

TAVERN!

SAMPLE TAVERN: THE SWEET HAG'S BOSOM

BY
R. WILLIAM THOMPSON &
JUSTIN P. SLUDER

KREWE OF
HARPOCRATES
PUBLICATION

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE



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TAVERN!

YE ADVENTURER'S OLDE FAVOURITE DIVE
&

SAMPLE TAVERN:

THE SWEET HAG'S BOSOM

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CREDITS

WRITTEN & COMPILED BY

R. WILLIAM THOMPSON AND JUSTIN P. SLUDER

EDITED BY

CHRISTOPHER COYLE AND JUSTIN P. SLUDER

CARTOGRAPHY, LAYOUT & DEVELOPMENT BY

R. WILLIAM THOMPSON

FREE SURFACE TEXTURES RETRIEVED FROM CGTEXTURES.COM

TAVERN SIGN ARTWORK BY

CARLOS L. TORREBLANCA

BAR GLASSWARE IMAGERY BY

WILL MURRAY (WILLSCRIT)—[HTTP://WILLMURRAYMEDIA.COM](http://willmurraymedia.com)

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This is dedicated to Lee Holmes, Gary Gygax, Dave Arneson, and our fallen heroes: **"One round, and three cheers, mates."**

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Ypsilanti, MI, USA - (248) 420-8128 - krewhehar.com & [facebook.com/krewhehar](https://www.facebook.com/krewhehar)

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Although the full version of this content, **TAVERNI**, is inexpensive and a worthwhile compilation of old and new content related to a single (and integral) theme of fantasy gaming – this material should provide more than enough of a reason to consider purchasing the full version. Much of the material devoted to flavoring taverns & inns, a comprehensive equipment and services list, downtime activities, additional NPC stat blocks, random encounter tables, and full-sized maps for printing and using during encounters, was left out of this free offering. But don't let this stop you from putting what is here immediately to use. If all you have is the *Pathfinder Roleplaying Game Core Rulebook* (and maybe a bestiary or two), you can even use this material to start up your first game. And so, without further ado...

"One round, and three cheers, mates!"

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INTRODUCTION

Ah, the musty smells and amusing noises that come from one of the most notorious and gregarious hotspots on every fantasy world – nothing beats a round of drinks with companions at the pub, followed by a good night's rest in the hay (or preferably, something better). But the dreadfully jaded adventurer might require more convincing, and what luck! Some assistance can be provided in that regard.

WHAT YOU NEED: This material assumes that all players have access to the *Pathfinder Roleplaying Game Core Rulebook*, and that GMs also have the *Pathfinder Roleplaying Game Bestiary* on hand.

Enterprising GMs will also have access to other helpful core rules content, such as the *Pathfinder Roleplaying Game GameMastery Guide*, *Pathfinder Roleplaying Game NPC Codex*, and even the full downtime system found in *Pathfinder Roleplaying Game Ultimate Campaign*.

This material references several other books (this content can also be found online), which are listed below, along with their abbreviations used here.

CRB	<i>Pathfinder Roleplaying Game Core Rulebook</i>
GMG	<i>Pathfinder Roleplaying Game GameMastery Guide</i>
B1	<i>Pathfinder Roleplaying Game Bestiary</i>
B2	<i>Pathfinder Roleplaying Game Bestiary 2</i>
NPC	<i>Pathfinder Roleplaying Game NPC Codex</i>
MC	<i>Pathfinder Roleplaying Game Monster Codex</i>
APG	<i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
ARG	<i>Pathfinder Roleplaying Game Advanced Race Guide</i>
ACG	<i>Pathfinder Roleplaying Game Advanced Class Guide</i>
UE	<i>Pathfinder Roleplaying Game Ultimate Equipment</i>
UC	<i>Pathfinder Roleplaying Game Ultimate Combat</i>
CAM	<i>Pathfinder Roleplaying Game Ultimate Campaign</i>
ETC	<i>Any other non-core rules from the Pathfinder Roleplaying Game</i>

NEW TERMS: When a creature drinks alcoholic beverages, it becomes *intoxicated* (full alcohol intoxication rules are presented in this document). An intoxicated creature can sometimes experience a *blackout*, where they act absent-mindedly, and will end up completely forgetting any actions they undertook while "blacked out." Following a period of rest after drinking heavily, creatures may experience a *hangover*, where they are groggy, irritable, and plagued by splitting headaches. Alcohol is consumed in *doses* (just like drugs and poisons), which are counted by *alcoholic units* (outline along with intoxication rules, as above).

ON GLASSWARE: Serving containers of all manner are used to serve or dispense alcoholic drinks, and may have very different names in various regions, but the most common bar glasses are the *shot glass* (1.5-oz, "halfing cup"), *rocks glass* (6-oz, "halfing bowl"), mugs/steins (16-oz, "halfing bucket"), and many others, including stemmed wine glasses, brandy snifters, martini glasses, etc. Many helpful illustrations are also included in this material to show common glassware used to serve and dispense alcoholic beverages.



PART 1:

TAVERN ROUSINGS!

Everyone needs a good barroom brawl scene now and then, and preferably one with a lot of fun and interesting highlights. Introduce the following features of the tavern encounter to make it more distinctive and action-packed, without unduly slowing down combat.

DYNAMIC ACTION

When a fight breaks out in a bar, it can be more complicated and interesting than combat in an open field, and a chaotic tavern fight offers many tactical options. Consider the battlefield and select one or two special features from this material to use each round; your players will quickly follow your example and no doubt develop ideas of their own. Use these guidelines to encourage them – especially in a non-lethal brawl, most players will be happy to follow your judgment.

BULLRUSHING: Few players will forget being bull rushed into a wall, window, or fireplace. Each 5-ft. square that a character would be pushed beyond what is sufficient to place him next to a wall inflicts 1d6 points of nonlethal damage (plus Strength or other bonuses). Also, allow the attacker to make a free Strength check against the wall's break DC (20 for normal wooden walls) to send the victim crashing through to the other side. With glass windows, the impact is less forceful (causing 1d6 less nonlethal damage), but the glass shards deal 1d6 points of lethal slashing damage. Ending in a large fireplace inflicts 2d6 points of fire damage and requires a DC 15 Reflex save to avoid catching fire. Pushing a victim's head into an aquarium filled with water deals 1d4 points of slashing damage from the glass, plus an additional 1d4 points of damage each round that attacker successfully pins the victim with a grapple check, along with possible rounds of suffocation, and the immediate release of whatever creatures were inside.

NAMELESS COMBATANTS: The following system accounts for many people in a chaotic brawl. Of course, never use these rules to describe the PC's principal opponents.

1. First, assign a rough area to the mob and assume that every square is either occupied or threatened by a combatant. Moving through these spaces inflicts 1d3 points of non-lethal damage per 10 ft. of movement; a DC 15 Reflex save halves this damage. Alternatively, a character can avoid any damage using Acrobatics (as if to avoid attacks of opportunity) or by moving their speed as a full-round action.
2. At the end of each character's turn, determine the number of adjacent squares occupied by these nameless brawlers. Roll 1d4 for each such square; the character suffers one attack, which is considered to be flanking, for each 1 rolled. If the mob has reason to dislike a particular character (e.g. the party rogue whose cheating triggered the fracas), increase the odds of targeting that character by also including each 2 rolled.
3. Assign a total hp to the mob (rather than track individual members). To resolve area spells, estimate the number of affected brawlers and apply the results proportionately. As the mob's hit points fall, reduce its size; most mobs will disperse when reduced to half their hit points.

IMPROVISED WEAPONS

Drawing blades or other heavy weaponry on others in public can have legal repercussions in most any urban center, while other implements used during a breakout of tavern violence can be easily justified or negated with simple denial of committing hostilities. Use the following stats for common tavern items, and treat all items as improvised weapons unless specifically noted otherwise.

CHAIRS, CRATES & CASKS: Treat crates, or chairs appropriately sized

for Small or Medium creatures as clubs, but they are also fragile and may break on a successful hit (with hardness 0 and 5 hp; they suffer the same amount of damage they inflict). Storage containers, such as smaller ceramic amphorae and casks, are somewhat sturdier; they deal damage like clubs but have hardness 5 and 1-5 hp. Larger amphorae or kegs could also be available, but only the strongest brawlers can even lift them (requiring a DC 15-25 Strength check), but they deal significantly more damage (2d8 hp).

MUGS & STEINS: Mugs of ale make memorable thrown weapons, shattering upon impact and inflicting damage comparable to a sling. A bowl of piping hot soup or a pan fresh off the fire is even better and add 1d3 fire damage.

TABLE FLATWARE: Treat knives as daggers (not improvised), and forks as improvised daggers, and they both suffer as much damage as they deal. Spoons can only be used for Dirty Trick combat maneuvers (see below), usually to temporarily blind or deafen opponents.

TAPPING KEGS: Kegs of ale can be shaken and tapped (usually with a hammer and a spigot, but a dagger will do in a pinch) as a full-round action. With a ranged touch attack, a keg can then be pointed toward a character within 10 ft., who must succeed on a DC 10 Concentration check to cast spells and suffers a -2 penalty on attacks and skill checks. Small kegs can spray an opponent for five rounds. Characters drenched in alcohol receive a -2 circumstance penalty on Stealth checks.

(*Note:* Heavily carbonated beer—and, thus, pressurized kegs—are a modern invention and are not appropriate for worlds hewing closely to historical realism. Anything is possible in fantasy worlds: if an explanation is required, blame it on the gnomes!)

TABLE 1A: IMPROVISED WEAPONS

ITEM	DAMAGE	HARDNESS	HP	STR DC TO LIFT
AMPHORAE, SMALL	1d6	1	5	10
AMPHORAE, LARGE	2d8	3	10	20
BENCH	1d12	2	8	10
CASK, SMALL	1d6	2	6	10
CASK, LARGE; OR KEG	2d8	5	15	20
CHAIR	1d6	0	5	—
FORK OR KNIFE	1d4	8	3	—
MUG	1d6	— shatter on impact —	—	—
SOUP, BOILING HOT	1d6 + 1d3 fire	— shatter on impact —	—	—
BROKEN GLASS OR MUGS	1d3, or 1d6 if falling or tripping	—	—	—

TERRAIN & HAZARDS

From fireplaces to toppled furniture, the inside of a fantasy tavern is never a stranger to hazards.

BREWING VATS: Many taverns brew their own beer in large fermenting vats, in a side room or cellar. Such vats occupy a 5-ft. square and are 5-8 ft. tall. Small pubs have freestanding vats with makeshift stairs to their tops; larger taverns might have platforms built around a set of them (effectively putting their tops at floor level). The earthenware or wooden vessels are sealed or loosely covered at the top.

Brewing vats are sturdy, with Break DC 23 (20 at the tops), AC 2, hardness 5, and 150 hp: 15 hp damage suffices to cut a hole from which beer will flow into the room, coating two 4-ft. squares per round (and eventually even filling the room with a shallow sea of yeasty ale).

Characters can push each other into the vats (or, alternatively, throw grappled characters into them); again, allow a free break check with the bull rush. Characters inside full vats must make a DC 10 Swim check to

reach the lip and breathe, plus a DC 10 Climb check to pull themselves out—especially difficult for those in armor.

BROKEN SHARDS: Sprinkle squares with broken glass or ceramic as windows and trays of mugs are smashed during the combat. Treat these as caltrops for those without shoes, and even well-shod characters suffer 1d6 points of damage from a fall (or trip) into such a square and another 1d3 points when exiting or standing up (unless they expend a full-round action).

CHANDELIERS: Prosperous establishments may have a hanging light fixture, which can be tempting during combat. Swashbuckling rogues may leap to the chandelier and swing to someone's rescue.

Reaching a chandelier requires a standard action to jump and grab it: a DC 10 Strength or Dexterity check (player's choice). The chandelier doubles the horizontal distance of the jump, and the PC may also drop to a lower floor (decrease the effective distance fallen by 10 ft. with a DC 15 Acrobatics check). A PC who misses the chandelier can make a DC 15 Reflex save to dangle awkwardly before falling (reducing falling damage by 10 ft.).

And few events will energize a combat more than a well-placed arrow dropping the entire chandelier (see Table 4 for chandelier hp, hardness, and AC). Smaller chandeliers may be held up with a single rope or chain secured to one side, making them vulnerable. Large chandeliers have multiple supports; give them a chance to fall equal to the fraction of support missing at the beginning of each round. A character may untie a secured rope with a DC 15 check (Craft [knotwork] skill check, an appropriate Profession skill check, or an Intelligence ability check). Chandeliers and their supports are immune to bludgeoning damage, and ranged weapons do half damage to objects.

A large iron chandelier (200 lbs. or more) deals 1d6 points of damage per 10 ft. of falling distance to all those below it. A smaller one (100-199 lbs.) deals half that. Characters under the chandelier must make a DC 15 Reflex save or be pinned (failing by 5 or more also grants the entangled condition until the chains and supports can be unwound and pulled off); escaping a pin requires a DC 10 Strength check as a standard action (and leaves the PC prone).

SLIPPERY & ELEVATED SURFACES: Areas covered in spilled ale or greasy food pose special challenges. Treat them as difficult terrain, requiring a DC 10 Acrobatics check to run or charge or after suffering damage, adding 2 to the DC of any other Acrobatics check, and rendering creatures without at least five ranks in Acrobatics flat-footed. More importantly, such terrain can easily be used for cinematic effect in combat. If a creature is bull rushed along such a surface, the pushed distance is doubled and the character must make a Acrobatics check or fall prone (DC = 10 + the difference in the bull rush checks).

Creating these conditions is not difficult: small kegs or casks cover a single 5-ft. square while larger ones cover substantially more. Slicks can be produced during melee, by characters intentionally smashing stacked kegs, or even by ranged attacks that miss their targets but instead puncture a barrel (imagine the burly fighter's surprise when his own improvised weapon trips him!). This can also be accomplished with a table full of wet/greasy foods.

For a high fantasy setting, a waxed bar also provides a slippery surface: the bar's narrowness increases the Acrobatics DCs to 15 for running or charging or for taking damage. A fall to the floor inflicts 1d3 points of nonlethal damage (plus another 1d6 if the character falls in the remains of shattered mugs). Climbing onto a bar also grants the higher ground bonus.

The key to using the bar effectively is luring the PCs onto it to set up a bull rush, either by tempting them with an opponent already atop it or taking cover behind it (and harrying them with thrown casks of beer).

TABLE 1B: CHANDELIERS

SWINGING ON	CHECK TYPE	DC		
TO GRAB	Str or Dex	10		
ON A FAILED GRAB	Reflex save	15 to avoid fall		
FALLING	DAMAGE PER 10 FT.	ESCAPE ARTIST DC	STR DC	
CHANDELIER, SMALL	1d3	10	10	
CHANDELIER, LARGE	1d6	15	15	
REMOVING SUPPORTS	AC	HARDNESS	HP	BREAK DC
ROPE	11	0	2	23
CHAIN SUPPORT	11	10	5	26

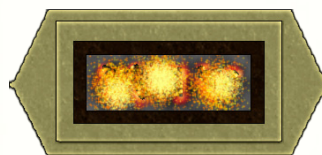
TABLES & BENCHES: Tables may be meant for eating and card-playing, but they also offer numerous options to enterprising combatants. Standing on one grants higher ground (+1 to attack rolls) but also leaves a character vulnerable to being thrown off (inflicting 1d3 points of nonlethal damage and leaving the character prone unless they succeed on a DC 20 Acrobatics check) either because of a bull rush or because the table collapses following a well-placed strike. Typical tables have AC 2, hardness 5, and 10-15 hp (or break DC 18-23).

Old or poorly made tables have weak spots to be exploited. A creature next to such a table may notice that it is rickety; as a move action, it can make a Craft (carpentry), Knowledge (engineering), or Disable Device check (at DC 15) to identify the weak point, or a DC 20 Perception check. That character then ignores hardness, automatically scores a critical hit on any successful strike, and receives a +5 circumstance bonus on break attempts.

Characters can flip tables over; always a dramatic way to start a fight. This requires two free hands and a DC 5-8 Strength check (depending on sturdiness) if the table is empty. Raise the DC by 10 for each Medium size creature standing on it (or +5 per small creature; +15 per large creature). Once flipped on its side, any substantially sized table can provide a +1 or +2 shield bonus to AC (depending on the table's size and sturdiness) while performing a full-defense action.

DIRTY TRICKS AND OTHER MANEUVERS

New combat maneuvers originally presented in *Pathfinder Roleplaying Game Advanced Player's Guide* (dirty trick, drag, reposition, and steal) are all appropriate for tavern encounters, and are included in the full version of this document for GM/player convenience.



PART 2: DRUNKING & DRINKENNESS

While the most basic game mechanics for alcohol's intoxicating effects and addictive properties are provided in *Pathfinder Roleplaying Game GameMastery Guide*, those mechanics necessary for the more pressing matter of the intoxicated opponents encountered in a tavern scene, are presented here.

INTOXICATION & DRINKER'S FORTITUDE

As a general rule, a GM may wish to employ the following simple method for determining alcohol intoxication effects, or else utilize the more extensive optional rules presented below.

DRUNKENNESS: As creatures consume alcohol, they grow increasingly more intoxicated. The simplest way to handle a drunken character is to have them make a Fortitude save against the DC above each time they consume a given unit of alcohol, with failure resulting in them gaining the sickened condition. If they continue drinking, and fail another Fortitude save, they become nauseated. If they decide to keep drinking after this, and fail yet another Fortitude save, they pass out and are unconscious. In general, a character can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier; drinks consumed in excess of this total cause the character to become sickened for 1 hour per drink above this maximum. Particularly exotic or strong forms of alcohol might have additional effects, or include other drugs or intoxicating ingredients.

ADDICTION: Consuming alcohol regularly can lead to moderate addiction, as presented below (see *Pathfinder Roleplaying Game GameMastery Guide*, Drugs and Addiction).

INDIVIDUAL FORTITUDE

By consuming alcoholic units, any creature that is not immune to the effects of alcohol, or poison, must make Fortitude saves, or gain a higher intoxication level, which grants intoxication effects depending on the creature's intoxication level (mildly, moderately, or heavily intoxicated). A character can consume a number of alcoholic units equal to 1 + her Constitution modifier (minimum 1) before she must make a successful Fortitude save. The DC for this saving throw is 11 + the number of alcoholic units consumed in the last hour, and a creature may not take 10 on the save; failure indicates a higher level of intoxication is gained, while success may convey different results, depending on when the check is made and the creature's current intoxication level. This is further detailed, below.

Treated as a drug (and outlined here as an affliction), the following base stats can be used for alcohol, especially common ale, beer, mead, or similar drinks, which are treated as a single alcoholic unit apiece – making save DCs and inherited effects easier to calculate.

ALCOHOL

TYPE drug, ingested; SAVE Fort DC 11 + the number of alcoholic units consumed (see below)

ONSET 2 rounds; FREQUENCY 2/hour for 1 hour per each alcoholic unit (see below)

EFFECT increased intoxication level (see below); CURE see below

Drinking a single alcoholic unit grants intoxication effects which last for one hour per unit (maximum 12 hours after the final alcoholic beverage is consumed, plus any applicable hangover period), and a creature must make two Fortitude saving throws each hour after consuming a single alcoholic unit to avoid higher intoxication level effects. The effects from multiple units stack (certain drinks may have other effects, or last longer than these maximums), and success on a second consecutive save in a given hour after consuming an alcoholic beverage can even lessen the intoxication level by one step (minimum no intoxication). Following the duration of intoxication, a "hangover" period is possible, lasting one-half, to the entire duration of the character's intoxication effects, at the GM's discretion; any creature that succeeds on the final saving throw to avoid or lessen

intoxication effects does not suffer any hangover effects.

SMALL AND LARGE CREATURES: While some GMs may wish to use a rule of "half for smaller, and double for larger" to account for relative body mass and consumption of alcoholic units, this could lead to extreme imbalances overall. It is instead recommended to grant a size bonus or penalty to checks made to avoid intoxication of the following amount to smaller and larger creatures.

TABLE 2A: SIZE MODIFIERS TO AVOID INTOXICATION

CREATURE SIZE	SIZE MODIFIER
FINE	-16
DIMINUTIVE	-12
TINY	-8
SMALL	-4
MEDIUM	+0
LARGE	+4
HUGE	+8
GARGANTUAN	+12
COLOSSAL	+16

TABLE 2B: ALCOHOLIC UNITS

ALCOHOL TYPE	1 ALCOHOLIC UNIT	CONTAINER SIZE
ALE, BEER, LAGER, OR MEAD	1 flask, mug or stein (5/ gallon)	Tiny
WINE OR CHAMPAGNE	1 cup, double-shot, or wine glass (10/gallon)	Diminutive
HARD LIQUOR & SPIRITS	1 single-shot glass or vial (15-25/gallon)	Fine
EXQUISITE LIQUEURS	1 thimble or single-shot glass (30-50/gallon)	Fine

ALCOHOLIC BEVERAGES

As far as intoxication goes, is drinking ale the same as drinking wine? What about finer liqueurs, such as minotaur bloodwine, or a double-shot of top-shelf gin? Each type of alcohol is different, and the following standards can help to define how many alcoholic units a creature consumes, in order to determine the save DC and intoxication level effects. Each alcoholic beverage of the size indicated is considered an alcoholic unit, with more potent alcoholic beverages requiring less consumption than others in order to achieve higher intoxication levels; see the following table for comparison.

Each alcoholic unit is treated as one dose of alcohol, although some drinks can contain much more alcohol than this, or even served in filled, over-sized containers. Unless otherwise noted, one alcoholic unit is also a single dose of alcohol (drug); any beverages which function more like drugs or poisons should generally be considered one dose.

INTOXICATION LEVELS

The following rules can be used if you're looking for a more in-depth way of handling alcohol than the general rules presented above. A character's first failed Fortitude save results in them gaining the light intoxication condition (below), which progressively worsens as they continue drinking and failing their saving throws. In addition, drinking too many alcoholic drinks may also cause hangovers, alcohol poisoning, and addiction.

Intoxication levels may affect the effective Challenge Rating of a creature, depending on its total Hit Dice. This optional mechanic is best used when a creature is first encountered in any potential combat encounter, and applied prior to combat; otherwise, the CR may remain unchanged (intoxication being treated as a story-based effect, and a creative means of solving the problem of potential conflict). When a creature's CR is modified by intoxication levels in this way, the effective

intoxication level is used to determine the creature's starting CR, after all abilities and feats are taken into account (such as the Drunken Feats presented below, which can alter how a creature's total intoxication level is treated effectively as a lower intoxication level). Use the guidelines listed below for determining a creature's CR based on its effective intoxication level at the start of any potential combat encounter.

LIGHT INTOXICATION: A lightly intoxicated creature is dazzled. In combat, there is also a 50% chance each round they are staggered. Any spellcasting, not just arcane, suffers from a +15% spell failure chance (stacking with spell failure chance from armor and shield worn, if applicable) if the spell the intoxicated creature is attempting to cast. Creatures that successfully save against initial alcohol intoxication effects are only dazzled, and take no penalty to spellcasting. When a lightly intoxicated creature speaks, there is a 5% chance their speech is incoherent, and listeners which know the language spoken must make a DC 10 Linguistics check (can be made untrained) or they are unable to understand the drunken character. Failing this Linguistics check by 5 or more results in misunderstanding the drunken creature. If a drunken character speaks incoherently while attempting to cast a spell with a verbal component, their total spell failure chance is doubled (maximum 99%), but others suffer a -5 penalty to Spellcraft checks to identify the spell cast, assuming the intoxicated creature successfully casts their spell.

ADDICTION VARIANT: A creature who becomes lightly intoxicated 3 times per week or less generally does not risk becoming addicted to alcohol consumption; becoming lightly intoxicated 4 or more times per week can lead to minor addiction; becoming lightly intoxicated at least once per day can lead to moderate addiction.

CHALLENGE RATING: Lightly intoxicated creatures with 4 or less Hit Dice are treated as CR -1; otherwise unchanged.

MODERATE INTOXICATION: A moderately intoxicated creature is both sickened and staggered. Any spellcasting, not just arcane, suffers from a +25% spell failure chance (stacking with spell failure chance from armor or shield worn, if applicable) if the spell the intoxicated creature is attempting to cast has verbal or somatic components. Lightly intoxicated creatures that successfully save against the initial effects of moderate intoxication are only dazzled and staggered, and gain only a +10% chance of spell failure during spellcasting. When a moderately intoxicated creature speaks, there is a 15% chance their speech is incoherent, and listeners which know the language spoken must make

a DC 15 Linguistics check (can be made untrained) or they are unable to understand the drunken character. Failing this Linguistics check by 5 or more results in misunderstanding the drunken creature. Failing by 10 or more and you need to make a Will save (DC 10 + how much you failed the Linguistics check) or you attack the drunken creature, as you are offended by what you mistakenly believe they said.

If the drunken creature speaks incoherently while attempting to cast a spell with a verbal component, their total spell failure chance is doubled (maximum 99%), but others suffer a -10 penalty to Spellcraft checks to identify the spell cast, assuming the intoxicated creature successfully casts their spell.

Each hour they continue drinking, a moderately intoxicated creature has a cumulative 5% chance they "black-out" until they rest for 8 hours. While in this state, they suffer a -10 penalty to all Intelligence-, Wisdom-, and Charisma-based skill and ability checks. If they have Skill Focus in an Intelligence-, Wisdom-, or Charisma-based skill, they instead gain a +10 bonus to such checks, but they require twice as long to perform. A character doesn't recall their actions while "blacked-out."

ADDICTION VARIANT: A creature who becomes moderately intoxicated at least once per week risks gaining a minor addiction to alcohol consumption; a creature which becomes moderately intoxicated 4 or more times per week risks moderate addiction to alcohol consumption; becoming moderately intoxicated at least once per day can lead to severe addiction.

CHALLENGE RATING: Moderately intoxicated creatures with 4 or less Hit Dice are treated as CR -2; creatures with 5-10 Hit Dice are treated as CR -1; otherwise unchanged.

HEAVY INTOXICATION: A heavily intoxicated creature is confused, dazzled, sickened, and staggered. Any spellcasting, not just arcane, suffers from a +35% spell failure chance (stacking with spell failure chance from armor or shield worn, if applicable) if the spell the intoxicated creature is attempting to cast has a verbal or somatic components. Heavily intoxicated creatures that successfully save against the initial effects of heavy intoxication are only dazzled, nauseated, and staggered, and gain only a +20% chance of spell failure during spellcasting. When a heavily intoxicated creature speaks, there is a 25% chance their speech is incoherent, and listeners which know the language spoken must make a DC 20 Linguistics check (can be made untrained) or they are unable to understand the drunken character. Failing this check by 5 or more results in misunderstanding the drunken creature. Failing by 10 or more and you need to make a Will save (DC 15 + how much you failed the Linguistics check) or you attack the drunken creature, as you are offended by what you mistakenly believe they said.

If the drunken creature speak incoherently while attempting to cast a spell with a verbal component, their total spell failure chance is doubled (maximum 99%), but others suffer a -15 penalty to Spellcraft checks to identify the spell being cast, assuming the intoxicated creature successfully casts their spell.

Each hour they continue drinking, a heavily intoxicated creature has a cumulative 20% chance they "black-out" until they rest for 12 hours. While in this state, they suffer a -20 penalty to all Intelligence-, Wisdom-, and Charisma-based skill and ability checks. If they have Skill





Focus in an Intelligence-, Wisdom-, or Charisma-based skill, they instead gain a +15 bonus to such checks, but they require four times as long to perform. A character doesn't recall their actions while "blacked-out."

ADDITION VARIANT: A creature who becomes heavily intoxicated at least once per month risks gaining a minor addiction to alcohol consumption; a creature which becomes heavily intoxicated at least once per week risks moderate addiction to alcohol consumption; becoming heavily intoxicated more than 4 times per week can lead to severe addiction.

CHALLENGE RATING: Heavily intoxicated creatures with 4 or less Hit Dice are treated as CR -3; creatures with 5-10 Hit Dice are treated as CR -2; and creatures with 11 or more Hit Dice are treated as CR -1.

HANGOVER: When a creature consumes a number of alcoholic units over their Constitution modifier (minimum 2 units), or fails their saves as noted above, they can experience a 'hangover period' of 4-12 hours (usually 50-100% of the original duration actively spent intoxicated and/or consuming alcoholic units), following a period at least 8 hours of rest. During this hangover period, creatures are dazzled, fatigued, sickened and staggered; a successful Fortitude or Will save reduces this condition to being dazzled and staggered for a duration of 1d6 x30 minutes (this save DC is the same as the final previous saving throw made to avoid the intoxicating effects of alcohol).

ALCOHOL POISONING: When a creature consumes a number of alcoholic units over their Constitution score (minimum 3 units), they risk overtaxing their internal organs from too high a blood-alcohol ratio. Treat as the following poison.

ALCOHOL POISONING: TYPE poison, ingested; SAVE Fortitude DC 11 + alcoholic units consumed in the last hour; ONSET 1d4 hours; FREQUENCY 1/hour for 4 hours; EFFECT 1 Con damage and 1 Cha damage; CURE 1 save.

DRUGS AND ADDICTION

While the main focus of this material is the tavern and alcoholic beverages, this environment is also conducive to the use of other illicit substances – see *Drugs & Addiction* (*Pathfinder Roleplaying Game GameMastery Guide*) for more information, including stats for dealing with alcohol addiction. Typical alcoholic addictive drugs include *Dwarven Fire Ale*, and *Elven Absinthe*, but many others are also possible.

PART 3:

NEW FEATS

The following feats allow creatures to better tolerate the harmful effects of alcohol intoxication.

DRUNKEN FEATS: You gain a +1 bonus to all saves against intoxication effects for each Drunken feat you possess.

BLACK-OUT BLOWHARD (DRUNKEN)

You don't know how you stay out of trouble while blacked-out.

BENEFIT: While in a state of black-out you are treated as having Skill Focus when making Charisma-based skill and ability checks to get and keep yourself out of trouble.

DRUNKEN CASTER ADEPT (DRUNKEN)

Unlike most, alcohol can actually improve your spellcasting.

PREREQUISITES: Lightly Drunken Caster, able to cast spells.

BENEFIT: If Lightly Drunken Caster reduces your spell failure chance to a point where it doesn't bother you, you gain a +1 bonus to your caster level, but must make a Fortitude save (DC 10 + double spell level) or your intoxication level increases by one step (light to moderate, moderate to heavy).

DRUNKEN CASTER MASTERY (DRUNKEN)

A well lubricated mind is an amazing thing.

PREREQUISITES: Drunken Caster Adept, Heavily Drunken Caster, Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells.

BENEFIT: While intoxicated, if you don't suffer any spell failure chance, you gain a +2 bonus to your caster level, but must make a Fortitude save (DC 10 + double spell level). Failure results in increased intoxication if already lightly or moderately intoxicated, or with passing out for 2 rounds per spell level (minimum 1 round) if already heavily intoxicated.

DRUNKEN TOUGHNESS (DRUNKEN)

You can take a beating while intoxicated.

BENEFIT: You gain resistance to nonlethal damage depending on how intoxicated you are. Light intoxication grants you nonlethal resistance 5. Moderate intoxication grants you nonlethal resistance 10. Heavy intoxication grants you nonlethal resistance 15.

TABLE 2C: DRUNKEN FEATS

FEAT NAME	PREREQS	DESCRIPTION
BLACK-OUT BLOWHARD	-	Gain bonus to Charisma-based checks while blacked-out.
DRUNKEN TOUGHNESS	-	You gain resistance to nonlethal damage, increasing along with your degree of intoxication.
IMPROVED DRUNKEN TOUGHNESS	Drunken Toughness	Your resistance to nonlethal damage while intoxicated increases by the number of drunken feats you possess.
FORTIFIED DRINKER	Con 13	You treat your intoxication level as being one step lower on successful saves to avoid higher intoxication levels.
HEARTY DRINKER	Fortified Drinker, Con 13	You treat your intoxication level as being two steps lower on successful saves to avoid higher intoxication levels.
LIGHTLY DRUNKEN CASTER	Able to cast spells	Your chance of spell failure while intoxicated is reduced.
DRUNKEN CASTER ADEPT	Lightly Drunken Caster, able to cast spells	Your spellcasting ability can actually improve while intoxicated.
MODERATELY DRUNKEN CASTER	Lightly Drunken Caster, able to cast spells	Your chance of spell failure while intoxicated is highly reduced.
HEAVILY DRUNKEN CASTER	Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells	Your chance of spell failure while intoxicated is very highly reduced.
DRUNKEN CASTER MASTERY	Drunken Caster Adept, Heavily Drunken Caster, Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells	Your spellcasting ability can seriously improve while intoxicated, but you may pass out.
SLURRED SAVANT	-	People understand your words even when you are nearly incoherent.



FORTIFIED DRINKER (DRUNKEN)

When you can hold your liquor, you can really hold your liquor.

PREREQUISITE: Con 13.

BENEFIT: When you make a successful save against intoxication effects when gaining a higher intoxication level, you instead treat your intoxication level as being one step lower (minimum, light intoxication).

HEARTY DRINKER (DRUNKEN)

You can drink an ogre under the table.

PREREQUISITE: Fortified Drinker, Con 13.

BENEFIT: When you make a successful save against intoxication effects when gaining a higher intoxication level, you instead treat your intoxication level as being two steps lower (minimum, as though not intoxicated).

HEAVILY DRUNKEN CASTER (DRUNKEN)

There isn't much you can drink which will bother your spellcasting.

Prerequisites: Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells.

BENEFIT: While intoxicated, you reduce any spell failure chance you have by 5% per caster level you possess (minimum 25%).

IMPROVED DRUNKEN TOUGHNESS (DRUNKEN)

Your liters of drinking has made you tougher.

PREREQUISITE: Drunken Toughness.

BENEFIT: Your resistance to nonlethal damage while intoxicated increases by the number of drunken feats you possess.

LIGHTLY DRUNKEN CASTER (DRUNKEN)

A little alcohol doesn't bother your spellcasting.

PREREQUISITE: Able to cast spells.

BENEFIT: While intoxicated, you reduce any spell failure chance you have by 2% per caster level you possess (minimum 10%).

MODERATELY DRUNKEN CASTER (DRUNKEN)

A little more alcohol doesn't bother your spellcasting.

PREREQUISITES: Lightly Drunken Caster, able to cast spells.

BENEFIT: While intoxicated, you reduce any spell failure chance you have by 3% per caster level you possess (minimum 15%).

SLURRED SAVANT (DRUNKEN)

People understand you even when they don't.

BENEFIT: When you speak incoherently while intoxicated those around you roll their Linguistics checks twice and take the higher result when attempting to understand you. Even when a creature fails their Linguistics checks to understand your incoherent speech, they gain a +5 bonus to their Will save, with success improving their attitude towards you by one step.

SPECIAL: You may take this feat a second time, granting those attempting to understand you a third roll.

PART 4:

TAVERN NPCs

Although the full variations on these staff NPCs are presented in **TAVERN!**, a few examples that have been slightly reworked from their original core-rules versions are presented below, along with common drunkards. For full NPC variations, random encounter tables, and ideas on how to make better tavern/inn encounter, please see the full version of this content for more information.

The following NPC stat blocks and background information can be used for your staff members of the *SWEET HAG'S BOSOM*, or any other tavern. Personality and character traits are given for staff NPCs, as well as a few different stat blocks for each – this way, your tavern is sure to be well-prepared for adventurers of most class levels. Any NPC that features new Drunken Feats includes those feats notated with an asterisk (*), as above.

PATRONS: DRUNKARDS

As ubiquitous as the barkeeps and serving wenches who serve them, drunkards may be found in almost every tavern in every town. Drunkards are wine-sodden louts who frequent pubs far too often, sousing away their meager earnings and often becoming surly and belligerent, especially against those from outside their home community. These are the men who leap up to start or join bar brawls, provided they're not passed out in the corner, sleeping off their latest binge.

Drunkards might be used as common sailors on shore leave, young country boys visiting town for the first time who can't hold their liquor, or drunk and disreputable off-duty guardsmen. A drunkard could even be used as a surly barkeep who samples his own wares a little too often. Most drunkards have a starting attitude of Indifferent or Unfriendly of unfamiliar faces, depending on their mood.

A drunkard may be found alone, or a pair of down-on-their-luck drunkards might try to mug lone vagabonds for coin for their next drink (CR 3). A table of four drunkards might be sitting in a tavern (CR 5), possibly with a barkeep (below), or perhaps listening to tales from a performer or a resting adventurer. A drunkard's alternative feats might replace the above selections with the new Drunken Feats: Blackout Blowhard, Drunken Toughness, and Fortified Drinker.

BOON: A drunkard (or impressive drinker) can be persuaded to make a loud, obnoxious disturbance as a distraction, imposing a -2 penalty on opposed Perception checks (as against Stealth or Sleight of Hand) for up to 1 minute for any NPCs who can see and hear them.

DRUNKARD

CR 1

XP 400

Human commoner 1/warrior 2

N Medium humanoid (human)

INIT +0; SENSES Perception -1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

HP 23 (3 HD; 1d6+2d10+9)

FORT +7, REF +0, WILL -1

OFFENSE

SPEED 30 ft.

MELEE club +3 (1d6+1) or dagger +3 (1d4+1/19-20)

RANGED club +2 (1d6+1) or dagger +2 (1d4+1/19-20)

STATISTICS

STR 13, DEX 11, CON 14, INT 10, WIS 9, CHA 8

BASE ATK +2; CMB +3; CMD 13

FEATS Great Fortitude, Improved Bull Rush, Power Attack

SKILLS Climb +5, Handle Animal +4, Intimidate +5, Profession (choose one) +3, Ride +4, Swim +5

LANGUAGES Common

GEAR leather armor, club, dagger, gallon jug of ale

STAFF: SERVERS & BARTENDERS

Tavern staff members are often called barmaids, barboys, servers, wenches, or dancing girls, and these often include even the harried cooks and cleaners of inns and taverns throughout the cities and towns of the world. Although usually young, some barmaids are older goodwives working in the family business; a barstaff member is someone who serves food and drink in a tavern.

Barstaff might also be used as a farmer's, fisherman's, or shopkeep's husband/wife, or any type of sociable servant, whether in an inn or a noble's manor. Changing a barstaff's Profession skills can create any

type of servant needed. Profession (courtesan) creates an inexperienced prostitute, or simply a server who works in a brothel. Replacing Perform (dance) with Sense Motive allows a more quiet and reserved server to listen to the subtle behaviors of patrons, and hearty staff members with ranks in Survival and other physical skills used in the wild could provide helpful information to local hunters and other wilderness enthusiasts. Barstaff who are terrible at cooking might forego Profession (cook) in favor of something more useful such as Knowledge (local) or Linguistics, to be able to converse more thoroughly with scholarly or well-traveled patrons.

While skilled in improvised weapons, changing a barstaff's feats can create a servant with other useful skills. Alertness or Skill Focus (Perception) make barstaff good at overhearing conversations, while barstaff working in a dangerous dive might carry a concealed dagger and have the Improved Unarmed Strike and Weapon Finesse feats. They typically will not replace selected feats with new Drunken Feats, however advanced barstaff may choose to take Drunken Feats to help them endure the drinking games and challenges of boisterous patrons.

A typical small tavern may have only a barkeep and a pair of barstaff (CR 4), while a large inn might have half a dozen barstaff serving with the barkeep, and additional hired bouncers for protection.

Boon: Barstaff can get PCs a free round of drinks or whisper the local gossip (granting a +2 bonus on the PCs' next Diplomacy check to gather information in that community).

BARSTAFF CR 1/2

XP 200

Human commoner 2
N Medium humanoid (human)
INIT +1; SENSES Perception +4

DEFENSE
AC 11, touch 11, flat-footed 10 (+1 Dex)
HP 7 (2d6)
FORT +0, REF +1, WILL -1

OFFENSE
SPEED 30 ft.
MELEE serving tray +1 (1d4) or frying pan +1 (1d6 plus 1 fire [if hot])
RANGED drinking glass +2 (1d4 plus dazzled 1 round [drink in eyes])

STATISTICS
STR 10, DEX 12, CON 11, INT 10, WIS 9, CHA 13
BASE ATK +1; CMB +1; CMD 12
FEATS Catch Off-Guard, Throw Anything
SKILLS Perception +4, Perform (dance) +3, Profession (barstaff) +4, Profession (cook) +3, Sleight of Hand +2
LANGUAGES Common
COMBAT GEAR antitoxin (2); OTHER GEAR serving tray or frying pan, drinking glasses (2 to 4)

BARKEEP: ARLIDAN RUGAVELLO

A barkeep is the proprietor of an alehouse, saloon, or tavern, often with an inn attached. While some are sly, weasel-like, and unfriendly, most are garrulous raconteurs, seeking to entertain their customers with a story or joke and keep them happy and drinking. With patrons from across the world visiting their taverns, most barkeeps know a smattering of other languages to communicate with foreigners from far-away lands.

Barkeeps are used to trouble in their establishments, for drink often brings out the worst in their customers, and most barkeeps are used to facing down and intimidating drunks and bullies. For times when words fail, a good barkeep keeps a weapon beneath the bar, and is not afraid to use it.

An average barkeep has several barmaids on staff, often with a few

private guards or hired street thugs working as bouncers, since they rarely do the hard security work for the establishment in addition to their other duties. A barkeep might also be found swapping stories over a pint with any number of locals and adventurers alike, of any CR.

Boon: A barkeep can arrange free room and board for PCs for up to a week. He can also share local rumors and customs with PCs, granting a +2 circumstance bonus on Diplomacy and Sense Motive checks in his community for 1 day.

BARKEEP CR 3

XP 800

Human expert 4/warrior 1
N Medium humanoid (human)
INIT +0; SENSES Perception +10

DEFENSE
AC 13, touch 10, flat-footed 13 (+3 armor)
HP 23 (5 HD; 4d8+1d10)
FORT +5, REF +1, WILL +6

OFFENSE
SPEED 30 ft.
MELEE sap +3 (1d6-1 nonlethal) or dagger +3 (1d4-1/19-20)
RANGED mwk heavy crossbow +5 (1d10/19-20)

STATISTICS
STR 9, DEX 11, CON 10, INT 12, WIS 14, CHA 10
BASE ATK +4; CMB +3; CMD 13
FEATS Great Fortitude, Quick Draw, Rapid Reload, Skill Focus (Profession [barkeep])
SKILLS Bluff +8, Handle Animal +5, Intimidate +5, Knowledge (local) +9, Linguistics +6, Perception +10, Perform (comedy) +6, Perform (oratory) +6, Profession (barkeep) +13, Ride +5, Sense Motive +10, Sleight of Hand +5
LANGUAGES Common, Dwarf, Halfling
GEAR +1 leather armor, mwk heavy crossbow with 10 bolts, +1 human bane bolt, dagger, sap

INNKEEPER: SOLECE LOVANSE

Like the barkeep, ARLIDAN RUGAVELLO, this innkeeper focuses on the management of the establishment, and especially the organization and renting of rooms and other services the tavern and inn offers. Aside from her specialties, she acts in all ways like ARLIDAN for the staff and patrons, despite being a bit less brusque with people. As an avid firearms hobbyist, she can be a helpful contact or appraiser for the exotic weapons and their paraphernalia, and can even give seasoned bow-hunters tips for transitioning from traditional ranged weaponry to the thunderous pistols and rifles she has come to love so much.

Boon: This specialized innkeeper is an avid gun collector, amateur restorer, and firearms memorabilia fanatic. She can provide a free firearm cleaning or simple repair, appraise a collectible or usable item, or help show a PC the proper methods and etiquette for firing, maintaining, and carrying firearms. If a PC brings in a firearm she has never seen before and allows her to inspect it fully (including possibly deconstructing and reconstructing some of its unique component pieces), she will give them free firearm cleanings for a year, and help them get started at her favored firing range, introducing them to other gun hobbyists.



ARMED INNKEEPER

CR 3

XP 800

Half-elf expert 4/warrior 1
N Medium humanoid (elf, human)
INIT +0; SENSES Perception +10

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)
HP 23 (5 HD; 4d8+1d10)
FORT +5, REF +1, WILL +6

OFFENSE

SPEED 30 ft.
MELEE sap +3 (1d6—1 nonlethal) or dagger +3 (1d4—1/19—20)
RANGED mwk heavy crossbow +5 (1d10/19—20)

STATISTICS

STR 9, DEX 11, CON 10, INT 12, WIS 14, CHA 10
BASE ATK +4; CMB +3; CMD 13
FEATS Amateur Gunslinger^{UC}, Exotic Weapon Proficiency (firearms), Quick Draw, Rapid Reload
SKILLS Appraise +6, Bluff +8, Craft (gunsmith) +6, Diplomacy +5, Handle Animal +5, Knowledge (local) +9, Perception +10, Profession (firearm restoration) +8, Profession (barkeep) +8, Profession (innkeep) +10, Ride +5, Sense Motive +10
LANGUAGES Common, Dwarven, Elven
SQ deed (quick clear), grit (1)
GEAR +1 leather armor, masterwork heavy crossbow with 10 bolts, +1 human bane bolt, dagger, sap

SPECIAL ABILITIES

DEEDS: An armed innkeeper has the following gunslinger deed from her Amateur Gunslinger^{UC} feat.
Quick Clear (Ex): As a standard action, an armed innkeeper can remove the broken condition from a firearm, as long as that condition was gained by a firearm misfire. She must have at least 1 grit point to perform this deed. Alternatively, if she spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

OWNER: GADEROV LOVANSE, RETIRED TOMB RAIDER

Not your average manager, this tavern owner is a retired adventurer, a tomb raider of some renown. Tomb raiders are cunning explorers of ruined delves and trap-haunted dungeons and daring looters of ancient, treasure-laden crypts. They are invaluable allies, helping any would-be explorers get in and out without falling prey to lurking death and hidden danger. Of course, if a tomb raider should happen to find and keep the choicest bits for himself, who would know? He would never tell. Replacing his Sleight of Hand skill with Craft (trapmaking) makes him an even more dangerous foe.

A tomb raider often works alone, but he may also cooperate with an archaeologist and a pair of burglars, or any other adventurers he confidently feels are capable of helping fulfill his own personal goals. In the tavern, his other normal staff is present, but if he does make the choice to go out of town on what seems like a last-glory exploration, he rarely travels without other willing and able explorers, and the staff is well-trained to operate without his daily presence. If the tavern owner does go missing for some reason, the other lead staff members will agree to pay for his safe return from the establishment's coffers.

BOON: This retired tomb raider could agree to appraise the PCs' goods, or to travel with them and disable a trap. He will agree to introduce any PC that correctly identifies, activates, or otherwise helps the retired adventurer understand the additional powers his grafted ioun stones may hold,

to his dear friend who originally helped him graft them into his flesh in the hopes of discovering these additional powers.

RETIRED TOMB RAIDER

CR 5

XP 1,600

Middle-aged human rogue 6
N Medium humanoid
INIT +3; SENSES Perception +14

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)
HP 45 (6d8+18)
FORT +6, REF +8, WILL +2

DEFENSIVE ABILITIES evasion, trap sense +2, uncanny dodge

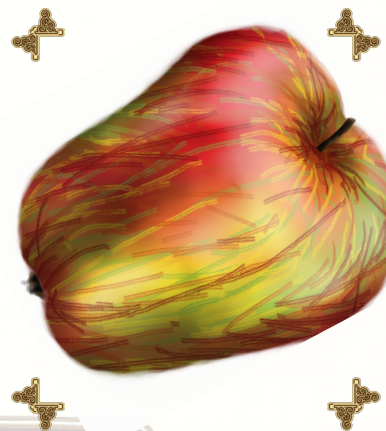
OFFENSE

SPEED 30 ft.
MELEE short sword +7 (1d6+1/19—20)
RANGED mwk shortbow +8 (1d6/x3)
SPECIAL ATTACKS sneak attack +3d6

Statistics

STR 13, DEX 16, CON 15, INT 15, WIS 11, CHA 9
BASE ATK +4; CMB +5; CMD 18
FEATS Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse
SKILLS Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable Device +20, Escape Artist +14, Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12, Stealth +14, Swim +5, Use Magic Device +8

LANGUAGES Aklo, Common, Terran, Undercommon
SQ rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3
COMBAT GEAR antitoxin; OTHER GEAR masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, *eyes of the eagle*, magnifying glass, masterwork thieves' tools, sunrod, unique grafted *ioun stones*, 18 gp
GRAFTED IOUN STONES (Ex): This retired tomb raider has two special *ioun stones* grafted into his flesh, granting him a permanent +2 enhancement bonus to his Strength and Constitution scores. These ancient and mysterious stones also purportedly have additional powers which have not been correctly identified or used, and the tomb raider is unaware of what special circumstances will activate these additional effects, if any.





PART 5: THE SWEET HAG'S BOSOM

Located in the city of *Imperion*, on the island nation of *Mirande* (and easily placed in any fantasy community of your choice), this high-/middle-class, two-story tavern and inn combination is a well-known hangout for adventurers, aristocrats, influential nobles, and renowned local hunters and performers alike. However, unlike many other high-class establishments, there is no limitation or boundary on who can occupy or partake of offerings in the *SWEET HAG'S BOSOM*; all are welcome within its walls, so long as no trouble is started.

Aside from its locally famous menu offerings and the tales of adventurers which often draw local attention, the *SWEET HAG'S BOSOM* tavern & inn is also well-known for being the one of its level of quality in the area to openly welcome people of all walks of life, background, and social status as equal patrons, so long as they abide the rules, and don't cause fights or damage the property.

FEATURES: Outside the tavern & inn, several fruit trees grow in the front court; these are mostly a bittersweet pear-like fruit, but there is one fragrant tree with an extended flowering season called the *Sweet Hag's Apple Tree*—superstitions abound regarding what happens to those that pluck or eat the fruit, including all manner of nightmarish attacks and magical affronts by hags and witches. Youngsters can often be seen picking the fruit from the ground or tree, before a furious mother or sibling smacks it out of their hands, and dashing away while telling them the stories. Inside, a beautiful mural of the ports in a previous generation adorns one of the main walls, and all manner of wall ornamentation adorns the rest, with the hearth walls being the most decorated in mounted trophy heads and sculptural works of them all.

MENU OFFERINGS: The *SWEET HAG'S BOSOM* is a high-/middle-class tavern which serves every item listed in the Common Menu Items table, as well as a variable selection of additional food and drink items (see **TAVERNI**, menu items). Most food items are less than a single gold piece, and the most expensive items are generally 2-3 gp maximum—a single character can order a veritable feast for 5 gp, which is the maximum one person can order in food alone on a busy night (excluding alcohol, which is only limited by the supply held in the tavern). This tavern & inn combo is most well known for the quality and variety of its food & drink menu, far more than its inn rooms and amenities, which are menial in comparison to some more luxurious establishments.

It can be noted that, without all the conveniences of the modern world, serving alcohol over something like juice, milk, or even just water has always been a practical decision: local ground water can be plagued by bacteria and other parasites, sometimes even if its boiled, and other beverages quickly spoil in less-than-perfect conditions. Alcoholic drinks, on the other hand, do not spoil, and only get better or 'more refined' with time, under the proper aging conditions (which are much easier to achieve with minimal effort). Even something like pure seltzer water could serve as an alternative, but few taverns will keep ingredients like this on hand, especially if they can make more money another way. Thus, even children can be often found drinking mild ale and mead, or even a super-sweet "root beer" with the proper aging ingredients. Fermented drinks of any sort are common in many lands.

Luckily, the *SWEET HAG'S BOSOM* keeps even some of the most uncommon ingredients on hand (including bubbling seltzer water), and all one has to do is ask if they have it! Alcoholic beverages include both low-grade and high-grade versions of some of the most well-loved ales, beers, meads, wines, liqueurs, and exotic or particularly potent liqueurs (like dwarven spirits, elven shay, and bloodwine); they possess several fine vintage years of many of these. Simple beverages like boiled water, tea, and coffee are also available.

STAY & AMENITIES: For inn stays and other amenities (see **TAVERNI**, amenities), many common amenities listed are possible, at the GM's discretion. These generally exclude on-site companionship, luxurious

suites, and amenities related to stables, the *SWEET HAG'S BOSOM* can offer all other listed amenities, or point patrons in the right direction. Some possible limitations also exist due to reserved rooms, limited or damaged resources, or other restrictions. All inn amenities found in *Pathfinder Roleplaying Game Core Rulebook* equipment list will also suffice, on short notice.

STAFF: The bar and kitchen employs nearly a dozen skillful serving staff, including men and women, all of them having at least a single talent beyond their ability to serve food with a smile, rent out a room, or make a good drink. Most of these are performers who can dance, sing, or play an instrument, while a talented painter named *Reynaldo* can create realistic portraits of any patron, usually in a half-hour or less. Several of these employees are working at all times, and the main floor usually has the following staff on hand: 1-2 bartenders, 1-5 servers/barmaids, 1-3 kitchen staff, 1-3 cleaning staff, and on busy evenings there is usually a single person or group performance.

Barstaff NPC names, personalities, and other traits (including any veteran or masterful barstaff NPCs) are left for GMs to name, consider, and flavor according to their own personal choices. If management NPCs are not around, all activity would be largely left to these generic staff NPCs to manage and deal with any potential problems that occur. If a skilled NPC hiring is not on hand at the tavern/inn, one of the lesser staff members can be sent to locate one for them.

MANAGEMENT: In addition to the constantly changing staff for the bar, kitchen, and cleaning crew, the establishment is run by a group of three individuals: the retired adventurer, *GADEROV LOVANSE*, and his wife, *SOLECE LOVANSE*, and brother-in-law, *ARLIDAN RUGAVELLO*. More information about them can be found below, and additional/NPC character stat blocks for them can be found in **TAVERNI**.

GADEROV LOVANSE (OWNER): While this retired man now stays close to the establishment he built and managed in the later years of his adventuring career, he still tells stories while looking back on his past, or silently dreams of long-lost days of his adventuring youth while speaking with others. He would love to find an expert on *ioun stones* to help him identify the secret properties of his grafted *ioun stones*, and often tells the story of how he found them and had them unwilling grafted into his flesh during the early days of his adventuring youth, long before he met *SOLECE* and founded the *SWEET HAG'S BOSOM* tavern & inn.

APPEARANCE: *GADEROV* is somewhat short and stocky, with a growing "beer belly" in recent years. His dark auburn hair is streaked with gray, and facial scars from his early adult years still show. With very little facial hair, he never shaves his scant stubble. Two dusty-looking stones are protruding from the flesh on the backs of his wrists, dark blue and gray in color, permanently grafted into his flesh.

PERSONALITY: Cracking his knuckles often during conversation, *GADEROV* is easily moved to tears by many performers, and considers himself a connoisseur of fine food and drink (insisting on lecturing about it). He is very superstitious (and a tad paranoid at times), and insists on carrying out elaborate but silent practices to attract good luck and avoid misfortune.

BACKGROUND: Having once passed a thieves' guild test, *GADEROV* was too erratic in his early years, and refused to practice or meet many other necessary requirements, instead setting off as a solo tomb raider for ancient artifacts (hoping to sell them on the markets). He once attempted practicing magic before a traumatizing accident with an unstable magic item left him badly scarred.

GOALS & SECRETS: *GADEROV* would like to capture and train a monster pet (an exotic magical beast, or even a strange or ancient animal, such as a dinosaur or sabre-tooth cat), although he isn't willing to acquire it himself. He is a member of a local secret society formed to stand vigilant against the establishment of evil cults/religions, and knows the secret location where the meteor once landed that the *Old Ones* hold sacred.

ADDITIONAL BOONS: As the owner of the establishment (and a happily married man), *GADEROV* may choose to reward PCs by paying for their meals, or even buying them a reasonable gift if they have shown loyalty to



the protection and success of the business.

N middle-aged male human; EXAMPLES *Retired Tomb Raider (rogue 6, CR 5), Veteran Retired Tomb Raider (rogue 9, CR 8), or Masterful Retired Tomb Raider (rogue 12, CR 11).* See **TAVERN!** for more NPC variations.

SOLECE LOVANSE (INNKEEPER): This chocolate-skinned half-elven woman fell in love with *GADEROV* much earlier in his adventuring career, when her younger human half-brother, *ARLIDAN*, was still an infant. During the last few years of exploration in which *GADEROV* took part, *SOLECE* stayed on hand at the growing tavern and inn to manage the site, staff, local involvement, and profits for *GADEROV*—with astounding and remarkable results.

APPEARANCE: As the child of a dark-skinned human and an elven hunter from the wild southern jungles, *SOLECE* has features that stand out in nearly any crowd. Dazzling eyes that change colors easily with her mood, vibrant red-orange colored hair that practically burns the eye, and multiple ear piercings line her stunning features.

PERSONALITY: Despite her stunning beauty, *SOLECE* is soft-spoken even when upset, and has very little command over others, relying instead on diplomacy and business negotiation. She tends to ask for advice or opinions about very unlikely situations, and is often seen checking items off a list on almost any project. She tends to question people about their background, silently determining if they are “suitable” to teach her as a master gunsmith. *SOLECE* often quotes proverbs, or says things in a profound way.

BACKGROUND: *SOLECE* grew up among her human family after her elven father left her mother, and was the childhood playmate of the current duchess of the elven nation to the south, as well as several now-ambassadors and liaisons to the elven royal family. Once left at the altar by her former husband, she ended up marrying him anyway, then divorced him again only a year later, before marrying *GADEROV* and taking his last name (maiden name, *Obsaelo*).

GOALS & SECRETS: *SOLECE* would like to visit many villages along the countryside and detail their local history and customs, but her highest goal is to train under a master gunslinger. She is the half-sister of *ARLIDAN RUGAVELLO*, although they often behave as simply co-workers, and do not discuss their relationship. She was beaten by her previous spouse before she fled him, divorcing him under religious authority.

ADDITIONAL BOONS: *SOLECE* easily befriends adventurers, often forming deep and lasting bonds with those who have the courageous hearts of explorers. If trusting towards PCs, she could agree to organize a festival or other public event for them, or if they were extremely trustworthy, she might write a letter or make some other sort of appeal to an elven royal authority figure on their behalf.

N female half-elf; EXAMPLES *Armed Innkeeper (expert 4/warrior 1, CR 3), Veteran Armed Innkeeper (expert 3/ranger [trophy hunter] 4, CR 6), or Masterful Armed Innkeeper (expert 4/ranger [trophy hunter] 6, CR 9).* See **TAVERN!** for more NPC variations.

ARLIDAN RUGAVELLO (BARKEEP): As the lead bartender, *ARLIDAN* oversees the duties of all barstaff except the other management members. He is gruff and seemingly cold, but he is not heartless by any means, and can always offer helpful advice to respectful patrons who are experiencing hardship in their everyday lives.

APPEARANCE: *ARLIDAN* can often be seen working up a sweat on his brow, however he always seems to look as though he has been working hard. He has brown eyes of two slightly different color tones, and his left eye (slightly lighter than the right) also has a slightly elongated pupil shaped more like an ellipse than a real circle. He is slightly tall and broad-shouldered, with a heavy beard and mustache he always keeps well-groomed.

PERSONALITY: *ARLIDAN* is orderly, determined, and rational, with a light but easy-going sense of humor. He enjoys counting things and having fun with numbers, and gives people nicknames or uses terms of endearment. While working on a persistent problem, he easily gets angrier and more determined with each setback.

BACKGROUND: *ARLIDAN* is the estranged member of a notorious family, and a former sickly child who tends to overcompensate as an adult, and while he is the half-brother of *SOLECE*, he was raised by a very different family, and doesn't speak of it openly.

GOALS & SECRETS: Always good at numbers, *ARLIDAN* would love to participate in professional poker or other gambling tournament. He secretly wishes to impress a disapproving estranged parent, but rarely speaks to anyone about it. He knows the underground crime organization who really runs the neighborhood, and is secretly wanted for a crime in the community of his youth (although it's not clear if he was ever guilty of anything).

ADDITIONAL BOONS: *ARLIDAN* is not easy to appease or befriend, but once he discerns a truly loyal and trustworthy companion or hero, he might agree to pay for your lodgings, or gather supplies for you or an exploratory mission.

N male human; EXAMPLES *Barkeep (expert 4/warrior 1, CR 3), Veteran Barkeep (rogue [thug] 4/warrior 3, CR 6), or Masterful Barkeep (fighter [lore warden] 5/rogue [thug] 5, CR 9).* See **TAVERN!** for more NPC variations.

GENERAL INFORMATION

This sample material covers only the first and second floors, as well as the immediate outdoor vicinity; it does not include details about any possible cellar, sub-basements, additional floors, roof space, or nearby stables or other buildings/locations nearby—these details are left to the GM's imagination.

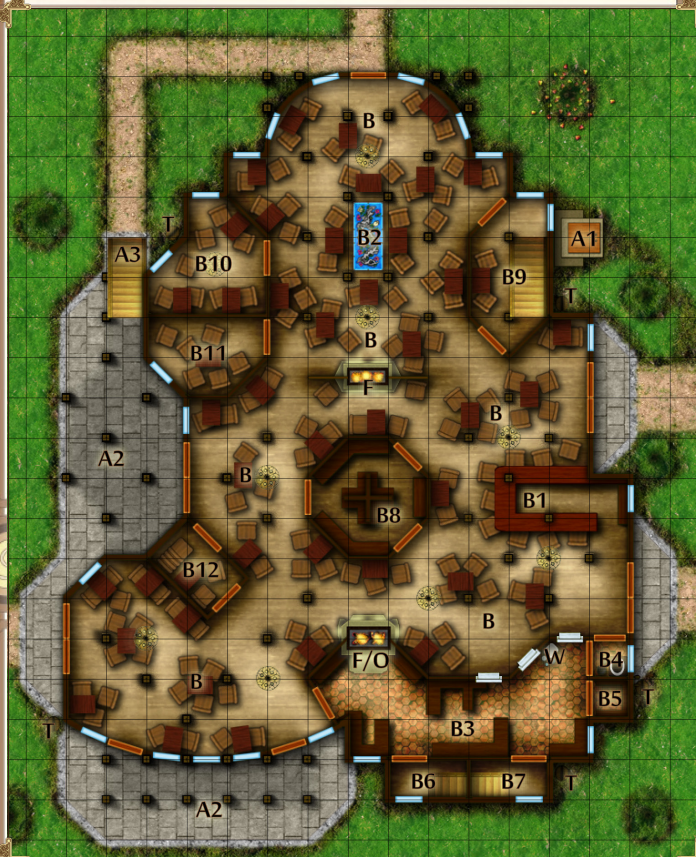
Exterior walls and all support pillars are metal-reinforced wood 1-ft. thick (AC 3, hardness 5, 120 hp, Climb DC 25), while interior walls are half that thickness (60 hp). All exterior doors are strong wooden doors (hardness 5, 20 hp, Break DC 23), which can be barred and locked with superior locks during any possible severe incursion; interior doors are good wooden doors (hardness 5, 15 hp, Break DC 18) with variable locks. Windows are generally 3-1/2 ft. by 4 ft in size, 3-1/2 ft. above the floor, with two window panes, but larger windows sized 4 ft. by 6 ft. which are composed of many smaller panes (including stained glass art panes) are also present on the second story. The first floor ceiling height is 12 ft., and the chandeliers hang down 6 ft. from the rafters, while the second floor ceiling is 10 ft. high with chandeliers hanging 4 ft. down. Chandeliers are large iron chandeliers with chain supports (AC 11, hardness 10, 5 hp, Break DC 26), as detailed in *Tavern Rousings*.

A. OUTDOOR AREAS

GROUND FEATURES: Several fruit trees are located on the grounds, one of which gives the establishment its name and local notoriety, and an entrance to a storm cellar (A1) can be used in times of dire weather to shelter patrons and locals from danger. This underground space would also be where the toiletry depositories (T) empty to the aqueducts below the basement/cellar: this elaborate system is among the only one of its kind to be used locally, allowing increased sanitation in public restroom spaces for the tavern and inn's patrons. Both floors have lavatories equipped with windows and wall-hung pulleys to allow quick and clean removal of the waste, dumping it into toiletry depositories with a simple rope catalyst into the underground outlets with very little handling or unwanted odors. The depository portholes are surprisingly well-maintained and relatively odor-free, allowing first-floor patrons to not be blasted with noxious putrescence upon arrival or departure.

PATIOS: A fine stone-laid patio which rests outside the entrances to much of two sides of the tavern (A2), and tables and chairs are often pulled out here during the warmer months. A stairwell (A3) leading up to a wooden terrace overhanging this stone patio is an outdoor access route to the second floor terrace (A4)—located on the second floor map, it is described here.

WOODEN TERRACE: On the back side of the tavern, a large wooden terrace (A4) extends off the second floor, with access to the second floor common



hallway area (C1) and room C6 in the *Honeymooner's Suite*. This is directly accessible from the first floor below, by way of the exterior stairwell (A3).

B. FIRST FLOOR INTERIOR

With few rooms, the first floor of the *SWEET HAG'S BOSOM* is primarily the *Main Room*, sometimes called the "lobby," "restaurant," or simply "the tavern," along with the kitchen and a few rooms used for private meetings, game nights, and other tavern-related activities.

MAIN ROOM (B): Most of the first floor area is an open tavern space, with all of the rest of the first-floor adjoining rooms leading out from this central space, split up only by the other many features of interest. Along with many dining tables placed around the floor, there is a bar (B1), and an aquarium (B2), along with two fireplaces (F), one of which is also used as an oven in the kitchen (see below).

KITCHEN (B3): A full kitchen includes the back half of a fireplace/oven (F-O) that extends out to the main floor, and all manner of cooking equipment needed to make the tavern's extensive array of menu items. Every day, 1d4+1 menu items are chosen to be on sale for between 5% and 50% off the normal price, often to get rid of the last of the old stock after new goods have arrived. A clean washing basin for food workers is present (W), to keep all tavern patrons from getting unduly ill. This is situated just outside the first-floor lavatory (B4) for convenience. The kitchen staff can use the doorway in and out of the cooking space, or they can serve the food to the bartender or other wait-staff through the three open windows peering into the main floor.

LAVATORY (B4): This public lavatory is always locked from the kitchen side to help keep drunken patrons out of the kitchen, but it can be entered from both the kitchen (B3) and the main room (B). Along with all the necessary items to keep oneself clean while answering nature's call, a quick reach out through the window gives any patron the ability to empty the lavatory buckets to the toiletry depositories (T) outside, using the simple winch-pulley system attached to the building's exterior walls.

PANTRY (B5): The pantry for kitchen storage has a locked door, along with

an array of shelves packed with necessary goods and ingredients.

KITCHEN STORAGE I (B6): This small room has a narrow half-stairwell leading upward to the second floor, and is also used to store certain goods, such as stored firewood for the oven/fireplace which is placed under this narrow stairwell. Many various goods can also be found dispersed on small shelves, and a hanging rack on the door which holds items on both sides of the door.

KITCHEN STORAGE II (B7): This adjacent kitchen room has a low ceiling in one corner, where the narrow kitchen half-stairwell leading up to the second floor occupies the space. This room defaults as a storage room of no real complexity; alternatively, it could feature a similar stairwell leading downward to a basement, wine cellar, or storm cellar space below, along with its storage capacity similar to area B6.

BAR STORAGE (B8): This large storage area contains mostly beverages and ingredients for the bar, including alcohol in large casks and barrels, and many shelves worth of other tavern goods that the bar wishes to keep close at hand for themselves or barstaff. A central set of shelves situated in a cross creates four distinct sections of the same shelving rows, packed full of aging liquids and other dry/canned goods.

LOBBY STAIRWELL DEN (B9): This small room which houses the main interior stairwell to the second floor also features a single table that is usually occupied by several chess players wishing to have some relative quiet, as well as the stairs leading up to the second floor. Below the stairs is a stack of firewood for the nearby fireplace in the main floor; alternatively, there could be a second stairwell leading to the basement, in the same vicinity as the storm cellar entrance outside.

LOBBY ROOMS (B10-B12): These first-floor rooms can be rented out for private meetings, or to groups looking to utilize them for a temporary period. During busy times when the main room floor is packed, area B12 is used for storage of unused tables and chairs from the main floor; otherwise, it can be rented out to any patron in the same manner as rooms B10 and B11. Card players, who tend to come in together in large groups, often use room B10 as their favored gathering spot, filling all three tables (or more).

C. SECOND FLOOR AREAS

MAIN HALLWAY (C1): Along with the many rooms of varying shapes, sizes, and amenities included, the *SWEET HAG'S BOSOM's* second floor has a common sitting area in the central hallway, including several shelves full of books, board games, and other items of interest for patrons to enjoy by fireside, along with two chandeliers. The two fireplaces (F) are situated in hearths extending from the first floor, and a few chairs are usually placed in the central hall, some of which are comfortable cushions like those in area C7.

LAVATORIES (C2-C5): The second floor rooms also includes four lavatories for patrons. One lavatory can be used by tavern patrons from the first floor (C5), but the other three are reserved solely for patrons who are also renting rooms or other amenities. One lavatory (C3) is reserved only for the occupants of the *Honeymooner's Suite* (see below), unless the occupant of that room wishes to allow others common use of the lavatory during their stay. Lavatory C3 has the most complicated and extensive pulley system for waste disposal outside its window, which spans down the entire wall of the second floor, to the first floor several feet away.

HONEYMOONER'S SUITE #1 (C6): This room is usually treated as a secondary living space, like a den for the *Honeymooner's Suite*, but sometimes it is rented out on its own. This room has direct access to the outdoor patio (A4). See area C7 description for more. Features large couch, two comfortable cushioned chairs, two small tables, medium chest, carpeted floor.

HONEYMOONER'S SUITE #2 (C7): The main bedroom (C7) of this two-room suite features a lavish bedroom, space with a chandelier and a curtained-off washtub area and a doorway connecting to a second room (C6) that serves as a den and gathering space, but which can easily double as a second sleeping room. These two rooms are among the only carpeted spaces in the inn, and the washtub area in C7 has fine porcelain tiles to help keep



the floor from being ruined. Room C6 can be rented out as a room on its own – this usually happens when someone rents the *Honeymooner's Suite* bedroom, but they have no need for the second room. The bed in the main bedroom (C7) is the largest bed in the inn, and the renter of this room also has the privilege to choose to have exclusive use of lavatory C3, or to allow its use for the other inn patrons. Each of these rooms is treated as a good inn stay, or both of them together count as a small suite; inn staff refer to these as Rooms #11 and #12 (see below). Features large bed, work desk, wooden chair, two small bedside tables, two medium chests, stand-up cabinet, chandelier, carpeted floor, tiled/curtained wash area, tub, hot & cold water (buckets), soapy water bucket, small table stand for wash area, large window.

INN ROOMS: All other inn rooms of the *SWEET HAG'S BOSOM* are treated as a good inn stay (those which include at least one bed), or average inn stays (which include only cots or straw bedding). Several rooms include interesting features, as presented here. Any room which includes a fireplace (F) in an adjacent wall is assumed to have heat vent access in their room, with some form of personal controls for increased/decreased heat in their rooms. Note that the first-floor private rooms are notated with single-digit room numbers within the business, especially for kitchen food orders intended for patrons within a specific room; second-floor rooms begin with Room #10.

Room #10 (C8): This good inn room is one of a few rooms which feature a full work desk, and is often considered the "Artist's Cave," which many artists, writers, and painters often prefer for their stay. FEATURES full bed, work desk, wooden chair, bedside table, medium chest, firewood in hallway outside room.

Room #11 (C9): Although this good inn room with two cots and a full work desk can be rented out, it is usually put to use as one of the managing staff members as an office for paperwork and resting between shifts or during slow hours. FEATURES two cots, small bedside table, medium chest, full work desk, wooden chair, firewood in hallway outside room.

Room #12 (C10): This minimalist, average inn room has very few items, but it could simple be due to a shortage of beds/mattresses. FEATURES cot, straw bedding, small bedside table, medium chest, firewood in hallway outside room.

Room #13 (C11): This narrow storage closet is used to store firewood and extra goods (or for a staff member to take a quick nap between shifts), but it can be quickly prepared as another inexpensive average inn room during busy times. FEATURES cot, stored items, firewood in room.

Room #14 (C12): This good inn room has few features, and no windows. FEATURES full bed, medium chest, stand-up cabinet.

Room #15 (C13): This average inn room has few features. FEATURES cot, straw bedding, medium chest, small bedside table.

Room #16 (C14): This good inn room has two beds, and a nice large window looking out over the busy streets. FEATURES two full beds, small bedside table, medium chest, large window.

Room #17 (C15): This is a good inn room. FEATURES full bed, cot, medium chest, small bedside table.

Room #18 (C16): This is a good inn room with a large window overlooking the busy streets. FEATURES full bed, cot, two medium chests, small bedside table, wooden chair.

Room #19 (C17): This good inn room is located directly above the main interior stairwell. FEATURES full bed, cot, medium chest, wooden chair.

Room #20 (C18): This good inn room is large with enough room for multiple people to relax comfortably. FEATURES full bed, cot, straw bedding, medium chest, large window.

Room #21 (C19): This good inn room is large enough for multiple people, with a large window overlooking the back grounds of the property. FEATURES two full beds, medium chest, large window.

Room #22 (C20): This good inn room is in the interior of the building, with no windows. FEATURES full bed, cot, two small bedside tables, medium chest.

Room #23 (C21): This good inn room is in the interior of the building, with no windows. It is adjacent to a room with a fireplace with direct access to it, plus a stack of firewood located in the room. FEATURES full bed, medium chest, wooden chair, fireplace access, firewood in room.

Room #24 (C22): This good inn room is located directly across the hall from the fireplace in the main hallway, with no windows, but a full interior closet space. FEATURES full bed, medium chest, built-in closet.

Room #25 (C23): This good inn room has a fireplace and a stack of firewood in the room, but has no windows. FEATURES full bed, small bedside table, wooden chair, fireplace in room, firewood in room.

Room #26 (C24): This good inn room is heated by the adjacent fireplace, but has no direct access to it, and no windows in the room. FEATURES full bed, cot, medium chest, wooden chair.

Room #27 (C25): This minimalist average inn room doesn't have much, but is located near the fireplace in the main hallway. FEATURES cot, straw bedding, small bedside table, wooden chair.

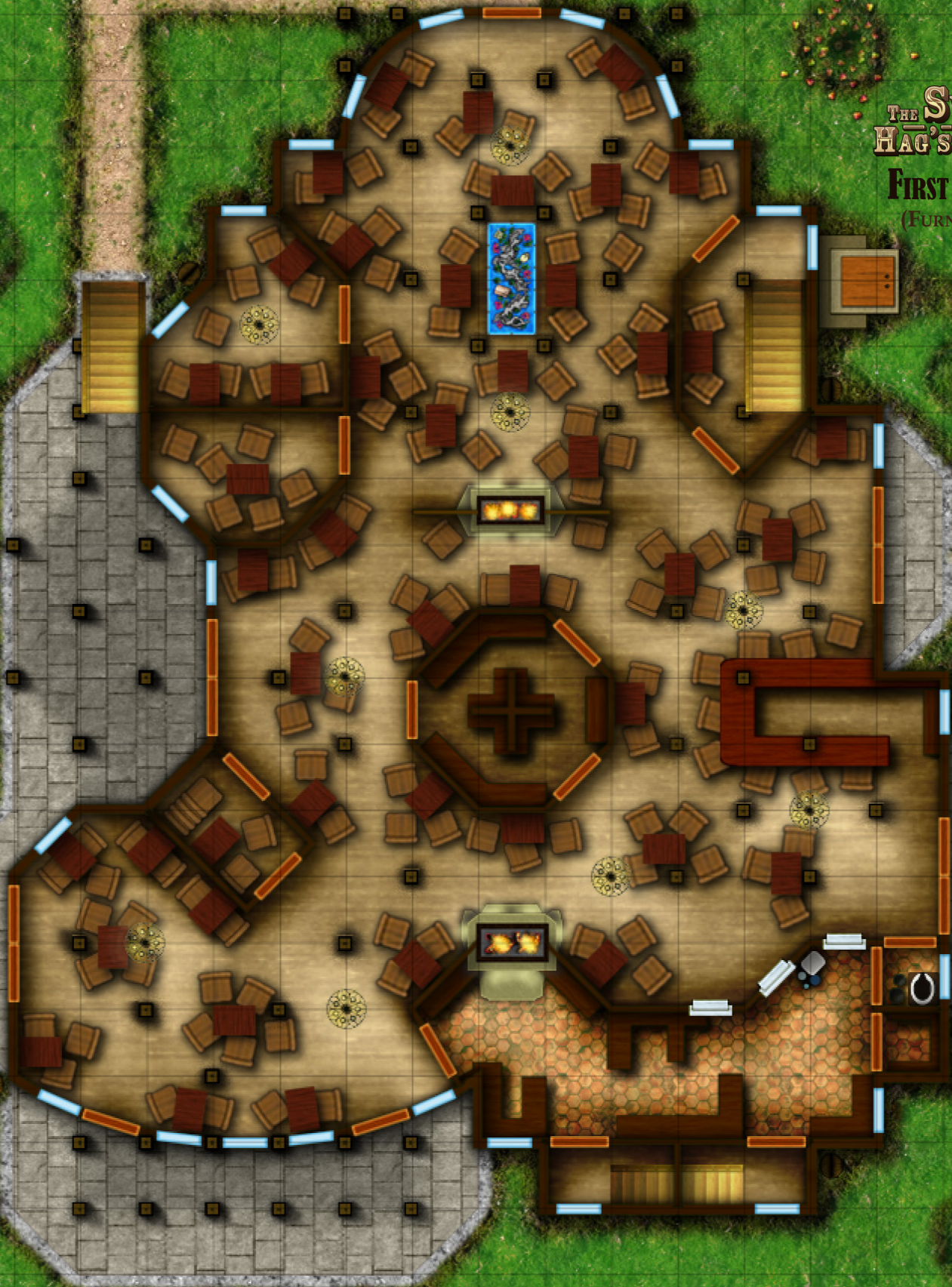
Room #28 (C26): This average inn room could be the janitor's quarters, or a maintenance space where inn staff could rest or take up temporary quarters – it is assumed the person in this space maintains the fireplaces when no one else does. FEATURES cot, wooden chair, fireplace access, firewood in room.

Room #29 (C27): This average inn room doesn't have much, but it's located near to the main interior stairwell heading downstairs. FEATURES two cots, small bedside table.

KITCHEN STAIRWELL ROOM (C28): This small room has a narrow half-stairwell leading down to the first floor, to area B6, which is often used by bar staff to deliver meals up to inn patrons in their rooms, and is also used for storage of certain extra goods. It is usually locked with a good lock from inside (kitchen entrance), to prevent unwelcome patrons from entering the kitchen.



THE SWEET
HAG'S BOSOM
FIRST FLOOR
(FURNISHED)





THE SWEET
HAG'S BOSOM
SECOND FLOOR
(FURNISHED)





TAVERN NOTES / MENU SPECIALS / SALES





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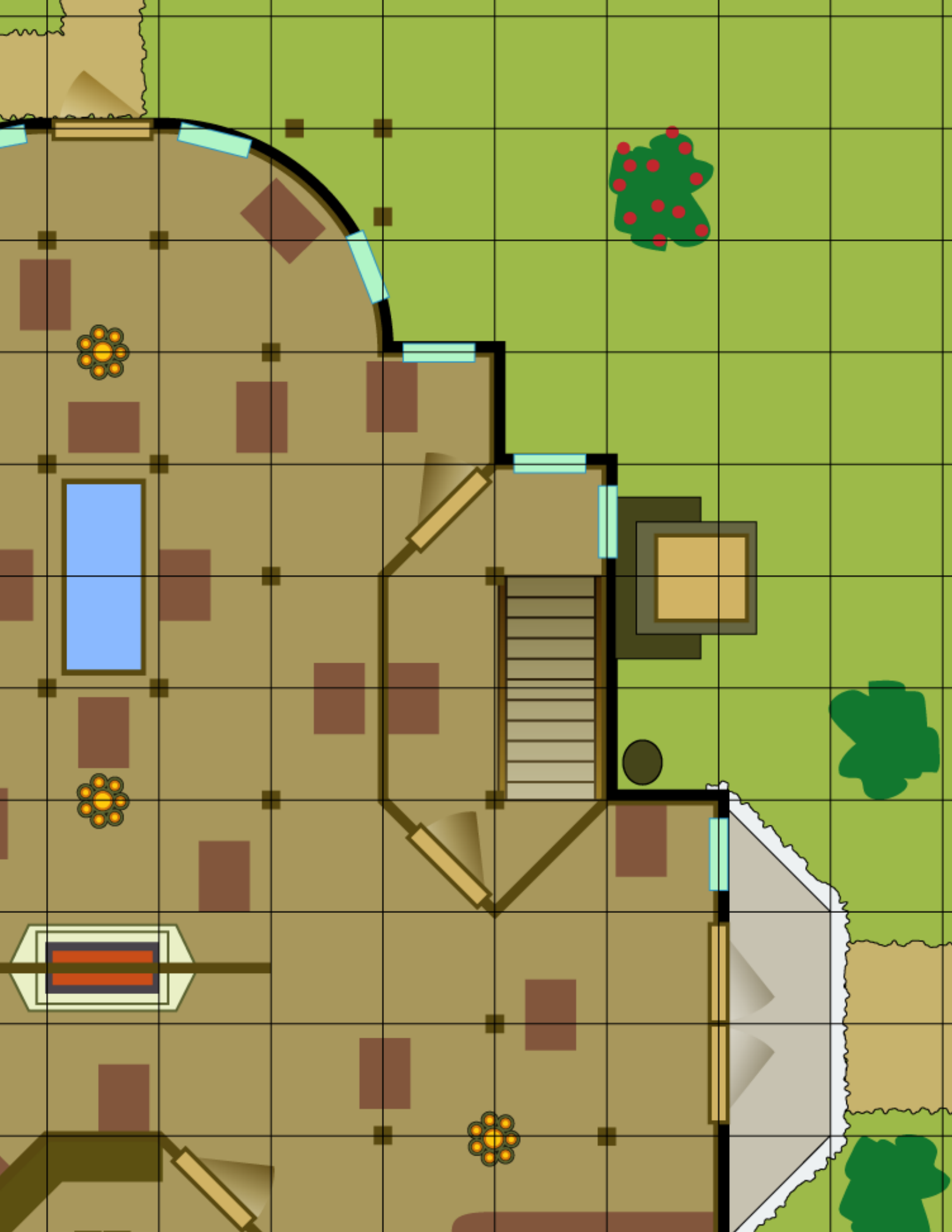
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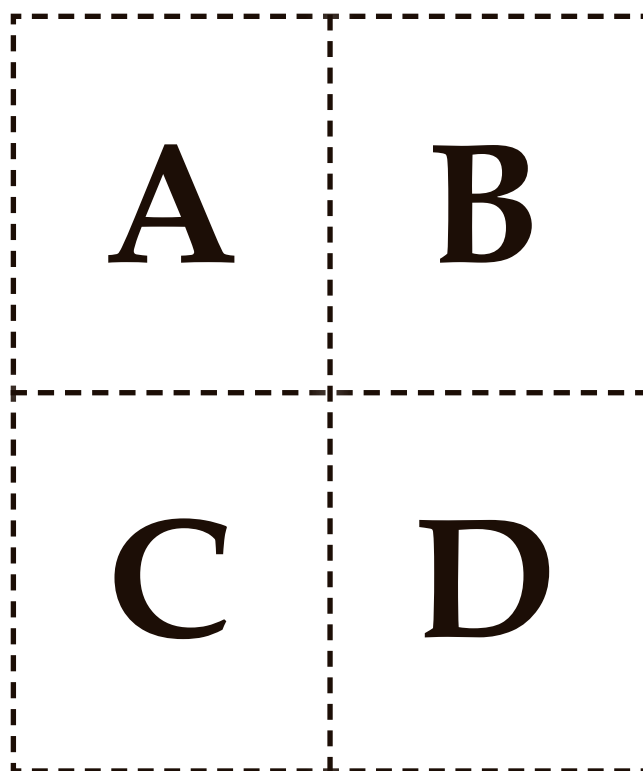
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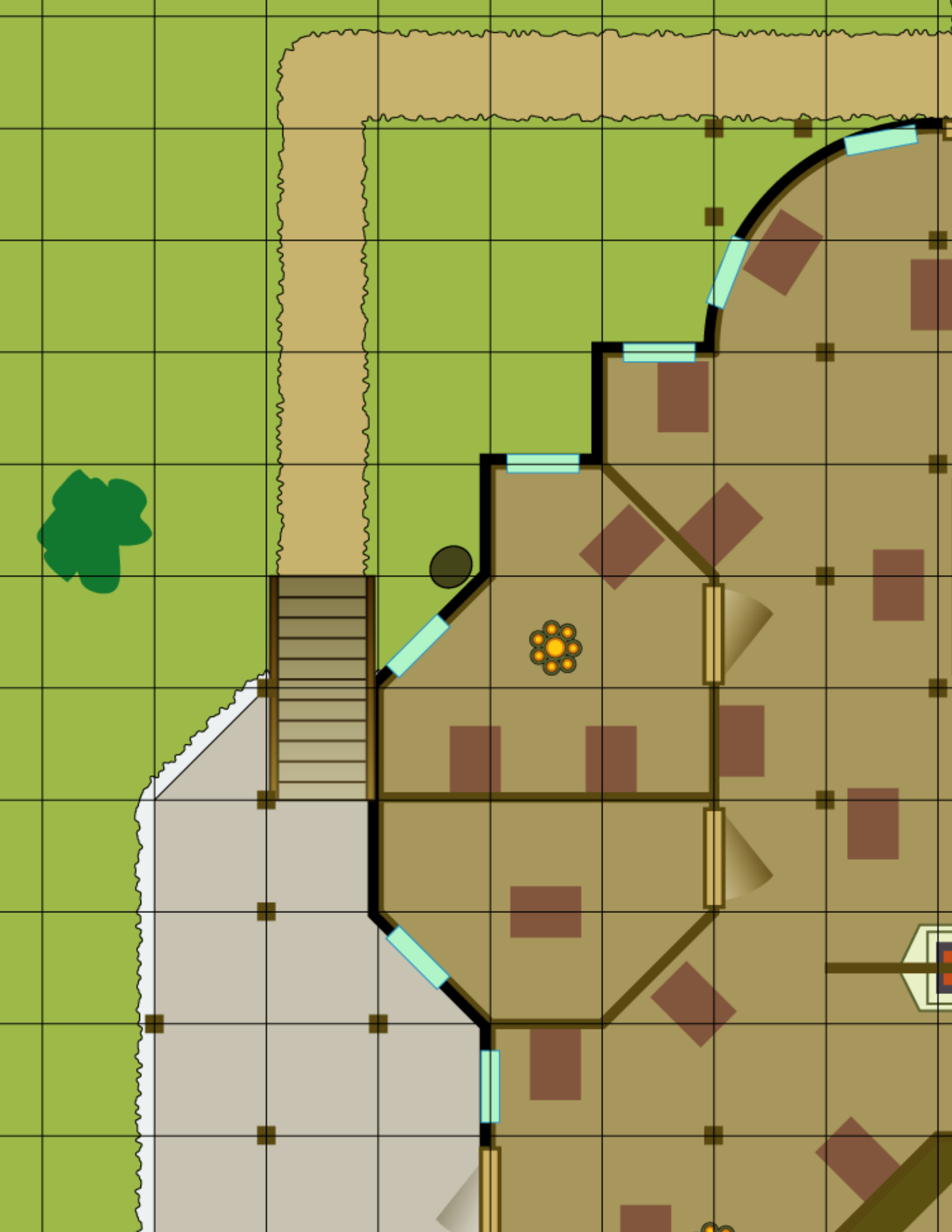
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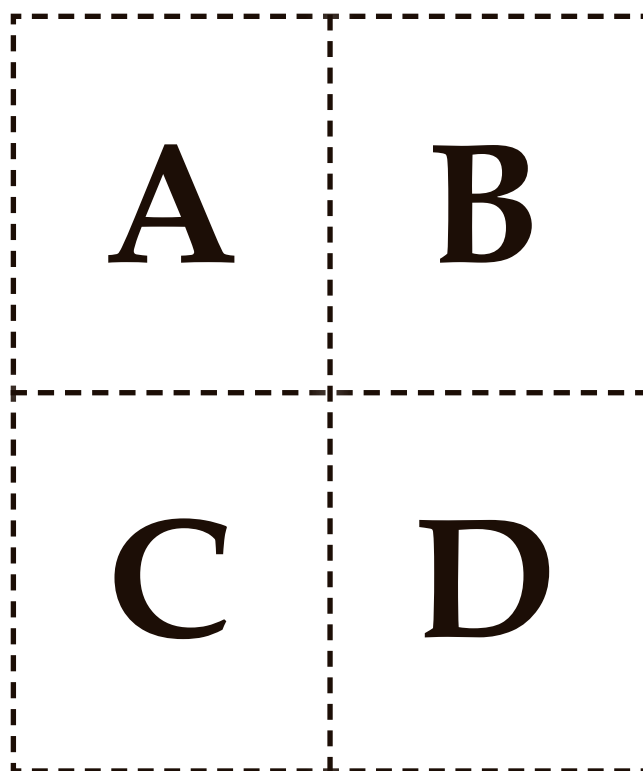


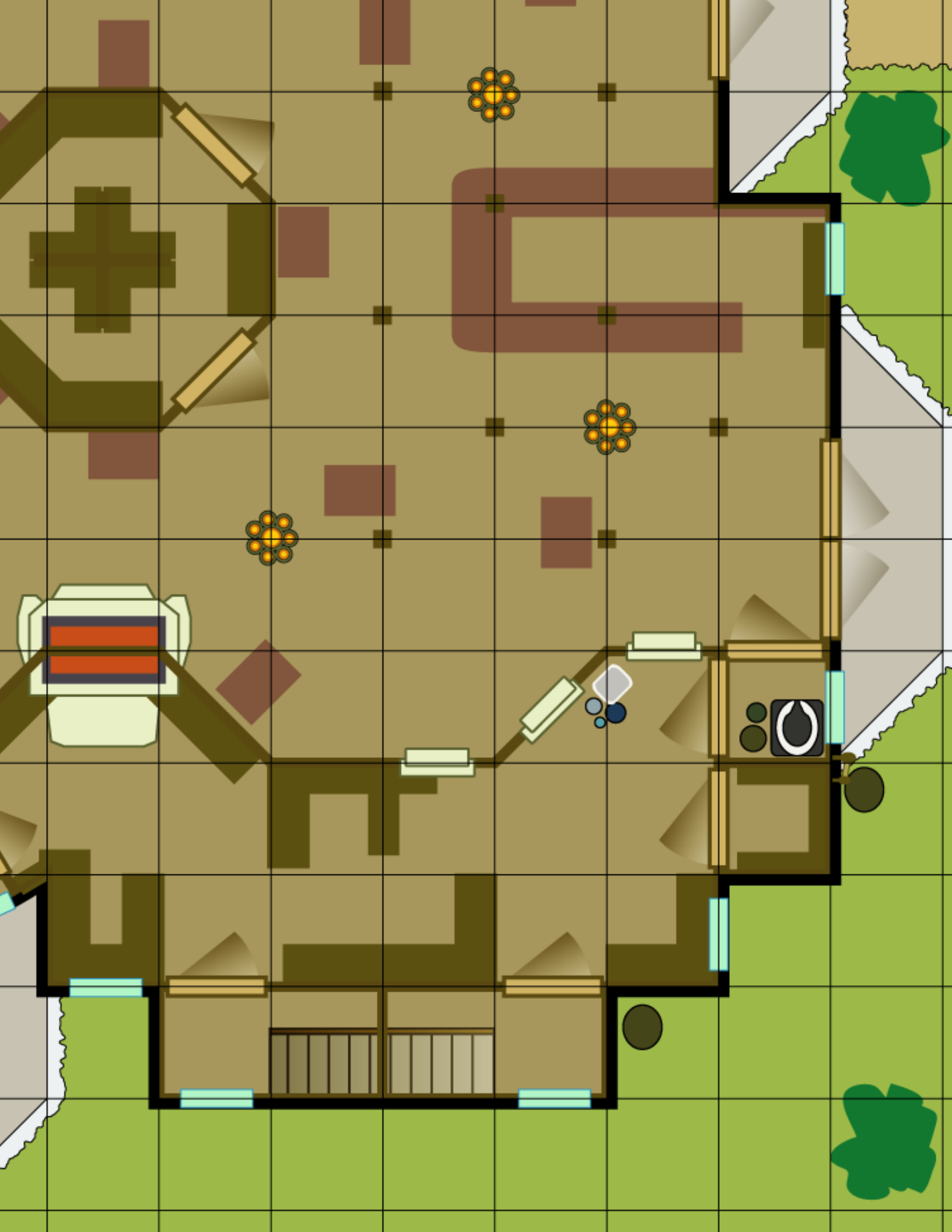
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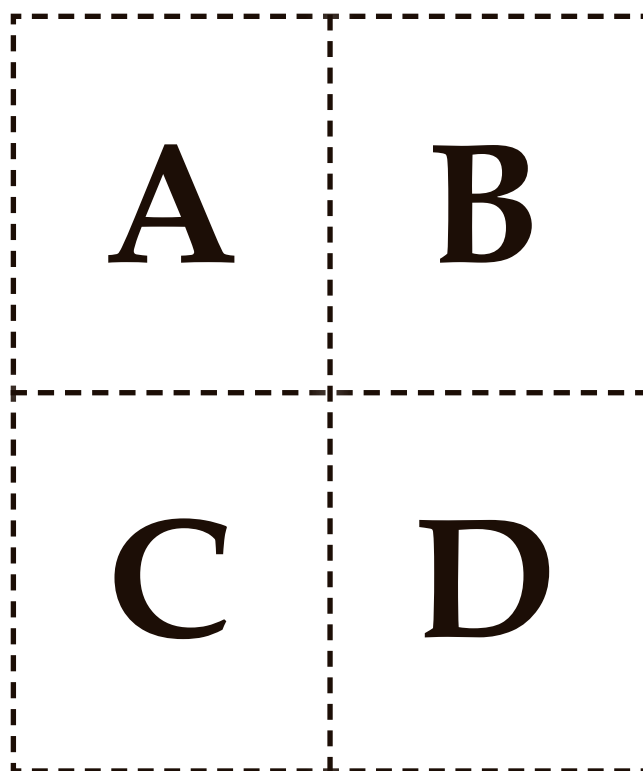


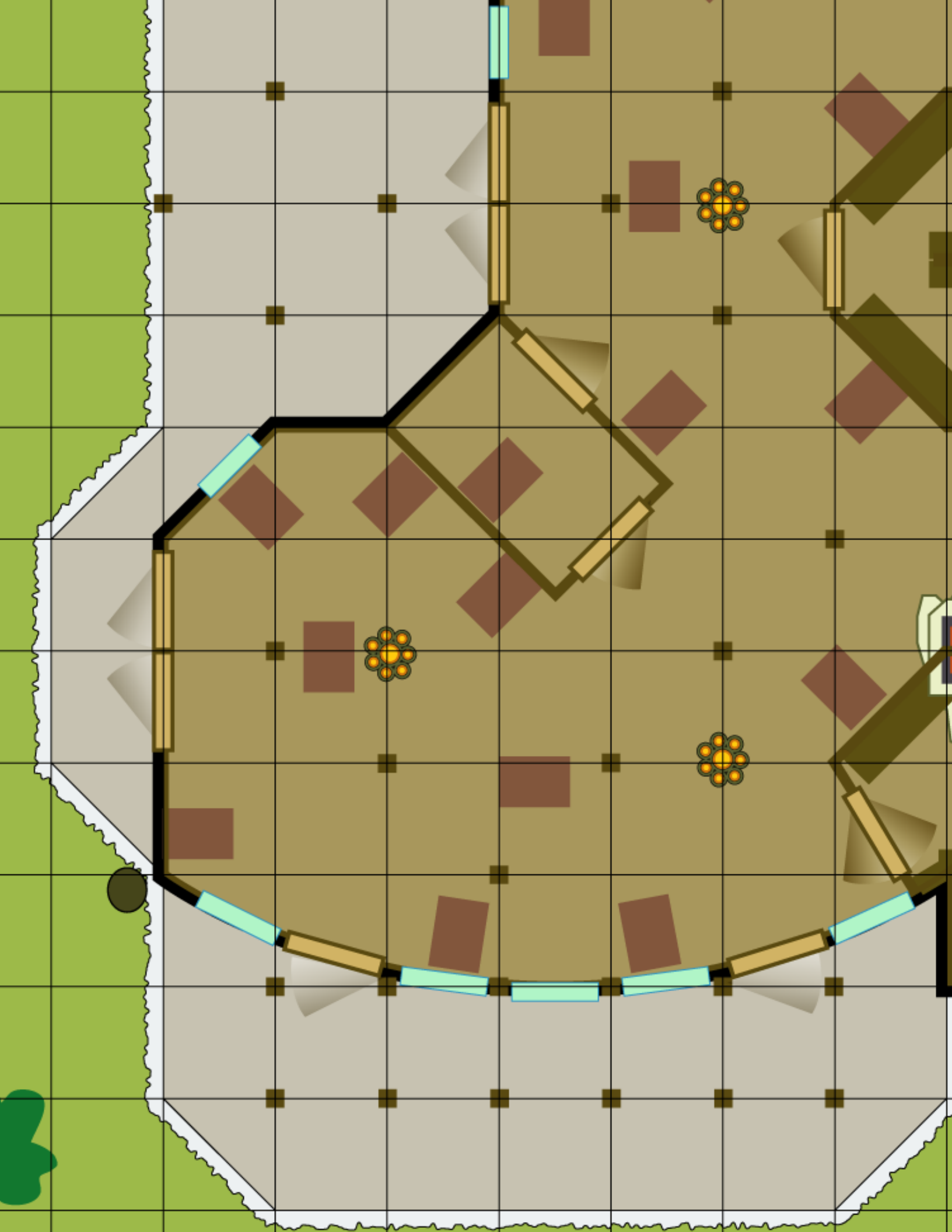
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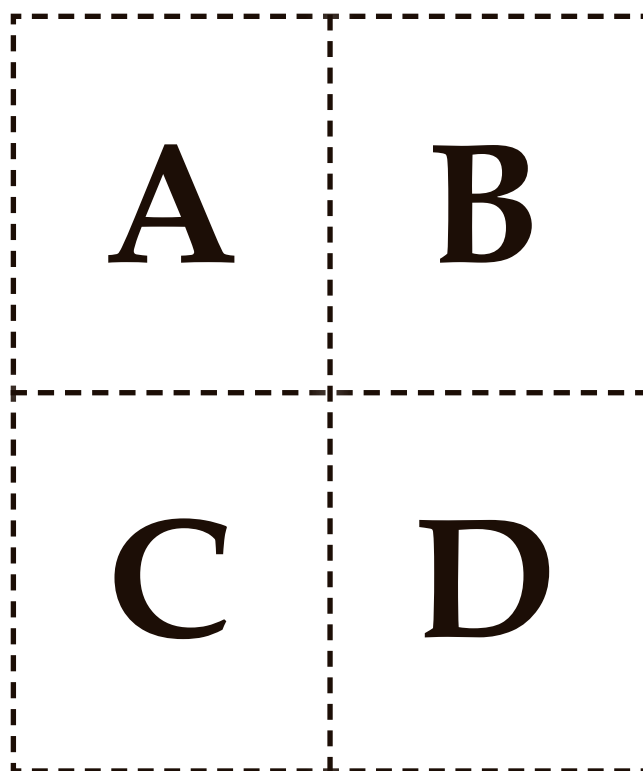


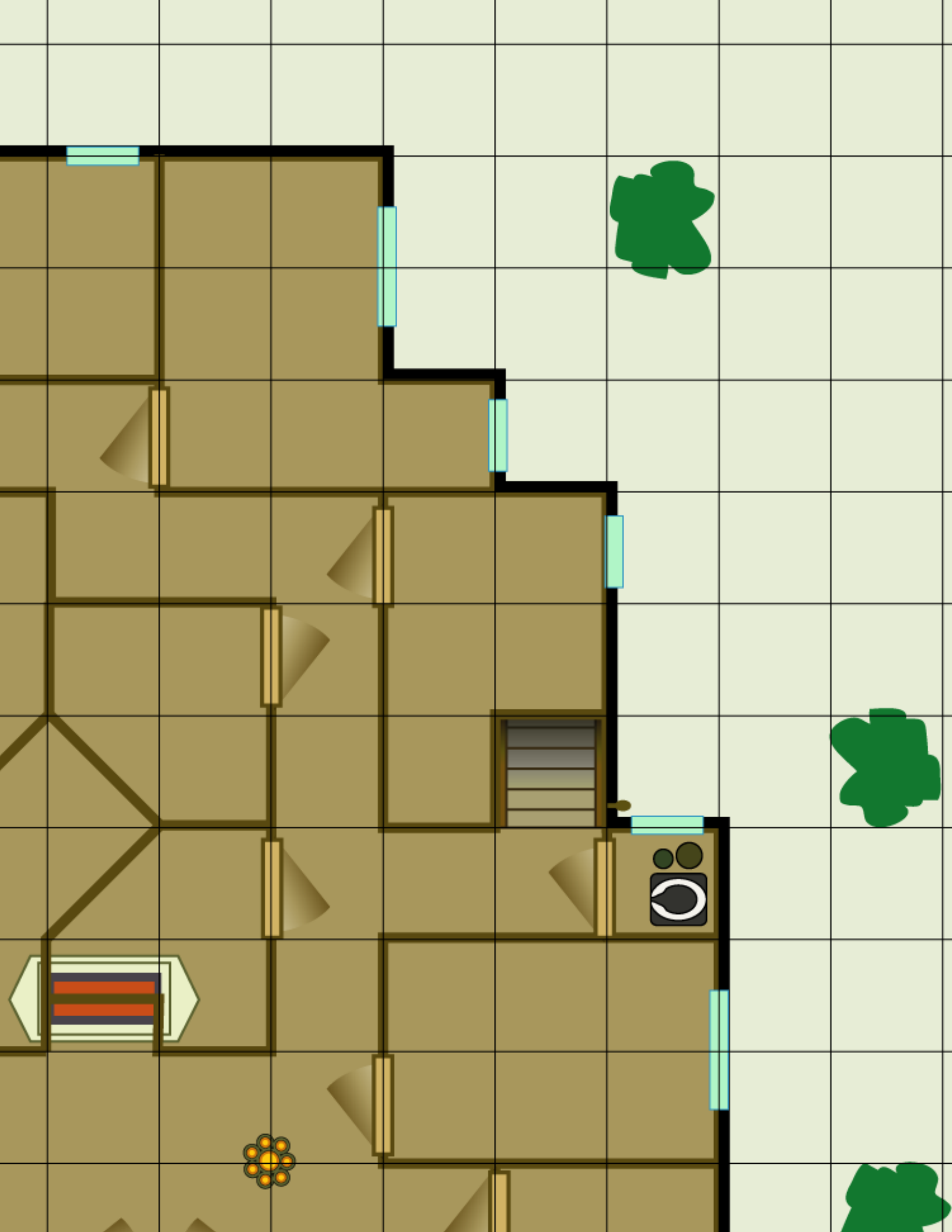
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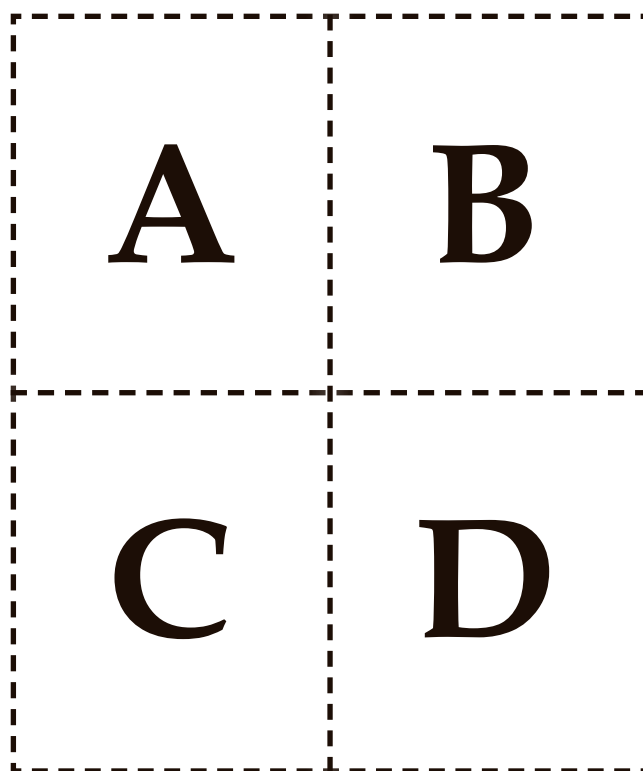


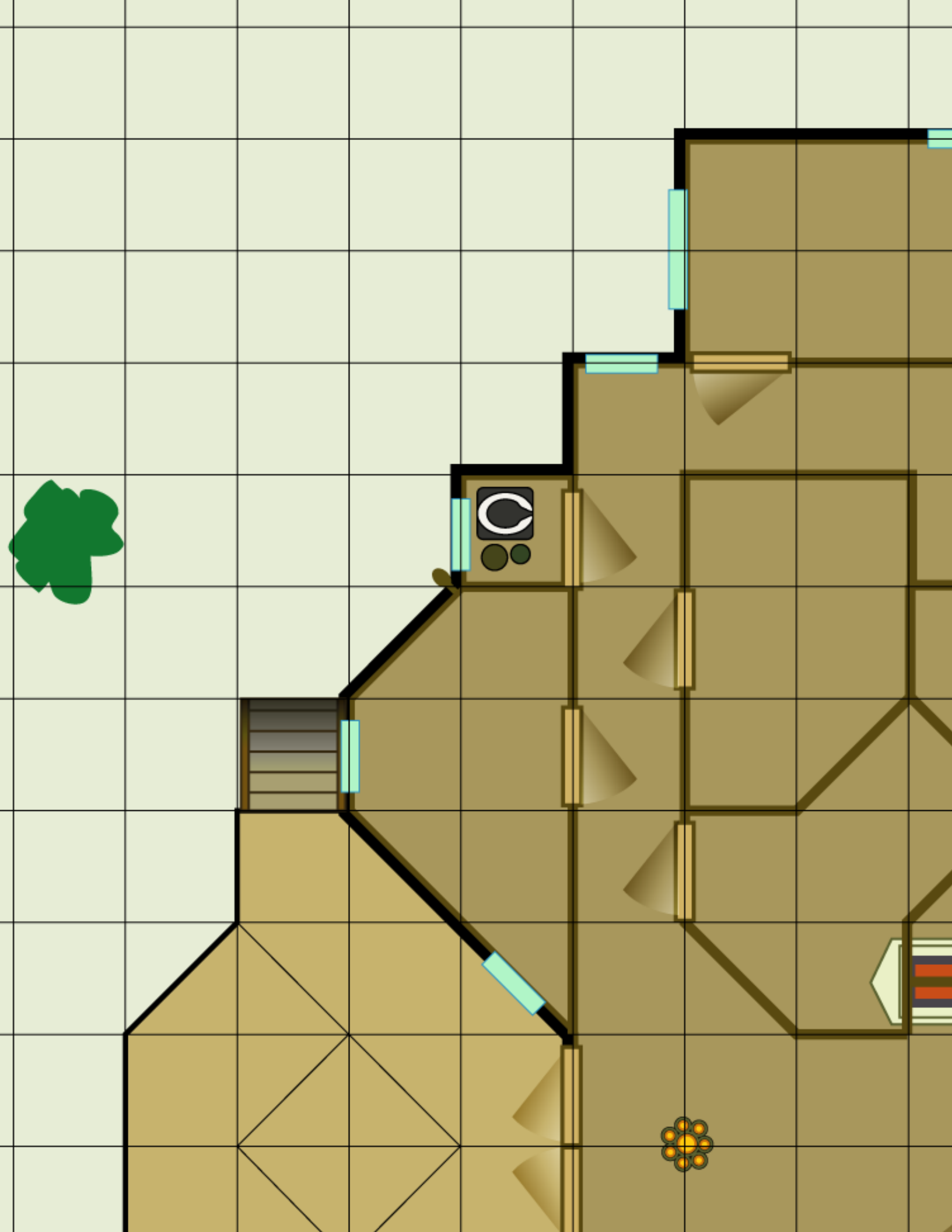
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FIRST FLOOR, PANEL D



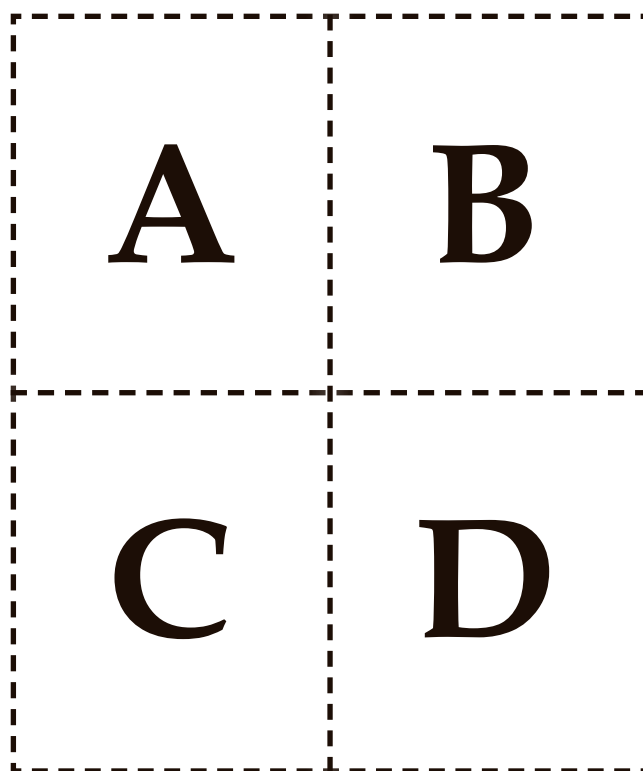


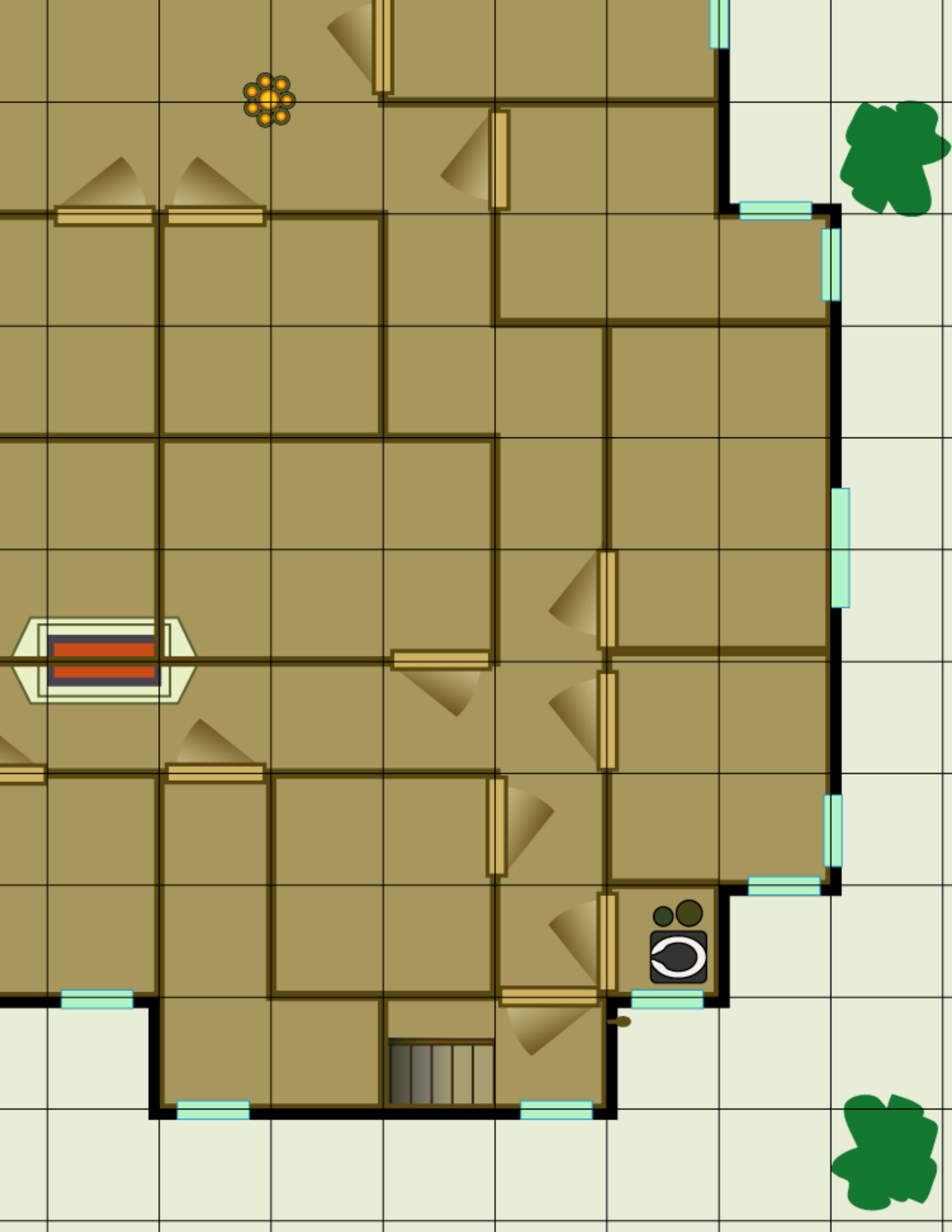
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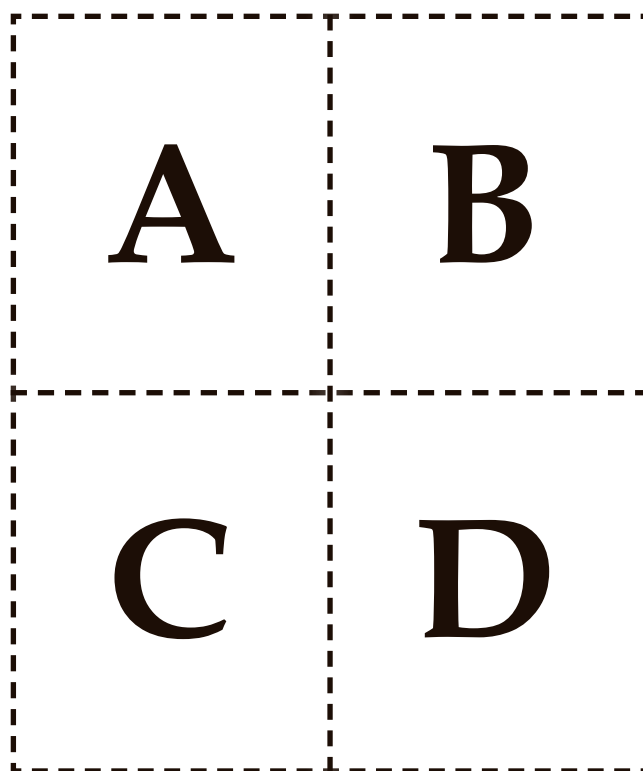


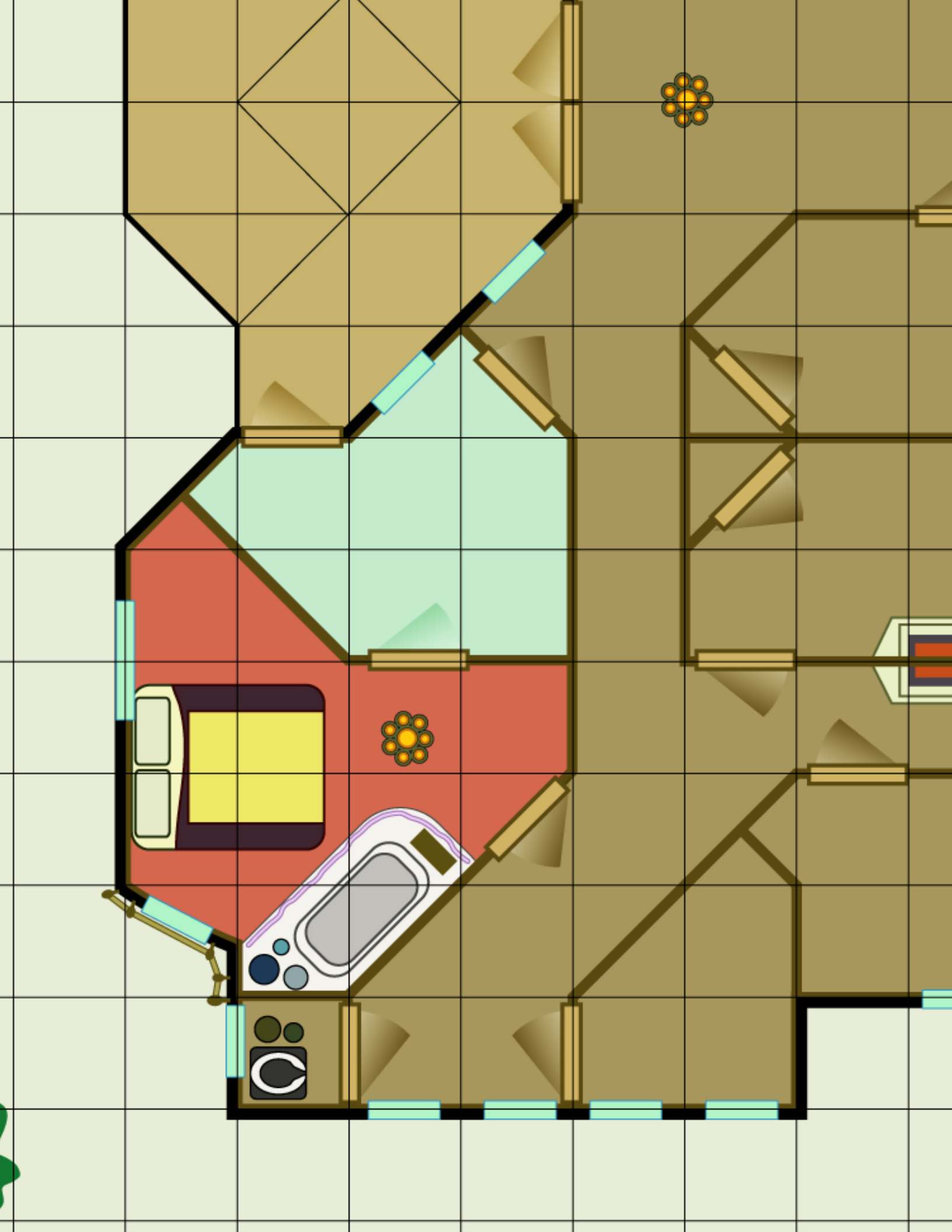
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