



FAT GOBLIN TRAVEL GUIDE TO

Epiphany's Wayside Inn

BJ HENSLEY AND RICK HERSHEY



Fat Goblin Travel Guide to Epiphany's Wayside Inn

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Publisher: Fat Goblin Games

Traveler's Guide: Epiphany's Wayside Inn © 2015 Fat Goblin Games



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Introduction

All is not as it appears at this charming roadside tavern. What an adventuring party may perceive as a welcome respite from the wilderness is really a den of iniquity determined to feed on their life experiences, leaving them at best weakened and at worst... well we simply won't discuss the worst as our heroes will hopefully do as heroes should and rid the world of this tainted evil architecture once and for all! Right?!

Welcome to **Epiphany's Wayside Inn**! A seemingly innocent tavern of misfortune and mischief that preys upon the occasional traveler. Nearly always found amidst a deluge of poor weather or nestled along paths where roads are long and adventurers are desperately weary, this restless piece of architecture is the perfect mini adventure to break the monotony of long treks.

Our **Fat Goblin Travel Guide** is designed for adventurer's level 7 to 10 and details everything you need to drop this wandering nuisance into your ongoing campaign for a side trek or even an ongoing adventure!

Background

This dwelling of innocent barmaids is actually a resourceful cult of Succubi in disguise waiting to prey upon the helpless and weary with inventive brews, alluring staff, and a plethora of tricks up their dainty little sleeves! Having grown tired of incorporating themselves into local society, only to be discovered and barely escaping with their lives, these Succubi fled to an elder of their race. She brought them together and used her great magical resources to create their new home, enchanting it to always wander, thus protecting both their location and identities. Unfortunately as years passed the leader of these gypsy like females became complacent and in the end a cunning occupant by the name of Epiphany conspired against her. This cost her, not only her position, but her life as well. Now Epiphany leads the lair and

lies in wait in the lower levels, enjoying the fruits of the lesser Succubi labor who bring her offerings of lost travelers and see to her every need.

Adventure Hooks

Epiphany's Wayside Inn is playable from virtually anywhere, however it is written for the occupants preferred method of discovery. Appearing along a lengthy road between two locations, ideally during a torrential downpour. This is the perfect side adventure for a party traveling a great distance of land with few populated areas.

It would be just as easy for players to stumble upon the Tavern after a long trek through the desert or nestled between a few trees in a large expanse of forest.

And while not quite as likely it's entirely possible Epiphany could decide to take her chances, due to her ever growing greed, and relocate to a small town or perhaps a thriving city! The PC's may have stumbled accidentally into her lair or possibly heard rumor of a dockside tavern where men go in and come out horribly weakened and sometimes not at all!

The People

Other than Epiphany, the inn is home to six lesser rogue succubi, an alchemist barkeep, and two dhampir Bouncers.

The lesser succubi serve as seductive barmaids and servants to the inns master. When not entertaining company they are often sent out to obtain provisions such as food, wine, or the luxurious silks Epiphany prefers to clothe herself in. Occasionally these items are paid for by coin stolen from visitors, but more often than not they are gained by less than honest means.

The Bouncers spend their time lounging about the common room waiting on the commands of the "barmaids". Often they are employed to drag a less than willing victim down to the lower levels or prevent an occupant from escaping.

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Y'ndriel, also a dhampir, is a brew master who excels in mind altering concoctions. When not occupied filling mugs or blending drinks he can be found in his quarters in the lower levels brewing *hypnotic ale* and tinkering with other alchemical mixtures.

Stat blocks for Epiphany and her cohorts are located in Appendix 1.

Inn Description

1. THE TAP ROOM

The rain pours down in a never ending deluge, infiltrating attire, and soaking into every piece of exposed cloth. An outline of a large building can be seen ahead, though the details are somewhat obscured by the rapidly falling droplets. Two stories high with a faded yellow sign, the structure is in clear need of repair and paint. Upon closer inspection, the sign becomes visible through the downpour and scrolling print labels it "Epiphany's Wayside Inn."

The inside of this cozy inn is dimly lit and it takes a moment for the interior to come into focus. Once it does a large common area with worn but relatively clean floors is seen to be populated by several wooden tables and very few people. A roaring fire across the room, flanked by two plush brown chairs, instantly draws attention and is a compelling reason to stay awhile.

A comely barmaid approaches with a tray full of mugs and smiles welcomingly. "Care for a mug o' ale to warm yer belly whilst ye dry by the fire?"

If the players choose to accept the proffered drinks and go rest by the fire, they find the ale is likely the best they've ever had, this special brew sits nicely in the belly and provides a feeling of warmth and contentment, as well as a potential captivation with a few of the barmaids in the seemingly over staffed tap room.

2. THE BAR

The bar counter at Epiphany's doesn't differ much from any other tavern, bottles of aged wine and other liquors line the back walls and empty mugs wait to be filled to the brim. Kegs of the house ale are neatly stacked and tapped waiting to quench a

HYPNOTIC ALE

Price 50 gp; Weight 1 lb.

Hypnotic ale tastes absolutely heavenly, making those who drink it desire to consume even more of the divine beverage. A high quality ale distilled and combined with the blood of a naturally seductive creature such as a lamia or succubus, this intoxicating, alcoholic treat, provides a significantly greater kick than one would expect due to its special ingredients. The power of this sensual blood, combined with alchemy, produces strange mind-altering effects in those who consume it. Anyone drinking a single mug of hypnotic ale must make a DC 15 Fortitude save to resist its effects. Those who fail the saving find themselves enamored with the female staff of the establishment serving the brew for 12 hours. Affected patrons, male and female alike, act as if they were two steps friendlier than normal (per the Diplomacy skill), and are significantly more susceptible to charm effects, suffering a -2 morale penalty to their Will saves against any mind-affecting enchantment. This is a poison effect.

Crafting Craft Alchemy (DC 25)

traveler's thirst while igniting other desires. At the end of the bar area is a small door that opens into a nondescript broom closet. Cleaning rags, buckets, and various chipped mugs litter the shelves. There is little of interest here but should the PC's investigate further, or the barkeep choose to flee, a secret door (Perception DC 25) can be found here that opens into a stairwell leading down to the lower level.

The barkeep, however, is a different matter entirely. Y'ndriel the Alchemist is a seemingly amiable fellow, ready to listen to the troubles of his customers or happily offer a charming smile and flirtatious wink to any females that might

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wander through. If the PC's choose to fight in the common room Y'ndriel is too self-serving to offer aid to his companions and instead flees to his basement rooms to gather his precious alchemical formulas. Once his belongings are gathered, he tries to slip out while the PC's are busy fending off the other inhabitants. Should anyone notice his departure, the dhampir attempts to bargain for his freedom, either by using his charm or offering alchemical brews and what little bit of gold he possesses, lamenting falsely that he was enslaved. Should this fail, he fights capture with every trick at his disposal.

3. COMMON GUEST ROOMS

The northern upstairs guest rooms are suited for the average person, each having enough room for

a basic bed, desk, and chair. The furniture is roughly hewn light wood and the blankets are of common grey wool but the rooms are clean, cheap, and large enough to house one guest. (4 sp per night)

Two of these rooms are typically occupied by the dhampir bouncers.

4. BATH AREA

Large wooden tubs rest empty aside the left wall waiting to be filled with warm water for customers who might order a bath, each with a small round table that holds a chip of soap and rag for washing.

To the right, a much larger, round bath, awaits already filled with water. For a higher price, the barmaids add hot water for a long soak and aid the wealthier clientele in washing. A locked oak armoire in the back of the room holds several softer towels,

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bars of scented soap, and a few bottles of bath oils. The key is usually carried by one of the succubi.

5. FINE GUEST ROOMS

These two rooms are more expansive and of finer quality than the common lodgings, having space for one or even two occupants, if they've a mind to share the bed. The linens are a soft blue cotton and the inclusion of a table and chairs as well as a polished desk make the quarters much homier than the average chamber. (8 sp per night)

6. LUXURY GUEST ROOM

While the cost of this room is a bit steep, it's worth the rate to those who prefer the finer things in life. The double bed is a solid, dark wood, with silken coverings, a matching secretary's desk sits in one corner of the room providing ink and parchment to those in the habit of writing, while a full length mirror resting in the opposite corner reflects most of the chamber. The center area hosts a small table with matching chairs, ideal for a private meal.

Behind a heavy curtain to the left is a decent sized bathing area for occupants only, as well as a table that provides complimentary soaps, oils, and soft towels.

This space is often reserved for guests that Epiphany herself has an interest in, either because they have caught her eye as an attractive plaything or they possess some useful skill she seeks to exploit. She has been known to use *mirror sight* in order to peek in on the residents of this room via the full length mirror provided to its inhabitants. (2 gp per night)

7. SECRET STAIRWELL

A tiny room on the first floor is contains nothing more than a staircase leading downward, presumably a servant's stair for cellar storage.

Upon reaching the lower level, all manner of crates and barrels can be found stacked in corners

of yet another small room. Food stuffs, and extra kegs of ale are mixed with nonsense items such as rope and crockery. However a closer inspection of this room reveals two secret doors. One of the passages leads east (Perception DC 25), and a second leads south (Perception DC 30).

8. Y'NDRIEL'S QUARTERS

This clearly male decorated room is home to the resident alchemist. A massive four-poster bed is the focus of the area, with a small chest at its foot. A table with one chair sits in the far corner and for the most part the area is clean with the exception of a large desk cluttered with various papers. Most of them make no sense and are half-formed alchemical equations. Any alchemist studying these notes and making a successful Knowledge (Arcana) skill check (DC 25) may learn the following formulae: *Seek Thoughts* and *Enchantment Foil*.

A locked drawer in the desk houses the recipe for *hypnotic ale* and a small pouch of silver (25 sp). The key is around the Alchemist's neck.

9. SUCCUBI DEN

The lower level of the inn is at first appearance a rougher area of grey, tunneled stone, but that impression ends upon entering the rooms themselves. While the walls are stone, the furnishings are of much higher quality. Silken pillows and covers are scattered about six luxurious pallet beds that rest upon the floor. Several woven tapestries hang from the walls, and three vanities are littered with perfumes, makeup, and other feminine luxuries. A large wardrobe toward the back wall is filled with fine women's clothing, primarily of a revealing nature.

Tossed upon one of the vanities is a ring of several keys. Depending on the circumstances of this room's discovery, it's likely that anywhere from 1-6 succubi could be occupying it.

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10. EPIPHANY'S LIVING AREA

This room is home to the matriarch of the den of iniquity. Luxurious red curtains frame another four-poster bed draped in silken sheets and piled with matching pillows. Plush rugs cover the stone floor and a large private tub sits open in the room. A beautifully carved armoire is filled with various kinds of women's clothing and the matching vanity houses the typical array of perfumes and make up.

Treasure: A silver tea service rests upon a decent-sized dining table and a small chest in the far corner of the room contains the funds belonging to the den as well as a few extra items providing someone can open it. (Disable Device DC 35) The chest holds a *bag of concealment*, a *wand of cure moderate wounds* (12 charges), a *wand of darkness* (15 charges), 42 gp, 90 sp, 112 cp, and four miscellaneous gems valued at 50 gp each.

11. WORKSHOP

This large room is where the house ale is brewed. An alchemy lab, various vats of ale and other mysterious unidentifiable concoctions, as well as several tables littered with tubes, experiments, and more alchemical scribbles indicates that likely this is where the alchemist spends most of his time.

The left wall is stacked with various types of spirits including two kegs of finished *hypnotic ale* worth 6,200 gp each and there are a line of prison cells along the back of the room.

12. THE CELLS

Locked cells line the back walls of the room housing the few people who have survived their stay at Epiphany's. (Information on the four surviving prisoners can be found at the end of this guide.) Now they are barely fed, generally ignored, and mostly used for experimenting with new charms and enchantments designed to make the clientele more agreeable. The keys to

unlock these cells can be found in the alchemist's chambers, but for those less inclined to use such mundane methods of lock opening, they can be picked with some difficulty (Disable Device DC 30).

ALTERNATIVE OPTIONS

Should the GM wish to relocate the PCs, now would be the ideal time to do it! At the GMs discretion Epiphany could activate the inns ability to travel before her death, stranding the PCs in any location the GM desires. On a side note the inn cannot travel without Epiphany, upon her demise the magical properties that give the home its abilities fade and it becomes an innocent building once more. However if the PC's want to take up bar keeping, what better opportunity!



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Appendix 1 - NPCs

1st (6/day) – *beguiling gift* (DC 20), *cure light wounds*, *hypnotism* (DC 20), *silent image* (DC 20)

EPIPHANY

Epiphany most often appears as a slender, blond haired woman, with green eyes and voluptuous curves. She rarely frequents the tap room as she is content to lie about the lower lair and wait for her subordinates to deliver a meal. She is frequently cruel to those in her employ and has a tendency to toy with her food.

EPIPHANY

CR 10

XP 9,600

Demon, Greater Succubus Bard 3

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** Darkvision 60 ft.; Perception +24

DEFENSE

AC 24, touch 13, flat-footed 21 (+4 armor, +3 Dex, +7 natural)

hp 126 (9d10 + 3d8 + 60)

Fort +9, **Ref** +12, **Will** +13; +4 vs. bardic performance, sonic, and language-dependent effects

DR 10/good or cold iron; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 *anarchic scorpion whip* +15/+10/+5 (1d4+3 plus 2d6 vs. lawful) or 2 claws +9 (1d6+1)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), energy drain, profane gift

Spell-like Abilities (CL 12th; concentration +21)

Constant – *detect good*, *tongues*

At Will – *charm monster* (DC 22), *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *vampiric touch*

1/day – *dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

Bard Spells Known (CL 3rd, concentration +12)

0 (at will) – *detect magic*, *ghost sound* (DC 19), *lullaby* (DC 19), *Mage hand*, *message*, *unwitting ally* (DC 19)

STATISTICS

Str 14, **Dex** 17, **Con** 20, **Int** 23, **Wis** 15, **Cha** 29

Base Atk +11; **CMB** +14; **CMB** 26

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Persuasive, Spellsong, Weapon Finesse

Skills Acrobatics; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Aquan, Auran, Catfolk, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Ignan, Infernal, Sylvan; telepathy 100 ft.

SQ bardic knowledge +1, change shape (*alter self*, Small or Medium humanoid), versatile performance abilities (sing)

Gear +1 *glamered studded leather*, +1 *anarchic scorpion whip*, *ring of mindshielding*, *wand of mirror sight* (23 charges)

SPECIAL ABILITIES

Energy Drain (Su) Epiphany can drain energy from any mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before she can use this ability. The kiss of the succubus bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 23 Will save to negate the *suggestion*. A Fortitude save (DC 23) is also necessary to avoid receiving a negative level from the act.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift may be removed by *dispel evil* or *dispel chaos*. Epiphany can remove it as a free action (causing 2d6 Charisma drain to the victim without save).

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LESSER SUCCUBUS ROGUE

These alluring women take on numerous forms in various states of dress, or undress, as the case may be. Charming, alluring, beautiful, all of these describe the appearance of these seemingly helpful barmaids. Inside however, they are dark, twisted, and bent upon feeding on their patrons.

LESSER SUCCUBUS ROGUE

CR 5

XP 1,600

Demon, Lesser Succubus Rogue 2

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** Darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 54 (4d10 + 2d8 + 24)

Fort +5, **Ref** +10, **Will** +6;

Defensive Abilities evasion; **DR** 10/good or cold iron;
Immune electricity, fire, poison; **Resist** acid 5, cold 5; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +7 (1d6+2)

Special Attacks energy drain, sneak attack +1d6, profane gift

Spell-like Abilities (CL 10th; concentration +19)

Constant – detect good, tongues

3/day – charm monster (DC 20), detect thoughts (DC 19), ethereal jaunt (self plus 50 lbs. of objects only), suggestion (DC 19), vampiric touch

STATISTICS

Str 14, **Dex** 17, **Con** 18, **Int** 18, **Wis** 14, **Cha** 25

Base Atk +5; **CMB** +7; **CMB** 20

Feats Combat Reflexes, Deft Hands, Weapon Finesse

Skills Acrobatics +12, Appraise +8, Bluff +20; Diplomacy +16, Disable Device +10, Disguise +16, Escape Artist +12, Fly+10, Intimidate +16, Knowledge (local) +11, Perception +13, Sense Motive +11, Sleight of Hand +14, Stealth +10; **Racial Modifiers** +4 Bluff, +4 Perception

Rogue Talent Canny Observer

Languages Abyssal, Celestial, Common, Draconic, Elven; telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid), trapfinding +1

SPECIAL ABILITIES

Canny Observer (Ex) Lesser succubi gain a +4 to Perception checks to overhear conversations or find concealed or secret objects.

Energy Drain (Su) A lesser succubus can drain energy from any mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before she can use this ability. The kiss of the succubus bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 19 Will save to negate the *suggestion*. A Fortitude save (DC 19) is also necessary to avoid receiving a negative level from the act.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift may be removed by *dispel evil* or *dispel chaos*. The lesser succubus can remove it as a free action (causing 2d6 Charisma drain to the victim without save).



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DHAMPIR BOUNCER

These tall, well defined, men possess an alluring grace and charming smiles, but their true purpose is to ensure you don't leave. Providing no one is causing trouble, or attempting to exit the establishment, they are attentive and charismatic if approached.

DHAMPIR BOUNCER

CR 3

XP 800

Dhampir Fighter (Brawler) 4

NE Medium Humanoid

Init +7; **Senses** Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 34 (4d10)

Fort +4, **Ref** +4, **Will** +0 (+1 vs. fear); +2 bonus vs. disease and mind-affecting

Defensive Abilities bravery +1, negative energy affinity; **Resist** Undead resistance

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee unarmed strike +7 (1d3+5)

Special Attacks close combatant

Spell-like Abilities (CL 1st; concentration +3)

3/day – detect undead

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +4; **CMB** +6 (+7 to bull rush, drag and reposition, +8 to grapple); **CMB** 19 (20 vs. Bull rush, drag and reposition, 21 vs. grapple)

Feats Catch Off-Guard, Improved Grapple, Improved Unarmed Strike, Throw Anything

Skills Bluff +4, Intimidate +9, Perception +5, Sense Motive +3; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Common

SQ resist level drain

Gear +1 haramaki, potion of blur, potion of bull's strength, potion of haste

Y'NDRIEL THE ALCHEMIST

Tall and muscular, with black hair and dark sparkling eyes, Y'ndriel has no problems attracting his fair share of attention. His winning smile captivates most audiences and he generally has some manner of enthralling story to share.

Y'NDRIEL THE ALCHEMIST

CR 5

XP 1,600

Dhampir Alchemist 6

NE Medium Humanoid

Init +4; **Senses** Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 31 (6d8)

Fort +5, **Ref** +9, **Will** +3; +7 vs. poison, +2 vs. disease and mind-affecting

Defensive Abilities negative energy affinity; **Resist** Poison Resistance, Undead resistance

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 corrosive dagger +6 (1d4+3/19-20 plus 1d6 acid) and +1 returning dagger +6 (1d4+2/19-20)

Ranged bomb +9 (3d6+3 fire) and dispelling bomb +9

Special Attacks bomb 9/day (3d6+3 fire, DC 16), discoveries (concentrate poison, dispelling bomb, spontaneous healing)

Spell-like Abilities (CL 1st; concentration +5)

3/day – detect undead

Alchemist Spells Prepared (CL 6th; concentration +9)

1st – disguise self, identify, keen senses, reduce person (DC 14), true strike

2nd – alter self, bull's strength, defensive shock, lesser restoration.

STATISTICS

Str 15, **Dex** 18, **Con** 10, **Int** 17, **Wis** 12, **Cha** 18

Base Atk +4; **CMB** +6; **CMB** 20

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Feats Brew Potion, Quick Draw, Throw Anything, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Bluff +6, Craft (alchemy) +12 (+18 to create alchemical items), Heal +10, Knowledge (arcana) +12, Knowledge (nature) +12, Perception +11, Profession (gambler) +8, Profession (herbalist) +7, Sleight of Hand +13, Spellcraft +9, Survival +6, Use Magic Device +8; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Abyssal, Common, Draconic, Elven

SQ fast poisoning, mutagen, poison use, resist level drain, swift alchemy

Gear +1 glamered poison resistant studded leather, +1 corrosive dagger, +1 returning dagger, oil of darkness, potion of cat's grace, potion of gaseous form, potion of invisibility, potion of lesser restoration, 3 shadowcloy flasks, 3 smoke pellets, tanglefoot bag, 2 thunderstone, 2 troll styptic

FORMULA BOOK

1st – crafter's fortune, cause light wounds, disguise self, identify, keen senses, reduce person, true strike

2nd – alter self, bull's strength, cause moderate wounds, defensive shock, invisibility, lesser restoration, resist energy



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The Captives

ALBERT CULLEN, THE BREWMASTER

Male Human Expert 3

hp 13; **Fort** +0, **Ref** +1, **Will** +2

Str 10, **Dex** 11, **Con** 8, **Int** 15, **Wis** 9, **Cha** 12

Feats Persuasive, Prodigy, Skill Focus (Craft [Alchemy])

Skills Appraise +8, Craft (Alchemy) +13, Diplomacy +9, Intimidate +3, Knowledge (Local) +7, Linguistics +7, Perception +5, Profession (Barkeep) +4, Profession (Innkeeper) +6, Sense Motive +4, Survival +2

Languages Common, Dwarven, Elven, Gnome, Halfling

Albert Cullen is a long time captive of the traveling tavern, several years before he made the mistake of wandering in for a drink and boasting about a new ale that could have healing properties for those prone to depression. While this saved his life, it certainly didn't do him any favors. His ideas were stolen and now he is kept captive in case he is ever of use. If the PC's speak to him he relays his trials, whining about his torturers and how his ale was meant to be a healing drought.

VALYRIE COLSTON, BARMAID AND COOK

Female Human Commoner

hp 4;

Feats Catch Off-Guard, Throw Anything

Skills Perception +4, Profession (Barmaid) +4, Profession (Cook) +4

One of the succubi kidnapped Valyrie in a fit of annoyance after growing tired of being the inns maid and cook. She has been in the cells for several months now and is allowed out long enough to clean up and cook the meals. Should the PC's speak to her, she tells them of local rumors that they might be traveling to a new location soon and some of the occupants are growing restless under Epiphany's rule.

KURTIS GRAYNE, GAMBLER

Male Half-Elf Commoner

hp 5;

Feats Alertness, Skill Focus (Profession [Gambler])

Skills Perception +9, Profession (Gambler) +8, Sense Motive +4, Stealth +1

Languages Common, Dwarven, Elven, Goblin

Kurtis can be found curled into a ball in the back of his cell. He is a shell of his former self and likely not long for this world. He is able to mumble his name and may perk up a bit with some healing but other than that he's useless.

JASPER SWIFTEAF

Male Elf Fighter 4 (3 negative levels currently)

hp 21 (36); **Fort** +1 (+4), **Ref** +2 (+5), **Will** -2 (+1) (+1 vs. Fear; +2 vs. Enchantments)

Str 12, **Dex** 18, **Con** 11, **Int** 15, **Wis** 11, **Cha** 14

Base Atk +4; **CMB** +2 (+5); **CMD** 16 (19)

Feats Point-Blank Shot, Precise Shot, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Rapier)

Skills Climb +3 (+6), Handle Animal +3 (+6), Intimidate +6 (+9), Knowledge (Dungeoneering) +4 (+7), **Profession** (Soldier) +3 (+6), Ride +6 (+9), Survival +1 (+4), Swim +2 (+5)

Languages Common, Elven, Gnome, Orc

Note If the negative levels are recovered, use the values in parenthesis.

A wandering adventurer who sought to escape a storm a few weeks back, Jasper is a recent addition to the cells but has been made weak from feedings. If given a weapon he may be of some use in a battle. More so if his levels are restored.

Fat Goblin Travel Guide to

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Epiphany's Wayside Inn



Main Floor

Second Floor



Fat Goblin Travel Guide to



Basement