

D12 FLAVORFUL TAVERNS

1. {The Sleepy Sail} Built atop a scavenged ship, this tavern sails guests where they're needed, spends a few nights in port making some extra coin, then sets sail for its next destination.
2. {The Spotless Toad} You wouldn't think it offers great accommodations given it stands in the middle of the swamp, but the retired mage who runs it keeps everything dry and spotless.
3. {The Hero's Den} Catering itself towards hopeful adventurers, his tavern has seen countless legends born {and die} within its walls.
4. {The Buried Ale} A godsend for desert travelers, this inn rests over an underground oasis that's occasionally infested with monsters.
5. {The Shackled Inn} This roadside inn was repurposed from an old iron prison making it nearly impossible to keep warm and free of ghosts.
6. {The Floating Keg} Run by a brilliant gnome inventor, this inn is carried wherever it's needed by massive hot air balloons.
7. {The Lion Low} Its day-to-day operations as a public inn are merely there to cover up the secret inn for wanted fugitives in the cellar.
8. {The Round Table} The inns of this secret guild repurpose their cellars into bases of operation for guild-approved heroes that include teleportation circles, enchanting tables, and potion labs.
9. {The Betting Bulb} Built near a fey crossing by a disguised archfey who encourages their patrons to gamble and get up to shenanigans.
10. {The Bull's Eye} Beat the barkeep in a game of darts and you'll win the room a round of drinks. Lose and you work the bar for the night.
11. {The Good Ol' Days Inn and Tavern} The drinks are stale and the service is scant, but patrons travel here from up and down the coast just to witness the historical reenactments performed by its bards.
12. {The Restless Boot} This tavern is a second home to retired adventurers who miss swapping tales, sharing drinks, and throwing dice with strange folk over a few rounds of ale.

