



# Silvery Moon Tavern

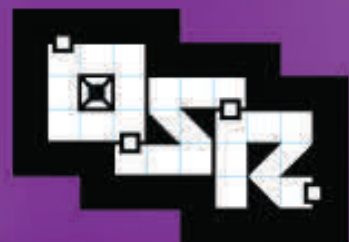


A tavern supplement for all fantasy role  
playing games

SILVER BULETTES

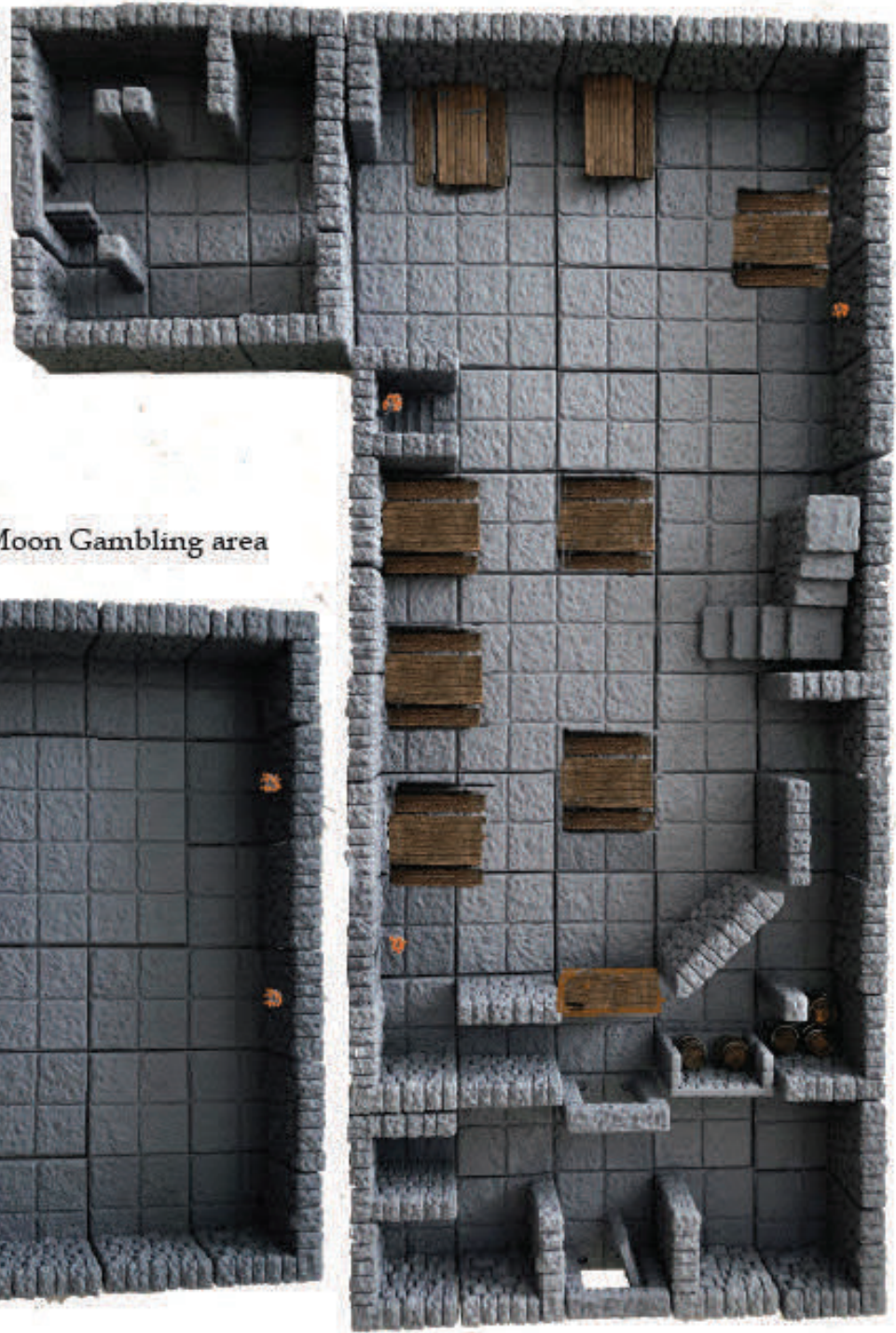


by Jayson "Rocky" Gardner





Silvery Moon Interior; Rendered in Fat Dragon Games Dragonlock tiles



Silvery Moon Gambling area



Each square = 5 feet



# CREDITS

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## Maps

Interior maps created and edited (by Ian McGarty) using Fat Dragon Games Dragonlock Tiles. More information can be found at: [http://www.fatdragongames.com/fdgfiles/?page\\_id=2567](http://www.fatdragongames.com/fdgfiles/?page_id=2567)

Overview map by Corey Smith.

## SPECIAL THANKS

To Kendra, Hanson, Spencer, Elijah, Emily, and Hannah. Thanks for your patience with this project.

To Lee Autry and Noah Green for keeping me on the right path.

To Frog God Games for letting us play in your playground.

To Fat Dragon Games for allowing us the use of their tiles for our maps.



# INTRODUCTION

The book before you is not a typical adventure. It doesn't have keyed encounters or monsters to fight. There are no traps or treasure maps. But, this book opens the doors to adventuring.

I designed this book to give a new game master (GM) a "home base" for their players. Experienced GMs will also find this book a useful tool. In many places throughout the book, I have inserted writers notes to help GMs get the most out of a section. Often, these notes are for new GMs, to help them understand how to use non-player characters (NPCs) and locations more effectively in their games. Experienced GMs will find these notes a welcome refresher.

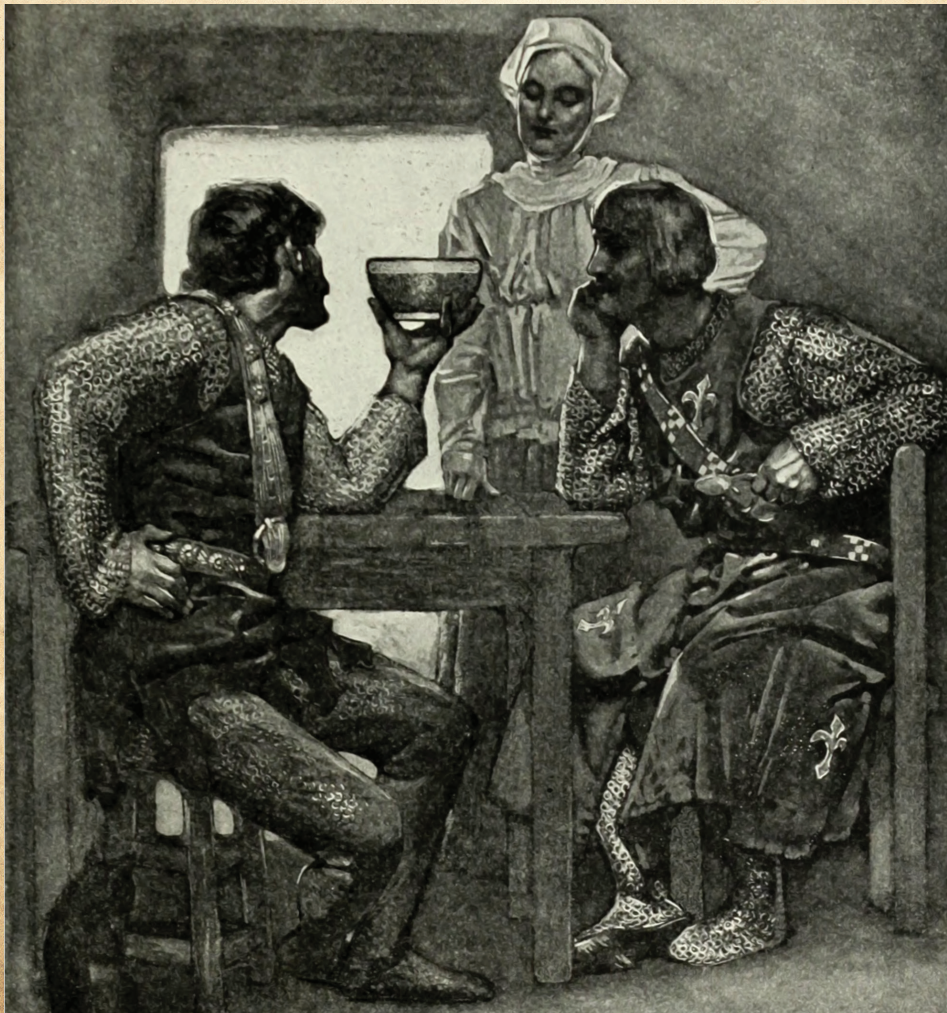
In many ways, this book is a GM's tool kit. I crafted every piece with a job in mind. NPC names, libations, food and entertainment help open the world to the PCs. As they interact, their 'paper people' begin to feel more alive.

The Silvery Moon Tavern occupies a section of the larger game-world. It becomes the first portal player-characters (PCs) open to the city and culture around them. The Silvery Moon Tavern harbors adventurers and servants, commoners and musicians, friends and enemies.

Many of the NPCs within have been fleshed out. They have personality traits, jobs and goals. These NPCs have roles to play. Some sabotage the party, while others help the party. All have their own interests, which might clash, or might align with those of the PCs..

As the writer of this book, it is my sincerest hope that you take the Silvery Moon Tavern and turn it into a magical place where your friends will want to explore again and again.

Jayson "Rocky" Gardner





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# INTRODUCTION TO THE SILVERY MOON

## Writer's Notes

A game world takes its first breath with a tavern or inn. Inside, the players view what life is like in that world.

Characters in the tavern give the town verisimilitude. They allow a connection between adventures. The people within show different walks of life within a city or culture.

Change the details of NPCs as you see fit. Skin, hair, and eyes are easy to change to give players a sense of people like them in the fantasy world. The tavern is often the central hub for information and quests. With this in mind, several characters have been crafted with the beginnings of plot hooks for your campaign. Some of these will become adventures, and others will wither on the vine. If something seems interesting to you, use it. If anything seems boring or useless, discard it.

I will discuss several types of NPCs throughout the supplement. Each of these will have different roles to fill in your game. Rival adventure parties, lore keepers, rumor holders, merchants and clergy are just some of the roles the game master must play.

Use squeaky voices for the halflings, squint an eye for Callix, find ways to make the NPCs memorable. Add accents as you see fit. But, above all, have fun with it, and make sure the players are too.

*Your group enters town just before the gates shut for the night. With no friends and no agenda, you drift through the streets looking for a cosy place for mirth, food and fire.*

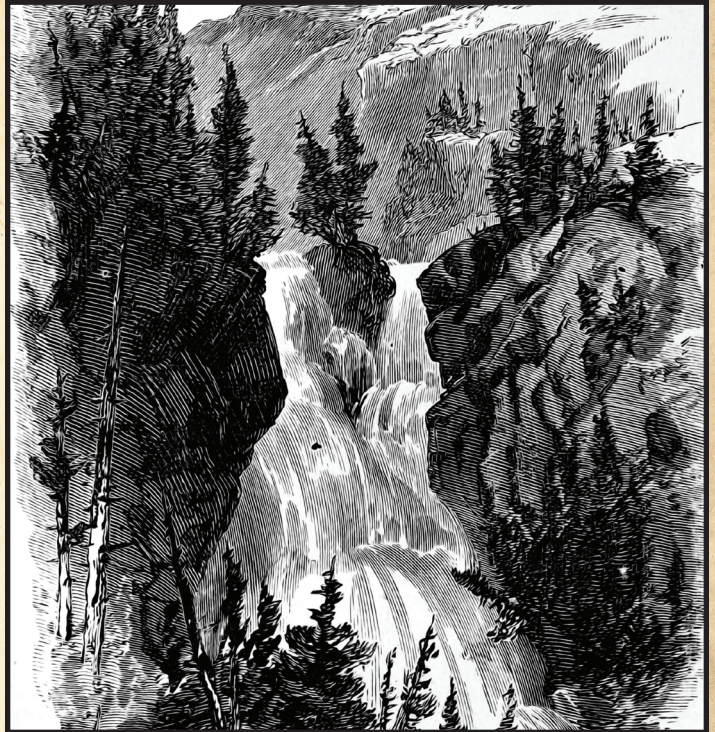
*Rounding the corner on to Oak Street, the warrior smiles. Finally, a sign that looks like a tavern! It depicts a silver crescent moon behind a large mug of ale. The warrior pushes past his travelling companions, and hurries inside.*

*The warrior pulls the stout double doors toward the street, and sees a warm fire, a large bar, several tables, and many people inside. His nostrils fill with the smells of spiced meats and stale ales. Someone inside strums a harp over the sounds of the crowd. He has never been here, but it is home.*

*As he absorbs the sensations, his friends catch up. They step inside, and are immediately greet-*

*ed by a tall, lean man. His dark hair and hawkish nose betray him as local. The scar across his forehead tells a tale.*

*"Welcome, my friends, to the Silvery Moon Tavern! I am August, the lead barkeeper here. What can I fill your mug with tonight?"*



The Famous Silvery Moon Waterfall Artwork  
by famous artist, Silver Moonbrow

## HISTORY OF THE SILVERY MOON

The Silvery Moon Tavern began as a long-house to a warlord lost to history. As people flocked to what would become Redstone, the long-house became a social gathering point. When the walls of Redstone were built, the long house became a private business, then named Shorneholme. Shorneholme prospered for hundreds of years through dozens of owners.

The Shorneholme caught fire and nearly half its original structure was lost. It sat vacant for nearly a year when an ambitious half-elf, named Sanat, gained the deed.

He quickly set out to reclaim the glory of Shorneholme, reinforcing and replacing walls with timber, stones, and mortar. Sanat added a second floor, with sleeping rooms and renamed his new business the Silver Kettle. It is whispered that to this day Sanat haunts the building.

Over the years the Silver Kettle changed hands



many times, until nearly 20 years ago, the current owner, a halfling named Silver Moonbrow, bought the Silver Kettle and renamed it the Silvery Moon Tavern.

#### THE SILVERY MOON TODAY

The city-state of Redstone is surrounded by wilderness. To the south, the Red Tooth Goblin Tribe often harasses traders and travellers. Other, less known horrors hide within the forests and waters of the area. Redstone's environment is rife for bounty hunters and adventurers. These drifters often wander into the Silvery Moon. This lends the tavern an air of excitement and prosperity.

As a halfling, Silver Moonbrow's love for fine foods and wonderful drinks drove her to find the best cooks and brewers she could. Word of her staff's culinary talents spread quickly. Now, locals gather for the food, and the drinks, and the tales told within the Silvery Moon's walls.

#### THE SILVERY MOON AND ITS GROUNDS

The Silvery Moon Tavern is a huge structure in the middle of the city. The building itself is 100' long and 50' wide. It stands two full stories, with a squat attic in the peaks of the roof. Below ground, there is a wine cellar under the kitchens and a basement below the public area.

The grounds surrounding the Silvery Moon hold a contemplation garden, two separate stables, a vegetable garden, a pump house, and a tool shed.

#### HOW TO USE THIS SECTION

NPC entries in this section are broken down into **name, description, personality, and plot hooks**. All of these are mutable to your campaign's needs.

The names of all the humans are derived from Latin, to give a sense of cohesiveness to the area. If your group is adventuring in an unsuitable world for the root, change them to something more appropriate for the region. Description and personality are easy to change as well.

Plot hooks are designed to lend the world some perceived realism. You can decide which to use, and which to discard. Not all have to be true. For example, Lucky's necklace may not have been stolen. She may have just be playing a trick on her "new friends."

#### THE STAFF OF THE SILVERY MOON

The Silvery Moon Tavern keeps a staff of 20 employed. They are loyal to Silver, and will not compromise their jobs. Feel free to add or subtract characters to fit your game's needs.

Silver Moonbrow is the owner of the Silvery moon tavern. She is an outgoing halfling, laughing easily and always smiling.

#### AUGUST TADIUS

*"Welcome, my friends, to the Silver Moon Tavern! I am August, the lead barkeeper here. What can I fill your mug with tonight?"*



August is the Lead Bartender at Silvery Moon. He is a friendly man, with a quick wit and smile. He listens intently to all adventurers who frequent the Silvery Moon, and sells the information he hears.

August stands over six feet tall, and sports brown hair beginning to grey around the temples. His darting brown eyes often disarm weary travellers. He bears a scar over his left eye from a minotaur he once bested.

His body is muscular, but beginning to show its age. August walks with a slight limp, undoubtedly from another deadly encounter.

August and Silver adventured together, saving each other's lives many times over. This fact allows August wide leeway as Lead Bartender. Silver trusts his judgement.

Personality Traits: Brash, cheerful, friendly, greedy, impulsive

Plot Hooks: August is a broker in information. The party's earliest rumors will probably come from him.

August has many enemies from his adventuring career. One or more of these may show up to cause trouble. He may ask for help from the party for this.

Also see Brei Tadius for more hooks.

#### BREI TADIUS

*"Howdy! I'll be with ya'll in just a sec."*

Brei is the Head Waitress at the Silvery Moon, and is married to August. She excitedly flips from table to table. Speaking at a high rate of speed,





always getting orders exactly correct. Her green eyes often twinkle with excitement when adventurers tell stories. Brei almost never stands still long enough to chit-chat, and often will chide her servers for doing the same.

Brei stands a hair over five feet tall. Her long brown hair is commonly found in a messy bun. She is younger than her husband by several years, and does not have any gray hairs.

Brei is a plump woman with a shrill voice. She was never an adventurer, and hopes to one day convince August to take her on a trip to another city.

Personality Traits: Excitable, friendly, kind-hearted, proud, uneducated

Plot Hooks: Brei desperately wants to see more of the world. She may ask the adventurers to escort her to another city.

Brei has no adventuring skills, and is married to August. This makes her a likely target to be kidnapped.

Brei may want to get a gift for August, Silver or one of the waitstaff. She would ask the party to do this errand.

#### KORT IRONSMITH

*"Mah brew is da best aroond."*

Kort is the Master Brewer of the Silvery Moon. Before adventuring with August and Silver, Kort was raised at the Dwarven Drink, a bar in his homeland. He always enjoyed brewing and is happy to be doing so again.

Kort stands almost four feet tall. His red hair and beard immediately stand out in a crowd or kitchen. His dark, dwarven eyes make him seem distant and uninterested.

Kort's stout and stocky body is much like a pillar of rock. His dwarven physique shows no sign that he retired from adventuring long ago. He hopes to one day return to his home and the Dwarven Drink.

Personality Traits: Daydreamy, disciplined, impersonal, moody, objective

Plot Hooks: Kort needs a special yeast for his latest brew. He knows of a cave where a culture of this yeast can be found, and is willing to pay 200 of Silver's gold to have five pounds of the stuff. Kort accidentally destroyed his brewing equip-



ment. He needs a ton of copper to make more. Kort wants to return to his homeland. He knows his old adventuring party cannot accompany him, so he asks the group to go with him, promising a king's ransom when he gets home. Kort longs to complete an ancient dwarven ritual, but needs a suitable cave to do it in. He asks the party to help find one for him.

#### EIMHIN OKASOUT

*"No salt in the stew. Pepper on the roast!"*

Eimhin is the Head Chef of the Silvery Moon. He was a refugee from his elven homeland, and Silver was sympathetic. Eimhin often experiments with new creations in the kitchen.

Eimhin stands under five and a half feet, and proudly displays his sandy-blond hair. His lithe body and ochre eyes often catch the attention of ladies in Redstone.

Personality Traits: Articulate, flamboyant, forgiving, patient, uncomplaining

Plot Hooks: Eimhin needs a particular rare ingredient for his grand meal creation. In fact he needs 3 hearts of cockatrice.

Eimhin's cat has gone missing. He begs the party to find the kitty.

Eimhin desperately wants to return home. But, he needs some information first. He asks the party to go to the Oracle of Stone and Flame to find out if he is yet able to return.



#### THE WAIT STAFF AND BARTENDERS

August and Brei are very demanding of the staff of the Silvery Moon. Recently, they have solidified a staff that they feel handle the job well.

#### ADRIANA CHASTANE

*"You look stronger'n a bull!"*



Adriana works during the day, waiting tables. About three months ago, she went missing for almost a week. The Fortunate Syndicate found her in the clutches of some Baphomet worshipping ogres, dispatched them and returned her home. While in captivity, Adriana began to worship the beast-demon! Now, she watches for strong, bull-headed warriors, who she hopes to conceive a child in Baphomet's name with.



Appearance: Since her return, Adriana's blue eyes have been described as "wild." She keeps her brown hair fashioned, but unkempt, with wisps often sticking from the bun, or tails she styled that day. She is tall and lithe, claiming to have an elven ancestor intermingled with her human lineage.

Personality Traits: Captivating, devious, obedient, solemn, vindictive

Plot Hooks: Adriana collects feathers. She recently heard an adventuring party describe an owl-bear, and now wants one of those feathers.

Adriana has decided that one of the PCs will make an excellent father for her child. She does everything she can to get noticed by him.

Adriana wants to return to Baphomet's altar. She cannot accomplish this alone, and clandestinely contacts the PCs to help her.

#### LAURENTIA "LUCKY" CANDYTOE



*"I'll help you out when I get time!"*

Lucky is Silver's niece, and has been around for about 15 years. She fills in for both bartenders and wait staff. Lucky hopes to go adventuring some day, but Silver keeps

finding things to keep her busy.

Appearance: Lucky stands a shade over three feet tall. Her black hair is cut to frame her pretty, plump face. Her silvery eyes often make unfamiliar people lose a beat. Like most halflings, she never wears shoes.

Personality traits: Active, blunt, capable, cheerful, impatient

Plot Hooks: Lucky was tired of waiting for a chance to go adventuring. She left a note for Auntie Silver, and hasn't returned in three days. Silver cannot leave the bar, so she asks the party to find Lucky for her.

Lucky wants an unconventional gift for Auntie Silver. She wants a rival tavern's sign.

Lucky lost her favorite necklace. She is sure a cutpurse took it off her neck last night.

Lucky wants to learn how to gamble. But, not dice, like the people in the Moon play, but cards.

#### KASEN CHIMMER

*"Yis, ma'am. I kin do dat fer ya!"*

Kasen is a young lad, around 12 years old. He primarily cleans tables and



messes as needed. Silver promises to teach him how to properly wait on customers, but says he is still too young.

Appearance: Kasen has the looks of a preteen. He keeps his blond hair short, in the fashion of the warriors he emulates. His brown eyes still twinkle with excitement from the tales of heroism and adventure often heard in the Silvery Moon. Kasen stands nearly five feet tall.

Personality Traits: Emotional, excitable, fawning, high-spirited, undisciplined

Plot Hooks: Kasen heard a couple of warriors talking about the goblins in the south.

Kasen's mom is ill, and that's why he works at the Silvery Moon. He needs 500 more GP to have enough saved to cover the *Remove Disease* spell for his mom.

#### ALCIMEDE JACOBI

*"I will get to you, I promise. I am not as fast as I used to be, you know."*



Alcimedede is the early morning waitress, and general cleaner. She usually shows around dawn and works until about midday.

Appearance: Alcimedede is a short, old lady. She is in her mid-seventies, with silver hair and a slight stoop. She is a plump woman, with a quick smile, and a brown eyes.

Personality Traits: Articulate, authoritarian, clean, self-indulgent

Plot Hooks: Alcimedede is a very fond of the tavern cat, Twinkle. He has recently gone missing, and she is worried about him. She offers a *potion of healing* if the party returns him safely.

Alcimedede's son, Ignacio, is a local blacksmith. Perhaps he has a chore that adventurers need doing?

#### MAURA TEMAIN

*"Sorry, sorry! I wasn't watching where I was going."*

Maura has been waiting tables at Silvery Moon for about three months. She is a down-on-her luck adventurer, who recently joined the Redstone Thieves' Guild. She does not steal while at Silvery Moon, but instead gathers information.

Appearance: Maura stands around five and a half





feet tall. Her blonde hair is cropped short, and her brown eyes always seem to point at the floor. She looks young, perhaps 18 years old.

**PERSONALITY TRAITS:** Anxious, calculating, competitive, observant

**Plot Hooks:** Like August, Maura is an early source of rumors.

Maura can be the PCs early connection to the Thieves' Guild, even becoming a mentor that shows them the ropes.

Maura has had a bad feeling about Sereno for a few weeks. She would like to have the party tail him, and make sure he is not "up to something."

#### SERENO TIBALT

*"My lady, if you give me a moment, I have a perfect drink just for you."*

Sereno has been around the Silvery Moon since Silver bought it. He aspires to buy the place when she is ready to sell. Sereno is primarily a bartender, but also fills in as a server.



**Appearance:** Sereno is in his late twenties, standing five feet, eight inches tall. He has almost black hair, and stark blue eyes. He keeps his hair in a ponytail, and often dresses nicer than the other service staff.

**Personality Traits:** Adaptable, courteous, domineering, driven, pretentious

**Plot Hooks:** Sereno wants the Silvery Moon, and is willing to do a lot to get it. If the PCs seem criminally driven, he will approach them with a proposition: 1000 GP each to get Silver to sell. Sereno is looking for for some Blue Lotus Powder, "for a friend." He is willing to pay 500 GP to get some.

Sereno would like a bolt of black silk, for a new suit. He has heard the Thieves' Guild recently acquired some fine textiles, and would like the party to secure a bolt for him.

#### VACUNA TOSCA

*"Yes, my lady. I will fetch more water, straight away."*



Vacuna has been working at the Silvery Moon for nearly a decade. She left her elven homeland looking for the experiences of mankind. She found her way to Redstone and was excited to become part of the Silvery Moon staff.

**Appearance:** Vacuna is a beautiful elven woman, with flowing blonde hair. She has almond coloured eyes and always dresses in traditional elven clothing.

**Personality Traits:** Articulate, captivating, complacent, old-fashioned, whimsical

**Plot Hooks:** Vacuna thinks Esphah Wildheart is cute. She hopes to tell him how she feels, and needs the PCs to get him away from his adventuring companions.

Vacuna wishes to smell her favorite flower, the hibiscus.

Vacuna needs a day off. Could the PCs please talk to Adriana, because she refuses to cover the shift.

#### CALLIX URSINUS

*"Ya look like ya kin fight! Jus' don' be doin it in da Moon!"*

Callix is an ex-adventurer who found a home at the Silvery Moon. He lost an eye in a battle with orcs. Silver took him on as security about two years ago.



**Appearance:** Callix's grissled visage and eyepatch lend themselves well to his profession. He is in his late 20's, with brown hair, a stout frame, and scarred hands.

**Personality Traits:** Boisterous, focused, frightening, intense, steadfast

**Plot Hooks:** Callix hates orcs. He hates them enough to offer a 5 GP bounty for both their ears, out of his own pocket.

Callix has a date, and would like to impress Kara Hania with a swamp cow steak dinner.

#### Writer's Note

There are other employees of the Silvery Moon not described here. Cooks, security staff, room cleaners, an accountant, and anyone else you may want for your version. Fill them in as necessary for your campaign.

As your campaign grows and changes, the NPCs listed here will have new goals. Use these characters to keep the game fresh and exciting. Don't be afraid to kill some of the NPCs off. If the player characters become fond of someone, a tale of revenge can be some of the best adventuring.



# CUSTOMERS AND PATRONS OF THE SILVERY MOON

## Writer's Notes

Redstone rests near several crossroads between kingdoms and other cities, so merchants often stop within its walls. The city-state lays on a direct route to a megadungeon. The region is ripe for adventuring. All of this lends itself to adventuring parties drifting in and out of the city. I present five such adventuring parties. Use them to give rumors, create rivalries, build tension, or remove problematic magic items from your game.

As the game goes on, you will want to add more. Included in this section is a chart to help you come up with names for the groups that will rival your players.

## ADVENTURING GROUPS OF THE SILVERY MOON

The Silvery Moon is owned by a former adventurer, and in a city near to many adventuring destinations. Because of this, several adventuring groups frequent its halls. Many are never prosperous, but drink to their victories anyway. The few who return wealthy, often buy rounds of drinks to gather interest in their tales of exploits. The less fortunate gather in hopes of alms from their comrades-in-spirit.

### Deep Ramblers

High Level Rival Adventuring Party

Average Level: 9

Greatest Triumph: Destroying the Red Wyrminfron

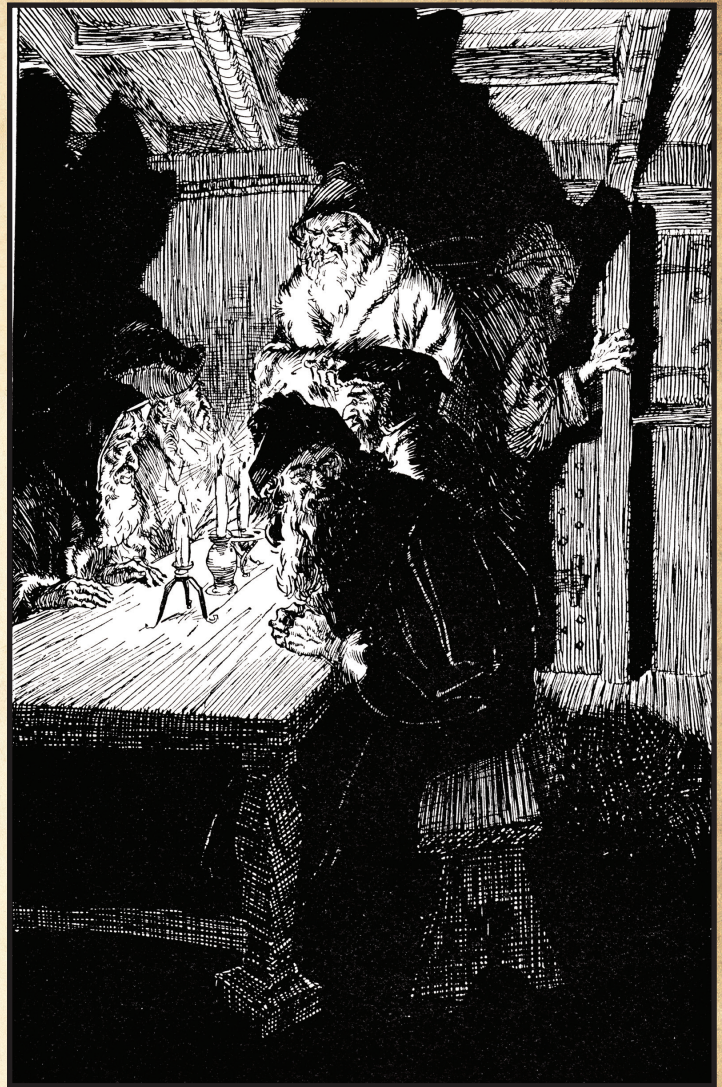
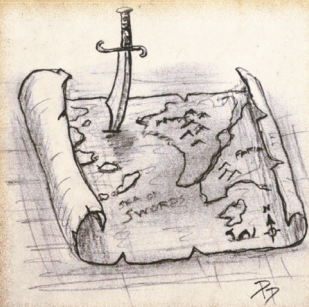
### **Thom Chapman**

Cleric and leader of the Ramblers. He worships a god that opposes one of the PCs deity.

Thom wears plate armor and a full helm. He carries a dwarven-forged warhammer, and a shield with his deity's symbol emblazoned on its face.

### **Nabbi Gingercakes**

Halfling thief and information broker. She often trades information with both August and Maura. Nabbi is willing to sell information that she thinks would be a waste of the Rambler's time.



Nabbi wears blackened leather armor, and often carries a pair of short swords, one of which glows a soft blue light. She never covers her blonde hair unless she is heading to adventure.

### **Illa Keening**

Fighter and "face" of the group. Illa often negotiates the terms of the Rambler's quests.

Illa wears a crimson suit of plate armor. She carries several weapons, including a sword, hand axe, dagger, and bow.

### **Medea Malum**

Sorceress of the Ramblers, she has a fondness for apprentice wizards, and will often trade spells with them.

Medea wears flowing robes of her art, including wide sleeves that could easily conceal magical concoctions. Typically, her robes are a crimson color, but she occasionally wears gray when she wants to escape notice.



### Frozen Order

Down-On-Their-Luck Adventurers

Average Level: 2

Greatest Triumph: Killing goblins

#### **Leigh-Ann Aker**

Mage and leader of the Order, Leigh-Ann is feeling the weight of being an unsuccessful adventurer.

Leigh-Ann is dishevelled and her blue robes show stains. Her auburn hair is often unkempt.

#### **Daniel Burnel**

Fighter and muscle, Daniel lives to fight. He is getting grumpy that the Order hasn't found enough coin to drink.

Daniel wears chain armor, and carries a sword, a dagger and a shield.

#### **Chelsea Percy**

Paladin of Freya and negotiator for the Order, Chelsea keeps a positive outlook, often saying "Freya has plans for us."

Chelsea carries a mace and wears leather armor. Her shield is emblazoned with a corn stalk.

#### **Craig Thompson**

Cleric of Freya and the Order's treasurer, Craig is noticeably nervous about being low on funds. He often chides his group about ordering items in excess.

Craig wears ring armor, and carries a staff. His holy symbol, a wolf's head pendant, hangs prominently around his neck.

### Lunatic Urges

Low Level Enemy Adventuring Party

Average Level: 3

Greatest Triumph: Tomb robbing a magic sword

#### **Billy "the Hook"**

Fighter and Thug of the Lunatics, Hook often pushes people and makes rude statements.

Hook wears ring armor, and carries a sword with a very identifying symbol on its hilt.

#### **Spaira Malain**

Thief and negotiator for the Lunatics, Spaira watches the groups surroundings, always keeping her wits about her. She refuses all alcohol. Spaira wears brown leather armor, and often has a short sword at her hip. She usually has a short bow that she leaves with Callix when she is in the Silvery Moon.



### Garraj Popajji

Wizard and researcher of the Lunatics, Garraj like to drink and fall into reverie.

Garraj wears robes typical of his profession, changing colors often. He boasts they are enchanted. He has a pentagram tattooed on his left forearm.

#### **Joseph Sobzach**

Cleric of Ra, Joseph is an evangelist. He will call upon Ra to bless everything from food to "the poor fool next to me."

Joseph wears chain armor, carries a mace, and a shield with a star-burst.

### Fortunate Syndicate

Low Level Rival Adventuring Party

Average Level: 3

Greatest Triumph: Rescuing Adriana Chastane from ogres

#### **Igneous Axebeak**

Dwarf Fighter and herald of the Syndicate, Igneous loves nothing more than to gather a crowd and tell of his group's exploits.

Igneous carries a battle axe, and two throwing axes. He wears plate armor engraved with dwarven runes. His shield bears his family crest, a large bird with an axe for a beak.

#### **Trevor Dudzae**

Ranger and tracker of the Syndicate, Trevor is quiet. He can often be found smiling next to Igneous, sipping an ale.

Trevor wears leather armor, carries a long bow, and a pair of short swords.

#### **Kara Hania**

Druid of the Syndicate, Kara, hates being around people. She only tolerates large groups if Trevor is nearby.

Kara wears a suit of leather armor made from the skin of a minotaur. The armor fits her perfectly, as if it were specially made for her. She carries a sickle and wears her sling as a belt.

#### **Chadwell Tinpenny**

Thief and negotiator for the Syndicate, Chad stays away from Igneous's boisterous stories. Instead, he usually attempts to suss out rumors. Chad wears black leather armor, and carries a red-hued short sword and a short bow.

#### **Esphah "Pointy Ears" Wildheart**

Elf Wizard and leader of the Syndicate, Esphah drinks only the finest elven wines.



Esphah wears a traditional elven tunic and breaches, and only carries a short stick for a weapon.

### **Red Streak**

Mid Level Adventuring Party

Average Level: 6

Greatest Triumph: Recovering Peln Fearlash's spell book

#### **Captain Steve**

Fighter and guide of the Streak, Steve recently left the Redstone Guard. He knows everyone in the city, and often buys drinks for the bar. Steve wears plate armor, carries a warhammer with arcane runes etched in it, and a kite shield.

#### **David Fairgrove**

Druid and tracker of the Streak, David boasts of his abilities and loves showing off. He often brings in an animal to converse with or uses his shape shifting abilities to "wow" the crowd. David wears green stained leather armor and carries a staff.

#### **Bailey "Near-Miss" Shenhower**

Thief and negotiator for the Streak, "Near-Miss" often uses her sleight of hand abilities to entertain the people around her, usually by juggling, but occasionally with magic tricks. Near-Miss wears black leather armor and carries a battle axe.

#### **Lucian Stoneson**

Paladin and leader of the Streak, Lucian mostly keeps to himself. A devout follower of Thyr, Lucian keeps vigilant for injustices. Lucian wears chain armor, and carries a mace and round shield. He bears no outward symbols of his devotion.

#### **Layla Stoneson**

Wizard and informant of the Streak, Layla is always in a book, unless cavorting. Her cat, Eshe, is always with her at the Silvery Moon. Layla nearly always wears a brown heavy cloak, and has a staff close at hand.

#### **Delilah Tambrink**

Cleric of Freya, Delilah often plays match maker when she is at the Silvery Moon, encouraging people to "get to know each other." Delilah wears plate armor, carries a shield and always keeps her wolf's head holy symbol noticeable. She does not carry a weapon to the Silvery Moon.

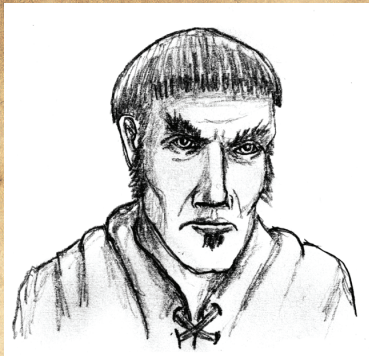
### **Adventuring Party Name Generator**

Use the Adventuring Party Name Generator to create more rival NPC parties. Roll a d20 three times, once for each column. Choose the two you like the best from the results, or use all three.

DIE ROLL	1ST COL-UMN	2ND COL-UMN	3RD COL-UMN
1	Steel	Lords	of Justice
2	Red	Killers	of Evil
3	Black	Avengers	of Night
4	Green	Protectors	of Dawn
5	Blue	Horse-men	of Truth
6	White	Thrusters	of Dark-ness
7	Strong	Punishers	of Tem-perance
8	Willful	Hawks	of Com-passion
9	Great	Slayers	of Red-stone
10	Powerful	Keepers	of Virtue
11	Wanton	Destroy-ers	of Humil-ity
12	Granite	Starters	of Change
13	Fiery	Returners	of Home
14	Iron	Champi-ions	of Power
15	Stony	Raptors	of Chance
16	Questing	Vipers	of Greed
17	Famous	Adven-turers	of Envy
18	Mithral	Soldiers	of Kind-ness
19	Golden	Devout	of Humil-ity
20	Orange	Wishers	of Great-ness







## COMMONERS OF THE SILVERY MOON

### Writer's Notes

This section is designed to help you flesh out the world around the Silvery Moon Tavern. There is nothing worse to a GM than when a player asks a random NPC "what's your name."

As the world expands around the Redstone or your city, you may want to keep a notebook on the NPCs that the players become fond of, or that continually pop up and annoy the party. These NPCs may take up adventuring, or become the subject of a quest through kidnapping, robbery, or romance. Some of them may even become hirelings or henchmen of the players' group.

Others may take a disliking to a PC and sabotage, engage in intrigue, or even outright attack the target of their ire.

Exploring and fighting are fun, but NPCs bring a campaign to life.

Listed here are names of many commoners of the Redstone area that frequent the Silvery Moon. A few details are given, but most are left for you to fill in as necessary. See Appendix A for more information on occupations.

Sarah Abner: Launderer  
 Scott Abner: Leatherworker  
 Carol Aker: Sister to Leigh-Ann; streetsweeper  
 Kent Anchor: Farmer  
 Lee Anchor: Son of Kent  
 Jenifer Avastor: Watchwoman  
 Gala Barbro: Tailor  
 Liz Barbro: Fueller  
 Mada Brown: Town drunk; ex-guard  
 Than Brown: Tenter  
 Thom Carpenter: Carpenter  
 Akila Charles: Tax Collector  
 Mesha Charles: Cooper  
 Rand Chastane: Brother of Adriana; blacksmith

Karla Chimmer: Kasen's mom; ill  
 Paul Chimmer: Kasen's father; butcher  
 Caroline Danube: Chandler  
 Cyrus Danube: Miller  
 Jim Downee: Apprentice wizard  
 Jillian Drake: Temple acolyte  
 Michael Drake: Painter  
 Anna Edlyn: Retired priestess  
 Robert Edlyn: Alchemist  
 Gary Ernst: Cobbler  
 Richard Falk: Hatmaker  
 Piotr Freyam: Parker  
 Lydia Green: Fromager  
 Belle Hanson: Hedge wizard  
 Ryan Hanson: Florist  
 James Jackson: Son of Jon  
 Jon Jackson: Farmer, widowed  
 Phoebe Jackson: Daughter of Jon  
 Ignacio Jacobi: Son of Alcimede; blacksmith  
 Tom Kosk: Herbalist  
 Venus Kosk: Accoucheur  
 Tamra Krensha: Clouter  
 Jack McEwen: Owner of McEwen's Mercantile  
 John McEwen: Owner of McEwen's Mercantile  
 Fred Mentcer: Scrivener  
 Chelle Morris: Lampwright  
 Mac Ninehagen: Watchman  
 Arthur Polarz: Fletcher  
 Jim Spencer: Mapmaker  
 Swan Spencer: Accoucheur  
 Dan Stockson: Tenter  
 Stephanie Stockson: Plumer  
 Claire Tibalt: Ex-lover of Sereno Tibalt; spicer  
 Danon Tustim: Watchman  
 Tara Ursinus: Sister of Callix; tanner





# FOOD AND SPIRITS OF THE SILVERY MOON

The Silvery Moon Tavern prides itself in its food, beverages and spirits. Eimhin Oaksout often asks adventurers for new and creative ingredients for his kitchen. Kort Ironsmith brews the best ales and beers in the area. Silver Moonbrow imports the finest spirits from far away lands.

## Writer's Notes

When playing role-playing games we often don't think where food for our characters comes from. We mark off our rations, and that's the end of it. It can be different, though.

The Silvery Moon grows many of its own vegetables and harvests its own eggs, but almost everything else is brought in. This can be an adventure.

Maybe the pig farmer hasn't shown up in a few days and Silver needs his farm checked out.

There, the adventurers find the Red Tooth Goblins have taken over and hold the farmer's family, forcing them to cook for the goblins.

It's possible the fishmonger was robbed, and needs the thieves to be tracked down so Eimhin can make the blackened fish that the Silvery Moon is famous for.

Other adventures could revolve around finding a mushroom only grown by myconoids. For high level adventures, Eimhin has always wanted to prepare a meal of dragon for the king!

## FOOD

Food is the most important thing in people's lives. Without it, they would cease to exist. Food brings people together in ways nothing else can. The search for delicious, unique foods predates society. This drive remains in all people. Silver and Eimhin have capitalized on this. They are always desperate for the next great dish to serve their patrons.

Silver has a philosophy "if the customer can pay, find a way to get their money, whether copper or gold." With this in mind, Eimhin produces a daily menu for the poorest customer, and the wealthiest. But, what kind of foods are presented to these different walks of life?

### FOOD FOR COPPERS

For a few coppers, a patron could receive any of the following:

**Acquacotta:** A soup from the previous day's meals, Acquacotta gives the common person a taste of royalty for a low price. Its availability is limited.

**Breads:** Bread is served with every meal at the Silvery Moon. Wheat, barley, and rye are some common choices.

**Eggs:** Silver keeps chickens at the Moon for their eggs. Eggs are available at all times of the day.

**Gruel:** This mixture of grains and hot water fetches the lowest price of any item at Silvery Moon.

**Pottage:** Primarily beans, onions, and peas, pottage is thickened with almonds. It is the staple food of most peasants and common folk who frequent the Moon.

**Supu:** This soup steams on a flame constantly. Eimhin makes it with whatever is left from other meals: fat, bone, sinew, potato peels, carrot ends or any other unappetizing, yet edible thing he has in the kitchen. It never tastes the same twice.

**Vegetables:** Many vegetables are available from the farmers around Redstone. Depending on season, beans, beets, cabbage, carrots, onions, potatoes, peas, pickles, and others are available for a low cost.





### FOOD FOR SILVERS

For a few silvers, the quality of food increases greatly:

**Fish:** Eimhin prepares blackened fish everyday for the lunch menu. Served on a bed of cabbage and bread, it often sells out.

**Meatloaf:** Baked ground meat with grains, meatloaf is the most affordable meat available at the Silvery Moon. Eimhin only prepares meatloaf for the evening meal.

**Pastas:** The Silvery Moon's pasta is made daily, with flavors dependant on the Silver Feast that Eimon creates.

**Preserved Meats:** Almost any meat can be preserved. Three non-magical techniques of preservation are available to Eimhin: jerking, pickling, and salting. Pickled meats fetch the lowest price, followed by salted, with jerked meats fetching a premium due to portability.

**Umble Pies:** A pie with entrails of deer, pig, or other animal with its filling, Eimhin spices these pies to perfection.

### FOOD FOR GOLDS

Ladies, lords, wealthy merchants, and successful adventurers find culinary delights for just a few measly gold inside the Silvery Moon.

**Cheeses:** Silver contracted Lydia Green, the local fromager, for three different wheels of cheese per week. Brie, gorgonzola, and gouda are often available. Other cheeses can be requested, with a week's notice.



**Exotic Foods:** Eimhin and Silver get excited about new flavors. Spices, plants or meats from exotic places can be found. Appendix B lists some exotic foods that may be available or sought after.

**Meats:** Meats acquired daily are the staple of the wealthy person's diet at the Silvery Moon. See the chart for more information on availability.

**Sweets:** Eimhin often produces honey based confections. Depending on the season, the most common baked goods are: blueberry gridle cakes, pecan pie, raspberry torte, and strawberry pie.

Type of Meat	Availability
Alligator	Very Rare
Beef	Rare
Bison	Very Rare
Chicken	Every Day
Fish	Every Day
Lion	Special Order
Mutton	Common
Peacock	Uncommon
Porcupine	Common
Pork	Common
Oyster	Common
Turtle	Uncommon
Veal	Common
Venison	Common

To see if a meat is available at a given time, roll a d6. A common meat is available on 1-5, an uncommon on 1-3, a rare meat is available on 1-2, and very rare meats are only available on a 1. Only three meats (other than chicken and fish) are available on any day.





## SPIRITS

Silver imports most spirits for the Silvery Moon. She favors making her own brandy, and will share it with customers on occasion.

**Brandy:** Three brandies are available at the Silvery Moon, with Silver's private stock being an additional off the books choice. *Kosk's Choice*, distilled by Tom Kosk, is a juniper flavored brandy. Silver also imports *Raspberry Vita*, from a larger city. Finally, *Chatman's Special Dark Wine* is imported from a vintner about three miles away from Redstone.

**Gin:** Most farmers around Redstone distill their own gin. Silver buys casks from any who approach her to sell. All are marketed under the category gin.

**Rum:** The scarcity of sugar cane makes rum a valuable commodity. Silver buys every drop she can get, and sells it at a premium price. Currently, Silver's stock is down to two casks of spiced rum, and she is desperate to acquire more.

**Tequila:** Tequila is unheard of in Redstone. A barrel of tequila would fetch 1000 gold or more.

**Vodka:** The vodka in the Redstone region is primarily distilled from potatoes. Like gin, many farmers make their own. Unlike gin, Silver has found a couple of favorites, which she markets for a premium: *Anchor's Pride*, and *Hanson's Heart*. The regular adventuring groups often buy and toast with *Hanson's Heart* as a tribute to new adventurers.

**Whiskey:** The king of Redstone exports whiskey, and has decreed only his brand may be sold within the city's influence. Due to this, *Redstone's Perfect Distilled* is the cheapest spirit available.

**Wine:** The wine list at the Silvery Moon Tavern is extensive. Dwarven, elven, halfling, and human wines all vie for sales. A sample wine list is included in Appendix C.



## Brews

Kort Ironsmith, master brewer, learned from the dwarves of his homeland. Over the years, Kort refined his craft to create some of the best brews in the world. Whether ale, beer, or mead, Kort's excellent craftsmanship shows through each brew. The standard cask at Silvery Moon Tavern is 83 pints.

### Ales

Ales do not have carbonation, and typically have a fruity after taste. They typically have a higher alcohol content than beers. Ales at the Silvery Moon Tavern are not brewed with hops.

**Kort's Dark Ale:** Brewed with oak and dark barley, this brew packs a punch.

Cask - 2 Gold

Mug - 4 Copper

**Kort's Sweet Ale:** This ale is sweetened with honey.

Cask - 3 Gold

Mug - 5 Copper

**Silvery Moon Special:** This ale is brewed with the day's available ingredients.

Cask - 1 Gold

Mug - 2 Copper

### Beers

Kort is a master of keeping the natural carbonation in his beers. His secret process comes from the dwarves, and he refuses to share it.

**Dwarven Doppelbech:** A dark brew, with a frothy head. This beer is the strongest of the Silvery Moon's offerings.

Cask - 6 Gold

Mug - 8 Silver

**Kort's Logger:** This cold-brewed beer is golden in color. It's crisp, bubbly flavor is a favorite of barbarians and halflings.

Cask - 7 Gold

Mug - 9 Silver

**Silver's Special:** Sometimes brews don't go as planned. That's when you get a Silver's Special.

Cask - 2 Gold

Mug - 4 Copper

**Silvery Moon Mithril:** There is one barrel that this can be brewed in. Its taste approaches vodka, without the burn

Cask - Unavailable

Mug - 5 Gold



## Meads

Meads are an alcoholic brew that primarily use honey for their sugar ingredient. Kort is disdainful of mead, and only brews it because he must.

**Blue Mead:** Blueberries added to the mixture give this drink its name and unique taste. It is available seasonally.

**Bottle** - 2 Gold

**Glass** - 3 Silver

**Daily Brew:** This mead is slightly carbonated and quite bitter.

**Bottle** - 8 Silver

**Glass** - 1 Silver

**Kort's Sack Mead:** This extremely sweet mead contains more alcohol than other meads. Drink at your own risk, or if you are a dwarf!

**Bottle** - 1 Gold

**Glass** - 2 Silver

**Mylex Mead:** This mead is wine mixed with honey and re-firmented. A slight vinegar taste mixes with the sweetness for a unique beverage.

**Bottle** - 1 Gold

**Glass** - 2 Silver

**Silver's Secret Honey Brew:** This mead tastes of tart berries covered in honey.

**Bottle** - 2 Gold

**Glass** - 3 Silver

## Writer's Notes

The lists presented here are not exhaustive. Your world should have its own brews and famous brewers. Add others from regions near and far. Ingredients can become scarce, and therefore the subject of quests. Perhaps the bees have begun dying due to a demon's presence near their hives. A well may have dried up, prompting the search for a new one. A merchant carrying valuable rum is days late, and Silver needs the product. The famous "Mithril Barrel" was stolen, and lifetime food and drink are offered for its return. Adventures are but an idea away. Explore your world through the NPCs as well as the player characters.





# ENTERTAINMENT AT THE SILVERY MOON

Silver realizes that entertainment keeps happy patrons returning. To this end, she fosters bards, gleemen, troubadours, and other spectacles. She allows dice and games inside the tavern, as long as players stow their weapons.

## Entertainers

**Bards:** Poets and orators of epic stories are the most common entertainers at the Silvery Moon. Adventurers often tip bards to replace the legendary heroes' names with their own. Successful adventurers often hire bards to write their deeds.

**Conjurers:** These apprentice-level magicians use illusions and conjurations to augment adventurers stories.

**Gleemen:** These wandering entertainers come and go from Redstone. They juggle, perform, and sing. Often gleeman perform with a harp, lute, or vielle.

**Jesters:** Jesters are comedians that use physical comedy to deliver laughs. They act bufoonish and clumsy.

**Jongleur:** A jongleur often trains under a troubadour, and almost never performs alone. Skills they are exected to learn include: acrobatics, acting, juggling, one or more instruments, poetry composition and recital, singing, and storytelling.

**Juggler:** Jugglers are wildly popular with the day crowd at the Silvery Moon.

**Minstrels:** Minstrels play music for entertainment. Some minstrels perform solo, and others as an ensemble.

**Mummers:** Masked and costumed dancers who always bring the crowds to a raucous cacophony. Usually accomponied by minstrels, mummers never speak while performing.

**Troubadours:** Most troubadours began a career as a lesser entertainer, studied under tutors and mastered one or more forms. They almost always travel with a jongleur in training.

Entertainers and merchants know about the world outside of Redstone's boundries. The adventuring groups of the area only travel so far. As the world around the Silvery Moon expands, merchants and entertainers will be the first mouthpieces.



## Writer's Notes

Nothing sets the stage in a tavern like entertainment. For example, if you plan on having Brie Tadius get kidnapped, a poet reciting a tragedy of loves lost sets the tone well.

*A poet recites a tale as you walk into the tavern. His low voice made somber by the soft sounds coming from his lips. The story entrances you, for everyone has felt the sting of lost love.*

Planning a grand quest to start? Minstrels playing heart-pounding music will get the players motivated.

*The brass instrument holds a deep note for an eternity. Drums begin pulsing, quietly, slowly at first but rising. The strings begin to play, rising and falling in line with the drums' inescapable beating.*

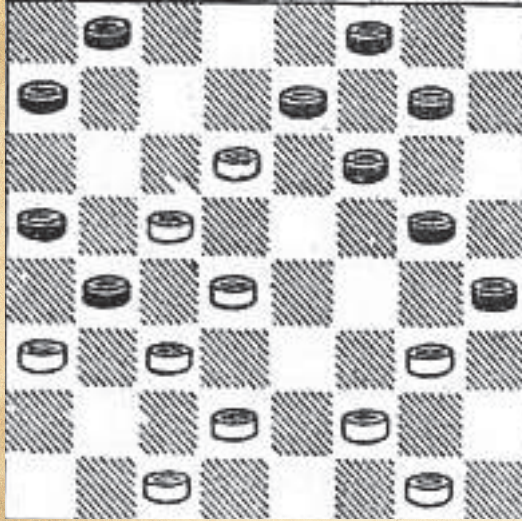
Jesters and jugglers work well for the beginning of a campy, light hearted adventure.

Each entertainment style can lead to a more immersive game, if partnered with an adventure that suits their style. The key to using entertainers to frame adventures is description. Make the players hear the music and feel the excitement of the patrons in the Silvery Moon.



## Games

Games are a lifeblood of the Silvery Moon Tavern. Gambling is legal within the walls of Redstone, and Silver always finds a way to take a cut. Gamblers must lock weapons and spell components away before entering the gambling floor.



**Checkers:** This common game is played with chips on an 8 x 8 alternating board. The object is to remove all of the opponent's pieces. It is often played for coppers by local citizens. The Silvery Moon encourages gambling on either participant.

**Darts:** Darts are tossed at a board. Hitting a "bullseye" scores a point. The first player to score three bullseyes is declared the winner.

**Knucklebones:** Four bones are thrown into the air. Each bone will land on one of four possible sides. Depending on how the bones land, scores are counted. People who put money on the correct score square are paid, and the house takes the losers money.

**Shovelboard:** This game's rules are simple, shove a coin from one end of the board into a scoring area. Each player gets five turns, with any coins landing outside of the scoring area going to the house.

**Sixes and Sevens:** This dice game revolves around a single toss of two dice. A result of six or seven on the dice shows a win for the tosser, anything else loses. Winners are paid 3:2.

## Writer's Notes

The games presented here are variants of games that exist or existed. They are presented to give the tavern more to do than just talk to people and order food.

Create a character who cheats, but hasn't been caught. Maybe he swindles the players or the Silvery Moon. This type of character creates long term ethical problems. Maybe she has a sick child and she needs money for a spell. They could be under a charm or compulsion. Try it out, your players may enjoy intrigue and skullduggery for a change of pace.

If you change the legality, even more adventures flow. The thief gets contacted by the guild to do a job. Silver's betting pits are the target. Now you have a character with split loyalties. What will he do? The only way to find out is to present the option to them.





## ACCOMODATIONS AT THE SILVERY MOON

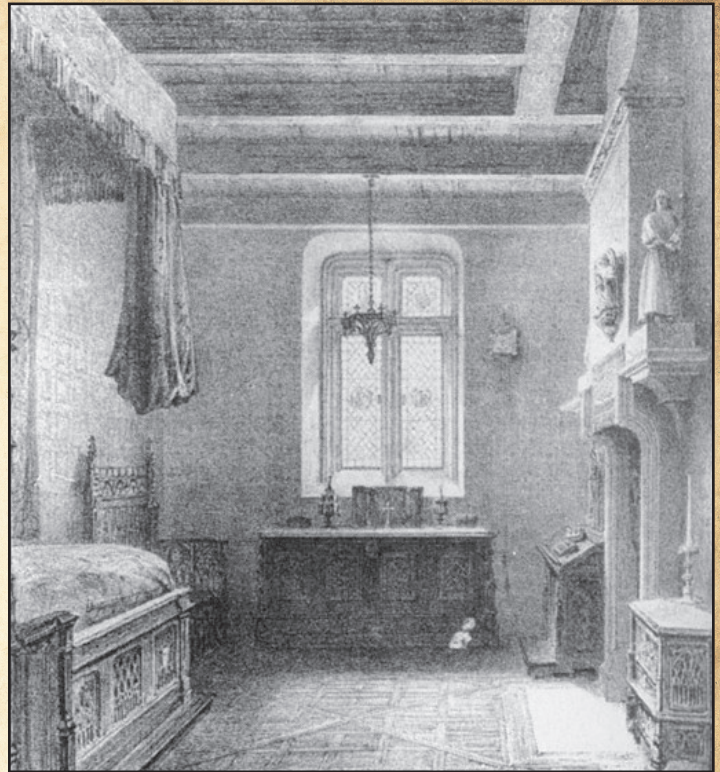
The upstairs of the Silvery Moon holds several rooms for rent. They range in quality from a common sleeping area to opulent private rooms. Prices fluctuate on availability, ranging from a few coppers to 100 gold or more.

**The Jake:** The Jake is the common sleeping room at the Silvery Moon. Often merchant guards, entertainers, and town drunks bed for the night on one of its couches or cushions. Goods, money, and other items are commonly stolen from sleeping inhabitants. As Silver says, "Your stuff, your problem."

**The Bunks:** These cramped rooms hold two sets of bunk beds and a small trunk with a lock. The doors to these rooms have shoddy locks. Adventuring groups often use these rooms, finding them inexpensive and relatively secure. The bunks get rented by the bed, not by the room.

**The Velvet Rooms:** The velvet rooms hold a single large-sized bed. A dresser, stand and mirror round out the furnishings. These rooms are favorites of merchants and lovers. Well made locks protect the contents and inhabitants.

**Silver's Palace:** Two bedrooms and a sitting room comprise this suite. A table, four chairs and a bar fill the sitting room. Each bedroom contains two beds and two lock boxes. This room never fails to be rented, often fetching auction-like prices.



### Writer's Notes

Having different types of rooms available at the inn allows the players to feel accomplished. As they accumulate wealth, they surely want more comfortable rooms and beds. You want the players to see the Silvery Moon as a safe haven, so its a big shock when something does go wrong. Occassionaly, the private rooms are unavailable. For example, when you plan an assassination you may want the adventurers in common quarters. This makes them more accessable to the assassin's blade.

If an assassination happens while they are in private quarters, they may become prime suspects. Especially if they already have a reputation of violence and debauchery.

Even where and how the PCs sleep can be part of the fun of role-playing games.



# APPENDIX A

## GLOSSARY OF ANCIENT JOBS

The following is an incomplete list of medieval jobs likely to be found in a city. Occupations that are common in modern times (grocer, fishmonger, etc.) have been omitted. Some occupations have changed their meanings significantly enough to be included in this list (bailiff, herald, etc.)

**Abbess:** Person in charge of a covenant (all female religious place)  
**Abbot:** Person in charge of a monastery (all male religious place)  
**Acater:** Provisioner of food  
**Accoucheur:** A midwife  
**Alchemist:** Person who makes potions, ointments and concoctions.  
**Alewife:** Female bar owner  
**Almoner:** Religious person who distributes food or money to the poor  
**Apothecary:** Person who makes and sells drugs and medicines  
**Arkwright:** Person who makes wooden chests and coffers  
**Bailiff:** Person in charge of arrests, warrants, and executions  
**Bard:** A minstrel  
**Barker:** Caller at a show entrance  
**Bather:** Person who owns a bath house  
**Bearleader:** Traveling tutor  
**Boothman:** Person who sells grains  
**Butler:** Person in charge of alcohol in a private place  
**Cantor:** Person in charge of music at a church or ceremony  
**Catchpole:** Person responsible for carrying out bailiff's decrees  
**Chancellor:** Secretary to a high-ranking official or noble  
**Chandler:** Candlemaker  
**Chantry Priest(ess):** Member of a clergy who specializes in prayers for the dead  
**Clark/Clerk:** Another name for priest (or priest-ess)  
**Clouter:** Person who repairs items; a "handyman"  
**Coleporteur:** Person who sells religious texts  
**Constable:** Warden

**Costermonger:** Fruit merchant  
**Curate:** Person in charge of a church  
**Cutler:** Person who makes and repairs knives and other household utensils  
**Drayman:** Driver of a cart  
**Eggler:** Egg merchant  
**Exchequer:** Person in charge of collecting king's revenue  
**Falconer:** Person who breeds, trains, and sells falcons  
**Famulus:** Servant or attendant of a magician  
**Fence:** Person who buys and sells stolen goods  
**Fewterer:** Person who breeds, trains, and sells dogs  
**Friar:** Wandering monk (of a church)  
**Fromager:** Person who sells cheese  
**Fruitier:** Fruit seller  
**Fueller:** Person who sells wood, coal and other fuels  
**Greengrocer:** Fruit and vegetable merchant  
**Harberdasher:** Person who sells men's clothing  
**Hayward:** Officer in charge of fences, hedges and other barriers  
**Herald:** Person who makes announcements, and expert in heraldry  
**Knifeman:** Someone skilled in the use of knives, particularly to disembody mounts  
**Limner:** Illustrator of books  
**Linen-drawer:** Person who sells linens (towels, sheets, curtains, etc.)  
**Liner:** Person in charge of property lines  
**Mason:** Bricklayer  
**Mercer:** Person who deals in expensive clothing  
**Minnesinger:** A singer who specializes in love songs  
**Minter:** Person who makes coins  
**Ostiary:** Person in charge of doors at a church





**Ostler:** One who cares for horses  
**Oynter:** Ointment merchant  
**Pardoner:** A clergy member who sells indulgences (pardoning sins for money)  
**Parker:** Caretaker of a park  
**Pioneer:** Military engineer  
**Plumer:** Feather merchant  
**Poacher:** Person who illegally kills animals  
**Potboy:** Person who cleans chamberpots  
**Poulter:** Person who sells poultry  
**Reeve:** Warden of a church  
**Sacristan:** Person in charge of Relics and religious items at a church  
**Sapper:** Expert in military field fortifications  
**Scrivener:** Scribe  
**Sexton:** Minor official of a church whose role includes digging graves and ringing bells  
**Sheriff:** Law enforcement officer within the city or county  
**Skinner:** Person who sells pelts and furs  
**Spicer:** Spice merchant  
**Stationer:** Person who sells books; a copyist  
**Stewman:** Male who runs a brothel  
**Tanner:** Person who prepares leather  
**Tapster:** Bartender, especially at a place with kegs  
**Taverner:** Person who runs a tavern  
**Tenter:** Unskilled assistant  
**Thresher:** Person who separates grain from straw  
**Troubadour:** An entertainer who specializes in love themes  
**Waferer:** Cake and confections merchant

**Warden:** Person responsible for overseeing law and order, typically in a non-civic place (church, business, etc.) and carries the same weight as a police officer  
**Watchman:** Guard or police officer  
**Woodward:** Keeper of a forest

### Writer's Notes

This section is included for you to be able to expand the people in your world. Use the list to give depth to characters and to make the city and tavern feel more alive.

As I have said, many occupations have been intentionally left out. Occupations like accountant, cook, doctor, lawyer, and nurse all exist, and are necessary for a society to run.

There are probably other jobs that could be invented, just based on the multiple races that live in a fantasy setting.

Some examples may be: dwarven digger (a dwarf who specializes in planting walls deep in the ground to deter underground threats), elven linguists (translators for nobles and businesses), or halfling confectioners (who create wonderful sweet treats never seen by humans).

Ultimately, you plot your campaign's course, with direction from the players. These tools help make the journey more fun.





## APPENDIX B

### Exotic Foods List

Listed here are several foods that are unknown or scarce in Redstone. Some of these may be found through normal adventuring and others may be the result of a quest.

Aboleth	Hippogriff
Acai Berry	Hydra
Ankheg	Lemon
Baboon	Leopard
Banana	Leucrota
Basilisk	Lion
Behir	Mammoth
Black Tea	Manticore
Bulette	Octopus
Catoblepas	Orange
Cherry	Otyugh
Chimera	Owlbear
Chocolate	Pichuberry
Cinnamon	Pumpkin
Cockatrice	Purple Worm
Coffee	Rhinoceros
Corn	Rust Monster
Couatl	Sea Lion
Crocodile	Shark
Dinosaur	Squid
Dragon	Tangerine
Gorgon	Tangle Weed
Grapefruit	Tiger
Grick	Unicorn

#### Writer's Notes

The presented list depicts several foods that either Eimhin or Silver may want. Some are common to us, but may require travel to a different region or continent from Redstone, yet others are dangerous and rare.

Returning with the foods should be a different chore. Meat is no good to the Silvery Moon staff if it is fetid and rotten. Care should be taken to find a way to preserve the meats, either through magical or mundane means.

Vegetables and fruits last longer than meats, but are more fragile, presenting a different transportation problem.

If your players enjoy problem solving, have them search out exotic foods. In return, greater rewards than gold or experience can be given. Perhaps the king himself wishes to try black tea, and is willing to bestow a title of royalty upon anyone who facilitates his wish.

A local wizard may trade a spell for a taste of oranges. Freya herself may wish to taste lemons, and will grant the title of high priest upon the first person to present them at her altar.





# APPENDIX C

## Silvery Moon Wine List



### Red Wines

**Freya's Cabernet** - Flavorful and full-bodied, the goddess blesses us all with this cabernet.

**Bottle** - 1 Gold **Glass** - 1 Silver

**Gilxena Red** - A fine elven wine from the vinters at Gilxena. Enjoy Gilxena red with our daily specials.

**Bottle** - 2 Gold **Glass** - 2 Silver

**Highhill's Primitivo** - A zesty halfling wine. Excellent with pork.

**Bottle** - 2 Gold **Glass** - 2 Silver

**Piccar's Malbec** - A wonderful plum wine, to be paired with spiced foods.

**Bottle** - 2 Gold **Glass** - 2 Silver

**Saints' Barbera** - A sinfully delectable wine, to be paired with tomatoes and cheeses.

**Bottle** - 3 Gold **Glass** - 2 Silver

**Spinetta Cabernet** - Full bodied and wonderful, Spinetta is the house wine of the Silvery Moon.

**Bottle** - 5 Silver **Glass** - 8 Copper

**Stone's Cutter** - This dwarven wine fits into no other category. Strong and earthy, with a kick.

**Bottle** - 5 Gold **Glass** - 5 Silver

**Temple's Shiraz** - This winter wine warms a weary traveller.

**Bottle** - 1 Gold **Glass** - 1 Silver

**Temple's Merlot** - A smooth, easy drinking wine. Best with desserts and friends.

**Bottle** - 1 Gold **Glass** - 1 Silver



### Rose Wines

*The elves are famous for their rose wines, or Kiwir Mirovor, and the Silvery Moon Tavern only imports the finest available.*

**Belig Mirovar** - A heavily bodied wine, Belig Mirovar is savory and rich. Pair with blackened fish for a wonderful evening

**Bottle** - 5 Gold **Glass** - 6 Silver

**Gilxena Rose** - Gilxena named the wine in common so that everyone could order it. Sweeter than her red sister, Gilxena Rose won't disappoint with any exotic food available.

**Bottle** - 4 Gold **Glass** - 4 Silver

**Kiwir Duir** - The darkest rose wine to come from elven vineyards. A bold wine to be paired with bold flavors.

**Bottle** - 7 Gold **Glass** - 7 Silver

**Rahys Seor** - This wine is especially bold for a rose. We recommend this as a celebration of your triumphs, in the field or in the ground!

**Bottle** - 2 Gold **Glass** - 1 Silver

**Talani Tusconna** - This delicate wine is soft, with fruity undertones. Pair with cheese or pasta for wonderful dining.

**Bottle** - 8 Gold **Glass** - 9 Silver

### White Wines

*Our white wines are imported and local. Each has been chosen by Silver herself to compliment Eimhin's special creations.*

**Char Yand** - This dwarven white wine is bitter and strong. It is a favorite of every dwarf in the city. Pair it with pork or potatoes.

**Bottle** - 4 Gold **Glass** - 4 Silver

**Tomo Scai** - Fruity and musky, this halfling prepared wine is a favorite of all the wee fold, Silver included! This wine is best by itself.

**Bottle** - 4 Gold **Glass** - 4 Silver

**Mhone Rhisel** - A crisp, dry wine. Best paired with fish and pasta. Locally made, and the locals' favorite!

**Bottle** - 3 Gold **Glass** - 3 Silver



## APPENDIX D

### Magic Items of the Silvery Moon Tavern

The following list details magic items found in the Silvery Moon Tavern. The adventuring parties and ex-adventurers retain typical adventuring magic items, and those are not listed here.

**Broom of Sweeping:** This straw broom commonly sweeps the Silvery Moon by itself. It activates at the command “zamiatic.”

**Cork of Freshness:** This cork magically sizes to any bottle opening, sealing the contents inside. The bottle’s contents do not sour or decay.

**Cutting Knife:** This ever-sharp knife magically guides the holder in cutting and processing meat. The knife always makes the correct cut on a filet. It is a normal knife when used on vegetables.

**Dish Demucker:** This iron bucket cleans any dish dunked in the water inside it.

**Doorframe of Secrets:** The molding on the interior of Silver’s Palace keeps sounds in. Listening to a conversation inside the suite is impossible, even with magic, unless the listener is inside.

**Duplication Oven:** This oven doubles all food cooked inside of it. Each item cooked may only be duplicated once per day.

**Lucky Copper:** Silver’s Lucky Copper always comes up whatever side she wishes for. A griffin graces the “heads” side, and on its inverse a mountain squats.

**Playing Viola:** The minstrel, Robin Shorts, occasionally visits the Silvery Moon with a self-playing viola. This marvelous instrument can be commanded to play any song its owner knows.

**Pot of Seasoning:** This pot seasons any liquid inside of it. Any who eat its contents always think the meal is seasoned perfectly. Its magic only works on one meal per day.

#### Writer’s Notes

We as players and GMs get excited about magic items. A new sword or armor really makes a PC’s day. But rarely, mundane, useful magic items show up in games.

The items listed here are probably the type of magic that would most commonly be found in a high-magic or even mid-magic world. A wizard makes his mom a broom to make her life easier. A cleric, tired of washing dishes, casts a spell to do it for her. These mundane tasks are often glossed over in a campaign, but the magic to make them easier would be quite valuable.

**Rod of Drinking:** This ten inch hollow rod warms or cools drinks that flow through it, to their perfect temperature.

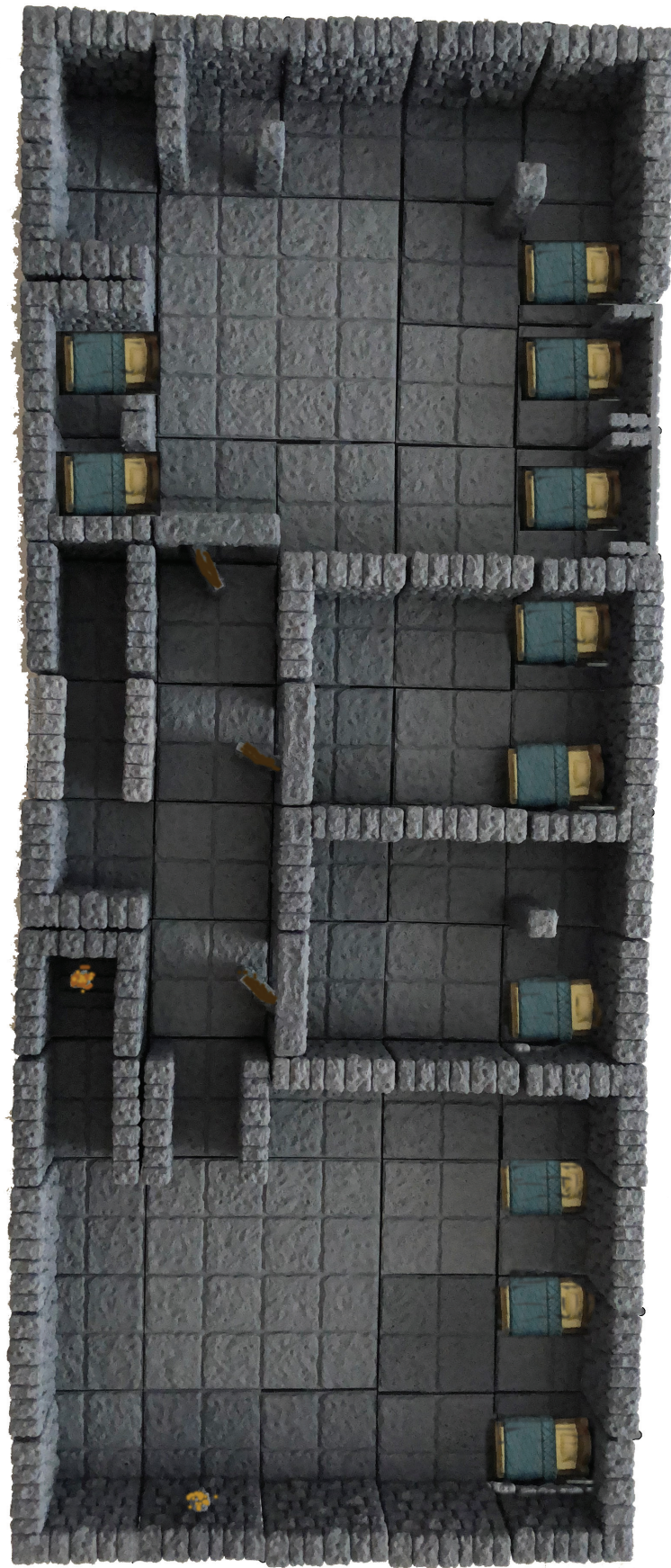
**Seasoning Knife:** This knife seasons while it cuts. If held while preparing food, this knife imparts knowledge of recipes of that food onto the wielder.

**Swine Bank:** This pig-shaped bank only allows copper, silver, and gold to slide into its slot. The bank’s slot rejects every other material. This is often kept in the gambling areas.



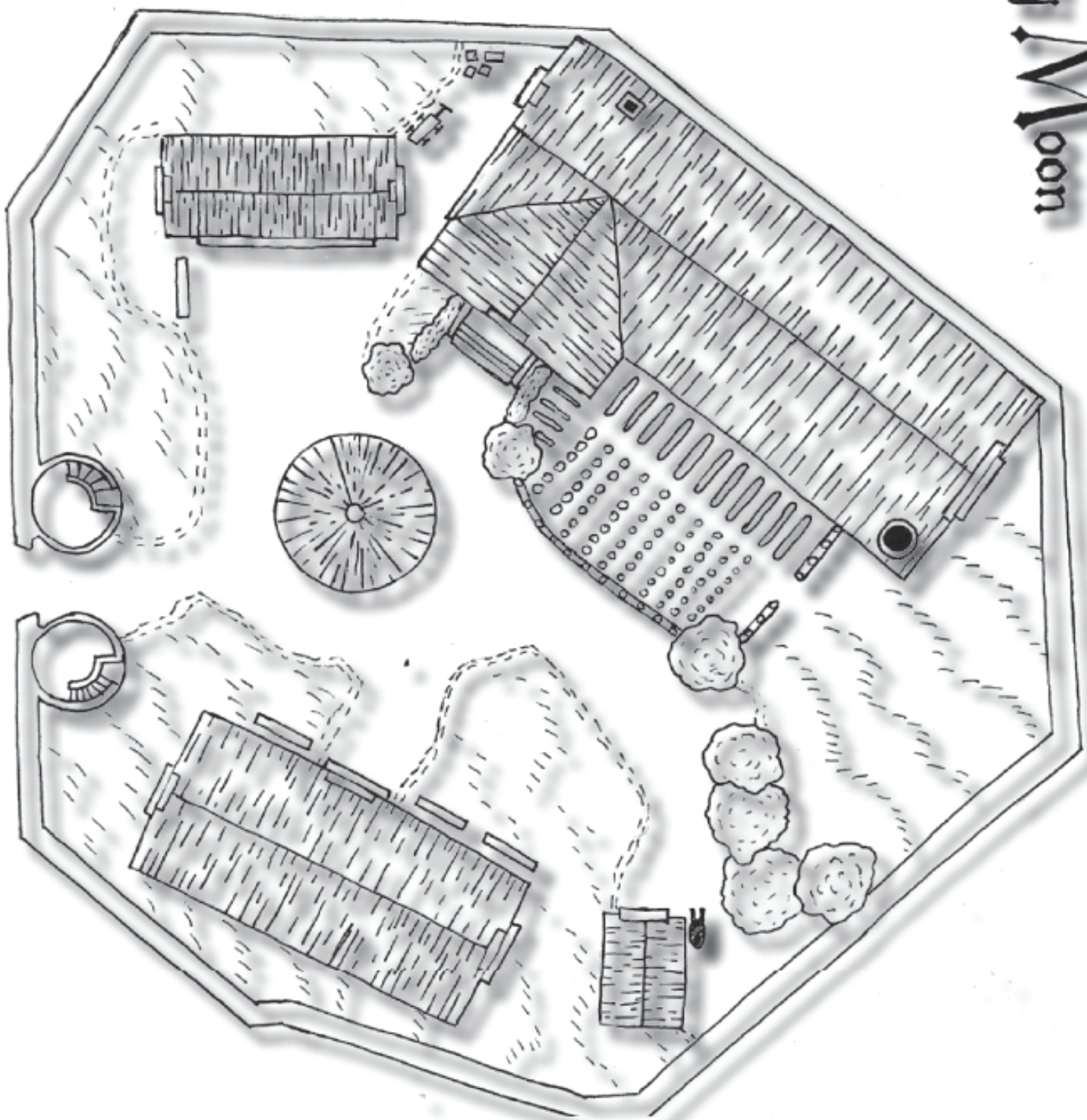
# THE SILVERY MOON TAVERN

## GUEST ROOMS (FLOOR 2)





# The Silvery Moon





# Silvery Moon Tavern

Within the city of Redstone, the Silvery Moon Tavern beckons to adventurers. Within its walls lies safety and solace. Warmth, comradarie, food, and libations all welcome the weariest of travelers.

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