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SO WHAT'S THE TAVERN LIKE ANYWAY? II



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SO WHAT'S THE TAVERN LIKE, ANYWAY? II

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Richard Green

Once again, your PCs have emerged from the dungeon ready to celebrate their victory or raise tankards to their fallen comrades. Returning to town they ask "So what's the tavern like, anyway?" At that point, likely or not the GM glosses over the tavern or wildly improvises!

Unsurprisingly, PCs spend a lot of their time between adventures relaxing in taverns and inns, but often such locales end up being drab, one-dimensional affairs with no real characteristics or flavour of their own. *So What's The Tavern Like, Anyway? II* banishes this problem by presenting 20 detailed taverns and inns ready for immediate use in almost any GM's home campaign.



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Interior Art: William McAusland, Brittany Michel, Jeff Preston and Marc Radle. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *So What's The Tavern Like, Anyway? II*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's The Tavern Like, Anyway? II* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Richard has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for *Dungeon* #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, he has been working on the forthcoming 4th Edition Bestiary for Open Design's Midgard campaign setting.

He is currently running two regular 4th edition D&D campaigns set in the city and wider world of Parsantium, the first campaign setting he created since his teenage years. Check out his blog, *At the Sign of the Green Man* (<http://richgreen01.livejournal.com/>) to learn more about the Parsantium campaign setting and to read other posts about fantasy RPG gaming. Richard lives in London with his wife Kate and two cats. When he's not playing and writing D&D stuff, he likes to watch Crystal Palace FC try to win football matches.

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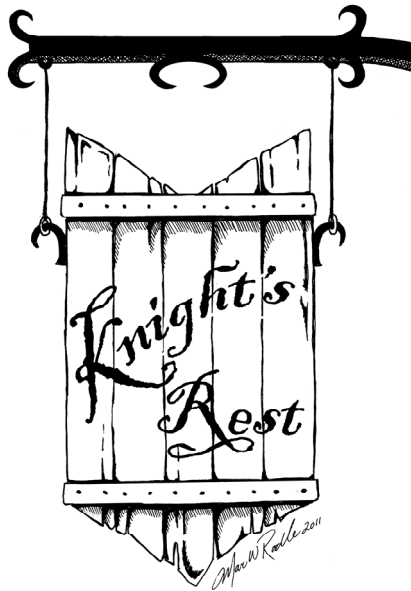
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FOREWORD

To my mind, taverns and inns are some of the most iconic locales to feature in a normal fantasy campaign. They often, though, end up being little more than carbon copies of each other. That's a real shame as PCs can spend many hours in taverns speaking with the locals, gathering information, getting drunk and (or course) meeting mysterious strangers who need a band of brave adventurers to complete a quest...

In many ways, *So What's The Tavern Like, Anyway? II* was inevitable. After the great success that was *So What's The Tavern Like, Anyway?* I received several requests for a supplement detailing specific taverns and inns that a GM could quickly plonk down in his campaign if the PCs needed somewhere to sleep, suddenly stopped for a pint or in which they could gather information. More importantly than that, however, I felt that GMs needed exciting, interesting locales in which to set barroom brawls!

Given that Richard was one of the designers of *So What's The Tavern Like, Anyway?* and that his co-designer Liz Smith was busy on projects of her own, Richard seemed the obvious choice to create this supplement.

So What's The Tavern Like, Anyway? II has gone through several changes during its development cycle. Originally, each tavern entry was only meant to take up half a page or so, but Richard turned over such great material that I couldn't bear to cut any of it! Thus, *So What's The Tavern Like, Anyway? II* has expanded somewhat. I hope you like the result; I know I had tremendous fun editing and developing this project and I can't wait to get my PCs to visit some of the establishments herein!

I hope you find this supplement useful and that your PCs enjoy visiting the establishments within. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.

USING THIS BOOK

This supplement provides twenty ready to use inns and taverns for your campaign. Each entry includes a general description of the establishment, information on the staff and the services on offer, notable patrons and events or adventure hooks to use when the PCs visit. The presented establishments fill many niches from those offering low-brow, raucous entertainment to others offering the very best in fine dining.

Most, if not all, of the taverns and inns herein should be suitable for almost any GM's campaign although, obviously, a GM may need to make minor changes and tweaks to fit it seamlessly into his world. Using these taverns, along with any necessary modifications, can help the GM bring his game world to life. Taverns are great places to meet people, learn about current events and rumours and to experience the culture of the place in which a PC finds himself.

There's a reason so many adventures start in taverns, after all!

As few PCs own their home, or are often far away from it, they often spend an inordinate amount of time in taverns making this a particularly valuable supplement for GMs whose campaign ranges over a wide area.

RATINGS

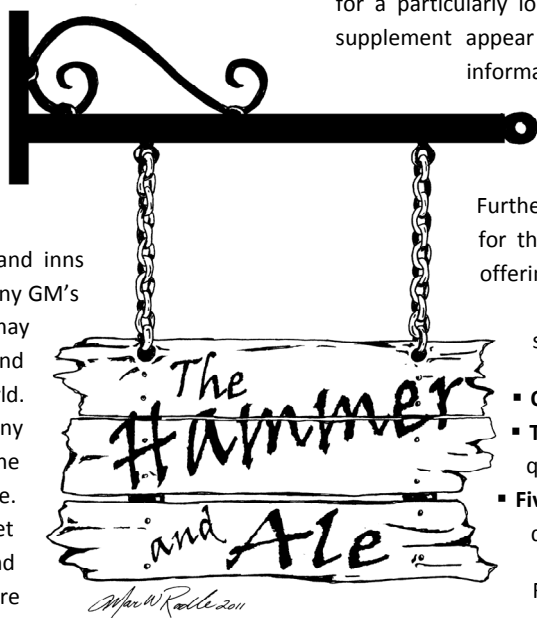
To make it easy to see at a glance if an establishment is suitable for a particular locale, each of the taverns and inns in this supplement appear on the table below. The table includes information on where a tavern is best located, basic notes on the most common type of clientele the PCs can meet there and whether it offers accommodation. Furthermore, the table presents a ranking system for the quality and price of the establishment's offering.

For quality, the following rating system suffices:

- **One Star:** Establishment is of poor quality.
- **Three Stars:** Establishment is of common quality.
- **Five Stars:** Establishment is of excellent quality.

For prices, use the following ratings:

- **One Star:** Establishment has cheap prices.
- **Three Stars:** Establishment has average prices.
- **Five Stars:** Establishment has high prices.



ESTABLISHMENT	QUALITY	PRICE	ACCOMMODATION	LOCALE	CLIENTELE
Cock and Bull, the	***	***	Yes	Rural	Travellers
Crossed Axes, the	**	***	Yes	Urban	Dwarves, real ale lovers
Dancing Satyr, the	***	***	No	Urban	Live entertainment lovers
Dirty Weasel, the	**	**	No	Urban	Neophyte adventurers, wizards
Hammer and Tongs, the	**	*	No	Urban	Craftsmen
Huntsman's Rest, the	****	****	Yes	Rural	Trappers, hunters, adventurers
Lady Luck's	*	*	No	Urban	Gamblers
Laughing Gull, the	***	**	No	Urban (docks)	Criminals, dockworkers
Lazy Badger, the	***	**	No	Rural	Gnomes, halflings, travellers
Lucky Catch, the	***	**	No	Urban (docks)	Fishermen, seafood lovers
Merry Mermaid, the	***	***	Yes	Urban (docks)	Sailors, smugglers
Pilgrim's Rest, the	**	*	Yes	Rural	Pilgrims
Royal Swan, the	*****	*****	No	Urban	Nobles and the wealthy
Saucy Sylph, the	**	***	Yes	Urban	Gamblers
Silver Unicorn, the	****	***	Yes	Urban	Elves, merchants, travellers
Wand and Scroll, the	***	****	No	Urban	Wizards
Warm Welcome Inn, the	***	**	Yes	Rural	Travellers
Weary Camel, the	*****	*****	Yes	Rural	Merchants, travellers
Wily Fox, the	****	****	No	Urban	Young nobles, wizards
Wyvern's Head Inn, the	**	***	Yes	Urban	Adventurers

COCK AND BULL, THE

The Cock and Bull is a popular roadside inn, providing a handy stopover for couriers and other travellers on the road between two major cities. Weary wayfarers can enjoy a hot meal, an ale or two, and a good night's rest here before venturing forth the next morning.

The inn is a long two-storey wooden building with a thatched roof. The large courtyard at the front has good-sized stables along one side where fresh horses can be purchased and a farrier is on hand to replace any damaged horseshoes. Inside, the ground floor has a low ceiling of wooden beams, and is divided into several small bars and snugs where travellers can relax in front of a warming fire. The yellowing plaster walls are decorated with post horns, leather satchels, wagon wheels and other objects in a similar vein. A gentle hubbub of amiable conversation can usually be heard throughout the bars, and occasionally a wandering minstrel might play a tune or two.

STAFF

The Cock and Bull has the following notable staff members:

- **Fosco Greenbottle** (LG male halfling commoner 2) is the fussy, curly-haired halfling landlord of the Bull. He took over the Bull when it had a lousy reputation and is determined to continue to build on his recent successes.
- **Odila** (NG female human commoner 1) is short, rotund and formidable. She is in charge of the serving staff and makes sure they are always friendly and welcoming.
- **Radulf** (N male human expert 2) runs the stables. He is taciturn and brawny, but has a great affinity with horses and much prefers their company to people.

NOTABLE PATRONS

The Cock and Bull has several patrons of note:

- **Bourchier** (N male human rogue 6) is a highwayman who holds up travellers on the road at crossbow-point. Handsome and cocky, with long wavy, blond hair, wearing a puffy white shirt and black leather breeches, he sits drinking with his feet on the table.
- **Leoda** (N female human expert 3) is an experienced courier, carrying

important messages from one city to another. Introverted and unsociable, she has short-cropped hair and is wearing worn riding clothes and boots. Her leather satchel never leaves her side.

FOOD & DRINKS

The Bull has a good reputation for its food. The offering includes:

	PRICE
Catchpole's Old Irregular (tankard)	8 cp
Mead	5cp
Meal, common	3 sp
Rabbit simmered in red wine	1sp
Roast goose with mashed swede and carrots	2 sp

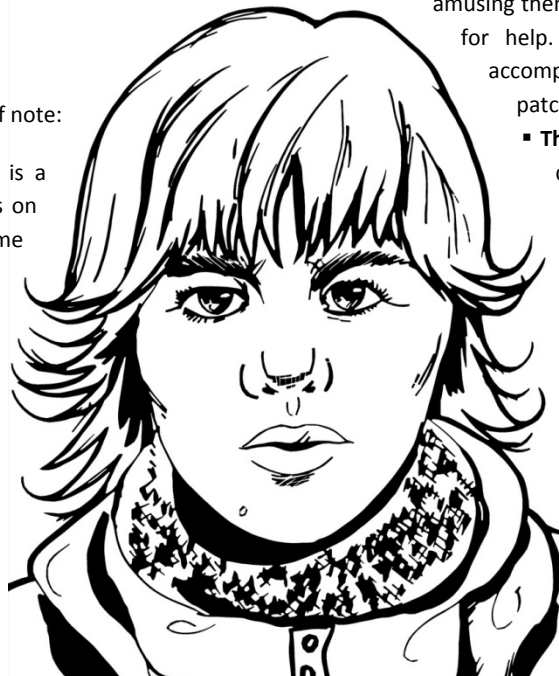
ACCOMMODATION

Two dozen comfortable single rooms are available on the upper floor (7 sp).

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Cock and Bull may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Robbery Most Foul:** The PCs are enjoying a drink when Aaron (LN male human expert 1), a mud-stained coachman, bursts into the taproom. He tells of being ambushed on the road by bandits who robbed him and his passengers of all their valuables. They have pushed his coach into a ditch and are amusing themselves with the passengers. Aaron begs for help. Surprisingly, Bourchier volunteers to accompany the PCs – such brigands on "his patch" are bad for business.
- **Thieves:** An unscrupulous merchant is determined to prevent rival trade contracts that Leoda is carrying reach their destination, and has hired a pair of experienced thieves to steal her satchel. The PCs witness the attempted theft.



CROSSED AXES, THE

The Crossed Axes is run by, and for, dwarves, serving as a home away from home for dwarven visitors to the city and for those residents who want to spend time among their own kind. Although there is nothing to stop members of other races from popping in for a drink, they rarely do.

The entrance to the inn is a stone archway, marked with a wooden sign depicting two crossed dwarven waraxes. Beyond, a flight of stone steps leads down to the large cellar bar. Humans and other tall folk need to watch out for the low beam, lest they bash their heads on it when entering (among locals this is known as the “the Crossed Axes’ welcome”).

Carved stone pillars hold up the ceiling, and finely wrought shields adorn the walls. Behind the long bar is the best selection of dwarven ales outside of the Cloudpeaks, and there are half a dozen alcoves opposite where patrons can enjoy some solitude or privacy.

STAFF

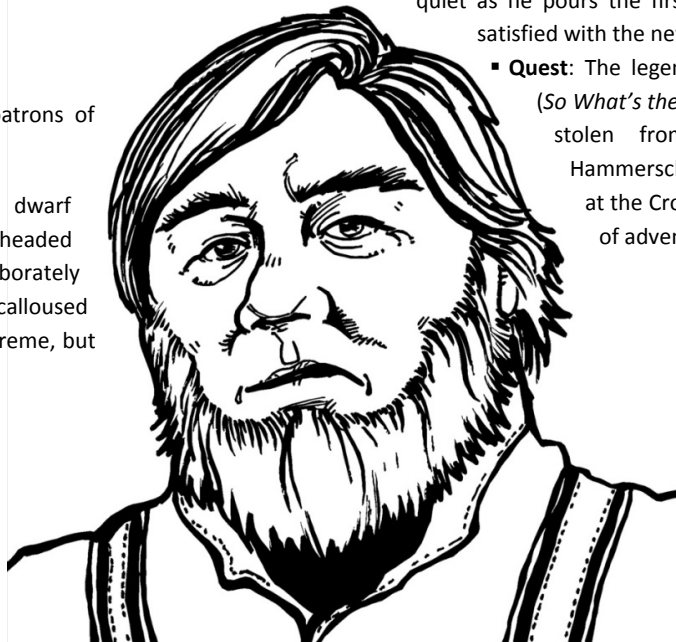
The Crossed Axes has the following notable staff members:

- **Bardolph Rockheart** (LG male dwarf expert 2), a dour pessimist with a short-cropped and neat jet black beard, is the owner and landlord of the Crossed Axes. Bardolph is trying to brew his own dwarven stout but the local river water “just isn’t the same as back home.”
- **Ingel** (LG female dwarf commoner 2), Bardolph’s long-suffering wife, waits tables and keeps the place clean and tidy. She accepts no nonsense.
- **Sandor Ironkettle** (NG male dwarf commoner 2) does the cooking. He is dour and hates customers “invading” his kitchen.

NOTABLE PATRONS

The Crossed Axes has several patrons of note:

- **Holgin Forgestoker** (LG male dwarf expert 4) is an irritable bald-headed weaponsmith with an elaborately braided red beard and heavily calloused hands. He is taciturn in the extreme, but highly skilled.



- **Mabrin Glimmersten** (NG female dwarf cleric 8), dedicated and determined cleric of the Forge God, is in the city to hire some stout dwarven warriors for an important mission. She has had no luck so far but will approach any likely candidates entering the bar.

FOOD & DRINKS

The Crossed Axes serves simple, plain food including:

	PRICE
Anvil Brew, mug	7 cp
Cavern Stout, mug	10 cp
Ham and mixed greens	2 sp
Meal, poor	1 sp
Mutton and mushroom stew	15 cp
Stone bread, made from imported lichen flour	5 cp

ACCOMMODATION

Five clean but basic private rooms are available for 1 gp per night.

EVENTS & ADVENTURE HOOKS

The PCs’ visit to the Crossed Axes may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **New Batch:** Bardolph decides to tap a barrel of his new ale. He has tried a slightly different recipe and is excited to see if he has finally created the perfect dwarven stout. This has become a semi-regular occurrence in the taproom and the patrons fall quiet as he pours the first pint. Although, Bardolph is not satisfied with the new brew, his patrons love it.
- **Quest:** The legendary dwarven urgosh, Trollslayer (*So What’s the Weapon Like, Anyway?*), has been stolen from the tomb of King Odvin Hammerschlag, and a dwarven cleric staying at the Crossed Axes is looking to hire a band of adventurers to help her recover it.

DANCING SATYR, THE

The Dancing Satyr is a rowdy, popular tavern located in the city's lively Riverside District. Good quality food and drinks are sold at reasonable prices, but it's the nightly entertainment that brings in the punters.

Despite being tucked away down a back street, the Satyr is easy to find thanks to the loud music, laughter, cheers and jeers coming from inside. The building is unassuming from the outside, and inside isn't much better: the décor is shabby, the makeshift tables are made from bits of wood nailed to the top of old barrels and the floor is covered in sawdust to soak up spilt wine.

Against one wall is a simple wooden stage on which a wide variety of performers appear each evening. The entertainment is free and always brings in a crowd – many of the city's most famous singers, musicians and poets got their big break after performing here. A typical bill might include several musicians, a puppet show, a juggler, a satirical poet and a singing dog. The good get free drinks and food, and plenty of cheers; the bad get pelted with bread rolls and beer.

STAFF

The Dancing Satyr has the following notable staff members:

- **Amara** (NG female half-elf bard 1) is an aspiring musician. She is scatterbrained, but extremely attractive. Tactile, she is a firm favourite of many of the male patrons. She wears ornate hairclips to manage her long, slightly curly hair and loves to receive flowers from admirers. There are always several bouquets behind the bar.
- **Hibran** (NG male human bard 1) is an aspiring musician, who is working here to make some extra coin by serving drinks and food between performances. Hibran is bursting with ambition, but is frustrated by all the attention lavished on Amara (which he doesn't believe she deserves).
- **Kerran Fairfield** (NG human male bard 2/expert 3) owns the Dancing Satyr and acts as Master of Ceremonies. He is tubby, camp and fond of colourful, glittery clothing. A showman through and through, he closes every night's bill with a tipsy rendition of "Lads and Lasses," to the accompaniment of the crowd.



NOTABLE PATRONS

The Dancing Satyr has several patrons of note:

- **Bavo Roddleberry** (N male gnome expert 3) is an impresario looking for performers to appear in the play he is staging. Charming but greedy, he makes sure he comes out on top in any business deal.
- **Marette** (CG female human aristocrat 1) has sneaked out from under her noble father's beady eye to come and see the handsome bard, Alaric Micheri, perform.

FOOD & DRINKS

The most popular items on the Dancing Satyr's menu include:

	PRICE
Bardic Inspiration ale, pint	6 cp
Fruity white wine, bottle	3 gp
Honey-glazed roast chicken wings	2 sp
Meal, common	3 sp
Onion and cheese omelettes	1 sp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Dancing Satyr may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Hecklers:** Freyja Sparrow (N female half-elf bard 2), a talented and beautiful harpist, can't make herself heard on stage over the rowdy students from the College of Magic. Kerran asks the PCs to go over and tell them to keep their voices down.
- **Harassed Bard:** Alaric Micheri (N male elf bard 4) is having trouble with his over-enthusiastic female fans. He begs the PCs to help him slip away quietly at the end of his performance by creating some kind of distraction. He laments to the PCs that he has a hard life.

DIRTY WEASEL, THE

Home from home for students at the College of Magic, young nobles slumming it for the evening and neophyte adventurers, the Dirty Weasel is a cheap and raucous back street tavern in the centre of the city.

The pub is a tall, narrow, two-storey building, sandwiched between a bakery and a candlemaker's shop. The swinging sign depicts a lascivious-looking, drunken weasel wearing a tricorn hat. Inside, the crowded taproom is long and thin, with a low ceiling and only a few bar stools in the way of furniture. A flight of stairs at the back leads up to the first floor; here, there are several rooms with tables and chairs, each usually packed out with groups of friends from early evening. The walls on both floors are decorated with dusty old College memorabilia.

The atmosphere is convivial, if drunken, with much friendly rivalry and banter between the different student houses at the College of Magic, noble factions and various rookie adventuring bands. This often turns into impromptu contests of prestidigitation, arm wrestling, drinking or a combination of all three.

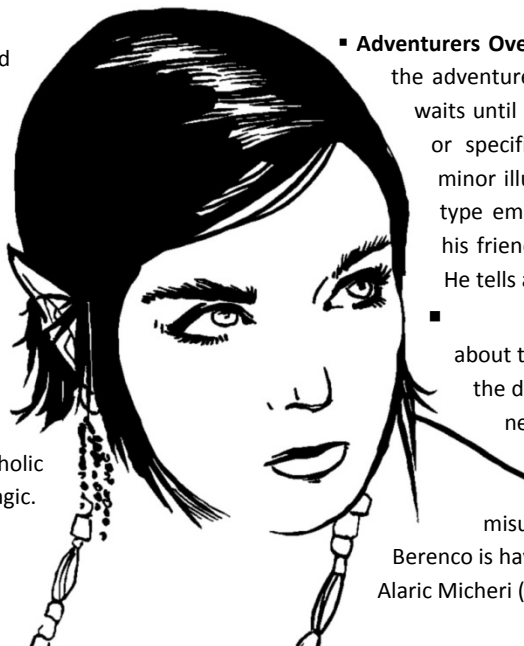
STAFF

The Dirty Weasel has the following notable staff members:

- **Mazran Draker** (CG male half-elf expert 3/wizard [universalist] 1) is a jolly, well-fed fellow who was sent down from the College of Magic for slipshod spellcasting and poor attendance at lectures. He owns and runs the Dirty Weasel.

Mazran is assisted behind the bar by various student wizards trying to earn a few extra silver pieces to pay for their spellbooks.

- **Aelliah Kaneltyn** (NG female elf wizard [transmuter] 5) tries to play the part of the aloof elven maiden, but often forgets herself. Far more advanced than most students, she was sent here by her racist father to study at the College of Magic and to see for herself the depravity of human civilisation. Sadly, for her father, she is rather enjoying herself.
- **Pirjo Rantanen** (CN female human wizard [evoker] 2) is fiery, unpredictable and a borderline alcoholic student studying at the College of Magic. She loves working at the Dirty Weasel.



NOTABLE PATRONS

The Dirty Weasel has several patrons of note:

- **Bruno Dunker** (NG male human wizard [illusionist] 1) is a ruddy-complexioned, big-boned student with a mess of curly brown hair. He is failing Evocation and Abjuration and spends every night in the Weasel, getting drunk and entertaining his fellow students with his clever illusions.
- **Salerith** (LN female elf cleric 1), a mousy-looking, long-haired cleric of the Goddess of Magic, is looking for an adventuring band to join. She is an expert historian.

FOOD & DRINKS

There is no kitchen at the Weasel, but Mazran sells snacks from the next door bakery as well as various local speciality drinks:

	PRICE
Basilisk Brew	2 cp
Ham and cheese pies	5 cp
Meal, poor	1 sp
Red wine, pitcher	1 sp
Viperstrike Cider (extra strong), pint	5 cp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Dirty Weasel may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Adventurers Overheard:** Bruno decides to play a prank on the adventurers. If he overhears their conversation, he waits until he hears them speaking about a fallen foe or specific type of creature. Later, he creates a minor illusion of a ghostly creature of the relevant type emerging from the party's table. Bruno (and his friends) find the ensuing chaos vastly amusing. He tells angry PCs to "calm down – it was a laugh."
- **Wizardly Whispers:** Rumours and gossip about the college and noble houses swirl among the drunken, indiscreet clientele. The latest news is that Oglander Trell (see The Wand and Scroll [page 20]) is engaged to the Winter Queen's daughter after a misunderstanding, and Kouren of House Berenco is having an illicit affair with the noted bard Alaric Micheri (see the Dancing Satyr [page 7]).

HAMMER AND TONGS, THE

This unpretentious tavern serves decent food and reasonably priced drinks to local craftsmen seeking to unwind at the end of a hard day's work. The pub is situated in the heart of the city's Guild District and is the type of establishment where everyone knows everyone else's name, meaning that newcomers tend to stand out from the crowd.

Unremarkable from the outside, there's nothing particularly noteworthy about the décor inside either, although the taproom is decorated with painted wooden badges of the various city guilds. It's rarely busy and the clientele tend to sit alone or in small groups, enjoying a quiet pint, a bite to eat and some friendly conversation over a game of table skittles or Pitch Coin.

All this changes when an inter-guild dispute flares up, turning the Hammer and Tongs into a battleground. The last one was between the Coopers and the Carpenters and led to a massive brawl which broke every stick of furniture in the tavern.

STAFF

The Hammer and Tongs has the following notable staff members:

- **Frida** (N female human expert 1), Herk's short and stocky wife, cooks the food and helps serve drinks, using her waspish tongue to keep the patrons in line. She wears her hair up in bunches because she thinks it makes her look younger. Patrons commenting on her "youthful" looks gain preferential service (and possibly a free drink or two!)
- **Herk One-Hand** (LN male human expert 3) is the no-nonsense landlord of the Tongs. A former carpenter, Herk lost his hand in an unfortunate accident, forcing a career change. He tries to stay neutral in any inter-guild disagreements. For the most part he succeeds in this and, consequently, he is respected by most of his patrons (except, bizarrely, the Carpenter's Guild that see him as something of a traitor).
- **Roke the Reckless** (N male half-orc fighter 3), a towering, broken-nosed bouncer, is brought in to act as peacemaker when the guilds are at war. The patrons universally fear his hammer-like blows and his mere presence has been known to quell an impending brawl.



NOTABLE PATRONS

The Hammer and Tongs has several patrons of note:

- **Balrenna** (N female human expert 2) is a gap-toothed, grey-haired old woman with hands stained reddish-brown from dyeing cloth. She likes a good gossip and is happy to chat to anyone buying drinks.
- **Erner Flat-Nose** (NG male dwarf expert 3) is a tattooed, red-haired shipwright and a fully-paid up member of his guild. Business has not been good recently, and Erner grumbles to that the Carpenters' Guild is encroaching on his territory.

FOOD & DRINKS

The kitchen offers filling meals, served in generous portions. The offering includes:

	PRICE
Blacksmith's ale	2 cp
Black pudding with mashed turnips	6 cp
Meal, poor	1 sp
Vegetable stew with meatballs	4 cp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Hammer and Tongs may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Barroom Brawl:** The PCs are looking for a particular craftsman who they have heard drinks in the Hammer and Tongs. Unfortunately, a full-fledged barroom brawl is underway when the PCs arrive.
- **Gossip:** Balrenna is thirsty and wants a drink. She decides the PCs are clearly gullible adventurer types and tries to get them to buy her drinks. In return, she tells them all she knows about local events, rumours and legends. The stories start out innocuous enough, but as she gets drunker they become more and more fantastical (and blatantly untrue). She tries to spin out the tales' telling as long as possible, and frequently stops for refreshment.

HUNTSMAN'S REST, THE

The Huntsman's Rest is a large inn situated at a well-travelled crossroads near the edge of a great forest. Popular with hunters, trappers and adventurers, it provides warm food, excellent ale and good company to those venturing into the wilderness.

The inn is a sturdily constructed three-storey wooden building, with sleeping accommodation and meeting rooms on the upper floors. Balconies with comfortable leather armchairs overlook the main taproom, which is dominated by a huge stone chimney and roaring fireplace, and decorated with hunting trophies. Many of these are mundane animal heads, such as elk and boar, but there are monsters too, including the three heads of a magnificent chimera mounted over the fireplace, and a stuffed girallon which stands in one corner.

STAFF

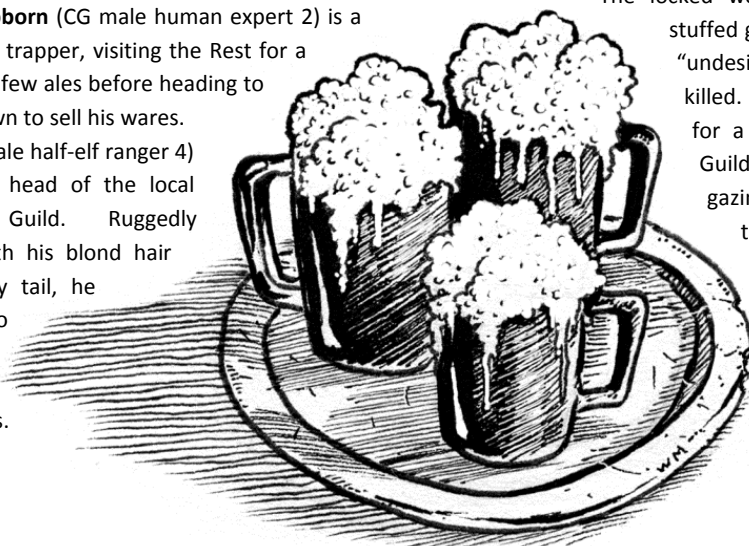
The Huntsman's Rest has the following notable staff members:

- **Cernon Eadbyrg** (N male human ranger 5) is a retired hunter. Balding and out of shape, but still a towering figure of a man, Cernon likes to regale his customers with dramatic hunting tales.
- **Emmi** (NG female human expert 2) is Cernon's doting wife. She is an excellent cook with years of experience in preparing exotic meats.
- **Irja and Saewen** (CN female human rangers 2), the couple's daughters, serve drinks and food, but also bring in the fresh game served in the kitchen. They dress in hunting gear and take no nonsense from the customers. Both are attractive; of the two, Irja is far wilder than her sister.

NOTABLE PATRONS

The Huntsman's Rest has several patrons of note:

- **Barjik the Stubborn** (CG male human expert 2) is a grizzled old fur trapper, visiting the Rest for a hot bath and a few ales before heading to the nearest town to sell his wares.
- **Kanbrar** (NE male half-elf ranger 4) is the current head of the local Huntsmen's Guild. Ruggedly handsome, with his blond hair tied in a pony tail, he seeks to impress any female PCs with his charms.



FOOD & DRINKS

The high quality food served at the Rest is dominated by game. House specialities include:

	PRICE
Dire Bear Drool (an amber ale), mug	8 cp
Forest grouse pie with fresh mushrooms	7 sp
Meal, good	5 sp
Spicy elk sausages	7 sp

ACCOMMODATION

Private one- or two-bed rooms cost 1 gp and 15 sp a night respectively. More trophies decorate the bedrooms, fur rugs keep patrons' feet warm, and the chandeliers are made from antlers. Alternatively, bunk beds are available in the common room for 5 sp a night.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Huntsman's Rest may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Forbidden Pleasure:** Irja takes a liking to one of the party and makes it very clear that she would like to spend the night with her chosen partner. She is attractive, passionate and without scruples. However, once the PCs have left, Cernon overhears her telling Saewen of her conquest. Outraged, he decides to avenge his daughter's honour – who was clearly bewitched in some way – and sets out after the PCs with a small band of hunter friends.
- **Missing Adventurer:** One of the first-floor meeting rooms is used exclusively for the Huntsmen's Guild's monthly meetings.

The locked wood-panelled chamber is decorated with stuffed goblin heads and trophies taken from other "undesirables" the Guild has hunted down and killed. The PCs may have come to the inn looking for a missing adventurer who fell foul of the Guild. The discovery of his embalmed head gazing down at them from the wall may lead the PCs to question the motives and morals of the local hunters.

LADY LUCK'S

Located in the poorest neighbourhood in town, Lady Luck's is a sleazy gambling hall and tavern which attracts desperate souls hoping to win big and get themselves out of a hole.

Lady Luck's can be spotted from some distance away because of its unique "sign" – three glass globes floating magically above the shabby entrance, glowing in ever-shifting colours. These spheres were given to the owner a few years ago by a hard-up wizard who couldn't pay his gambling debts. Inside the dingy low-ceilinged hall, local folk fritter away what little money they have at the scruffy-looking gaming tables, while drinking cheap beers and wine served by scantily clad hostesses. Games played include Rise and Fall (a card game), Hazard (a dice game) and a spinning wooden wheel of fortune, and are rigged to ensure the house always comes out on top.

STAFF

The Lady Luck's has the following notable staff members:

- **Podrick Pendrell** (NE male halfling rogue 2) runs Lady Luck's for its owner, the crime boss Orzo Gerozzo (see The Laughing Gull [page 12]). This cowardly little fellow has yellowing, rotten teeth, bad breath and a greasy comb-over which fails to cover his bald patch.
- **Sylvana** (CG female human expert 2), a talented singer whose career was cut short after a nasty robbery, spins the crooked wheel of fortune. Still very attractive, despite the scar across her throat, she longs to find honest employment elsewhere.

RISE AND FALL

One of many common card games played in taverns, Rise and Fall is as much about luck and guesswork as skill. It is played with a standard deck of cards. The aim of the game is to successfully predict whether the value of the next card is higher or lower than the last card showing. For this game, an Ace counts as a one and a face card counts as a ten.

- The dealer deals 10 cards face down on the table, then turns the first over as a starting point. (Roll a d10 to determine each card's value, if cards are not available).
- Each player in turn makes their guess whether the next card is higher or lower and places their bet in the pot. The dealer turns over the next card and the players who guessed wrong drop out.
- The players repeat the previous step until no cards are left or until only one gambler remains. The winner(s) split the pot equally.

NOTABLE PATRONS

The Lady's Luck has several patrons of note:

- **Averick** (CN male human commoner 1) is a middle-aged widowed fisherman who has fallen in love with Sylvana. Kind-hearted and not bad looking, he squanders his earnings from the day's catch by placing bets he never wins on the wheel, in order to spend time with her.
- **Mannero the Sly** (N male human rogue 1/expert 3) is a nondescript-looking information-broker, who sells and trades useful snippets of gossip. His information is usually very reliable but he cannot be trusted to keep quiet about who has asked him what.

FOOD & DRINKS

To keep the gamblers at the tables the snacks are large and filling (but not particularly nice):

	PRICE
Beer, watery	2 cp
Fishcakes	5 cp
Meal, poor	1 sp
Red wine (vinegary), glass	4 cp
Sausage rolls	3 cp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Lady Luck's may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Mistaken Identity:** Podrick mistakes one of the PCs for a member of Orzo's organisation and provides as much free drink and food as the PC demands. Later on in the evening, the real thief comes in for a drink and Podrick realises his mistake. He belatedly demands that the PCs pay for everything they have consumed. When Orzo hears of the confusion he realises he now has a golden opportunity – while the PC is in town his henchman has an airtight alibi. Until the case of mistaken identity is resolved, this could cause the PC in question considerable grief.
- **Rigged Games:** Market trader Murghad was beaten up by Gerozzo's enforcers for failing to pay the gambling debts he racked up at Lady Luck's, and died soon afterwards. His daughter Nessie thinks the games at the tavern are rigged and begs the PCs to go there and prove it.

LAUGHING GULL, THE

The Laughing Gull is a thoroughly disreputable tavern situated near the docks in the roughest part of the city. Widely known as the unofficial headquarters of the Gerozzo crime family, the place is best avoided.

The tavern occupies a ramshackle two-storey wooden building built on the end of a pier, sitting above the waters of the harbour. A couple of dodgy-looking Gerozzo family soldiers (LE male human warrior 2) loiter outside, but most people stupid enough to come here without an invitation are admitted with little more than a shrug of the shoulders. Inside, the main bar is on two levels; stairs lead up to a first-floor balcony where Orzo Gerozzo and his lieutenants look down on the action below in some comfort. Common thieves, low-level enforcers and teenage pickpockets drink at rough tables and benches on the lower floor.

In the centre of the room is a large round hole in the floor, surrounded by a low wooden railing. The dark waters of the bay are just five feet below the hole, and occasionally a large dorsal fin breaks the surface of the water. Every night, a barrel of fish heads and guts is poured into the hole to entertain Gull patrons with a glimpse of one or two sharks.

STAFF

The Laughing Gull has the following notable staff members:

- **Hardjoy** (CE male half-orc rogue 1/commoner 2), tends the Gull's bar while living up to his epithet "the unsmiling." Hardjoy is missing half his nose and gets very angry if anyone asks him how he lost it (his ex-wife bit it off).

Several women work as tavern wenches; the younger ones flirt with Orzo and his men to keep in with the crime boss and get the best tips.

- **Hild** (NG female human commoner 1) has just started work at the Laughing Gull because she is deeply in debt to Orzo and is horrified as to what she has gotten herself into. Most of the clientele terrify her and she has already fended off several inappropriate advances. If any of the PCs seem trustworthy, or if any of them are actually nice to her, she keeps as close to their table as possible hoping that they will protect her.
- **Oxilia** (CN female human rogue 2) is out for revenge – Orzo had her brother killed and she is

waiting for the right moment to slip a knife between his ribs. She is very attractive and tries to seduce a warrior to aid her.

NOTABLE PATRONS

The Laughing Gull has several patrons of note:

- **Orzo Gerozzo** (LE male human rogue 7) owns the Laughing Gull and is a thoroughly nasty piece of work. Fat, sweaty and fond of wearing massive jewelled rings, Orzo controls much of the smuggling that operates through the city docks, as well as running protection rackets and thieving gangs.

FOOD & DRINKS

The Laughing Gull is not renowned for its cuisine:

	PRICE ¹
Ale, pint	2 cp
Beer, pint	2 cp
Fish stew and a hunk of bread	4 cp
Meal, poor	1 sp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Laughing Gull may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Barroom Brawl:** A barroom brawl suddenly breaks out in the common room and quickly spreads. The brawl is a diversion intended to draw attention away from an assassination. The assassin (NE human male rogue 7/assassin 2) intends to poison his target and dump him into the shark-infested waters below. If the PCs stop the assassin, they make a new friend (but sadly a new enemy as well).
- **Doomed Pickpocket:** Chum isn't the only thing that gets thrown into the harbour for the sharks. The PCs might come to the Laughing Gull on the trail of a pickpocket who stole something valuable from them. Unfortunately, the young lad got caught trying to hide part of that day's takings from Orzo and is about to be thrown to the sharks when the PCs enter the tavern.



LAZY BADGER, THE

The Lazy Badger is situated on the banks of a busy river in a small town and is a popular watering hole amongst the “Little Folk” – gnomes and halflings – living in the wooded hills nearby or passing through on barges.

The tavern is built into the side of a low hill and is either entered through a large round blue door at the front or the charming beer garden at the back, where a small jetty provides easy access for river travellers. The whitewashed walls of the taproom are hung with faded tapestries and paintings, mostly depicting rural scenes, although one behind the bar (showing three moss-covered troll statues sitting in a forest clearing) stands out from the others.

The ceilings inside the bar are much lower than those in a typical tavern, forcing humans and other tall folk to stoop, and most of the furniture is built with the smaller races in mind. Humans, elves and dwarves are still made to feel welcome by the bar staff, but it is recommended they sit outside in the beer garden to avoid too many bruised heads and egos.

STAFF

The Lazy Badger has the following notable staff members:

- **Maela** (LG female halfling commoner 2) is Reenor’s wife. She does the cooking, and likes to make a fuss of her regular customers, often flirting with them when she’s had a few drinks, prompting rolled eyes from Reenor.
- **Reenor Nimblefoot** (NG male halfling expert 2) is well-fed, curly-haired and amenable. He loves his job and is genuinely happy with his lot. He is not above sharing a pot of ale and recent rumours with friendly, generous customers.

Several barmaids and potboys (NG gnome or halfling commoner 1) aid the couple, but none stay longer than a month or two.

NOTABLE PATRONS

The Lazy Badger has several patrons of note:

- **Cadder Shadowstep** (N male halfling rogue 5) is a river traveller and regular at the Badger. Dressed in well-tailored midnight blue clothes and with his long

dark hair tied back in a pony tail, this handsome fellow is a big hit with Maela and the barmaids. Cadder smuggles fine brandy, pipeweed and spices up and down the river, always staying one step ahead of the authorities.

- **Paulpin Lund** (CG male gnome wizard [conjurer] 4) lives just outside town. Easily spotted thanks to his purple spiky hair and ostentatious red and gold robes, Paulpin does a brisk trade in scrolls and potions, advertising his magical talents by performing parlour tricks in the bar.

FOOD & DRINKS

Maela’s food is typical, hearty halfling fare. He also brew his own beverages on the premise:

	PRICE
Fresh onion bread, loaf	1 sp
Frothy Luglurch ale, pint	4 sp
Meal, common	3 sp
Reenor’s Own (perry), glass	3 cp
Rabbit and beetroot pie	1 sp

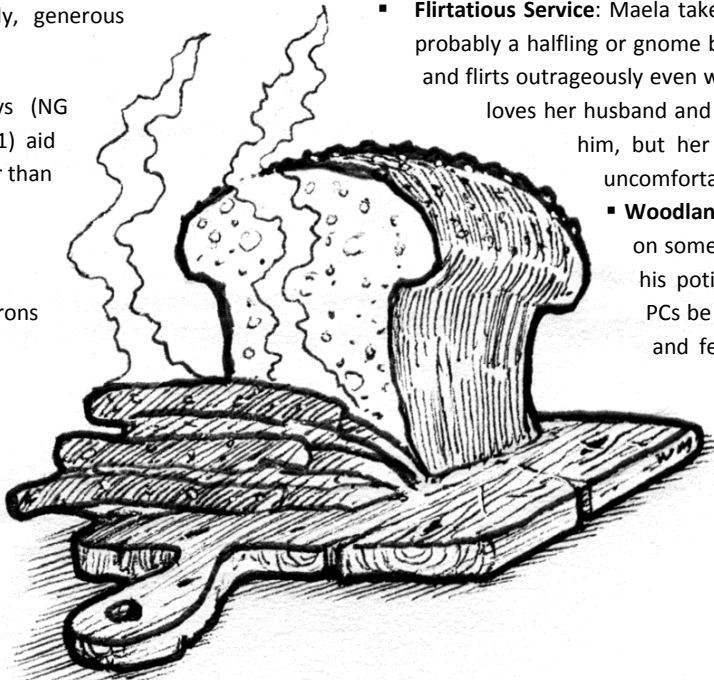
ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs’ visit to the Lazy Badger may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Flirtatious Service:** Maela takes a shine to one of the party – probably a halfling or gnome but any attractive male will do – and flirts outrageously even when her husband is nearby. She loves her husband and has no intention of cheating on him, but her attentions may make the PCs uncomfortable.
- **Woodland Hunt:** Paulpin is running low on some of the ingredients he needs for his potions and scroll inks. Would the PCs be available to pop into the woods and fetch him some giant spider silk and jack-o-lantern toadstools?



LUCKY CATCH, THE

This tavern is located near the docks in a seaside town and is popular with both the local fishermen and anyone who enjoys well-cooked seafood.

The pub is nothing too special to look at from the outside, just a weathered one-storey wooden building, with a painted sign showing a smiling fisherman hauling in his bulging net. The taproom isn't particularly impressive either – it has a low ceiling, a plain wooden floor, and the only decorations are fishing nets and other nautical gear. What is notable, though, are the delicious aromas coming from the kitchen. Typically quiet during the daytime, the tavern is bustling in the early evening when the fishermen come in for their supper and a drink after a day out on their boats. Tales are swapped of the ones that got away and it's only a matter of time before someone gets out a fiddle or a squeezebox and starts to play a jolly shanty.

STAFF

The Lucky Catch has the following notable staff members:

- **Norbert** (LG male human commoner 1) is a nervy, acne-ridden young lad with a missing thumb, who needs to be more careful when handling knives. He helps out in the kitchen and behind the bar.
- **One-Eyed Griffo** (NG male dwarf expert 2), a retired fisherman with an eyepatch and a peg leg (he lost his own leg to a shark), owns and runs the Catch. As well as brewing his own beer, he's a great fish cook. A nosy fellow, Griffo is always keen to find out more about any newcomers.

NOTABLE PATRONS

The Lucky Catch has several patrons of note:

- **Ortwen** (CG female human wizard [transmuter] 4) needs a rare seaweed found on the beaches of remote Shadow Island for a potion she wants to brew. Bespectacled and bumbling, with long red hair, she is looking to hire a fisherman to take her there.
- **Praen** (N male human druid [aquatic] 2) is a fisherman of consummate skill who always seems to know exactly where the fish are most plentiful. Perpetually smoking a pipe, he is bluff and friendly to all. He knows secret coves along the coast where at low tide

strange ruins emerge from the surf. For a modest fee, he is happy to show inquisitive adventurers.

- **Skorren** (LN male human expert 1) is a bearded, bow-legged old fisherman who enjoys telling tall tales of mermaids and sea serpents. He likes his rum and has a tendency to overindulge.

FOOD & DRINKS

Much of the Lucky Catch's provender comes from the sea:

	PRICE
Clam chowder	2 sp
Griffo's Lonely Wyrms dark ale, mug	2 cp
Grog	2cp
Lobster	3 sp
Mackerel fishcakes with mushy peas	1 sp
Meal, common	2 sp
Rum	1 sp

ACCOMMODATION

None available.

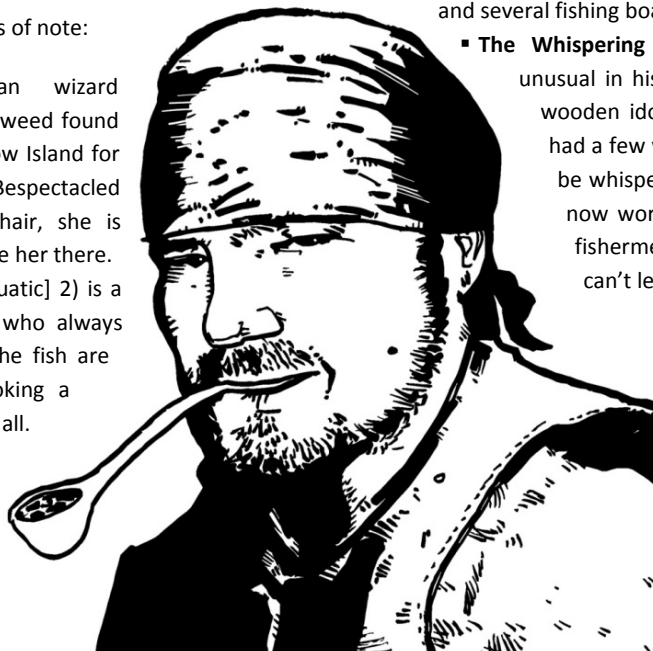
EVENTS & ADVENTURE HOOKS

The PCs' visit to the Lucky Catch may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **The Sunken Pyramid:** Several old fishermen sit around telling tales of a strange sunken structure just off the coast. They speak of a great stone pyramid that rises up from the depths.

Sharks are known to cruise the waters around the pyramid and several fishing boats have recently gone missing.

- **The Whispering Idol:** Skorren caught something unusual in his nets a few days ago – a strange wooden idol. He took it home and has since had a few weird dreams where it appeared to be whispering in his ear while he slept. He is now worried that one or two of the other fishermen want to steal it from him. He can't let that happen...



MERRY MERMAID, THE

In the eyes of the authorities, a nasty blemish on the face of their otherwise fair port town, the Merry Mermaid is a boisterous dockside inn, run by an ex-pirate and frequented by those still in that line of work, smugglers, and sailors looking for somewhere to spend their hard-earned coin. Bawdy songs, barroom brawls and wild revelry are common.

The Mermaid is a large two-storey black and white building on a busy street corner near the docks, with a scandalously carved ship's figurehead of a mermaid, its paint peeling off, fixed above the entrance. Inside, the barroom has the appearance of an inverted ship, with a ceiling fashioned from curved wooden beams. The décor includes many items taken from the owner's former vessel, including a ship's wheel, a large globe that once stood in his cabin, and dozens of framed nautical charts. A painting of a strange-looking rock formation resembling the skull of a giant monkey hangs behind the bar.

The inn is usually fairly quiet during the day, but from early evening it fills up with sailors who have arrived at the docks that afternoon, and then stays busy until the early hours of the morning. Entertainment is provided by a trio of resident half-elf musicians – a fiddler, an accordion-player and a penny whistle player – who perform a wide array of sea shanties sure to get everyone dancing a drunken jig and singing along at the tops of their voices.

STAFF

The Merry Mermaid has the following notable staff members:

- **Aldal**, an emerald green talking parrot, sits on a perch hanging over the bar. He mostly enjoys insulting the customers but occasionally spout things like “take fourteen paces from the crooked tree, then walk west for twenty paces,” which appear to be directions to buried treasure.
- **Arallia** (CG female human commoner 3) is Loach's third wife. She is twenty years his junior, blonde and stunningly attractive, and dotes on the old ex-pirate. Arallia manages the tavern wenches and potboys who serve drinks and food to the thirsty pirates, and handles the inn's finances with aplomb.
- **“Red Legs” Loach** (CN male human fighter 7/duelist 2) is a red-haired, bearded, bear of a man in his late forties, covered in tattoos. He served as first mate on the *Drunken Medusa* under the fearsome pirate captain Bloody Marja, before a massive treasure haul earned him enough to buy his own ship. After a few years sailing the Five Seas on the *Merry Mermaid*, he returned to dry land and bought this inn. Red Legs misses the sea and it's not hard to get him to tell a few tales of his adventures.

NOTABLE PATRONS

The Merry Mermaid has several patrons of note:

- **Blind Nallon** (NE male dwarf rogue 2) is an irascible, greedy informant and spy, who provides intelligence on the movement of pirate ships and smugglers to the authorities and sometimes rival criminals. Although he binds his eyes with a black cloth and carries a staff he isn't actually blind.
- **Ywain Coltbeyn** (CN male half-elf expert 2) is a dashing-looking fellow, always elegantly dressed, with long, flowing blond hair and several gold rings on his fingers. Ywain is a successful and wealthy fence, charming to talk to, but also possessed of a steely determination to make as much money as possible.

FOOD & DRINKS

Food served at the Mermaid is mainly simple, hearty fare:

	PRICE
Meal, common	3 sp
Nutmeg-spiced grog, mug	3 cp
Oysters, served raw with a sauce of white wine, shallots, lemon juice and black pepper, platter	3 sp
Piping hot cheese and onion pasties	1 sp
Rum, glass	1 sp
Well-spiced sausage rolls	1 sp
Whalesong Stout (strong dark beer), mug	6 cp

ACCOMMODATION

There are six well-kept private rooms available at the Mermaid for 5 sp per night, as well as the bunkhouse in the yard out the back which sleeps a dozen (2 sp for a bed). Company for the night is usually available for between 2 gp and 5 gp.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Merry Mermaid may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Bloody Marja's Cutlass:** The PCs have heard a rumour that Aldal knows the location of Bloody Marja's cutlass (see *So What's the Weapon Like, Anyway?*) If they give him enough ship's biscuits, will they be able to get the information they need to find the valuable sword?
- **Smuggled Goods:** The town council knows it is missing out on valuable duty charges from goods smuggled into port and believe the Merry Mermaid is at the heart of this illegal activity. Rumours persist of hidden tunnels leading from a secluded cove to beneath the inn and the mayor hires the PCs to go to the inn and find the tunnels.

PILGRIM'S RESPITE, THE

Pilgrims making the arduous trek up Justicar's Mountain to visit the sacred site where St. Joramon received the Sacred Laws of Darlen (LG god of law, order, justice and the sun) from the god are always grateful for the sight of the Pilgrim's Respite halfway through their trip.

The inn is a two-storey wooden structure built onto the side of the mountain, with balconies on both floors giving guests stunning views of the forested valley far below and the high peaks opposite. The main barroom is decorated with wooden pillars carved with Darlen's holy scriptures, and provides welcome shelter from the bleak weather conditions on the steep, winding trail to the summit. Hot, sugary cups of tea are presented to guests on arrival and the great blazing fire allows travellers to dry off while their mules are taken to the stables.

STAFF

The Pilgrim's Respite has the following notable staff members:

- **Esme** (LG female human commoner 3) is Ullah's wife and his equal in religious fervour. In her fifties, she is a kindly woman and has a tendency to speak in hushed, reverential tones.
- **Father Ullah** (LG male human cleric [Darlen] 4), a devout cleric of Darlen, runs the inn. In his mid-fifties Ullah has a suntanned, weather-beaten face. He climbs the mountain at least once a week and is happy to act as a guide for pilgrims (for a donation to the church, of course).
- **Lister** (NG male human commoner 1) looks after the stables and serves food and drink in the bar. He is a gangly, awkward lad who desperately wants to join the clergy. Not particularly religious, he nevertheless sees the priesthood as his best chance at an easy life.

NOTABLE PATRONS

The Pilgrim's Respite has several patrons of note:

- **Bozelas** (LN male human commoner 1) is a small, wiry-looking goat herder who comes into the inn each evening for a hot cup of tea and a bowl of rice. He gets lonely with no one but his flock to talk to all day and is keen to chat to travellers.
- **Davefor Poggs** (N male human wizard [necromancer] 6) is a wizard in trouble. A spot of foolish dabbling in diabolism has led the pot-bellied, balding little man to sign an infernal contract with a contract

devil (*Bestiary* 3) in exchange for success and recognition from his peers at the College of Magic. He sits alone in a corner, drowning his sorrows and fretting about what lies in store for his damned soul.

- **Korivio** (LG male human cleric 2) is a 17-year-old, olive-skinned, tonsured priest of Darlen on his first pilgrimage to the shrine at the summit. Unfortunately, his porters were driven off when his party was attacked by a flock of harpies. He is determined not to turn back but could do with help in getting to the top.

FOOD & DRINKS

Only plain dishes are on offer, at the Respite:

	PRICE
Hot rice wine, glass	3 cp
Meal, poor	1 sp
Rice with chicken and egg, bowl	7 cp
Tea, cup	2 cp
Vegetable broth (thin), bowl	4 cp

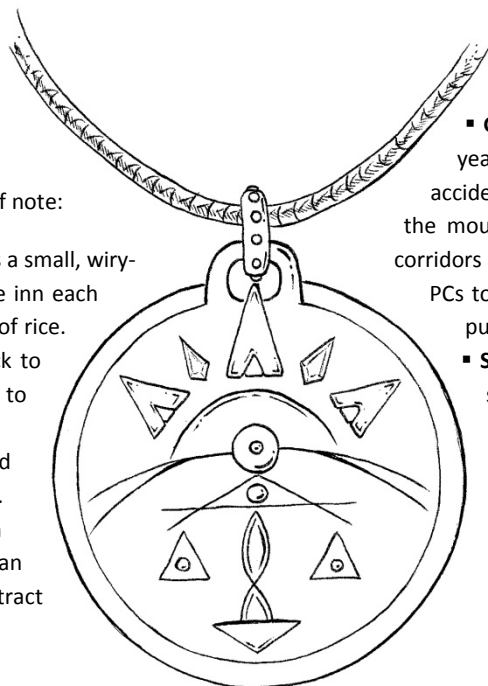
ACCOMMODATION

A night's stay costs 1 sp. The rooms are very basic with bunk beds, warm blankets and a fireplace. Religious paintings and tapestries adorn the walls.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Pilgrim's Respite may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Ghostly Pilgrim:** Recently a pilgrim's seven-year-old daughter, Asunda, died in a tragic accident – the little girl slipped and tumbled down the mountain in the snow. Her ghost wanders the corridors of the inn at night and may try to lead the PCs to the site where her bones lie so she can be put to rest.
- **Stolen Soul:** Davefor Poggs is desperately seeking a band of adventurers experienced and resourceful enough to sneak into the fortress-library in the Nine Hells that holds the devil's copy of his infernal contract so it can be destroyed. He seeks to test the PCs' capabilities first with a simpler quest.



ROYAL SWAN, THE

The Royal Swan is, without a doubt, the finest tavern and restaurant in the city, if not the entire kingdom. Home to the culinary genius Sarracino, and a wine cellar that is second to none, this is the place to see and be seen for the great and the good.

The tavern is a smart, two-storey black and white building whose sign depicts a white swan wearing a gold crown, with two liveried doormen standing attentively outside. Within, guests are greeted by a hostess and shown to either the bar or the restaurant. Both typically require reservations, with the latter subject to a long waiting list. The décor in the barroom is stylish with discreetly lit booths and well-upholstered velvet seats. In the more formal restaurant, fine rugs from distant Sabtah cover the floors, the cutlery is silver and the glasses elven, and the walls are hung with tapestries. Upstairs, several private rooms are available for intimate dinners and soirées.

STAFF

The ownership of the Swan is something of a mystery, as no one has ever met the wealthy merchant who holds the deeds. The Royal Swan has the following notable staff members:

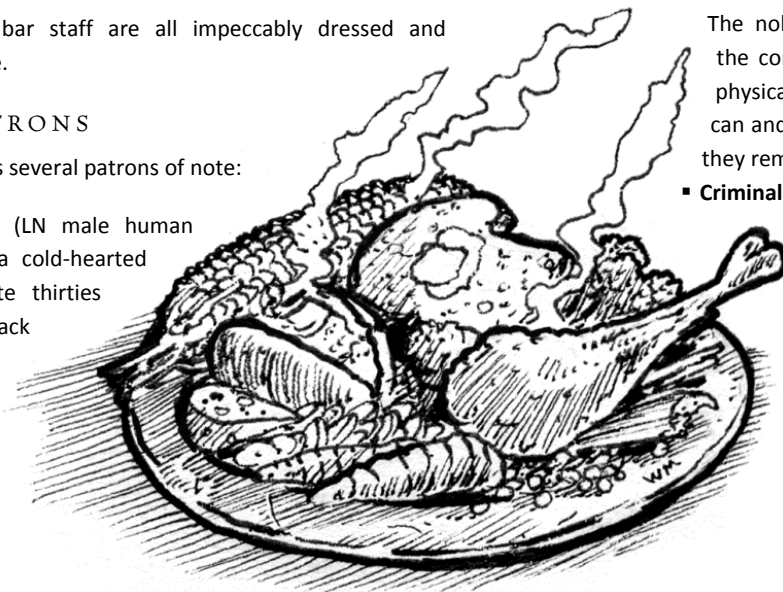
- **Daniel** (LG female elf expert 4) manages the staff and looks after the customers. She is beautiful and charming and is consequently the centre of much male attention.
- **Sarracino** (CG male half-elf expert 5) is the Swan's head chef; shaven-headed and olive-skinned, he is renowned as much for his penchant for colourful language as he is for his experimental dishes.
- **Volterin** (LN male human expert 3) runs the bar and the wine cellar. He is short and dapper.

The waiters and bar staff are all impeccably dressed and exceptionally polite.

NOTABLE PATRONS

The Royal Swan has several patrons of note:

- **Coren D'Attallio** (LN male human aristocrat 2) is a cold-hearted noble in his late thirties with thinning black hair. He is dining with his fashionable young "niece" and is bored



with her inane conversation.

- **Fiora Silvertongue** (NE female human bard 4) is a large-bosomed blond opera singer with a magnificent voice and a mean streak. She is most often here with a coterie of male admirers.

FOOD & DRINKS

Sarracino's imaginative creations are expensive but taste amazing.

	PRICE
Stuffed pheasant on a bed of vegetables served with parsnip mash	6 sp
Meal, good	5 sp
Poached cockatrice egg and crispy dire bacon on a bed of river cress, drizzled with truffle oil	5 gp
Wine (fine), bottle	10 gp
Wine (outstanding), bottle	25 gp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Royal Swan may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Angry Customers:** A party of noblemen turn up for dinner, but discover they have lost their booking because they are late. It transpires that the PCs are the beneficiaries of their misfortune. The nobles demand the PCs leave – as they are now here – and take it badly if the PCs refuse.

The nobles leave, but vow revenge against the commoner upstarts. While they do not physically confront the party, their hirelings can and do make the PCs' lives difficult while they remain in the city.

- **Criminal Front:** Captain Jorgem of the City Watch is convinced the Royal Swan is a front for a ruthless crime lord. He can't be seen to harass the influential clientele or the staff, so he attempts to hire the PCs to pose as aristocrats to see if they can unearth the truth.

SAUCY SYLPH, THE

The Saucy Sylph is an inn, tavern, gambling hall and festhall all rolled into one that provides rowdy entertainment nightly to all and sundry.

The inn occupies a large three-storey wood and stone building in a busy part of the city where it attracts nobles wanting to slum it for the evening, traders and merchants and anyone else looking for a wild night out. Inside, the noisy bar runs the length of the right-hand wall; there is always a big queue despite the half dozen very efficient barmaids pouring pints.

The centre of the room is dominated by a round stage where scantily clad dancers of both sexes and various races perform for the crowds. Several gaming tables, including dice, cards and even snail racing, are dotted around the vast room. The décor is gaudy – much of the furniture is painted gold and the walls are hung with rather tatty red velvet drapery. Escorts (of either gender) are available for hire for 10 gp for the evening.

STAFF

The Saucy Sylph has the following notable staff members:

- **Grurrk** (N male bugbear fighter 1) works as the inn's bouncer. He enjoys his work, happily throwing out anyone getting too boisterous, then bopping them over the head with his club for good measure. He is an imposing figure and is ferociously loyal to Tyrellai. If not beloved by the patrons, Grurrk is respected and is able to move about the town relatively freely.
- **Tyrellai** (CG female half-elf expert 3), an enchanting dancer, won big on the card tables one night and bought out the previous owner. She still takes part in the performances and is very popular with the regulars. She makes sure that no customers mistreat her dancers or escorts.

NOTABLE PATRONS

The Saucy Sylph has several patrons of note:

- **Doonan** (LG male human cleric 3) is a young, shaven-headed pious priest of Conn who has come to the Sylph to preach the joys of temperance to the sinners within. He is getting very hot under the collar at the sight of the dancers and is planning

to get to know one or two of them so he can save them.

- **Odgar Pennyweather** (N male gnome rogue 3) is a devious little pickpocket with bright orange hair, large glittering black eyes and earthy brown skin. He targets wealthy customers whose attention is wholly focused on the dancers.

FOOD & DRINKS

Most people don't come to the Sylph for its food – the quality isn't great and prices are on the high side:

	PRICE
Chicken hotpot	2 sp
Liver, bacon and onions	3 sp
Maiden's Ruin, beer	1 sp
Meal, common	4 sp
Sweetheart (beer), mug	5 cp
Wine (decent), bottle	5 gp

ACCOMMODATION

Thirty rooms are available costing 1–3 gp per night, depending on size. Most are decorated with erotic paintings or tapestries.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Saucy Sylph may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Amorous Customer:** The half-orc warrior Brunk (N male half-orc fighter 3) is spectacularly drunk. He invites himself to sit with the party and immediately begins drinking their drinks and making inappropriate comments about the dancers. After a half-hour he staggers to his feet and tries to join the dancers on stage. Grurrk quickly intervenes and throws Brunk out. Depending on how the PCs have been dealing with Brunk, Grurrk may also demand they leave.
- **Drunk Nobles:** A group of young, drunken nobles accuse a merchant of cheating at a game of Hazard, saying he is using loaded dice. The argument escalates and soon gets out of control as the nobles draw swords.



SILVER UNICORN, THE

The Silver Unicorn is located in a small town on the fringes of the elven forest kingdom of Aerathrin. Here, merchants from the elven city and the Faerie Realms beyond come to trade with their counterparts from the human cities.

The inn is a large, solid-looking structure of wood and stone, built in the shade of an enormous, ancient oak tree. At night, softly glowing pale blue magical lights illuminate the entrance, which leads into a wood-panelled lobby. The welcoming tavern room lies beyond – wooden pillars carved with vine motifs support the low ceiling, and the walls are hung with paintings of the Elven Courts and their beautiful and terrifying inhabitants, enchanted so the vibrant colours glow softly.

In the evenings musicians perform on the low stage in the corner. The handsome flutist, Londallin (CG male elf bard 3), is a favourite for his delicate, haunting tunes, but the gnomish fiddle-playing duo Dinegar and Pallena (NG male & female gnome expert 2) are also very popular for their merry jigs.

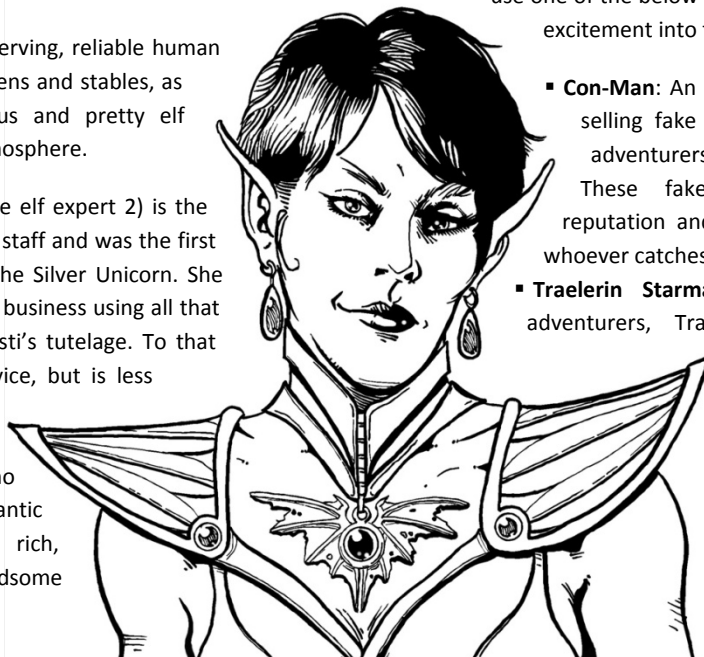
STAFF

The Silver Unicorn has the following notable staff members:

- **Nainesti Greenglade** (CG female elf aristocrat 2/expert 2) is the Unicorn's owner/operator. A kind-hearted widow of indeterminate age born into a noble family several decades ago, she grew frustrated with courtly life, moved to the human lands and built the Silver Unicorn. She and her human chef, Imbart, soon fell in love and married. Imbart has been dead for ten years and Nainesti misses him terribly, but ensures his signature dish remains on the inn's menu to honour his memory.

Nainesti employs several long-serving, reliable human and half-elven staff in the kitchens and stables, as well as half a dozen vivacious and pretty elf barmaids to create a cheery atmosphere.

- **Sylahel Vonothvar** (NG female elf expert 2) is the most experienced member of staff and was the first person retained to serve at the Silver Unicorn. She dreams of setting up her own business using all that she has learned under Nainesti's tutelage. To that end she offers excellent service, but is less than subtle when it comes to the subject of tips. She is friendly to a fault, but has no interest in romantic entanglements (except with rich, generous and handsome customers).



NOTABLE PATRONS

The Silver Unicorn but one patron of note:

- **Traelerin Starmantle** (CG male elf expert 4) is a master armourer from Aerathrin with finely made leather armour and bucklers for sale. Traelerin is muscular for an elf, and is somewhat nervous around other races, but is very proud of his work.

FOOD & DRINKS

The Silver Unicorn has a fine selection of cheeses from near and far and an excellent selection of wine. Highlights of the menu include:

	PRICE
Cheese platter	3 sp
Imbart's fresh river salmon glazed with ginger and lime and served with fennel and forest mushrooms	7 sp
Leafmould Blue (cheese) with crusty bread, platter	1 sp
Meal, good	6 sp
Silver Moonbeam (elven white wine), bottle	20 gp

ACCOMMODATION

The Silver has twenty private rooms, each decorated with fresh woodland flowers, available for 6 sp per night.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Silver Unicorn may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Con-Man:** An unscrupulous con-man has been selling fake elven magical items to gullible adventurers staying at the Silver Unicorn. These fakes are damaging the inn's reputation and Nainesti will pay a reward to whoever catches the culprit.
- **Traelerin Starmantle:** Assuming the PCs are adventurers, Traelerin Starmantle approaches them and tries to interest them in some of his wares. All are of masterwork quality and beautifully made. PCs working for Nainesti may assume that Traelerin is the con-man selling fake magical items and react accordingly.

WAND AND SCROLL, THE

The Wand and Scroll is located in a dingy alley behind the College of Magic and close to the Arcanists' Guild. Wizards and other arcane spellcasters relaxing after a hard day's lecturing or spell research make up the majority of the tavern's customers. Almost exclusively male and mostly of a certain age, the patrons give the tavern the ambience of an old boy's club or senior common room.

The entrance to the Wand and Scroll is an unassuming, battered-looking wooden door at the end of the alley, with a faded sign depicting a crossed wand and scroll hanging above. A piece of parchment nailed to the door is scrawled with the message "Students are not welcome. Go to The Weasel instead!"

Inside, the taproom is hazy with pipe smoke. This makes it hard for first-time visitors to discern the dimensions of the room, but it seems bigger than looks possible from the outside. The décor is plain – the walls are stained yellowish-brown from the smoke and there is nothing fancy about the wooden bar – but a few interesting objects hang on the walls and from the ceiling, including a shabby-looking pointed hat which once belonged to the legendary wizard Elgrim the Thoughtful, and the broken wand of a reckless dragon-blooded sorcerer named Turaljir.

A gentle hubbub of conversation is usual, although late in the evening, the wizardly patrons often get into heated debates about such topics as the nature of the Seventh Element or the proper way to train a quasit, and drunken voices are often raised in disagreement. Apart from cantrips used to light pipes, spellcasting is an unusual event in the Wand and Scroll – alcohol and spellcasting rarely mix well.

New customers are generally ignored by the regulars, but adventurers who are obviously warriors might be the subject of a few disapproving looks. Young-looking wizards and others in robes are assumed to be students and are asked to leave.

STAFF

The Wand and Scroll is owned by the Arcanists' Guild. It has the following notable staff members:

- **Hildegard** (NG human female commoner 2) is the establishment's ample-bosomed, matronly cook. She cooks simple, filling fare to make sure her customers "don't get too thin." Judging by most of their waistlines, this seems extremely unlikely.
- **Torold** (LG human male wizard [universalist] 1/expert 3) is the Wand and Scroll's affable landlord. Torold knows only very basic magic but is an expert on fine ales and ensures the very best from around the city and beyond is available to his

discerning clientele. He is middle-aged, sports a smartly trimmed goatee and wears dark blue wizard's robes.

NOTABLE PATRONS

The Wand and Scroll has but one patron of note:

- **Oglander Trell** (CG male human wizard [enchanter] 11) is an expert on the Fey and their courts, and has written several academic treatises on the subject. Friendly, but rather absent-minded, he wears a pointy wizard's hat and smokes a foul-smelling pipe.

FOOD & DRINKS

The food at the Wand and Scroll is tasty and hearty. The selection of guest ales and wines is also excellent. Highlights include:

	PRICE
Belligerent Bulette Brew (ale), pint	12 cp
Black Mountain (red wine), bottle	12 gp
Catchpole's Old Irregular (ale), pint	15 cp
Meal, common	3 sp
Oxtail soup	3 sp
Plum bolster smothered in custard	5 sp
Polymorphic Porter	1 sp
Steak and mushroom pie, served with roasted parsnips and boiled cabbage	1 gp

ACCOMMODATION

None, although more than one wizard has slept off the night's drinking under one of the tavern's tables.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Wand and Scroll may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Petrified Wizards:** Torold has ordered a barrel of Gorgon's Blood Strong Ale as the latest guest ale. Each pint is said to contain a drop of real gorgon's blood but there seems to be a much higher concentration in this batch and wizards who drink too much are petrified. Did somebody sabotage the ale and why?
- **Sage Advice:** The PCs need some information before a trip to the Faerie Realms and have learned that Oglander Trell is the best person to advise them. In return for his help, the wizard wants the party to fetch him some of the rare herbs that grow along the river banks there.

WARM WELCOME INN, THE

Situated at a country crossroads on the outskirts of a small, sleepy farming village, the Warm Welcome Inn does exactly what it says on the sign hanging outside. Smoke comes from the chimney of the thatched building, and a warm glow from the fire can be seen through the windows. Patrons are typically weary travellers and local farming folk.

Stepping into the taproom, visitors are greeted by the friendly smiles of the landlord and his wife. The bar is cosy with simple wooden tables and chairs arranged around the roaring fire which usually has a hog roasting on a spit over it. Well-polished horse brasses and a few ancient, rusty weapons provide most of the decoration, although it's the magnificent display of huge, prize-winning vegetables that usually catches the eye of first-time visitors.

STAFF

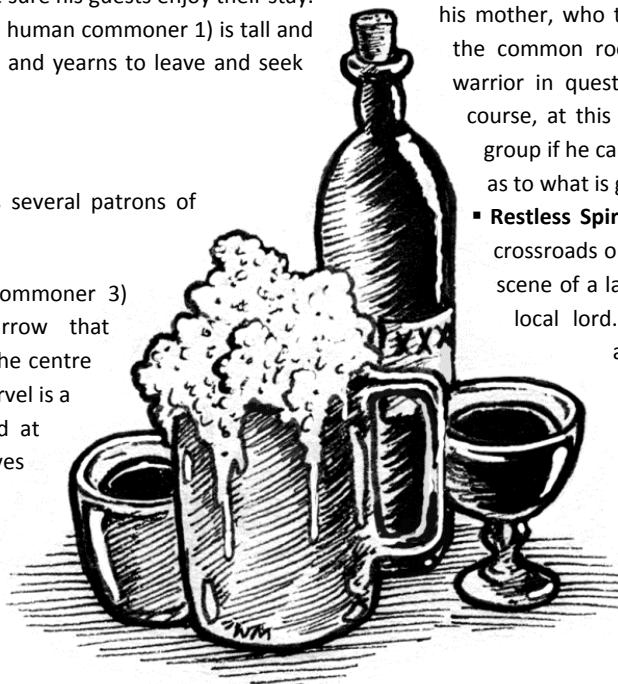
The Warm Welcome Inn has the following notable staff members:

- **Denrys Drinkpenny** (NG female human commoner 2) is Gullenn's homely-looking wife. She dotes over her two sons, Frans and Jooris.
- **Frans Drinkpenny** (LG male human commoner 1) is as much of a yokel as his parents. His shock of unkempt red hair makes him easy to spot.
- **Gullenn Drinkpenny** (LG male human commoner 2) is the affable landlord of the Warm Welcome. Red-faced and big nosed, with bushy eyebrows and mutton chop sideburns, Gullenn knows how to make sure his guests enjoy their stay.
- **Jooris Drinkpenny** (CG male human commoner 1) is tall and lanky. He is getting restless and yearns to leave and seek his fortune in the big city.

NOTABLE PATRONS

The Warm Welcome Inn has several patrons of note:

- **Hervel** (LG male human commoner 3) grew the enormous marrow that occupies pride of place at the centre of the vegetable display. Hervel is a bit simple but is very good at growing vegetables. He loves to chat to strangers.



- **Mitko Juraj** (NE male half-elf wizard [necromancer] 9) sits in the corner away from the fire, wearing a dark, hooded robe and nursing his red wine. Pale-complexioned, he wants to be left alone to his sinister thoughts, and finds the Drinkpenny family extremely annoying.

FOOD & DRINKS

Denrys' cooking is both tasty and filling. Specialities of the house include:

	PRICE
Cider (local), pint	4 cp
Gullenn's Own (beer), pint	2 cp
Ham and beetroot soup served with warm sourdough rolls smothered in butter	1 sp
Meal, common	2 sp
Slices of roast hog served with buttered parsnips and red cabbage	2 sp

ACCOMMODATION

There are four comfy private rooms available for 4 sp per night.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Warm Welcome may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Hero Worshipper:** Jooris takes a shine to the most confident warrior in the party and decides to join the group. He informs his mother, who takes the news very badly. She rushes into the common room and through floods of tears begs the warrior in question to "not take her dear boy away." Of course, at this juncture, Jooris has not actually asked the group if he can join them and so the PCs are likely clueless as to what is going on!
- **Restless Spirits of the Dead:** A hundred years ago, the crossroads on which the Warm Welcome stands was the scene of a large number of executions by the tyrannical local lord. Mitko Juraj has come to the village to attempt to raise the restless spirits of the dead using dangerous necromantic magic. Can the PCs prevent him shattering the bucolic idyll?

WEARY CAMEL, THE

The Weary Camel is a busy roadside inn, situated between towns on the well-travelled trade route leading to the southern lands. It is renowned for its excellent food and hospitality.

Travellers entering the Weary Camel come through the main gates into a large open courtyard, with a beautiful fountain in the centre, depicting the God of the Sea and his lovely daughters. The inside walls of the enclosure hold stalls for camels and horses, storage rooms where trade goods can be locked up, and guest accommodation. More guest rooms can be found on the first floor.

There is a fine tavern and restaurant located along one side of the ground floor, with a wide selection of exotic wines and other drinks, including strong, sweet coffee. Diners can relax on comfortable silk cushions and are treated to nightly entertainment in the form of a puppet show, music and dancing girls. Other amenities include a bathhouse, decorated with stunning mosaics, with hot, warm and cold baths to wash away the dirt of the road.

STAFF

The Weary Camel has the following notable staff members:

- **Fatima, Latifa and Keshini** (LG female human experts 2), Jamshid's three attractive wives, welcome guests warmly and serve drinks and food.
- **Jamshid Sharam** (LG male human expert 4) is the owner and landlord of the Weary Camel. Charming, handsome, well-fed, and possessed of exquisite taste, Jamshid made his riches as a spice merchant before growing tired of travelling from town to town. He settled down to run the kind of inn he would like to stay in.
- **Mustapha and Rupak** (LG male human experts 1) are Jamshid's young sons. They attend to guests' animals and trade goods. Rupak is bored with his life and loves to listen to tales of faraway lands and adventure.
- **Pelindaer** (CG male elf bard 3) puts on the popular nightly puppet shows for the Camel's guests. A clever and talented puppeteer, his topical shows are often satirical in nature.

NOTABLE PATRONS

The Weary Camel has several patrons of note:

- **Conchaka Chabi** (CN female human barbarian 5) is a bounty hunter on the trail of a bandit gang who have been attacking caravans. Stunningly beautiful with jet black hair, she wears leather armour and dozens of pieces of silver and turquoise jewellery, which she constantly plays with while she's talking. She is accompanied by four big, silent warrior-types (CN male

human barbarian 1) from her homeland on the Steppes. Not the usual Camel patron, she is sure to attract a lot of attention.

- **Omkar Al-Hashem** (N male human rogue 4/expert 2) is a dark-skinned, djellaba-wearing wine merchant who stops off at the Weary Camel on a regular basis. Polite to other travellers, but with a tendency to keep to himself, Omkar is smuggling illegal drugs inside his wine barrels.

FOOD & DRINKS

Food and drink at the Weary Camel is of a high standard.

Highlights include:

	PRICE
Elvish Dreamwine (white wine), bottle	20 gp
Gopuran Blue (red wine), bottle	20 gp
Meal, good	1 gp
Roasted pigeon in saffron cream sauce served with spiced couscous, pan-fried river trout with garlic and shallots, and minted lamb with curried parsnips	5 gp

Beers are available for 2 sp per tankard, and coffee is 1 sp per pot. Guests are also able to smoke apple, strawberry or mint flavoured tobacco by sharing a sheesha (water pipe) for 2 gp.

ACCOMMODATION

Rooms and suites are available for 8 – 15 gp per night, depending on size and location. Prices include use of the bathhouse, stabling and overnight storage for trade goods.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Weary Camel may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Strange Happenings:** Pelindaer has been troubled by a couple of strange happenings recently. The dead body of Latifa's pet cat was found two mornings ago – it had been repeatedly stabbed with a small pointy object. Then, a guest found broken glass in his eggs at breakfast. After both of these occurrences, Pelindaer found his Cunning Fox puppet nearby when he was sure that he'd put him safely away after the performance. What's going on? Is his puppet somehow possessed, or is someone trying to upset Jamshid and his family?
- **Ghoul Tunnels:** The PCs have heard a rumour that the Weary Camel is built on top of a series of abandoned ghoulish tunnels. Although the ghouls are supposedly long gone, the treasure they took from their victims is said to remain. Is there a way into the catacombs from the cistern beneath the bathhouse? And can the PCs sneak in there without Jamshid noticing?

WILY FOX, THE

The Wily Fox isn't like other taverns in the city. Each night it somehow moves around, ending up in a different district. Occasionally, it even shifts to another town altogether. Tracking it down for a night's drinking is a popular pastime for wealthy young nobles seeking to impress their lady friends, and for students at the College of Magic.

No one knows how or why the Wily Fox wanders, only that it does. When it appears in a new location, it somehow seems to squeeze itself in between existing buildings, or temporarily replaces a disused warehouse, unoccupied home or other building no one cares about. Wherever the tavern turns up, the exterior always appears the same – an unassuming wooden building with a shabby sign bearing the name and a green door with a brass knocker in the shape of a fox's head.

Inside, the large taproom has wooden beams overhead, a scuffed wooden floor, and a well-stocked, polished chestnut bar running the full length of the left-hand wall, with plenty of tall stools alongside for patrons. Several booths are situated on the opposite wall, and there are tables with benches in the middle of the room, as well as a small stage. A wrought iron spiral staircase leads up to the first floor balcony where there are more booths and a cosy area with large leather armchairs sitting in front of a glowing fire. Paintings and hangings, most depicting animals such as foxes, coyotes, rabbits and ravens, decorate the walls. These are all the work of Yenjukai, the tavern's owner.

The atmosphere in the Wily Fox is lively and affable, and the entertainment is usually light-hearted and fun, with performances from jesters, jugglers and comic singers more common than those by serious musicians. The tavern is open from dusk until the early hours of the morning, when the last revellers are politely asked to leave before the tavern fades away. No one knows where the Wily Fox goes to during the day.

STAFF

The Wily Fox has the following notable staff members:

- **Tomoko** (N male human expert 4), the jovial and jowly faced barman, is also from Keiwan. He also lives in the inn and is aware of Yenjukai's secret.
- **Yenjukai** (CN female kitsune sorcerer [fey] 7/rogue 5/arcane trickster 3), the enigmatic owner of the Wily Fox, is an attractive woman of Keiwanese origin with brilliant blue eyes and long dark hair who always dresses in silver and blue. Friendly and welcoming, she enjoys speaking a good riddle and gives cryptic answers to newcomers' questions about the tavern. Yenjukai's other form, which she does not assume in public, is that of a humanoid fox with snow white fur.

NOTABLE PATRONS

The Wily Fox has several patrons of note:

- **Theodolphus Snelk** (N male human wizard [diviner] 1) is a bespectacled student of divination at the College of Magic who enjoys spending his evenings sitting in front of the fire, and playing cards with his fellow students. He has an uncanny knack of predicting where the Wily Fox will appear.
- **Varren Piso** (NG male human aristocrat 2/fighter 1) is a fashionable, young noble with a hot temper and a barbed wit. If he has one too many drinks (a frequent occurrence), he is likely to challenge someone to a duel for an imagined slight.

FOOD & DRINKS

The food served is excellent and exotic. Highlights include:

	PRICE
Chicken in white wine sauce with tamarind leaves and mung beans	8 sp
Dewdrop White, bottle	12 gp
Meal, good	7 sp
Peach brandy, glass	3 gp
Sweet and sour pork with saffron rice and oyster mushrooms	1 gp

ACCOMMODATION

None available.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Wily Fox may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Missing Merchant:** The PCs are asked to track down Modahar, a wealthy young merchant who went missing after a night's drinking at the Wily Fox. Is he still in the tavern, and, if so, where does it go during the daylight hours?
- **Yenjukai's Curse:** The Wily Fox didn't always wander. Yenjukai was cursed by a sorcerer after she failed to steal a wand from him when he passed out in the tavern from drinking too much. The curse is that she can never spend the night in the same place twice, but for some strange reason, probably to do with the sorcerer's drunken state, this causes the tavern to move around each night with Yenjukai unable to leave the premises. The kitsune might steal a magical item from the PCs, believing it can help her break the curse. If caught, she begs for their help in freeing her, even offering the Wily Fox as a reward.

WYVERN'S HEAD INN, THE

Conveniently situated just inside the city gates is the not-so-cheap but cheerful Wyvern's Head Inn, an establishment built to cater for adventurers and liberate them from as much of their ill-gotten gains as possible.

The inn is a large, ramshackle building with many wings, roofs, towers and balconies, added on as its popularity grew over the years. In addition to food, drink, accommodation and stabling, the Head also has its own adventurers' store which sells a variety of useful gear at standard prices.

The main barroom is capable of seating a couple of hundred hungry heroes at rough wooden benches and tables. The floor is covered in straw to mop up frequent drink spills, and the walls are hung with faded maps and rusty old weapons and shields. Dominating the room is an impressive stuffed wyvern's head. Nicknamed Grimjaws, the head is enchanted – at irregular times during the evening, it speaks in a low rumbling voice of legendary dungeons and ruined towers. Several adventuring bands have become rich from Grimjaw's ruminations over the years.

STAFF

The Wyvern's Head Inn has the following notable staff members:

- **Ortis Stoutbelly** (CN male halfling expert 2) is the temperamental halfling chef that supervises the busy kitchens. He is always stressed.
- **Piroska Silverpenny** (CG female human fighter 6), a stunning flame-haired former adventurer in her forties, bought the inn a decade ago and turned it into the success it is today. She enjoys drinking with her customers and swapping stories of dungeons and dragons, and more than one handsome young adventurer has ended up in her bed at the end of an evening.

A dozen attentive tavern wenches wait on tables.

NOTABLE PATRONS

The Wyvern's Head Inn has several patrons of note:

- **Leovold Kerric** (LG male human paladin 1) is a young, fresh-faced paladin with shiny, undented plate mail and a brand new sword. He's looking for a bunch of like-minded fellows to accompany him on an expedition to

free the ruined Abbey of St. Joramon from the clutches of the undead.

- **Yupan Harlsen** (N male half-orc fighter 7) is a drunk and unkempt adventurer who has fallen on hard times. His last party was wiped out by a deadly naga; Yupan escaped and feels guilty for not dying at his companions' side.

FOOD & DRINKS

Food served in the Wyvern's Head is humdrum but filling. The offering includes:

	PRICE
Chicken with buttered carrots and mashed herby potatoes	4 sp
Derring Do dark ale, pint	5 cp
Ham and pea stew, bowl	2 sp
Meal, common	3 sp


ACCOMMODATION

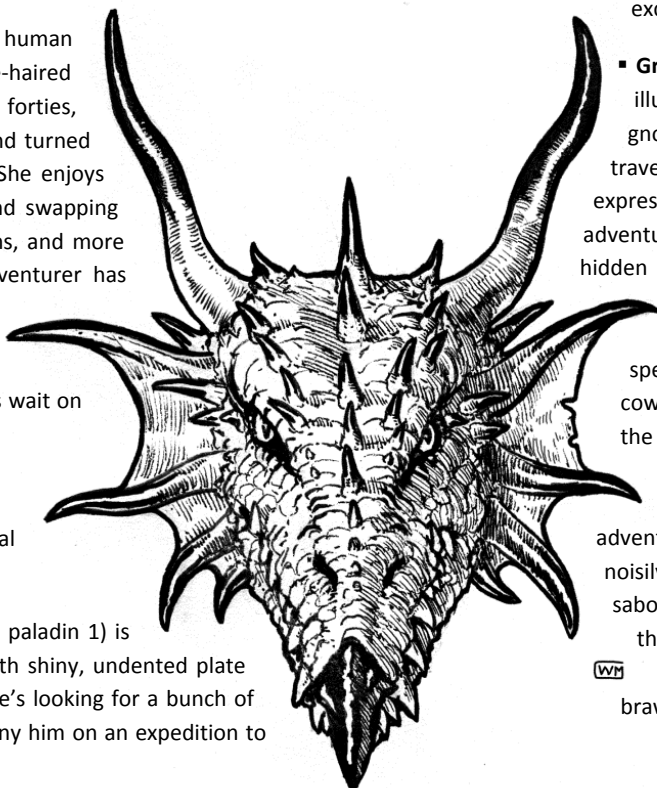
Clean, basic rooms with twin beds are available for 1 gp per night.

EVENTS & ADVENTURE HOOKS

The PCs' visit to the Wyvern's Head may not be without incident; use one of the below adventure hooks, to inject a little excitement into the proceedings:

- **Grimjaws:** The cunning gnome illusionist Erfejan Daenig (CN male gnome wizard [illusionist] 7) has travelled to the Wyvern's Head with the express purpose of getting a band of adventurers to investigate a ruined castle hidden in the nearby hills. The tower belonged to a powerful wizard, and Erfjan wants the wizard's spellbooks reputedly hidden within. A coward, he doesn't want to deal with the monsters and traps that inevitably lurk within the ruin.

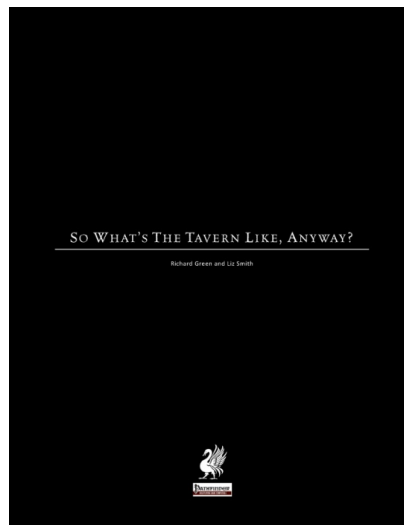
- **Rival Adventurers:** An adventuring band enters the taproom and noisily accuses a rival group of sabotaging their gear so they could beat them into the Lost Tomb of Darrovir  Halfman and loot it first. A barroom brawl appears imminent.



SO WHAT'S THE TAVERN LIKE, ANYWAY?

Once again, your PCs have emerged from the dungeon ready to celebrate their victory or raise tankards to their fallen comrades. Returning to town they ask "So what's the tavern like, anyway?" At that point, likely or not the GM glosses over the tavern or wildly improvises!

Unsurprisingly, PCs spend a lot of their time between adventures relaxing in taverns and inns, but often such locales end up being drab, one-dimensional affairs with no real characteristics or flavour of their own. *So What's The Tavern Like, Anyway?* banishes this problem by presenting dozens of tables covering the tavern's offering, customers and staff along with extensive notes on games of chance, drinking songs and more!



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