Rite Publishing Presents:



The Rogue's Gallery Tavern





A modular city supplement for use with any RPG system.

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Rite Publishing Presents



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Special Thanks to Jonathan Roberts

Dedication: To Miranda Gray every site is evocative when you are there

Adventure Seeds

- The Heroes are sent looking for a young nobleman last seen flirting with a local serving wench
- A notable scion of the church has been poisoned and the only source for information on a cure may just be the man who sold the poison...
- The Heroes are arranging to meet with a rather unsavory character and are told to meet them at the Rogue's Gallery
- While hunting down a notorious villain, the Heroes learn that his loyal minion has been seen drinking at a Tavern known as The Rogue's Gallery!

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Evocative City Sites

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The Rogue's Gallery Tavern

When I visited the tavern known as The Rogue's Gallery, I found a faded sign made from three framed paintings hanging over a curved, yet heavily reinforced iron door. As I entered, I immediately noticed a nameless nemesis of mine that I had defeated some time ago, back when friends of mine rescued a hostage from one villain or another, who was standing at the circular bar in the center of the room. Quickly scanning the round room, I realized that every patron here was likely a wanted criminal or some villainous bastard from my past (The rest I will confront at some point in the future, knowing my fortunes). I swiftly took a booth, noting that the sound was deadened by the heavy carpeting lining the booth; I later learned that some tables do not allow any sound to escape the booth at all. No one would discuss how this was done, or even that it had been done, other than to allow patrons to request a "quiet booth". The tables and booths of The Rogue's Gallery are made of a fine heavy oak, both of which were bolted to the floor, and I relaxed while taking in the smell of tobacco, stale ale, and cheap perfume.

The selection of drinks and prices were carved into the table, running the gambit between cheap mead to exquisitely expensive wines. The house drink, called "A Backstabber," is so strong as to be painful to partake. It affects even those immune to such poisons and effects, such as myself, making them feel tipsy after consuming only one drink. Consider yourself forewarned.

The Rogue's Gallery is round, which means there are no corner tables; however, there are the private booths that are along the outside wall, the Gallery. Some sized for patrons that don't fit within normal human parameters, as one was over 12 feet tall and I even saw a 20 foot tall patrons squeeze in without disturbing the other guests. The circular bar covers a 10 foot radius from the center of the room with the booths set another 15 feet further. The one I sat in was roughly 15 feet long with the private booths sitting back to back, which are removable, such as when I watched the staff take one so as to allow for a patron of monstrous size to sit down.

Besides the clientele, what originally gave the gallery its name are the paintings of infamous villains that can be found decorating the wall of each booth, my booth presented a rather despicable and ruthless criminal mastermind from the Far East who bore his namesake mustache. Some of these pictures also serve as secret doors, thus allowing for a subtle entrance if the curtain to a booth is drawn or a quick escape if you don't want an old enemy following you when you leave, later I availed myself of this particular benefit. Those who gain senior patron membership to the Gallery are granted keys to these doors and can reserve a specific table for a particular night.



Secret door exterior with the covers removed.

Venn, "the Vulture," is the barkeep of



The Rogue's Gallery; he took the job shortly after near execution for the poisoning of a school that had the audacity to reject his application. He is a paunch, balding and spectacled figure with a hooked nose

so narrow and long that it reminds me of a grinning vulture. Venn has an exceptional memory and great skill with toxins of every kind, including his trade secret that transmutes a specific toxin upon command within the body, bypassing all forms of detection. Also, I discovered that he is extremely prideful about the drinks he creates, in addition to his poisoncraft, granting both equal values. He seemingly wants nothing more than to create the perfect drink and the perfect poison. I found Venn to be extremely affable, getting every patron with a smile and a greeting, doing whatever he can to please his customers, short of displeasing his other customers. Venn is an excellent, as well as honorable, informant on the criminal element in the city; though detailed, under no circumstances does he divulge the name of a senior patron or one's direct activities.

Secret: How did Venn get this job? -The mysterious owners of the bar saw to it that he was not convicted of his crimes and executed; thus, he is now one of their most devoted employees.

Liseli is the server at The Rogue's Gallery, who I learned, rather quickly, is a demon of some kind, most likely a succubus. It seems she has made a pact to work here until the tavern goes out of business or a 1000 years and a day, whichever comes first. Liseli can change her appearance, so as to appear as virtually anyone, to my eyes she always appeared as both delectable and desirable regardless of her form, mostly as a very attractive human female with an impressive bosom. Not surprisingly, Liseli is a gifted seductress, patrons often purchasing extra drinks just to have her stay near them a little longer. Another unexpected boon is that she never needs to sleep, so she is always on duty applying her charms more frequently.

Liseli enjoys teasing both men and women with her flirtations and shapeshifting, though she is held by her pact, she told me she would stay, none the less, so as to observe the wide variety of villainy she has experienced, thus far. Leseli was extremely engaging and quite open to intimate relationships with any number of patrons, though I found her far too intimidating. I did learn that her demonic victims are strictly limited to non-patrons, and since she is always on duty she can only attack those whose patronage is revoked by Venn. This is very easy to do, actually, as they are often already victims of his poisons.

If you are looking to meet up with someone, Liseli can make an introduction for a price, which can range from coin, to a night of passion; to some of your life force, but betraying her confidence will likely result in loss of patron status and the

loss of patron status and the use of her demonic powers.

Secret: How does Liseli benefit from the pact? -Once her term of service is done she regains her free will and ownership of her soul.

- A ship in a bottle called "The Fallen Star," which houses a real live miniaturized crew who all sold their souls to her long ago before she lost the bottle.



Evocative City Sites

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- A= Secret compartments.
- B= Actual Windows. 12' x 10'
- C= Swinging Front door, Bar and Pin Lock
- D= Secret wall doors with peg lock system; exterior resembles other windows, open's vertically.
- E= Table duals as a shield for a massive creatures.
- F= Bartender/owner access to central bar area.
- G= Round table sections out for arena tournaments etc.
- Note: All stools are movable and can be considered two handed weapons.



















