' Chambers

Agnes' chambers are a small, boarded-up room with a lumpy bed and a perpetually broken chair. She rarely leaves this cramped space, and the walls are covered in faded posters of exotic locations she'll never get to visit.

4 - Guest Rooms

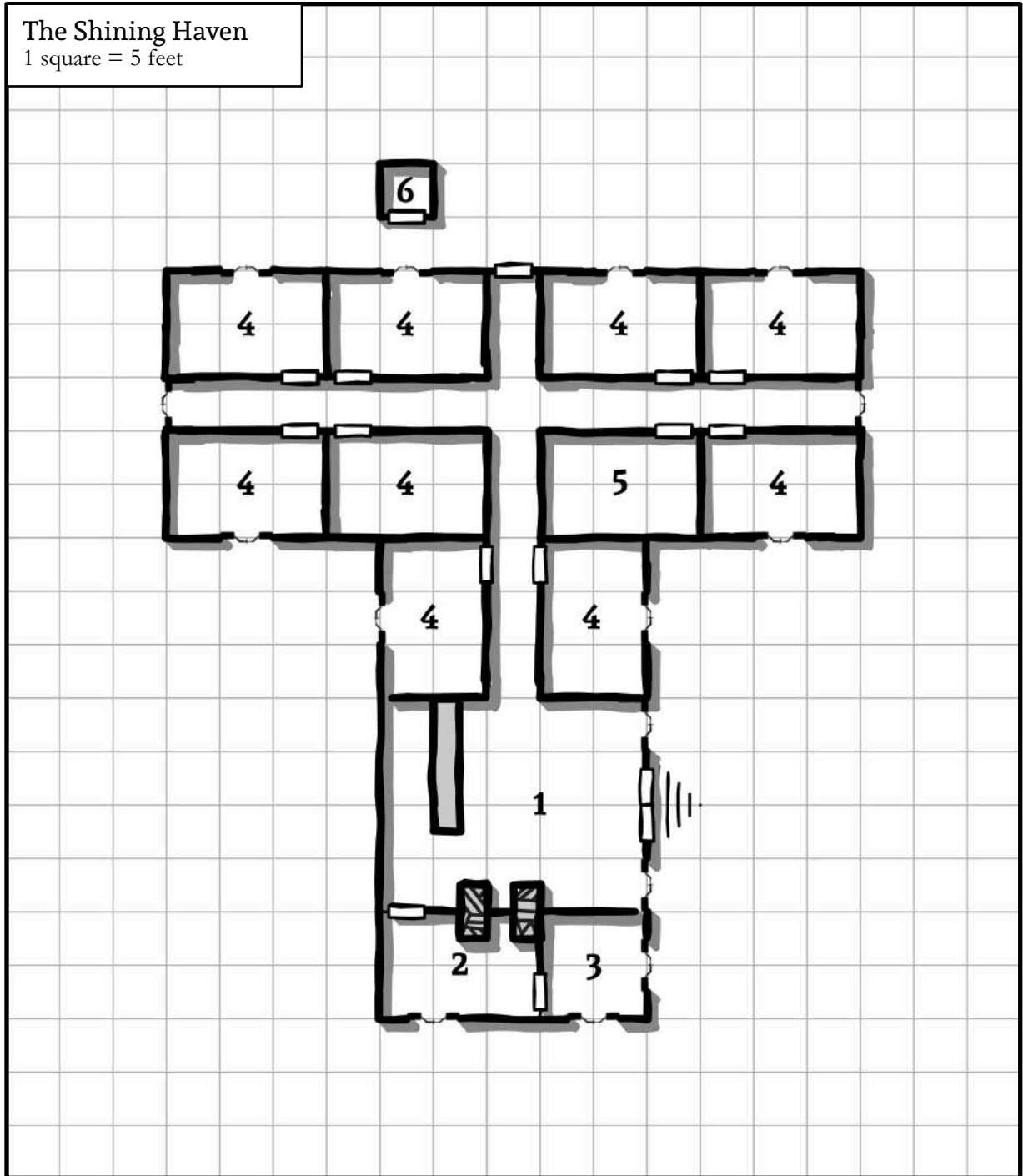
The guest rooms in The Shining Haven Inn are a nightmare of overcrowding. Each room is crammed with too many beds, leaving little space for anything else. The furnishings are threadbare, and the patrons who stay here often complain about the lack of privacy.

5 - The "Evil" Room

Known as the "evil" room by the regulars, this chamber holds the inn's most bizarre secret—an eerie, one-way portal to a hellish realm of fire and brimstone. There's a simple latch and a sign on the door that reads "Don't open," though the curious or foolhardy might be tempted to investigate.

6 - Toilet

The inn's only toilet is a small, cramped stall that's always occupied by a grizzled regular named Stinky Pete. Despite his off-putting nickname, Stinky Pete is the undisputed king of this toilet kingdom, and patrons often pay him in coin or stale bread for the privilege of using the facilities.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Agnes Grimley: Agnes is the long-suffering owner (and “cook”) of The Shining Haven Inn. She's a tired, middle-aged woman with a permanent scowl etched on her face. The characters might interact with her by ordering food (though they might want to think twice about that) or by asking her for information about the inn's bizarre "evil" room.

Timmy Grimley: Timmy, the eldest of Agnes' children, is a sullen teenager who helps out around the inn, reluctantly. He's usually found clearing tables or begrudgingly refilling drinks. Characters might interact with him if they need assistance with a menial task or if they attempt to engage him in conversation about the inn's secrets.

Maggie Grimley: Maggie is the mischievous middle child, always looking for ways to cause trouble. She enjoys playing pranks on the inn's patrons, and characters might interact with her if they fall victim to one of her tricks or if they catch her in the act.

Bobby Grimley: Bobby is the youngest of Agnes' children and a bundle of energy. He runs around the inn, often getting underfoot and causing chaos. Characters might interact with him if they attempt to calm him down or if they need help with something that requires a small, agile child.

Lenny Grimley: Lenny is the surly teenage son of Agnes, much like his older brother, Timmy. He's responsible for taking orders and serving patrons. Characters might interact with him when ordering food and drinks or when trying to glean information about the inn's secrets, though Lenny is not known for being talkative.

Marlow: Marlow is a small, mischievous imp that Agnes Grimley accidentally summoned while experimenting with dark magic. The imp is bound to the "evil" room with the portal but occasionally manages to sneak out, causing havoc and chaos throughout the inn. Characters might interact with Marlow when they encounter its tricks and pranks or when they venture into the "evil" room.

Stinky Pete: Stinky Pete is a regular patron of The Shining Haven Inn, and he's earned the title of "king of the toilet" because he spends an inordinate amount of time occupying the only restroom in the establishment. He's an eccentric individual with an obsession for telling long-winded stories about his life's adventures. Characters might interact with Stinky Pete by either listening to his stories or by trying to persuade him to vacate the restroom.

Regulars

Other NPCs that the characters might encounter in the inn are listed below.

Grimy Grizzlebeard: Grimy is a grizzled, weathered adventurer who seems to have given up on personal hygiene. He's a frequent patron of the inn, perhaps because it matches his personal style. Characters might interact with him by swapping tales of their adventures or attempting to haggle over the price of a suspicious-looking map he always carries.

Mabel the Mutterer: Mabel is a reclusive, elderly woman known for her constant muttering and incoherent rambling. She's a regular in the corner of the tavern, usually nursing the same drink all night. Characters might interact with her by trying to decipher her cryptic mutterings or by offering her a kind word or two.

Filch the Fencer: Filch is a shady figure who frequents the inn to buy and sell stolen goods. He's always on the lookout for a quick deal or a new mark. Characters might interact with him by striking up a deal, either for buying or selling items, but they should be wary of his dubious reputation.

Dribblefingers Dan: Dribblefingers Dan, as his name suggests, has a problem with spilling everything he touches. He's a clumsy, but well-meaning, regular at the inn. Characters might interact with him by helping him carry drinks or trying to keep their belongings out of his reach.

Polly Pockets: Polly is a young, aspiring thief who often tries to pickpocket patrons of the inn, with varying degrees of success. She's sly and quick on her feet, always ready to slip away unnoticed. Characters might interact with her by catching her in the act or by offering her an alternative path in life.

Weepy Wilfred: Wilfred is a perpetually melancholic bard who visits the inn to drown his sorrows in cheap ale. He's often found strumming a mournful tune on his lute in the corner of the tavern. Characters might interact with him by listening to his sad songs or attempting to cheer him up with a kind gesture or uplifting story.

Groggy Gunkjaw: Gunkjaw is a cantankerous old sailor who often grumbles about his past adventures on the high seas. He's known for his loud, booming voice and salty language. Characters might interact with him by sharing tales of their own journeys or by trying to outdrink him in a rowdy contest of endurance.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are in the inn.

Agnes' Plea

Agnes Grimley, the inn's owner, approaches the characters with a desperate plea. She reveals that a powerful and corrupt city official, Councilman Harken, has been demanding increasingly exorbitant bribes to allow the inn to continue operating. Agnes is unable to meet his demands, and she fears the inn will be shut down, leaving her and her children homeless. She begs the characters to find a way to deal with Councilman Harken and secure the inn's future.

Portal Investigation

Rumors circulate among the regulars about the "evil room" with the one-way portal to a hellish realm. Some believe it holds valuable secrets or treasures, while others are simply curious. The characters could be approached by a group of patrons who want to pool resources and explore the room together, hoping to find something of value or close the portal for good.

Groggy Gunkjaw's Treasure Map

Gunkjaw boasts about a long-lost treasure map he discovered during his seafaring days. He believes the treasure is buried in a nearby coastal cave, but he's never been able to retrieve it himself. He offers to share the map with the characters in exchange for their help in recovering the hidden riches, promising to split the loot evenly.

Stinky Pete's Toilet Challenge

Stinky Pete, the self-proclaimed king of the toilet, challenges the characters to a bizarre contest of endurance. He claims he can outlast anyone in a drinking contest followed by a test of who can stay in the inn's notorious bathroom the longest. The characters might accept the challenge for the promise of a reward, earning the respect of the locals, or simply to prove their mettle in this peculiar competition.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE SHINING HAVEN ENCOUNTERS

d12	Encounter
1	A fierce rainstorm starts, causing a leak in the tavern's roof, drenching the patrons.
2	A raucous band of drunken adventurers stumbles into the inn, demanding free drinks.
3	The fire in the hearth suddenly roars to life, filling the tavern with thick smoke.
4	A local bard begins playing a haunting melody that brings some patrons to tears.
5	A loud and persistent knocking is heard from the "evil room," but nobody dares open it.
6	A stray dog wanders into the tavern, looking for scraps of food.
7	A patron accidentally spills a tankard of ale on another's lap, leading to a heated argument.
8	A group of traveling minstrels enters and offers to entertain the guests for a fee.
9	A mysterious traveler starts a game of dice in a corner, attracting eager gamblers.
10	A heavy fog rolls into the tavern, obscuring visibility and creating an eerie atmosphere.
11	A visiting noble insists on hosting an impromptu poetry contest, and the characters are invited to participate.
12	A sudden draft extinguishes all the candles, plunging the tavern into darkness and confusion.

The Starry Chalice

Located in the heart of a tranquil medieval town, the Starry Chalice Inn is a small yet highly regarded tavern with just four guest rooms. While its accommodations are modest, it serves as a coveted haven for those with a penchant for philosophical debate and intellectual discourse. The inn's unassuming exterior conceals a warm and inviting common room, where scholars, thinkers, and philosophers from diverse backgrounds gather to engage in profound conversations.

Within the inn's rustic wooden interior, guests find themselves drawn into discussions that span a wide range of topics, from the nature of reality to the mysteries of the cosmos. The innkeeper, an erudite scholar named Master Thelonus, carefully selects its patrons to ensure that only those who share a passion for intellectual pursuits are granted lodging.

Basic Information

Style: Quiet, low-key tavern and inn

Rooms: 4

Room Cost: 5 sp per night

Stabling Cost: 5 sp per night

Menu:

- **Knight's Feast:** A hearty platter of roasted meats, accompanied by root vegetables and a tankard of ale. 1 sp
- **Mead and Mutton Stew:** A savory stew made with tender mutton, vegetables, and a rich mead broth. 6 cp
- **Monk's Porridge:** A simple, yet nourishing dish made from oats, honey, and dried fruits. 4 cp
- **Castle Crumble:** A warm dessert made with baked apples, cinnamon, and a crumbly oat topping, served with a dollop of cream. 2 cp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** Common or fine bottles. 2 sp/10 gp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 71.

1 - Tavern

The heart of the Starry Chalice, the tavern is a cozy space adorned with wooden beams and dimly lit by flickering candles and the roaring fireplace. Patrons gather around sturdy wooden tables, engaged in deep conversations on matters of philosophy, politics, and life's mysteries. The air is filled with the warm aroma of hearty stews and freshly baked bread, complemented by the comforting crackling of the central fireplace. The atmosphere encourages contemplation and thoughtful discussion, making it a renowned hub for scholars and thinkers alike.

2 - Kitchen

The inn's bustling kitchen is a place of culinary artistry. The clattering of pots and pans harmonizes with the hum of conversation from the tavern. Skilled cooks meticulously prepare the inn's signature dishes, infusing them with flavors that satisfy both body and mind. The shelves are stocked with herbs and spices, and the hearth crackles with the promise of satisfying meals to come.

3 - Guest Rooms

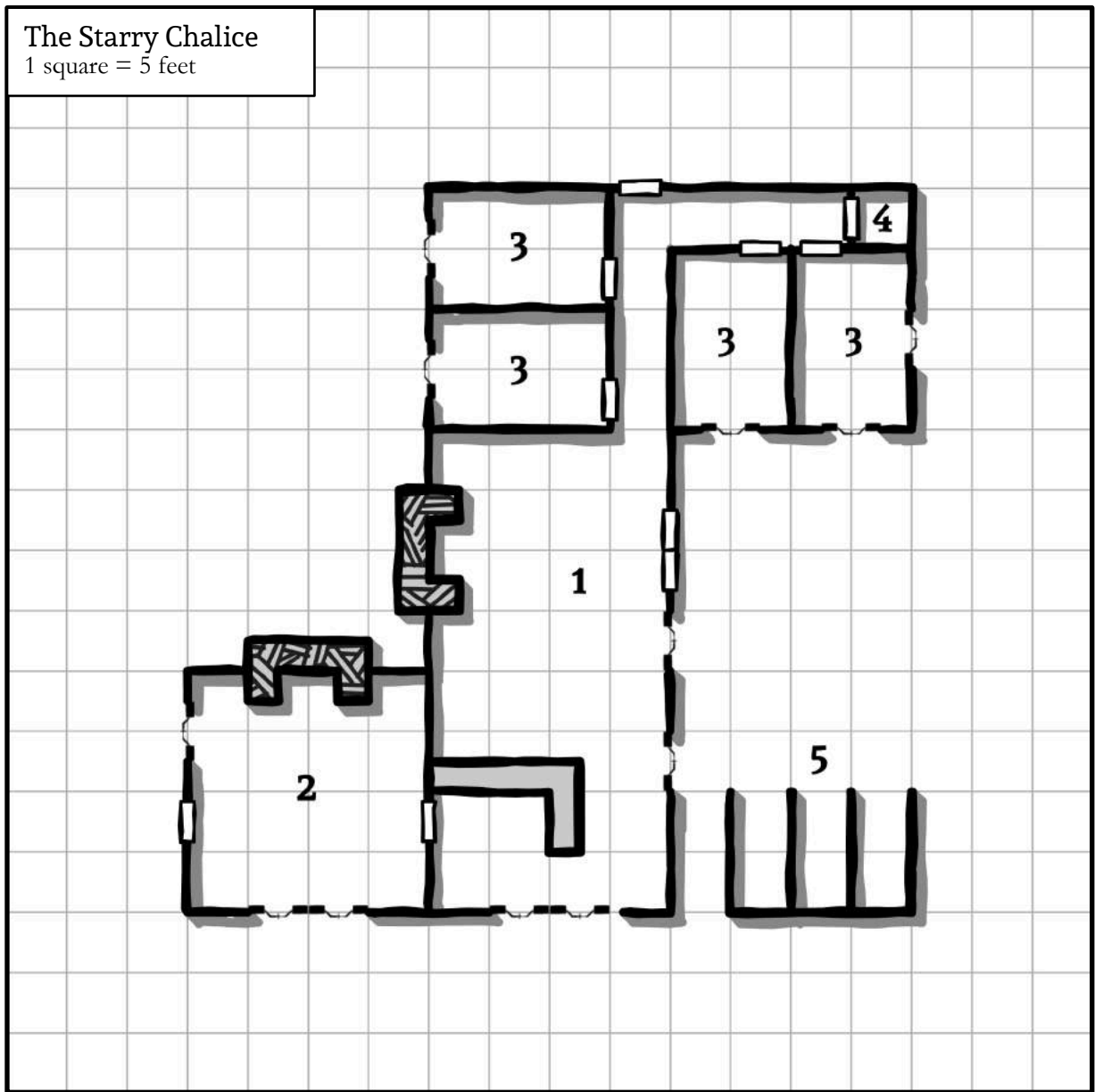
The four guest rooms of the Starry Chalice offer a simple yet comfortable retreat for weary travelers. Each room is furnished with a cozy bed, a wooden desk, and a small window that lets in the soft glow of the moonlight.

4 - Toilet

The inn's single-stall toilet is a testament to cleanliness and order. Guests appreciate the well-maintained facility, ensuring their comfort during their stay. Fresh rushes are replaced regularly.

5 - Stables

The three-stall stable is a welcome respite for travelers and their loyal steeds.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Master Thelonius Grayson: Thelonius Grayson is the welcoming face of the Starry Chalice. He oversees the daily operations of the inn and ensures that guests are comfortable and their needs are met. Additionally, Thelonius possesses a vast knowledge of philosophy and an ability to engage in thought-provoking conversations with guests. He often joins patrons in the tavern for a debate, and characters might interact with him by seeking his insights into the inn's intellectual atmosphere.

Cedric Merrifield: Cedric Merrifield is the culinary genius behind the delicious dishes that grace the Starry Chalice's menu. Cedric also has a passion for composing poems in his spare time; few know that he's a master at creating both hearty meals and intricate verses. Characters may interact with Cedric by complimenting his culinary creations or asking for his culinary expertise.

Lucinda Fairchild: Lucinda Fairchild, the chambermaid, takes great pride in keeping the inn spotless and orderly. She's quietly been amassing a collection of rare and exotic books left behind by patrons, using them to boost her knowledge of the world beyond the city. Characters might come across her when they request fresh linens or cleaning services, and if they share an interest in literature, Lucinda might invite them to peruse her secret collection.

Thorian Hargrave: Thorian Hargrave is responsible for tending to the horses in the inn's stables. He also plays the lute, a skill he practices during his breaks. Characters who bring their horses to the stables or inquire about their care may find Thorian playing soothing melodies.

Astrid Lockewood: Astrid Lockewood is the friendly and efficient barmaid who serves drinks to the inn's guests. Her little-known skill is her talent for archery, which she hones during her free time. Characters might encounter Astrid while ordering drinks at the tavern, and those with an interest in archery could strike up a conversation with her about her unique hobby.

Whiskers: Whiskers is a seemingly ordinary orange tabby house cat that lives in the inn. Secretly, Whiskers is a highly intelligent animal that can communicate telepathically. Characters may encounter Whiskers during their stay and find themselves unexpectedly drawn into a telepathic conversation with the mysterious cat. Whiskers often imparts cryptic advice or shares insights into the inn's patrons and staff.

Regulars

Other NPCs that the characters might encounter in the inn are listed below.

Eleanor Mason: Eleanor is a well-known historian and scholar who frequents the Starry Chalice Inn to engage in intellectual debates with other patrons. With her extensive knowledge of history and philosophy, she often sparks stimulating conversations about the past, present, and future. Interacting with Eleanor could lead characters to fascinating discussions and perhaps even quests related to uncovering ancient secrets.

Finnegan Stone: Finnegan is a jovial bard known for his lively performances and captivating stories. He visits the inn to share tales of his adventures and sing songs that resonate with the human spirit. Characters who engage with Finnegan may find themselves inspired or entertained, and they might even be drawn into his quests for new songs and stories.

Oswald Redfern: Oswald, a reclusive alchemist, is a regular at the Starry Chalice Inn. He often sits in a corner, muttering to himself while working on mysterious concoctions. Interacting with Oswald could lead to assistance with magical experiments or quests to gather rare ingredients for his elixirs and potions.

Lady Maisie Winterbourne: A noblewoman with a penchant for divination and astrology, Lady Maisie is a fixture at the Starry Chalice Inn. She often reads the stars and offers patrons insights into their destinies. Characters who approach her may receive prophecies or seek guidance on their quests, potentially leading to a new path or adventure.

Rufus: Rufus is an affable, talking dog who frequents the Starry Chalice Inn but harbors a deep-seated animosity toward Whiskers, the telepathic cat. Despite his canine nature, Rufus has a remarkable gift for sniffing out hidden secrets and finding lost items. Characters may be drawn into Rufus's quest to outsmart or expose Whiskers, leading to a humorous and intriguing subplot within the inn.

Constable Alden Thornebrook: Alden is a local politician who frequents the inn, convinced of his own brilliance in matters of governance and policy. He often engages in debates with other patrons, who humor him rather than challenge his ideas directly. Although Alden may not be as intelligent as he believes, characters who engage in debates with him may find themselves inadvertently drawn into local political intrigue or uncover opportunities to influence his decisions for the greater good.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are in the inn.

Thelonius' Omen

Master Thelonius informs the characters about a rare celestial alignment taking place soon. He believes that the event may grant magical abilities to those who witness it from a nearby mountaintop. He asks the characters to accompany him to the peak, offering them access to a hidden room within the inn filled with valuable tomes and scrolls as a reward.

Whiskers' Suspicions

Whiskers has caught wind of strange happenings in the forest, involving animals behaving oddly. He suspects foul magic at work and asks the characters to investigate. In return, he promises to use his telepathic abilities to assist them in deciphering the language of animals, which could prove invaluable in their adventures.

Thornebrook's Secret

Constable Thornebrook confides in the characters about a rival who is trying to expose a political scandal from his past. He seeks their help in gathering evidence to clear his name and maintain his reputation, pledging future political favors and support in gratitude.

Rufus Hates Whiskers

approaches the characters with a plea for help. He suspects that Whiskers is involved in a series of bizarre occurrences in the inn and its surroundings. Rufus asks the characters to gather evidence to prove Whiskers' involvement and restore peace to the inn.

Lucinda's Lost Treasure

Lucinda confides in the characters that she has heard rumors of a hidden treasure buried beneath the ancient ruins of a nearby castle. She seeks their aid in uncovering the treasure's location, promising a share of the wealth as their reward.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

THE STARRY CHALICE ENCOUNTERS

d10	Encounter
1	A traveling bard enters the tavern and offers to perform for the patrons.
2	Two patrons engage in a heated debate over local folklore and legends.
3	A skilled pickpocket attempts to steal from one of the characters or another patron. Quick thinking and vigilance will be required to thwart the thief's efforts.
4	A boisterous group of locals challenges the characters to a drinking contest.
5	A chair suddenly collapses beneath one of the patrons, causing a minor commotion.
6	A charming and confident patron takes an interest in one of the characters, attempting to woo them with sweet words and offers of companionship.
7	A cat, not Whiskers, decides to nap on a character's lap, much to the amusement of other patrons. Some locals consider this a sign of good luck. But not Rufus.
8	A seer shares a cryptic prophecy hinting at an upcoming event or danger.
9	A sealed envelope falls from an unknown source, landing at the characters' table.
10	A renowned food critic arrives at the inn, and the characters are approached for their opinions on the food and service.

Stonefist Grogworks

Stonefist Grogworks is a unique dwarven establishment that clings to the rugged, rock-hewn walls of a colossal mineshaft that delves deep into the heart of the earth. Located beneath the jagged peaks of the Ironpeak Mountains, this inn and tavern serves as a haven for the tireless miners and explorers who delve into the treacherous depths below. The entire establishment, constructed from sturdy timber and metal, comprises an intricate web of catwalks and platforms suspended perilously along the sides of the vast shaft, offering breathtaking views of the dimly lit abyss. The inn's proprietor, a boisterous dwarf named Barik Stonefist, presides over the establishment with a hearty laugh and a steady hand, simultaneously working as the innkeeper and bartender, ensuring that the guests are well-fed and their tankards are never empty.

Although the inn and tavern's position along a mineshaft's hewn walls can be somewhat intimidating for non-dwarves, outsiders come to Stonefist Grogworks to sample the infamous beer selection offered by the establishment.

Basic Information

Style: Dwarven inn/tavern built along a mineshaft

Rooms: 1

Room Cost: 1 sp

Menu:

- **Miner's Stew:** Hearty beef stew with root veggies and crusty bread. 2 cp
- **Stonefist Ale:** Robust, caramel-sweet ale. 4 cp/2 sp
- **Ironpeak Stout:** Dark, velvety beer with chocolate and coffee notes. 4 cp/2 sp
- **Mountain Gold Lager:** Crisp, golden lager with a clean finish. 4 cp/2 sp
- **Fireforge Ale:** Spicy ale with a warming kick. 4 cp/2 sp
- **Gemshine Pilsner:** Bright, crisp pilsner. 4 cp/2 sp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 75.

1 - The Shaft

The heart of the establishment, this open mineshaft section is where the action happens. Dwarves and patrons mingle on wooden catwalks built into the mineshaft walls, enjoying drinks, food, and camaraderie. The sounds of pickaxes and mining echo from deeper within the mine, creating a distinct atmosphere.

2 - Gear Storage

Adjacent to the tavern area, this space provides miners with a secure place to stow their gear before unwinding. Rows of hooks and shelves hold helmets, lanterns, and tools while dwarves enjoy their time at the Grogworks.

3 - Sleeping Platform

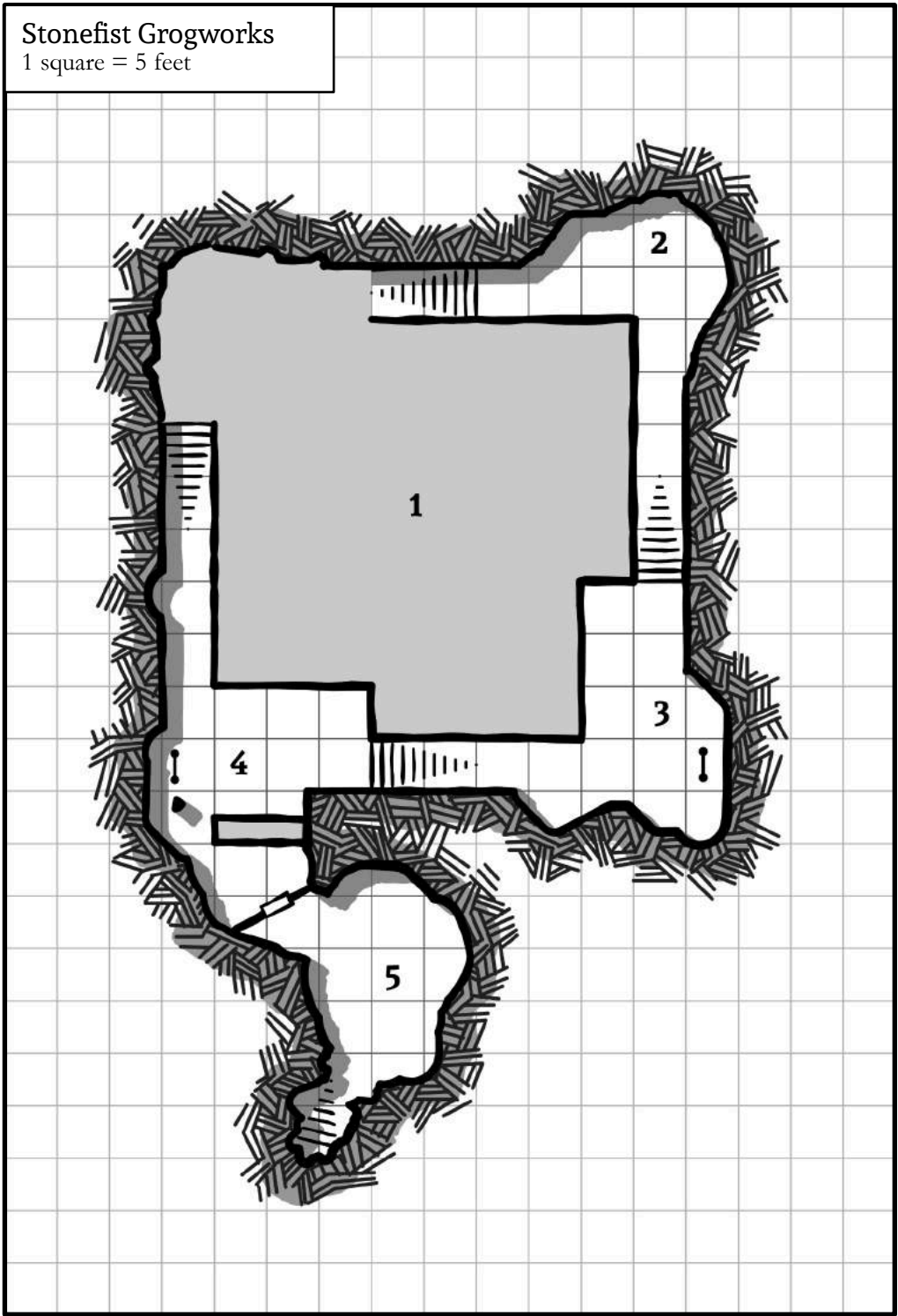
Tiered wooden platforms connected by simple ladders offer miners a place to rest between shifts. Simple cots and blankets provide a comfortable spot—by dwarven standards at least—for a short nap or an overnight stay for those on extended shifts.

4 - Tavern Platform

Suspended above the shaft, this platform hosts the inn and tavern. It's where patrons gather to enjoy drinks and meals while taking in the bustling ambiance of the dwarven mine. The bar, tables, and stools are carved from sturdy stone and wood.

5 - Kitchen and Storage

Located in a separate cavern, the kitchen is where skilled dwarven chefs prepare the hearty meals served at the Grogworks. Adjacent storage areas hold supplies of ingredients and provisions to keep the kitchen running smoothly. A separate staircase in the rear leads to Barik's private quarters.



Map by DMDave using *Dungeon Scrawl*. Permission granted to photocopy this image for personal use only.



Barik Stonefist

Barik Stonefist, the stalwart dwarf who runs Stonefist Grogworks, is a figure both respected and beloved by the miners who frequent the establishment. His robust beard, once fiery red but now salted with gray, is matched only by his hearty laughter that reverberates throughout the Grogworks. Barik stands as a testament to dwarven resilience, having survived numerous mining expeditions and even a cave-in that left him with a distinctive scar across his left cheek.

Born in the depths of the mountains, Barik hails from a long line of miners. His family has been tunneling through the earth for generations, unearthing precious minerals and forging the very lifeblood of dwarven society. But Barik always had a different dream—to create a space where miners could unwind and revel in the fruits of their labor. When a particularly rich vein of ore was discovered within the mineshaft, Barik seized the opportunity, using the newfound wealth to establish the Grogworks. Over the years, he's become a revered figure among the miners, known for his generous spirit and unwavering dedication to his fellow dwarves. Though his past is filled with tales of hard work and adversity, Barik Stonefist now presides over the Grogworks, ensuring that the miners have a place to share their stories, forge lasting bonds, and, of course, enjoy the finest ales deep within the earth.

Regulars

Other NPCs that the characters might encounter in the inn are listed below.

Grundar Ironpick: A brawny dwarf sporting a bushy beard and an arsenal of underground tales, Grundar reigns as the undisputed storyteller of the Grogworks. Guests who engage him in drinking contests may uncover secrets about the mines and gain favor in the eyes of the miners.

Bryndis Stoneheart: A gnome of nimble wit and gem-finding expertise, Bryndis crafts intricate jewelry from her mining spoils and offers them as gifts in exchange for camaraderie and conversation. Those who appreciate her craftsmanship may find her a valuable ally in the depths.

Fjorin and Eitri: Renowned as "the Twins," these mischievous blacksmith brothers boast unparalleled skills and a penchant for practical jokes. Collaborating on new mining tools and weapons, they often challenge patrons to duels of craftsmanship and provide unique gear for the characters in need.

Talina Deepdelve: A devoted herbalist and underground flora expert, Talina concocts potions from rare subterranean ingredients. Characters who explore the mysterious effects of her brews may discover hidden strengths or vulnerabilities within themselves.

Sir Corwin Aldebrand: A nobleman of discriminating tastes, Sir Corwin frequents the Grogworks for its ale despite its lackluster cuisine, bestowing the tavern with an air of prestige. Engaging with Sir Corwin might yield information on other noble circles and bring a touch of sophistication to the characters' reputation.

Deepfur: This enigmatic, badger-squirrel hybrid from the depths of the mine is considered a good omen by miners. Those who leave offerings and develop a rapport with Deepfur could earn its favor, potentially leading to valuable insights or protection in the depths.

Xyrlith: A tranquil, eye-stalked brain-like entity, Xyrlith feeds on the positive emotions of tavern patrons, inducing a curious euphoria. Characters who share their feelings and seek its presence may find their burdens eased and their spirits lifted.

Brok the Shark: An affable halfling renowned for his gambling skills, Brok often invites patrons to partake in friendly games of cards and dice. Those who engage in his contests might win more than just coin; they could gain valuable connections and opportunities in the Grogworks' bustling gambling scene.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are in the inn.

Barik's Dwarven Spirit

Barik, the innkeeper, offers the characters a cask of his special dwarven spirit in exchange for assisting him in investigating a series of strange cave-ins that have plagued the mines. They'll need to uncover the cause and ensure the safety of the miners.

Bryndis' Gem Hunt

Bryndis Stoneheart shares rumors of a magnificent gem said to be hidden deep within the mines. She promises a share of the treasure if the characters help her navigate treacherous tunnels and face any dangers lurking beneath.

Twins' Prank War

Fjorin and Eitri, the mischievous twins, recruit the characters to help them execute an elaborate prank on a rival dwarven tavern. They offer their blacksmithing skills in return for assistance with their plan, which involves crafting ingenious traps.

Talina's Mysterious Elixir

Talina Deepdelve enlists the characters to gather rare subterranean herbs for a unique elixir she's creating. She believes it could enhance miners' abilities, and she offers to brew a special elixir for the characters in gratitude for their help.

Deepfur's Secret Path

The furry creature known as Deepfur wants to lead the characters to an uncharted section of the mines. Deepfur believes the section could hold valuable resources, and if the characters explore and map this area, they'll receive a share of any valuable findings.

Xyrlith's Mental Harvest

The empathic brain creature known as Xyrlith offers to share its unique insights into the minds of the tavern's patrons. In exchange for aiding it in solving a mysterious mental disturbance in the mines, Xyrlith grants the characters access to its empathic abilities, which could help them gain favor or information from others in the Grogworks.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

STONEFIST GROGWORKS ENCOUNTERS

d12	Encounter
1	A dwarven city official arrives to conduct a surprise inspection of the establishment, questioning the characters about the Grogworks' compliance with regulations.
2	The characters discover an old, faded map etched onto a table, hinting at a hidden treasure within the mines, and miners seek their assistance in deciphering it.
3	The tavern hosts an energetic drinking contest, and the characters are invited to participate, competing against enthusiastic dwarves.
4	A talented dwarven bard suddenly starts performing on a makeshift stage, drawing a crowd and inviting the characters to share their own tales and talents.
5	Miners stage a brief strike, demanding better working conditions and pay, and the characters can mediate or take a side in the dispute.
6	A grizzled drillmaster challenges the characters to a sparring match to test their combat skills and strength.
7	Patrons engage in a rowdy card game at a corner table, inviting the characters to join in and potentially win or lose valuable items.
8	A gas leak in the mines threatens to ignite, and the characters must assist in securing the area and preventing a catastrophic explosion.

The Velvet Lounge

Concealed beneath the seemingly ordinary façade of a dusty, long-abandoned apothecary shop, the Velvet Lounge is a hidden gem known only to a select few in the underground gambling world. Its spiral staircase entrance is hidden behind a forgotten potion shelf, accessible only to those who know the secret incantation or have the right connections. The proprietor, Madam Seraphina Shadowsong, is a mysterious figure who possesses a unique ability to commune with the spirits of the departed, lending an eerie and uncanny ambiance to the Velvet Lounge.

Within the Velvet Lounge, guests find an atmosphere of opulence and enigma. Plush velvet furnishings, ornate chandeliers, and soft, haunting strains of live music create an alluring environment. The Lounge caters to both the city's elite and those seeking to escape mundane lives for a night of high-stakes gambling and intrigue. Eight small rooms are available for those who wish to extend their stay, each offering a unique and unsettling experience as some of the staff members are, in fact, spirits who serve the Lounge in exchange for something only Madam Seraphina knows.

Basic Information

Style: Secret haunted gambling den

Rooms: 8

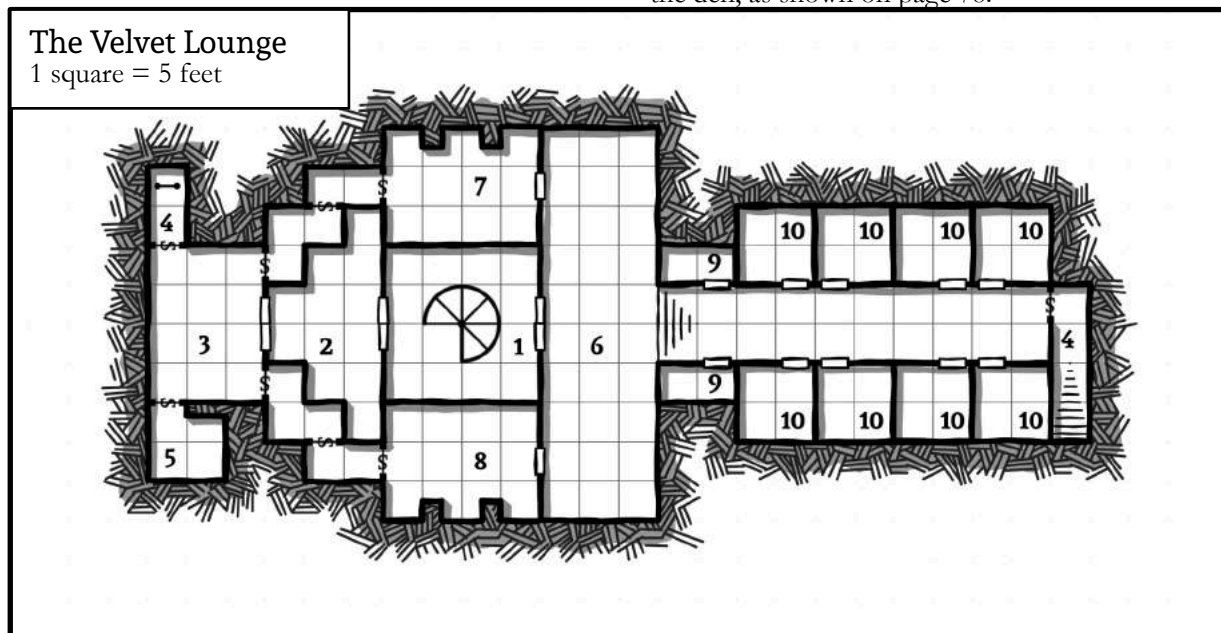
Room Cost: 8 sp per night

Menu:

- **Ebonwing Deviled Eggs:** Hard-boiled eggs infused with a dark, velvety essence, garnished with a sprinkle of black salt.
- **Shadowfall Seafood Bisque:** A rich and creamy seafood bisque, served with a swirl of squid ink and garnished with edible flowers.
- **Ethereal Elixir:** A captivating cocktail that changes colors as you sip, blending gin, violet liqueur, elderflower syrup, and butterfly pea flower extract, served in a glass rimmed with edible gold flakes. 1 sp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** A pitcher or fine bottle. 2 sp/10 gp

Gambling Den Locations

The following locations are keyed to the map of the den, as shown on page 78.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

1 - Entrance

The concealed entrance is accessed via a hidden spiral staircase that leads down to a well-guarded area.

2 - Armory & Guard Post

The den's bouncers operate from this post.

3 - Administrative Office

Tucked away at the west side of the den, the enigmatic owner, Madam Seraphina, manages the Velvet Lounge's affairs from this office.

4 - Secret Exits

Discreet passages on either side of the underground complex provide quick and covert escapes.

5 - Secret Vault

Heavily guarded, this chamber houses the Velvet Lounge's most valuable assets.

6 - Gambling Hall

The bustling heart of the Velvet Lounge, this area comes alive with the excitement of various games of chance and skill, attracting patrons seeking their fortunes.

7 - Kitchen

This bustling culinary haven is where skilled chefs artfully prepare the den's delectable dishes.

8 - High-Roller Room

Secluded and opulent, this exclusive area offers the most affluent patrons a discreet space where they can enjoy privileges beyond the ordinary.

9 - Toilets

Two lavish toilets offer comfort and privacy to the den's patrons.

10 - Guest Rooms

Eight small yet cozy chambers offer select guests the opportunity to retire discreetly.

Staff

The den employs the following NPCs.

Madam Seraphina Shadowfang: The enigmatic owner of the Velvet Lounge, Madam Seraphina can communicate with spirits. Characters can interact with her to seek her otherworldly wisdom or discuss the secrets and mysteries hidden within the lounge.

Bartok Cobblestone: Bartok is the lounge's head bartender, a jovial ghost with a talent for mixing unique and supernatural cocktails. Patrons can interact with him to order exotic drinks or hear the eerie tales behind each concoction.

Lilith: Lilith, a mysterious tarot reader, is a living staff member who offers her services in a dimly lit corner of the Velvet Lounge. Characters might interact with her by seeking a reading of their fortunes or by discussing the symbolism and secrets of tarot cards. Her readings could provide insights or foreshadow events in the campaign.

Harland "Whisper" Bucket: Known as "Whisper" due to his exceptional eavesdropping skills, Harland serves as the Velvet Lounge's information broker. Characters can interact with him by seeking valuable information, rumors, or secrets that may be circulating in the gambling underworld. Whisper's knowledge can be a valuable asset for characters looking to gain an edge or solve mysteries in the city.

Lady Isolde Ravencatcher: Lady Isolde is a spectral chambermaid who tends to the guest rooms. Characters may encounter her while staying at the Velvet Lounge and interact with her to request services or ask questions about the lounge's history.

Basilisk: A formidable bouncer and head of security, Basilisk is a hulking figure with a no-nonsense demeanor. Characters may interact with him by requesting protection or by seeking his guidance on matters of security within the Velvet Lounge. His imposing presence can deter troublemakers or assist in handling unruly guests.

Silas Ironclad: Silas is the head of security at the Velvet Lounge. As a living staff member, he oversees the protection of the establishment and ensures that the underground gambling den remains hidden from prying eyes. Characters may interact with him to discuss security concerns, seek assistance during disputes, or inquire about joining the Velvet Lounge's security team if they have the right skills.

Regulars

Other NPCs that the characters might encounter in the den are listed below.

Felix Scrunge: Felix is a dapper gentleman with a penchant for fine suits and a taste for the high-stakes gambling tables at the Velvet Lounge. He's known for his wit and charm, which he uses to distract opponents during card games. Characters may interact with Felix to engage in a game of chance or seek his advice on gambling strategies.

Renna Longshadow: Renna is a wealthy heiress with a mysterious air about her. She frequents the Velvet Lounge to escape the mundane world and indulge in the excitement of the underground gambling scene. Characters might interact with Isolde by trying to unravel the secrets behind her enigmatic personality or engaging in conversation about her travels to exotic locales.

Lucius Wraithborne: A retired adventurer, Lucius now seeks thrills at the Velvet Lounge. He enjoys sharing tales of his past exploits with fellow patrons and reliving his glory days through games of chance and skill. Characters can interact with Lucius to hear exciting stories of his adventures, perhaps even leading to opportunities for new quests or endeavors.

Aurelia Starshadow: Aurelia is a skilled illusionist who performs at the Velvet Lounge, captivating audiences with her mesmerizing displays of magic. She's known for her ability to weave illusions so convincing that they blur the lines between reality and fantasy. Characters may interact with Aurelia to witness her awe-inspiring performances, request private shows, or even seek assistance with magical matters.

Cedric Thornbriar: Cedric is a well-dressed scholar and bibliophile who frequents the Velvet Lounge to relax after long hours of research. He enjoys engaging in intellectual conversations about various topics, from ancient history to magical theories. Characters can interact with Cedric by discussing academic matters, seeking his knowledge, or even helping him with research projects.

Alden Dusksadow: Alden is a charismatic and charming bard who has a knack for blending into the crowd. Unbeknownst to most, he is actually a spy sent by the local tyrant to gather information about the Velvet Lounge and its patrons. Characters might interact with Alden by befriending him, sharing secrets, or uncovering his true identity through clever observation and investigation.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters in the gambling den.

Seraphina's Ghostly Lamentation

Madam Seraphina approaches the characters with a haunting problem. Restless spirits have been causing disturbances in the lounge, scaring away guests and disrupting business. She seeks the characters' help to uncover the source of the spirits' unrest and end the disturbances. In return, Madam Seraphina offers them her expertise in illusion magic or access to a hidden room filled with valuable magical trinkets.

Bartok's Lost Elixir

Bartok Cobblestone approaches the characters in confidence. A rare and powerful elixir, rumored to grant temporary invisibility, has been stolen from the Velvet Lounge's secret vault. Victor believes it was an inside job but needs help to solve the mystery discreetly. If the characters recover the elixir, Victor offers to teach them the secret of crafting invisibility potions or introduces them to a powerful underground ally.

Longshadow's Game

Renna Longshadow challenges the characters to a high-stakes gambling game in the Velvet Lounge's exclusive high roller room. Winning against her would not only prove the characters' skill but also uncover valuable information about her past.

The Silent Witness

Aurelia Starshadow approaches the characters in a state of distress. She claims to have witnessed a secret meeting between Alden Dusksadow and the captain of the town guard. Clara fears for her life, suspecting she may have been followed. She pleads for the characters' protection while she gathers evidence to expose Alden as a spy.

The Enchanted Artifact

An anonymous letter from a mysterious source reaches the characters, revealing that a powerful and enchanted artifact is hidden within the Velvet Lounge. The artifact is said to hold the key to unlocking a hidden chamber filled with untold treasures.

Games of Chance

If you're interested in bringing a game of chance to the players, introduce these simple rules.

1. Have the participant choose one of the following games: Dragon Dice, Noble's Draw, or the Wheel of Fate. Feel free to rename them.
2. After the player picks their game, they must wager at least 1 gp to play the game. You may rule that the wager is higher for certain tables or gambling dens.
3. After the player chooses, they must pick a number: 1 - 5 for Dragon Dice, 1 - 11 for Noble's Draw, or 1 - 19 for the Wheel of Fate.
4. The player then rolls a single die: a d6 for Dragon Dice, d12 for Noble's Draw, and d20 for Wheel of Fate.
5. If the result was equal to or lower than the number they selected, they win back their wager plus a number of coins based on the number and game as shown in the table

GAMBLING WINNINGS (PER 1 GP WAGERED)

Number Picked	Dragon Dice	Noble's Draw	Wheel of Fate
1	5 gp	11 gp	19 gp
2	2 gp	5 gp	9 gp
3	1 gp	3 gp	5 gp, 5 sp, and 5 cp
4	5 sp	2 gp	4 gp
5	2 sp	1 gp and 4 sp	3 gp
6	—	1 gp	2 gp, 2 sp, and 2 sp
7	—	7 sp and 1 sp	1 gp, 8 sp, and 5 sp
8	—	5 sp	1 gp and 5 sp
9	—	3 sp and 3 cp	1 gp, 2 sp, and 2 cp
10	—	2 gp	1 gp
11	—	9 cp	8 sp and 1 cp
12	—	—	6 sp and 6 cp
13	—	—	5 sp and 3 cp
14	—	—	4 sp and 2 cp
15	—	—	3 sp and 3 cp
16	—	—	2 sp and 5 cp
17	—	—	1 sp and 7 cp
18	—	—	1 sp and 1 cp
19	—	—	5 cp

Random Encounters

Every four hours the characters are on the Lucky Dice Steamer or Velvet Lounge, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

GAMBLING HALL ENCOUNTERS

d12	Encounter
1	A notorious gambler challenges one of the characters to a tense game of cards.
2	A heated argument between two patrons escalates into a violent bar fight, pulling the characters into the chaos.
3	A nimble-fingered thief attempts to steal a character's purse or valuables during a distracted moment.
4	A fellow gambler at the same table as the characters seems to be on an incredible winning streak, raising suspicions among others.
5	A burly enforcer approaches one of the characters, claiming they owe a significant debt to a powerful crime boss.
6	A disgruntled player accuses the characters of cheating, leading to a tense confrontation with the house security.
7	A famous bard or performer entertains the crowd, and the characters may have the opportunity to chat or interact with them.
8	A secretive message slips into the pocket of one of the characters, hinting at a clandestine meeting later in the evening.
9	A fellow gambler at the table accuses another player of using marked cards, leading to a heated investigation by the security staff.
10	A dramatic confession or heartfelt proposal occurs nearby, creating a poignant moment in the bustling hall.

The Whispering Hearth

Nestled in a quaint corner of the picturesque countryside, the Whispering Hearth Inn is a charming retreat known for its intimate ambiance and rustic charm. With just three cozy rooms, this inn offers a truly personal and tranquil experience for its guests. The proprietor, Ms. Evelyn Cherry, takes pride in providing warm hospitality and a peaceful haven for weary travelers seeking respite from the bustling world. Her warm smile and dedication to ensuring every guest feels at home make the Whispering Hearth Inn a welcoming destination.

Originally constructed as the bustling kitchen for a grand keep that once stood proudly in the nearby hills, the Whispering Hearth Inn carries with it the echoes of a bygone era. When the keep fell to ruin and was eventually lost to the ravages of time, the resilient kitchen and its attached servants' quarters remained standing, a testament to the enduring spirit of this place. The name "Whispering Hearth" was bestowed upon the inn as a homage to the hearth that had served generations of lords and ladies, knights and servants. Today, guests can still gather around this ancient hearth, enjoy the crackling fire, and feel the palpable history that envelops this inn, making it a truly special and unique destination.

Basic Information

Style: Quiet, friendly bar and inn

Rooms: 3

Room Cost: 5 sp per night

Menu:

- **Rustic Bread & Soup:** Hearty bread with a bowl of daily soup. 1 sp
- **Roasted Chicken:** Tender roasted chicken with seasonal vegetables. 2 sp
- **Vegetable Stew:** A hearty stew made with fresh vegetables. 15 cp
- **Apple Tart:** A simple and sweet apple tart. 2 sp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** A pitcher of common wine. 5 sp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 83.

1 - Barroom

The barroom at the Whispering Hearth Inn exudes a warm and inviting ambiance, with aged wooden beams overhead and flickering candlelight casting a gentle glow. It's the heart of the inn, where travelers gather to share stories and unwind. The bar is lined with a selection of ale kegs and simple wooden stools, while the walls are adorned with local tapestries depicting medieval scenes. Patrons can enjoy a tankard of ale and the soothing sounds of the minstrel, Alden's lute, making it the perfect setting for camaraderie and relaxation in this cozy medieval inn.

2 - Rooms

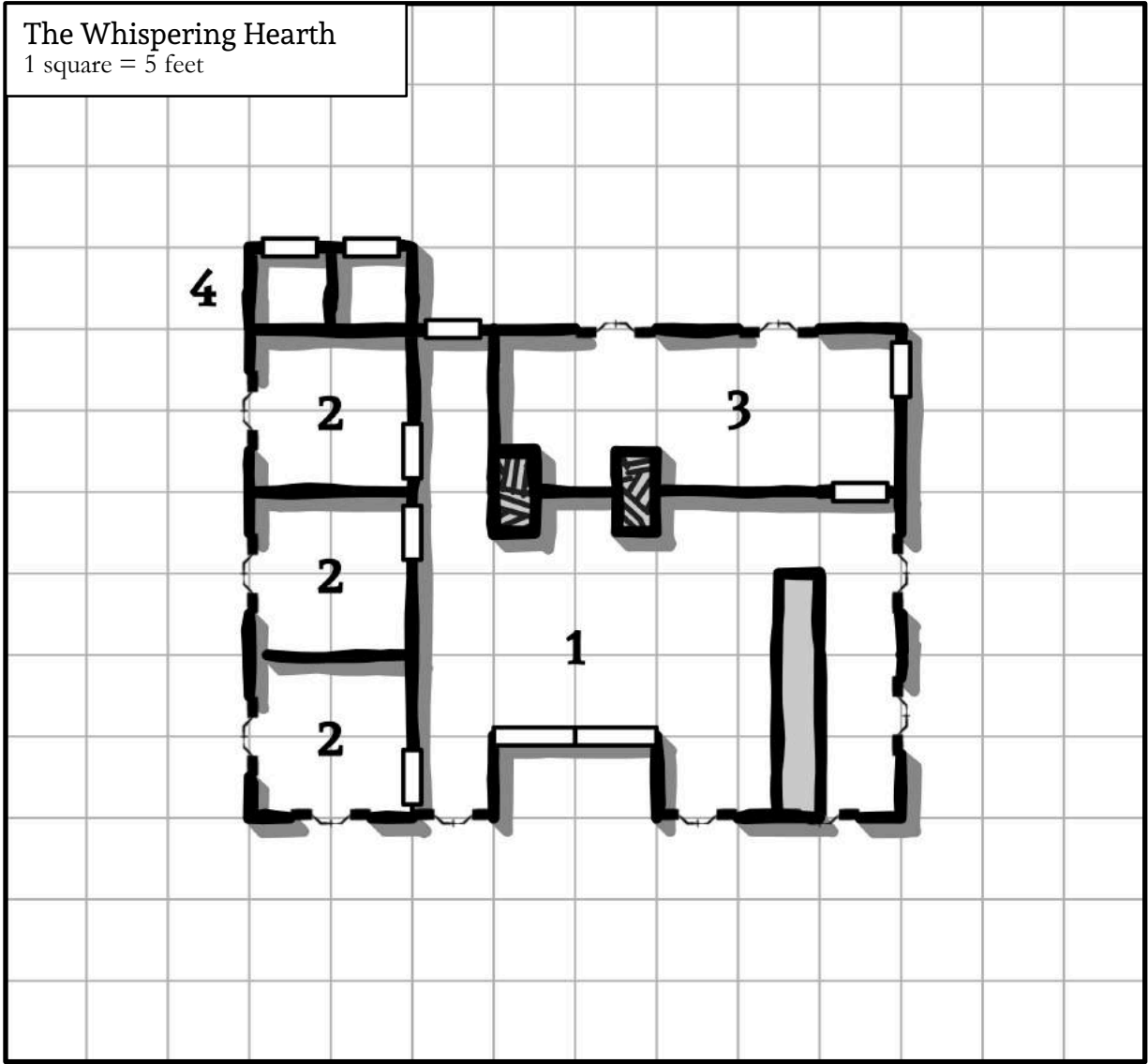
The rooms at the Whispering Hearth Inn are modest yet comfortable, designed to provide a peaceful night's rest for weary travelers. Each room features a sturdy four-poster bed adorned with simple linens, a small writing desk, and a small window that lets in the gentle glow of the moonlight. The rustic charm is enhanced by wooden beams and warm, earthy tones, creating an atmosphere of tranquility and nostalgia. Guests can expect a quiet and restful stay, with the subtle hum of the hearth in the barroom offering a sense of coziness.

3 - Kitchen

The inn's kitchen is the heart of culinary activity, where the innkeeper and her skilled staff work their magic to craft simple yet delicious meals for patrons. A large hearth dominates one wall, with pots and pans hanging overhead, giving off an inviting aroma of roasted meats and freshly baked bread. The kitchen is well-organized, with wooden counters and shelves stocked with ingredients from the local countryside.

4 - Toilets

The inn's toilet facilities, while basic, offer essential comfort and hygiene. Tucked away discreetly from the main areas, they consist of simple wooden stalls with half-moon doors for privacy.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Evelyn Cherry. Evelyn, the inn's gracious owner, ensures that the inn runs smoothly and welcomes guests with a warm smile. Her secret talent is a proficiency in fortune-telling using a deck of ancient cards. She occasionally offers readings to curious guests, sparking intriguing conversations and perhaps revealing a hint of destiny for the characters.

Gareth Harper. Gareth, the inn's jovial barkeep, is not only adept at pouring drinks but also has a knack for crafting intricate wooden carvings in his free time. He often joins patrons at their table, regaling them with tales of knights and dragons. Gareth might challenge characters to friendly games of chance, such as darts or a dice match, creating opportunities for camaraderie or rivalry.

Mara Silverbrook. Mara, the inn's skilled head cook, has a deep fascination with local flora and fauna. Her secret passion is foraging for rare herbs and ingredients in the nearby forest, and she occasionally shares her discoveries with interested characters, offering them insights into the mystical plants of the region. Mara's connection to nature often leads to conversations about the surrounding wilderness.

Alden Greenthorn. Alden, the inn's minstrel and assistant, is a gifted songwriter, composing ballads inspired by the inn's guests and their stories. He enjoys conversing with patrons about their adventures, and his songs might be a reflection of the characters' experiences, whether they are tales of heroism or heartbreak. Alden may offer to write a song in honor of the characters if their stories captivate him.

Ruth Sandstone. Ruth, one of the inn's dedicated chambermaids, possesses an uncanny knack for knowing the precise location of everything in the inn. She often assists patrons in finding their rooms or retrieving lost belongings. Some of the things she finds often spark curiosity or leads to adventures. Furthermore, the characters may engage her in conversations about the history of the inn, where she might reveal intriguing anecdotes.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Lena Brookstone. Lena, a local farmer, is always eager to strike up conversations with new arrivals at the inn. She enjoys sharing tales of her adventures in the countryside and might offer characters tips on navigating the local terrain or finding hidden gems in the region. Lena's friendly demeanor creates an open invitation for characters to engage in pleasant and informative discussions.

Branor Ironfist. Branor, the stoic blacksmith, often observes the inn's happenings from his corner of the bar. While he may not initiate conversations, characters who take the time to approach him might discover his passion for crafting poems that celebrate the natural beauty of the surroundings. Engaging Branor in a conversation about his verses can lead to moments of unexpected depth and connection.

Eldric Stargazer. Eldric, an enigmatic figure who frequents the inn, remains a subject of curiosity among both staff and regulars. Characters who attempt to engage him may be met with reserved responses, but those persistent enough to earn his trust might uncover his expertise in herbal remedies. Eldric may offer advice or share secrets about the healing properties of local flora.

Thorne Redblade. Thorne, a competitive man with a quick temper, often initiates challenges and wagers with newcomers, including characters. Engaging in friendly competitions with Thorne can be an opportunity for characters to prove their skills and earn his respect. However, characters should tread carefully to avoid escalating tensions and turning a friendly game into a heated argument.

Mabel Turnipfoot. Mabel, a lively and friendly local, enjoys bringing people together. She frequently acts as the inn's unofficial matchmaker, and characters may find themselves in entertaining and often comical situations as Mabel tries to facilitate new connections and friendships. Engaging with Mabel can lead to unexpected encounters and adventures.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Evelyn's Enchanted Relic

Evelyn Cherry, the inn's owner, confides in the characters about a family heirloom—a mystical amulet rumored to hold ancient powers. She believes it was lost in a nearby, long-abandoned castle. She offers the characters a generous reward if they can retrieve it, assuring them that the amulet's magic could be a valuable asset in their future adventures.

Branor's Poetry Quest

Branor Ironfist has penned a series of mysterious verses hinting at the location of a hidden treasure deep within a nearby forest. He approaches the characters with his poems and proposes a partnership to unearth the riches. The reward for deciphering Branor's poetic riddles could lead to a cache of valuable gems or ancient artifacts, enriching the characters' coffers.

Eldric's Herbal Expedition

Eldric Stargazer seeks the rare Silverleaf Herb, said to possess remarkable healing properties. He believes it can be found in a remote and dangerous part of the nearby woods. In exchange for their help in gathering this rare herb, Eldric offers the characters an exclusive supply of Silverleaf Elixirs, known to provide potent healing effects.

Thorne's Tournament Challenge

Thorne Redblade challenges the characters to participate in a regional tournament of strength and skill. He promises a substantial wager, the prize being a legendary sword rumored to be hidden in the tournament victor's trophy. Winning the tournament and obtaining the sword could significantly boost the characters' combat abilities and reputation in the region. However, they must be prepared for fierce competition and potential rivals seeking the same prize.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE WHISPERING HEARTH ENCOUNTERS

d12	Encounter
1	Branor recites a heartfelt poem, moving the inn's patrons. The poem is secretly about one of the characters.
2	A clumsy patron spills ale on Thorne, causing a heated argument.
3	Chambermaid Ruth misplaces a room key.
4	Mabel tries to pair up two random characters comically.
5	Eldric showcases unique herbs for sale or trade. It's possible that one of the characters is allergic to one of Eldric's herbs.
6	Mara seeks feedback on a new dish. Unfortunately, it tastes pretty awful.
7	Lena shares a hidden forest glade's location.
8	A visiting bard challenges the minstrel, Alden, or a musically talented character to a musical duel.
9	A dispute turns into a brawl; characters must decide whether to intervene.
10	Bandits burst in, demanding valuables; characters must defend.
11	A guest's cursed artifact causes chaos; characters must break the curse.
12	A ferocious creature lurks nearby; characters must confront it to protect the inn.

RANDOM INN AND TAVERN NAMES

Need a quick inn or tavern name? Roll d100 twice and refer to the table below to get the first and second parts of your inn or tavern's name.

d100	First Part	Second Part	d100	First Part	Second Part	d100	First Part	Second Part
1	The Abandoned	Aardvark	35	The Illustrious	Gecko	68	The Shadowy	Pegasus
2	The Alluring	Alchemist	36	The Imaginary	Gryphon	69	The Shimmering	Penguin
3	The Bastard's	Algae	37	The Impenetrable	Hare	70	The Silent	Peony
4	The Bewildering	Apple	38	The Infernal	Harpy	71	The Sizzling	Petunia
5	The Bewitched	Bamboo	39	The Jovial	Heather	72	The Sleepy	Pixie
6	The Black	Basil	40	The Lively	Herbalist	73	The Solitary	Poppy
7	The Boisterous	Basilisk	41	The Lost	Hydra	74	The Spectacular	Primrose
8	The Captivating	Bear	42	The Luminous	Imp	75	The Spooky	Ranger
9	The Charmed	Bee	43	The Magical	Ivy	76	The Starry	Rose
10	The Cozy	Blacksmith	44	The Mellow	Jackal	77	The Storied	Salamander
11	The Crooked	Bluebell	45	The Mysterious	Jester	78	The Sultry	Satyr
12	The Crystal	Bramble	46	The Mystic	Kobold	79	The Sunlit	Shaman
13	The Cursed	Cactus	47	The Mythical	Kraken	80	The Suspicious	Snapdragon
14	The Dazzling	Carnation	48	The Nebulous	Lamia	81	The Timeless	Sorcerer
15	The Decrepit	Centaur	49	The Nocturnal	Lavender	82	The Tranquil	Sphinx
16	The Delightful	Chameleon	50	The Ominous	Lemur	83	The Treacherous	Sprite
17	The Dismal	Chestnut	51	The Opulent	Leprechaun	84	The Twisted	Sunflower
18	The Enchanted	Chimera	52	The Otherworldly	Lily	85	The Uncharted	Sylph
19	The Enigmatic	Clover	53	The Peaceful	Lotus	86	The Unfathomable	Thistle
20	The Ephemeral	Daffodil	54	The Peculiar	Mage	87	The Unforgettable	Tinkerer
21	The Exotic	Dahlia	55	The Phantom	Mandrake	88	The Unusual	Tortoise
22	The Famous	Dandelion	56	The Pompous	Marigold	89	The Vacant	Troll
23	The Fantastic	Dolphin	57	The Prancing	Meerkat	90	The Venerable	Tulip
24	The Forbidden	Druid	58	The Pretentious	Mermaid	91	The Vibrant	Unicorn
25	The Forgotten	Dwarf	59	The Quaint	Minotaur	92	The Vicious	Vampire
26	The Frenzied	Elf	60	The Radiant	Mushroom	93	The Whispering	Violet
27	The Ghostly	Enchanter	61	The Restless	Necromancer	94	The Whistling	Warlock
28	The Golden	Ent	62	The Revered	Nymph	95	The Wicked	Werewolf
29	The Grand	Falcon	63	The Riddle	Ogre	96	The Wild	Wisteria
30	The Grumpy	Falconer	64	The Roaring	Orchid	97	The Wondrous	Witch
31	The Haunted	Fern	65	The Royal	Otter	98	The Wooden	Wizard
32	The High-Flying	Foxglove	66	The Rustic	Paladin	99	The Zealous	Wolfberry
33	The Hungry	Fungus	67	The Sacred	Pansy	100	The Zebra's	Yarrow
34	The Hypnotic	Gazelle						

36 UNUSUAL FEATURES

Need some unusual features for your tavern? Roll d66 and refer to the table below to come up with something unique that sets your inn or tavern apart from all others.

d66	Unusual Feature
11	Built into treetops
12	Subterranean grotto with bioluminescent mushrooms
13	Mechanical clockwork bartender that serves drinks
14	Rooftop garden filled with rare, exotic plants
15	Built within the hollowed remains of a colossal statue
16	Underwater accessible via diving bell
21	Labyrinthine network of underground tunnels for guests
22	Floating on a massive, enchanted lily pad
23	Also a library with shelves of arcane tomes and scrolls
24	Inside an aviary tavern filled with colorful, singing birds
25	Aboard a mobile, ship-like structure on wheels
26	Revolving tower with breathtaking panoramic views
31	Built on stilts over a crystal-clear mountain lake
32	Built within an enormous hollowed tree trunk.
33	In a natural cave with bioluminescent fungi
34	Located on top of an ancient, hollowed-out tree stump
35	Situated within a massive, fossilized shell
36	Floating on a majestic riverboat
41	Built behind cascading waterfalls
42	Carved into a sheer cliffside.
43	Retractable roof for stargazing
44	Built onto a platform suspended by hot air balloons
45	Built atop a giant tortoise's back
46	Carved into the side of a dormant volcano.
51	Set on an island accessible only by drawbridge
52	Built around a sunken shipwreck
53	Inside a cavern with rare crystal formations
54	Inside a traveling nomadic caravan
55	Inside a converted lighthouse.
56	Surrounded by a mystical, ever-changing forest
61	Inside a subterranean geode chamber
62	Within an enormous, hollowed-out log
63	Nestled within an ancient burial mound
64	Within the ancient ruins of a forgotten city
65	Changes locations every full moon
66	Built around a gigantic sleeping monster

RANDOM PATRONS

Need a random inn or tavern patron right away? Roll d100 four times to generate a name, notable feature, occupation, and attitude.

d100	Name	Occupation	Notable Feature	Attitude
1	Adela	Alchemist	Animal hide boots	Ambiguous
2	Aeliana	Apothecary	Bald head	Ambitious
3	Aelric	Archer	Barefoot	Ambivalent
4	Agatha	Archivist	Blackened nails	Annoyed
5	Agnes	Armorer	Blood-stained apron	Anxious
6	Aldric	Astrologer	Bloodshot eyes	Apathetic
7	Aliénor	Bailiff	Bright blue eyes	Arrogant
8	Alina	Baker	Broken nose	Averse
9	Amabel	Baker's apprentice	Bronze medal	Bitter
10	Aveline	Barber	Crystal amulet	Blunt
11	Baldwin	Bellringer	Crystal pendant	Calm
12	Beatrice	Blacksmith	Crystal staff	Caring
13	Bertram	Bookseller	Curled mustache	Cautious
14	Blanche	Bowyer	Dark eyeshadow	Charmed
15	Cecily	Brewer	Decorated eyepatch	Clear-minded
16	Cedric	Butcher	Deep laugh	Close-minded
17	Celestina	Carpenter	Deep voice	Confident
18	Clarice	Cartographer	Delicate lace gloves	Confused
19	Clarissa	Chandler	Diamond pendant	Content
20	Constance	Chaplain	Dirty hands	Cooperative
21	Cuthbert	Charcoal burner	Distant gaze	Critical
22	Darrick	Clockmaker	Distinctive scar	Curious
23	Dorian	Cooper	Earring collection	Cynical
24	Dorothea	Cooper's apprentice	Earrings with feathers	Daring
25	Eadric	Culter	Eerie pale skin	Decisive
26	Edmund	Dancer	Elaborate hatpin	Defensive
27	Elinor	Dyer	Elaborate jewelry	Delighted
28	Emmeline	Embroiderer	Elven grace	Devoted
29	Euphemia	Engraver	Embroidered robe	Disappointed
30	Evelina	Falconer	Enigmatic smile	Discouraged
31	Faustus	Falconer's apprentice	Exotic scent	Disinterested
32	Felicia	Farrier	Exquisite makeup	Distracted
33	Felicity	Fisherman	Eyepatch	Disloyal
34	Finnian	Fletcher	Feline eyes	Eager

RANDOM PATRONS (CONTINUED)

Need a random inn or tavern patron right away? Roll d100 four times to generate a name, notable feature, occupation, and attitude.

d100	Name	Occupation	Notable Feature	Attitude
35	Geoffrey	Furrier	Fiery red hair	Emotional
36	Giselle	Gardener	Flaming red hair	Encouraging
37	Godfrey	Glassblower	Flowing black hair	Energetic
38	Guinevere	Glover	Flowing white beard	Enthusiastic
39	Gwendolyn	Goldsmith	Garish clothing	Envious
40	Haldane	Gravedigger	Gleaming armor	Excitable
41	Harlan	Grave robber	Glowing staff	Fearful
42	Heloise	Grocer	Gnarled hands	Fearless
43	Isabella	Guildmaster	Gold-rimmed glasses	Forgiving
44	Isembard	Harpist	Golden necklace	Generous
45	Isolde	Herald	Golden rings	Gracious
46	Ivo	Herbalist	Grizzled beard	Grateful
47	Jocelyn	Illuminator	Grizzled chin	Hospitable
48	Joscelin	Innkeeper	Handlebar mustache	Hostile
49	Josie	Jester	Heavily perfumed	Humble
50	Juliana	Jeweler	Heavy coat	Idealistic
51	Kaelan	Joiner	Intricate fan	Impatient
52	Keiran	King's Guard	Intricate tattoos	Impish
53	Lavinia	Leatherworker	Jade earrings	Indifferent
54	Leofric	Librarian	Jade necklace	Inspired
55	Leonora	Locksmith	Lazy eye	Intolerant
56	Linnet	Lute player	Leathery skin	Intrigued
57	Lucretia	Minstrel	Mismatched eyes	Laid-back
58	Lysander	Mummer	Missing finger	Loyal
59	Mabel	Navigator	Missing tooth	Nervous
60	Margery	Page	Monocle	Open-minded
61	Marguerite	Patiner	Ornate headdress	Optimistic
62	Matilda	Perfumer	Patchwork cloak	Patient
63	Millicent	Plague doctor	Patchy beard	Pensive
64	Mordecai	Potter	Pearly necklace	Pessimistic
65	Mortimer	Puppeteer	Pierced nose	Polite
66	Narcissa	Quartermaster	Piercing gaze	Prideful
67	Niall	Ratcatcher	Polished boots	Realistic

RANDOM PATRONS (CONTINUED)

Need a random inn or tavern patron right away? Roll d100 four times to generate a name, notable feature, occupation, and attitude.

d100	Name	Occupation	Notable Feature	Attitude
68	Norbert	Rope dancer	Pursed lips	Receptive
69	Odelia	Scribe	Ragged bandana	Reckless
70	Odette	Scribe's apprentice	Ragged cloak	Relaxed
71	Ophelia	Shipwright	Rusty sword	Reluctant
72	Osbert	Shoemaker	Sharp chin	Resentful
73	Oswin	Siege engineer	Shaved head	Restless
74	Percival	Silversmith	Shimmering cloak	Rude
75	Petronella	Skinner	Silver brooch	Sarcastic
76	Piers	Spy	Silver cane	Selfish
77	Prudence	Spymaster	Silver hair	Sensitive
78	Quillan	Stablehand	Silver spectacles	Shy
79	Quinlan	Steward	Smoky voice	Silly
80	Rainald	Stonecutter	Soft-spoken	Sincere
81	Roderic	Street performer	Sparkling tiara	Skeptical
82	Rosalind	Surveyor	Striped trousers	Sluggish
83	Rowena	Swordsmith	Studded belt	Stingy
84	Stellan	Tailor	Tattered cape	Stoic
85	Swithin	Tavern keeper	Tattered clothing	Stubborn
86	Sybil	Tax collector	Tattered hat	Stupid
87	Theobald	Tinker	Tattered shawl	Supportive
88	Theodora	Torturer	Tattooed arms	Sympathetic
89	Tybalt	Town crier	Tattooed face	Tactful
90	Ulfred	Trapper	Tattooed neck	Timid
91	Ulric	Vicar	Unkempt beard	Tolerant
92	Vortigern	Vintner	Veiled face	Tough
93	Vyvyan	Wainwright	Velvet gloves	Trusting
94	Wilfrid	Watchman	Vibrant cape	Uncooperative
95	Winifred	Weaver	Vibrant green eyes	Understanding
96	Wulfric	Weaver's apprentice	Vibrant red cloak	Unfazed
97	Xander	Wheelwright	Vibrant red lips	Unfeeling
98	Xanthus	Whittler	Well-groomed beard	Ungrateful
99	Yorick	Witch	Wooden leg	Unmotivated
100	Zephyrus	Woodcutter	Worn leather boots	Vengeful

RANDOM MENU ITEMS

Need a random main course for your inn or tavern? Roll d20 twice and use the table below to determine the dish's cooking method and featured protein.

d20	Method	Protein
1	Baked	Beef
2	Boiled	Boar
3	Braised	Chicken
4	Broiled	Duck
5	Caramelized	Eel
6	Charbroiled	Goose
7	Fried	Grouse
8	Glazed	Hare
9	Grilled	Lamb
10	Marinated	Mutton
11	Pan-fried	Pheasant
12	Poached	Pork
13	Raw	Quail
14	Roasted	Rabbit
15	Sauteed	Salmon
16	Seasoned	Trout
17	Simmered	Turkey
18	Smoked	Venison
19	Steamed	Wild boar
20	Stewed	Woodcock

RANDOM DRINKS

Need a drink for your inn or tavern? Roll d20 twice and use the table below to determine the drink's descriptor and the drink itself.

d20	Descriptor	Drink
1	Aged	Ale
2	Alehouse	Calm wine
3	Berry-infused	Birch wine
4	Fiery	Braggot
5	Frothy	Chaucer's water
6	Goblet	Cider
7	Groggy	Claret
8	Herbal	Cyser
9	Honeyed	Flip
10	Mellow	Hippocras
11	Mulled	Hydromel
12	Oak-barrel	Lambswool
13	Robust	Mead
14	Royal	Metheglin
15	Rustic	Purl
16	Smoky	Pymet
17	Spiced	Sack
18	Tangy	Sack posset
19	Velvety	Wassail
20	Vintage	Wine

d10	Food Quality
1	Inedible: The food is completely spoiled or contaminated and poses a danger if consumed.
2	Awful: The dish is barely edible, with a strong unpleasant taste or texture issues.
3-4	Poor: The food is subpar, lacking flavor, overcooked, or lacking in presentation.
5-8	Decent: The meal is average, with no remarkable qualities (but also no major flaws).
9	Delicious: The dish is well-prepared, flavorful, and enjoyable to eat.
10	Extremely Tasty: The food is exceptional, with an exquisite combination of flavors, textures, and presentation that leaves a lasting impression on the palate.

“How’d You Sleep?”

Inns aren’t always the best place to sleep. Whenever a character sleeps at an inn, roll a d20. On a result of 18 or higher, something happens while they sleep. Roll a d20 and reference the table below to determine what happens.

d20	Night Encounter
1	Loud Snorer: A fellow lodger in the same room snores loudly throughout the night.
2	Bed Bugs: Discover bed bugs infesting the mattress, leading to an itchy night's sleep.
3	Mismatched Bedding: The inn provides uncomfortable or mismatched bedding.
4	Drunken Brawl: A late-night drunken brawl erupts in the inn's common room, disturbing sleep.
5	Uneven Mattress: The mattress is lumpy and uncomfortable, making it hard to rest.
6	Sleepwalking Guest: A sleepwalking guest wanders into the room, causing a disturbance.
7	Noisy Neighbors: Neighboring guests are loud and boisterous, preventing peaceful sleep.
8	Creaky Floorboards: The floorboards in the room or hallway creak loudly, waking the character.
9	Thunderstorm: A sudden thunderstorm outside rattles the windows and creates a loud, unsettling atmosphere.
10	Smelly Room: The room has an unpleasant odor, making sleep difficult.
11	Haunting Dreams: The character experiences vivid and unsettling dreams during the night.
12	Pickpockets: Thieves sneak into the room and attempt to steal from the character.
13	Nightmares: The character is plagued by nightmares throughout the night.
14	Ghostly Visitor: A ghostly presence appears, making eerie noises and disturbing sleep.
15	Prankster Poltergeist: A mischievous spirit pulls pranks and moves objects around the room.
16	Sleep Paralysis: The character experiences sleep paralysis, unable to move or wake up.
17	Tossed and Turned: Sharing a bed with a restless sleeper makes for an uncomfortable night.
18	Phantom Sounds: Unexplained and eerie sounds fill the room, causing unease.
19	Unwanted Company: A stray animal or critter finds its way into the room and disrupts sleep.
20	Sleep Thief: A hag or other malevolent creature invades the character's dreams, sapping their energy and leaving them fatigued in the morning.

RANDOM BARD SONGS

d10	First Part	Second Part	Third Part
1	Ballad of the	Brave	Knight
2	Ode to the	Mysterious	Dragon
3	Song of the	Enchanted	Minstrel
4	Tale of the	Fearless	Sorcerer
5	Chronicle of the	Noble	Bard
6	Saga of the	Fabled	Paladin
7	Hymn to the	Wandering	Elf
8	Dirge for the	Mystical	Dwarf
9	Anthem of the	Legendary	Griffon
10	Chant of the	Forgotten	Unicorn

d10 Occupancy	
1	Empty: The inn has no guests, and there are plenty of vacant rooms.
2	Sparse: The inn has a few guests, with many rooms still available.
3-4	Moderate: The inn has a reasonable number of guests, and some rooms are occupied.
5-8	Busy: The inn is quite full, with only a limited number of rooms left.
9	Packed: The inn is almost at full capacity, with only a single room or bed left.
10	Completely Full: The inn is fully booked, with no vacant rooms left for guests.

d10 Unusual Places to Sleep	
1	Barn Loft: Seek shelter in the loft of a nearby barn, offering a dry and comfortable place to rest
2	Haystack: Snuggle down in a cozy haystack, a simple but effective refuge for the night.
3	Empty Stall: Make use of an unoccupied stable stall, providing shelter and warmth for travelers and their animals.
4	Courtyard: Rest in the open courtyard of a local residence or establishment, protected from the elements.
5	Town Square: Some towns have designated sleeping areas within the town square, complete with benches and a watchful city guard.
6	Inn's Common Room Floor: If the inn is full, ask the innkeeper if you can sleep on the common room floor.
7	Village Hall: Seek permission to spend the night in the village's communal hall, typically used for gatherings and events.
8	Abandoned Cottage: Find an abandoned cottage on the outskirts of town and spend the night there.
9	Ferryman's Boat: Spend the night on the boat of a local ferryman, docked along the river or lake.
10	Smithy's Forge: Some blacksmiths allow travelers to sleep on the forge's floor, providing warmth and security.

d20 Things Found in an Inn Room		d20 Things Found in an Inn Room	
1	Cryptic journal	11	Empty perfume bottle
2	Mismatched socks	12	Painted plates
3	Dragon figurine	13	Dried herbs
4	Wilted wildflowers	14	Playing cards (1d10 - 1 missing cards)
5	Tarnished locket	15	Locked chest
6	Cracked hand mirror	16	Lace handkerchief
7	Love letters	17	Chipped teacup
8	Moth-eaten plush toy	18	Seashells
9	Obscure map	19	Folded blanket
10	Broken pocket watch	20	Recipe book

Owning an Inn or Tavern

Perhaps your players want to own their own inn or tavern? The rules here offer guidelines for doing just that, from purchasing an inn or tavern, managing it, and dealing with problems that might arise.

Finding an Inn or Tavern to Purchase

If the characters don't already have an inn or tavern to purchase or know where they can find one, they must spend at least a week looking for a business to purchase. During this time, they can't adventure; they're focused on finding a good deal. At the end of the week, roll a d6 on each of the four tables below to determine the type of business that the characters find.

Purchasing an Inn or Tavern

After rolling on the four tables, multiply the size of the location (its square footage) by 1 gp. This is the base price of the inn or tavern. Next, multiply the base price by the condition's price multiplier, deal multiplier, and location multiplier. This is the price the characters will need to pay in gold for

the establishment.

For example, if the characters purchase a large establishment measuring 5,200 square feet (base price of 5,200 gp) that's in good condition (no price multiplier) but in an out of the way location (price multiplier of 0.8) and it's a rip-off (price multiplier of 1.5), the final price will be 6,240 gp.

Running an Inn or Tavern

After the inn or tavern is up and running, the characters have the potential to earn money. First, roll the business' earning roll as shown on the Location table. Then, roll the location's maintenance die as shown on the condition table and subtract that value from the first result. This can be a negative number. Divide this result by 100 (to make it a percentage) and multiply it by the business' size—the final number is the number of gold pieces the business earns that week.

For example, let's say the characters have a 5,000 square foot establishment in good condition that's in an out of the way location. They roll 1d6 + 4 as the location's earning die and get a result of 8. Next, they roll 1d10 as their maintenance die and get a 7—this leaves them with a 1, or after dividing by 100, 1%. Multiplying 1% by the tavern's size (5,000 square feet), we come up with 50. Therefore, the characters earn 50 gp from their establishment that week.

CONDITION

d6	Condition	Price Multiplier	Maintenance Die
1	Condemned	x 0.5	1d20
2	Poor	x 0.8	1d12
3-4	Good	x 1	1d10
5	Excellent	x 1.2	1d8
6	Perfect	x 1.5	1d6

DEAL

d6	Deal	Price Multiplier
1	Rip-Off	x 1.5
2-3	Fair	x 1
4	Bargain	x 0.9
5	Good deal	x 0.8
6	Steal	x 0.6

SIZE

d6	Size Category	Size in Square Feet
1	Tiny	1d10 x 100 sqft.
2	Small	(1d10 + 10) x 100 sqft.
3-4	Medium	(2d10 + 19) x 100 sqft.
5	Large	(4d10 + 35) x 100 sqft.
6	Huge	(6d10 + 69) x 100 sqft.

LOCATION

d6	Location	Price Multiplier	Earnings Roll
1	Hard to find	x 0.5	1d4 + 4
2	Out of the way	x 0.8	1d6 + 4
3-4	Average	x 1	1d8 + 4
5	Convenient	x 1.2	1d10 + 4
6	Prime spot	x 1.5	1d12 + 4

Improving an Inn or Tavern

If the characters wish to improve the condition of their establishment, they can move the condition up by one rank by spending a number of gold equal to 10% of the establishment's size in square feet times the establishment's desired condition price multiplier.

For example, if the characters want to improve their 5,000 square foot inn from good condition to excellent, they must spend 600 gp—5,000 square feet times 10% times the 1.2 excellent condition multiplier.

Wear and Tear

At the end of each year that the characters remain in business, roll the maintenance die as determined by its current condition. On a result of 1 or 2, the inn or tavern's condition downgrades by one level—from perfect to excellent, excellent to good, and so on. If the establishment is in condemned condition and it is downgraded, the entire building collapses and business is gone.

Selling the Business

If the characters get tired of running their establishment or they want to try to earn back their initial investment (and then some), they can try to find someone to purchase it. It takes a lot more time to find a potential buyer than it does to find a seller—the characters must spend 30 days searching for a buyer. Once a buyer is found, roll for the deal that the characters get using the same table on page 94, except this time the characters want a lower result to ensure a better price. Determine the buyer's offer by multiplying the business's size by its current condition price multiplier, its location price multiplier, and the deal price multiplier.

For example, the characters want to sell their 5,000 square foot inn. It's in an out-of-the-way location (x 0.8), but it's in excellent condition (x 1.2). They find a buyer who wants a bargain (x 0.9). This puts the offer for their establishment at 4,320 gp.

BUSINESS RECORD SHEET			
Business Name:			
Business Type:			
Owners:			
Size (Square Feet):		Purchase Price:	
Location			
Location Type:		Earnings Roll:	
Current Condition:		Maintenance Die:	
NOTES:			

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