

← LoreSmyth's Ultimate Guide to: →

REMARKABLE INNS

— & THEIR DRINKS —

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and Chris van der Linden



◀ LoreSmyth's Ultimate Guide to: ▶

REMARKABLE INNS

& their Drinks

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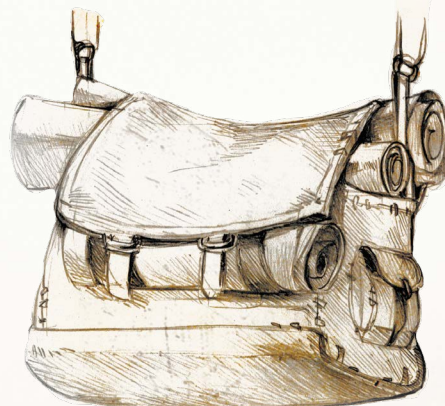
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EVERY STORY HAS A BEGINNING...

"I've seen the Aurelian Gate, and walked the ever frozen planes of Nuy'hadd. I've marveled at the shimmering lights coloring the night sky over Jauzun. I've watched the wonders of magic play tricks on children and grown men alike. I've tasted the meat of the Whitewoods owlbear and the wondrous gusto of gnomish melidieur. But there is nothing like coming home to my beloved North Call Inn. A welcoming grin from Ared, the smell of Hagshot in the air ... I could sit at those salt licked windows overlooking the sea until my bones turn to dust".

~ Quilla Bladesong, journal entry, undated.



Whether at the outset of a quest or during that dire moment when the heroes finally acquire a crucial bit of information, inns and taverns play an essential role

in any adventure. It is here where weary feet find respite after journeying through the wilderness, or where the battle-worn heroes recoup over a tankard of foamy Dwarven ale. This is where plans are sketched out and bonds are forged; the place to trade information and form alliances.

Inns set the stage of daily life, where every resident plays a pivotal role. At the bar, the town guard blows off steam after an eventful watch. Cold travelers cross the threshold into the warm glow of a roaring hearth, their fingers reaching for the fire. High-class merchants find common ground with working folk in the comforts of a pint of ale and a plate of hot food. Inns and taverns are the centers of gossip, rumors, and trade throughout the realm. A handshake in the smoky light of a tavern has sealed countless deals; more fodder for the rumor mills hidden in whispers and shadows.

USING THIS BOOK

Several richly detailed inns and their taverns are listed within, along with additional NPC's to add flavor and intrigue to your unique campaign. Remarkable Inns & Their Drinks provides a wealth of inspiration and options to the GM who enjoys crafting engrossing adventures. The optional gameplay rules allow the GM to deepen their world building; turning otherwise ordinary tavern visits into memorable roleplaying experiences.

SECTION 1: REMARKABLE INNS

During many travels, Quilla Bladesong kept detailed notes of every place she visited. Her findings are chronicled in this book, presenting you the world's most (in)famous and outright strange inns. They are waiting for you and your players to be discovered and experienced, to become a permanent and memorable fixture in

your game world. Each tavern has a remarkable history, memorable characters, and intriguing story hooks. Every establishment is carefully designed to be easily woven into an existing campaign, and present numerous roleplaying opportunities.

SECTION 2: BRINGING YOUR INNS TO LIFE

Once your heroes set foot in a tavern, it's your task to bring them to life. This chapter offers new gameplay mechanics, roleplaying ideas, story hooks, songs & tales, bar fights and more. And this is just the beginning! We encourage you to be inspired and make it your own. The specific properties of the taverns described in Section 1 are covered in this chapter.

SECTION 3: CREATE YOUR OWN INN

Like creating your own places? This chapter helps you create your own unique taverns and populate them with interesting NPC's. Fill your world with memorable places for your heroes to discover and return to. Filled to the brim with useful random generation tables and options, you will never run out of ideas!



We would like to take this moment to issue a special thanks to everyone who helped make this book a reality. On behalf of the entire *LoreSmyth* team, I wish you countless hours of fun with this book.

Yours truly,
Chris van der Linden



SECTION 1

REMARKABLE INNS & THEIR DRINKS



WHITEWOODS INN

Wealth	★★★★★
Prices	⊗⊗⊗⊗⊗
Security	♥♥♥♥♥
Authority	///
Rooms	10 normal, 3 luxury suites
Services	Stables, Lodging, Common Repairs, Hunting Excursions
Talent	Huntsmasters, Rangers, Mountaineers
Disposition	Orcs (mild)

“A skilled hunter can track and kill an owlbear. Nobles, on the other hand, hire us to do the work while they trail behind, toasting to another glorious hunting excursion.”

~ Khiiral Laeroth, Whitewood Elf Ranger



he road to Yuhnn, the enchanted Elven city in the north, takes travelers through the Whitewoods forest. Here, trees of unimaginable width and height produce a landscape

unlike anywhere else in the world. Nestled at the base of the Yuhndil Mountains, their canopy creates a cathedral devoted to nature. At the edge of this magnificent forest stands the Whitewoods Inn. A favorite hunting destination for nobility, travelers heading north stop here to rest and hire guides for the journey ahead.

Built by Elvish tradesmen, this massive structure crafted from whitewood logs boasts several magnificent greystone chimneys. Valets attend a carriage port three coaches wide; a shelter from the frequent snowfall. A sign hangs above the large carved wooden doors. Carved upon its face in the Elvish script is an invitation to enter: “All Welcome”. The reception area boasts a sizable stone brazier burning sweet smelling logs and aromatic spices. On the walls, painted murals depict hunting scenes of owlbears, great elk and snow leopards felled by brave hunters.

Guests can locate the reception desk a few feet



beyond the brazier. Behind the desk, a hallway leads to guest rooms. High ceilings, carved wood beams, chandeliers fashioned from antlers, and various large game taxidermy busts adorn the walls. Hand carved whitewood tables placed throughout the room can accommodate parties of any size. By the massive hearth, a collection of leather chairs and couches create the perfect place for warming extremities, enjoying a beverage, and recounting the more dramatic events of a recent hunting excursion.

INNKEEPER & STAFF

DAKATH LORSAN (MALE HALF-ELF, ARISTOCRAT)

Tall, fair-skinned with dark hair and crystal blue eyes; Dakath’s elven features are prominent. His quick wit and soothing manner can calm even the most irate noble. As a young half-elf he had trouble being accepted by his kin and wanted to prove his usefulness. He proposed building the inn to the Whitewood elders as a way to keep up relations with neighboring kingdoms, gaining Whitewood access to useful knowledge and training. His proposal worked. Dakath’s efforts have made the inn a renowned destination, one that nobles are particularly keen on. The extra influence Whitewood elf rangers have established

in foreign courts is a nice bonus and keeps the elves informed of the political intrigue throughout the kingdoms.

NYLIANA ELLISAR (FEMALE HALF-ELF

COMMONER) – Strikingly beautiful with long white hair worn in an elaborate braid, Nyliana is the hostess for the tavern. Easy to spot in her favorite azure gown, she attends to every guest's needs for food, drinks, and entertainment. Patrons remember her fine features and graceful demeanor, but Nyliana remembers everything else. Nothing in the inn escapes her notice, better for her if the information would fetch a few gold coins.

FAELYN CORYM (FEMALE ELF COMMONER)

What Faelyn lacks in height, she makes up for with cheerful energy. Dakath often jokes that he scored two employees for the price of one when he hired Faelyn as bartender. Whether it's about a recent hunt or traveling on the road, she's always eager to hear guest's stories while they enjoy one of her signature drinks.

ADAMAR SHAEL (MALE ELF COMMONER)

Concierge for the Whitewoods Inn, Adamar ensures guests are comfortable, paying special attention to nobles staying. He knows the regular patron's desires and fulfills their every wish, no matter how peculiar or taboo.

RHYS LORSAN (MALE ELF RANGER)

Serious mannered with sharp elvish features, Dakath's father is a Whitewood ranger and the inn's Hunt master. He knows every inch of the Whitewoods and his archery skills remain

unmatched. Given his innate skill set, he is in charge of training up elf rangers and guiding excursions into the woods.

NOTABLE PATRONS

RILISAFEL NIGHTWATER (FEMALE HALF-ELF

DRUID) – With rosy pink hair, wide violet eyes and flawless fair skin, Rilisafel is a wonderful sight. She wears druid vestments fashioned from fine leather, and brandishes a staff crafted from Acacia wood, with blue crystals at one end. Rilisafel is a druid of the grasslands, who travels to the Whitewoods in search of knowledge. She has been on the hunt for the fabled Green Woman, said to visit females and impart knowledge of all living things, both good and evil. She returns to the Whitewoods at specific times during the year, when she believes the Green Woman is present in the forest. Although her research has been exhaustive, she has yet to encounter the Green Woman face-to-face. She may enlist the aid of adventurers who are also seeking knowledge of the natural world.

SLEEP BENEATH THE TREES

The Whitewoods Inn is a full service resort as well as a rest stop for weary travelers. In addition to the staff members listed above, there are a number of kitchen, housekeeping and general service staff members on site. Whitewood Rangers provide security for the affluent clientele.

The inn has approximately ten standard rooms for travelers. Small but comfortable, each room contains two single beds and a small table – suitable

WHISPER NEREBETH (ELF MALE RANGER)

A ranger from the southern islands, Whisper stands tall and proud with an unblinking stare. Despite his slight build, he is remarkably agile and gifted with the longbow. His talent has earned him a position in Rhys's training program, and of all the elf rangers, he shows the most promise.

Adventurers seeking a skilled guide for a hunting excursion or travel through the mountain pass may hire Whisper.





WHITEWOODS SPECIALS

WHITEWOOD WINE – 2sp/glass, 5sp/bottle

Frost grapes, juniper berries, and whitewood seed oil aged in whitewood casks, produces this blood red wine. Lush sweet acidity goes down smooth with a refreshing finish. It pairs well with the gamey flavor of owlbear and elk steaks. A word of caution: its intensity has had naïve nobles promising lands and daughters to the serving staff after two or three glasses. The wine has the peculiar property of attracting owlbears if drunk while out in the surrounding woods. Whitewood elf rangers say it mimics owlbear pheromones and encourage guests to drink while on a hunting excursion to increase the chances of an owlbear sighting.

Special Effect – When you consume Whitewood wine, you gain resistance to cold damage for 1d4 hours, and you must succeed on a DC 12 Constitution saving throw or have disadvantage to your Charisma checks for the same duration. You also become more likely to attract owlbears while under the effect of the beverage; every hour, any owlbear in a one mile radius around you can make a DC 15 Wisdom (Perception) check to pick up your scent and be drawn to you.

WOLF HOWL ALE – 8cp/mug

This hoppy ale, spiced with cinnamon and apple, has a refreshing sharp taste with a warming finish. A true brew crafter's ale, the elves prefer the complex flavors of this drink. Many dwarves scoff at adding fruit to the brewing process but secretly admire the elves' skill.

FAELYN'S FINEST – 3sp/glass

A mixture of citrus and melon spirits, enhanced with ginger root and tart berries, this drink has a fresh flavor that will make your cares melt away. A favorite of noble ladies and handmaids, Faelyn keeps this recipe a secret. Many courtiers have tried to persuade her to divulge the ingredients so they could serve it at court and be the talk of the gentry.

Special Effect – When you drink a glass of Faelyn's Finest, you must make a DC 12 Constitution saving throw. On a failed save, you take a -2 penalty to your Charisma and Intelligence scores for the next 1d2 hours.

GRILLED OWLBEAR STEAK – 1gp/plate

A full pound cut, grilled to the customer's liking, and topped with a pat of herbed butter, each tender bite fills the palette with a satisfying flavor. Accompanied with fresh vegetables and roasted purple potatoes, rumor has it that this meal will strengthen all who enjoy it.

Special Effect – Eating Owlbear steak gives you a feeling of strength and vigor. You gain a +2 bonus to your Strength score for 1d4+1 hours.

HUNTER'S STEW – 6sp/bowl

Cuts of wild game simmered with pickled vegetables concoct this hearty stew. It is the perfect meal after hunting in the frosty woods. A favorite of woodsman and hunters alike, this dish is the comfort food of the Whitewood elves.

for map reading, in-room dining or writing bad poetry while staring out the leaded glass windows at the snow-capped trees.

Nobles — or those able to pay the hefty price — enjoy a higher standard of accommodation. These rooms fall into three classes: the Earl Suites, the Duke Suites, and the King Suites. Each lavishly appointed suite and includes a bunkroom for servants. The large parlor is the centerpiece of the Earl Suites. Here, couches and chairs offer a place to relax hearthside. A large table allows in-suite dining or the conducting of business.

LUXURY SUITES

Off the parlor are three large bedrooms, each outfitted with a large canopy bed and all the furnishings necessary for a comfortable stay. A narrow butler's pantry also connects to the parlor, and serves as the entrance to the servant's bunkroom.

The Duke Suites are of similar design; however, their furnishings and appointments are of a distinctly more refined quality.

King Suites span the size of two Duke Suites, yet have only two bedrooms: one for the king, and one for the queen, should she accompany her Lord. These suites include a parlor for receiving guests, and a library for the king to attend royal business, should the need arise.

Nobility suites include an attached bathing room which boasts a heated bath for soaking, and a sauna. The Whitewoods Inn sits above a natural hot mineral spring; locals believe the waters have healing properties.

RUMORS & SECRETS

NOBLE MARRIAGE – With a vice grip on the lowest nobility class, Vilhem Pryce Enri the Third is closer to being an untitled peer than advancing his status. He spends his time entertaining other petty nobility and those in the upper echelons of society, as a means of creating a notorious – but respectable enough – reputation. His intent is to impress the recently widowed Duchess of the Westerlands in an attempt to secure her favor ... and her hand in marriage. Instead, rumors have sprouted that Vilhem

is responsible for the Duke's untimely demise, intentionally leaving the Duchess vulnerable and desperate to save her fortune. Convinced of Vilhem's involvement in the Duke's death, the handmaids of the Duchess seek justice. They are looking to hire adventurers with stealth and intelligence to investigate and find evidence of Vilhem's misdeeds.

MYSTERIOUS DEATHS – Recently there has been series of mysterious deaths, including the massacre of an entire hunting party. Each case appears to be the work of an owlbear.

Dakath and his staff are trying to keep this secret. Rhys believes that an ancient deity has awakened, choosing to manifest as an exceptionally strong — and large — owlbear. Some believe the deity is angry over trespassers. These trespassers unknowingly desecrated the resting place of the old gods in the deep woods. Adventurers who earn Rhys's trust may learn of this dilemma and receive an invitation to hunt down this spirit or try to reason with it.



GROMM'S ALEFORGE

Wealth	☆☆☆☆
Prices	☆☆☆☆
Security	♥♥♥♥
Authority	///
Rooms	15 normal rooms
Services	Common repairs, Armorer & Blacksmith, Gemstone appraisals
Talent	Traders, Miners, Mercenaries
Disposition	Elves (unwelcoming), Wizards (unwelcoming), Sorcerers (intolerant)



“Dragon Dice? Three Card Ante? Troll Knuckles? What’s yer game? Or would ye rather we go shot for shot of Matilda’s? Ye surfacers are all the same. Talk big but ye got no stones! Come, have a drink with me before I punch ye for dressing funny!”

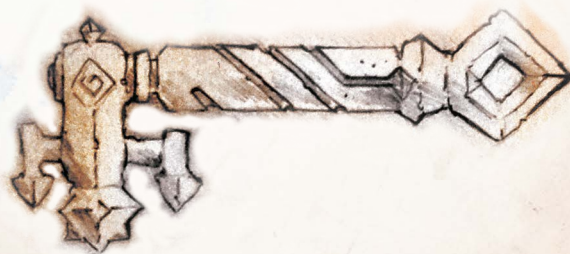
~ Brogan Hammerfist, Dwarf Fighter

Just inside the Glum’durr Mountains sits a grand dwarf hold: The Dimhall. Hewn from blue granite, a large marketplace populates its center; the Dimhall’s trade zone. Visitors come to buy and sell goods with the dwarves or simply experience dwarf hospitality: gulping down strong ale, gambling, and the occasional fistfight.

Gromm’s Aleforge is the only inn in the trade zone and serves as a common meeting place. The king prohibits outsiders from entering the inner halls without his permission.

Surrounded by smiths and armorers, the carved stone façade has the appearance of a grand temple dedicated to the craft of stone shaping. Granite pillars inscribed with dwarven runes flank the entrance to the tavern. Pushing through the smooth stone doors, one is immediately awestruck with the grandeur of dwarvish skill with hammer and chisel. Warm light from continuous flame torches and table lanterns illuminates the space. Gray granite tables and chairs adorned

with elaborate motifs depicting debauchery and feats of strength are scattered about. A white marble hearth in the center of the tavern has the appearance of a forge retired from service. Barmaids loiter here, warming ale with iron rods. Ten large barrels lay on their sides behind the bar. From their hammered brass taps pour the finest ales and wines in all seven-dwarf holds. A small door leading to the kitchen hangs next to the first barrel. Hung above the barrels are war hammers, short swords, and battle-axes. Long retired but still sharp, these weapons are the barkeep’s best-kept secret. Opposite the bar is the entrance to the guest room hall.





GROMM OAKENKRACKER (MALE DWARF FIGHTER)

The Innkeeper – Covered in battle scars (but kindhearted), Gromm fought in the Seven Year Siege to defend Dimhall. For his valiant effort, he earned a handsome reward from the king. After the king issued a formal decree, declaring construction of the trade zone, Gromm used his treasure to build the Aleforge. A lively sort, he enjoys comparing battle scars and stories and never refuses an arm wrestling challenge. Since retiring from soldiering he's learned to craft ales in the traditional Dwarven way. Each ale is named for a fallen comrade and Gromm will gladly tell tales of their glory.

INNKEEPER & STAFF

MATILDA HELENSKAG (FEMALE DWARF FIGHTER)

Matilda is Gromm's wife. She has long red braids that reach halfway down her back and a kind face that bares a faint scar on her left cheek. She and Gromm fell in love during the war and have been inseparable since. Matilda is a skilled brewer who has mastered crafting bock ales, stronger and thicker drinks with high alcohol content.

TRINN, TESSA, AND TYRA HELENSKAG (FEMALE DWARF FIGHTERS) – Orphaned during the Seven Year Siege, these teenage sisters were taken in by Gromm and Matilda. They are the Aleforge's barmaids. All three are very attractive by dwarf standards with black locks and full figures. The three are also tough and able fighters. When patrons argue and fists turn to unsheathed blades, Trinn and Tessa will put a stop to it. Tyra is the youngest of the three. While her older sisters usually break up fights, she will lend a hand if needed. All three carry concealed daggers in their bodices.

BROK AND BROM OAKENKRACKER (MALE DWARF COMMONERS) – Gromm and Matilda's sons are always getting into trouble. The boys delight in mischief: tying laces to chairs, loosening belt buckles, or switching regular Red Ale for Fire Bock. They can be found scrubbing floors at closing time as punishment for their latest prank.

NOTABLE PATRONS

EOKIM OCTOBER (MALE HUMAN CLERIC)

Tall and round bellied, robed in priest vestments, Eokim is a connoisseur of fine libations. He is here to sample the finest dwarven brews – and bless all those in need, of course. Eokim has heard a rumor of an ancient dwarf ruin somewhere in these mountains brimming with great riches. Among the countless gems and gold coins told to be in these ruins, is the treasure Eokim is most interested in, a recipe for the fabled Wizard's Brew. Legends tell of an ale loving wizard who magically concocted a brew so delicious that it can change evil aligned creatures to good. He is willing to share the rumor with adventurers, and let them keep any treasure they find, so long as they understand that the recipe belongs to him alone.

YORIK COPPERPOT (MALE HUMAN GUARD)

Middle-aged with thinning hair and an unkempt beard, Yorik looks to be near the end of his years as a caravan guard. His face and arms are a tapestry of scars, badges of the many bandit raids he's thwarted over the years. Heroes can find him in the tavern chatting with other caravan guards. On the way to Dimhall, he spotted a party of goblin scouts. Yorik knows that where there are goblins, orcs are nearby. Worried about the return journey, he is looking for some extra swords to hire.



ALEFORGE SPECIALS

THURGAN'S RED ALE – 2sp/pint

The shaft of Thurgan's battle-axe is stained red from the blood of his kills. It hangs on this barrel of ale like a badge of honor. This crimson ale goes down easy with a clean finish, much like a blade cutting through an enemy's flesh.

LAIF'S GOLDEN ALE – 2sp/pint

Laif's golden hair, a rarity for a dwarf, gained him special attention from the ladies. This golden ale has a crisp, citrus taste and is a favorite of the fairer sex who frequent the tavern.

PERN'S BROWN ALE – 2sp/pint

Pern wore light leather armor dyed a deep walnut color. He said the armor was easier to move in, allowing him to swing his war pick faster. This brown ale goes down quick with a strong nutty flavor.

MATILDA'S FIRE BOCK – 1sp/shot

Brewed with copious amounts of cinnamon and beet sugar, this concoction is more liqueur than ale. Sweet and spicy, many regulars challenge each other to drink shot after shot of the fiery brew.

THREE SISTERS BLACK BOCK – 3sp/pint

Named after the Helenskag daughters, this rich Bock Ale is full of nutty, coffee flavors. And just like the girls, it will knock you off your feet if you are not careful.

GOBLIN'S BLOOD WINE – 5sp/glass

Imported from one of the other dwarf clan vineyards, Goblin's Blood is tart and strong. This burgundy wine is drafted from the barrel into a flagon and served in a wooden goblet.

THOROS STONESTORM (MALE DWARF PALADIN)

✠ **Battlemaster:** *Battle Axes, Two-Handed Fighting, Heavy Armor, Combat Tactics*

Broad shouldered, stout, and standing taller than the average dwarf, Thoros is an intimidating figure. His long black hair connects to an equally long beard, adorned with braids and gold rings. He is the captain of the guard and a good friend of Gromm Thoros will gladly tell stories of the great battles they fought together, praising his patron god for his many blessings. Thoros has told Gromm of the trouble the king has had of late, and can be counted on to support Gromm whenever called.



DANDORA SPLITSTONE (FEMALE DWARF COMMONER)

Dandora is a foreman in the mines below and is a regular of the Aleforge. Usually, she is spotted in a cozy booth with her husband after a hard day's work. Lately, however, she has been sitting at the bar alone. Several weeks ago her husband, along with several crew members, disappeared after a cave-in near the deepest part of the mine known as "the pit". A rescue crew reported no bodies were found. Dwarf miners are hardy folk, able to dig themselves out of a cave in. By now, they would have returned home or sent word with a returning crew.

This is not the first time miners have vanished. Twelve miners have gone missing in similar circumstances. Unsettled by the disappearances of their friends and the frequencies of these cave-ins, many miners are now refusing to work. Those that remain are refusing to venture deeper into

the mine for potential profits. Superstitious locals believe a curse or evil presence must be the culprit behind all this upheaval.

Those who notice the sadness on Dandora's face can ask her for details. If adventurers decide to help, Dandora can act as a guide in the deep mines.

DWARVEN COMFORTS

The fifteen guest rooms are carved out of rock but have wooden floors, walls, and ceilings to make visitors more comfortable, especially those unaccustomed to underground lodging. Like the tavern hall, continuous flame sconces provide light without the smoke from traditional candles. The king asked Gromm to make the Gromm's Aleforge comfortable for guests to drive trade and commerce in Dimhall. Each room is furnished with four beds with footlockers, a table, and four chairs. Thick feather mattresses provide a restful sleep. A small shelf in each room holds several books on dwarf lore and history.

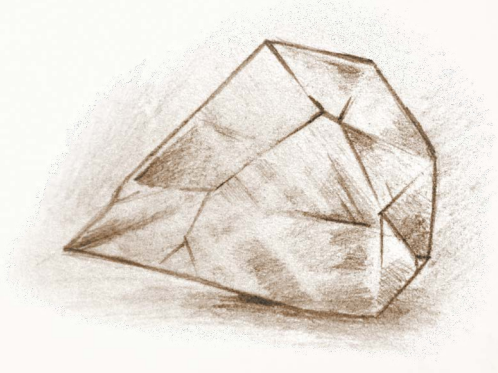
RUMORS & SECRETS

POSSESSED - There is a rumor going around the trade zone that the king's daughter, Karin, has been kidnapped. City guards who visit the Gromm's Aleforge have said as much in conversation after a few too many ales. As a close friend of the king, Gromm knows this is false. He knows the truth is that an evil spirit has possessed her.

About a month ago, Karin received a porcelain doll as gift from an emissary of a neighboring human city. This emissary was charmed by an orc shaman, giving the doll as part of a gift of friendship. The orc shaman now controls Karin like a puppet, seeing all that Karin sees, and speaking through her. The king has locked his daughter away to hide her from his subjects. Believing the human lord ordered his wizard to curse the doll, the dwarf king is now preparing for war with the humans. This is all part of the Orc's plan to weaken the dwarves in order to invade Dimhall as vengeance for their losses in the Seven Year Siege.

GROMM'S MAUL - Fastened to one of the barrels of ale behind the bar, is an orc maul. In a fierce battle toward the end of the war, Gromm killed the orc commander to whom it belonged. The maul was cursed to absorb the soul of its owner if they fell in battle. This maul is a magical sentient weapon (LE, +1 maul, +3 vs. Dwarves) that desires to be wielded by an orc once more and to kill dwarves. Since orcs never enter the Gromm's Aleforge, it will try to coerce half-orcs of neutral alignment to into taking it. The maul will call to any half-orc that comes within 20 feet. Half-orcs must make a DC 10 Wisdom saving throw. On a failed save, the half-orc will be compelled to jump over the bar, grab the maul and attack the nearest dwarf.

KNOWLEDGE SUPREME - The Sky Diamond is a powerful artifact once in the possession of the dwarves who settled in this mountain range. This deep blue gem is the size of a dwarf's head and bestows upon its owner supreme knowledge of ancient magic. A shape shifting Raksasha came to Dimhall in search of the fabled gem. Disguising itself as a dwarf, it made its way down to the deepest part of the mine. Realizing the search would involve intense manual labor, the Raksasha decided to charm some of the miners to serve as slaves. Enslaved miners have been hard at work digging tunnels into the rock where legend describes the gem's resting place, creating a network of dead-end passages and highly unstable areas.



MOONGATE COTTAGE

Wealth	☆☆☆☆
Prices	⊗⊗⊗⊗
Security	♥♥♥♥♥
Authority	↗↗↗↗↗
Rooms	6 rooms
Services	Potion Brewing, Healing, Spell Component Research,
Talent	Fey Magic, Druids, Nature Lore
Disposition	Evil Alignments (Hateful)

*"On moonlit nights cool and clear,
'round stones of grey far and near,
Speak friend, not foe,
Click heel to toe,
and enter the fey without fear."*

~ Excerpt of a children's poem

Not many know of the Moongate Cottage. It is a children's fairy story, a rumor on the lips of drunkards, the desperate hope of travelers lost deep in the woods. Those who know the cottage keep its location a closely guarded secret. Fey creatures can peer into a person's soul. Anyone with a malicious heart is forever exiled from the fey realm ... or worse. The lucky few who possess this information pass it only to their kinsmen or those worthy of the knowledge.

Eons ago, before the age of many races, elves and fey lived in harmony. Some of the gods became restless in this season of peace. Gods of war, gods of darkness, gods of pestilence, and gods of greed were unwanted. In their boredom, they began introducing creatures that would challenge the elves' superiority. Disgusted by the destruction and waste encroaching on their once peaceful domain, the fey decided to retreat to the Fey Realm. Their love for the elves inspired the creation of the Moongates, a method of travel between the Fey Realm and the Realm of Men. Under the light of the moon, an elf visitor would speak particular words to activate the gate.

As the other races grew in number and power, their ignorant greed threatened the existence of these portals. The sacred words were relegated to children's stories, something mothers would tell their children as they tucked them into their beds at night. The elves, however, did not forget. These upright stone circles continue to hold magic from that forgotten time and can still be used by those who remember how.

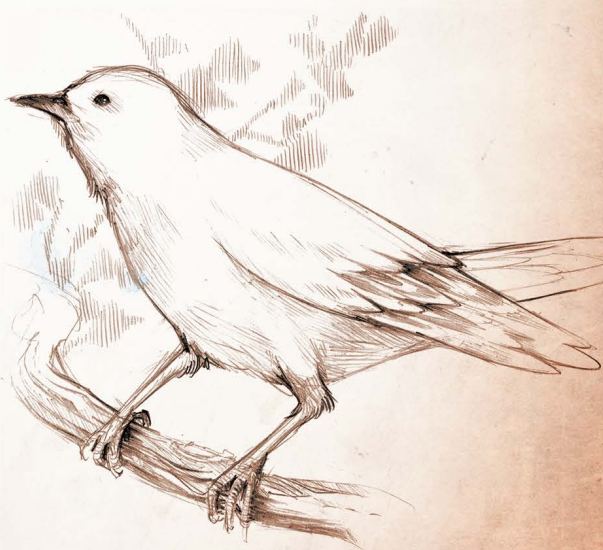
When moonlight casts its glow onto a Moongate, one can touch the stone circle and recite these words to activate the portal:

*"I wish to return to the Fey,
To eat and drink and sing with Shaye,
Health, merriment, and camaraderie await,
For this night I return through the gate."*

If the correct words are spoken, the Moongate comes to life. An electric blue aura illuminates the circle, revealing a murky image of the realm beyond. Through the portal, a quaint cottage sits in a grassy field at the end of a cobblestone path. Tall trees surround the glade, illuminated by a full moon hanging in the star filled sky. Fireflies dance in the shadows, tree frogs croak in chorus, and a cool breeze kisses your face as you walk toward the house.

HUMMINGBIRD AIDE

Wildflowers and thistle blossom atop the structure, anchored by a sod roof. Intricate designs painted upon the stucco façade mirror flowering trees and wildlife. Warm light casts out of a small, circular window in the door. Carved into the wood around the window are the words: Knock



Thrice, Then Enter. If the instructions are not followed, the door will remain shut. These words are written in ancient Fey, unknown to most creatures. Not completely heartless, if a pure hearted creature is having trouble reading the script; the fey will send a hummingbird to flit over the window, temporarily changing the text into common language.

If any visiting creature has ill intent or an impure heart, the powerful magic of the Fey Realm will shove the creature back through the portal. The creature will awaken in the Realm of Men stunned and confused, unable to recognize the Moongates for what they are.

THE ESSENCE OF ENCHANTMENT

Entering the cottage, the combined scents of cedar, pipe smoke, roasting meats, and spices envelope guests in aromatic comfort. The first sight is a cozy sitting room with a fire blazing in a large stone hearth. Grainy, knotty wood walls appear to have naturally grown into their places, not placed by laborer's hands. A rustic humidor filled with an assortment of smoking herbs, pipes, and rolling papers stands opposite the fireplace. Alongside the humidor, a carved hutch holds wine and liquor bottles along with goblets and cups for guests who enjoy a strong drink with their smoke. Floor-to-ceiling bookcases built into the far wall overflow with texts on magic, history, and ancient lore. Near the hearth, chairs of all styles and sizes are placed in cozy groupings. A doorway to the right of the hearth leads to the dining room. To the left, a staircase leads to the second floor.

Grapevines and willow branches have been woven together to fashion a long table with seating for fifteen guests. Chandeliers fashioned from flowering vines hang from the rafters, each imparting a soft, warm light. Polished wooden plates and copper utensils are carefully arranged into artful place settings. Large copper platters form a tantalizing tablescape of hand pies, honey cakes, and roasted root vegetables. Enormous paintings depicting wondrous places in the fey realm complete the decor. A door on the far side leads to the kitchen.

PROPRIETOR & STAFF

SHAYE (FEMALE FEYLING DRUID) – Shaye is an ancient Feyling who has been in existence since the creation of the Fey. Long silver hair falls over her slender shoulders framing the sharp, delicate features of her face. A simple blue dress hangs on her body accented by a white apron. She is a chosen of Dayna, the fey goddess of hospitality and healing. The Moongate Inn is an ancient place that has been entrusted to her. Amiable and well disposed, she provides food and healing to any friend of the Fey.

ABRAXAS MOONFANG (FEMALE FAERIE DRAGON WARLOCK) – Abraxas is Shaye's familiar. Her body is covered in green, blue, and yellow scales. Her eyes are glassy yellow. From her chin hangs a short crimson beard. She can be found in the sitting room, smoking a pipe while reading. Before she was bonded to Shaye, Abraxas formed a pact with the fey god of dark and hidden magic, Yadviga. She knows many secrets of the arcane arts. Abraxas show mages how to obtain the knowledge through study and meditation.

MELOMAR "COPPERFIST" BROGANSHIRE (MALE DWARF PALADIN)

 **Battlemaster:** *Long Bow, Short Bow, Mounted Archery (especially warboars), Coded Signals*

A master of arms long retired, Melomar still hones his archery skills by hunting game for the inn. During The Great Battle, he lost one hand to a nasty orc bite. Bloodied and badly injured, he continued fighting to help his fellow dwarves win the day. Impressed with his bravery, his patron god blessed him with a new hand made of copper. Melomar has short brown hair and a short beard – by dwarf standards, that is. Braids fastened with copper rings complement his modest, yet tasteful attire. A mighty copper fist is embroidered on the chest of his tunic. Melomar also can teach the unique skill of using a horn to send coded signals across the battlefield.



MOONGATE SPECIALS

SILVERBERRY BRANDY – 3sp/glass

Silverberry is a sweet stone fruit. Its naturally intoxicating properties activate when swallowed. Visitors in need of a healing are given a silverberry to ease their pain. Fermenting into a brandy enhances this effect tenfold. The liquid has a silver color and looks very much like mercury in a glass. A small amount is enough to make a half-orc stumble and see double.

Special Effect – When you drink a glass of Silverberry brandy, you have disadvantage on your Dexterity and Constitution checks, and you gain resistance to bludgeoning damage for 1d4 hours. You also regain 1d4+2 HP.

WHITE MOON MEAD – 1sp/glass

This pale mead is made with a piece of honeycomb from a flutter bee hive. Part butterfly, part bumblebee these nocturnal creatures produce a crystal clear honey that is perfect for mead making. This drink has a crisp, herby taste with a sweet finish. White Moon mead is a favorite in the Fey Realm and most drink it with meals.

BUMBLY BUBBLY – 2sp/glass

This effervescent pink beverage has an opalescent sheen that shimmers and sparkles in the light. Its sickly sweet to the taste and makes your tongue tingle as you drink. With each sip an inexplicably joyous feeling washes over you.

Special Effect – When you drink a glass of Bumbly Bubbly, you gain advantage on your Charisma checks and on your Constitution saving throws for the next one hour.

WHITE STAG VENISON ROAST – 1gp/plate

The White Stag is a majestic beast found only in the Fey Realm. Hunting only the older stags does not upset the balance of the natural order, leaving the fey folk to enjoy this flavorful dish on occasion. Roasted with apples and honey, the meat is sweetened and caramelized to perfection. Served with fresh greens and mead at the Moongate Cottage, this meal is fit for royalty.

Special Effect – After eating the roast, you have advantage on your Constitution checks and your Constitution saving throws for the next one hour.

FIDDLEHEAD AND MOREL BREAD – 1sp

This hearty vegetarian meal is a staple in the Fey Realm. Fiddlehead ferns and pixie mushrooms are lightly roasted then layered on flattened bread with chunks of goat cheese.

Special Effect – One serving of Fiddlehead and Morel Bread allows you to lose one level of exhaustion, and you do not have to eat again for one full day.

MOON BUN – 2sp

A white round loaf stuffed with mushrooms, vegetables, and spices. A filling and portable meal, one of these can sate a Half-Orc for two days.

Special Effect – When eaten, you regain 1d4+1 HP, and you do not have to eat again for three full days, or two days if you are a half-orc.

ACCOMODATIONS

At the top of the stairs guests will find themselves in a short hallway with four doors. On the walls of the hallway hang pictures of nobility and the pantheon of fey gods. Each richly carved door opens to a spacious, yet cozy bedroom. The rooms are full of natural looking furniture, as if it grew into place from the floors and walls. Each room has four sumptuous featherbeds on bunks. Storage lockers are built into the walls. A table that can accommodate a party of four sits near a wooden hutch. Inside the hutch is an assortment of tea and drinking vessels. A small stone fireplace heats the room and can be used to boil water. Above each bunk is a small shelf of books; primarily elvish tales and histories.

REGULAR PATRONS

ANANYA (FEMALE WERETIGER SORCERESS) -

Strong and stealthy with soft white fur stripped with dark blue bands. Her eyes are an emerald green. Ananya has innate spell casting, a trait of her family line. She's passing through this part of the Fey on a journey to the Crystal Falls, a deeply magical place and a crossroads of planes. It's said that one strong in magic can learn how to plane shift at the falls. This knowledge comes at a price for those who seek it must overcome three challenging tests. There are other secrets to be learned at the falls and adventurers may join Ananya on her journey.

JUST JUNIPER (FEMALE PIXIE)

A feisty redheaded winged creature with dainty features, this unassuming pixie is more than meets the eye. She can be found sitting atop a chandelier in the dining room, smoking a long pipe.

When you ask her name, she simply replies, "Juniper. Just Juniper!", and explodes into a fit of giggles. Intelligent conversation is not high on her list of priorities. She finds tricks and tomfoolery a better use of her time. Just Juniper is looking for eager adventurers to help her find her shadow in the *Twilight Cave*, a simple day's journey from the Moon Cottage. She will offer adventurers all her shiniest treasure in exchange

for their assistance. If the Heroes decide to follow Just Juniper to the *Twilight Cave*, a shadow dragon will greet them. These dragons consume the souls of the living, and are routinely used by the fey to remove unworthy creatures from their realm. Just Juniper finds this hilarious, and enjoys tricking adventurers into her twisted games.

BRAN PENDERGRASS (MALE ELF PRIEST) - Heroes will find this elf priest in the sitting room, clothed in an elegant, yet simple, tunic and robe. A silver circlet adorns his white hair, which falls past his shoulders. Bran carries a wooden staff with holy symbols carved into its shaft. The high priest of the *Shovaughn Valley* clan has come to the Fey Realm on a mission to save his people. His valley is under a mysterious threat that the elves have not been able to resist. He is traveling to the Court of the Fey to seek the council of Serena the Wise. Willing adventurers who wish to join Bran on his quest may journey to the *Court of the Fey*, and back to the valley to save the *Shovaughn* clan.

RUMORS & SECRETS

LURKING IN THE SHADOWS - Many assume the Fey Realm to be a safe haven; however, sinister creatures lurk in the shadowed parts of this magical land, using powerful magic to disguise their true forms. One such creature is spreading the seeds of evil. Far to the west in the *Meadowlands*, blight has taken hold of the land. Word of this plague has just reached the cottage and information is scarce. Adventurers may hear of this development from a fey traveler and decide to travel west to find out what can be done. The reward for assisting the fey could be riches, secret knowledge, or a title within the fey nobility.

UNDISCLOSED LOCATIONS - The Moongates open to several other areas in the Fey Realm but the correct phrases must be spoken to do so. Elves know some of them but not all. Shaye knows all the other gate phrases and she might impart this information but only in dire need. A few other locations are the *Hall of Magi*, *House of the Dead*, the *Lord of Night's palace*, and the *Court of the Fey*.



THE SHIVERING MIRAGE

Wealth	***
Prices	*****
Security	♥♥♥♥♥
Authority	~~~~~
Rooms	24 normal, 6 larger group quarters
Services	Pools & Steam Baths, Spiritual Readings, Desert Guides, Courriers
Talent	Traders, Priests, Mercenaries, Outfitters
Disposition	Evil Alignments (Intolerant), Slavers (Hostile)

"Atop the sands of the great desert, the city of Jauzun sits like a sapphire on white silk. Truly, it is a sight to behold. Every time I pass this way, I stop to visit to the Shivering Mirage. The wine ... the entertainment ... makes a lowly desert trader such as I feel like a sultan!"

~ Moham Dervaqqa, caravan merchant



On the spice road in the heart of the Great Sand Sea is the most welcoming oasis in all the desert kingdoms. The Shivering Mirage is a fortress that offers rest and

refreshment to weary caravans and travelers. Located at the crossroads of five major trade routes, the region is temporary home to a variety of goods and cultures.

Thirty-foot walls enclose the main compound; towers placed strategically provide protection to those within. Entering through the main gate, a traveler's senses experience a full assault from every direction. Rich colors of dyed cloth awnings hung from the interior walls and fastened to large poles angle toward the center, highlighting a palm tree lined pool of crystal blue water. Under these awnings, merchants hawk their wares, roast meats with aromatic spices and sell wine to the thirsty. Sitting on hempen mats, travelers enjoy a meal while telling stories of the road and play gambling games to pass the time. Have your wits about you, as some travelers lose more than they would like and decide to take back their losses by sword. Guards are quick to subdue unruly visitors.



MAGICAL BLUE

The oasis pool is a wonder. At night, its deep azure water casts an enchanting glow that can be spotted from miles away. Travelers often mistake it for a rising celestial body and use it to guide them back to the inn. Some say the veil between planes must be weak here, for on some nights the sky above the pool turns a blueish-green that dances across the night sky. The pool holds cool water that is available for all visitors to drink. Malkum Baratush, owner of the Shivering Mirage, garners a hefty profit from his sales of the bottled water. He adds a little magic to keep the patrons interested.

EXOTIC DELIGHTS

Beyond the oasis pool stands the main compound structure, a squat two-story mud brick and stucco building for travelers who do not wish to dine among the rabble, nor sleep beside a camel. The first floor tavern boasts seating for more than one hundred guests. Fine woven carpets cover the floor and pillows surround low tables; customary seating in these parts. A large stage houses some form of entertainment at all hours.

Colorful silk sashes drape from the ceiling and curve up into themselves. Magic floating orbs cast soft light through the silks, creating jewel toned waves in an upside-down fabric ocean. Carved wall niches outfitted with pillows and curtains provide cover for those skirting the public gaze. Servers in fanciful, flowing outfits dance between tables while taking customer orders. Intimidating guards stand sentry; visible beside the doors and in dark corners. Visitors who cannot control their tempers are swiftly tossed out into the sand.

INNKEEPER & STAFF

KHAFTAR NEBUKAZ (MALE BRASS DRAGONBORN MONK)

Travelers looking for trouble think twice after seeing this seven-foot tall brass Dragonborn patrolling the compound. Khaftar's clan are proud teachers of hand-to-hand combat and sword fighting whose tradition is to send young members into the world to spread order and righteousness. When he came of age and skill level, he found himself in Jauzun asking to join as a guard. He climbed the ranks with an uncanny quickness. His peers elected him as Captain of the Guard after a particularly nasty bandit raid left them without a leader. He trains the guards in his traditional fighting styles, making the outpost quite secure and free from trouble. Although, there have been emboldened visitors who left with a broken nose - or worse - for their transgressions, Khaftar remains a kind soul.



SELIMNA DURAN (FEMALE TIEFLING MONK)

Battlemaster: *Unarmored Defense, Ki, Disarming, Pickpocketing, Evasion.*

Standing six feet tall with curved black horns, dark hair, white eyes, and wine red skin, Selimna is simultaneously beautiful and intimidating.

As tavern manager, she sharply orders the serving girls, and keeps an eye out for trouble. Slavers are prohibited from entering Jauzun, and Selimna listens for talk of slavers passing through. She has a strong bond with Malkum, who liberated her from a harsh slave merchant. Since gaining her freedom, she trained in the martial arts under Khaftar. In fact, Selimna is now secretly a warrior of unparalleled prowess.



ACCOMMODATIONS

Twenty-four rooms are available. Six of these are larger suites, featuring a modest common area and individual bedrooms for up to eight people.

MALKUM BARATUSH (MALE HUMAN ARISTOCRAT)

The Innkeeper - A large, round-faced man with a jolly disposition, Malkum started out as a caravan driver. He discovered the pool on one of his many treks across the desert. He endeavored to keep the location a secret while he raised the capital to build his majestic inn and hire guards. Once the construction was complete, he announced far and wide that his rest stop was open for business. It changed the course of the Spice Road ten miles to the north. It has also made Malkum a very rich man. Some say he did not happen upon the oasis but created it with powerful magic. Others say he struck a bargain with a water elemental. No one knows for sure.

These suites are intended for large parties or visitors who wish to relocate their party from the tavern to a more private space. The remaining quarters are adequate for a short stay, but lack luxuries known in other parts of the realm, such as private baths.

NOTABLE PATRONS

AQUIZHOR VARIS (MALE ELF WIZARD) - Sitting in one of the private alcoves in the tavern, an agitated elf downs cup after cup of wine, a keen eye on all who enter. He has fine, angular features and silken hair the color of polished onyx.

After two hundred years of enjoying the favors of a djinn, Aquizhor awoke to find his home ablaze and the djinn attempting to destroy her brass lamp. Despite his best efforts, including a vow to free the creature someday, the infuriated djinn forced Aquizhor to dispel the binding magic that had imprisoned her. The djinn vowed vengeance upon Aquizhor, and only by sheer luck has he escaped her wrath. Aquizhor is on the run and may be seeking adventurers to hire for protection or armed escort.

EVANDER LIGHTBRINGER (MALE HALF-ORC PALADIN) - Evander rents one of the smaller rooms. He remains there for several months at a time, training with Khaftar and gathering information. Adventures can locate Evander in the tavern, but he prefers solitude. Years ago, while he was adventuring, Evander lost his human mother to slavers in the Great Sand Sea. He has since vowed to dismantle the desert slave trade. If Evander receives news of slavers or bandits in the area, he will enlist Selimna and others to hunt them down.

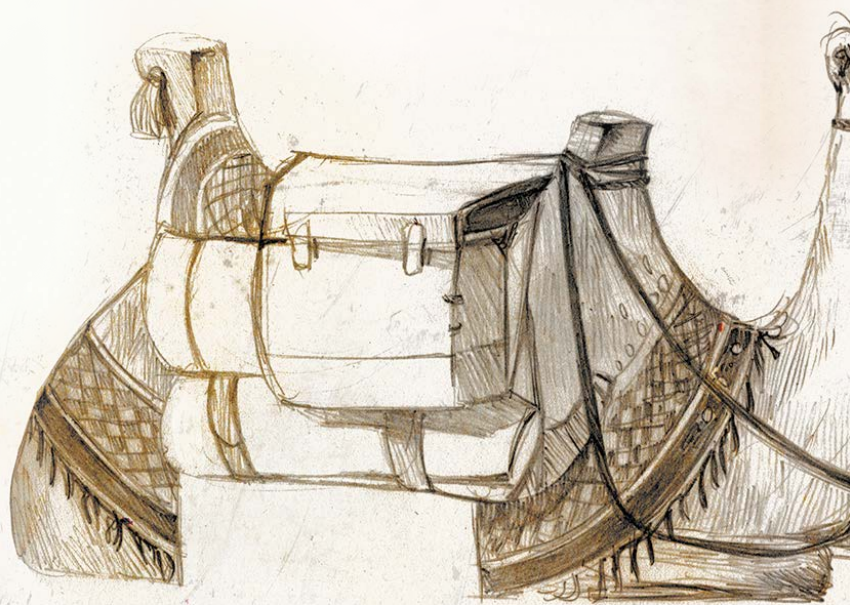
REZ FARAHAD (MALE HUMAN COMMONER) Dressed in purple silks, Rez is a wealthy spice trader in search of a bride for his son, Malik. Much to his chagrin, his aloof son would rather pluck sitar strings for the rest of his days. Eager to have his son settled with grandchildren on the horizon, Rez is willing to pay handsomely for a keen matchmaker. His only requirement for the bride is to be as beautiful and intelligent as Malik's

mother was. Malik's mother passed away many years ago. The grieving widower cannot stop thinking about how disappointed his wife would be with their son's unorthodox ways. Rez believes an adventure would thrust Malik into manhood. Adventurers hired by Rez are also tasked with assuring Malik's safe return; preferably with a lady love.

MALIK FARAHAD (MALE HUMAN BARD)

A roguishly handsome young man is onstage, performing to the delight of all. Guests cheer and toss silver coins to him. Some onlookers appear to be quite smitten. Malik is oblivious, lost in the music.

Obsessed with lyrical expression, his focus remains on his beloved sitar. Adventurers hired by Rez Farahad can attempt to convince Malik to join their quest. They must wait until after his last performance of the evening to approach him, otherwise he will ignore them. Malik fancies himself a true artist, so he'll need to be convinced that his bardic gifts are what the adventurers are most interested in.



RUMORS & SECRETS

SLAVE CARAVAN – A caravan has rolled into Jauzun with several empty wagons. In any other trading post this would be insignificant, but this far on a major trade route, it can only mean one thing: slavers. Empty carts indicate a pick up is nearby. One of Selimna's girls overheard a caravan guard mention they are traveling to a remote location half a day's journey from Jauzun. This may be an opportunity to bring justice to evildoers and collect a reward from Kaftar or Evander.

THE EFREETI GATE – Three days south through the wastelands is a sacred monument called the Efreeti Gate. The gate itself is modest by monument standards. Six basalt pillars surround a stone altar. Signs and symbols carved into the altar depict a forgotten language. One thousand years of sandstorms and neglect have eroded the original structure to dust. These pillars and altar are all that remain. Storytellers say this is a gateway to the elemental planes. Thieves swear a hidden entrance leads to a tomb filled with riches. Aquizhor may know the truth behind these rumors and be willing to bargain for his expertise.

ELEMENTAL WATER STONE – Malkum

created the Shivering Mirage oasis using an elemental water stone, a magical artifact he found when he was a young man. This artifact has been concealed in his rooms all this time. Recently, paranoia has seized his mind, causing him to see fey creatures lurking in the shadows. Malkum suspects the stone is a fey relic and these creatures have come to claim it. He is afraid if they take it back, the waters of his pool at the Shivering Mirage will disappear. Fearful for his livelihood, Malkum may share these concerns with adventurers he trusts to investigate what is haunting him.



SHIVERING MIRAGE SPECIALS

JAUZUN BLUE – 3sp/bottle

Cool and invigorating, this water tastes fresh and slightly minty. In darkness it reveals an enchanting blue glow.

Special effect – This water acts like a potion of healing, restoring 2d8 + 4 HP, but it also makes you very tired; you gain one level of exhaustion for each bottle of Jauzun Blue you drink.

ALAGASH SNOW – 2sp/glass

This wine hails from the northern Alagash Mountains. Wizard vintners infuse cold magic into the grapes from which it is derived. Always cold, this milky white liquid frosts any glass it is poured into.

Special Effect – Drinking a glass of Alagash Snow grants resistance to fire damage for 1d4 hours.

BLOOD OF THE ORC – 5sp/glass

This fine red wine comes from the Dwarven vineyards of clan Bloodstone. Rumor has it that each bottle has a drop of orc blood in it to add a flavor. In actuality, it contains a stimulant that causes the drinker to become aggressive.

Special effect – When you drink a glass of Blood of the Orc wine, you have advantage on your attack rolls against orcs for 1d4 hours.

SPECIAL ROAST – 1gp each

Spit roasted lamb, snake, and Desert Roc can be brought into the tavern by one of the servers.

THE KING'S COIN

Wealth	☆☆☆☆
Prices	*****
Security	♥♥♥♥♥
Authority	///////
Rooms	10 normal, 8 secret
Services	Forgery, Identity Change, Underworld Contracting, Bribing Local Authorities
Talent	Mercenaries, Assassins, Clandestine Traders, Thieves, Poison Mixologists
Disposition	Paladins & Priests (violent), Good Alignments (unwelcoming)

“It’s in an alley across from the Cooper’s shop, hidden by a set of stairs that lead to a blue door. Knock three times and speak the words: ‘The king’s coin keeps the king’s purse heavy’. Once inside, go to the bar and ask the barkeep for a Blue Maiden. After you pay, he will escort you to the meeting room”.

~Sillustyn, Syndicate Initiate

Located in the trade district, **The King’s Coin** is a discrete inn and tavern where folks who would like to stay out of the public eye meet for nefarious purposes. Down a nondescript alley is a set of stairs that lead to a weathered blue door. Iron banding runs from its base to top, leaving a small square for the lookout portal. This door is magical, with several runic protections. It cannot be forced open by physical means, and anyone who tries to open it using magic will be jolted by a lightning bolt spell. One must knock thrice, and speak the pass phrase, which changes from time to time but always has the words “king’s coin” in it. The door will open to a narrow descending staircase, dimly lit by magical means. There is no doorman and the door will close by itself after visitors have passed through the doorway.

Down the stairs and into the tavern, the first thing visitors notice is the large stone fireplace on the far side of the hall, carved to look like a demon’s face with its mouth open wide. A fat

ruby glows in one eye, while the other eye socket remains empty. Rumor has it that powerful magic holds this jewel in place. Many have tried in the past and attempts still occur when those new to the tavern accept a fool’s wager. Its gaping maw is large enough for a dwarf to walk into without grazing a hair against the top lip. Oddly, there is never a large fire roaring within, just enough to startle and mystify the viewer.

The center of the room has a few round tables, each surrounded with chairs and illuminated with green glowing magic orb lamps. To either side, several booths are built into the walls that can seat several orc-sized creatures, each equipped with a thick curtain that can be drawn for privacy. These curtains are imbued with a silence spell, preventing curious ears from discovering the devious plots hidden behind them.

At the bar, more glowing green orbs in sconces light the bottle cabinets. A large portrait of the King rests high on the wall, keeping watch over the patrons. No ale is served here, only wine and spirits poured from bottles. Most common drink choices are available as well as rare and



contraband spirits. Many of these are contained in beautiful crystal bottles and decanters with no labels. Some cast a peculiar glow in various colors. Next to the bar is a doorway that leads to the guest rooms.

INNKEEPER & STAFF

ROMUN AND REMUN SLYDAN (MALE DROW ASSASSINS) These identical twin drow are not the actual owners of the King's Coin, they are its managers. Employed by a powerful crime syndicate that controls the underbelly of the city, they run the King's Coin and report all activity to their boss, a ruthless half-orc syndicate underboss named Drog. They are both trained assassins, highly skilled with knives and poisons, and very good mixologists. Able to mix any drink a customer could want, they can also slip in a few choice ingredients to make a creature sleepy or meet his death. In addition to the set of throwing daggers kept on them, each carries a small blowgun loaded with poisoned darts. The poison renders any creature unconscious and they only use it if absolutely necessary.

WHO IS WHO?

Newcomers or infrequent visitors have a difficult time telling the two drow apart. The one thing that distinguishes them apart is their ear jewelry. Romun wears his on the left ear, Remun on the right. Few patrons notice this detail in the dim green light of the tavern hall but regulars can tell one from the other. Still, most regulars prefer to call them by their last name, Slydan, to avoid confusion...

DROG HALFTOOTH (MALE HALF-ORC VETERAN)

A lieutenant in one of the most notorious crime organizations in the city, Drog is the manager of the King's Coin. Despite his formidable size, he is impeccably dressed. He's all about the business and not afraid to break bones to ensure his boss's satisfaction. He can be found most days in one of the curtained booths, meeting with other criminals, making deals with adventurers, or enjoying a drink while keeping an eye on the drow twins. He doesn't trust them but they do their jobs well enough to earn his tolerance.

ACCOMMODATIONS

Ten guest rooms are available which range in size, accommodating two to eight occupants. Each room is plainly appointed with beds, footlockers, tables and chairs. All have magic glowing orbs for illumination; open flame candles are strictly prohibited in guest rooms. The doors are equipped with three hefty deadbolt locks, providing extra security. It's known that some of these rooms have names and can be requested by those who know the right words to say to the bartender. These special rooms have secret passages to meeting rooms, hidden vaults, and tunnels to nearby buildings for a discrete - or hasty - exit.

SAY THE WORD

When patrons order one of the below drinks, they expect something different than a drink. These code words get patrons into secret meeting rooms, contraband packages, or meetings with syndicate contacts. The King's Coin is one of those places where certain words hold a very special meaning...

"RED FIZZ" – this lets Slydan know the person is there to pick up a package. The color named before the word "fizz" distinguishes between different packages if there are more than one waiting behind the bar.

"BLUE MAIDEN" – when a visitor orders this, Slydan knows to take the visitor into a back room and drug them. Syndicate contacts will usually send someone of interest to the King's Coin and have them order a Blue Maiden. The person is drugged, tied up and taken to an interrogation room.

"PRINCESS CORDIAL" – A person under surveillance or being tailed will order this drink to access the secret tunnels for a quick escape.

"CARROT JUICE" – A person requesting this wants a meeting with Drog or another high ranked syndicate contact. Usually, this code word is given to someone outside the syndicate, someone wanting to make a deal.

FOOD & DRINKS

The King's Coin serves the standard wines and spirits found all over the city but the prices here are doubled. People in the know come here for the illegal beverages. These drinks have peculiar properties; some can be deadly if not drunk with care, and others are not drinks at all but code words which grant access to secret rooms at The King's Coin.



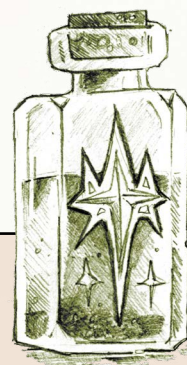
COMMUNE WITH THE GODS

PURPLE WORM WINE – 11sp/glass

Made from purple worm poison and white grapes, this violet colored drink is banned everywhere on the surface world. A drow specialty, it is mainly used in rituals for communing with the gods. It has a powerful narcotic effect that can last for hours, if the drinker survives the initial 20 minutes.

Special Effect – To determine how the Purple Worm wine affects you, roll 2d6 and consult the table below.

1d20	Effect
1-3	You contact your deity or a deity of the same alignment as yours; you may speak with that deity as if under the effect of a commune spell.
4-5	You contact a lawful evil deity; you may speak with that deity as if under the effect of a commune spell.
6-8	You are poisoned by purple worm poison. (see SRD)
9-12	You are paralyzed for one hour.
13-18	You have disadvantage on your Intelligence check and on your Intelligence saving throws for one hour.
19-20	No effect



SILENT PERSUASION

RAZORWOOD WHISKEY – 10sp/shot

Aged for 15 years in casks made of razorwood, this whiskey has a deep amber color and smooth flavor. Known for its razor sharp leaves and iron-like bark, razorwood trees are particularly difficult to harvest.

The effort is well worth it. The sap of razorwood bark is a narcotic that can be used as a pain reliever, but it is also highly addictive. It is known to make those who ingest it, lose all inhibitions, which can make for an entertaining (or dangerous) experience. Some believe, it holds a strong 'persuasive' power, making the drinker susceptible to one's suggestions. This comes in handy when making clandestine deals. Razorwood casks infuse a small amount of the sap into the whiskey.

Special Effect – When you drink Razorwood Whiskey, you become extremely compliant and agreeable for 20 minutes. Whenever someone suggests that you do something while you are under the effect of the beverage, the request is treated as though it were a suggestion spell (DC 15). Once the first effect wears off, you become immune to pain and take a -2 penalty to your Wisdom score for 40 minutes.

“GOLD LEAF LIQUOR” – Upon requesting this drink, the visitor is given an iron key. Those who receive this key usually know what to do with it and to return it to the bar when they leave. Down the hallway to the guest rooms is a door with an iron lock – the rest are brass. The key unlocks this door and grants entrance to a syndicate vault, one of many vaults hidden about the city. In this vault is a kobold sitting at a desk surrounded by iron wall lockers, large chests and small lockboxes. Eight skull lamps affixed to the walls illuminate the room. This kobold’s name is Reginald and he is an accountant for the syndicate. Visitors can exchange money, contraband, and stolen goods

NOTABLE PATRONS

ATIANA NIGHTSHADE (FEMALE HUMAN ASSASSIN) – A manager of a syndicate owned brothel; Atiana is a regular at The King’s Coin selling services to patrons. Strikingly beautiful with long curly auburn hair, a soft face and dark features, she’s exceedingly charming and seductive. She takes pride in her gentlemen and ladies and is very selective about who may enter the brothel halls. This means she can spot heavy purses from across a crowded room. Occasionally, her syndicate bosses will request assassin services from her – or her ladies. She’s willing to sell gossip for the right price or for an arrangement can be made that will benefit her. Atiana has all sorts of dirt on the nobles of the city.

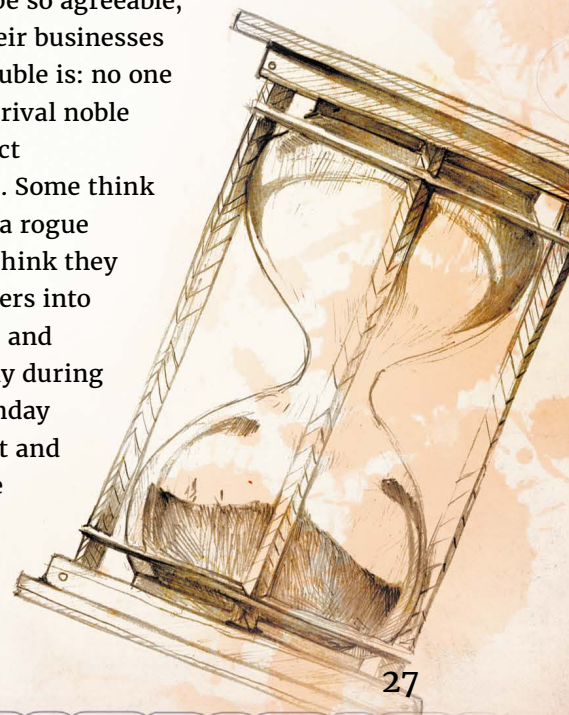
CRISTLIN DEAN (MALE HALFLING ROGUE)

Crist, as he likes to be called, is a thief for hire. Short and slim, fair and fast, he is one of the best thieves in the city but he doesn’t loan out his services for cheap. He is wanted by the city guard for humiliating the king by stealing his crown and then gluing it to the court jester’s head with Sovereign Glue. Needless to say, he won a sizable thieves bet that evening. While he prefers to keep to the shadows and avoid conflict, he is skilled with throwing knives and daggers, and will make short work of anyone who spots him while he is on a job. Crist has a keen ear to the gossip on the street and knows when certain nobles are out of their mansions, leaving their family jewels for the taking.

RUMORS & SECRETS

MAGIC PIE – A local baker has become famous for his brandy cakes. These cakes are so popular he usually sells out by midday. His loyal customers are unaware that the baker slips in a special ingredient that causes them to become addicted to the cakes. The baker charges a premium for these cakes and gives a cut to the syndicate for protection ... and to continue purchasing the “special” brandy from the drow twins. What the syndicate doesn’t know is that he’s been shipping cakes outside the city to make extra profit. The syndicate requires all business under their protect to report all of their earnings so if the syndicate were to learn of this, they may reward the person who brings it to their attention. On the other hand, if someone were to confront the baker about his operation, he might pay handsomely to keep it quiet.

ROYAL REVENGE – There have been rumors floating around the city that a rival noble house is looking to exact revenge against the royal family. Apparently this noble house believes the throne was stolen from them. According to city law, if anything were to happen to the king, the throne would pass to the next house in line, as the royal family lacks an heir. This is troubling to the syndicate because the king has been tolerant of their activities, for a fee. A new king might not be so agreeable, or shut down their businesses entirely. The trouble is: no one knows how this rival noble house plans to act on their revenge. Some think they might hire a rogue assassin. Some think they might take matters into their own hands and poison the family during the queen’s birthday celebration. Crist and Atiana may have heard more through their channels.



FIZZLENOZZLE'S HALL OF WONDERS

Wealth	*****
Prices	*****
Security	*****
Authority	*****
Rooms	Unknown
Services	Magic Item Trading, Teleportation, Airship Travel, Astrology Tower
Talent	Spellcasters, Politicians, Astrologers
Disposition	none

"Any spell-caster worth his salt knows the Hall of Wonders. Yes, it is built on a floating island. Yes, there is a severe lack of proper clothing on his serving girls. But the real gem is Bilz himself. He is a collector of the mage persuasion. If it exists, Bilz has the item or he knows where to find it. The library alone is worth a lengthy visit. If you wish to deal in the magical arts, there is no better place to extend your knowledge".

~ Morgana Valormore, Tiefling Sorceress

Not many people know how it came to be, an inn built on a floating piece of land four hundred feet above the city. If bards are believed to be creatures of truth, the mote of land was ripped from the earth by four wizards engaged in a tumultuous battle. Local gossips swear the proprietor of Fizzlenozzle's Hall of Wonders bargained away a portion of his soul to a demon in exchange for levitating the land so high that no one but Mr. Fizzlenozzle could possess it.

Few know the truth, which is far less scandalous. Bilz Fizzlenozzle wanted to build a tavern in the city and the mayor, having a grudge against gnomes, flatly denied him the right. Undeterred, Bilz used powerful wizardry to make his property lift up and permanently float above the spot. Since the land was technically no longer part of the city, he was free to build his tavern; much to

the chagrin of the mayor, who was summarily removed from office by the king. Realizing he could not force the land or Bilz to return terra firma, the king issued a public blessing on the gnome, hoping the gesture would impress Bilz enough to agree that the land was still part of the king's realm. It did not. To keep the peace, Bilz purchased an additional piece of land, to use as a transit point, an entrance, to the Hall of Wonders.

THE GARDEN PORTAL

In the uptown district, a lush flower garden is nestled between the uniform brownstone buildings. Seductive male and female tieflings invite passersby to enter the garden. Those they entice are led to the center of the garden where a stone dais rises from the ground,



surrounded by tall pillars and covered by an ornate iron roof. Upon the dais floats a large portal, its electrified by magical energy. A set of stone steps leading to golden double doors is clearly visible through its center. This portal does not change its appearance no matter which side it's viewed from.

Stepping through the portal imparts a tingling sensation to the visitor, who will land on the other side in two paces. Once through the portal, visitors are at the bottom of the stone steps, looking up at the doors. Through the doors is a grassy expanse, welcoming visitors with lush, aromatic flower beds and manicured topiaries. At the far borders, an intricate brass work fence serves as a caution to not wander too far. Beyond the fence, there is only sky. Other patrons can be seen seated at small tables taking in the impressive view while enjoying a beverage. Drink servers and greeters are easily recognizable by their uniform: sun yellow tunics with gold embroidery at the wrists and neck.

THE OBSERVATORY

Beside the garden is the hall itself.

The architecture and height of this structure is a wonder to behold. Azure blue stone sanded smooth forms the cylindrical towers of the main building. Spires pierce the sky, their golden flags waving in the faint breeze. Stained glass windows encompassed by gold framing decorate the façade. To the south of the main building is a large brass dome. This is the observatory, which Bilz uses to peer into the heavens.

STEP INSIDE, MIND YOUR HEAD

Stepping through the golden doors, visitors are struck with a sense that the inside space is

much larger than the outside. The grand foyer is decorated with marble floors and pillars, both accented with gold filigree. Bronze busts of great wizards are displayed in alcoves along the east and west walls, their arcane weapon of choice hung on the wall above. In every corner, heady wisteria blooms spill from the mouths of stout vases perched on brass stands.

MAGIC & DELIGHT

Through the foyer another vast interior space awaits. Frescos depicting the lives of the great wizards line the uppermost walls, leading the viewer to a grand domed ceiling. Within the dome, a semi-sentient painting mimics the celestial bodies beyond this realm. When a new universe is created – or destroyed – it is reflected in the painting. Stars follow their natural path across space and time, blinking in and out of view. Directly beneath the dome a slowly rotating bar offers another opportunity for guests to soak in the enchantment. A menagerie of bottled spirits and wines line the glass shelving at the center of this spectacle, a work of art in its own right. Bartenders fluent in several languages easily converse with guests.

Entertainers are on display on the south and east stages, competing with one another to monopolize the attention of the wealthier patrons. Rarely empty, this hall packs in visitors at all hours. Greeters draped in more provocative uniforms stand at the ready to assist first-timers and regulars alike, ushering them to a comfortable seat or other areas depending on their fancy.

Exceptionally attractive female staff tends to guests on both the first and second floors. Tables adjacent to the stages are highly desirable, as they provide the best chance for a bard to take a request. Of course, there are some things that even bards do not speak of. Forbidden songs and poems will have a guest promptly removed by the hall's security force. The security at the hall is comprised of about a dozen changelings. They blend into the crowd, observing visitors as well as the valuable tomes and artifacts on the balcony level. If a known undesirable guest arrives at the hall, the changelings will work together to dispatch the intruder.

THE LIBRARY OF WONDERS

Two winding staircases on the north wall lead to a massive balcony. Magical runes engraved on the balcony railings provide a blanket of quiet for the studious. Vast shelves of weighty tomes, rare magery and herbalism texts are stacked ten shelves high. Tables and plush seating are thoughtfully arranged, encouraging visitors to linger awhile. No assistance is needed here, as the books tend to gravitate towards their eager readers. When the reader is satisfied, the book will float back to its place on the shelves. Occasionally, a guest can be found enraptured by a sentient text, engaged in heated debate or scribbling notes like a dutiful student.

INNKEEPER & STAFF

CATLIN MERIWETHER (FEMALE HUMAN COMMONER) – A curvaceous woman with hair resembling a murky brown stout, Catlin is the head barmaid at the hall. She runs a tight ship, commanding her girls to plaster bright smiles on their faces while carrying mugs of ale close to their décolletage. She endeavors to make every visitor enjoy himself like nobility, long enough to deplete their purses.



FIZZLENOZZLE'S SPECIALS

BILZ' BEST – 5gp/glass

Drafted from magical casks that Bilz enchanted with runes when he was first experimenting with conjuration, this red wine is slightly sweet with no aftertaste.

It does not impart the same effect as traditional wine. Instead, the customer is overcome with a feeling of general well-being and an itching to tell a clever joke.

WONDROUS SWEET WATER – 15gp/glass

A clear liquid that with a tart taste. This drink makes one feel younger, as if they were in the prime of their life.

Special Effect: A player who drinks Wondrous Sweet Water gains a +1 to all ability scores for one hour. This effect does not stack with more drinks.

BILZ FIZZLENOZZLE (MALE GNOME WIZARD)



The Innkeeper – Tales are told far and wide of the hospitable and witty Bilz. He can usually be found behind the bar atop a floating disk, chatting with guests or pouring drinks. His jovial demeanor does not reveal his shrewd business practices or his cut-throat collecting of rare tomes and enchanted artifacts. Bilz employs agents that travel to all the corners of the world in search of these wondrous items. At the prestigious Arcanum Conabilis, a highly selective academy of the mage arts, Bilz excelled in transmutation and conjuration. His favorite instructor, however, was the academy librarian who taught him that true knowledge came from studying the histories of great men and women that came before. *"Examine their failures. Then, avoid them," the librarian advised.* Bilz took these words to heart. The acquirement of knowledge became his obsession. He determined that the way to amass a library of his own design was to be wealthy. After securing a loan from a prominent noble family, he built the Hall of Wonders.

NOTTY SPURLOCK (FEMALE HALFLING

COMMONER) - Notty has cropped blue hair and cute, mousey features that are accented by the horn-rimmed glasses she wears low on her nose. Notty is the head curator of the book collection and manages the library. Not only does she know every title in Bilz's stock, she knows the contents as well. Though woefully unskilled in advanced magery, she is keen and quick. She can spot a sticky-handed visitor from across the hall, and will create quite the commotion to have the would-be thief tossed from the premises.

BAYLOK REMOZEA (CHANGELING FIGHTER)

Changelings are reclusive and too often misunderstood. Eking out an existence in the shadows, they often disguise themselves as a member of the predominant race surrounding them, fearful of being discovered. Baylok had been living like this for years until Bilz put out a coded message to all changelings in the city to come to him for a chance at respectable life. Now, Baylok is the captain of the security force at the Hall of Wonders. Rarely in true form while on the job, he is seen as a human man bearing olive skin and long dark hair.

ACCOMMODATIONS

Ornately carved oak doors discreetly tucked along the back wall of shelves lead to guest quarters or private meeting rooms. Each of the eleven doors bears a small plaque displaying the name of a great spell-caster. These rooms are deceptively large, much like the main hall, and reflect the origin of the spell-caster. Bilz intended these rooms to be interpreted by the senses as if the guest journeyed back to the time in which the spell-caster was still walking the earth.

The room named after famous flatlands sorcerer Faruk Sa'id, for example, resembles a sumptuous guest suite in a desert palace which has not existed for several generations. Other rooms have the trappings of castles in the north, cottages in the grasslands, and above-water huts of the tropics. A few rooms resemble the interiors of nomadic tribal or gypsy encampments. Mage apprentices enjoy the rooms for their historical

context, favoring the room named after an esteemed spell-caster. The rooms do not come cheaply, however, and are often populated by nobles seeking respite from court. Bilz created these rooms utilizing spells from ancient spellcasting texts he uncovered on his travels. The spells have permanence and can only be dispelled by the original caster.

PRIVATE QUARTERS

Those wishing to spend the day, or simply a few hours, can select one of the private meeting rooms on the second floor. These rooms have plain oak doors, three hands thick. Each door has a large number carved on its face, denoting the number of inhabitants it can accommodate. Rooms 11, 13, and 17 are the most popular, as they are the least expensive. All have sturdy oak furnishings; a small table to hold refreshments, high-backed armchairs, and a long rectangular table. Along the back wall are overstuffed sofas for those requiring a softer space to sit – or take a short rest. Rooms 5 and 7 boast finer furnishings, a personal attendant, and a small alcove with a large feather bed.

REGULAR PATRONS

MILLIBONK FEATHERBOTTOM (MALE GNOME WIZARD)

– The Featherbottom family is an old noble family in the city. It was their generosity that provided Bilz the capital to build the Hall of Wonders. Millibonk is the fourth son to Lord Featherbottom's name and as such, was relieved of playing courtier to elevate the family status. Seizing this freedom, he gained admission to the Arcanum Mortuus. His focus on the art of necromancy made him somewhat of a savant in all manner of magery concerning the deceased. Millibonk is customarily well-fitted in fashions exclusive to the noble class. His cloak conceals a leather satchel holding his wand and spell book. The cloak also has many small pockets which hold potion vials; some for throwing and others for ingesting. Millibonk maintains a friendly rapport with Bilz, aware that the friendship is contingent on repayment of the family's loan.

He expects once the debt has been paid, he will not be able take advantage of the hall's amenities as he does now. Millibonk regularly absconds to his "complimentary quarters" with books from the library.

Millibonk stays in the Nevinum Olerrous room, named after a powerful necromancer-turned-lich. The dark stone walls and sizeable altar provide the perfect atmosphere for his spellcasting practice. Currently Millibonk is using the rooms and library of the hall to conduct research. An informant reported that a powerful item belonging to a lich was recently delivered to Mr. Fizzlenozzle's private collection. Could it be a spellbook? The lich's phylactery? Whatever it is, the item is shrouded in secrecy. A charismatic adventurer could help Millibonk convince Bilz to let him investigate the item. A stealthy adventurer may attempt to take it and sell it to Millibonk for a high price.

**MORGANA VALORMORE
(FEMALE TIEFLING**

SORCERESS) – Morgana sits on at a table on the second floor, sipping wine from a goblet, and reading an ancient tome. The gold horns that curve backward on top of her head are surrounded by long, wavy locks. A swath of her onyx black hair is draped over one of her almond shaped eyes. Resting on her thinly scaled skin is a fine linen gown fashioned with gold threading. She's here to study her primary obsession: demons.

Being a hellspawn, she aims to glean as much knowledge as possible concerning creatures within her bloodline. Morgana is not here reading for enjoyment, however. Much like Bilz, Morgana has traveled extensively to amass her collection of texts and arcane objects. Her quest to obtain the famed Demonomicon has led her here, to the Hall of

Wonders. Paid informants have told her that Bilz's collection holds obscure books written by authors who have seen, even read, the Demonomicon and knew of its whereabouts nearly one thousand years ago. Morgana is searching the pages of these books for clues and coded messages from authors past to point her to the Demonomicon's current location.

SALAZAR FLACARA (MALE HALF-ELF COMMONER)

Only a select few of the male persuasion possesses the avant-garde fashion of Salazar. His doublet is a bold shade of pink – normally reserved for females or royalty – bedecked with fine embroidery. A red silk shirt and tight fitting velvet trousers finish his signature look. Salazar

glides across the hall like a dancer, the bells on his golden silk shoes

softly chiming. As the talent manager for the Wondrous Hall, he ensures Master Fizzlenozzle boasts top-tier entertainment. Only the best and brightest will suffice.

As charismatic as he is flamboyant, Salazar has the ability to charm the stuffiest patron into a loyal patron. With an impeccable ear for talent, he encourages any bards in the crowd to climb onstage to perform. Whoever wins the audience's approval will be offered an invitation to the Hall of

Wonders' talent exhibition. The prizes of this exhibition are highly

coveted throughout the realm. A well-connected creature, he has an ear for gossip

and an eye for scandal. Salazar is a useful source of information for PCs who can afford him, or offer a favor.



LEVONNE (MALE ELF COMMONER) – Was there ever a finer creature than Levonne? Surely his features have been magically enhanced. Deceptively packaged in muted colors, he can be spotted with clipboard and quill, dashing about the hall. About his waist is a delicate yet sturdy chain, weighed down by a large ring of keys. The keys open every room in the Hall of Wonders. As the house manager, Levonne is responsible for making ensuring impeccable service. Salazar relies on him to populate the stages with lively entertainers in a timely fashion. Commoners need not waste their time attempting to converse with Levonne. He directs his efforts at wealthy patrons, as they tend to tip well or offer salacious bits of gossip. Levonne carries the golden musical items for the talent exhibition winners in an interior vest pocket: a pick, reed, string, and mouthpiece. These magical pieces boost the musician's abilities once affixed to their instrument.

RUMORS & SECRETS

PRIVATE COLLECTION – Bilz Fizzlenozzle displays most of his book collection on the shelves in the Hall of Wonders, but his extensive private collection is kept in a guarded location. Many have tried – and failed – to discover the location of Bilz's vault. With the hall's security force made up of changelings, uncovering it proves to be a terribly difficult task. There must be some magical space within the Hall of Wonders. Fizzlenozzle's employees will not betray him, as they know him to be a fair employer and a powerful wizard besides. Will anyone locate the private collection ... and plunder its valuables? Could someone convince Bilz to reveal its whereabouts? Powerful magic wielded by a charismatic creature might be the key.

MYSTERY ROOM – One of the guest rooms at the hall is named Nycodemus Erlanther, after Bilz's favorite teacher at the Arcanum Conabilis. This serves as his private quarters and where he keeps the most prized pieces of his collection. Only one other person has seen the collection, Baylok. Guests do not request this room as Nycodemus was not a famous spell-caster. Some say there are

artifacts in his private collection that could bring a catastrophic evil to the realm. Some say he has a Wish Stone that grants unlimited wishes. These are merely rumors. Only Bilz and Baylock know what is really in that room.

HIDDEN PORTAL – One of the fireplaces at Fizzlenozzle's has several other functions besides holding a small fire. There are four cut gemstones, kept in a locked box behind the bar, that when placed in the empty eye socket in the fireplace face, create a magical effect in the large mouth.



- ♦ *A green gem activates a portal to the syndicate headquarters, deep beneath the city.*
- ♦ *A blue gem creates a portal to a syndicate stronghold outside the city, used for quick escapes*
- ♦ *A red gem, which matches the fixed one, creates a Sphere of Annihilation.*

While the Sphere of Annihilation is active, anyone who gazes upon the face is affected by a Sympathy spell (DC 17). On a failed Wisdom saving throw, the person(s) are compelled to approach the face's mouth.

- ♦ *A black gem creates a portal to the Abyssal plane, to the court of the Demon Lord of Fortune.*

The particularly powerful demon grants favors in exchange for souls. A representative of the Lord of fortune, a demon servant, will exit the portal and listen to a mortal's offer. It is rumored that the Syndicate boss made a deal with the Lord of Fortune this way. The Lord of Fortune will not break a deal if a party is upholding their end of the bargain. Several syndicate underbosses have tried petitioning the Lord of Fortune to make them the boss and replace the current boss. The Demon Lord answers these requests with death.

THE NORTH CALL INN

Wealth	☆☆☆☆
Prices	⊗⊗⊗⊗⊗
Security	♥♥♥♥♥
Authority	↗↗↗↗↗
Rooms	10 normal rooms
Services	Lodging, Gemstone & Fishing Expeditions
Talent	Fishermen, Sea Navigator, Shipwrights
Disposition	None



"A fish net hammock is all I need for a good night's sleep. An' let me tell ya: a deep bowl of hot fish stew an' a pint o' Hagshot"

~ Lem Oarman, seasonal resident at the North Call Inn



short walk from the docks in this small fishing village stands the North Call Inn. Though its thatched roof has seen better days, the weathered stone building provides a welcome

respite from the cold wind and sea spray. A large brass weathervane sits atop the roof. On the rare sunny day, light touches the metal creating a beacon for wayfaring voyagers. Above the entrance, an old wooden sign sways in the wind, squeaking its welcome on rusted chains.

A crackling fire in the large hearth and the aroma of seasoned fish stew are the first things travelers notice when they step through the doors. Several booths, tables, and a long bar fashioned out of a large piece of driftwood can accommodate up to 30 patrons. Buoys, crab pots, and fishing nets decorate the interior. Affixed to the wall above the hearth is a wooden mermaid. Once attached to the bow of a grand sailing vessel, she now keeps watch over the inn.

A raised platform behind the bar houses six barrels; all corked except one. Above the barrels, a small cabinet filled with spirits hangs next to a salvaged ship's wheel.

INNKEEPER & STAFF

ARED NORGIN (MALE HUMAN FIGHTER) -

Rugged in appearance but friendly natured, Ared speaks with a raspy deep voice. The sound of his booming, coarse laughter can reach as far away as the docks - if someone lets him in on a good joke. His right hand is missing two fingers, courtesy of an unfortunate encounter with a wild dog in his youth. He has not been very fond of dogs since.

Aside from being the innkeeper, Ared is the sole brewer of a unique local drink called hagshot. He might tell curious patrons the ingredients, but his brewing process is a well-kept secret.

SOLSTA NORGIN (FEMALE HUMAN COMMONER)

Ared's daughter, Solsta, helps run the North Call Inn. She cooks and serves guests in the tavern. Her pretty, round face makes most travelers feel at ease. Solsta's delicious fish stew has earned the jealousy of more than a few fishwives. Their husbands can't help comparing what they get at home to Solsta's recipe.

THE TIDE OF SEASONS

Ten guest rooms are available at the North Call Inn. Seasonal fishermen call this inn home from late autumn to mid spring, when crab fishing is at its peak. Four simple communal rooms offer straw beds on the floor and fishnet hammocks hung

from posts, attached to the walls and ceilings. These rooms sleep nine and are as cramped as sleeping quarters on most ships. Lockers nailed to the wall provide guests a place to store their possessions. Guests can rent a padlock from Ared should the need arise. Two single and four double occupancy rooms comprise the rest of the available space. Modestly decorated, these rooms offer straw beds, simple furnishings, and footlockers. Ared keeps the hearth fire going all through the night during the colder months and while you'll still need to bundle up when going to bed, you won't see your breath when you exhale.

REGULAR PATRONS

JAMESON BOONSALL (MALE HUMAN COMMONER)

After witnessing a ghostly apparition at sea, Jameson became fascinated with the unexplained and supernatural. Buy him a drink and he'll share dark tales of sea monsters, ghost ships, and star-crossed lovers who haunt the village. Jameson lost his beloved dog while fishing during a stormy night. Deep scars have gnarled his face, making him slightly droopy-eyed; a sad souvenir from that unfortunate night. Jameson often spends time on the docks looking out to sea, no doubt thinking of his lost best friend.

AENGUS GRIST (MALE HALF-ORC TOWN GUARD)

Although he's large and intimidating like most half-orcs, Aengus is friendly and kind hearted.

He stops in for a drink in the evening after patrolling the town streets. When he arrives he takes his usual spot at a barstool closest to the door, and greets everyone who enters. The village itself is usually free from major crime but Aengus always has news of nearby bandit activity.

GREGOR STOCK (MALE HUMAN MERCHANT)

The peculiar personality and looks of the owner of the local Stock & Trade emporium are legendary. This short and stout man is a cunning negotiator and expert appraiser, always on the lookout to make a profit. In his left eye socket is a sapphire concealed by a fine purple eye patch. His braided brown hair has distinctive dark orange streaks in it. Traveling merchants keep him privy to the challenges and danger they encounter on the roads. Eager to hire caravan guards, Gregor has several business propositions for more adventurous folks.

TARGUKA, SPRING CELEBRATION

Five hundred years ago, a wayward fishing boat met its unfortunate end on a stretch of rocky coast. Hrolf Turval and two other survivors were thrown from the wreckage onto the frozen shore. It was the beginning of winter. The three castaways endured many hardships over that season: ice storms, ravenous beasts, and countless injuries. If it were not for the abundant shellfish and wildlife, the

QUILLA BLADESONG (HALF-ELF FEMALE BATTLEMASTER)

✠ **Battlemaster:** *Elven Blades, Longswords, Elven Lore (songs & tales)*

Quilla is tall and slender with a waterfall of black hair cascading down her back. Born in Sestone, she learned swordsmanship in her teens from her elf father, becoming one of the most revered sword fighters of this age. As a young adult, she set off to make her fortune and returned only when she had her fill of slaying orcs and goblins. She'll tell tales of saving the daughters and sons of various nobles, matching wits with powerful evil wizards, and slaying a younger but volatile red dragon. Quilla has some magic items from her adventuring days that she might be willing to part with if she believes they will be in capable hands. Additionally, Quilla can serve as a Battlemaster to train special skills to Heroes.





THE NORTH CALL SPECIALS

HAGSHOT – 6cp/bottle – An exceptionally strong (and rather foul smelling) spirit bottled exclusively by Ared Norgin. Fermented kelp, rye, and citrus brewed in oak barrels produces this olive-colored ale. Hagshot smells like seaweed left to rot on the beach, and has a bitter-salty taste. Anyone who “enjoys” this spirit will cough or gag on the first sip. Locals say the citrus content helps prevent scurvy.

Special Effect – Hagshot inspires a short-lived, reckless feeling of bravery and confidence. Whenever you make an ability check after drinking, roll a d4 for every pint you had within the last 30 minutes, and add the number rolled on each of these dice to your ability check. If you roll a 1 on any of these bonus dice, you instantly fail the ability check in a ridiculously clumsy way.

DIMHALL WINE – 8cp/mug, 3gp/bottle

A local merchant provides Ared with bottles of Dwarven Wine from various clans for patrons and locals who prefer something less bitter than Hagshot. Mostly ordered by travelers, Ared keeps these on display in a cabinet behind the bar, the bottles adding exotic décor to the North Call’s rustic interior.

SOLSTA’S FISH STEW – 2sp/bowl

Turnips, carrots, onions, mussels, crab, and several varieties of fish make this stew a hearty meal. Served with a side of black bread and butter, fishermen swear by its ability to sate even the most ravenous hunger.

Special Effect – For 1d4 hours after eating Solsta’s Fish Stew, you have advantage on Constitution saving throws.

CRAB LEGS (SEASONAL) – 3sp/plate

The crabs of the north seas grow to an enormous size. The legs alone are 3 feet long! Ared stokes a fire out back and steams them over glowing hot coals, wrapped in seaweed, and serves six foot long portions on a tray with a bowl of drawn butter on the side. Tender and light in texture, the crab meat melts in your mouth. Available only during the winter and spring months.

CHEESE, FRUIT AND DRY SAUSAGE – 2sp/plate

Seasonal cheese and fruit with a thick link of dried smoked sausage. Served with a generous portion of black bread and butter, this plate is good for a meal in the tavern or as a take-away for travelers. Fishermen who have reached their fill of seafood select this simple yet satisfying dish.

IKU-TURSO, FISH SKRILLÉ – 4sp/plate

An exotic cuisine from the depths of the sea. Iku-Turso is served cold and is a curious combination of lobster borth, crab legs, and squid. It is often made to be eaten during the Ritual of Iku-Turso; honoring the ancient demon sea God.

party surely would have perished. When spring finally arrived, Hrolf interpreted the retreat of the harsh conditions as a sign from the gods that his party was being rewarded for their perseverance. He and his mates made an offering to their gods, opening their ceremony by striking a small gong that survived the wreckage. With the help of his mates, Hrolf founded and built the first structures of the town now known as Sestone.

Every year when winter melts into spring, the town celebrates Hrolf and his mates. The festival of Targuka, named after Hrolf's fishing boat, begins the day after the frozen ground melts away completely, revealing the new life of spring. Shortly before dawn, the townsfolk gather in the market square. A ceremonial gong stands in the center of the square, facing east. Ulfwin Turval, a direct descendant of Hrolf, sounds the gong, proclaiming the blessing of the gods who allowed Sestonians to survive another harsh winter. The day is filled with music, food, and games of chance. Spirited revelers end the festival with a massive bonfire on the beach that carries on until dawn.

RUMORS & SECRETS

AELMOR ISLAND - It is common knowledge that an island off the coast once was a refuge for higher learning in the magical arts and devotion to strange deities. Now a ruin picked over by bandits, the old monastery may still hold some secret knowledge or treasures. Fishermen will share stories of a hidden cove among the cliffs, accessed through a cavern located below the ruins. None venture close, for jagged rocks and glimpses of strange fish-like humanoids stir up fear and, caution in these simple fisher folk. Heroes can gain more information from the locals. One might act as a guide for the right price.

MINING EXPEDITION - A group of dwarves are in town conducting business with a local merchant. Word around the tavern is the merchant has hired the dwarves to recover his treasure. This expedition is as costly as it is dangerous. Realizing they may have oversold their abilities, the dwarves are now seeking additional muscle

for the task. Heroes can locate them in a corner booth, drinking dwarven wine while considering alternative plans.

A PAST IN PIRACY - In a previous employ, Ared sailed with a notorious captain called Moorgaunt. In a port of call, Ared met Solsta's mother and fell deeply in love. Desperate for an escape from the swashbuckling life, Ared stole a large sum of gold from Moorgaunt, collected his ladylove, and sailed north, far from Moorgaunt's territory. Moorgaunt placed a sizable bounty on Ared's head but no one from his pirating life has found him ... yet.

Tragically, for all his careful planning and safe living, Ared lost his bride while she was giving birth to their daughter, Solsta. Ared knows the location of Moorgaunt's clan lair and knows of several powerful magic items in their possession. Getting this information out of Ared won't be easy, but he may tell all to those he owes a favor.

KHARKUUN'S CURSE - Complaints of foul odor in the inn led to the discovery of a rotting corpse in an upstairs chamber. The remains were identified as merchant sea captain, Atticus Nilsson. Rumors of a cursed obsidian figurine soon circulated the docks. This figurine is said to belong to the powerful pirate lich, Kharkuun. Its reign of terror is well known by those who have traversed the shipping lanes in the tropical seas and lived to tell the tale. Those who have not seen the piece believe it brings the holder immeasurable wealth. Yet, all who have touched it have met a violent end.

Before his fortunes turned sour, the captain managed to conceal the figurine behind the wooden mermaid in the tavern. Captain Atticus hoped this would save him from the terrifying darkness that haunted him day and night.



EMERALD FALLS

Wealth	☆☆☆☆
Prices	⊗⊗⊗⊗⊗
Security	♥♥♥♥♥
Authority	↗↗↗↗↗
Rooms	16 varied
Services	Jungle Expeditions, Diamond Prospecting, Aerial Messaging,
Talent	Traders, Shamans, Rangers, Wilderness Tracking, Lava Core Mining
Disposition	Humans (Distrusting)

"You hear the roar of the falls first, echoing all around. Stay on the beaten path lads, or you'll lose your way. Just when you think you can't take another step, the overgrowth gives way and there she is: the most beautiful lady in the jungle, The Emerald Falls. If you can get there before sunset, you'll see why many a traveler has mistaken her for a cave of emeralds. Her waters nearly glow with the colors of the land surrounding her. In the moonlight, she's a goddess; her crystal waters glittering under the stars. Continue to the left and a narrow path will lead you behind the falls to the guest house."

~ Fruum Blagsbard, Blackrock Dwarf Trader



At the center of a great jungle, a jagged mountain range juts up from the rolling terrain. Black mountains devoid of vegetation part the lush landscape, their peaks a serrated blade threatening the sky. These are the Dragontooth Mountains, a long range of impossibly high summits and several active volcanos. Black obsidian stones mined here are traded far and wide, creating a funnel of prosperity for the Blackrock dwarf clan who reside there. These mountains are also home to fire giants, who prefer to remain near the volcanic peaks of the range.

Near the center of this mountain range lies the remnant of a large volcano. Long dormant, this

massive caldera cradles a large lake in its belly; formed by centuries of collected rainwater. This lake bleeds into streams that cascade down three hundred feet into the Emerald Pool below. These cascading rivers form the Emerald Falls.

BEHIND THE VEIL

It is behind these falls, on the banks of the pool, where adventurers can discover the Emerald Falls Guest House. Exotic jungle woods striped with bright veins of color were used in its construction. The contrast positions the guest house to stand out against the obsidian like a painting on black canvas. The building is made up of several tiers that climb up the cavern walls and fill its width. Suspended landings, walkways and staircases allow for visitors to climb up to private rooms, each with a view of the falls, pools, and the jungle beyond. At the base of this structure is a patio area which serves as a lounging area. From here, guests can safely enter and bathe in the clear green waters of the pool. Beyond the patio, large teak doors adorned with polished stones and carved jungle wildlife motifs mark the entryway to the tavern.

OBSIDIAN EYES

The entrance is flanked by two massive warding statues, carved from a solid piece of obsidian, depicting the gods of local jungle tribes. These are believed to keep the evil spirits that wander the jungle from discovering this sanctuary. Upon entry, warm bright light emitting from glowing rock lamps fills the interior space. Dry, cool air from the lava tube cave system flows in through vents at the back of the tavern hall, keeps the



jungle humidity at bay. Near the entryway, a cozy bar invites visitors to sit and rest, have a drink. Several tables are scattered throughout the space. Here, guests can enjoy a meal, talk of their travels, or simply enjoy a little privacy away from the boisterous regulars at the bar. To the left of the entrance sits a small stage where locals play upbeat music. To the right, a short hallway leads to the kitchen entrance and the back of the structure to the lava tube caves.



INNKEEPER & STAFF

ZAXIA COORVATAK (FEMALE FELINID MONK) – Zaxia – or Zax as she likes to be called – inherited the guest house from her father, Pacha. She towers over most, an elegant beauty of six feet. Her amber colored fur is speckled with dark spots that cover her entire body. Modestly dressed, she can be easily spotted in the traditional, colorful garb of her people. Her almond-shaped eyes are the same green as the pools outside, and just as bright. Newcomers to the guest house are always startled by Zax's eight inch fangs, believing themselves to be her next supper.

Regulars know that she is mostly grins, not growls, but they can be reluctant to pass on that information in favor of a good laugh. Zaxia thoroughly enjoys life and runs the guest house as if every day were a festival for her gods. She loves to have music playing, drinks flowing and howling at a well-crafted joke. Visitors arriving in the morning can spy Zaxia cliff diving into the Emerald Pools. Locals, and visiting fools, sometimes challenge her to a diving contest to score free drinks. Little do these unfortunate braggarts know that Zax holds the unofficial

record for cliff diving in these parts. No one has beat her at the dive ... and lived to tell the tale.

KYMANI ASHANTE – (MALE AVIAN BARD)

Kymani is a member of the Avians, a race of bird humanoids that reside in the lush canopies of the jungle.

Elongated flight feathers on their arms can be folded back when not in use. Kymani's plumage is a bright display of reds, gold and copper. Jungle Avians tend to use their flight abilities only when needed while among other races. Most other races in the jungle actively avoid Avians due to their reputation of feeling – and acting – superior to others. Kymani is attempting to challenge their prejudice by being very friendly to guests and always willing to play a song to cheer his audience. Able

to play twelve different instruments with legendary expertise, Kymani is the resident entertainer at the guest house. While not an adventurer, he is an expert on local lore and can be a valuable source of information.

ACCOMMODATIONS

Stairs adjacent to the patio lead to a landing from which several walkways stretch to rooms built on top of the tavern hall and along the cavern walls. There are sixteen rooms in total. The largest are located closest to the patio level with the ability to sleep six. Small, single occupancy rooms are located on the upper levels. All of the rooms feature a deck area, outfitted with chairs or benches for guests to relax in and watch the falls – or the other patrons. Inside the rooms, the furniture is carved from the same exotic woods as the guest house doors; creating a colorful, if not cheerful respite. The beds are stuffed with the soft fibers of nut husks and the sheets are made from thinly woven silks which keep guests cool in the constant humidity. Each room has a small table to sit at and they are all lit by rock lamps.

SLEEP TIGHT

No locks on the doors means guests need to keep valuables hidden or leave them with Zax if they feel the need for security. Zax does not see the need for locks, declaring the Emerald Falls Guest House as the safest place on the mountainside. In all the years she has run the inn, not one incident of theft has been reported. Some say she has theft warding magic cast on the inn and that if one tries to steal something, they will be overcome with a suggestion spell, forcing them to publicly confess on stage in the tavern.

Zax will neither confirm nor deny this as she likes this rumor spread about. Guests awake to the calls of jungle birds and the smell of bread baking. Zax enjoys offering breakfast for hungry patrons on the patio: fresh sweet breads, fruits and smoked reptilian meats. Anything that keeps her guests happy will fatten her purse.

NOTABLE PATRONS

Fruum Blagsbard (Male Dwarf Trader)

Fruum travels the trade routes in and out of the jungle, selling the raw obsidian and other handiworks produced by the Blackrock clan. He has brown skin like most Blackrock and chestnut hair cropped short on his head. His beard is trimmed and braided into a long single lock which he fashions around his neck like a scarf. He says it helps keep him cool in the humid jungle. Fruum is friendly with the local tribes and is able to communicate in their various languages. He makes an excellent guide, especially for those unfamiliar with jungle flora and fauna. If a group of adventurers need his services, Fruum is happy to join for a span, especially in exchange for a few growlers of guava ale.

Bronwynn Elderflower (Female Elf)

Ranger – Trained on the outskirts of the jungle, Bronwynn is a skilled bounty hunter, selling her services to kings, lords, and governors residing within or near to the realm. Her blood-red hair is plaited down her back with strips of fine leather. She wears a blue tunic embroidered with icons familiar to her elven clan. Her soft, unassuming

features are quite deceptive, tricking those unknown to her into believing she is a demure flower. It is only too late the other discovers her expertise with a bow and the razor sharp blades at her hips.

Finely carved yet powerful, her bow is both a magical and sentient weapon. A druid in her clan transferred the spirit of her brother Baelyn into the bow upon his death. In his new form, he is able to assist Bronwynn on her quests and remain her companion; the two make a formidable team in both combat and diplomacy. Bronwynn is often seen speaking to the bow. Those unknown to her dismiss her as a lunatic, chattering to herself at all hours.

Bronwynn has been hired by the king of the Blackrock dwarves to deal with the fire giants who have been attacking the clans mining near the volcanic regions. The superheated stone is vital for the most valuable dwarven wares; they willingly take the risk of skirting fire giant territory to gain a large profit. Bronwynn – along with Baelyn – is still debating her best approach. She could attempt to broker a deal between the giants and dwarves. On the other hand, it may be easier work to remove the giants from the area completely. Adventurers who speak with Bronwynn will learn about her dilemma and may offer their assistance.

RUMORS AND SECRETS

BROKEN SEAL – Fruum has caught wind of some disturbing news from the villages he passes through on his trade routes. About a week ago, a caravan three wagons strong was found in a ditch. While the jungle roads can be dangerous and bandit attacks are known to occur, this incident is different. No bodies were found at the scene but definite signs of a fight remain. In fact, the merchants who found the caravan report finding severed limbs, that were not only decomposed, but moving. The locals believe this to be the work of a necromancer. Frightful rumors have begun to spread, warning of the return of a powerful raksasha who terrorized the jungle with its necromancy a century ago. The raksasha was taken down by a paladin who used his righteous

blade to seal the evil creature away in a tomb. Some say the paladin's blade has been weakened, or removed, allowing the raksasha to return to the realms of the living.

HEART OF FIRE - Deep beneath the mountain range, unknown to all except the fire giants, is a labyrinth of lava tubes. This was once home to a kingdom of salamanders. The fire giants invaded the salamander kingdom long ago, killing every creature in the kingdom. Or so they thought. Hidden in the hot depths, a small group of salamanders survive. They are the sole protectors of an ancient artifact called the Heart of Fire. This large red gem is the measure and weight of a man's head, and harbors great magical powers. The gem can be used to control volcanic lava flow within a five hundred foot radius of itself and was used by the salamanders to control the environment they lived in. Unfortunately, the salamander survivors are weaker than their ancestors. They have forgotten how to use the artifact but they guard it still, worshipping it as if it were a god, and praying for vengeance against the fire giants who destroyed their kingdom. Recently, a salamander corpse was found by locals in a mountain stream. No one knows how the salamander arrived there but this discovery has alarmed the dwarves as well as the locals. Adventurers may decide to follow the trail of the dead salamander to uncover its origin. Those who do might learn of the salamander's labyrinth and the Heart of Fire.

THE WISHING STONE - Deep in the jungle, further than any adventurer has ever wandered, lays the ruins of a great civilization. Worn away by time and aggressive vegetation, all that remains is the shell of a grand pyramid. This is where blood sacrifices were made to a Spirit Naga, ruler of the people who once inhabited this city.

Forgotten through the generations, the Spirit Naga remains trapped in the pyramid. Its only activity is to lure lost travelers to its lair with the help of an ancient artifact called the Wishing Stone. The artifact emits a magical field similar to a Suggestion spell for ten miles in every direction from the pyramid, enticing creatures to its resting



EMERALD SPECIALS

GUAVA ALE 3sp / cup -

This light brew appears pink when poured and has a sweet, tangy aftertaste. It is brewed with a native root said to impart the icy chill of the northern lands. Refreshing on a hot day in the jungle, this is the drink of choice for locals.

Special Effect: A player who drinks a pint of Guava Ale has fire/heat resistance for one hour. This effect does not stack.

HOT BANANA JUICE 1gp / cup -

Zaxia concocted this drink by distilling the fruit and blossoms of the saba tree with fermented milk of young coconuts. Bright magenta color mimics the skin of the saba fruit. When poured, the liquid naturally emits an odor indicating its intense spicy flavor. Locals will order this drink by simply asking for a glass of "juice". It's quite strong so like an enemy, it is best taken down quickly.

Special Effect: One drink grants a player a +1 for Dexterity and a -1 to Wisdom for one hour. If a player drinks a second shot, they gain cold resistance for one hour. This effect does not stack.

place. The Spirit Naga toys with its prey. Leading unfortunate souls deep into a labyrinth below the pyramid, the Spirit Naga's trickery weakens them until they perish, releasing their souls for its consumption.

Full of dead ends, traps, and undead minions of the Spirit Naga, the labyrinth is a formidable challenge for even the most seasoned adventurer. If the Spirit Naga is defeated, adventurers can claim the Wishing Stone as their prize. Those who possess the Wishing Stone have the power to charm other creatures into doing their bidding.



SECTION 2

BRINGING YOUR INNS TO LIFE



BRINGING YOUR INNS TO LIFE

"An' she bloody tells me," Trolko looked around, relishing the attention. "I'm sorry Mister, we don't do breastplate stretchers"! The room erupted in howls, his audience hooting and hollering, drinks splashing about. Trolko's belly shook with laughter as the punters patted his back, dropping full steins at his table as tokens of appreciation for another story well told. Trolko adored these moments. Ever since he left the dreaded Taroshian Army, all he yearned for was friendship and a good laugh.

"Tell us another!" a voice shouted from the din. Trolko raised a hand. His audience stilled, their expectations ballooning in the musty air.

Taking a gulp of wine, he continued, "Have I told you about the lad who lost my pants?"

~ Quilla Bladesong, Journal Entry , 7th day of Targuka, Year of the Bloodmoon



his section provides everything you need to bring your inns to life, and offer your heroes fun things to do when they are visiting. Some are presented as optional rules. Others are intended to spark your imagination and encourage you to find new fresh ways to handle an otherwise ordinary visit to the tavern.

DISPOSITION

Most tavern owners cannot afford to deny entrance to folk they don't fancy, and are hospitable. Some establishments, however, are known be ill disposed towards certain races, professions, or beliefs, refusing to serve those who fall into these classes. An orc barbarian sitting down for a drink at the Whitewoods Inn might be surprised he parted with a few more coins for a tankard of ale than his elven friend. Certain places even go as far as denying entrance altogether to certain creatures, risking a skirmish with the guards or proprietor to those that come in anyway.

As an optional gaming rule, each inn can have a Disposition towards Race, Class and Religion, affecting many things such as prices, the availability of information and services or hospitality.

DISPOSITION LEVELS

Disposition is measured in levels, ranging from *None* to *Violent*.

NONE – If no disposition is specified, the tavern is entirely neutral, welcoming all customers.

UNWELCOMING – The establishment is not particularly forthcoming, but won't deny access. The mild intolerance shows in small ways that might not be immediately noticeable.

INTOLERANT – The tavern staff openly calls out, ridicules or bullies these creatures. This results in those customers never returning, earning the place a reputation for being intolerant.

VIOLENT – The establishment is extremely unwelcoming or hostile, or denies entrance entirely. These places have guards stationed at the entrance checking all that enter, pulling aside those that strike suspicion.

THE EFFECTS OF DISPOSITION

In addition to being met with an unfriendly attitude or being denied entrance, a poor disposition can also influence other things such as the availability of services or the willingness to cooperate truthfully.

Depending on the severity of the intolerance, the effects vary from increasing prices and unfriendly scowls, to more hostile behavior such as refusal of being served food and drinks, or verbal harassment.

The table below lists several roleplaying ideas to help you create an immersive world for your players when one or more of their party is unwelcome.

d10	Disposition Effects
1	You notice prices are high, only for you.
2	Regular patrons scowl and act rudely.
3	You are denied a seat at certain tables.
4	Locals refuse to talk to “your kind” and call you names.
5	You are being denied services such as using the stables and blacksmith shop.
6	The innkeeper says there are no rooms available, but it’s obvious business is slow.
7	You begin to suspect information given to you is deliberately falsified.
8	The innkeeper spits on the counter and turns his back to you.
9	Regular patrons corner you, looking to start a fight.
10	You are denied entrance; guards at the door knock you back.

INFLUENCING DISPOSITION

Through roleplaying or taking certain actions, your heroes have a chance to improve or worsen the level of disposition, affecting the way the patrons and proprietors deal with them. The GM decides which actions and how many are needed to improve or hurt the level of disposition towards the Heroes, leaving room to shape the experience towards your campaign. An initial Mild Disposition could be turned into no disposition at all, through clever play. Alternatively, brash adventurers can become even more unwanted.

BEING FAVORED

Contrary to being unwanted, there is also the possibility of becoming keenly regarded guests. Consider inverting the effects and making one or more of your heroes welcome visitors.

Becoming a favored patron can have many benefits, both subtle and far-reaching such as:

- ♦ *Lower prices for drinks and services.*
- ♦ *Being welcomed and recognized as a regular. They start to know your name around town.*
- ♦ *Becoming a confidant. Access to inside rumors and valuable information.*
- ♦ *Being announced as performer on a festive evening at the tavern, earning great respect.*
- ♦ *Being regarded as an important person. Folk come to you for advice on many topics.*
- ♦ *Being offered a place to hide when needed.*
- ♦ *Being offered a regular long-stay room and permanent access to stables and services.*
- ♦ *The innkeeper introduces you to influential people in town, unlocking new opportunities.*
- ♦ *The innkeeper offers you to take over the tavern once he retires.*

Becoming favored around town is a fantastic way to weave your heroes into the fabric of your campaign, making them a part of a living, breathing world where actions beyond simply swinging a battle-axe matter.

THE INNKEEPER'S AUTHORITY

The innkeeper is often a respected figure commanding some authority, especially in smaller communities. He or she plays a key role in local affairs such as trade, economy, and politics. Where Disposition determines the overall attitude towards certain races, groups, and professions, your adventurers' relationship to the innkeeper quantifies what services and information they have access to.

Being on friendly terms with the innkeeper might allow the characters an audience with the local lord. Conversely, if the characters provoke the ire of those around them, they will suffer the consequences. Opportunities vaporize or become harder to get.

As an optional gaming rule, each inn can have an Authority level on a scale from 1 to 5, indicating how far the innkeeper's influence reaches.

Authority Level	Influence
✓	No local influence
✓ ✓	Modest regional influence
✓ ✓ ✓	High regional influence
✓ ✓ ✓ ✓	Intercontinental influence
✓ ✓ ✓ ✓ ✓	Unbound influence

The higher the level, the more influential the innkeeper is in local matters, or even consulted regarding intercontinental political affairs. Adventurers can use this to their advantage, improving their relationship with the innkeeper to advance their place in political standings, or better their kinship with the mages guild or important traders. An innkeeper's authority might change over time, possibly due to events your heroes participated in. This is a great way to make your world a living and breathing place, as opposed to being filled with static characters.

GAINING THE INNKEEPER'S FAVOR

Gaining the favor of an innkeeper through clever roleplaying or performing outstanding services can be a fun and refreshing activity for your heroes. At the GM's discretion it may increase their chances to unlock a myriad of new opportunities.

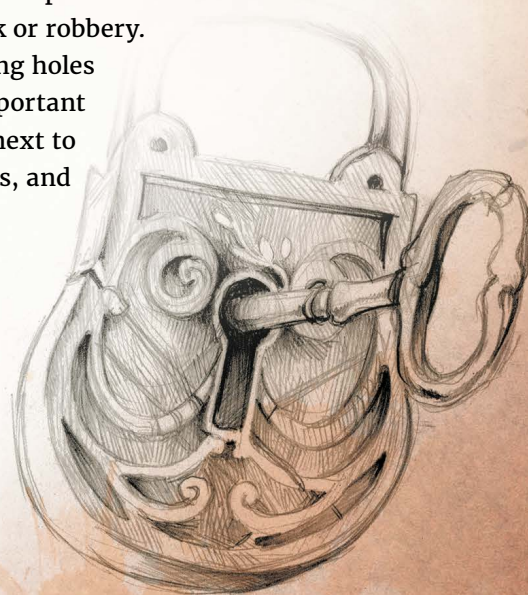
The GM decides how to quantify this, allowing the characters to find smart ways to advance their standings. If they succeed the pay-off can be great, strengthening their relationship with the NPC's, but situations in which such an attempt fails, leaving the innkeeper mad at the Heroes, can be equally interesting.

SECURITY

Quilla Bladesong has seen more bar brawls than most. She is seen casually dodging a bottle of Hagshot whizzing past, crashing into the back wall of The North Call Inn. One particularly interesting winter, she witnessed a merchant from Dunlinn have his arms pulled off by the local blacksmith. The merchant dared to dispute the quality of the blacksmith's swords.

While most taverns are fairly safe, some can have a low security level. This indicates they are more likely to be inhospitable or have visitors fall victim to attack or robbery. Clandestine watering holes have an equally important place in the world next to law-abiding taverns, and offer interesting roleplaying opportunities.

As an optional gaming rule, each inn can have a Security level on a scale from 1 to 5. The lower the security status of



the Inn, the higher the chances are the heroes fall victim to an attack, fraud, robbery, bribery, bar fight or other event.

NEVER TELL ME THE ODDS!

For every visit to the inn, roll a percentile die and check the table below to see if anything happens.

Security Level	Chance of Event
♥	75% or higher
♥♥	50% or higher
♥♥♥	25% or higher
♥♥♥♥	15% or higher
♥♥♥♥♥	5% or higher

If an event occurs, roll a d20 or manually pick a result from the “Unfortunate Events” table below.

d20	Unfortunate Events
1	You absentmindedly stare at the crime lord’s partner, triggering his wrath.
2	A bar brawl erupts, with you caught in the middle.
3	A street urchin tries to pickpocket you.
4	A disgruntled wizard sets the tavern ablaze with magical fire.
5	A bandit mistakes you for someone he has a dispute with.
6	Your opponent cries foul play in a cards/ dice game.
7	A local merchant swindles you into buying knock-off potions.
8	You trip over the innkeeper’s cat, causing a kerfuffle. He charges you 20gp for the damage.
9	You bet on two enslaved dwarves fighting to the death.
10	Any belongings you left in your room are stolen.
11	A bar brawl erupts. Everyone starts throwing drinks at you, dealing 5 (1d10) slashing damage.
12	A rough looking man rushes past you, pushing a leather satchel into your arms before fleeing the tavern.

13	Several bandits burst into the tavern demanding money, threatening with crossbows at point blank range.
14	The barkeep tries to calm two quarreling lovers who are getting increasingly loud.
15	A game of dice ends badly for a local guardsmen. He knocks over the table and starts throwing a tantrum.
16	Two gnome prospectors get into a fiery argument, pickaxes swinging wildly.
17	Regular patrons corner you and taunt your choice of clothing.
18	Out of the shadows, a robed figure puts a dagger to your throat, demanding all of your money.
19	Local authority bursts into the tavern shouting “this bandit party is over!”
20	The innkeeper loudly accuses you of paying with false coin, which causes the whole crowd to eye you suspiciously.

SENSING DANGER

In certain events you can ask the heroes to make a Wisdom (Perception) check or a Wisdom (Insight) check to see if they notice the thief coming or sense a dispute is escalating into a bar fight. It’s up to the GM to weave the encounters into a thrilling narrative, making the Heroes feel their choices matter.

THE VIRTUES OF LOW SECURITY

While some avoid low security establishments, others revel in the low light of clandestine dens and watering holes. These shadowy places are rife with opportunity and mystery. Those after a precarious bit of information proving the local lord’s illegal trade practices or the latest tidings of the assassin’s guilds, flock to low security establishments. Even those who look for nothing more than to disappear for a while savor the shadows low security inns.

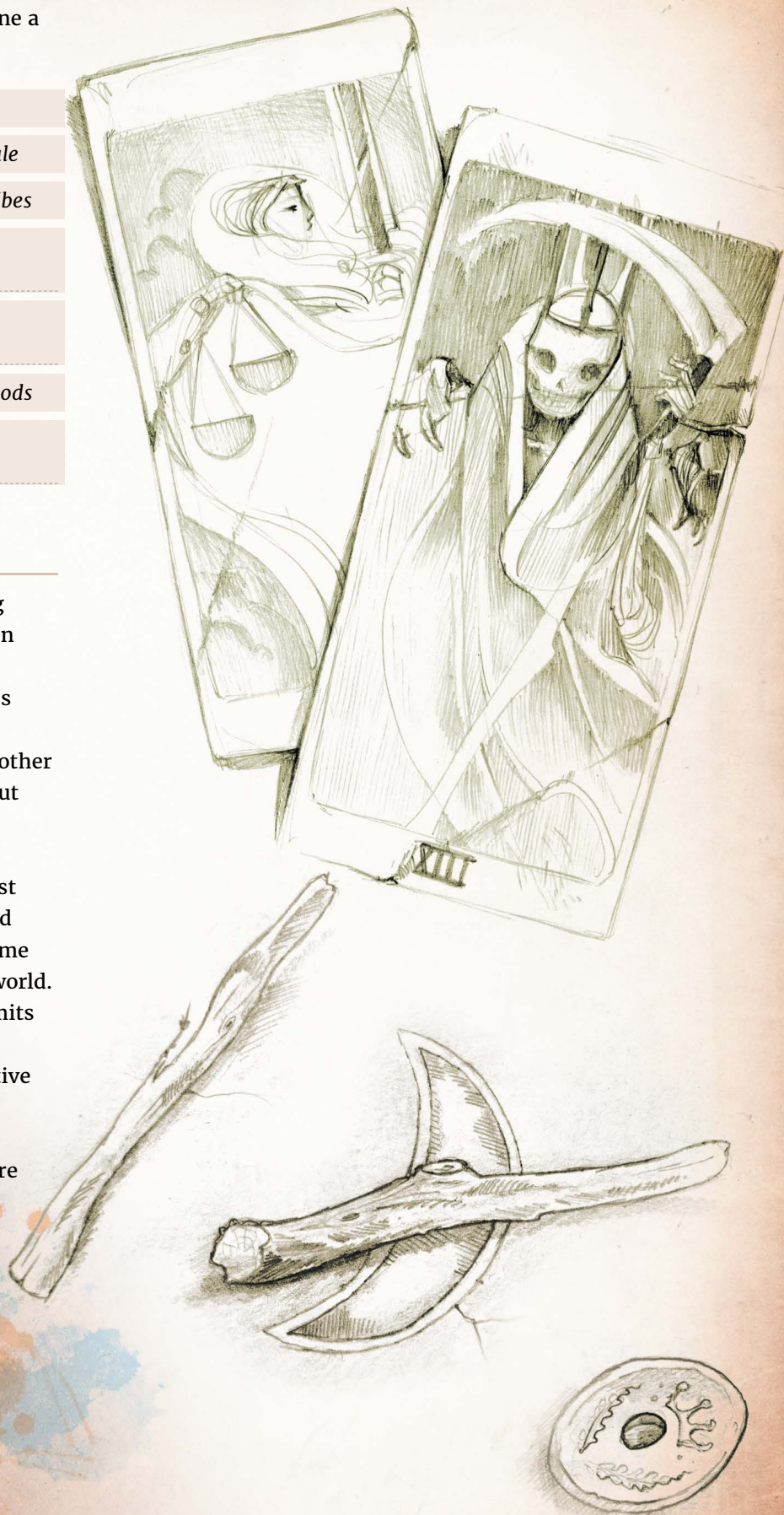
Examples of how low security might determine a tavern's properties:

- ◆ *The place is rich with rumors*
- ◆ *Availability of clandestine information for sale*
- ◆ *Innkeeper and servants are susceptible to bribes*
- ◆ *Hiding place for those who don't want to be found*
- ◆ *Place to hire assassins, bounty hunters, and mercenaries*
- ◆ *Selling place to get rid of your clandestine goods*
- ◆ *Illicit wares for sale such as poisons, thieves' tools, or rare spell components*

GETTING AWAY WITH MURDER

Anti-social behavior such as openly engaging in combat and stealing is a surefire way to run into trouble with the law. But in low security establishments, your characters are much less likely to be apprehended. This means that adventurers can use force, intimidation, and other unsavory means to obtain information without risk of running into the law.

Low security establishments are often the best places to acquire hard-to-get information and pick up the darkest of rumors. They can become some of the most memorable places in your world. Whenever the heroes are running into the limits of the law-abiding civilization, opportunities might open up elsewhere. From highly secretive quests to obtaining politically sensitive information or hiring assassins, low security places might just be what your adventurers are looking for.



WEALTH & PRICES



From the opulent taverns of Mul'Djin to the rickety roadhouses along the forested edge of Ruhn, establishments vary in wealth and stature.

Some are exclusive, accessible only to the wealthy, but others are a home to all walks of life, from fortune seeking travelers to hardened mercenaries seeking respite after a grueling battle.

Although exceptions exist, a tavern's wealth dictates what kind of drinks, food, and services they offer, and often reflects its security level. As an optional gaming rule, each inn can have a Wealth level on a scale from 1 to 5:

Wealth Level	Prices
★	Squalid (50% lower prices)
★★	Poor (30% lower prices)
★★★	Common (normal prices)
★★★★	Rich (50-100% higher prices)
★★★★★	Exotic (100-300% higher prices)

When an establishment has a Wealth level of common, it means prices are normal, such as listed in the tables found in this book. Higher or lower levels of Wealth indicate prices may differ from the common norm, sometimes as much as 300% or more. For example, on average, a night's stay at a regular tavern costs 2cp per night, but getting a basic room at an exotic tavern might cost you as much as 10gp.

POOR ESTABLISHMENTS

Poor inns represent the other end of the spectrum. Every adventurer is bound to spend a night or two at a low class inn, and remembers the feeling of waking up on a raw straw bed. Heroes can end up in lower class accommodations because they favor their simplicity, or because no other place was available.

d20	Poor Establishments
1	The meal you ordered was spoiled. For 24 hours, the GM can randomly ask you to roll a d6. On an odd number, you vomit.
2	Bed bugs ruin your rest. You wake up with 1 level of exhaustion.
3	The innkeeper's flea ridden dog likes you. For 24 hours, the GM can randomly ask you to roll a d6. On an odd number, your body itches all over.
4	A drunkard mistakes you for his former master-at-arms and challenges you to a duel.
5	A group of bandits attempt to raid the tavern you are in.
6	The local blacksmith attempts to sell his daughter to you.
7	You overhear some punters talk about a mage that sells arcane supplies, which grant unnatural powers at a great cost (you must sacrifice an innocent).
8	Loud noises at night from indoor cattle make you lose sleep. You gain 1 level of exhaustion.
9	Poor hygiene resulted in you contracting a nasty disease.
10	A lowly pilgrim begs you to aid him in a holy quest.
11	A poor farm boy attempts to pickpocket you.
12	The barmaid needs help settling a dispute with her father over her new paramour.
13	A local beggar asks for some coin.
14	The innkeeper pleads you to pay this month's taxes to the landlord
15	Thugs that frequent the tavern attack you.
16	A barbarian insists on a duel, or you must vacate the premises.
17	Your drink is spiked. You awake with no memory of the previous night, and find your belongings missing.
18	A man proposes you swap your weapon for his "alchemist's golden dust". Its effects are unknown.
19	You witness a man slap his wife, but everyone keeps quiet.
20	A local offers you "magic beans" in exchange for food and 50g.

WEALTHY ESTABLISHMENTS

Rich and exotic establishments are more likely to offer unusual services and drinks. They are home to royal or elite heroes. Surely nothing is too outlandish for Fizzlenozzle's Hall of Wonders, home to the royal and grand. Heroes looking to run into local high rollers have a high chance of doing so in that establishment.

Enhance gameplay with Wealth using the following suggestions:

- ◆ *Quests pay much more than average*
- ◆ *Entrance is prohibited unless Heroes meet a certain dress code*
- ◆ *Entrance granted only by special invitation*
- ◆ *A royal family is looking for hired protection*
- ◆ *Characters with valuable items attract thieves and bandits*
- ◆ *A trader dealing in exclusive magical weapons visits the inn*
- ◆ *A bard knows a salacious secret involving a local noble*
- ◆ *A wealth of political intrigue and information is available*
- ◆ *Frequent visits to a wealthy tavern starts earning you a "name" around town*



d20	Wealthy Establishments
1	Noblemen pretend to recognize you and invite you for some drinks.
2	You are provided with free common beverages.
3	A high lord asks your opinion on honor in battle.
4	The leaders of the town want to hire you to quell a peasant's revolt.
5	You are well rested, sleeping on a bed charmed with a levitation spell.
6	You're invited to become a permanent member of the tavern, and have your name etched into the wall.
7	A local blacksmith tries to win your favor by offering a gilded weapon of choice.
8	You are invited to Ulurian's Manor, to wine and dine with the best the realm has to offer.
9	A bag of 3 health potions is gifted to you.
10	A bath that heals you of all ills is prepared in your room.
11	All your equipment is repaired or minorly enhanced.
12	The inn provides you with private dining areas away from the crowd.
13	You gain access to otherwise forbidden areas, such as underground training rooms, or secret libraries.
14	You are implored to join a traveling group of nobility, who have nomadic dwellings the size of houses.
15	Rare and exotic foods are delivered to you and your party, free of charge.
16	Your room is charmed against evil forces, and is guarded by two mercenaries.
17	The mayor sends a purse filled with gems to thank you for visiting his town.
18	Your opinion is wanted on how to deal with the impoverished and homeless population.
19	All lowborn and poor villagers call you "Sir" or "Kind Lord" and offer you free items for the entirety of your stay in the inn.
20	You may employ the tavern's hirelings and mercenaries for a discounted price.

LODGING & SERVICES



very inn and tavern provides basic lodging to accommodate passing travelers and merchants. The finer the inn, the more renowned its fabulous—and expensive—

services are. Ranging from an in-house magical item repair shop to sky bound stables for magical mounts; luxury knows no boundaries in these inns.

At the very least, every establishment can offer travelers a bed for the night and a simple meal. In addition to providing basic needs, most innkeepers will kindly arrange a carriage ride to a neighboring town or summon a messenger to deliver a note. Innkeepers know the local community and surrounding lands well, often enjoying warm relations with the working class.

COMMON SERVICES

Below are some of the most common services often available and their prices:

Price	Common Services
1cp/night	Common Lodging
3cp/night	Private Room
1cp/day	Stables
3cp/mile	Coach / Carriage Ride
2cp/mile	Courier / Messenger
1sp/day	Untrained Hireling
3sp/day	Storage
1sp/item	Common Item Repairs

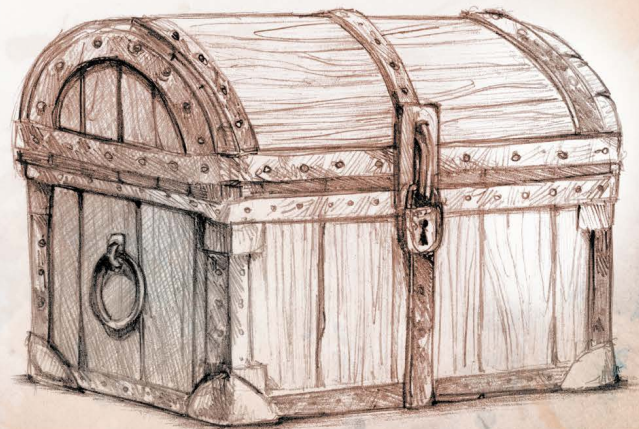
UNCOMMON SERVICES

Those looking for a little more service, trained hirelings or simply more luxury, might be in luck at certain taverns. As they say in Fizzlenozzle's Hall of Wonders, "The only limitation is one's imagination". This is true for some exotic inns as well.

Price	Uncommon Services
2gp	Private Meeting Rooms
2sp	Translating/Transcribing documents
15gp	Lawman helps defend those accused of breaking the law
25gp	Healing Services
1gp/day	Guarded Stables - Two guards, hired from the town, will stand watch on your items.
3gp / day	Special Stables - Perfect for those riding in carriage or wanting to hold something else entirely.
5gp / day	Locked / Guarded Storage - The innkeeper holds the only key to a locked, cast iron, charmed door for your belongings.
5gp/ mile	Covert Messenger - Sends a message to anyone within reach.
3sp/mile	Trained Hireling - If you just need some fodder to the team, this is the better option.
10gp/day	Specialist Hireling - These mercenaries can be trained in the arcane, or proficient with the most powerful weapons.
25gp	Private Dinner - When you want to rent the whole inn out for an occasion, or for a meeting.

RESPECTED TRUSTEE

Innkeepers often act as a trustee. They manage the savings of local mineworkers, translate and write letters for those who cannot, or help settle disputes between lords and peasants. The innkeeper knows of the local comings and goings but handles this privilege with the utmost discretion.



Price	Rare Services	Description
varies	Aidan's Spellbook and Transcription Vault	Aidan has trained many apprentice mages in the art of transcribing spells. She has also established extra dimensional storage facilities to hold copies of spellbooks. Spellbook Transcription is 15 g/ spell level + 20 gold for book materials.
varies	Totin's A&W Polishing	This young entrepreneur opened a service to clean and polish adventurer's gear.
5gp/hour	Kami's Bathhouse	This refreshing hot spring is said to be heated by the fire of a dragon's breath and provides mystical healing properties. You regain half your total HP for every hour spent in the spring.
5gp/mile	Fox Mail	A special mailing service between neighboring towns. Need to deliver news quickly? Just fox it!
10gp/hour	Torrick Shaw Tours	Torrick Shaw designed these luxury carts to be pulled by servants carrying nobles and adventurers, providing a private tour of the city, complete with history and local lore.
3gp	Virgil's Valet	The valet picks up your mount or carts and has them stored, sheltered and fed while you're away.
	Ritual Priest	Offer ritual spell service.
varies	Painter	Get your armor, weapons, and other gear painted. Also available for those who fancy an artistic rendition of their heroic feats.
varies	Auctioneer	Talk up items as an NPC and convince Heroes to bid against each other.
varies	Currency Exchange	Offer the heroes a way to exchange currency of any kind

EXOTIC SERVICES

Some establishments offer exceedingly rare and exotic services. Affordable only to those with bulging purses, these remarkable services are not easily found elsewhere. Several of these services are not necessarily expensive, but simply unique to one particular tavern in the world.

HOME BASE & LONG STAY

Adventurers who are early in their career might not have acquired a home base yet. In such cases, taverns are an excellent choice of residence. Innkeepers are happy to strike a deal for longer stays and storage of items. This makes it easier for adventurers to scour a nearby goblin-infested cavern, returning to their home base to restock and rest.

In addition, innkeepers are often first to hear the latest rumors, making them a solid liaison for those seeking quests or work for hire.

POSTAL & MESSAGING

The heart of the local community, taverns often double as post stops, in varying degrees. A myriad of messages are delivered to distant destinations by messengers on horseback or via courier pigeons. All sorts of talk, from petty gossip to volatile secret information travel down well-known trade routes and long-forgotten bandit trails, finding their way into taverns and (un)intended ears. Bards and criers read popular news aloud to inform the locals of the latest tidings.

WORK & TRAINING

Highly skilled and trained fighters can be found in taverns, looking for work and the latest gossip. Those who are looking for specialist work for hire have a good chance of finding willing and able folk at the local inn. From simple tasks such as scouring a local smuggler's den, to dangerous and covert operations, there's no shortage of people looking to hire adventurers.

Generally, higher risk assignments will command higher prices. While an untrained hireling can be sent to deliver a message, escorting the high priest of Akhmis safely through her annual holy parade through the crowded streets of Jauzun, requires specialist talent.

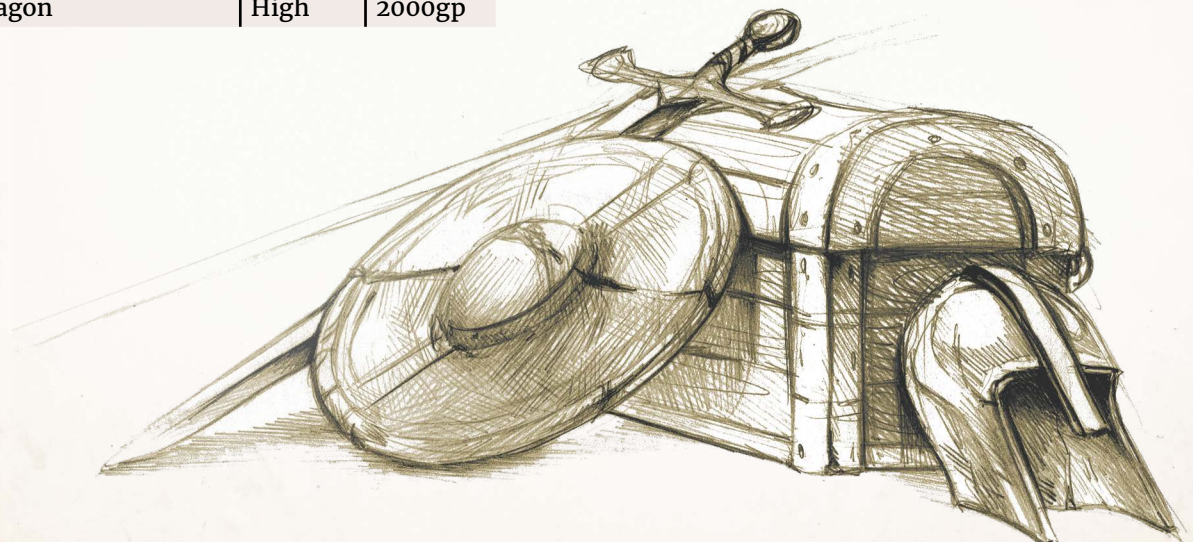
Hired Task	Risk	Price
Settle a minor dispute	Low	25gp
Locate missing person	Low	50gp
Escort a caravan	Low	75gp
Escort a rich noble	Normal	100gp
Gather rare spell components for a mage	Normal	150gp
Recover a lost treasure	Normal	250gp
Infiltrate the enemies' bastion and steal plans	High	350gp
Assassinate the king	High	500gp
Slay a dragon	High	2000gp

BATTLEMASTERS

Retired adventurers can often be found in taverns. Having put down the sword and preferring some peace and quiet, some are willing to share their knowledge through training to those they deem worthy.

Befriending such a veteran can help your players obtain special knowledge, a special weapon or get training in the most sought-after combat skills. Some will pass on their knowledge in return for some coin; others are content in simply having some company in return, someone to talk to and wants to hear their stories.

At the GM's discretion, as an optional rule, you could make it interesting and meaningful for higher-level characters to acquire new combat skills through battle masters. Instead of simply getting the new skills when leveling up, the hero needs to first seek out a veteran in his expertise and get him/her to train him. Reaching the required XP in this case, is just one of requirements. Alternatively, the GM can rule that getting the aid of a Battle master effectively reduces the required XP by one-third, but demands the hero to spend significant time in training of the Battle master.



FOOD & DRINKS



averns offer comforting drinks and food to soothe battle pains and escape the drudgery of a hard day's work. After a grueling trek through the wild, even a simple pint of ale can

taste like the finest magical draught, filling one's belly with calming warmth. A platter of steaming hot cabbage stew fills the gut and warms the limbs, though finer cooking is available if one is willing to part with more coin.

The most squalid taverns can provide a paltry supper of (moldy) bread and a pint of ale. If you're lucky, salted fish or cabbage stew might also be on the menu. Most taverns rely on local produce. Daily meals consist of pork, chicken, and other livestock, combined with vegetables such as cabbages and potatoes. Other ingredients that are commonly available include seeds, wheat, bread, cheese, milk and fish (depending on location).

COMMON DISHES & DRINKS

Price	Common Drinks
4cp	Ale(mug)
2sp	Ale (gallon)
5cp	Mead (mug)
2gp	Mead (gallon)
2cp	Grog (mug)
6cp	Wine (glass)
3sp	Wine(pitcher)
8gp	Wine (fine bottle)
4cp	Dwarven Stout (tankard)
2cp	Kahve (cup)
2cp	Tea (cup)

Price	Common Dishes
1cp	Bowl of soup
1cp	Bean pottage
2cp	Bread and leftovers
3cp	Bread and cheese platter

Price	Common Dishes
1sp	Cabbage stew
3sp	Pork with roasted apples
3sp	Chicken breast and onions
4sp	Roasted beef with vegetables
4sp	Fish Stew
5sp	Partridge Pie

SCARCITY & PRESERVING FOOD

Availability varies greatly by region, and depends on the wealth of the inn. The most common inns rely on a supply from local farms. If the region is near a body of water (sea, lake, pond, rivers) the inn relies on the skill of local fishermen.

Keeping food preserved is always a challenge, often resulting in copious amounts of salt to prolong its lifespan. Some foods are served fresh, such as the fishermen's daily catch. Game meat that is acquired through hunting often demands higher prices, due to its smaller yield. The rare Whitewoods owlbear, for example, is dispatched and brought down from the snowy mountains to find its way onto the silver platters of the very rich.

Exotic produce and some fruits are scarce, and usually only available to the wealthy, unless you are in a tropical region. Some dishes are so incredibly strange that only a few have ever tasted them, leaving one to wonder if it wasn't just another drunkard's tale...

MORE THAN JUST BEER

One of the oldest and most diverse beverages in the world, beer plays an important role in daily life. Whether it's flavored with the bark of a Whitewoods fern, lyrill herb or wyvern eggs, beer is the drink of choice for both young and old. Water is often unsafe to drink, so beer provides a much needed alternative. Beer is also frequently used medicinally, due to the alcohol infused with soothing herbs. It also provides a thriving source of tax income.

In addition to the numerous named beers described in the Remarkable Inns section, here are several ales discovered and documented by Quilla on her many travels.

"When toil and trouble finds ye' down
 And your head's heavy from the crown
 When broken fists can't make it right
 And you lie awake through the night
 A hoppy dose of ale will help
 Ten drinks down all is well
 You find your brethren in the inn
 Where you spill your blood and gin
 You know the world can't get you here
 For in the lodge you disappear
 O, just think of every tale
 That started with a pint of ale"



Price	Famous Ale	Description
2cp	Trusty Swords	Simple, mild ale is cheap and sits well on the stomach after a long march. It's recipe is rumored to contain potatoes and onions.
5cp	Blackthorn Ale	Heavy ale brewed in barrels sealed with black thorn tree sap.
6cp	Gushworth Ale	Fiery, chestnut colored ale infused with blackberries.
8cp	Sunsword Ale	Light and refreshing ale infused with wildflowers that tastes like a brilliant sunrise.
8cp	Wolfhowl Ale	Preferred by elves for its complex flavors, it gets its flavor from dusk grove fruits. Dwarves scoff at adding fruit to ales but secretly admire the taste.
2sp	G'othrakkih	Fermented troll blood, tastes like rusted iron.
1sp	Nighttime Breeze	A mix of black currants and honey that keeps this dark drink a tavern classic.
2sp	Meek Moss Ale	A coveted ale from the cave dwellers beneath the Shivering Lake; it's said that they ferment moss and algae for a year, providing a unusually strong beverage.
3sp	Travelers' Bliss	This hoppy, yet flavorful drink soothes the sore throat you didn't know you had, making the world a little brighter.
5sp	Goblin Snuff	Some argue whether this is an ale or a broth; as its boiled goblin in the belly of a boar - this drink is both filling and a great way to start your murderous, drunken rampage of the village!
1gp	Moon Blossom Ale	Made from the Moonflower plant; its rare blossoms only appear under the full moon.
2gp	Hill Giant's Gut Punch	A rare drink from the desert wastes of Voroshi; where only few adventurers return from the monsters that ravage the lands.

OUTLANDISH DISHES & DRINKS



s diverse as the colors of the Mandoral peacock is the mélange of dishes and drinks found across the world. From gnoartusk (a slowly roasted boar's head you eat whole and keep the tusks) or

bulbbua (a large, blue squid-like creature eaten alive), every region has its own signature dish. An even greater variety exists with beverages, with over one hundred types of ales, wines, spirits, and magical draughts.

Many an adventurer painfully remembers his first gulp of hagshot, or the indescribable bouquet of Gnome melidieur, mentally traveling back to that remarkable moment. Some make finding, tasting, and documenting the world's most remarkable drinks and dishes into their life's work. Discover what outlandish tastes Quilla chronicled on her many journeys...



Rare Dish	Description	Price
Tunoshi Steak	Feathered, bipedal reptiles that roam the desert flats of Kreek, seared for 5 minutes over a burning fire.	4gp
Kalyi's Polum's	Kayli, a delightful witch, sprinkles a magical sugar on these fruits of the Polum tree, giving the consumer the ability to taste color.	10gp
Grubgot	A chocolate covered delirious grub, known to induce hallucinations.	1gp
Wyveri	Boiled for an hour with various spices, these cousins to the dragon will make you breathe fire. (GM determines how long the effect lasts)	20gp
Medusa's Kiss	A delectable soup made of several small snake bodies, mixed with intoxicating herbs.	3gp
Mandoral Peacock	This rare bird lays one egg per year, and it is delicious. The yolk has a creamy, nutty flavor fit for nobles.	35gp
Tiandari Plumps	A peculiar fruit, it's soft to the touch, but as you bite into it the taste is whatever you want it to be. Said to have highly persuasive powers.	40gp
Nurnn Gut	The entrails of a Nurnn, a gruesome monster found only in the deepest depths of the ocean. Said to invoke clairvoyant powers when eaten.	60gp
Abolium	Delerium inducing broth made from Aboleth muckus. Rare are those familiar with the recipe. Rarer those that dare collect the ingredients.	80gp



DELIGHTFUL TEA & DRINKS

The best teas are often the most unique. Some tealeaves take years to perfect; for example, the Twilight Tea from the haunted fields of Alyi. Connoisseurs debate about what gives the leaves their brilliant white color. Some argue the bones of the dead have fed the plants beneath the ground, others swear the moon kisses them at night. Whatever the cause, this unique blend lulls the drinker to sleep with its delicious flavor. Other teas have remedial qualities, such as Illyruian Sea Tea, which is perfect for those green sailors who haven't earned their sea legs.

Tea Name	Description	Price
Azureleaf Tea	Blue sweet tea made of leaves harvested from tree canopies in elven territory.	5 cp
Silver Lotus Tea	A soothing silver tea from a common flower found in shallow waters.	2 cp
Vyolette	A hot, fragrant bouquet of herbs and flowers. Masks your scent for 3 hours.	5cp
Sea Tea	Loose tea boiled with coastal plants. A quick fix for seasickness.	3cp
Lavender Incense	Mellowed with warm milk, and a hint of lavender.	2 cp
Twilight Tea	From the moonlight fields of Alyi, this brilliant-white tea leaves you refreshed. Gain one short rest.	8cp
Copper'd Mint	A metallic mint tea that warms the belly and calms the heart.	4cp

Exotic Drinks	Description	Price
Gnaga	Viciously exotic wine, brewed with snake venom and spices.	3gp
Tookin'Da	For long journeys across the desert. One sip quenches thirst for hours.	4gp
Hipstar	Tasty ale, hand crafted from locally sourced, free range, gluten-free, handpicked, organic hops. Curiously overpriced.	5gp
M'othma Mullgra	From the cavernous villages deep beneath the earth, this drink is sought after for its insult-inspiring mélange of earthy flavors.	8gp
Fizzlenozzle's Sparkpopper	A golden fizzing cider that sparks the most wonderful (though often woefully idiotic) ideas with each sip, accompanied by a shrill giggle-whoop sound.	8gp
Melidieur	Gnome liquor with the tantalizing taste of invention.	25gp



MAGICAL DRAUGHTS

Exceptional patrons require exceptional drinks. Swirling with potent arcane energy, these drafts provide a welcomed relief from a long day's work as well as a wide range of powers. The effects of these mind-boggling drinks often vary. (A *Miasmic Shot*, for example, is drained from corpse husks to mask your scent with that of the dead.) Each delectable pint is carefully concocted and aged to perfection, imbued with preternatural properties that make it a useful commodity to an adventurer. Several have become bar staples; an instant favorite among guests far and wide. With unique flavors from the farthest flung reaches, nothing can best these draughts.



Magical Draught	Description	Price
Karkaudus' Defiance	You gain a +2 bonus to your Strength score, and you have resistance to fire, bludgeoning, piercing, and slashing damage for 1 hour.	15gp
Monosis Spirit	You are harder to see. You gain the benefits of a blur spell for 1d4+1 hours.	20 gp
Jori's Scotch	You feel more relaxed and content. You have advantage on your Charisma checks for 1 hour.	20gp
Yearlings Elixir	You feel as healthy as a yearling. Your speed increases by 10 ft. for 1 hour.	30gp
Miasmic Shot	A shot of this, and leaves others thinking you have died. Feign death for 2 hours.	50gp
Qori's Wonder	Upon drinking this you gain the ability to teleport at a range of 30 feet for 1 hour.	200gp
Forale's Fix	Need a drink to get you battle ready? This is your ale! You gain a +2 bonus to your Strength and Constitution scores for 1 hour.	70gp
Mangkoon Brew	The stale stench of this drink smells like Aboleth muckus, but you gain darkvision 60 ft. for 2d4 hours.	100gp
Blazing Blood	Red tinted ale brewed in a barrel with the bones of a red dragon. You gain resistance to fire damage for 24 hours.	150gp
Frostgale	Icy clear ale brewed in a barrel with the bones of a white dragon. You gain resistance to cold damage for 24 hours.	150gp
Witch's Lull	When drinking this mystical emerald glowing brew, you recover a single spell slot of 5th level or lower (GM's choice).	300gp
Godesses' Tears	This silvery ale allows the immediate recovery of all your lost hit points.	150gp
Dreamroot Tonic	The greenish liquid has been used to awaken those who are asleep through magical means.	50gp
Eldritch Bane	This dark swirling concoction induces haunting nightmares.	1000gp
Chromakul	This drink swirls with the colors of chromatic dragons. It is said to harness the breath of dragons. You gain the breath weapon of a dragonborn for 1 hour (determine your draconic ancestry randomly).	1500gp
U'thma Koki	You can see between the lines of reality. You can see into the Ethereal Plane for 1 hour.	2500gp

GAMES & GAMBLING

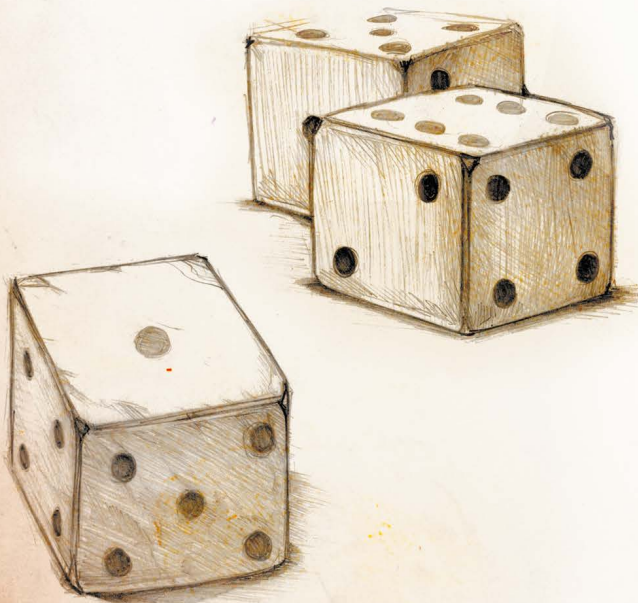


When you've visited just a few of the many taverns across the world, you will understand they are home to visitors from every walk of life; some like an elven wine, and some like the hard, bitter shots of Killasjar Brew. One thing everyone enjoys is a good game. Who doesn't mind losing a few coppers and gold pieces for a few hours of entertainment?

Games and gambling offer a fantastic way to blow off some steam and unwind. Perhaps you need a way to pass the time between guard shifts, or need a speedy way of doubling your earnings. These games can be simple, using only a set of dice; others involve elaborate and ornately carved playing boards, beautiful to behold.

"There's a veiled mysticism to the ol' gamble; a starry promise you could be 10 pound heavier with sacks of gold on ye' back. Or you could have a sweet maid 'round your arm, whilst being so drunk that you canna see the cards 'fore ye' eyes. If you're as lucky as a dead rabbit like myself, you might be bloodying ye' wrists on some poor punter's jaw, taking all ye' can from the bar 'fore you scoot to the next."

~ Jai Rickard, Blacksmith from *The Quiet Isles*.



COMMON GAMES

Game	Description
Six sided dice	Put five dice in a cup and roll them out after a good shake. Whoever has the highest scores wins.
Cards	Playing card games come in many forms. Always popular
Chess	A game for the ages. Hone your strategic prowess.
Checkers	Red or black? Can you defeat your opponent in this game?
Nine Holes	An ancient game, but a good one. – Try to beat the tavern in this quick and fun game.
Arm Wrestle	Want to test your muscles or reaffirm your strength? Pull up a chair and a worthy opponent!

DISTRACTING OPPONENTS & CHEATING

In games of chance, not everyone plays by the rules. Taverns have a strong draw on people looking to play, especially those that don't mind cheating to increase their chances at winning. In fact, some are notoriously cunning, having spent years mastering the art of deception.

Usually their 'tricks of the trade' rely on high Charisma, Bluff, or Dexterity (GM's choice). Inversely, Heroes may also attempt cheating their way to victory.

- ◆ *Distracting an opponent with theatrics*
- ◆ *Demand everyone play with the prize money on the table so you can grab it and run*
- ◆ *Place a watcher behind an opponent that discretely signals his cards*
- ◆ *Rig the results by using a loaded die*
- ◆ *Drink a potion to gain an edge over your opponents*
- ◆ *Bribe an opponent to deliberately make mistakes and lose*

The possibilities are as endless as they are devious. Swindlers never cease to amaze at inventing new ways to cheat. Distracted characters might find their purses quite a little bit lighter at the end of the evening.

d20	Cheating Attempts
1	A pair of loaded dice. One always lands on 20, the other on 1.
2	Slipping cards up your sleeve to replace it with another.
3	A discreetly placed watcher signals your opponents' cards to you.
4	Use a spell one or more opponents to befuddle them.
5	Bribe an opponent to make deliberate mistakes and lose.
6	Use cleverly marked cards.
7	Slip a mild poison into the drink of one or more opponents.
8	Charm the dealer of the game to play in your favor.
9	Grab an extra coin or two whenever you legitimately take money from the bank.
10	Accidentally drop a card on the floor. Replace it with another as you pick it up.
11	Play with fake coinage.
12	Slide dice instead of rolling them.
13	Cause a fight. While everyone is distracted, you walk away with the prize money.
14	An enchanted pet bird flies around the room spotting opponents cards, tweeting them out in joyful tones.
15	Pray to your god to boost your luck.
16	A trained rat walks around, bringing back clues, or nudges your opponent's pawns.
17	Intimidate your opponent to make him doubt a result or challenge the outcome.
18	Use a spell or charm to stealthily change to color of pawns.
19	Feign illness. As you slam into the table and drop to the floor, covertly grabbing some prize money with you.
20	Make deliberate misplays. When called out, you pretend to misunderstand the rules.

EXTRAORDINARY GAMES



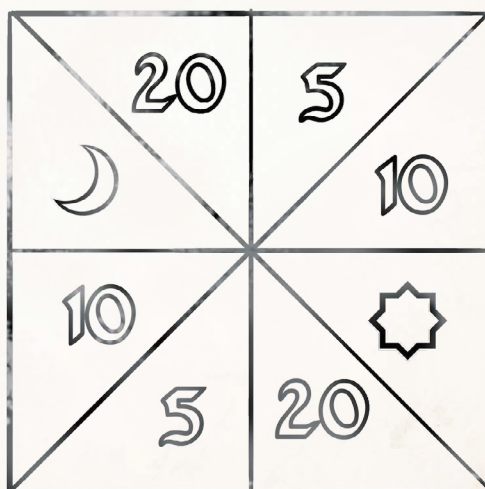
ards, dice and drinking games are commonplace in taverns, but some games are only found in certain places, played by locals and passed on through the generations. A few are even

dangerous and illicit; those participating risk a run-in with the local law, unless they paid the innkeeper to look the other way.

TROLLBONES

Usually played on a carved wooden playing board divided into eight triangular sections, Trollbones is a simple, yet addictive game that requires only 4 small twigs or bones to play. Any number of contestant can participate, making it suitable for groups. Although some believe otherwise (especially after a few pints), Trollbones requires almost no skill and is largely luck-based.

THE PLAYING BOARD: Trollbones is played on a square board, commonly made of wood and divided in eight triangular sections. Six sections have a number carved into them, one section a sun, and one section a moon. Rabbit or chicken bones are the common player pieces. Carved ivory or twigs are adequate substitutes. Whatever is used, all contestants play with the same set for the entire game.



THE RULES: Players take 3 turns, one at a time, moving clockwise around the board. Each turn is made up of 3 throws in which players take their 4 “bones” and let them drop onto the playing board from a hand-height. Players hold the bones at least 6” above the board and drop them, attempting to land the ends onto the marked spaces. The results are added up for the total score that turn. For example: a bone has one end touching the number 1, the other touching the number 4, making a score of 5. Both ends of the bone must rest on a number or specific symbol in order to score points. If one of the ends lands on a moon symbol and the other on a number, the score of that throw is doubled. If one of the ends lands on a sun symbol, the throw results in a score of zero regardless of the other bones’ result, suggesting the sun has turned the troll bones into stone.

WINNING: Each player has 3 throws per turn, before continuing to the next player. When all turns have finished, scores are totaled. The player with the highest score wins.

Different variations on the game exist, and each group uses different ways to wager and ante, such as letting the prize pot grow over many rounds, culminating in a grand “take-it-all” last round.

THE WALL

This game is played on a rectangular gaming board, using wooden, colored pawns and a set of 4-sided dice. One player attempts to break down the wall and rush his pawns to the other side, while the other player attempts to defend and rebuild the wall.

THE PLAYING BOARD: The game is played on a board divided in two halves, each made up of 18 squares with a row of 6 squares running across the middle. Six four-sided dice rest on this middle row, which is usually colored or etched to represent a wall or mountain range dividing the two sides. Each player has 12 pawns (colored stones or marbles are also used) to represent their soldiers or miners deployed on their side of the wall, leaving the last row of squares on each side empty at the start of the game.

THE RULES: A coin toss decides who starts as the attacking player. The other defends. On his turn, the attacking player rolls a d4 to score a



hit against one of the pieces of wall (or mountain range) damaging it and taking points off it equal to the scored result. A score of 4 or higher removes that piece of wall, allowing pawns to start moving through. The attacking player may choose which part of the wall it hits, as long as he has a pawn directly in front of it. On his turn, the defending player makes the same roll, but can use the score to repair a piece of the wall. Once a breach in the wall has been made, each player can choose (on their turn) to move one pawn to the other side of the board, by rolling the die. The result determines how many squares the pawn may move. A move is only allowed when a pawn ends on an empty square. If it does and passes an opponent’s pawn this way, it kills the pawn in the process. Diagonal moves are allowed.

WINNING: The winner is determined by whoever has the most pawns on the last square line of the opponent’s board, minus any casualties. The game ends when there are no more pawns are on the board, or all remaining pawns have reached the last row of the opponent’s side.

THE KING'S COURT

Composed of twelve hinged sections bedecked with ornate imagery, a large wheel has a hidden king's court underneath it. Spin it, and lift up the wedge where the arrow lands – reveal the king and win 50gp, but lose 50gp if you discover the jester. Any other member of royalty wins the player 5gp. Popular in royal circles, many sit gathered around the brightly painted roulette wheel, betting heavily.

GOLDEN MERMAID

A self-proclaimed pirate with a false eye patch convinces you and your party to find the tankard with the golden mermaid at its bottom out of the thirty tankards before you. To do so, you must finish off each full flagon. Whoever finds the mermaid first can pick a prize from the pirate's chest. The chest appears to be full of antique treasures and shiny gems, though you can't be certain whether they are of any real worth...

RUNESTONES

In a shadowy corner lit by a single flickering candle, a shrouded Vistana sits alone. The innkeeper tells you that this is Vienna. She recently set up shop, and for the bargain price of 10gp you can have a five-minute conversation with her. As you reach her table, she asks for your name and gestures you to place your coins onto a silver plate. You are instantly overwhelmed by her perfume: incense and myrrh. She pulls out a velvet bag of charmed runestones and shakes them in a cup. She instructs you to think of a question that can be answered with a "yes" or "no". After you tell her you have thought of the question, she will empty the stones onto the table, and tell you if they indicate "yes" or "no".



SONGS & TALES

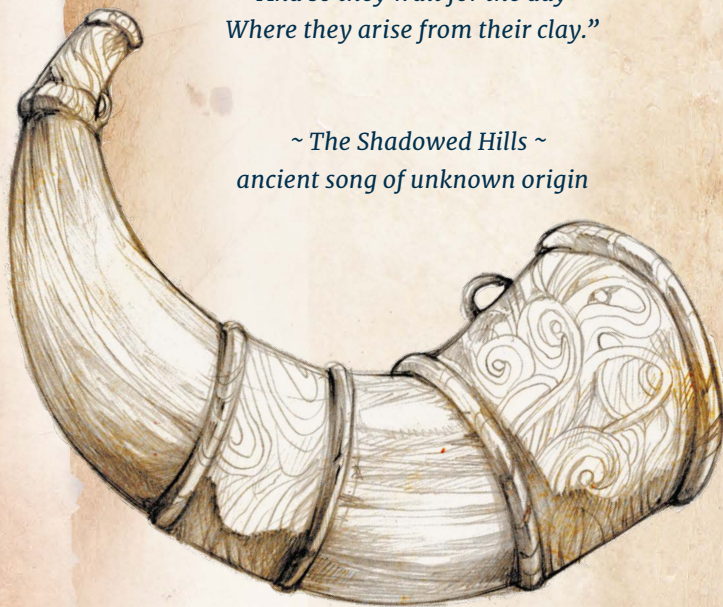


Mythical songs and tales of distant lands are the only encounter common folk have with the fantastical. News from neighboring lands or a new royal decree arrives to common ears on the flowery words of traveling troubadours. Beyond simply reporting the latest tidings, songs and tales provide jolly entertainment, or political satire. Those who can spin a great tale or pluck the heartstrings with a ballad are welcome guests in taverns.

Those looking to unravel arcane mysteries can often find pieces of truth in song and tale. Clues to ancient treasures are often weaved into the old words; the cursed faith of the fallen warrior or the power of a magical artifact is revealed in lyrical detail. Listen closely. There is no telling what you might uncover.

*"The shadowed hills, they speak to us
With voices light like emerald dust.
They tell of tales and heroes gone;
Wars lost and battles won.
They yearn to see the sun again,
To free their souls and die as men.
And so they wait for the day
Where they arise from their clay."*

*~ The Shadowed Hills ~
ancient song of unknown origin*



Incorporate songs and tales into your campaign:

- ♦ The bard or another hero in your party can perform to gain the innkeeper's favor
- ♦ Performances that please the crowd, make the innkeeper share more valuable information
- ♦ Use tales to goad other adventurers into helping your adventuring party.
- ♦ a bard sings a particularly good rendition of one of the songs, the local king's vassal takes notice.
- ♦ Telling a thrilling story might gain the attention of certain characters you want to lure out
- ♦ Singing a certain song or reciting a rhyme could open up a portal or secret door within the inn.
- ♦ Some tales contain hidden clues of secret treasure; talking about it attracts those who more

QUILLA'S FAVORED SONGS & TALES

During her travels around the world, Quilla Bladesong annotated the music of each village, people, or kingdom she discovered in a small, leather-bound journal. Although a warrior at heart, Quilla inherited a deep love for lyrical expression from her Elven father. She discovered these jolly chanties served a higher purpose than to entertain. Many contained morsels of truth, ancient wisdom for those who would hear it.

The following pages contain several songs and tales Quilla found to contain a deeper meaning. To discover what exactly, one would have to delve into its mysteries, or seek out Quilla herself...



♪ THE GHOST OF HILEARD HALL

A voice echoes through the walls,
Tis' the ghost of Hileard Hall.
Many men have tried to flee,
But when it comes, an' catches ye'
Not a soul can escape,
Not a life will be saved,
O, beware the ghost!
Dreaded wraith of eternal woe.

♪ IT COMES FOR ALL

Pouring water falls and falls,
over houses, rich and poor.
Winds blow fierce and raw,
through thieves and priests
to men of law.
Fires burn hot as hell,
killing those who dare to help.
There's no danger like Mother Earth
pulling her children back to the dirt.

♪ THE WEEPING RIVER

Bow to no man he had said
Told 'em he won't move
And when the lord ordered his head
The man had slain the room
And to his home he did retreat
Armies at his tail
All they knew was to chase him down
Not the trap that he had veiled
Betwixt the river they all drowned
And forever the water would weep
Betwixt the river that made no sound
Save the echoes of soldier's screams

♪ THE OARLESS BOAT

A fiery boat, a pyre afloat
The only way to go.
A bow in hand, to kill a man,
The only things I own.
Gold and jewels and nothing to lose
Tis' the life that I will choose.
An oarless boat, a pyre afloat,
This is the way I will go.

♪ THE SIEGE ON KRYKK CASTLE

In the darkest ages, before man and beast,
there was once a king, who knew no defeat.
For every battle he won, his domain grew larger.
For every man that he killed, his heart was hardened.
He soon grew tired of his kingdom's expanse.
With treacherous greed he demanded more land.

All manner of ruin and pain and horror
Were inflicted on those below his honour.
Peasants, lords and other kings,
bowed for him like underlings.
Mankind screamed and desperately sung
for the aid of Elves, before they came undone.

The Council answered and acted in haste,
for Cilathion the Righteous would not
stand for such hate.
With armies strong he fought the king back
to his dreadful Krykk Castle, atop mountains black
And with his swift action and mighty stride
Cilathion began his siege to restore man's pride.

For seven days and nights, the Elves did all they could
But still unharmed, the silent Krykk stood
So the Council made way in returning law to the land,
condemned the king to starve for his cruelty to man.
Abandoned and accursed, Krykk Castle stands unlit
haunted by an evil king still paying for his sins.

♪ THE GEMS OF YAKUZI

Abandoned by his family at a tender age, Cilathion
was raised by a woman who worked in a tavern across
the Daemon Gulch, far away from where he wanted
to be. The young elf was tasked with scrubbing the
inn from floorboards to ceiling planks. Many a night
he would often clean the blood spilt from dwarven
brawls, swab the ale soaked into the floors, and empty
the overflowing latrines. For this grueling work, he
barely made a silver coin. His meals were meager and
the boy was thin and weak, and the drunken patrons
would tease and taunt his small stature. Nevertheless,
he pressed on, laboring night and day, wishing for a
life that offered more. Mercenaries and the like, from
all walks of life stopped at the tavern. Battle-weary
dwarves, treasure-hunting orcs, and lone Dragonborn,
cloaked and silent, passed through and shared their

stories. These tales of the world outside, searching the depths of cavernous mines for gold and dueling enemies in foreign kingdoms, held Cilathion in rapture. The paths they lead called out to him, and he yearned for his chance to make his name known.

One night, as the customers began to leave and the tables were cleared, he heard a group, whispering to each other with a knowing gleam in their eyes. After brandishing their loot and downing tankard after tankard, they spoke of a coveted gem with a guard of some sort. Cilathion leaned close, hoping their drunken mouths slurred more secret spoils, but all he heard was: "The Gem of Yakuzi". The Great Yakuzi, as he is called, was a well-known traveler who left his swashbuckling style behind to lead a more domestic life. He invested in the trips out into the wilderness, and kept the best of the spoils. Cilanthion realised, the guard must of been one of Yakuzi's, for he began telling of his vault, rumored to hold grand swords encrusted with flawless diamonds and goblets rimmed in sapphire, but none, apparently, could be compared to the mystic Gem. The precious stone had the power to grant the wish to those pure of heart. That was all Cilathion needed to hear – he knew he needed the Gem.

All night he tried lifting the key off the guard, to no avail. A turn in fate, however had granted him fortune, for the guard collapsed in a drunken stupor, and with no one about he knew this was the moment. He snatched the key, and he hurriedly done the rest of his work. He made his way over across the village whilst his mother slept, and as he approached the door he entered and closed with such dexterity it was though he were nothing but a mouse. Inside, he couldn't believe his eyes. A massive room, spread out vast, with bountiful gold almost ocean-like, littered here and there with crates of gems and rubies and all manner of treasure. But one stuck out amongst the golden sea. A pink Gem. He ran to it and grabbed it and all in one moment shouted, "I want to be rich!" But was met with silence. Cilathion was perplexed, for the quiet Gem only twinkled in reply. He had so readily accepted fortune. Disappointed, Cilathion headed back with gold and gem in hand.

As he entered, the guard had been woken and instead of an empty room it was full of men, and The Great Yakuzi himself. He began to speak, loud and grisly.

"There's the adventurous young elf, in all his mischievous flair, Godfrei, seize that which does not belong to him."

The guard snatched his keys, the Gem, and the gold in his pocket, and hit the elf for good measure. Cilathion bent over coughing, and The Great Yakuzi began again, with his loud chthonic voice.

"We will take your Mother and show you how it feels to have something stolen, boy."

Before stomping out, he leaned into his face, breathing his stinking breath.

"I'm doing you a kindness boy, you need to learn,"

He said, smirking slightly. "Actions have their consequences"

The Great Yakuzi then left, leaving the boy alone in the inn.

Cilathion found himself the object of ridicule, for he was again working back at the Tavern and penniless, but he was now without the kind woman who took him in. He sought to get that Gem now; not just for fortune, but to right his wrong. He decided he wouldn't need the cover of night and that he would face this foe in the bare naked light. He went to leave the Tavern and he was stopped by a group of travellers, the same from the very night he tried to steal the Gem, they must of wanted the room before Cilanthion even knew.

"We shall help you," said the dragonborn, "Together we will save your mother."

Cilathion, now armed and ready ran to The Great Yakuzi's treasure room. As they approached, the now heavily guarded area began to attack them – but Cilathion's new friends distracted them, and told him: "Go, run to the room!"

There, awaiting him was the Yakuzi, as though he expected him, and locked in a cage next to him was his Mother.

"Boy, I'm glad you came to see the finest treasure of all." Cilathion was silent, walking slowly toward him.

"Don't I frighten you boy?"

He need not reply, for these fiendish taunts did not work, and just at this moment, the dragonborn had broken the door in, brandishing his staff and casting fire to the room.

"What insolence brought you all here? Is it folly? Or is it a desire for death?"

Cilathion broke his silence.

"Neither, it is righteousness you rotten toad."

The Great Yakuzi, with his heaving mass ran now in full charge, swinging his scimitars at Cilathion. The dragonborn, knocked Cilathion away from the fight and out of harm's way with a gust of air, and continued fighting. He began shouting at Cilathion:

"This is not your quarrel, a man like you will be needed some day."

He waved his hands, unlocking his Mother's chains.

"Go," he shouted. "Go!"

Cilathion ran and grabbed his mother and the Gem and with honour in his heart, he told the Gem: "Take me and my Mother, so that we can fight another day."

With a flash of light, they were gone.

THE FACELESS MEN OF WYT

In the dense, sickening forests, past the ever silent Krykk, a small village once laid nestled between the trees, known by the villagers as Dhulmin Dhulmin. It was a quaint, quiet place that began to profit from the exploits King Darinissus, for his constant warring required a constant supply of lumber.

The woodcutters of Dhulmin continued to cut away at the darkening timberland, shining more and more light on it's mysterious countryside. To their horror, the workers began finding dark, evil things in the newly fresh ground. Strange objects of ill-intent and lost arcane properties. First in their discoveries were mauled critters, cut in curious, unnatural ways. As more land became bare, the unmistakable rank of death hung over all. Hunters came back from their treks empty handed, livestock disappeared, the sighting of even a fly became a rarity. Nights passed and soon even the bigger, more benign beasts were found, maimed and covered in strange markings. The townsfolk took this as an omen, a warning from the horrors within this uncharted forest to keep away, but King Darinissus' men demanded more wood; so onwards they went.

The townspeople had always feared the depths of the woods, for stories had echoed through the ages of a deep lurking horror that slumbered within. The forest was not theirs. Their ancestral tales told of The Faceless Men of Wyt, to whom the forest truly belonged. The more superstitious elders of Dhulmin tried warning King Dirinissus' men of this occultist movement, they explained the utter abhorrence of their order, their monstrous experimentations on man and all kind, their absence of morality and complete indifference in the face of death; this did not worry or stall the men, and they continued on relentlessly. Until a guard, roaming the edge of the wood one night was snatched by what could have been the shadows themselves. The men said that all they seen was the bone-white of a mask, floating in that dreaded darkness.

More of the men began raiding the woods, trying to ignite the enchanted trees and destroy this shrine of death and horror. They wished this menace gone. They, however, encountered no resistance. It was though these beings could melt into the very dark that encompassed the wood. They alluded the attacks, and for a moment all was still. Until the encampment left to defend the Krykk, that was when Dhulmin suffered. The Faceless Men of Wyt, floated across the barren wood like wraiths - they approached swift and weightless, like a blighted breeze blowing toward Dhulmin. There were no sounds, except a singular scream, cutting through the deafening silence. Even the stars turned from this monstrous night.

When daylight broke, so did the attack, and those who were left came out now to the sound of galloping horses. Cilathion and his Council had arrived. The town of Dhulmin told them all, and in disbelief they wandered out across the dead fields to the edge of the forest. Cilathion entered into that distressing darkness a brave soul, and only moments later, came cowering into the light. He ordered the removal and destruction of that dreaded forest, and the town of Dhulmin could rest once more, knowing this strange dark threat was lost in hellfire, in the hope it never rises again.



DUELS & BAR FIGHTS

When arguments get heated or a game ends badly, bar fights flare up, plunging a tavern into chaos. When bottles start whizzing through the air, most innkeepers are unfazed, having seen more brawls than most innkeepers are unfazed. It's just another night at the bar. If things begin spiraling out of control, they step in an attempt to break up the dispute, calling on a few guards or broad-shouldered regulars to remove the troublemakers.

Most patrons come to taverns to listen to the latest gossip, or to enjoy a bard's humorous songs ridiculing the king. Others, revel in the prospect of a good fight, and are simply out to start one, arguing you need no reason at all. When your hero's visit a tavern they may find it doesn't take much to get caught in the middle of a quarrel.

"There's bound to be a fight, don't mistake that, the best way to prepare is to pick up the signs. I've always found, keeping a weary eye over at the lads playing cards is good. One bad hand, an you'll see 'em unsheathing their blades and daggers and its just a heap of mess. Those blasted sorcerer's you gotta' watch as well, they got raw energy you see, swirling in their tummies like bad ale, they gotta' spew it up some time - and when they do you wanna' watch yourself, otherwise you'll be the next charred steak on the menu tonight laddie..."

~ Eyron Doon, bounty hunter from the Celiousi Plains



d20	Bar fight triggers
1	A man's backpack goes missing and immediately blames you.
2	A delirious patron believes he's a dog and tries to gnaw on your leg.
3	You're mistaken for someone else; a tiefling is convinced you stole his wife.
4	A small group harasses a young boy and begins to push him around. You decide to aid the boy.
5	A person at the table next to you loudly insults your race.
6	You meet the gaze of another and they immediately draw their weapon.
7	Seeing that you are an adventurer, a man challenges you to a duel.
8	A patron reveals a charmed sacrificial blade. He exclaims, "You are needed!" as he charges at you.
9	Four men at the table next to you begin to brawl. You notice their packs are left unattended.
10	A pungent odor fills the room. If you comment on it in any way, a half-orc punches you in the chest.
11	You accidentally break a precious vase, enraging the innkeeper.
12	A mage is angered by your presence, and a magic battle ensues.
13	You speak too loud (no matter how quiet you are) and everyone scowls at you.
14	Every time you take a drink, a mad dwarf yells profanities and throws plates at you.
15	A beggar curses you if you do not give him coin.
16	You are threatened by a sorcerer if you look in a particular direction toward the back. (GM discretion)
17	You fail to pay respect to the shrine in the corner, causing a riot.
18	A wealthy noble mocks you
19	The barkeep's hound snarls and barks at you, causing the bar staff to interrogate.
20	Angry drunks attempt to rob you.

For more ideas, check the *Unfortunate Events* table in the *Security* chapter.

CREATING EPIC BRAWLS

The most important aspect of creating a memorable bar fight is establishing the underlying motives behind the NPC's actions. The brawl itself (while exciting) is not the main event, but rather a natural crossroads in the story. Rescuing a barmaid from a disgruntled lover threatening to set the tavern ablaze creates high stakes and emotion. Lawful characters find themselves morally obliged to take on quests involving the restoration of honor or saving the realm from cult activity. Should a wayfarer become an obstacle, he or she will need to be properly humbled.

NPC motivations can include:

- ◆ *Revenge*
- ◆ *Settling a dispute*
- ◆ *Win back a lover*
- ◆ *Bully / Intimidate*
- ◆ *Wrong an injustice*
- ◆ *Distract*

You can use the events in the previous table to serve as inspiration to create a trigger and narrative. Orchestrate the event with a d50 roll, or randomly select actions for your NPC's to perform from the following table.



d50	50 events for your bar fight
1	A ship's anchor comes crashing down from the wall.
2	Your adversary runs across tables to escape.
3	An intimidating scoundrel pins your sleeve to the table with a dagger.
4	The fishnets from the ceiling come undone, entangling you.
5	A censer topples over. Billowing smoke obscures sight in the candlelit room.
6	You get pushed into stacks of pottery, and lose your footing.
7	A window shatters, sending shards of glass through the air.
8	A rogue takes a servant hostage, holding a dagger against her neck.
9	One of the servants grabs you from behind, in an attempt to restrain you.
10	The innkeeper sends his dogs in to attack
11	A plate of fruit gets thrown at you, apples roll around causing unsteady footing.
12	An aggravated regular throws a chair at you.
13	A caravan trader smashes his chair, and then threatens you with a shattered wooden stake.
14	You enraged the cook by insulting her food. She bursts from the kitchen throwing pots and utensils at you.
15	A barrel of fish topples over onto your opponent.
16	Your adversary challenges you to a dance off
17	A disgruntled town guard swings the cauldron from the fireplace your way.
18	The dwarf you beat at cards rips the tusks from the boar trophy and threatens to mount your head on the wall.
19	Bed linen gets drenched in oil and set ablaze.

20	You spill beer over an artisans drawing. He grabs a sailboat model from the windowsill and throws it at you.
21	You slip on spilled ale, and land in the bosom of an irritated barmaid.
22	Your opponent lunges forward to bite you.
23	War hounds are released on you.
24	A crowd cheers and closes in around you.
25	The other throws a flaming bottle in your direction.
26	Rowdy patrons place bets on you and your opponent.
27	Drinks are offered to the winner.
28	Your opponent swings for your face while his friend attempts to hold you back.
30	The music becomes intense and exciting as your scrimmage begins.
31	Mishearing your words, a local lady is provoked and throws her drink at you.
32	A drunkard on the streets crashes into the tavern through the window, onto your table
33	The innkeeper joins in to defend you, offering bucklers made from keg lids.
34	Hot honey is poured on you and your enemies from above.
35	Your foe's clothing snags on a piece of furniture. He is momentarily stuck.
36	The floorboards cave in.
37	Guards rush in to quell the fight.
38	Your enemy charges at you with a mounted stag head.
39	Another guest tries to carry your opponent out of the inn.
40	The innkeeper throws a handful of gold coins into the crowd.
41	A bandit swings on a chandelier, trying to knock you over
42	An adversary yanks a ceremonial shield and axe from the wall and roars at you.
43	Racks of liquor go up in flames.

44	Your adversary cuts loose a stack of kegs, sending them rolling.
45	The innkeeper slams the face of a troublemaker against the bar.
46	Your attacker jumps up from behind the bar, throwing knives.
47	Livestock run amok through the crowd.
48	The opposition pushes haystacks down on top of you from upstairs.
49	Your adversary sets fire to a large tapestry hanging from the wall.
50	An adversary slides down the staircase rail.





SECTION 3

CREATING YOUR OWN INN



CREATING YOUR OWN INN

Dou've challenged your heroes to smite mighty dragons, or restore honor to the realm. You've crafted backstories and monsters, guilds and maps to parts unknown. Why not create your own tavern – the heart and soul of the adventurer's journey?

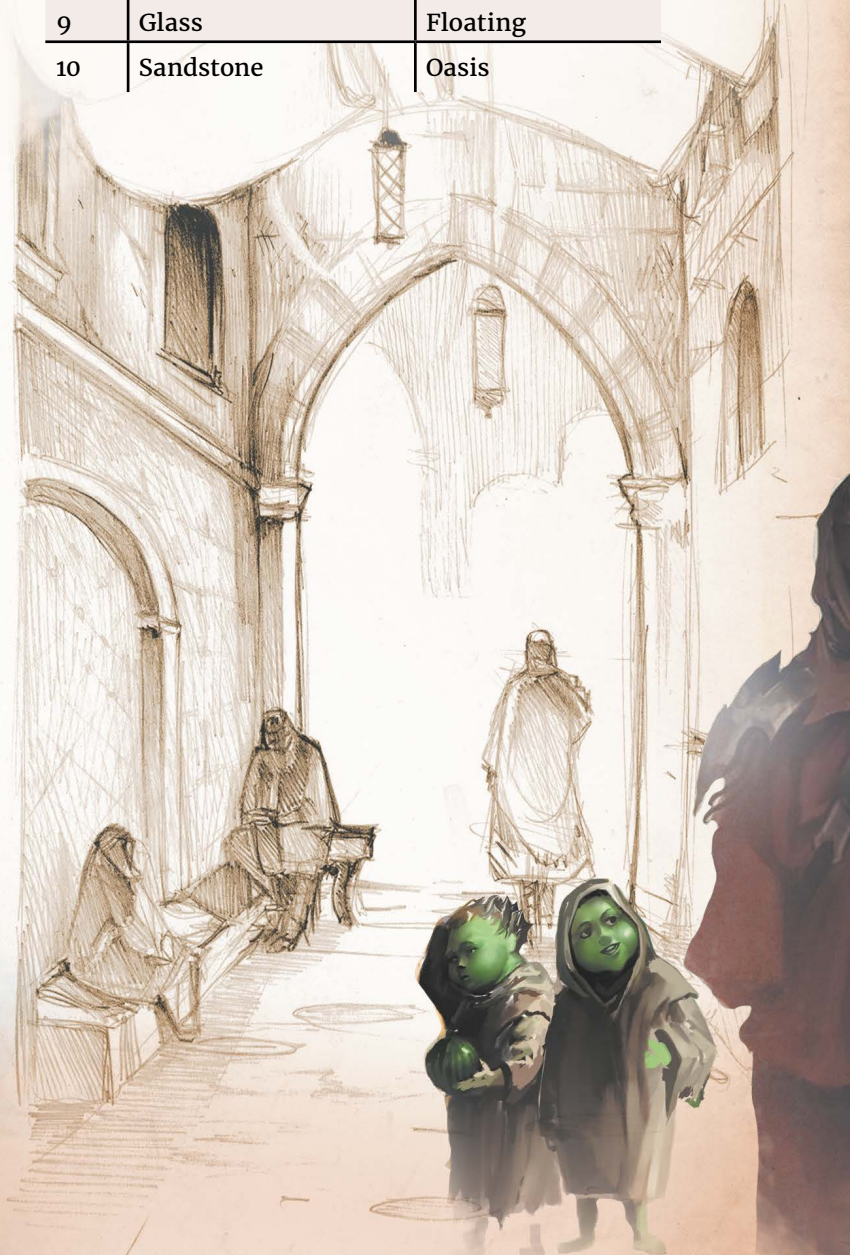
Your players will love discovering interesting new places, and if done right, they'll want to return to these locations again and again. This section covers everything you need to create your own inn, populate it, and bring it to life. You can pick and choose from the various tables, or roll a random result.

Once you are done, find a great name for your newly created inn and drop it into your world for your players to discover!

STRUCTURE & LOCATION

To determine what the core of your building is made of, you can use the following table, or invent your own.

d10	Structure	Location
1	Logs	Forest
2	Straw	City
3	Waddle & Daub	Hovel
4	Snow/Ice	Mountain
5	Clay & Brick	Riverside
6	Lime Mortar	Desert
7	Basalt	Island
8	Granite	Harbor
9	Glass	Floating
10	Sandstone	Oasis

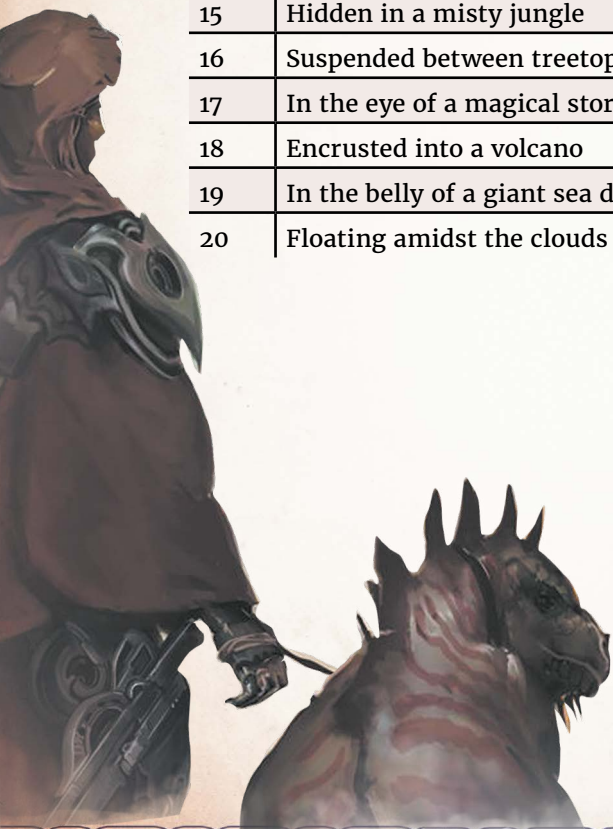


UNUSUAL LOCATIONS

Looking to go a little bit more unusual? Roll a result from the table below or handpick a result you like. An extraordinary location will make your tavern more memorable. Not every inn needs to be hanging from a snowy cliff or the back of a giant turtle, but don't be shy and infuse a little magic into your tavern creation.

d20	Unusual Locations
1	Underwater
2	On a snowy mountain peak
3	Hanging from a cliffside
4	Floating in the sky
5	Behind a giant waterfall
6	On a remote ice flat
7	Amidst a dreary marsh
8	Inside a permanent illusion
9	Deep within a cavernous city
10	Atop a shambling titan
11	Amidst a planar rift
12	In the depths of an undead city
13	Spanning a rushing river
14	On a barren mountain peak
15	Hidden in a misty jungle
16	Suspended between treetops
17	In the eye of a magical storm
18	Encrusted into a volcano
19	In the belly of a giant sea drake
20	Floating amidst the clouds

d20	Tavern Name Generator	
1	The Lonely	Mare
2	The Midnight	Raven
3	The Vigilant	Knight
4	The Hidden	Maiden
5	The Blushing	Solstice
6	The Queen's	Dagger
7	The Somber	Watchmen
8	The Toadstool	Axe
9	The Blazing	Rose
10	The Forked	River
11	The Black	Ivy
12	The King's	Stallion
13	The Shining	Moon
14	The Harp &	Vine
15	The Waning	Crown
16	The Horned	Roost
17	The Dragon's	Stag
18	The Carriage and	Fox
19	The Golden	Duke
20	The Malt	Oak





INN CHARACTERISTICS

d20	Operations	Frequented by
1	Regular Inn	Common folk
2	Gambler's Den	Thieves, Assassins, Thugs
3	Postal Stop	Messengers, Rogues, Adventurers
4	Guilds House	Merchants, Tradesmen, Blacksmiths, Weapons Instructors, Sell Swords, Alchemists
5	Royal	High Elven council members, Nobles
6	Seaside Market	Fishermen, Shipwrights, Smugglers, Guides, Oarsmen, Crabbers
7	Trader's Stop	Merchants, Shop Owners, Farmers, Alchemists, Armorers,
8	Wizard's Meeting	Sorcerers, Warlocks, Potion makers, Alchemists, Witches, Traders of the Arcane
9	Smugglers' Hideout	Thieves, Smugglers, Rogues, Assassins
10	Bandit Syndicate	Paid Thugs, Crime Lords, Mercenaries
11	Druids Convergence	Alchemists, Warlocks, Druids, Half-lings, Potion makers, Traders of the Arcane
12	Rumor Mill	Homeless, Information Traders, Tradesmen, Thieves, Rogues
13	Exclusive Tavern	Nobles, Opulent Travelers, High Elves
14	Magical	Wizards, Sorcerers, Druids, Adventurers
15	Artistic	Painters, Bards, Poets, Musicians
16	A Guild	Traders, Fighters, Merchants, Thieves, Mages
17	Holy Commune	Followers, Priests, Skeptics
18	Covert / Facade	Thieves, Assassins, Thugs
19	Charity	Donors, Volunteers, Peasants
20	Pilgrim's Respite	Priests, Clerics, Servants, Beggars



DECORATING YOUR INN

Once you have decided your structure and location, stock your tavern with furniture and one or two unique features. Choose one truly memorable characteristic, such as a magical mirror that insults visitors as they cross the doorstep.

d10	Furniture
1	Common wooden tables & chairs
2	Oaken bar with large kegs line the walls
3	Large wrought iron fireplace
4	Stone fireplace shaped as a lion's mouth
5	Large tapestries depict magical beasts
6	Refectory tables and benches
7	Stained glass windows and potted plants
8	Carvings of dragon heads on all woodwork
9	Bookcases with ancient tomes everywhere
10	Low round tables with cushioned stools

d20	Atmosphere	Smell
1	Lively	Hearth fire
2	Clandestine	Dank
3	Homely	Apple pie
4	Unwelcoming	Mud
5	Holy	Incense
6	Rural	Hay
7	Mysterious	Herbs
8	Tense	Urine
9	Seafaring	Salty Brine
10	Downtrodden	Moldy
11	Organized	Lavender
12	Royal	Perfume
13	Boisterous	Smoked Fish
14	Magical	Myrrh
15	Artistic	Paint, Dye
16	Festive	Fireworks
17	Volatile	Sweaty
18	Unpleasant	Rotted Flesh
19	Newly built	Woodsy
20	Cursed	Sulfur

100 MEMORABLE THINGS TO CHARACTERIZE YOUR TAVERN

By giving your tavern one unique, defining trait, it becomes something more than a place to rest for the night. Use the following table to roll or choose a memorable feature to make your tavern truly remarkable.

d100	Memorable Things
1	A cat at the bar is speaking your language.
2	The beer is tainted with gypsy blood.
3	Two gaunt barmaids challenge patrons in arm wrestling and always win.
4	Squeaky floorboards sound weirdly like small children.
5	The spittoon burps loudly each time it is used.
6	Doors open as if by magic, greeting you in welcome or bidding you goodbye.
7	The blind orc sitting in the corner never moves.
8	In every room there is the illusion of a sun and a light breeze.
9	A large collection of seashells hangs from the ceiling.
10	All the occupants are dead.
11	Every wall has a portrait of the innkeeper in various poses.
12	The tables talk back at you.
13	The walls are lined with aging cheeses on wooden racks.
14	A marble fireplace burns with green flames that create mesmerizing musical tones.
15	Hundreds of cages with chattering birds hang from the ceiling and walls.
16	A checkered floor with words engraved in every ancient language.
17	An hourglass filled with green smoke. Once turned, time stands still for an hour.

18	A skull on the mantelpiece cackles and makes snide remarks.
19	The remains of past proprietors are embalmed and on display in glass cabinets.
20	Colorful paper lanterns float quietly underneath the ceiling.
21	A giant dog with one albino eyes gnaws a troll bone.
22	The spirit of a slain vampire haunts the guestrooms.
23	Old books and manuscripts are used as kindling.
24	The walls are stacked with models of sailing ships in all sizes.
25	A tiny music box on the fireplace mantle plays enchanting tunes.
26	Dozens of copper statues, depicting archers, line the cross beams.
27	A large tree grows in the center of the tavern, its branches reaching out across the entire space.
28	Slowly churning, a giant metal sculpture in the center of the inn depicts planets in orbit.
29	A scruffy looking parrot sits in an alcove, but never makes a sound.
30	White ribbons with garlic are tied to the legs of every other table.
31	The gold and silver armor of a revered fallen warrior adorns the wall behind the tap.
32	The walls and ceilings are adorned with engraved stone tablets displaying holy writings.
33	A large, worn, embroidered banner depicts a fierce battle between horsemen and an elemental.
34	The skeleton of a whale hangs suspended from the ceiling.
35	Thousands of feather and bone dream catchers adorn the wooden beams of the tavern.

36	A gigantic, ancient seashell filled with hot water rests in the center of the inn.
37	Chickens and pigs scuttle around indoors, hay strewn about.
38	Dozens of owls rest on little ledges in the ceiling. Occasionally, one flutters down to snatch a bone from one of the tables.
39	Flames in the fireplace take the form of your beloved.
40	Hundreds of shriveled heads sit in glass jars filled with liquid.
41	The fire sometimes speaks in tongues to you.
42	All the glasses scream when they are chinked.
43	There is an illusion in the corner that is telling of an epic story, entertaining the patrons.
44	The cattle are paraded through the inn, under a spell, which forces them to advertise themselves to potential buyers.
45	There are wails and screams all around, and no one is wise to it except you.
46	At noon, the tables and chairs magically move to the sides of the room; guests dance to an entrancing, self-playing harp.
47	The inn is constantly moving; you could enter in one village, and leave at the next.
48	The walls are dyed blood red, and everyone wears tight leather.
49	The bar appears upside down, whilst the seating area and its occupants remain upright.
50	The bar staff are destined to walk backward forever by a wizard they denied entry to.
51	Everyone is afraid of any word pertaining to drinks, food, or lodgings. They use hand gestures instead.
52	You enter to see that there is a singular drink on the table. You must drink the exact amount required to gain entrance.

53	Everyone expects a round of ale from newcomers; if you fail to do this you are attacked.
54	If you are dressed in black, you are given a free drink.
55	The inn has shrines dedicated to every musical instrument.
56	Green ooze leaks from the floorboards. No one seems to mind.
57	Every drink is charmed to smile at you while you drink it.
58	A magical music box plays a soft melodic to fight off evil wraiths.
59	The male patron seems to flirt with everyone.
60	An old man invites you to drink with him, so that he can tell you to go away.
61	Each painting beckons you closer, but when you approach it, the innkeeper tells you it's cursed.
62	Crows often fly in to get themselves a drink of wine.
63	Everyone sits on the floor with their legs crossed.
64	You must kiss a long sword upon entry.
65	A talking tree is your innkeeper. He serves you drinks with long, flexible branches.
66	Your innkeeper is actually the king. He likes to work with the locals.
67	A board with contracts and jobs always has your names on it, detailing your activities.
68	A phoenix serves everyone's refills.
69	You must think your orders and conversations because the telepathic innkeeper hates noise.
70	The seats sigh sadly when you sit upon them.
71	A talking parrot continually insults your group.
72	The tavern feels hot to you, but everyone else is cold.

73	Beers talk to you, wine spits at you, and the food shouts at you.
74	If you enter at night, everyone is wearing their nightgowns.
75	A masquerade ball breaks out every time someone shouts, "Felix Gamouche".
76	Miniature guillotines are used to cut the meat.
77	The mirror reflects everything that happened 5 minutes ago.
78	A dust storm happens every 20 minutes.
79	The inside of the tavern appears as if underwater, fish swimming past as you enter.
80	An ancient god now owns the lodge. Your drinks materialize before you, without anyone taking your order.
81	Everything shines like gold.
82	A stream runs through the inn.
83	There are hot baths plotted around the room and a patron insists you get one.
84	An ancient order of monks in a bard quartet entertains the guests.
85	The food is prepared in another dimension, possessing otherworldly qualities.
86	During full moon, the ghosts of deceased patrons appear, seated in their favorite spots.
87	Twins who swap bodies from time to time run the tavern.
88	There is a cellar that blows a warm air into the inn.
89	It's so loud in the inn that you have to mime what you want.
90	A sword called Eclipse hovers about and whistles.
91	Knights and their horses always try to get in, even though they struggle to leave.
92	Ancient spirits float through the tavern
93	Silk covers every inch of the room; it is the comfiest inn you know.

94	There are cattle in the corner laughing and drinking.
95	All furniture is painted gold. Hundreds of small stone cherubs dangle from the ceiling
96	The kindest and friendliest innkeepers you've ever met greet you.
97	To prove you are a man, you must eat a cow's liver raw.
98	The innkeeper tells you the same joke every time you visit.
99	A lady is convinced you are her son in disguise.
100	Your food is alive! Anything served to you by the tavern staff begs to be spared.

CREATING THE INNKEEPER & SERVANTS

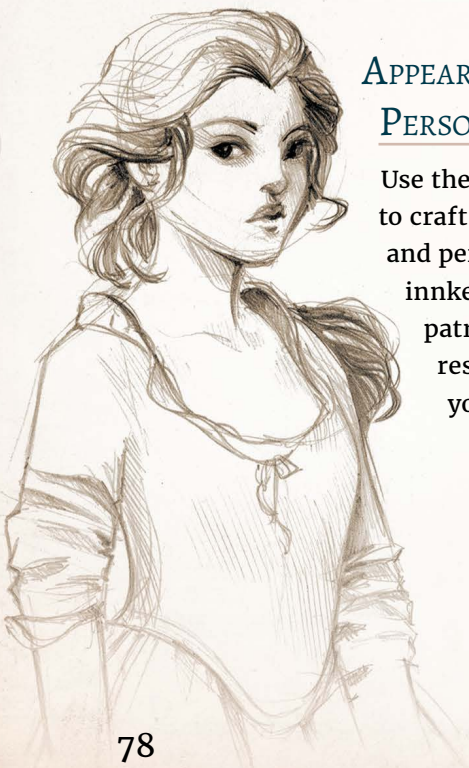


nce you have established the foundation of your unique tavern, you will want an equally colorful innkeeper. Distinctive characters help bring your world to life, and

serve a larger purpose beyond simply moving the story along. This chapter provides you with everything you need to craft your NPC inn and tavern staff.

APPEARANCE & PERSONALITY

Use the following tables to craft the appearance and personality of your innkeeper, staff, and patrons. Roll a random result or pick a result you like.



d20	Personality	Appearance
1	Blunt	Rough looking
2	Ominous	Long dark hair
3	Kindhearted	Missing fingers
4	Enthusiastic	Constantly smiling
5	Mysterious	Gap tooth
6	Sarcastic	Missing an arm
7	Quiet	Facial tattoo
8	Humorous	Rugged features
9	Short-tempered	Facial scarring
10	Easy-going	Plumed cap
11	Nervous	Peg leg
12	Greedy	Freckled skin
13	Skeptic	Several braids
14	Generous	Doe-eyed
15	Deadpan	Glowing face
16	Clueless	Thick beard
17	Witty	Wide grin
18	Smug	Surprisingly short
19	Uptight	Several piercings
20	Overbearing	Muscular

d20	Clothing
1	A revealing, low-cut dress
2	A full suit of armor, without the helm
3	Barely clothed
4	Leather so tight it squeaks with every move
5	A mages robe covered in runic markings
6	The clothing appears too tight
7	A suit of foliage, flowers braided into their hair and/or beard
8	Armor made entirely out of bone, with a skull acting as a helm
9	Filthy rags
10	Gold plated chain mail
11	Linen clothing, dyed red
12	Caked in flour to prevent plague
13	A tunic with draconic inscribing.

14	A griffin-skin coat, embroidered with the innkeeper's coat of arms
15	Wearing a symbol of loyalty to the local nobility
16	A hat to cover baldness
17	Black robes with a white moon on the chest
18	White flowing robes and turbans
19	A dress made of the finest silk with a matching emerald necklace
20	Cow-hide overalls

d10 Exotic Appearances

1	Heavysset with bulging eyes, and flaming red curly hair.
2	Aged, covered in tattoos of nautical creatures.
3	Bald head bearing an ancient tribal symbol.
4	Waifish, wearing spectacles fashioned from bone and a flowing robe marked with suns and moons.
5	Short and stout, covered in battle scars. Fingers beset with many jewel-encrusted rings.
6	Missing one hand, replaced with a crude metal prong. Mouth strangely twisted into a permanent smile.
7	Dark, leathery skin covered with a brown woven tunic. Gentle face with sparkling, joyful eyes.
8	Crooked and jittery. Gray hair tied into a bun.
9	Long and slender, dressed in leather and hide clothing adorned with feathers. Face covered with a bone mask.
10	Nose like a hawk's beak, eyes like a beetle's, and skin covered in warts. Wears a curious dragon skin pouch tied at the waist.

DEEPEN YOUR NPC'S



Imaginative hooks help create fantastic characters. For example: your tavern could have a retired knight serving drinks, each accompanied with a metaphorical saying. Your innkeeper could be a mentally scarred mage, conjuring endless steins of ale, perpetually disgruntled from failing to create the perfect brew. Perhaps your innkeeper is harboring a dark secret or hidden agenda.

To fully develop your innkeeper, staff, and other NPC's, you will want to place a "hook" in their backstory. The more developed the characters, the better the gameplay. Use the table below to fashion your own memorable characters.

d20 Life's motivation

1	Penance for crimes committed
2	Waiting for a loved one to return
3	Elevating the brewing of ales to a true art form
4	Uniting the city's divided population
5	Making customers smile and forget their troubles
6	An endless pursuit of knowledge at any cost
7	Avenge his father
8	A reformed cultist, determined to eradicate cult activities
9	Saving a young metallic dragon from annihilation
10	Keeping the traditions of the old gods, lest they be forgotten
11	Raise his family out of poverty
12	Give back to the community that took him in off the streets
13	Thwarting evil by creating a network of spies throughout the realm
14	Raising a militia to overthrow the mayor
15	Becoming a famous painter

16	Greedily sabotaging other innkeepers and tavern owners in the city
17	Recreating an ancient ale, said to impart immortality
18	Eradicating hunger throughout the kingdom
19	Waiting for his long lost brother to return
20	Writing a book on botanic history

d20 Innkeepers' secrets

1	Feeds unfortunate drunken customers to a giant lizard in the cellar.
2	Muttering to himself, he often curses his bad customers.
3	Has made a pact with a demon he now regrets.
4	She steals gold to feed her baby dragon.
5	Harbors fugitive bandits in a secret room.
6	Worships an ancient evil cult responsible for recent sacrificial killings.
7	Smuggler's tunnels throughout the town lead to the inn.
8	Plans to murder a local noble family.
9	Visits a haunted tomb every night after nightfall.
10	Shares a body with another soul.
11	Cleans a sword every night, whispering, "I will save you darling".
12	She bears the same tattoos as a notorious group of assassins, hidden discretely under her gown.
13	There is no mystery behind the recent disappearance of his competitor; he was in on the deal.
14	The innkeeper is holding someone – or something – hostage under the floorboards.
15	Gnomes leave mysterious parcels at the bar for the innkeeper.
16	A spirit possesses the proprietor.
17	The innkeeper catalogues different types and colors of hair in a lockbox. All have been taken from guests at the inn.

18	The staff are all former bandits, trying to build a new life away from crime.
19	She disappears each day at sundown.
20	The innkeeper has a considerable bounty on his head.

d20 Mannerisms

1	Slurred speech
2	Speaks very fast
3	Mispronounces common words
4	Slurps loudly
5	High-pitched voice (male), deep voice (female)
6	A little too friendly
7	Spits when speaking
8	Never finishes a sentence
9	Whistles jolly tunes
10	Giggles in a high pitch often
11	Taps foot when annoyed
12	Quick to anger
13	Strokes chin absentmindedly
14	Prone to talking over others
15	Playful and joking
16	Organized and punctual
17	Polishes a medallion frequently
18	Fiddles with necklace
19	Unintentionally rude and crass
20	Theatrical flair



100 STORY HOOKS FOR YOUR INN



Now that your tavern is ready, the only thing left is for customers to walk in. And before long, adventurers will arrive looking for a drink, information, or a new quest to embark upon. To spark the imagination, here is a list of 100 story hooks for your inn.

With a little bit of imagination, these can be the beginning of a whole new legendary tale. One that bards come to sing about in a hundred years from now under a canopy of dripping candles and pipe smoke...

d100	Story hooks
1	A local priest needs help with removing a restless spirit.
2	A merchant is hiring adventurers to track stolen goods.
3	A pilgrim is found killed, a white eye painted across his chest.
4	A druid circle is calling for aid; their sacred grove is withering.
5	A local lord wishes to overthrow a devious crime syndicate.
6	Overnight, a lake appeared at the edge of a desert town.
7	A pack of seafaring Gnolls is pillaging a small port town.
8	The innkeeper's daughter has gone missing at Redfang Ridge.
9	Rivaling clans of goblins have cut off trade to a large city.
10	The paintings of an Elvish artisan are portals into the Far Realm.
11	Angry peasants ride out at night to kill the local lord.
12	Haunting cries are heard mid-winter at the ruins of Muldrahn.
13	A gnomish timepiece is stolen, turning back time.
14	A bustling city's waterways are tainted, placing everyone under a mind-controlling spell.

15	A mysterious severed hand is found, rumored to grant unfathomable powers.
16	The local lord is seeking an heir to the throne after the death of his last living son.
17	Giants have returned to the Red Mountains again. Villagers are worried about the increasing number of disappearances.
18	An ancient wizard's tower emerges when desert sands shift.
19	A dragon unexplainably abandoned its hoard, leaving the surrounding civilizations to war over it.
20	Woodland spirits plea for help after a circle of runes comes alive with wild magic.
21	The entire population falls gravely ill after the river is polluted.
22	An ancient relic prophesizes the return of a powerful dwarven king.
23	The local blacksmith is rumored to impart curses on his weapons.
24	A glacier melted, revealing an ancient portal into another plane.
25	A note left on an assassinated noble reads: The bloodline is ending.
26	A local farmer has entered into a pact with a witch, guaranteeing the success of his harvest while others unexplainably suffer.
27	A mysterious stranger is seeking a buyer for his cursed horse.
28	The king's castle is under siege; he desperately calls for aid.
29	A giant kraken is terrorizing the port, sending ships to their doom.
30	A pilgrim needs an escort to a holy site and offers to pay with an aura reading.
31	Rivaling goblin tribes threaten to flood a farming region vital to the local economy.
32	A local bakery is looking to win the annual pie contest, but a gluttonous demon threatens to ruin the festivities.
33	A lush forested region is engulfed in magical fire.
34	A seller of songbirds has tracked down a magical bird that predicts the future in song.

36	The priests of a shrine are possessed by an ancient awakened evil.
37	Winter no longer changes to spring, sending an entire region into disarray.
38	A tribe of savage barbarians goes to war against the civilized world to restore their rule.
39	Villagers are lured to the center of a large lake where a small island sits shrouded in fog.
40	The local jester died in a grisly accident during the annual fair, but rumors point to a growing cult movement.
41	Villagers who venture too close to the edge of the forest is never heard from again.
42	A bookseller unearths an ancient tome, unleashing a powerful demon into the city.
43	The bell of a long abandoned monastery tolls again.
44	All the dogs in the city gather near an old building, howling incessantly.
45	The harbormaster's head is on the line after a stash of magical weapons is stolen from port.
46	Villagers accuse your party of stealing a holy relic from the temple.
47	There are no animals, insects, or children in the village.
48	A vividly painted house sits atop a far hill, and is avoided at all costs.
49	The surrounding woods are home to strange, locked doors but none of the townspeople can explain why.
50	Plants begin to fail, as the villagers worship a strange deity.
51	An entire village is in chaos after the villagers discover they no longer have shadows.
52	You find a doll that looks strangely like yourself, but around its neck is a noose.
53	Someone hands you a journal that accounts everything you have done up until that moment.
54	You walk past a puddle, and see a completely different world reflected in the water.
55	A terrified looking peasant girl is trailing you.

56	Smoke rises in the distance, taking the form of a dragon.
57	All around you, humanoid shapes appear to be untouched by the rain as they skulk toward you.
58	A woman hands you a wanted poster with her face on it.
59	The sun turns blood red and everyone around you starts howling.
60	A hole in the ground opens releasing bizarre, ghoulish creatures.
61	A group of fanatics surround your group, repeating, "They know not of their sin, we must show them the way".
62	Ash begins to fall from the sky and a priest beckons everyone into the church for their daily offering.
63	The sky tears open, releasing a torrential downpour of blood.
64	A kindly woman approaches you with a clarinet, demanding you play it or face your fate.
65	Passing a blacksmith, you hear a sword call your name.
66	The earth shakes and villagers scream, "She returns! She returns for us all!"
67	The village believes you can save their mayor with a liter of your blood.
68	A tree branch holds onto you as you pass, whispering "Save us".
69	You hear a voice from within the cellar call your name several moments after a group of warriors runs screaming for the exit.
70	A group of wizard apprentices who call themselves "The Renegades" demand your assistance.
71	As the trees around you begin to wither, they beg you to find a creature named Rohgin.
72	You awake to a black sky morning and the innkeeper saying, "And so it begins".
73	Sprites drop a cage on you and shout, "Dinner is served!" as they fly away.
74	Inside your drink, you see a shrunken creature shouting for help.
75	A pack of white wolves drag a wounded elf priestess into the tavern.

76	A cloaked figure enters the city gates, an eerie trail of frost behind him.
77	You witness hooded assailants beating a satyr, telling it to "change back".
78	A mystical amulet is anonymously delivered to your room.
79	An elderly woman hands you a vial, instructing you to pour the contents into your next drink if you want to survive.
80	Two identical men are fighting; as you approach each one attempts to convince you the other is the villain.
81	As it begins to rain inside the tavern, the innkeeper begs you to persuade the sorcerer to wait another week.
82	The mayor pleads with you to defeat the goblins that terrorize the town.
83	A known crime syndicate requests a meeting from you, or else.
84	A child begs you to release her mother's spirit from a doll.
85	Orc raiders threaten a village, but stop upon seeing you, mistaking you for one of the Old Ones.
86	The Koulassi, a known group of assassins, hire you for a target even they cannot kill.
87	Several towns report their children are missing after a visit from a traveling troupe of performers.
88	Godfrei's Goods and Services hire you to find two black dragon eggs.
89	You see a man being ignored by everyone in the town, and if you acknowledge him you will take on his curse.
90	A dwarf tells you he lost everything to The Great Grundhurr, and that you're his next victim.
91	You have been solicited to exact revenge on the warlock who destroyed the inn.
92	As a thick fog surrounds the town, you are warned by a voice: "Leave, our quarrel is not with you".
93	Voliki, a drunken gnome, offers you 100gp to take him into the caverns to find his children.
94	Snow falls on the land, turning it into eternal winter.

95	Stuck to the bottom of your drink is a note that reads: Meet at the back of Raskin's, bring the sacrifice.
96	A crippled half-orc buys you a drink and asks you to take him on one last adventure.
97	A courier hawk delivers a message from your guild: Your membership has been revoked, effective immediately.
98	Your group has been summoned to the sultan's hall to receive a request, but when you arrive, a troupe of actors is already there, impersonating your party.
99	Pirates descend upon the city from their airships, taking a countless hostage before your group can save her.
100	Among the horses in the stable is an old mare that tells you the townsfolk are not what they seem.

THE LAST ROUND

Quilla sits at her favorite spot, near the window looking out over the sea. Waves crash under a moonlit sky, sending spray high into the night air. The small copper bell hanging from the ceiling behind the bar chimes. Ared turns around and bellows; "last round dear folks, last call!" Wiping the sweat from his brow, he sits down next to his beloved friend.

"It's a mighty sight is it not Quilla? That thunderous roar makes you feel quite alive".

Looking up from her tankard she nods. "Without a doubt, Ared. The best sight there is. It's the reason why I keep coming back here."

Ared grins, a sparkle in his eyes. "You're hurting my feelings, love. I always thought you came to see me!"

Feet shuffle as drowsy patrons get up to head out into the cold and find their beds. When the last ones have stumbled out, Ared closes up behind them.

Another riveting day comes to a close. Who knows what the next day brings... Every story comes to an end and you have reached the end of this book. We hope you enjoyed it and like to thank you for acquiring it. We like to wish you a lot of roleplaying fun and many *remarkable* adventures!



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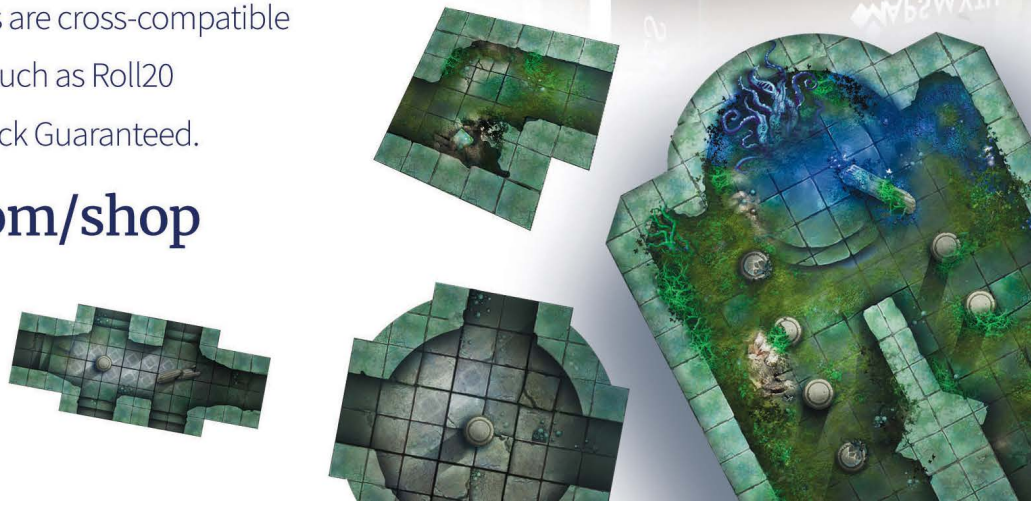
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