

TERRINOTH SETTING
COMPATIBLE

TERRINOTH TAVERNS

Chris Markham



FANTASY RULES SUPPLEMENT

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*In gratitude to my wife and daughter, for putting up with me and
indulging my passion for RPG storytelling, and my obsession with
learning everything I can about the Terrinoth setting.*

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INTRODUCTION

This product is a supplement for the Realms of Terrinoth setting. Though the supplement explores the world of Mennara, it can be converted for use in your own fantasy world. The Genesys Core Rulebook, Realms of Terrinoth setting, and either Genesys Dice or the Genesys Dice App are required to use this product.

SYNOPSIS

When most travelers think of taverns, images of wooden tables, a warm fire in the hearth, the scent of pipe smoke, and good, hearty food come to mind. Terrinoth is no exception in this regard. However, the rich and diverse cultures present in the baronies also offer other possibilities. While the taverns presented here have all of these previously mentioned features familiar to all, these watering holes offer a different experience for adventurers who feel all taverns are the same.

From a Nornholt tavern using Gnomish inventions to serve and clean up after guests, to a tavern in Jendra's Harbor filled with treasures from exotic Zanaga, taverns in Terrinoth can be far different than the average drinking spot a visitor is expecting to encounter. Whether you are enjoying upper class fare as a reward for aiding a noble or dipping a tankard into the grog pit with an Orc who isn't familiar with the concept of bathing, these spots offer more than just a run of the mill tavern experience.

ORGANIZATION

Each tavern is presented as a different chapter. Each business fills a niche and was founded with this in mind. The tavern's background is given, along with the general location and clientele served. Each place has its own menu as well as specialties unique to the establishment. The tavern's offerings are detailed, along with the unique look and feel of each place.

Each tavern's layout is given, and each key location is described. Relevant NPCs are pictured and described in detail, and adventure seeds are provided as suggestions for further adventures based around each location.

A NOTE ABOUT LORE

There are many references in this product that pull from lore published in other, previously released, Terrinoth-based products, such as **Runebound** and **Descent**. The setting of Terrinoth has existed for many years, and there are numerous products published prior to the Realms of Terrinoth sourcebook. These products contain a lot of information for the setting, including flora, fauna, races, and setting details further fleshing out exotic places such as Isheim, Zanaga, and Al-Kalim.

GENERAL INFORMATION

It is important to note that each of these locations is a tavern versus a tavern/inn. These businesses are designed to cater mostly to a select clientele, but of course they are open to all with the coin to pay.

Food and drink items are pulled from scant reference in the Realms of Terrinoth sourcebook, as well as typical fantasy fare. In a few cases, menu items are also pulled from the lore in previous products in the setting. Enjoy exploring these unique places!

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CHAPTER 1: GEARGRINDER'S

On an out of the way street, towards the outer edge of Nornholt, Geargrinder's sits next to a small, fast-moving stream. This primarily Gnomish tavern is a one-story stone building with stucco, and a thatched roof. A waterwheel is in the rear of the building, and it powers many of Geargrinder's Gnomish contraptions.

Visitors taller than 5 feet will have to duck a bit to enter through the double metal doors. The doors have an elaborate gear locking mechanism, with the gears clearly visible from the inside, but the doors are only closed during the early morning hours to midday. Once through the doors, the ceiling is much higher, accommodating all heights, and one is treated to a presentation for the senses. The place is always lively, and the sounds of high-pitched laughter, the whirs and clangs of Gnomish machinery, and the clattering of utensils fill one's ears. Along with these sounds, one's nose will instantly fill with the scent of pipe smoke, machine oil, and the aroma of Gerty's home-cooking.

"Few taverns are more than just a drinking spot. This place in Nornholt, Geargrinder's, is like a taste of home, and Gerty's mushroom soup rivals any my mother ever made, but don't tell her that!" – Ravaella Lightfoot

LAYOUT

1. Main Room. The ceiling here is 15 feet high, and 4 large fans are affixed to the wooden support beams for the thatched roof. These fans are powered by pulleys and leather belts that feed from the waterwheel outside. They are turned off in cooler weather. There are 6 smallfolk sized wooden tables, and 2 more normal sized wooden tables for larger visitors. The rear wall is dominated by 3 large hearths which provide steam to power some of the machinery.

2. Privies. There are 2 privies just off the main room. These privies are minor marvels of Gnomish engineering. Using the water from the stream, a reservoir is filled and used to keep the privies fresh, eliminating the need for them to be outside.

3. Kitchen. The middle of the kitchen is dominated by the dish-cleaner as the staff calls it. This wooden wheel is turned slowly by gears and allows the staff to simply put dirty dishes on the wheel to then be washed by the mechanism. Once cleaned by steam-heated water, the dishes are then moved to a clean table where they can be used again.

A long, L-shaped counter is where Gerty prepares the meals served. There is a large array of cabinets both above and below the counter that contain the foodstuffs needed for the day. These are brought daily from the owner's home and Gerty's garden. Next to the counter and the cabinets, 3 large cauldrons simmer with that day's soup offerings. In the rear of the kitchen, a brick oven is used to make daily bread.



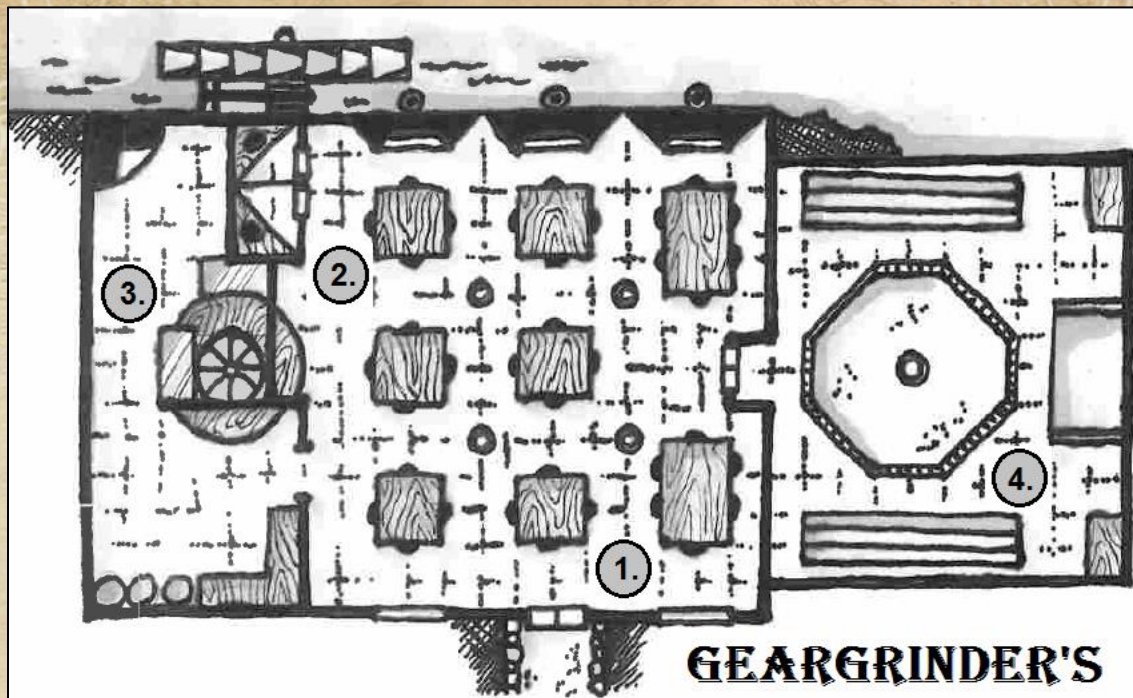
4. Arena. This room is dominated by an octagon-shaped arena. A wooden frame contains a sand floor where 2 contestants' clockwork creations battle for victory! More often than not, a combat is decided before it even begins, if a contestant's device malfunctions. Inventors' machines battle while a small sand timer mechanism measures each round. At the end of each round, each contestant gets an equal amount of time to make adjustments and quick repairs, utilizing the work benches on either side of the box seating area in the rear of the room. A set of raised bleachers line each other side of the battle area, and provide seating for those betting on the outcome.

CLOCKWORK FIGHTS

Fighting: Resolved in 3 rounds, and with an opposed **Mechanics** versus **Mechanics** check (see Genesys Core Rules, page 25). This represents the skill of the builder and weapon choice, etc.

Repairs and Adjustments: Resolved between each round, by making a **Hard** (♦♦♦) **Mechanics** check. The result can then be applied to the next round's opposed roll.

Placing Bets: Different GMs can adjudicate this depending on how currency is handled in their game. Standard suggestion is that a winning bet doubles the amount wagered.



MENU

Gerty's home-cooking is the second main attraction of Geargrinder's. The mostly meat-free menu is especially enjoyable for their Gnome customers. However, they do offer one meat dish on the menu for others.

Gerty's Mushroom Soup. This is the main meal most come here to eat. Gerty grows her own large mushrooms and serves her creamy soup in a hollowed-out cap of one of these shrooms. It is further enhanced with her own herbs and spices as well as carrots, potatoes, onions and leeks. (3sp)

Vegetable Stew. Most of the same vegetables as the mushroom soup, but also celery, squash, and other seasonable ones from her garden. It is slow-cooked in a thick wine-infused gravy. (3sp)

Vegetable Platter. Raw, sliced vegetables such as tomatoes, squash, cucumbers, carrots, and broccoli, served with a creamy mushroom dip. (2sp)

Grilled Vegetables. Many of the same vegetables previously mentioned but grilled over a flame. (3sp)

Chicken or Rabbit Stew (depends on what the hunters come back with). Like the vegetable stew, but with meat. (4sp)

DRINKS

While the food is a key draw of the place, many patrons come here for the drinks as well. The signature drink is simply the same name as the tavern.

The Geargrinder. This drink is essentially Gnomish Ale, but it is served in a unique tankard with a crank on top. The crank turns an infuser in the lid, which is laden with spices and pieces of various fruits, to provide a unique

flavor. The staff is quick to make suggestions if the drinker is unable to decide. (1gp)

Honey Mead. A common drink, though this is a Gnomish variant. (2sp)

House Ale. The house ale has a slight note of pear, making it a bit sweeter. (1sp)

Specialty Ales. These ales represent private brewers or more distantly imported ales from other baronies. (3sp)

Pear Cider. A specialty of Geargrinder's, this pear cider is preferred by many Gnomes to the more common apple cider sold elsewhere. (2sp)

NPCs

GRISBANE GEARGRINDER (RIVAL)

"No device is ever quite finished. Improvements can always be made!" – Grisbane Geargrinder

Grisbane wasn't always a tavern owner. In his youth, he applied his inventive skills to making traps and complex locks for the nobility and wealthy merchants. Any thief trying to break into his tavern will learn this firsthand.

With small glasses, well-kept white hair and matching goatee, he still manages to have a youthful look about him. Often, he is wearing a white clay-steeped lab coat as he mostly leaves running the tavern to his wife, while he tinkers around trying to make "improvements" to the different devices around the tavern. He also occasionally will participate in the clockwork fights.



Skills: Mechanics 4 (●●●●), Melee (Light) 2 (●●), Resilience 1 (●), Survival 2 (●●)

Talents: None

Abilities: Silhouette 0, Tricksy (Once per encounter, Grisbane may spend a story point to produce a small item (encumbrance 1 or less) with a rarity no greater than 4 from a pocket, bag, pouch, etc. This item cannot be a weapon unless it has the Limited Ammo 1 quality.

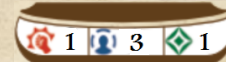
Equipment: Improvised tool (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Stun Damage)

GERTY GEARGRINDER (RIVAL)

"I don't care how big you are, you're going to be full when I'm done with you!" – Gerty Geargrinder

Gerty is the consummate care-giver type. Though the marriage was an arranged family marriage, there is actual love between her and her husband Grisbane. She knew him well back in his younger and more daring days, but they have been pretty settled for a couple decades now. Still, the couple have no children. She's the primary cook in the tavern, though all help. At times, she's not above server duties either.

As nice and sweet as she is, she runs a tight kitchen, and does not suffer fools. Still, she loves seeing the smiles on her customers' faces, and watching them pat their full bellies.



Skills: Charm 3 (●●●), Medicine 2 (●●), Melee (Light) 2 (●●), Survival 2 (●●)

Talents: None

Abilities: Silhouette 0, Tricksy (Once per encounter, Grisbane may spend a story point to produce a small item (encumbrance 1 or less) with a rarity no greater than 4 from a pocket, bag, pouch, etc. This item cannot be a weapon unless it has the Limited Ammo 1 quality.

Equipment: Improvised kitchen tool (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Stun Damage)

TRINA TOGGLETON (RIVAL)

"I'm not always going to be waiting tables in Nornholt, I'm going places!" – Trina Toggleton

Trina is a young Gnome, and longs for a life of adventure. In one sense, she's found it. Her late father found a tomb, but he was killed while trying to explore it. The tomb's protections were designed by Grisbane. It took her a while to learn this and she decided to see if she can glean the secrets from Grisbane with her charms.

She loves to flirt and doesn't really care much about which races she flirts with. While she longs to learn the secrets of the tomb, she still must earn a living, and flirting gets her better tips.

While she tries to learn Grisbane's secrets, Gerty has become like a mother to Trina, and she values her approval.



Skills: Charm 3 (●●●), Medicine 2 (●●), Melee (Light) 2 (●●), Survival 2 (●●●)

Talents: None

Abilities: Silhouette 0, Tricksy (Once per encounter, Grimsbane may spend a story point to produce a small item (encumbrance 1 or less) with a rarity no greater than 4 from a pocket, bag, pouch, etc. This item cannot be a weapon unless it has the Limited Ammo 1 quality.

Equipment: Improvised kitchen tool (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Stun Damage)

ADVENTURE SEEDS

With Grisbane's past, and Trina's goal, there are some interesting possibilities for PCs...

BREAK-IN

- Trina has been saving her tips and has finally saved enough to hire the adventurers to break into Grisbane's secret workspace (This is accessed by a secret door in the boxed seating area of the arena).

OUT OF RETIREMENT

- A wealthy noble requires the best and hires the PCs to persuade Grisbane to come out of retirement for one last job. Unknown to the PCs, the noble has plans to make the PCs protection necessary, so Grisbane owes them something.

A THIEF

- While Grisbane is retired, it doesn't stop him from continuing his work just as a hobby. However, he discovers the plans for his latest contraption have been stolen!



CHAPTER 2: THE GROG PIT

The Grog Pit is a rough, windowless dive tavern in a seedy part of Nerekhall. While the majority of Orcs in the Baronies are civilized, the Grog Pit offers a place for them to go and reconnect with their more primal instincts. Of course, many other humans and humanoids patronize the place as well, especially those who may want to avoid any notice by authorities. It is said that even the Ironbound rarely patrol here.

The tavern is never quiet (or closed), and it is often difficult to hear conversations even at the same table. Arm wrestling, punching contests, and drinking challenges seem to be the favorite games played by patrons, though card and dice games can sometimes be found here as well. Fights break out constantly (and for this reason, the former windows have since been bricked up). However, if things start to get too destructive, the owner is quick to stop it.

"Ah, the Grog Pit, where an Orc can be an Orc! Best Orcish Stew outside the Broken Plains! I may come out with a sore arm or a fat lip, but I usually come out with more gold than I came in with!" – Mordrog

LAYOUT

1. Main Room. A large wood-lined basin dominates the center of the establishment. This is the infamous grog pit after which the tavern is named. Basically, it consists of leftover drinks, the last remnants of bottles, the dregs of casks, and generally whatever else a patron decides to dump in there. Anyone wishing to engage in this tradition pays 3 cp for a tin tankard, embossed with "GP", for unlimited "*drinks*" from the pit. Needless to say, one should have a strong gut to partake

There are 5 large tables and most patrons just take an empty seat without asking. Many more simply sit on the edge of the grog pit.

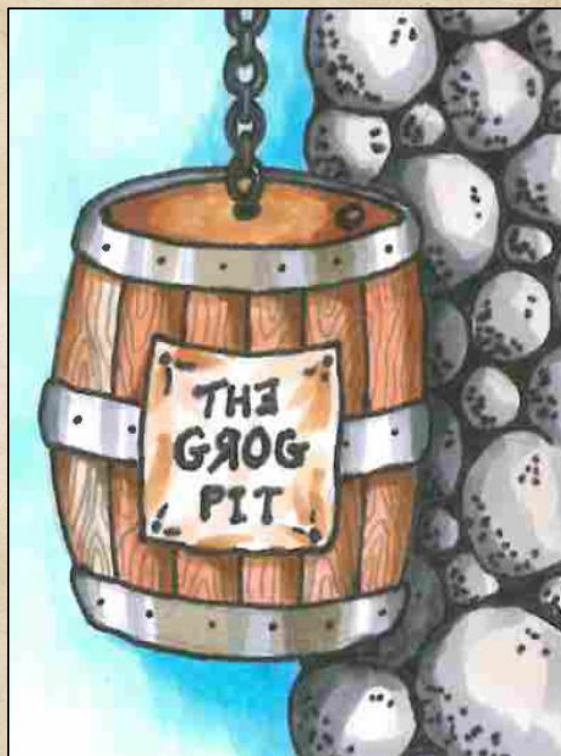
2. The Bar. A large bar is also a popular spot in the establishment. Most of the non-Orcish patrons choose to sit here if they visit at all.

3. Pantry. A large pantry holds foodstuffs for the week.

4. Kitchen. The kitchen is dominated by a very large hearth used for cooking. Gronk, the proprietor, is also the chief cook and his Orcish stew is known far and wide.

5. Stage. Gronk is fond of performers, even bad ones. He will often give performers a few free drinks and a meal. Oddly enough, Orc poetry is quickly becoming a fad, but for all the wrong reasons.

6. Private Room. Those wishing to use this room must book it with Gronk. His rates vary, mostly according to how much he thinks the individual or group will pay for it.



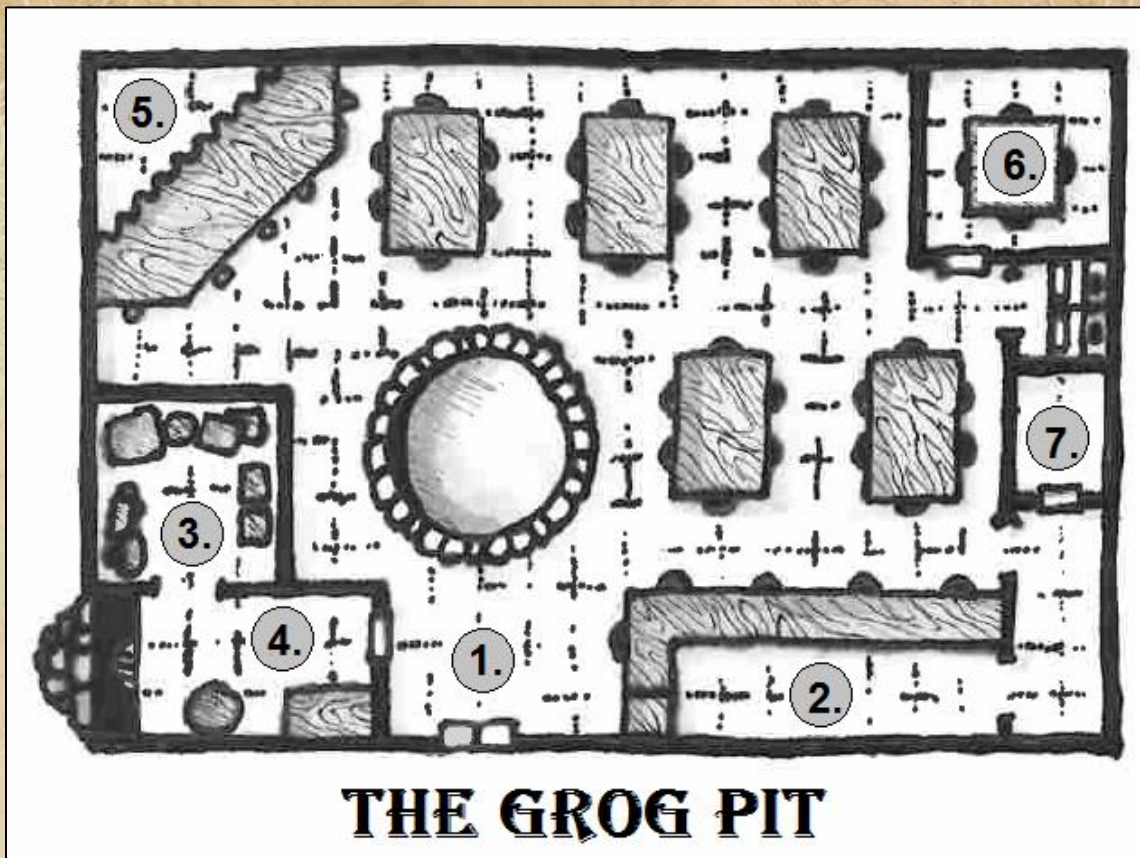
7. Storeroom. This is often locked, as it is often for storing any excess spirits or supplies.

THE GROG PIT

Anyone drinking from the grog pit should make an **Average** (♦♦) **Resilience** check as an out of turn incidental. GMs should then adjudicate the dice results, keeping in mind that both helpful and harmful liquids could end up in the grog pit.

However, the pit has been enchanted to dilute any lethal poisons, so death is not a possible outcome.

Still, the possibilities range from stomach cramps, to actually consuming a spilled healing potion, though chances are more common for ill effects.



MENU

Liquor is far more of a draw here than food. However, Gronk's Orcish stew is a favorite of his Orc clientele, and even of stout adventurers.

Gronk's Orcish Stew: Similar to the approach of their house drink, this stew is made from the leftover food from plates, meat close to going bad, and vegetables before they rot. While rumors that some of the meat is from humanoid creatures abound, tales of finding a finger or toe in the stew are largely embellishments of the storyteller (or so it is hoped). It is served in a large wooden bowl with a side of a hearty piece of bread, (4 cp)

Game Steak: Variety depends on what meats Gronk is able to procure that week, but typically beef, venison. Grilled on a rack in the hearth, seasoned with Gronk's spice rub, and served with a side of whatever vegetable Gronk decided to cook that day. (6sp)

Roast Chicken: A full chicken, roasted over the fire with the same rub Gronk uses for steaks. Like the steaks, served with whatever vegetable Gronk chose for the day. (5sp)

DRINKS

Drinks are the primary attraction at the Grog Pit. Gronk buys spirits from all over the baronies and has contacts in the Sunderlands as well.

Grog. The house signature drink is an all you can drink tin tankard engraved with "GP" that allows the patron to dip it into the grog pit. (3cp)

Sunderland Mead. A smooth honey mead from the Sunderlands and prized for its potency. (4 sp)

Aymhelin Amber. An Elven amber wine that is highly prized in the baronies. Gronk gets this from raiders. (3gp)

House Ale. The dark house ale is stronger than most and has a bitter aftertaste. (2sp)

Specialty Ales. These ales represent private brewers or more distantly imported ales from other baronies. Gronk stocks around 2 dozen varieties. (3sp)

Albesian Rum. A favorite of sailors and pirates. It has a hint of coconut flavor and crisp finish. (4sp)

Allerfeldt Brandy. Prized by the nobility and wealthy merchants, and very potent. (1gp)

Frest Apple Cider. The barony of Frest has some of the finest apples in the baronies, and these are used to make some of the best apple cider in Mennara. (3sp)

Frostgate's Finest. A crisp, hearty, winter ale. (8sp)

Needless to say, with the amount of drinking here, the most common tavern games are arm wrestling contests, punching games, and of course, drinking contests! Though one can still expect to see a few card games or drink-inspired dare games as well.

NPCs

GRONK SKULLSPLITTER (RIVAL)

"Information is the true indicator of those who hold power"
- Gronk Skullsplitter

Gronk was once a mercenary for merchant caravans. During the last of such jobs, the merchant was killed, despite Gronk and his men's best efforts. They were still victorious however, and he went on to sell the caravan's goods at the destination in Nerekhall. Flush with coin, Gronk got the idea to open the Grog Pit, after his men suggested it based on Gronk's trail cooking skills.

His leadership skill with his mercenary warriors has served him well in running the tavern as well, and a few of his former mercs now work in the tavern.

Gronk is a bald Orc, with a large gold nose ring. He often wears his old studded leather armor (studded with bone instead of metal) just to keep up the tough appearance. While he is often in the kitchen, when he does come out, the noise volume in the place gets decidedly louder.

His other profession is as a supplier of information. Whether to the city watch, underworld contacts, or adventurers, he cares more about the price.



Skills: Athletics 2 (●●●●), Coercion 2 (●●●●), Leadership 1 (●●●), Melee (Light) 3 (●●●●●), Resilience 2 (●●●●), Vigilance 2 (●●●●)

Talents: Adversary 1 (Upgrade the difficulty of combat checks targeting this character once).

Abilities: Battle Rage, (When making a melee attack, an Orc can choose to add ■ to the check to add +2 to the damage dealt by one hit of that attack).

Equipment: Axe (Melee [Light]; Damage 8; Critical 3;

TROG STEELHEAD (RIVAL)

"You make Trog mad. Trog make you hurt now..." - Trog Steelhead

Trog is a former mercenary under Gronk like the rest of the staff. He is now the bouncer for the tavern. As a Half-Ogre, he's a good head above the height of even the largest of patrons and well-muscled as well. An odd remnant of his mixed ancestry, he has a head of long and impressive black hair. It is a trait he is very vain about.

As one can tell from the quote, Trog always speaks of himself in the third-person, and his grasp of the common language is spotty at best. However, he always seems capable of getting his point across.



Skills: Athletics 2 (●●●●), Melee (Heavy) 3 (●●●●●), Perception 1 (●●●), Resilience 2 (●●●●), Vigilance 2 (●●●●)

Talents: Adversary 1 (Upgrade the difficulty of combat checks targeting this character once).

Abilities: Regeneration, (At the beginning of his turn, Trog automatically heals 1 wound).

Equipment: Cudgel (Melee [Heavy]; Damage 10; Critical 4; Range [Engaged]; Disorient 2, Knockdown), leather armor (+1 soak).

Range [Engaged]; Vicious 1), leather armor (+1 soak).

HERZA BLOODFIST (RIVAL)

"You think Orcish women can't be beautiful as well as deadly?" – Herza Bloodfist

Herza continues to serve under Gronk, just now in a new role. In addition to the tavern's serving gal, she is also romantically involved with Gronk. However, Gronk realizes she enjoys flirting with the clientele and that it drives her tips.

Attractive, by Orcish standards, she can even often turn the heads of Human adventurers as well. One of her favorite pastimes is poking fun at Trog's preening about his hair while putting her own hair in various hairdos. He often teases right back about her flirting.

For those who go to far, Gronk or Trog are always close, but she also has her own axe from the glory days, just behind the bar.



Skills: Athletics 2 (●●●●), Coercion 2 (●●●●), Leadership 1 (●●●), Melee (Light) 3 (●●●●●), Resilience 2 (●●●●), Vigilance 2 (●●●●)

Talents: None

Abilities: Battle Rage, (When making a melee attack, an Orc can choose to add ■ to the check to add +2 to the damage dealt by one hit of that attack).

Equipment: Axe (Melee [Light]; Damage 8; Critical 3; Range [Engaged]; Vicious 1).

GIBLI (RIVAL)

"Yes master! I mean boss! Someday me learn it!" – Gibli

Gibli does much of the same work as he did when with Gronk's mercenary group. He is basically in charge of fetching anything the staff needs and helping to serve and clean tables when it is busy. He cleans the privies, the floors, and periodically, the grog pit. For these reasons, Herza doesn't let him near clean plates or prepared food.

Gibli is small, even for a goblin, and he was constantly teased for his small nose. He was ostracized from his tribe and found work wherever he could get it. Gronk was the first one to see his value, and he has been with him ever since. He sees Gronk nearly as a father figure and sees the rest of the staff as his family.

Even though the others constantly demean him, they do have real love for the little guy, and they will always look after each other. Even Trog is quick to point out that only the staff can demean Gibli.

Gibli also has one more specialized role however. His small size and general stealth, combined with how folks easily dismiss his presence, make him ideal for overhearing secrets and reporting these back to Gronk, along with coordinating other informants throughout the city.



Skills: Deception 3 (●●●●), Melee (Light) 2 (●●●), Skulduggery 2 (●●●●), Stealth 2 (●●●●)

Talents: None

Abilities: Darkvision (When making a skill checks, goblins remove up to ■■ imposed to darkness).

Opportunistic (goblins inflict 1 additional damage with successful attacks on prone or immobilized targets).

Equipment: Improvised kitchen tool (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Stun Damage)

ADVENTURE SEEDS

With the staff's past, and the clientele who seek out The Grog Pit, there are plenty of options for adventure...

THE FORMER MEMBER

- A former member of the mercenary group ran into some hard times after leaving the band. He or she has discovered the business in Nerekhall and has come to collect. Whether this collection is seeking a job, or seeking vengeance is up to the GM.

IMPORTANT INFORMATION

- Gronk comes by some information that is vital to the PCs. It may be as simple as paying for the information, but if the group cannot afford his rate, he may have a job for them.

A JOB FOR GIBLI

- The PCs are in need of someone of Gibli's stature and abilities. Through a contact, they learn of him, and must persuade Gronk to borrow his services.

THE KIDNAPPING

- A Human suitor has grown infatuated with Herza and is determined to spirit her away, willing or otherwise. While Herza can generally hold her own, the man has hired a group of outlaws to capture her. The attack occurs while the PCs are enjoying the tavern.

Of course, many other avenues present themselves such as old rivalries among mercenaries, the original merchant group seeking out Gronk, and others.



Concept art by David Revoy for Sintel

CHAPTER 3: THE SILVER CHALICE

The Silver Chalice is located in the most exclusive area in Tamalir. The Silver Chalice caters strictly to those with the coin to pay for the very best. The owner is well-known for being very strict on who is permitted to dine inside, as he greets all just inside the door.

Adventurers in armor and brandishing weapons are never permitted, no matter how much of a bribe they offer. He has an image to uphold, after all. Should they persist, not one, but two Ironbound can be called upon to show such folks to the door.

Prospective patrons should either have a reservation, or at least appear to have noble bearing and manner of dress to gain entry.

"While the Silver Chalice can be quite exclusive, they always have a table for me! After all, who would turn down a chance to dine with Hugo the Glorious?" – Hugo the Glorious

LAYOUT

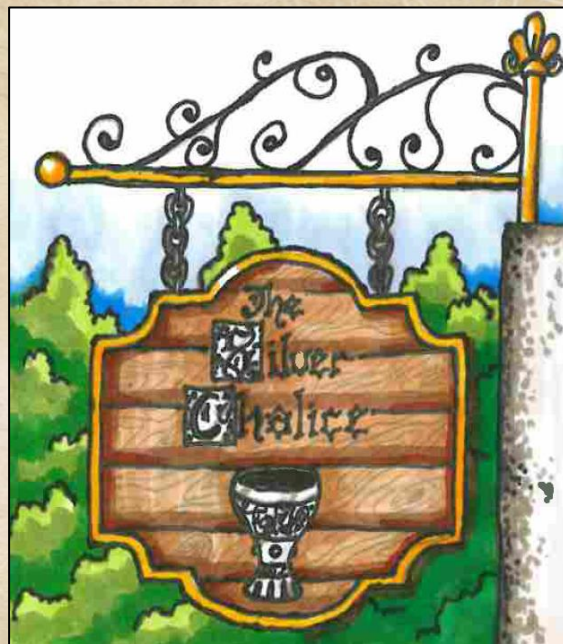
1. Waiting Area. Shelves and racks here serve to hold traveling garments in inhospitable weather. There is a podium here usually manned by Trent, the owner, who seats guests. The two Ironbounds (see stats on page 153 of the **REALMS OF TERRINOTH** setting) stand just outside the doors and can be called in an instant if Trent needs folks to leave.

2. Main Room. The ceiling of the Silver Chalice is 15' high. The floors, walls, and ceiling are all highly polished and deep stained wood. Beautifully ornate windows allow one to be seen here. Ornate chandeliers hang all around providing soft candlelight. Fine painting and tapestries adorn the walls. There are 6 fine wooden tables here, but they are often covered with fine linens. There is a server stand at the end of the room to ensure there is always a staff member on the lookout for any patrons' needs. All of the chairs are extremely plush and comfortable. Fine rugs are also in all of the travel spaces between tables.

3. Private Rooms. These rooms are available only through a prior reservation with Trent. Rates are negotiable and very depending on many factors including social station, availability, and of course folks Trent wants to be seen dining here, as each room has its own window facing the street.

4. Kitchen. The kitchen has one wall open to the main dining area. A counter runs along the separation and the Chef and his apprentices place prepared meals here to be taken to tables. Along the back wall, is a series of wood-fired grills that have exhaust to the outside. Various rolling islands are used by the cooks.

Chef Brumaldi runs a tight kitchen though he tries to keep his yelling quiet enough to not carry too much into the dining area.



5. Pantries. There are 4 different pantries that are magically kept at different temperatures from cool to freezing to store different foodstuffs. This allows the tavern to keep rare ingredients longer.

MENU

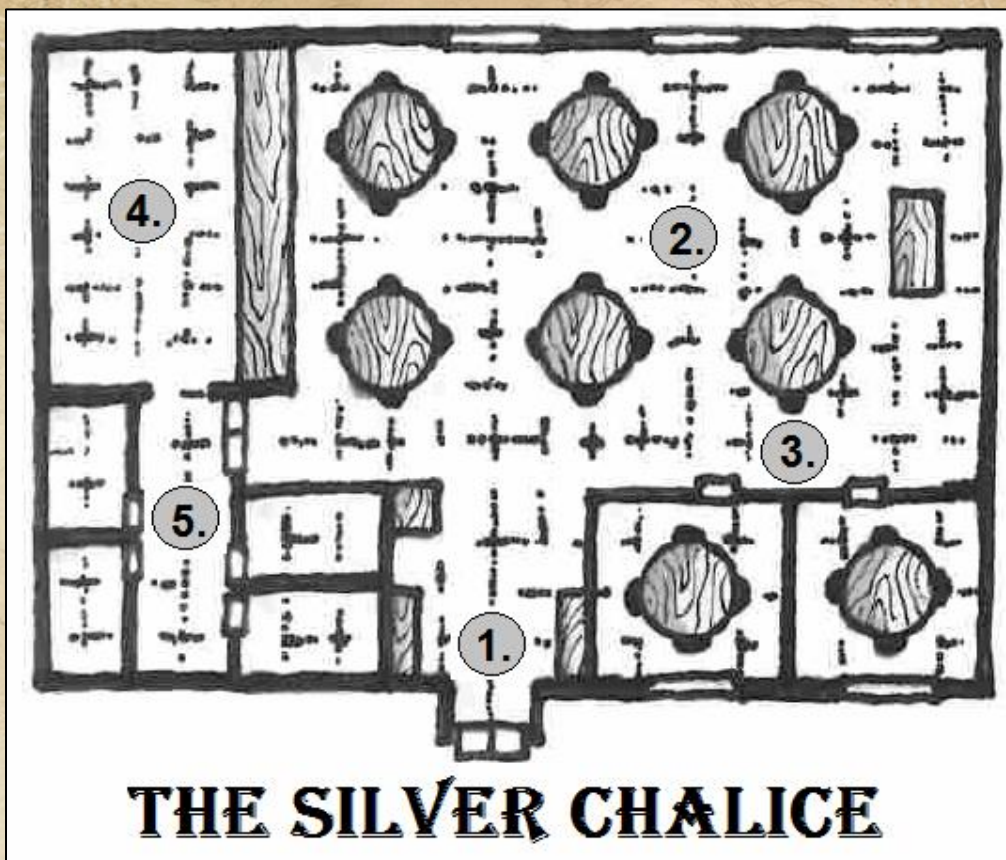
Chef Brumaldi is renowned throughout the baronies. He has cooked for some of the most prominent nobles throughout his decades of experience. He is also one of the few chefs who can safely prepare dragon meat of various types to be safe for consumption. More than this, the chef's use of carefully guarded herbs and spices and his secret recipes are sought far and wide.

Dragon Steaks: The Silver Chalice's dragon steaks are delicious and served on a single dragon scale with a delectable spiced dipping sauce and grilled fresh vegetables. This is a dish people order to let others know they can. (50gp)

Selenic Sea Bass: Fish prized for its flavor and imported from the coast. Well-seasoned and served with rare mushrooms in a rich lemon butter sauce, with a side of roasted garlic asparagus. (25gp)

Deerkin Venison: A deer-like creature native to Isheim, whose meat is also prized for its restorative powers. Served as a steak with caramelized onions and mushrooms, and a side of whipped potatoes and butter. Consuming this meal counts as a painkiller (see page 116 of the **GENESYS CORE RULEBOOK**). (40gp)

These are just some examples of Chef Brumaldi's creations. GMs are encouraged to devise other dishes to appeal to their individual players, with these items as inspiration.



DRINKS

Chef Brumaldi may be the wizard in the kitchen, but Trent is responsible for coming up with the house's namesake drink, The Chalice of the Palace.

Chalice of the Palace. The finest Aymhelin Amber Elven wine is infused with a choice selection of quality fruits and kept chilled in one of the chilled pantries for hours. When ordered, it is poured into an ornate silver chalice. Like the dragon steak, it is ordered as a status symbol just as much as for the taste. (30gp)

Aymhelin Amber Elven Wine. The Elves have some of the finest vineyards in Mennara. This amber wine is highly prized in the baronies. (20gp)

Al Aluaham Najad's Moonwine. Highly regarded as the finest wines in the world, this vintner's fine wines even surpass the amazing vineyards tended by the Elves. This wine even glows softly when in the moonlight and has a crisp and refreshing taste. (40gp)

Forge's Fire. A fiery Dwarven Ale from the city of Forge. Renowned for its potency, this variety is no exception. (15gp)

Specialty Wines and Ales. In addition to the more signature beverages, the Chalice also stocks quality wines and ales from all over the baronies and beyond. These range from 5gp to 10gp depending on the particular brew.

NPCs

TRENT SILVERTON (RIVAL)

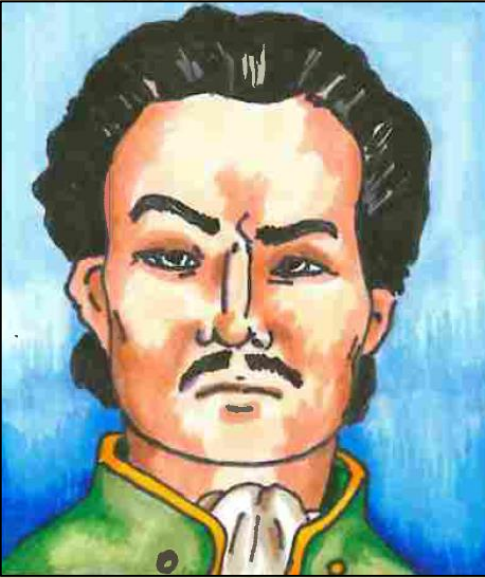
"How can you even afford to walk in my door? I have never heard of you and you reek of the road!" – Trent Silvertown

Trent was born with a silver spoon in his mouth as the only son of a minor noble. At balls and parties, he quickly developed a taste for liquor, and soon was becoming quite the hit for his concoctions.

When his parents passed early on during an ocean passage, he found himself with a large inheritance, and yet did not inherit all of his parents' friends. Desiring to again be a society darling, he came up with the idea of opening a high-end tavern catering to the upper crust of society.

To make his dream a reality, he hired one of the most renowned Chefs in the land. This decision proved to be the true key to his success, and the Chef's recipes combined with Trent's panache and charisma, catapulted to the tavern to a place to go to be seen.

Trent will quickly look down at anyone who does not appear to be upper class in appearance and mannerisms. Even with high bribes, he will not allow armed ruffians in his tavern.



Skills: Charm 3 (●●●), Coercion 2 (●●), Melee (Light) 1 (●●), Vigilance 2 (●●)

Talents: None

Abilities: None

Equipment: None. The Ironbound fight for Trent if needed.

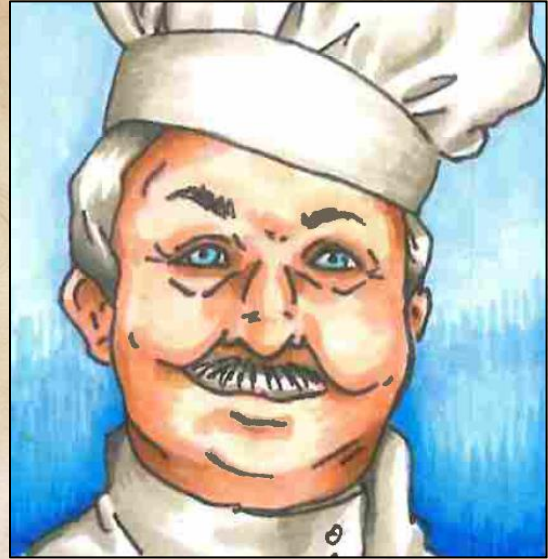
CHEF BRUMALDI (RIVAL)

"If it is not perfection, it does not leave my kitchen! My reputation demands nothing less!" – Chef Brumaldi

Chef Brumaldi has had a long and illustrious career cooking for many nobles throughout the baronies. In a fortunate coincidence, he was looking to settle down in one place when he was approached to be the main chef for the Silver Chalice.

Instead of the quiet retirement he was originally planning, cooking for the Chalice has actually galvanized his creativity, and he often looks for new recipes, and new strange monster meat to turn into masterpieces. To this end, he often tries to contract adventurers to go on monster hunts when he gets a new idea.

He is extremely talented, but also a strict taskmaster in the kitchen. He has several apprentice chefs under him and demands perfection from them.



Skills: Charm 2 (●●), Leadership 2 (●●), Melee (Light) 1 (●●), Vigilance 2 (●●)

Talents: None

Abilities: None.

Equipment: Improvised kitchen tool (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Stun Damage)

URSA (RIVAL)

"If there's a problem with the dish, I'll be happy to get the Chef for you, and you can tell HIM that!" – Ursa

Ursa is a fantastic server, and she keeps the staff under her up to the high standards of the Chalice. However, if there is any issue with the food itself, she will waste no time getting Chef Brumaldi to come out personally and address any issues with their highbrow clientele.





Skills: Charm 3 (●●●●), Deception 3 (●●●●), Melee (Light) 1 (●●), Vigilance 2 (●●)

Talents: None

Abilities: None.

Equipment: Improvised kitchen tool (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Stun Damage)

ADVENTURE SEEDS

With the staff's past, and the clientele who dine at The Silver Chalice, there are plenty of options for adventure...

THE REWARD

- A noble or wealthy merchant may reward adventurers with the best meal they have ever had. Of course, the patron will ensure the group can dress to the standards required for the Chalice

SPEEDY DELIVERY

- Trent hires the group to escort a shipment of highly prized and valuable cases of **Al Aluaham Najad's Moonwine** from the closest distributor. Of course, there are those who plan to intercept said shipment.

THE CHEF HAS LEFT THE BUILDING

- A wealthy former client has decided they want the Chef back and permanently. To this end, they have contracted thugs to kidnap the chef. The PCs could either be present due to a threat or to track down the Chef's kidnappers after the fact. While the apprentices can make do, if it becomes known the Chef is no longer there, Trent will be ruined.

MONSTER HUNT

- Chef Brumaldi or one of his underlings may contact the PCs to hunt a specific type of creature for one of the Chef's new recipes. It could be as simple as finding and slaying a beast or could have a myriad of complications.

This location also serves as a great adventure springboard to show the wealth and power of a group's patron.



Dante Gabriel Rossetti: The Damsel of the Sanct Graal

CHAPTER 4: THE BLOODY NAGA

The Bloody Naga is located right on the docks of Jendra's Harbor. Owned by a previous Zanagan explorer named Nigel Vanderhorn for the Zanagan Exploration Company (or Z.E.C.), the tavern is a virtual museum of Zanagan oddities. While the building itself is made of stone and wood, the copious use of bamboo in the décor as well as numerous plants contribute to the jungle atmosphere of the place. Nigel and his wife run the place together, as it is seldom packed.

However, many of those who have traveled to Zanaga come here for the nostalgia. Other, would-be travelers come for a little taste of what the jungle lands have to offer. Nigel's wife herself, is from Zanaga. A noble of her tribe, she spied Nigel's camp one night and became enamored with the idea of seeing distant shores. It wasn't long before she accompanied him back to the baronies.

They explored together for many years before settling here in Jendra's Harbor. Each year they close for a time and take a trip to somewhere new.

"A trip to Jendra's Harbor is not complete without a visit to the Bloody Naga. If you have never explored the jungles of Zanaga, having a few drinks here is the next closest thing!"
– Kala the Hunter

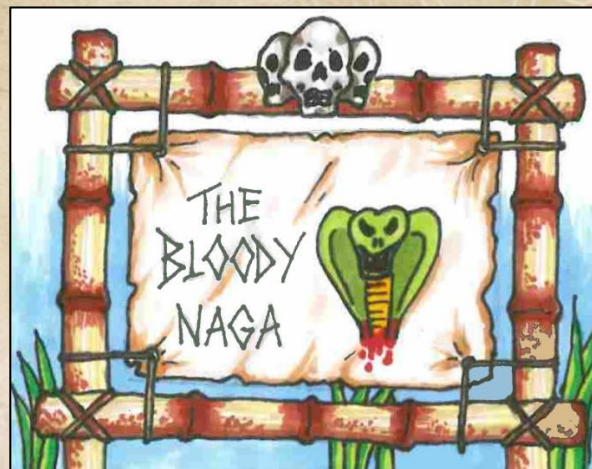
LAYOUT

1. Main Room. Stepping into the tavern is almost like stepping into the jungle. Most of the inner construction is accented with copious amounts of bamboo, and jungle plants grow all over the room. One can even hear the no doubt magically sourced muted sounds of jungle birds and occasional wild animal calls.

A long bar is immediately to the right of the door, and visitors are greeted by whomever is manning it at the time. The bar, like the tables, has a bamboo rail trim. There are 5 tree-like columns supporting the high ceiling which is painted dark and also adorned with greenery, to mimic the jungle canopy. There are 8 large round tables amidst this scene.

The walls are decorated with tribal masks, exotic weapons and shields, and taxidermy animals from Nigel's expeditions. Some of the most notable décor items are:

- **A Dolach.** A specialized Mahkim weapon requiring the use of 4 arms.
- **Z. E. C. Jungle Gear and Equipment.** A relic of his time with the Zanagan Exploration Company.
- **A Quetzal*.** A stuffed and mounted bird-like reptile with its wings spread, showing its beautiful red, green, and blue feathers, as well as 2 tendrils snaking out from its body.
- **A Sabrecat*.** Mounted as if in a full pounce.



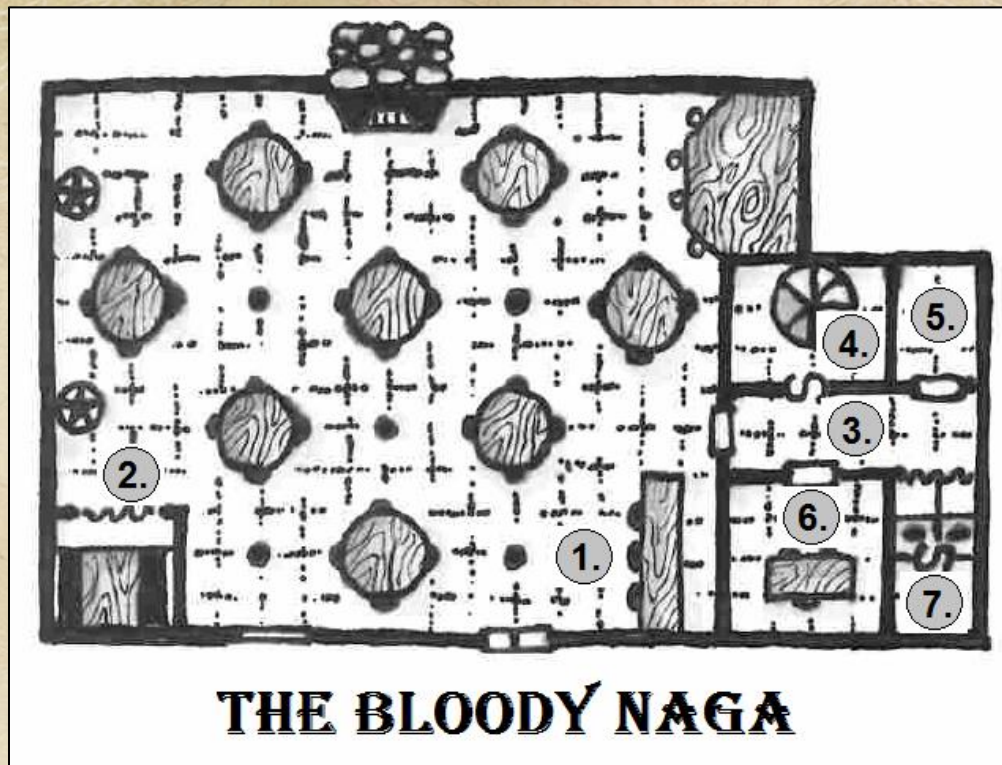
- **Small Saurians*.** There are a few of these stuffed, small dinosaurs throughout the main room. Often, they are mounted as if peeking out through the greenery.
- **A Croxigor*.** This large, stuffed crocodile-like beast is hanging overhead as if swimming.
- **A Nothaala Shellbeast*.** This strange beast is like a longer legged crocodile with a large turtle-like shell on its back. The Mahkim often make shields from these shells.
- **Tribal Idols.** These two matching stone statues are from an ancient Lizardman temple and depict fierce Lizardman warriors with spears.

***Author's Note:** These beasts will be detailed in an upcoming bestiary. They are all sourced from the Zanaga expansion for the **RUNEBOUND** game.

2. Private Room. This room can be rented out from Nigel, for those wanting a more private meal and discussion. The curtain is made of thick reeds with a fur backing to muffle sound. The rate is negotiable depending on the time desired and how Nigel feels about those making the request.

3. Back Hallway. This hallway primarily leads to Nigel's Office, the Privies, and the Kitchen. Like the Main Room, this hallway's walls are adorned with treasures from Nigel's expeditions. A large Shellbeast shield (nearly as tall as a doorway) is a focal point along the left wall as one heads back to the Privies. This shield is actually a door that leads to a Secret Staircase, that leads under the docks. This secret door is generally locked, and all staff members have a key.

4. Secret Staircase. This staircase leads under the docks where it emerges out of a secret door made to blend in with the rock under the main docks. This is a great way for Nigel to smuggle goods or people out of the tavern with none the wiser.



5. Kitchen. Though small, there are some magical implements here which make it easier for Zarana to cook. The most useful of these is a self-heating stone slab where she prepares most meals.

6. Nigel's Office. Nigel is typically only here when he actually is meeting with someone or after hours, when he and Zarana haven't yet retired to their home nearby. The office is decorated with even more stuffed beasts, but of the smaller variety.

7. Privies. The 2 privies have a thick reed curtain for privacy. Just above the bench, there is a hidden panel in the wall. This is typically locked in place. It leads to a small secret room that is used to hide a person or contraband. The odor of the privies is often enough to discourage searchers from looking too closely.

MENU

Zarana enjoyed cooking even as a young girl. Though a noble of her tribe, each tribal member contributed to the well-being of the tribe. Once her palate was expanded after seeing more of the world, she became fascinated with using these newer techniques and spices with her own native delicacies.

Zanagan delicacies are the rule in the tavern, and the house specialty is no less exotic. Giant reptiles called Saurians roam the wild jungles of Zanaga in many sizes, from as small as chickens, to as large as dragons. Many scholars believe they roamed all of Mennara in the past, but this is still hotly debated in the University.

Saurian Eggs: Nigel has shipments coming in constantly into port, to bring *Saurian Eggs*. Each egg is as large as a man's head. The top is broken off and the contents are scrambled along with Zanagan vegetables and hot peppers. Zanagan natives and those of the Baronies alike seem to agree it is one of the finest meals to be had in a lifetime. (30gp)

Steamed Bogclaws*: Large lobster-like jungle swamp bugs with a very similar taste to standard lobster. Prized by the Mahkim, these are steamed in their shell along with Zanagan peppers and served with drawn butter and assorted spice dips. (10gp)

Roasted Quetzal*: Though this bird appears as an ordinary chicken when cooked, it has a richer golden color, and the taste is far superior to even the finest chicken in all of the Baronies. Zarana makes a rub from crushed spices and Zanagan peppers and slow-roasts these birds for many hours. It is certainly the most adaptable meal for less adventurous diners. (15gp)

Meat of the Week. Nigel is always getting unusual meats shipped to him, and Zarana is constantly challenged in how to prepare and serve them. Depending on the rarity of such beasts, prices range from 5gp to 30gp when available.

DRINKS

In addition to strange foods, Nigel also has no shortage of exotic drinks to offer for the adventurous patron.

The Bloody Naga. The tavern's namesake drink is a very potent beverage. Made with a Zanagan tribal moonshine, vegetable juices, and the secret ingredient, a small drop of Naga poison, the drink really has a "bite" to it. Due to the rare ingredients involved, it is not a cheap drink, but you will likely not need to order a second one. (20gp)

Zanagan Moonshine. A grain alcohol made with the husks of various Zanagan vegetables, this potent drink is widely exported. (10gp)

Nectar Dream. Using honey mead as a base but infused with the nectar of various jungle flowers for a sublime taste. (10gp)

Three Skulls Rum. Often used as a bartering tool when first negotiating with Zanagan tribes, this rum is very potent and known for its longevity in storage. It is made and sold by the Three Skulls Trading Company (see page 256 of the **REALMS OF TERRINOTH** setting). (1gp)

Of course, more common wines and ales are also available for the less adventurous, but these are not widely advertised or recommended by the staff to guests.

NPCs

NIGEL VANDERHORN (RIVAL)

"You can't frighten me lad, I've stared down a 40' tall Saurian with teeth as long as your arm!" – Nigel Vanderhorn

Nigel was always a keen hunter. When old enough, he signed on with the Z. E. C. as an explorer and tracker to go see his childhood dream, the dark jungles of Zanaga.

He spent a couple decades with the company until he met the love of his life, Zarana while on an expedition. While adversarial at first, their strange relationship eventually blossomed into love, and Nigel decided to retire.

It was his wife's passion for cooking that led to the decision to create the Bloody Naga. Though wildly successful at first, Nigel tended to overspend. Zarana took over and had a good head for the business. However, Nigel had since found another avenue of income, smuggling for the Three Skulls Trading Company. The tavern is marked as a safe place with the three skulls in the tavern sign.

It didn't take long for Zarana to learn of this, but rather than being angry, she simply saw this as business as usual. After all, the hunter does not ask permission of its prey.

Since then, while he still uses his old contacts for the Three Skulls' purposes, he mostly is a figurehead in the tavern. He enthralls guests with stories of Zanaga, while arranging for smuggling shipments and people throughout the baronies.



Skills: Charm 3 (●●●●), Leadership 3 (●●●●), Melee (Light) 1 (●●), Vigilance 2 (●●)

Talents: None

Abilities: None.

Equipment: Fine Sword (Melee [Light]; Damage 5; Critical 3; Range [Engaged]; Accurate 1, Defensive 1) (in a cane)

ZARANA (RIVAL)

"And you think our customs are strange, while you move small trinkets around on a board for fun?" – Zarana

Zarana is a noble and proud woman, and yet believes serving others is the highest duty one can have. She enjoys running the tavern and watching the surprise and delight on customers' faces when they first try her Zanagan delicacies.





Skills: Athletics 2 (●●●●), Coercion 2 (●●●●), Leadership 1 (●●), Melee (Light) 3 (●●●●), Resilience 2 (●●●●), Vigilance 2 (●●●●)

Talents: None

Abilities: None

Equipment: Improvised kitchen tool (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Stun Damage)

MAHZAN (RIVAL)

"Here's your drink, and your drink, and your drink, and your drink!" – Mahzan

Needless to say, a 4-armed bartender is a handy addition to the tavern. Like many other curious Mahkim, Mahzan signed on with the Z. E. C. as a guide many years ago. He has been with Nigel since some of his earliest expeditions.

When Nigel and Zarana got together, and decided to retire to Jendra's Harbor, Nigel was sure Mahzan would return to his people. However, he had seen too much of the world, and just wanted to see more.

With a fondness for drink and the tavern's Bogclaws, he accompanied the couple when they moved. He has been a fixture in the tavern ever since.



Skills: Athletics 2 (●●●●), Brawl 2 (●●●●), Leadership 1 (●●), Melee (Light) 3 (●●●●), Resilience 2 (●●●●), Survival 2 (●●●●)

Talents: None

Abilities: 4 Arms (may spend ▲▲ from an initiative check to perform a free maneuver before the first round of combat).

Equipment: Claws, Spear (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 1), Hard scaly skin (+2 soak +1 defense).

ADVENTURE SEEDS

With Nigel's involvement with the Three Skulls Trading Company and his contacts in Zanaga, there are plenty of options for adventure...

SMUGGLING

Whether the PCs are trying to smuggle something in or out of the baronies, or if they are trying to get to the bottom of a smuggling ring, it would be only natural for a trail to eventually lead to the Bloody Naga.

PURSUIT

The adventurers are in pursuit of a fleeing villain. The trail leads to Jendra's Harbor. The villain has since paid Nigel to hide him, and eventually smuggle him out of the baronies.

FAMILY VISIT

Zarana's family comes bearing grave news; The passing of her mother. However, these family members have come to urge Zarana to come back to Zanaga and rule her tribe. The PCs could be on the side of helping the family or helping Zarana.

THE SAGE

The adventurers come upon a Zanagan relic and need some expertise in order to discover what it is. It is obviously magical. Some have recommended a man named Nigel in Jendra's Harbor.

Of course, Mahzan's unique appearance can also be the springboard for minor encounters.

To the Reader: Thank you for purchasing this product, and I hope you have enjoyed this brief look at the unique taverns of Terrinoth!

Sincerely,

Chris Markham